



RPG





INTRO

THIS IS A ROLE PLAYING GAME

The Legend of Zelda is a game of your imagination. Where you get to tell stories by taking on roles of the main characters—characters you create. It's a game that offers a multitude of choices to those characters—more choices than even the most sophisticated computer game. Because the only limit to what you can do is what you can imagine. The story is like a movie. Except all of the action takes place in your imagination. There's no script to the movie (other than a rough outline used by the “Game master”; you decide what your character says and does. The Game master is the director and special effects designer. Deciding what the story is about and taking on the roles of all the other characters—the villains, the extras, the special guest stars. The Game master also keeps track of the rules. Interprets the outcome of actions, and describes what happens. Together, players and Game master create a story and everybody has a great time.

THIS IS THE LEGEND OF ZELDA ROLE PLAYING GAME

Combine the fabulous elements of the land of Hyrule with the imagination. Everything you need is in this book except the dice.

When you're ready, flip through the rest of this book, it offers a wealth of options, allowing you to play in any of Hyrule's eras. It lets you play the good guys, the bad guys, or the guys in between if you want to add a little color to an otherwise black—and — white World.

When you play the Legend of Zelda Roleplaying Game you create a unique fictional character that lives in the imaginations of you and your friends. One person in the game, the Game master (GM) controls the villains and other people who live in Hyrule. Through your characters, you and your friends face the dangers and explore the mysteries that your Game master sets before you.

Anything is possible in the Legend of Zelda Roleplaying Game. You can have your character try anything you can think of. If it sounds good and the dice fall in your favor the action succeeds. The Basics section has more details.

CHARACTERS

Your characters are the stars of the movie, the main characters in the game. We sometimes refer to them as “heroes.” not in the “good guy” sense parse, but in the sense of the main protagonists of the story. Each character's imaginary life is different. Your character might be . . .

- A tough swords man for hire.
- A decedent of the hero of time.
- A gambler looking to make the next big score.
- A smuggler with a heart of gold.

- A member of a royal family from a wealthy land.
- A Gerudo thief.
- A Squire trained to protect the royal family.
- A decedent of the sages.
- Or any other kind of character you can imagine.

WHAT YOU NEED TO PLAY

Here's what you need to start playing the Legend of Zelda Roleplaying Game:

- This book, which tells you how to create and play your character.
- A copy of the character sheet
- A pencil and scrap paper.
- One or two four-sided dice (d4) four or more six sided dice (d6), an eight sided die (d8), two ten sided dice (d10), a twelve sided die (d12), and a twenty-sided die (d20).
- A miniature to represent your character.
- A battle map with 1-inch squares to put your miniature on, Players should read the front sections of this book, the parts dealing with character creation, skills, feats, and equipment. The rest of the book is for the Game master, providing advice for running the game opponents to throw at the players characters and a few starting points for adventures.



D I C E

The rules abbreviate dice rolls with phrases such as “4d6+2,” which means four six sided dice plus 2 (generating a number between 6 and 26). The first number tells you how many dice to roll (all of which are added together), the number after the “d” tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

THE ERAS

Before the hero of time, During Ocarina of Time , After Ocarina of Time, During Majora's Mask, After Majora's Mask, During Twilight Princess, After Twilight Princess, Before The Wind Waker, During The Wind Waker, After The Wind Waker, During A Link to the Past, or even After A Link to the Past also try before or after Skyward sword.

THE BASICS

The Legend of Zelda Roleplaying Game uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die to determine whether your character succeeds at a task (such as an attack or the use of a skill), you do this;

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds at the task at hand. If the result is lower than the target number you fail.

THE GAME MASTER

When you play the Legend of Zelda Roleplaying Game, you're participating in an interactive story. Players take on the roles of unique characters called heroes. One player serves as the Game master, a combination director, narrator, and referee. The GM describes situations, asks the players what their characters want to do and resolves these actions according to the rules of the game; The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the players' heroes encounter in the adventure. If you're the GM, you should read through all sections of this book; you don't need to memorize it but you do need to have an idea of where to find things once play begins.

Heroes

If you're a player. You take the role of a hero, the other players, and the GM all help to develop. You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

GAME PLAY

This overview gives you enough of the basics to get a feel for how this roleplaying game works. The chapters that follow take these basic concepts and expand upon them. Important! You don't have to memorize the contents of this book to play the game. It's a game not homework. Once you understand the basics. Start playing! Use this book as a reference during play. The table of contents and index should help you find a specific topic easily. When in doubt, stick to the basics keep playing, and have fun. You can always look up an obscure rule after your game session ends but remember that you don't have to sweat the details in the middle of play.

ROLLING DICE

We've already explained the basic rule that forms the foundation of the game-roll a d20, add a modifier and try to get a result that's equal to or greater than the target number. Whenever your character tries to accomplish something significant, the GM asks you to roll a d20. Important! Not every action requires a die roll. Roll dice in combat and other dramatic situations when the success of an action is in doubt.

The d20 is used to determine results in combat and when making skill checks and ability checks. In other words, the d20 determines whether or not you succeed at an action. The other dice (d4, d6, d8, d10, and d12) are used to determine what happens after you succeed. Usually the other dice come into play after making a successful attack roll to determine how much damage the attack deals to the target,

A GAME SESSION

In the Legend of Zelda Roleplaying Game the Game master and players get together to tell a story through the play of the game. We call these group-created stories 'Legends.' the Legends features plenty of action Lots of opportunities for combat, cool villains, epic plots, and a sense of wonder and grandeur.

Typically, the game consists of Legend that resembles episodes in the game saga. One adventure might play out in a single game session; another might stretch across several evenings of play. A session can last as long as you're comfortable playing, from as short as one hour to as long as a 12 – hour marathon. Most groups get together and play for two to four hours at a time. The game can be stopped at any time and restarted when the players get back together.

Each adventure consists of interrelated scenes. A scene might feature some kind of challenge or roleplaying encounter or it could revolve around combat. When there's no combat going on, play is much more casual. The GM describes the scene and asks the players what their characters do. When combat breaks out, game play becomes more structured, and the action takes place in rounds.

WHAT CHARACTERS CAN DO

A character can try to do anything you can imagine just so long as it fits the scene the GM describes Depending on the situation. Your character might want to;

- Listen at a door
- Explore a location
- Converse with another race
- Bargain with a merchant
- intimidate a thug
- Talk to an ally
- Ride an Animal
- Search for a clue
- Bluff an official
- Repair an item
- Swing across a shaft
- Move
- Duck behind a wall
- Attack an opponent
- And just about anything you can think of

Characters accomplish these things by making skill checks, ability checks, or attack rolls, all of which entail a modified d20 roll.

Setup

After you've created a hero, get together with the rest of your gaming group for your 1st adventure. Prior to this, the GM has developed a storyline for the adventure. She might buy a complete, ready-to-play adventure or grab one off of the Internet. Alternately, the GM might develop one using the guidelines.

Pick an evening or a weekend afternoon or some other convenient time when you and your friends can spend a few hours playing Legend of Zelda Roleplaying Game. Decide on how much time you want to spend playing.

[Two to four hours is a good length for a game session.]

Where should you play the game? Anywhere that's comfortable. The place should have a flat surface to roll dice on, such as a kitchen table. The GM sits so that the other players can't look over his/her shoulder or peek at her adventure notes. She needs enough room to spread out the rulebook and any other materials she might have for the game session including other Legend of Zelda books a battle map, miniatures a pencil or pen, dice, and his/her adventure notes.

GENERAL ADVICE

The first couple of game sessions you play might be a little uneven as everyone learns how the game works and gets comfortable with the idea of roleplaying. Remember that these rules are guidelines a framework and structure for playing Legend of Zelda adventures in a roleplaying game environment.

A roleplaying game is a living game; it evolves and develops as you play it. If something isn't working for your group, and the entire group agrees, make a change. But wait until you've played a few times with the official rules before you decide to tinker.

TIME

Each round in combat = 10 Seconds

Time progresses will out of combat at the rate of half of normal time

GAME MODES

Heroic

In this mode you and your team can play as Link, Zelda, Ganondorf or any other special charters. However all player must agree to let one or all of the player that want to play in this mode. However the special charters have a set path and cannot change it unless the GM decides otherwise also alignment is set and can only be changed if the GM allows so.

Normal

Using a number to represent your health and recovery harts heal 50hp

Hero

In Hero Mode, you take double damage and won't be given recovery hearts at any point. This mode is only for the truest heroes!

Heart system

The hart system is a health system rather the HP by numbers you would you harts each hart being 100% and damage being a d4 hence 25% or ¼ heart damage. To convert a charter between systems each heart is 50hp minimum of 3 hearts. Your level also changes when going form the standard system and the heart system depending on how Meany hearts you have by the end of the process. 3 hearts mean you are level 1 for every full heart afterwards adds a level. You keep all skill and techs if you are lower level in the hearts system. Should you be higher level in the heart system then you are in the standard system when going in to the heart system you gain the missing techs skill and/or score bonus.

CHARACTER CREATION

Make sure you review Chapters 1 through 9 before using this overview when creating a Legend of Zelda character. Make a copy of the character sheet to use as a record of your character. Characters generally begin play at 1st level and attain additional levels as they complete adventures.

1. GENERATE ABILITY SCORES

Every character has six abilities that represent the character's basic strengths and weaknesses. These abilities-Strength, Dexterity, Constitution, intelligence, Wisdom, and Charisma-affect everything a hero does, from lighting to using skills. A score of 10 or 11 in ability is average. Higher scores grant bonuses, and lower scores give penalties. When you create your character, you'll want to put your higher scores into the abilities most closely associated with your characters class. Use one of the methods described in Chapter 1 1 Abilities to generate your six ability scores. Record the scores on a piece of scrap paper and put them aside for the moment.

2. Selecting Your Race

As a Legend of character, you aren't limited to simply being Human. There tree variety of races available, from Hylian to Kokiri. Select the race you want to play from those presented in Chapter 2: Race.

Each race has its own set of special abilities and modifiers. Record these traits on your character sheet.

3. CHOOSE YOUR CLASS

A class provides you with a starting point for your character a frame upon which you can hang skills, feats, and various story elements. Choose a class from those presented in Chapter 3: Heroic Classes and write it on your character sheet.

4. ASSIGN ABILITY SCORES

Now that you know what race and class you want your character to take the scores you generated earlier and assign each to one of the six abilities: Strength, Dexterity, Constitution, intelligence, Wisdom, and Charisma. Then make any adjustments to these scores according to the race you selected.

For guidance each class description indicates which abilities are most important for that class. You might want to put your highest scores in the abilities that accentuate the natural benefits of the class.

Record your ability scores on your character sheet. Record your ability modifiers as well.

5. Determine combat statistics

In combat, you need to know your characters hit points, defenses, damage threshold, attack bonuses and speed as well as how many Courage Points he has to spend.

Hit Points Standard System

Each character can withstand a certain amount of damage before falling unconscious or dying. This ability to take damage and keep on functioning is represented by the characters hit points. Your class determines how many hit points you have at 1st level as shown below:

CLASS STARTING HIT POINTS

Sage decedent, Gerudo thief	18+ Constitution modifier, 1d8 + Constitution modifier per level
Grunt, Inventor	24 + Constitution modifier, 1d6 + Constitution modifier per level
Hero of time decedent, Squire	30 + Constitution modifier, 1d10 + Constitution modifier per level

For example if your character belongs to the Gerudo thief class and you have a 12 Constitution. You start with 19 hit points (18 plus 1 for your Constitution bonus).

Hit Points using the heart system

All classes have a start of 3 hearts and the constitution modifier goes in to the heart container as a Piece of Heart. However this does not apply when you level instead you gain a full Piece of Heart.



Your hit points increase as you gain levels.

Just like in legend of Zelda there is a Heart system however it works off of the same system as your hit points. Each Heart is worth 50 hit points players can pick up Recovery Hearts and Heart Containers. By collecting a 4 of Pieces of Heart, a player can create another Heart Container. Heart Containers, also known as Container Hearts the more Heart Containers they collect, the more health he will have

Defenses

Determine your characters defenses as follows;

Passive Reflex Defense: IO + your heroic level and armor bonus + Dexterity modifier + class bonus + natural armor bonus + size modifier

Active Reflex Defense: Dice roll+ your heroic level and armor bonus + Dexterity modifier + class bonus + natural armor bonus + size modifier

Passive Fortitude Defense: 10 + your heroic level + Constitution modifier + class bonus + equipment bonus

Active Fortitude Defense: Dice roll + your heroic level + Constitution modifier + class bonus + equipment bonus

Passive Will Defense: 10 + your heroic level + Wisdom modifier + class bonus

Active Will Defense also known as courage: Dice roll + your heroic level + Wisdom modifier + class bonus + equipment bonus

When you take your first level in a heroic class, you gain class bonuses on two or more defenses.

If you wear armor, you must substitute your armor bonus for your heroic level when calculating your Reflex Defense. For example a 1st level Squire with a dexterity of I2 wearing a blast helmet and vest (+2 armor bonuses) has a Reflex Defense of 13 (10 + 2 armor + 1 Dexterity+ 1 class). Some types of armor also provide an equipment bonus to your Fortitude Defense in addition to an armor bonus to your Reflex Defense.

Damage Threshold

Attacks that deal massive amounts of damage can impair or incapacitate you regardless of how many hit points you have remaining. Your damage threshold determines how much damage a single attack must deal to reduce your combat effectiveness or in some cases, kill you.

A Small or Medium characters damage threshold is equal to his or her Fortitude Defense. Record this number on your character sheet.

Base Attack Bonus

Your characters class determines your base attack bonus. Record this number on the character sheet.

Hero of time decedent and Squires have a base attack bonus of +1 at 1st level; sage decedents, thieves and grunts have a base attack bonus of +0 at 1st level.

Melee Attack Bonus

To determine your melee attack bonus, add your Strength modifier to your base attack bonus. Certain feats and talents might provide additional modifiers, so make adjustments as necessary.

Ranged Attack Bonus

To determine you're ranged attack bonus add your dexterity modifier to your base attack bonus. Certain feats and talents might provide additional modifiers so make adjustments as necessary.

Speed

Your characters race determines his/her speed. Most races have a speed of 6 squares. Kokiri have a speed of 4 squares because they are small.

Type of weapon	Point blank No Penalty	Short -2 Attack	Medium -5 Attack	Long -10 Attack
Rifles	0-20	21-30	31-40	41-50
Pistols	0-15	16-25	26-35	36-45
Bows	0-10	11-20	21-30	31-40
Thrown, sling shots	0-6	7-8	9-10	11-12

ABILITIES

Just about every dice roll you make is going to get a bonus or penalty based on your characters abilities. A tough character has a better chance of surviving a freezing night on Death Mountain. A perceptive character is more likely to notice Stalchild sneaking up from behind. A stupid character is less likely to notice a switch that leads to a secret cargo compartment. Your ability scores tell you what your modifiers are for rolls such as these.

Your character has six abilities: Strength (abbreviated STR), Dexterity (Dexterity), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above average abilities gives you a benefit on certain die rolls, and each below—average ability gives you a disadvantage on other die rolls. You roll your scores randomly; assign them to the abilities you like. Raise and lower them according to your character's species and then raise them as your character advances in experience.

YOUR ABILITY SCORES

To create an ability score for your character, roll four six-sided dice (4dE). Disregard the lowest die and total the three highest dice this roll gives you a number between 3 (horrible) and 18 (tremendous) the average ability score for the typical galactic citizen is 10 or 11, but your character is not typical. The most common ability scores for player characters (heroes) are 12 and 13. (The average hero is above average.) Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step you need to know what kind of person your character is going to be including his species and class. In order to know where best to place your characters ability scores remember that choosing a species other than Human causes some of these ability scores to change (see Race Ability Adjustments).

ABILITY MODIFIERS

Each ability - after changes made because of species has a -5 to +5 modifier. Ability Modifiers shows the modifier for each ability based on its score. The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. For instance, you add or subtract your Strength modifier to your roll when you try to hit someone with a sword. You also apply the modifier to some numbers that aren't die rolls, such as when you add or subtract your Dexterity modifier to your Reflex Defense. A positive modifier is called a bonus and a negative modifier is called a penalty.

Rerolling

If your scores are too low you may scrap them and reroll all six scores. Your scores are considered too low if your total modifier (before changes according to species) are 0 or less or if you're highest score is 13 or lower.

ABILITY MODIFIERS

SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER
1	-5	12-13	+1	24-28	+7
2-3	-4	14-15	+2	26-27	+8
4-5	-3	16-17	+3	28-29	+9
6-7	-2	18-19	+4	30-31	+10
8-9	-1	20-21	+5		
10-11	0	22-23	+6		

PLANNED GENERATION

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This requires a bit more thought and effort on your part since you need to know what kind of character you want to play so you can select your scores appropriately. Determine your species and class beforehand, and then select your scores as outlined below, your character's ability scores all start

at 8. You have 25 points to spend to increase these scores, using the costs shown below after you select your scores apply any species modifiers.

SCORE	COST	SCORE	COST	SCORE	COST
8	0	12	4	16	10
9	1	13	5	17	13
10	2	14	6	18	16
11	3	15	8		

STANDARD SCORE PACKAGE

The third method of determining ability scores is the standard score package, a balanced mix of scores designed to quickly create hero characters. Assign the scores to the abilities as you like. After you assign your scores apply species modifiers. The standard score package is: 15, 14, 13, 12, 10 and 8.

THE ABILITIES

Each ability partially describes your character and affects some of your character's actions. The description of each ability includes a list of notable characters along with their scores in that ability,

Strength (STR)

Strength measures your character's muscle and physical power. This ability is especially important for Squires because it helps them prevail in physical combat. You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls for melee and thrown weapons. (Exception: Grenades don't have their damage modified by Strength.)
- Climb, Jump and Swim checks (the skills with Strength as the key ability).
- Strength checks (for breaking down doors).

Dexterity (DEXTERITY)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important ability for Gerudo thieves, but it's also high on the list for characters who want to be good shots with ranged weapons (such as bows) or who want to ride an animal.

You apply your character's Dexterity modifier to:

—Ranged attack rolls, such as with Bows.

—Reflex Defense, provided the character can react to the attack.

—Acrobatics, Drive, Ride and Stealth checks [the skills where Dexterity is the key ability].

CONSTITUTION (CON)

Constitution represents your character's health and stamina. Constitution adds to a hero's hit points, so it's important for everyone but most important for Squires and Hero of time decedent.

You apply your Constitution modifier to:

- Each die roll for gaining additional hit points (though a penalty can never drop a hit point roll below 1; a character always gains at least 1 hit point each time he or she goes up a level).
- Fortitude Defense, for resisting poison, radiation, and similar threats.
- The Endurance skill.

If a character's Constitution changes, his or her hit points should also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. Intelligence is important for grunts, sage decedents, and any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

—The number of languages your character knows at the start of the game.

—The number of trained skills you have.

Beasts have Intelligence scores of 1 or 2. Sentient creatures have scores of at least 3.

When a character's Intelligence score permanently increases or decreases, its number of trained skills and known languages also changes. For example, if Paul's Goron grunt increases his intelligence from 13 to 14 his Int modifier goes from +1 to +2. Paul's Goron gains one new trained skill (chosen from his class skills) and one new language. The Goron's greater intelligence allows him to utilize things he had learned but never before applied properly.

WISDOM (Wis)

Every creature has a Wisdom score. Wisdom describes a character's willpower, common sense, perception, and intuition. Compared to Intelligence, Wisdom is more related to being in tune with and aware of one's surroundings, while Intelligence represents one's ability to analyze information. An "absentminded professor" has a low Wisdom score and a high Intelligence score. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is the most important ability for grunts, but it's also important to characters wishing to be in-tune with their environment or characters who like to gamble. If you want your character to have keen senses put a high score in Wisdom. You apply your character's Wisdom modifier to:

- Will Defense, generally for resisting certain Force attacks.
- Perception Survival and Treat Injury checks (the skills with Wisdom as the key ability).
- The number of Force powers you learn when you take the Force Training feat.

When a Force-using character's Wisdom score permanently increases or decreases, his number of known spells also changes. For every instance of the Force Training feat that you have you gain one

spell (or an additional use of an already known Force power) for every point by which your Wisdom modifier increases. If you instead suffer a permanent reduction in your Wisdom modifier you lose access to the same number of spells; you must choose which spells (or extra uses of the same Force power) you lose.

Charisma (CHA)

Every creature has a Charisma score. Charisma measures a characters force Personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents actual strength of personality and force of presence not merely how others perceive you in a social setting. Charisma is most important for Sage decedent and Hero of time decedent.

You apply your Charisma modifier to:

- Deception, Gather Information, Persuasion, and spell checks
- (Skills with Charisma as the key ability).

CHANGING ABILITY SCORES

Over time your characters ability scores can change. Ability scores can increase without limit.

- At 4th, 8th, 12th, 16th and 20th level, a heroic character increases two ability scores by 1 point each.
- As a character ages, some ability scores go up and others go down. See Table: Aging Effects for details.

When an ability score changes, all attributes associated with that score change accordingly. For example, when Saria becomes a 4th-level sage, she increases her Dexterity from 15 to 16 and increases her Charisma from 13 to 14. Now she's harder to hit, better at using ranged weapons, and all of her Dexterity-based and Charisma-based skills improve as well.

LEVELING

As you level on the even number levels you get +1 to any skill score (such as swim perception initiative magic or ride) at the odd number levels you can add 1 tech from one of your classes/class.

At every 4 levels you get +1 to 2 abilities (which can't be the same).

At the 2nd you pick a skill you want to improve by +1

So at 3rd level you pick an Tech that you want and finally

At the 4 level you may pick two abilities (Score) you wish to improve.

Destiny Point

If your GM uses the optional destiny rules described; Heroic Traits, your character begins play with 1 Destiny Point. Indicate this in the space provided on the character sheet.

1. Select skills

Skills represent how well a character accomplishes dramatic tasks other than combat such as disabling a tractor beam generator or climbing a sheer surface. Each class comes with a list of class skills. From this list, you get to pick a number of skills in which your character is considered trained. The number of trained skills your character gets depends on the class you've selected and your character's Intelligence modifier; once you've selected your character's trained skills, determine the skill check modifier for each skill. The skill check modifier for trained skills is one-half your character level [rounded down] + the relevant ability modifier + 5. If you are untrained in a skill the skill check modifier is one-half your character level (rounded down) + the relevant ability modifier. In other words, you get a +5 bonus on skill checks made using trained skills.)

Some skills cannot be used untrained.

2. SELECT TECHS

Techs are special features that provide a character with new capabilities or improvements.

Your character begins play with at least one tech. If you are playing a Human you get a bonus feat. In addition your class also gives you several starting feats that you get for free.

Select your feats from the Feats Chapter: Feats and record them on the character sheet. Some feats may affect the information you've already recorded. So make adjustments as necessary.

3. DETERMINE STARTING CREDITS AND BUY GEAR

Your character's class determines how many credits you start play with. Use your credits to purchase equipment for your character. Equipment Chapter: Equipment describes weapons, armor, and gear you can select from.

4. FINISH YOUR CHARACTER

The last details you need to add to your character sheet help you visualize and role-play your character. You need a name of course—something that fits your class and your race. You should also determine your character's age, gender, height, weight, eye and hair color, skin color, and any relevant background information you want to provide. (Make sure to run your ideas past your Game master so that he or she can fit them into the campaign.)

Heroic Traits Chapter: Heroic Traits provides guidelines that can help you with these details and characteristics.

The character can add one other class as he/she goes however you will never be as good as if you were to stay as one class but you would know both talents but when you add the new class you do not get the starting abilities, rupees and/or weapons.

Courage Points

Your character begins play with 5 Courage Points. Indicate this in the space provided on the character sheet.

If you end up taking the Courage Boom feat, you gain an additional 3 Courage Points.

RACES

Human

Humans are a race of people that live in the land of Hyrule during the time of The Legend of Zelda: A Link to the Past, The Legend of Zelda: The Wind Waker, and The Legend of Zelda: Twilight Princess. Humans look identical to Hylians; the only physical difference is the structure of their ears.

The humans have short, rounded ears as opposed to the long pointed ears of the Hylians. Once an obscure race during the era of The Legend of Zelda: Ocarina of Time and The Legend of Zelda: Majora's Mask, they would one day come to replace Hylians as the leading race of Hyrule. As the blood and magical abilities of the Hylians began to run thin over time, the human race would slowly rise to power as the Hylian race began to fade from history. By the time the events of The Legend of Zelda and Zelda II: The Adventure of Link occurred, Hylians were an exceedingly rare race to find.

Although humans come to populate many areas of the world, one notable population lives in the secluded province of Ordon in the deep south of Hyrule, where the start of the game The Legend of Zelda: Twilight Princess takes place. At this time, there are very few humans in Hyrule that are not originally from Ordon, perhaps a clue that the Ordonians are the progenitors of the entire race.

It should be noted that most of the characters in Twilight Princess refer to Hylians as human. For example, Midna usually refers to Link as human, and almost no one even mentions the term "Hylian". This could signify a shift from a Hylian culture to a more human culture or that Hylians could be thought of as a sub-race of humans.

Another interesting thing to note about humans is that they tend to have democratic leadership instead of monarchies (although in the past Labrynna did have a monarchy). To date, the only Hylians that have had a democracy are the Terminans.

Humans tend to be oblivious to magic and therefore do not have magic but it is not impossible to have magic. They tend to get their magic from the Great Fairies who can grant anyone magic.

+3 Crafting 1 extra trained skill and ability

5 slot start

Natural element: none

Vision: normal



Hylian

The Hylians, also known as the Hylias, are a recurring race in the Legend of Zelda series. The chosen race of the gods; the Hylians are bound to carry out the will of the Golden Goddesses and preside over the other races of Hyrule. This is mainly the reason why the Hylians are for the most part considered superior to other races in Hyrule. Hylians are an elf-like race of people who first established an ordered civilization in Hyrule.

Physically, Hylians resemble humans, in which the only difference appearance-wise is their elf-like ears. The Hylians have long, sculpted ears that supposedly enable them to hear special messages. As the chosen people, they are also given unique psychic and magical abilities. This has been demonstrated in several different ways over time.

In the early part of Hyrule's history, Hylians were the dominant and most populous of the general humanoid races, as shown in *The Legend of Zelda: Ocarina of Time*. But over time, however, the bloodline began to thin, and Hylians were replaced by the humans as the most widespread humanoid species, becoming increasingly rarer by the time of *The Legend of Zelda: The Wind Waker*. However, in *The Legend of Zelda: Twilight Princess*, they are still the dominant species of Hyrule, though they are referred to as "humans".



Hylian Knights

The Knights of Hyrule are the ancient knights protecting the Royal Family of Hyrule. During the Imprisoning War most of them were killed. According to *The Legend of Zelda: A Link to the Past* and *Ocarina of Time*, the Hero of Time is a descendant of the Knights of Hyrule, as well as Link in *A Link to the Past* and *The Wind Waker*. Apparently only the descendants of the Knights of Hyrule can wield the legendary Blade of Evil's Bane, the Master Sword.

+2 in magic

5 slot start

Natural element: light

Vision: normal

Kokiri

The Kokiri are a recurring race from the Legend of Zelda series. The Kokiri are a cautious, child-like, and secretive race native to Kokiri Forest. The Kokiri believe that they will die if they leave Kokiri Forest, and therefore, they never leave the forest and know nothing about the outside world, only the safe haven that is the Kokiri Forest; however, during the ending of The Legend of Zelda: Ocarina of Time, it is revealed that the Kokiri can travel beyond the forest. In The Legend of Zelda: The Wind Waker, the Kokiri are revealed to have evolved into Koroks, a race of friendly, diminutive tree-beings.

The guardian of the Kokiri is the Great Deku Tree, and their self-appointed "boss" is Mido. All Kokiri are ageless, and while they appear as Hylian children, most have existed for centuries prior to the events of Ocarina of Time. Each Kokiri has a guardian fairy that functions as a friend, parent, and teacher. The Kokiri are known as "the spirits of the forest" and were possibly created by the Great Deku Tree, although according to the official Nintendo strategy guide, they were originally Hylian children that wandered into the forest and were changed by the powers of the forest. They are well-known for their distinctive and traditional green garb. Interestingly, the names of a majority of Kokiri who are officially named are portmanteaus of syllables from the Solfège musical scale "do re mi fa so la ti do." For example, Mido is made up of "mi" and "do," and "Fado" is made up of "fa" and "do."



The symbol used to represent the Kokiri is reminiscent of the shape of the Kokiri's Emerald, the Spiritual Stone of Forest. This symbol is found on the Deku Shield and as engravings inside the Forest Temple.

+2 DEXTERITY+1 WIS Speed 5

4 slot start

Natural element: wood

Vision: normal

Cannot get lost in the lost wood but if gone in the wrong direction they will come out at the Kokiri Forest or the nest Forest

Rito

The Rito, also known as the Bird-people, are a race of bird-like humanoids in *The Legend of Zelda: The Wind Waker*. Their main habitat is on Dragon Roost Island, an island on the Great Sea. They have a tribal elder, with numerous followers and elaborately dressed guards. No Rito is born with wings, and instead, must visit the tribes' guardian, the great Sky Spirit, Valoo, to receive one of his scales which enable them to grow wings. It is a coming of age ceremony of the Rito, to journey to the great Valoo to receive their scale. Children without wings are called Fledglings.

Rito are viewed upon by outsiders somewhat dubiously. Some have an inexplicable bigotry directed towards them, perhaps out of jealousy. Still, Rito are widely accepted as mail carriers, as only they can traverse the seas without cumbersome ships. Rito are capable of flying quickly, and full-grown members can carry humans for a short time.

The Rito may be inspired by the Watarara race in *The Legend of Zelda: Ocarina of Time* manga generally considered not to be canon. These people were more like giant birds than humans, but had a similar gaining of wings past a certain age and the same chieftain leadership structure. Rito resemble condors, and seem to have some relation with the Andean culture: males have dark skin and the main theme of the Dragon Roost Island contains some Andean instruments such as zampoña (or pan pipes) and charango.



Biology

Rito are humanoid, bird-like creatures. They have a mix of human and animal biological characteristics, with very distinctive traits. The Rito appear to be covered by dark shaded skin or feathers. Most Rito have red colored eyes, although the Rito Chieftain has yellow eyes. They, like many other races in the series, have pointed ears. The Rito have bird-like feet as well, though oddly without talons. Rito also have some sort of beak where a human's nose would be found, though the shape and size of this beak varies through different Rito. Unlike normal birds this beak appears to be only used for smelling, and cannot be used as a mouth; the Rito have a more human-like mouth below this beak.

+2 INT +1 CHA

5 slot start

Natural element: wind

Vision: normal

Sheikah

The Sheikah, also known as the Shadow Folk, are a recurring race in the Legend of Zelda series. The Sheikah are an ancient clan of ninja-like warriors sworn to protect the Royal Family of Hyrule, even after death; as such they came to be known as "the Shadows of the Hylians". They were skilled in magical and combative art. It is assumed that many died during the Hyrulean Civil War and are considered extinct by the events of The Legend of Zelda: Ocarina of Time.

While three known Sheikah appear in the games, to maintain the mystery of the race, their emblem makes many small appearances in various games in the series.

The plural for Sheikah is debated -- early in The Legend of Zelda: Ocarina of Time, Sheik and Impa both refer to themselves as being of the Sheikahs. However, the grave in Kakariko Village states that the plural of Sheikah is simply Sheikah. It isn't known if this is a translation error, or if there are different Sheikah tribes or ranks. Sheikah has become largely the officially accepted plural of the race.

Characteristics

The physical appearance of the Sheikah is similar to that of the Hylians; the only known difference between Hylian and Sheikah biology are their red-colored eyes.

It can be presumed that the Sheikah are related or evolved from the Hylian race, due to their distinctive pointed ears and their ability to use magic; in fact, Princess Zelda, a native Hylian, has a Sheikah alter ego. It is unknown whether she simply wore a disguise or used magic to transform her shape, but Zelda, when disguised as Sheik, has the red eye color inherent of the Sheikah race. Little is known about their lifespan and other details about their lives. There is no statement of there ever being any male Sheikah since the true gender of Sheik is debated by many fans.

+1Con +2WIS

5 slot start

Natural element: shadow

Vision: normal



Gerudo

The Gerudo are a recurring race in The Legend of Zelda series. They are a tribe of thieves that consists entirely of women, save for one man that, according to legend, is born every hundred years, who is destined to become the king of the Gerudo. They have dark tanned skin, golden eyes and red hair. In the manga, they appear mostly as Arab harem-style figures. They are known to have relations with Hylian men, with whom they form relationships or simply use for procreation.

Culture

From the many appearances by the Gerudo race throughout the games, many aspects of their culture and society can be deduced from their behavior. Their culture is extremely different from Hyrulean culture, and it is likely that their societies developed very independently of each other. Gerudo society has little respect for Hylian men, and the only men they ever truly revere are the males born every 100 years into their tribe, who are destined to be their kings. They usually seem to show distaste for Hyrulean culture, as in their eyes living in separate, wooden houses, worshipping Din, Nayru, and Farore, and having differing gender roles between men and women are all blasphemous. In Gerudo culture, the tribe is usually seen all living together in large forts and blockhouses (sometimes in tents), the Goddess of the Sand is worshipped, and women are seen as being able to fulfill any role in society from architect to warrior. It appears that the Gerudo are devout worshippers of the Sand Goddess, as they have constructed a huge monument to her at the Spirit Temple in the middle of the Gerudo Desert. Due to the lack of men, it is possible that in one of the realities, the Gerudos eventually learned to accept Hyrulean culture, and intermingled until they were fully assimilated.

+2 DEXTERITY+1 Acrobatics +2 Stealth

6 slot start

Natural element: spirit

Vision: normal



Deku Scrub

Deku Scrubs are recurring characters in the Legend of Zelda series. They are considered to be the most common species of Deku and can be found in a variety of locations. Unlike Business Scrubs and Mad Scrubs, Deku Scrubs are non-aggressive toward Link, except in The Legend of Zelda: Ocarina of Time.



Biology

Deku Scrubs are small creatures about half the height of Adult Link. They appear to be made of wood, suggesting that they may have evolved from plants. Generally, they have red glowing eyes and leaves or other plant-like growths sprouting from their heads. Deku Scrubs, along some Business Scrubs, are capable of spinning the leaves on their head like a helicopter to fly great distances. As suggested by the Deku Royal Family, it is possible that monarchical Deku have fancier head growths, or that perhaps the monarchs are chosen by how extensive their head growths are. Deku Scrubs have the ability to spit Deku Nuts and Magic Bubbles at their enemies through their cylindrical mouths. Despite being made of what appears to be wood, a **Deku cannot swim without drowning**. On the other hand, their light weight allows them to hop over short distances of water, as well as stand on Lily Pads. Because of their plant-like nature, Deku Scrubs are also very vulnerable to fire, and perish very quickly if they come into contact with it. Deku are able to use Deku Flowers to launch themselves to normally unreachable places.

Deku Scrubs burn when lit on fire there for taking double damage and burns for 4 turns.

Can skip along water but must end on solid ground.

The Bubble Blast is one of Deku Link's special attacks. It is learned when Link takes the Stray Fairy in Clock Town to the Great Fairy in North Clock Town. With the Magic Power now available to the young hero. As the bubble expands, the distance and the power of the attack increases. The Bubble Blast takes up magic from the Magic Meter whenever it is used.

Releasing the bubble causes it to spiral into the direction of where Deku Link was aiming. This can be used to hit nearby items and enemies, but since it moves slowly, it is not a very reliable attack.

Bubble dealing 1d4 (magic vs. ref) 2mp

+3 DEXTERITY-2 CHA

4 slot start

Vision: normal

Natural element: wood

Deku Nuts are the weapon of choice of Deku Scrubs, which spit them from their mouths. Surprisingly, the nuts utilized by Scrubs do not explode on impact, and instead simply deal damage and crumble; however, that being said, Deku Link is able to drop Deku Nuts while flying using a Deku Flower which have the same effect as throwing them.

1d4

Besides being used for battle, Deku Nuts also hold aesthetic value for the Deku Royal Family in particular, as the Deku King's scepter is adorned with a large Deku Nut on top.

Water Hopping

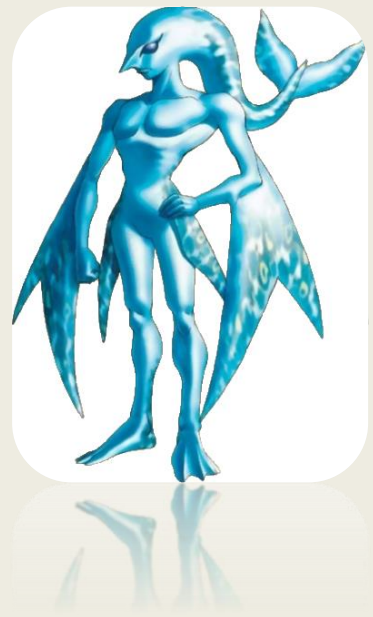
Deku Link is not capable of swimming, instead traveling on the surface of bodies of water through a series of hops. Limited to five hops before drowning, the fifth bounce is significantly higher than the previous four, allowing one last-ditch effort to reach dry land. This ability prevents Deku Link from being damaged by toxic water or from being affected by the speed or direction of the current. This ability is primarily employed in areas with poisonous water, such as the Southern Swamp and the Woodfall Temple.

Deku Flower Flight

By burrowing into a Deku Flower, Deku Link can launch himself into the air and drop Deku Nuts on enemies. The elevation and duration of the flight varies from flower to flower, though any flight can be extended if Deku Link passes through a powerful air stream. As well as granting Link access to previously inaccessible areas, launching from a Deku Flower is also a powerful attack move. This is necessary to defeat enemies such as Snappers, and can also be used to defeat the boss of the Woodfall Temple, Odolwa.

Zora

The Zora are a recurring race in the Legend of Zelda series. Zoras are aquatic, blue-skinned humanoid creatures that exist in Hyrule, Labrynna and Termina. They are incredibly skilled natural swimmers. The appearance of Zoras can vary greatly; some are large and round, like King Zora XVI, while others are slender and small, such as Prince Ralis. This suggests the possible existence of subspecies within the Zora race. Indeed, Zoras are divided into two known major subspecies: the River Zoras, and the Sea Zoras. River Zoras are known as the hostile enemy race that pop out of the water and fire energy balls at Link; whereas the peaceful Zoras, loyal to the kingdom of Hyrule, are the Sea Zoras. The two differ physically. Despite their names, both types of Zora are known to inhabit both the ocean/sea and bodies of fresh water.



Biology

While still visibly humanoid in some cases, the Zoras resemble various marine creatures in their body structure. Most of them wear no clothes, but certain members of their species do wear clothing, or, as shown by the Zora guards in Twilight Princess, a helmet that completely encases their head. They are generally covered in silver scales, which give them a pale blue sheen from a distance, and they have dark blue spots on their extremities. Where humans sometimes have long hair, average Zoras have rear-hanging caudal extensions of their heads shaped like the tails of dolphins, perhaps as a cephalic form of dorsal fin. These tails undulate periodically, which gives a Zora's head the unique semblance of a fish. In The Legend of Zelda: Twilight Princess, the 'dorsal-like fins' appear to be much smaller. Zoras have two large ulnar fins located distally on their forearms, and some have smaller fins at their ankles. They are sometimes depicted as having webbed feet and hands. They lack ears in the traditional sense, but do have pronounced noses. In previous games in the series, Zoras had no visible gills, yet could breathe underwater, but in The Legend of Zelda: Twilight Princess, Zoras had gills on their abdomen, analogous to the placement of lungs on a human. Also in Twilight Princess, it appears that all Zoras have green eyes, which may indicate a trait associated with the species. As with Deku Scrubs and Gorons, Zoras who are important to the storyline are physically distinct from the general Zora.

The gender of common Zoras is not well defined in the video games, as their physical appearance is not wholly conclusive on the matter. Princess Ruto and Lulu are notably female, having distinctly rounder, or feminine body features and the fact that Lulu laid eggs and Princess Ruto wanted to be married to Link. In these earlier games, it was very easy to pick out female Zoras due to three main physical features: Visible pointed ears. Figure and curves characteristic of women. Wide heads, similar to those of Hammerhead Sharks, with extra eyes on the sides.

More venerable to ice. Can breathe under water. Can create a magic shield while under water that does damage on impact 1d4 (magic vs. ref) 2mp cast 1mp per turn

+1 CON +5 swim

5 slot start

Vision: normal

Natural element: water

Goron

The Gorons are a recurring race in the Legend of Zelda series. The Gorons are a humanoid, rock-eating race that dwell in the mountains. Despite their hulking appearance, Gorons are a relatively peaceful species. They are usually considered, perhaps superficially, to be of low intelligence, although there is no particular indication of this in the games; in fact, there is evidence to the contrary, such as their ability to industrialize ahead of all the other races in *The Legend of Zelda: Twilight Princess*.

Biology

Gorons are physically intimidating, as their height and sheer size are almost double that of an average human, at least in some games. They are presumably silicon-based due to a strict diet of rocks and, possibly as a result, they develop rocky growths on their backs as they age. The apparent immunity to drowning shown in *Twilight Princess* would also stem from this, as the silicate minerals and rocks are extremely common and contain oxygen (This does not, however, explain Goron Link's weakness to water; however, it may be because Gorons must activate it somehow, which Link may not know how to do.) Due to their enormous density and weight, likely from high muscle-mass, they are unable to swim, but they do not respire like others do; presumably one who reaches the bottom would be able to make it back out. Some Gorons grow much larger than average, but this is very rare. Gorons can curl up into the fetal position and roll up to very fast speeds. Gorons with magic power can even sprout spikes if rolling fast enough. Due the appearance of five different generations of Graceful Gorons over the course of 400 years in *The Legend of Zelda: Oracle of Ages*, it can be assumed that the average reproductive age of Gorons is around 80 years.

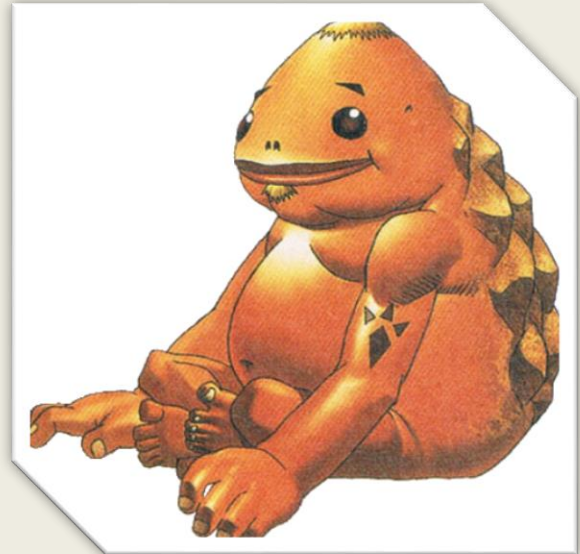
Gender

All Gorons that are seen are male and are referred to as such. They call each other "brother" and never once has a Goron referred to another as "she" or "her". Also, many young Gorons are shown as having a father, but no second parent has ever been mentioned. In the manga, there are some feminine looking Gorons; however, the manga is non-canonical and is not accepted as fact.

Gorons cannot swim because of their weight but can walk through lava

Can withstand extreme heat and does not require fire tunic to be in normal areas where you would normally need one.

While in Goron form Link can curl into a ball by tapping the A-Button. By tilting the control stick, he will then go into a roll, and if Link continues rolling for long enough without encountering an obstacle or leaving the ground, spikes will appear around his body and make him roll even faster. This attribute helps in clearing long gaps and retaining better traction on icy terrain.[8] Goron Link's



spiked roll can also destroy or damage many enemies and objects; this powerful ability drains magic power, and will cease to operate if Link's magic meter is completely emptied.

Can eat rocks but must be first crushed to size for consumption

+4 STR -1 INT -10 swim

6 slot start

Natural element: fire

Vision: normal

‘mujkkj bj;l;9Ancient Robot

The **Ancient Robots** are a race in *The Legend of Zelda: Skyward Sword*. They are robotic creatures found primarily throughout the Lanayru Desert



+4 INT -2 CHA

Requires time shift stones

Cannot use magic without help from a great fairy

Has Hovering Locomotion

5 slot start 20 Ancient robot gear max

Size: small

Vision: normal

Unable to go in water without water sealant

Natural element: plasma

Add-ons see [Ancient robot gear](#) for options and upgrades



are

Mogma

Mogmas are a race from *The Legend of Zelda: Skyward Sword*. They are a subterranean race that resides in the Eldin Volcano region of The Surface. Physically resembling a combination of a mole and a prairie dog, Mogmas are able to quickly burrow and resurface from underground. Mogmas are, by nature, compulsive treasure hunters; however, this character flaw is overshadowed by Mogmas' charitable nature towards those in need.



+3 DEXTERITY-1WIS

5 slot start

Natural element: earth

Vision: low light

Twili

The Twili are a race from *The Legend of Zelda: Twilight Princess*. This peaceful race of Twilight beings resides within the Twilight Realm. Descendants of a group known simply as the Interlopers, there are many theories as to who this group is.

History

The Twili descended from a tribe of sorcerers known only as the Interlopers, who attempted to seize control of the Sacred Realm after the creation of the Triforce. However, their efforts failed, and they were seized by the three Goddesses, Din, Nayru, and Farore. With the aid of the Light Spirits, the Interlopers were banished to a land known as the Twilight Realm. Over a long period of time, because of the vastly different environment within the Twilight Realm, the interlopers evolved from their original forms to a unique, black and white, gentle-looking race, namely the Twili. Eventually, they abandoned their plans to rule the Sacred Realm and Hyrule and became peacefully adapted to their new lifestyle in the Twilight Realm.



At one point in their history, Ganondorf was banished to the Twilight Realm. There he met a young servant of the Twili Royal Family and nominee for King, Zant. Zant, mistakenly believing Ganondorf to be a god, was granted exceptional magical powers and used these to usurp the throne of Midna, who was chosen as Twilight Ruler over him, and declared himself king. Firmly in command, he transformed Midna into an imp-like creature and his fellow Twili into Shadow Beasts, and, planning to engulf the entire land in Twilight, launched an invasion of the peaceful land of Hyrule.

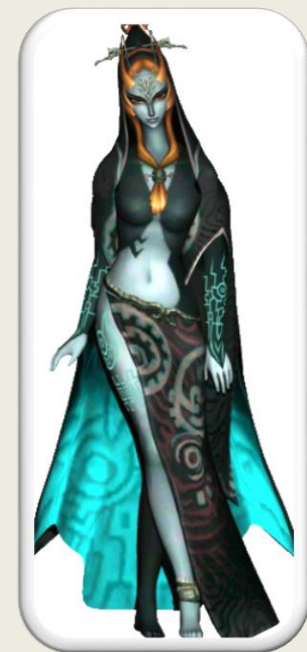
Biology

Midna, in her true form

The Twili have a stretched, elongated appearance, with long limbs, necks, and heads, and great variances in overall height and girth (although the shorter Twili could just be children, which would also explain their girth). It also appears that common Twili are incapable of speaking the Hylian Language and appear to be able to utter only a moan when Link draws near, which may be their own language. If this is the case, those moans may possibly be speeches that sound like moans because Link does not understand the language. Though, their moaning may also be caused by shyness or fear that they feel toward Link.

Advancements

The Twili appear to possess many strange technologies that are more advanced than that of the Hylians, and even more advanced than technology from Termina. One example would be their use of teleporting across locations using Twilight Portals. In the Twilight Realm, the Twili use platforms for transportation that appeared from nowhere and were completely transparent, except for the glowing green shapes seen all around anything that is of Twilight origin (portals, Sols, etc.). Another





Midna

example is the doors that open by themselves. These doors have only one green shape when inactive, but when opened, the green shape extends, highlighting more details. Another, more likely possibility, however, is that the many wonders of the Twilight Realm are caused by the magic of their ancestors put to a more peaceful use.

"Twilit"

Twilit is a term used to refer to bosses, people, and enemies powered or altered by the effects of Twilight. The Twilit beings were created by Zant and corrupted by pieces of the Fused Shadow or by pieces of the Mirror of Twilight. Examples of Twilit beings are the Twilit Arachnid, the Twilit Ice Mass, and the Twilit Bloat. These examples seem to be named in a format based on taxonomy, where Twilit is the genus and the proceeding name is the species.

Midna, like all creatures from the Twilight Realm, cannot tolerate light and hides in Link's shadow when he is in the Light World. The only time she takes her physical form is when Link is in the Twilight, is a wolf, or is in a dungeon. It may also simply be that she cannot fraternize with the light-dwellers; this would seem to fit with Zant's claim that Midna is incapable of consorting with light-dwellers. However, when Zelda restores Midna, she also gives Midna the ability to withstand the light, though Midna still chooses to remain in Link's shadow for most of the time.

Knowledge that should be known

Interlopers

"Among those living in the light, interlopers who excelled at magic appeared. Wielding powerful sorcery, they tried to establish dominion over the Sacred Realm. It was then that the goddesses ordered us three light spirits to intervene. We sealed away the great magic those individuals had mastered."

— Lanayru

The Interlopers are characters mentioned in The Legend of Zelda:

Twilight Princess. A tribe of sorcerers, the Interlopers were most likely among the combatants of the Hyrulean Civil War, in which many races fought amongst themselves to establish dominion over the Sacred Realm and the Triforce. The Light Spirit Lanayru tells Link about these beings and their history after he restores the Vessel of Light.



The vision of the Interlopers

Using the dark power of the Fused Shadow, the Interlopers tried to establish dominion over the Sacred Realm, but were stopped. As a punishment, the Golden Goddesses sealed them away into the Twilight Realm, and split the Fused Shadows, the source of their evil magic, into four separate shards. At the same time, the other races that fought in the Hyrulean Civil War settled the dispute in a seemingly peaceful manner. **The Interlopers would eventually evolve into the Twili.**

+3 magic +1 WIS

5 slot start

Permeant status effect

Starts with Shadow form. Fatigued in sunlight must use MP for all spells in or out of combat take 1d4 of extra damage when hit in sunlight

Natural element: shadow

Wolfen

Wolfen is a new race not in any of the games and is of my own creation. Wolfens have a human body with a long furry tail and wolf like ears. There can be in full fur or just the tail and ears the colors can be anywhere from a nice red to dark and in rare cases a dark blue. They tend to run on all fours and have natural weapons claws. The Wolfens are usually a fun loving and caring type that tend to stay in their packs and shy of other races.

Speed 6 normal and on all four speed 8 takes a move action to stand

+1 STR +1 DEXTERITY+5 Perception

5 slot start

Vision: low light

Fur vs no fur:

If you have fur you do not need to wear a cloak to keep you warm in cold climates. However if you have no fur you fit in better with a crowd and have a better chance to blend in.

Cannot get lost in the lost wood but if gone in the wrong direction they will come out where they first entered



Cross breeds

All living races can cross breed and gain all of the ability scores. The child receives both element types if the elements are opposite you are considered neutral. You take the lowest speed of the two races however you have both forms of movement. If there is any status effects of one race it is halved.

Playing as a Child

The creature's type remains unchanged and does not gain the augmented subtype. It does gain the "child" subtype. Size is reduced by one category. The base creature's strength score is decreased by 2. Its intelligence and wisdom scores are reduced by 1. Its Dexterity and charisma are increased by 2

CLASSES

Hero of time descendant

Descents of the hero of time are descents of the hero himself who was chosen by the goddess of Hyrule, these descents are in fused with the courage that the hero has.

This charter is mostly a sword user with some magic

Starts with 10mp

Starting skills

- Targeting
- Jump attack
- Spin attack
- Weapon proficiency
 - Simple
 - Swords (primary weapon)
 - Shield

Rupees 2d6 * 10

Starts with 10mp

Starting weapon: sword and wooden shield

May choose 3 trained skills

+1 Fort +1 Ref 1+ Will

Squire

Squires are just like a hero of time decent however they do use magic to aid them and are not limited to swords. Also you pick one or two of the knight's codes you will follow them to the best to your ability's.

Knight's codes:	Knight's codes:
To protect the weak and defenseless	To live by honor and for glory
To fight for the welfare of all	To obey those placed in authority
To guard the honor of fellow knights	To eschew unfairness, meanness and deceit
Never to refuse a challenge from an equal	Never to turn the back upon a foe

When you take the knight's code "**To protect the weak and defenseless**" you may never turn your back on some that that needs help and cannot attack an unarmed person. You gain +5 to your Will and your Treat Injury Skill.

When you take the knight's code "**To fight for the welfare of all**" you will help with well-being and social support for all citizens. This in mind you may use magic and magic items but may only wear light armor. +3 wisdom +2 charisma Starts with 10mp

When you take the knight's code "**To guard the honor of fellow knights**" you may never turn your back on other knights his enemies become your own. When you're in the company of another knight you may re-roll any to hit roll that is unsuccessful. If your fellow knight falls in battle you go into a frenzy, lowering your fortitude by halve and doubling your amount of d4 rolled [you still maintain your reroll for hits]

When you take the knight's code "**To live by honor and for glory**" you are masters of the unknown and receive a +5 to your Acrobatics, Climb, Endurance, Swim, Ride, and Dungeonering rolls. To this end you cannot leave any mountain unchallenged, tunnel unexplored or door unopened without an extreme amount of will.

When you take the knight's code "**Never to refuse a challenge from an equal**" you can never refuse a challenge from someone, you try to be the best of the best and when someone is better than you. You strive to become better them but you will also try to have better equipment then anyone as well. With this you forsake you shield and use only your sword or axe but your parry Tech is always one level better than your trained parry level e.g. Parry 0 (did not take Parry) is Parry 1 or Parry 3 = Parry 4

Parry LVL 4

10+ Active Reflex Defense vs. attack roll

+2 to attack roll if successful.

+3 to damage roll

Prerequisites: level 1 and 2 parry, Back Slice, Helm Splitter

When you take the knight's code "**To obey those placed in authority**" you must follow the king/ruler regardless if they corrupted.

When you take the knight's code "**To eschew unfairness, meanness and deceit**" you will avoid unfairness, cruelty and dishonesty meaning you cannot steal lie or cheat. Because of this you often are helped out and rewarded by ordinary citizens because they know your word carries no taint of evil. At every forth level you gain a +2 instead of a plus one to one of your skills

Starting Techs

- Targeting
- Jump attack
- Spin attack
- Weapon proficiency
 - Simple
 - Swords (primary weapon option 1)
 - Shields
 - Axes (primary weapon option 2)
- Armor
 - Heavy
 - Light

Rupees 3d6 * 10

Starts with 0mp

Starting weapon: sword and iron shield or axe

May choose 5 trained skills

+2 Fort 1+ Ref

Sage descendant

Decedents of sages have magic that gives them their ability to be a hero.

This charter is basically only magic with a bit of weaponry

May only use 2 magic types when starting and must finish a type line first before learning a new type line.

Starts with 20mp

Starting skills

- 2 Spells of choice
- Weapon proficiency
 - Simple
 - Staffs (primary weapon)
- Item proficiency
 - Canes

Rupees 2d6 * 10

Starting weapon: staff 1d4

May choose 2 trained skills

Starts with bottle filled with blue potion

+2 Ref +1 Will

Thief

Thieves are trained like the Gerudo thieves from the desert however the character does not have to be a Gerudo.

This character is very good with daggers and other small weapons

Starts with 10mp

Starting skills

- Spin attack
- Two of your choice
- Weapon proficiency
 - Simple
 - Daggers (primary weapon)

Rupees 1d6 * 10

Starts with 10mp

Starting weapon: dagger

May choose 4 trained skills

+1 Will +2 Ref

Grunt

Grunts are like a hunter who is very good with bows crossbows and some small weapons.

Starts with 10mp

Starting Techs

- Two of your choice
- Weapon proficiency
 - Simple
 - Bows (primary weapon)
 - Daggers

Rupees $2d6 * 10$

Starting weapon: bow and dagger

May choose 3 trained skills

+2 Ref +1 Fort

Inventor

Use treasures that you have obtained in order to upgrade your items and create new weapons/items based off of the original items. Example if one wanted to make a gun they would use the base attack of a bomb and the range of the long shot however you would require the technology Skill/Tech.

Rupees $4d6 * 10$

Starting weapon: hammer (primary weapon)

May choose 4 trained skills and have the skill Craft

Starts with 10mp

+2 will 1+ Ref

Jack of all trades

You learn every class in your chosen order but may never change your order. After reaching level 72 you may move on to advanced classes

Starts with 20mp

Multiclass

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multi-classing improves a character's versatility at the expense of focus. Note: the first class you chose is your primary class and its primary weapon is and always will be your primary weapon

Level

'Character level' is a character's total number of levels. It derives from overall XP earned and is used to determine when feats and ability score boosts are gained. As Experience and Level Dependent Benefits. 'Class level' is the character's level in a particular class, as per the Individual class tables. For the single class hero character level and class level are the same.

Hit Points

Each time you gain a new level. Roll a hit point die (the size of the die depends on the class in which the level is gained) and add the result to your characters hit point total. Your characters Constitution modifier applies to each hit point die roll.

For example, a 1st-level grunt who becomes a 1st-level grunt/1st-level Squire gains a number of additional hit points equal to $1d10 +$ the character's Constitution modifier. A few game sessions later the character gains a second level in the grunt class, becoming a 2nd-level grunt 1st-level Squire, where upon her hit points increase by $1d8 +$ the character's Constitution modifier.

Base Attack Bonus

Add the base attack bonus of each class to get the character's base attack bonus For Instance, a 6th-level thief/2nd-level Squire has a base attack bonus of +6 (+4 for thief, +2 for Squire). Defenses

Each time a character gains a new level, his Reflex Defense, Fortitude Defense, and Will Defense need to be adjusted to account for the increase in character level. A character who takes his first level of a new class also gains a class bonus to one or more of his defenses; however this class bonus does not stack with other class bonuses take the higher one.

Skills

When you select a new class you only gain the weapon proficiency trained skills.

Feats

For multiclass characters feats are received at 3rd level and every three character levels thereafter regardless of individual class level (see Table 3—1: Experience and Level-Dependent Benefits).

A multiclass character that gains a class bonus feat must select it from the bonus feats available to that particular class. For example. Aran is 2nd-level thief/1st-level Squire who decides to take a second level in the Squire class. Doing so grants her a bonus feat. Which she must select the Squire's list of bonus feats.

Ability Increases

For multiclass characters, abilities are increased every four character level regardless of individual class level (Experience and Level Dependent Benefits).

Advanced Classes

Sage

This is a more powerful mage type class using spells and staves to defeat there enemy's

Prerequisites: Sage descendant Lv12

Hyrule knight

This is a more skill worrier type class using swords or axes to devastate there enemy's

Prerequisites: Squire Lv12

Archer

This is a more talent Marksman type class using there bow to conquer there enemy's

Prerequisites: Grunt Lv12

Gunslinger

This is a talent Marksman type class using a rifle and spells to overwhelm there enemy's

Prerequisites: Grunt Lv4 Sage descendant Lv8 for magic guns

Or Grunt Lv12 for non-magic guns

The Gun is your new primary weapon

Twin blade

This is a talent swordsmen type class using two swords to crush there enemy's

Prerequisites: Squire Lv8 thief Lv4

Marine

This is a talent Marksman and swordsmen type class using a pistol and sword to crush there enemy's

Prerequisites: Squire or hero of time descendant Lv6 Grunt Lv6 (to use magic type weapons Squire or hero of time descendant Lv4 Grunt Lv4 Sage descendant Lv4)

Hero

This is a talent swordsmen type class using a powerful sword and some magic to crush there enemy's

Prerequisites: hero of time descendant Lv12

Attack Bonus

MELEE ATTACK BONUS

To determine your melee attack bonus, add your Strength modifier to your base attack bonus. Certain feats and talents might provide additional modifiers, so make adjustments as necessary.

RANGED ATTACK BONUS

To determine you're ranged attack bonus add your Dexterity modifier to your base attack bonus. Certain feats and talents might provide additional modifiers so make adjustments as necessary.

Weapon ranges

Type of weapon	Point blank No Penalty	Short -2 Attack	Medium -5 Attack	Long -10 Attack
Rifles	0-20	21-30	31-40	41-50
Pistols	0-15	16-25	26-35	36-45
Bows	0-10	11-20	21-30	31-40
Thrown, sling shots	0-6	7-8	9-10	11-12

MAGIC ATTACK BONUS

To determine your magic attack bonus add half your magic skill to your base attack bonus. Certain feats and talents might provide additional modifiers so make adjustments as necessary.

TECHS

Techs are things that can be learned by certain classes as one gains some skill some techs can be learned. Some techs are available to all class. At the 1st level you may choose 1 extra ability. Also after each battle a player gains tech points (depending how much the creature is worth), at 100 tech points a player may pick another tech or Duel tech.

Descendant of the hero of time

Spin Attack

The Spin Attack, also known as the Whirling Blade, is a recurring skill in the Legend of Zelda series. When Link performs it, he charges his sword, either by just getting it into the correct position, or by making it glow with what appears to be magic. When charged, he lets go in a 360-degree slash that harms all enemies surrounding him, often dealing more damage than a regular sword strike. The Spin Attack is described as a secret sword technique known only to the Knights of Hyrule.



This is a 1 square around the person doing an extra 1d4



2 pieces of Stamina Gauge

Roll Attack

Roll Attack allows Link to perform a forward thrust by using his sword just as he comes up at any point in a roll. If Link successfully strikes an enemy, he will execute a Spin Slash

Down Thrust

The Down Thrust is a recurring ability in the Zelda series, first appearing in The Adventure of Link. It is performed by Link by jumping into the air, positioning his sword underneath him pointing downwards, and landing on enemies sword-first to stab them from above.

To perform a downward thrust by using your sword just as you reach the height of a jump with the Roc's Cape.

Great Spin

"You have at your disposal the basic sword technique known as the spin attack. You have mastered numerous hidden skills and now house the spirit of the true hero. You now have in you the ability to magnify the power of your spin attack. But the only time you can draw out that power is when your life energy is brimming full. Now, try unleashing this spin attack on me."

— Hero's Shade



The final Hidden Skill allows Link to execute a Spin Attack with a substantial power boost, provided he has full hearts. This ability is similar to the charged spin attack from Ocarina of Time, Majora's Mask, Phantom Hourglass, and Spirit Tracks. The magic sword blast from Link to the Past is also similar to this in that it can only be used when Link has full health.

Spin attack is required first

This is a 2 square around the person doing an extra 1d6

Magic Spin Attack

The Magic Spin Attack is a recurring skill in the Legend of Zelda series. Using Magic Power, this is a version of the Spin Attack that deals more damage and has a longer range. In order to perform this attack, Link must charge power in his sword by holding the B button down until the sword is surrounded by magical energy and then releasing it. The longer Link charges the Magic Spin Attack, the stronger it will be.

Spin attack is required first but works with Great spin

This is a 1 square around the person doing an extra 2d6
At 2 and 3 squares distance appoints take ½ damage
3 MP



Hurricane Spin

The Hurricane Spin is a recurring skill in the Legend of Zelda series. It is an improved version of the normal Spin Attack and is performed similarly by charging Link's Sword using the B button. However, the Hurricane Spin, when used, unleashes a huge spin attack that lasts many rounds, allowing it to deal far more damage. When the attack is finished, however, Link becomes dizzy and immobilized for several seconds unless he finishes the move by colliding into a barrier of some sort.

10 MP

10 squares of movement doing 2d8 per square

Stack with grate Spin 2 square around the person doing an extra 1d6

Also stacks with Magic Spin Attack at 1 square around the person doing an extra 2d6

At 2 and 3 squares distance appointments take $\frac{1}{2}$ damage



Ending Blow

"The enemies that are filled with energy will quickly recover and attack again even when stunned by a powerful strike. The ending blow is a secret technique you can use to end their breath before they spring back into action."

— Hero's Shade

The first Hidden Skill. Once an enemy has been knocked down, Link can use the Ending Blow to jump through the air and do a downward stab into the enemy, killing it instantly regardless of health. If the enemy gets up before the Ending Blow hits, Link's sword becomes temporarily stuck in the ground.

During a battle a character can try to finish a prone character as a swift action

D18 pass do not add bonuses

Prerequisites: Targeting

Shield Attack

"No matter how well tempered a blade is, if a foe is clad in armor and bears a shield, the sword will do it no harm."

— Hero's Shade

The second Hidden Skill forces an enemy to lower its defense. The Shield Attack can be performed by approaching an enemy and ramming them forcefully with the shield. If executed correctly, the move leaves the enemy temporarily dazed and vulnerable to a follow-up attack from Link's sword. The Shield attack can also be used to reflect certain projectiles.

Prerequisites: Targeting



Swift action

Back Slice

"A mere shield attack is no match for an enemy protected not just by a shield, but by a thick, full-body coat of armor. Such enemies are often focused on guarding against frequent frontal attacks. They often leave their rear unprotected."

— Hero's Shade

The third Hidden Skill has both offensive and defensive advantages. While targeting his opponent, Link can strafe to the side and do a roll around the enemy, avoiding its attack while positioning him directly behind it. While behind the enemy, Link can then execute a jumping spin attack. This attack is reminiscent of the Parry maneuver from *The Legend of Zelda: The Wind Waker*.

Prerequisites: Targeting and Roll Attack



Helm Splitter

"It is impossible to perform a back slice against fully armored enemies that move swiftly in combat."

— Hero's Shade

The fourth Hidden Skill combines excellent body control with the Shield Attack. It is particularly useful against opponents who wear heavy armor, but move too quickly for the Back Slice to be implemented effectively. To execute the Helm Splitter, Link must successfully perform a shield attack and does a jump attack, striking the enemy in the head and landing behind it. This attack, like the Back Slice, is similar to the jump Parry from *The Legend of Zelda: The Wind Waker*.

Prerequisites: shield attack, back slice, Targeting



Mortal Draw

"The ways of the sword are known to many creatures, and some have strengthened their guards against shield attacks and back slices. Should you encounter such a foe, the mortal draw that I am about to teach you is most effective."...

"There is no defense for this. The mortal draw deals death."

— Hero's Shade

The Mortal Draw is the most deadly attack, but requires Link to lower his defenses. To perform the Mortal Draw, Link must begin and remain unarmed, with his shield on his back, his sword in its sheath, and no target on his enemy. Just before the enemy strikes, Link can conduct a very fast spin while drawing the blade and swinging it at the enemy. If it hits the enemy, it will usually be fatal, killing it in one swing.

Requires a 20 on roll of character level = or above by 5 levels then you

Requires a 18-20 on roll of charter lower level then you

Imposable to use if charter is higher than + 5 then you

If miss 1d10

Jump Strike

"One of the basic sword techniques is the jump attack. It inflicts great damage, but none would call it effective against multiple foes. To perform the jump strike, prepare a jump attack, but focus power in your blade. The surge the blade releases can strike all enemies around you. This is the jump strike!"

— Hero's Shade

The Jump Strike is a more powerful version of the Jump Attack. It is designed to give Link an advantage while confronting groups of enemies. He can draw his sword and hold the hilt in both hands. He can hold this position much like he can hold the Spin Attack Position. When the enemies are within range, he jumps up, slashing his blade up in an arc. When the sword hits the ground, it creates a small shockwave, damaging the enemies and knocking them off their feet.

Prerequisites: Targeting

1 piece of Stamina Gauge



Jump attack

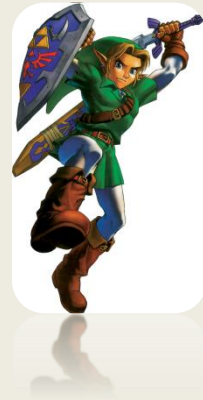
The Jump Attack is a recurring sword technique in the Legend of Zelda series. This skill has Link lunging into the air with his sword raised, dealing a severe amount of damage upon impact. Link can also perform the Jump Attack using Deku Sticks, the Megaton Hammer and the Skull Hammer.

Prerequisites: Targeting

1d4



1 piece of Stamina Gauge



Sword Beam

The Sword Beam is a recurring skill in the Legend of Zelda series. This sword technique allows Link to fire a damaging beam from the tip of his sword. Usually, Sword Beams can be fired only if Link's health is full. The Sword Beam takes the shape of either a gleaming sword similar to the one Link is currently holding or a blast of energy.

2D6 damage

2d4

1 MP

Sword Dash

Sword Dash 6 square dash 2d4 extra damage

Power Thrust

Infuse magic in to your any of attacks adding 3d4 costs 5mp per attack

Cyclone attack

Perform a spin attack while jumping throwing you enemy 1 square and in a prone position

Quick Attack

Use any normal attack and 1 Tech form this class as one standard action

Running slash

Ruing up on a large appoint and performing a jump attack dealing 3d4

Magic

Because this charter can uses magic he/she may gain spells out side his/her class. This is the list you may choose form Din's Fire, fire arrows, ice arrows, Nayru's love, farore's wind, and aura.

For each time you take the Tech you may pick one spell.

Squire

Spin Attack

The Spin Attack, also known as the Whirling Blade, is a recurring skill in the Legend of Zelda series. When Link performs it, he charges his sword, either by just getting it into the correct position, or by making it glow with what appears to be magic. When charged, he lets go in a 360-degree slash that harms all enemies surrounding him, often dealing more damage than a regular sword strike. The Spin Attack is described as a secret sword technique known only to the Knights of Hyrule.



This is a 1 square around the person doing an extra 1d6



2 piece of Stamina Gauge

Ending Blow

"The enemies that are filled with energy will quickly recover and attack again even when stunned by a powerful strike. The ending blow is a secret technique you can use to end their breath before they spring back into action."

— Hero's Shade

The first Hidden Skill. Once an enemy has been knocked down, Link can use the Ending Blow to jump through the air and do a downward stab into the enemy, killing it instantly regardless of health. If the enemy gets up before the Ending Blow hits, Link's sword becomes temporarily stuck in the ground.

During a battle a character can try to finish a prone character as a swift action

D15 to pass under level 3

D18 to pass do not add bonuses

Mortal Draw

"The ways of the sword are known to many creatures, and some have strengthened their guards against shield attacks and back slices. Should you encounter such a foe, the mortal draw that I am about to teach you is most effective."...

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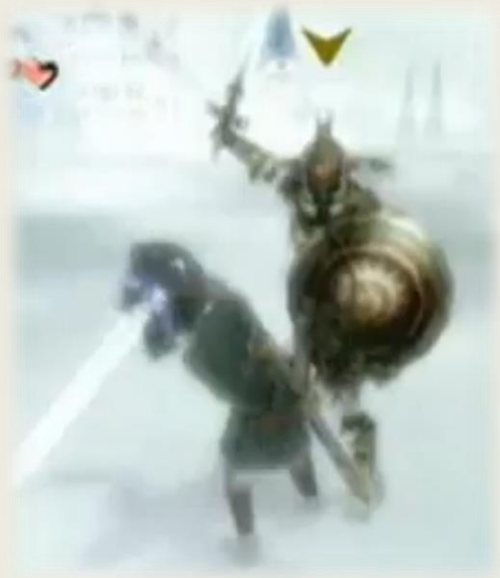
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Requires a 20 on roll of character level = or above by 5 levels then you

Requires a 18-20 on roll of character lower level then you

Impossible to use if character is higher than + 5 then you

If miss 1d10



Shield Attack

"No matter how well tempered a blade is, if a foe is clad in armor and bears a shield, the sword will do it no harm."

— Hero's Shade

The second Hidden Skill forces an enemy to lower its defense. The Shield Attack can be performed by approaching an enemy and ramming them forcefully with the shield. If executed correctly, the move leaves the enemy temporarily dazed and vulnerable to a follow-up attack from Link's sword. The Shield attack can also be used to reflect certain projectiles.

Prerequisites: Targeting

Target is stunned until the end of your next turn

Swift action



Back Slice

"A mere shield attack is no match for an enemy protected not just by a shield, but by a thick, full-body coat of armor. Such enemies are often focused on guarding against frequent frontal attacks. They often leave their rear unprotected."



— Hero's Shade

The third Hidden Skill has both offensive and defensive advantages. While targeting his opponent, Link can strafe to the side and do a roll around the enemy, avoiding its attack while positioning him directly behind it. While behind the enemy, Link can then execute a jumping spin attack. This attack is reminiscent of the Parry maneuver from *The Legend of Zelda: The Wind Waker*.

Prerequisites: Targeting and Roll Attack

Helm Splitter

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The fourth Hidden Skill combines excellent body control with the Shield Attack. It is particularly useful against opponents who wear heavy armor, but move too quickly for the Back Slice to be implemented effectively. To execute the Helm Splitter, Link must successfully perform a shield attack and do a jump attack, striking the enemy in the head and landing behind it. This attack, like the Back Slice, is similar to the jump Parry from *The Legend of Zelda: The Wind Waker*.

Prerequisites: shield attack, back slice and Targeting



Jump Strike

"One of the basic sword techniques is the jump attack. It inflicts great damage, but none would call it effective against multiple foes. To perform the jump strike, prepare a jump attack, but focus power in your blade. The surge the blade releases can strike all enemies around you. This is the jump strike!"

— Hero's Shade

Prerequisites: Targeting

The Jump Strike is a more powerful version of the Jump Attack. It is designed to give Link an advantage while confronting groups of enemies. He can draw his sword and hold the hilt in both hands. He can hold this position much like he can hold the Spin Attack Position. When the enemies are within range, he jumps up, slashing his blade up in an arc. When the sword hits the ground, it creates a small shockwave, damaging the enemies and knocking them off their feet.

1d8 area damage



Great Spin

"You have at your disposal the basic sword technique known as the spin attack. You have mastered numerous hidden skills and now house the spirit of the true hero. You now have in you the ability to magnify the power of your spin attack. But the only time you can draw out that power is when your life energy is brimming full. Now, try unleashing this spin attack on me."

— Hero's Shade

The final Hidden Skill allows Link to execute a Spin Attack with a substantial power boost, provided he has full hearts. This ability is similar to the charged spin attack from Ocarina of Time, Majora's Mask, Phantom Hourglass, and Spirit Tracks. The magic sword blast from Link to the Past is also similar to this in that it can only be used when Link has full health.

This is a 3 square around the person doing an extra 2d6

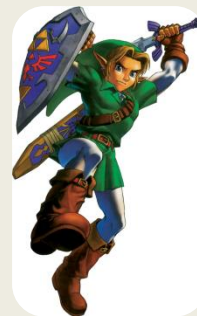
Heart system add 2d4



2 pieces of Stamina Gauge

Jump attack

The Jump Attack is a recurring sword technique in the Legend of Zelda series. This skill has Link lunging into the air with his sword raised, dealing a severe amount of damage upon impact. Link can also perform the Jump Attack using Deku Sticks, the Megaton Hammer and the Skull Hammer.



Prerequisites: Targeting

Add 1d4

1 piece of Stamina Gauge



Combo attack

If successful in hitting the target you may try to attack again with a negative -5 and a standard attack (no special attacks or Techs) to hit up to 5 times. Adding 3 strikes per level e.g. Combo attack lvl2 up to 8 hits.

Last Stand

Last Stand stops you from going unconscious once per encounter leaving you with a minimum of 1 HP or $\frac{1}{4}$ hart

Iron axe

Iron axe is a powerful swing that can deal major damage and through the enemy back.

This ability can be used with swords.

3d4



3 pieces of Stamina Gauge

Iron axe Combo

If successful in hitting the target you may try to attack again with a negative -5 and with iron axe to hit up to 5 times. Adding 3 strikes per level e.g. Combo attack lvl2 up to 8 hits.

Prerequisites: Iron axe and combo attack

Dual Wield

Dual wielding you may strike with both weapons in hand but take a -5 to hit per weapon in hand

Critical attack

Changes critical chance from 20 to 19 and 20

Magic

If someone in this class wants to use magic he/she must visit a grate fairy to use any magic

Sage descendant

Spin Attack

The Spin Attack, also known as the Whirling Blade, is a recurring skill in the Legend of Zelda series. When Link performs it, he charges his sword, either by just getting it into the correct position, or by making it glow with what appears to be magic. When charged, he lets go in a 360-degree slash that harms all enemies surrounding him, often dealing more damage than a regular sword strike. The Spin Attack is described as a secret sword technique known only to the Knights of Hyrule.

This is a 1 square around the person doing an extra 1d6

Magic types and it work as follows:



 WATER	is strong against	 FIRE		 FIRE	is strong against	 WOOD
--	-------------------	---	--	---	-------------------	---

 WOOD	 WATER	 PLASMA	 WIND
WOOD is strong against WATER		PLASMA is strong against WIND	
 WIND	 EARTH	 EARTH	 PLASMA
WIND is strong against EARTH		EARTH is strong against PLASMA	
 SPIRIT		 LIGHT	
SPIRIT is strong against LIGHT			
 LIGHT	 SHADOW	 SHADOW	 SPIRIT
LIGHT is strong against SHADOW		SHADOW is strong against SPIRIT	

Magic will use your charisma modifier. All magic spell require a magic spell check to cast. Level 1 spells is dc15. Each spell level up from level 1 adds an extra skill check dc5 to the base dc15. Attack spells are a magic vs. ref after a successful cast. there for a level 3 sage descendant with a magic level 15 casting a level 3 spell would be dc25 vs. d20 roll + 15. Magic that is strong against another does double damage and magic that is weak does half. All races have natural elements that will determine what there weak to and strong against

Ice and water magic

Ice base magic has 1/8chance to freeze the enemy in place for 1 turn and does not stack

Ice

Attack enemy with Ice 2 MP 1d8

Ice spike

Fire a ling icicle strait thought an enemy 4mp 2d8 and pegging them to the nearest wall or ground if more than 15 feet away until there turn

Ice 2

Damage all enemies within 4 square radius of choice location with Ice 8 MP 1d8

Ice blast

Damage enemy with a freezing blast of air and has and $\frac{1}{4}$ chance to freeze enemy instead of 1/8 8mp 3d4

Ice storm

Damage all enemies within 6 square radius of choice location with Ice shards 15mp 8d4

Water whip lvl1

2mp [spell level 1]

-4 line, pulls enemy towards user and gives a -2 modifier for enemies reflex, does 3d4 damage

Water whip lvl2

3mp [spell level 3]

-6 line, pulls enemy towards user and gives a -3 modifier for enemies reflex, does 3d4 damage

Water whip lvl3

4mp [spell level 5]

-8 line, pulls enemy towards user and gives a -5 modifier for enemies reflex, does 5d4 damage

Water spout lvl1

2mp [spell level 1]

Nominate any spot with in 24 squares, the enemy in that spot is raised one floor into the air [taking appropriate fall damage] also that unit takes 2d4 damage.

Water spout lvl2

3mp [spell level 3]

Nominate any spot with in 24 squares, the enemy in that spot is raised two floors into the air [taking appropriate fall damage] also that unit takes 4d4 damage.

Water spout lvl3

4mp [spell level 6]

Nominate any spot with in 24 squares, the enemy in that spot is raised three floors into the air [taking appropriate fall damage] also that unit takes 6d4 damage.

Tidal wave

lvl1

2mp [spell level 1]

Cone of 3, 2d4 damage [friend or foe]

Tidal wave

lv12

4mp [spell level 5]

Cone of 6, 4d4 damage [friend or foe] and on a roll of 4 on a 1d4 the enemy is knocked down

Tidal wave

lv13 6mp [spell level 8]

Cone of 8, 5d4 damage [friend or foe] and on a roll of 4 on a 1d4 the enemy is knocked down

Jet claws lvl1

4mp/1mp per turn after [spell level 3]

The user manifests shooting jets of water that can cut through steel, 5d4 damage on a critical hit the claws cut through the enemies shield and breaks it[if it has one]

Jet claws lvl2

2mp/1mp per turn after [spell level 5]

The user manifests shooting jets of water that can cut through steel, 5d4 damage on a hit of 20 or 19 the claws cut through the enemies shield and breaks it[if it has one]

Jet claws lvl3

3mp/1mp per turn after [spell level 8]

The user manifests shooting jets of water that can cut through steel, 5d4 damage. On a hit of 19-15 the claws cut through the enemies shield and breaks it [if it has one] and on a critical 20 breaks through the enemies armor if they have any.

Mystic water [passive]

In combat the user is covered in a veil of arcane water, the user is unable to be burned or harmed by fire damage [dispelled on a critical 20] but is easily frozen [x2 on every role for ice attacks for attacker]. Also the damage done by water spells that the user does adds twice the d4.

Water Demon

Prerequisites. Mystic water and 2 spells with all three tiers 40mp [spell level 12]

The sage pulls water from everything around them and embodies the likeness of a great and ancient daemon of colossal proportions. The sage now only has great claws for attacking and does 24d4 of damage and doubles their fortitude and movement for 15 turns, dispels after combat

Fish lung [passive]

The user can double their swim movement and doesn't drown from water must have mystic water and one tier of spells

Fire magic

Fire base magic has 1/8 chance to burn the enemy for 3 turns dealing 2 damage per turn

Fire fox

Three fire balls surround you for up to 3 turns. After a short delay after cast, each flame will target the closest visible enemy unit to yourself, and deal damage to the target.

1d4 per fire ball

Din's Fire

Din's Fire is a powerful magic spell given to Link by the Great Fairy of Magic who resides in a fountain at the Dead End outside Hyrule Castle. As its name suggests, Din's Fire produces a dome of fire when activated, which engulfs nearby objects in flame.

D20 + magic vs. REF

9 square radius of enemies 8mp 2d4

Level 3 spell

3D6 damage

3d4

5 MP

Fire

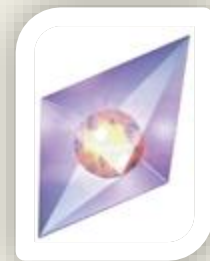
Fire produces a line of fire when activated, which engulfs nearby objects in flame. (This can do damage to allies as well as enemy) distance=speed

Level 1 spell

2 MP 1d8

Napalm

2 square radius of enemies max range of 6 for user a 4mp 2d4



Prerequisites: fire

Level 2 spell

Fire 2

3 square radius of enemies 8mp 2d4

Prerequisites: Napalm

Level 3 spell

Mega Bomb

2 square radius of enemies 15mp 8d4

Prerequisites: fire 2

Level 4 spell

Flare

8 square radius of enemies 20mp 5d4

Prerequisites: Mega bomb

Level 5 spell

Wood magic

Poison thorn

Fires a poison thorn that deal 1d4 on impact and deal 1d4 each turn till cured or death

Vine whip

Strikes an enemy with a magic vine with a $\frac{1}{4}$ chance to poison them

Energy Ball

Wind magic

Farore's Wind

Farore's Wind is a spell from The Legend of Zelda: Ocarina of Time. Although not necessary for the completion of the game, Farore's Wind is a valuable addition to Link's arsenal of magic. With Farore's Wind, Link can create a warp point in his current dungeon room. When used again Link can either dispel the Warp Point or use it to travel instantly to the entrance of the room in which he created the point. Also, if a Warp Point is placed in any dungeon, Link can warp to it from any other dungeon.

8MP

Wind magic



Quick as the wind lvl1

The user casts small but powerful gusts of wind underfoot to propel them forward. Roll 2D4 and add to movement, costs 2MP, and last two turns

Level 2 spell

Quick as the wind lvl2

2d4 and add to movement, 1d4 to acrobatics, costs 4MP, 1MP per turn maximum of 4 turns

Level 3 spell

Quick as the Wind lvl3

2d4 and add to movement, 1d4 to acrobatics, 2d4 to dodge roll, costs 6mp , 1MP per turn maximum of 4

Level 4 spell

Wind Slash

Brandishes your weapon, and swing it along the ground, sending an air shockwave along a line of enemies.

Line of 6

2mp 2d4

Level 1 spell

Wind Slash level 2

Draw a line of 6 squares in any direction from your character, costs 3mp,

3d4 damage

Level 2 spell

Wind Slash level 3

Draw a line of 6 squares in any direction from your character, costs 4mp,

5d4 damage

Level 4 spell

Cyclone lvl1

Anywhere on battle field create a 1 square in your choice location costs 2MP, 3d4 damage

Level 3 spell

Improved Cyclone

-anywhere on battle field create a 2 square in your choice location costs 4MP, 4d4 damage

Level 4 spell

Cyclone lvl3

-anywhere on battle field create a 3 square in your choice location costs 6MP, 5d4 damage lasts 2 turns

Level 5 spell

Tornado lvl1

Prerequisites [cyclone lvl3 and wind slash lvl3]

Anywhere on the battle field create a 3 square dealing 4d4 damage, one the next turn create another 3x3 square 10 squares of travel from center point to center point. All affected area receives 4d4 damage and costs 12MP over both turns

Level 6 spell

Tornado lvl2

Prerequisites [cyclone lvl3 and wind slash lvl3 and Tornado lvl1]

Anywhere on the map create a 2 square dealing 6d4 damage [friend or foe], one the next turn create another 2 square 14 squares of travel from center point to center point. All affected area receives 6d4 damage and costs 14MP over both turns

Level 8 spell

Air Blast lvl1

- 3square cone, pushes enemies to edge of cone. Costs 1MP 2d4 Damage

Level 1 spell

Air Blast lvl2

- 6square cone, pushes enemies to edge of cone. Costs 2MP 3d4 Damage

Level 2 spell

Air Blast lvl3

- 6square cone, pushes enemies to edge of cone. Costs 2MP 5d4 Damage

Level 3 spell

Spirit of the West

Halves the cost of MP for every spell to a minimum of 2MP and adds 1 d4

Prerequisites 3 consecutive levels of two wind powers and higher then level 5

Passive Tech

Negative Air Pressure lvl1

Prerequisites [3consecutive levels of any wind powers and higher then level 5]

- 3d4 is added to your quick as the wind rolls

Level 5 spell

Negative Air Pressure lvl2

Prerequisites [Negative air Pressure lvl1, 3consecutive levels of any wind powers and higher then level 5]

- The player may levitate themselves up to a maximum of a 3rd story building [25ft]. Cannot use this if in combat or on things heavier than the controlling player. Cost 5MP

Level 6 spell

Spirit magic

Summons look as good or evil as you alignment. If you have a good alignment you summon will have a golden glow and blessed but if your evil your summon looks horrid, disfigured and has a dark purple colour

Summon

A summon starts as small animal dealing 1d4 per turn as long as it hits. If the summon kills something on its own it will evolve in to the thing it kills and acts accordingly.

Level 1 spell

5mp

Starting as with the stats

Str 10	Dexterity10	Damage 1d4
Con 10	Int 10	Base attract +3
Wis 10	Cha 10	Level 0

Sense of the Summon

You may see hear and feel the same thing that your summoned creature this also allows you to communicate with it without speaking to it

Level 1 spell

1mp

Rush

The player dashes in the direction of choice and fires essence bolts, dealing damage to up to 3 visible nearby enemies, prioritizing them. Rush can be cast two additional times before end of turn. Each enemy can only be hit once per dash.

Charm

The first enemy it hits takes damage and is charmed, forcing them to walk harmlessly towards you while being slowed by 50% for the duration.

2d4

Summoned weapon

The Summoned Weapon is a spell that allows you to summon one of the basic starting weapons for any class and you are temporally proficient with the weapon but use half of you magic skill to hit instead of your straight skill or Dexterity skill. You do the same damage as the weapon normally would.

5mp for cast 1mp to maintain after cast

Level 2 spell

Advanced Summoned weapon L1-L3

Summoning a weapon of any level can be done as a swift action for the regular costs in MP.

Advanced Summoned weapon L1 allows the caster to cast all standard weapons excluding exploding weapons and you are temporally proficient with the weapon but use half of you magic skill to hit instead of your straight skill or Dexterity skill.

Level 3 spell

5mp for cast 1mp to maintain after cast

Advanced Summoned weapon L2 allows the caster to cast all standard weapons Lv2 excluding exploding weapons and you are temporally proficient with the weapon but use half of you magic skill to hit instead of your straight skill or Dexterity skill.

Level 4 spell

8mp for cast 2mp to maintain after cast

Advanced Summoned weapon L3 allows the caster to cast all standard weapons Lv3 excluding exploding weapons and you are temporally proficient with the weapon but use half of you magic skill to hit instead of your straight skill or Dexterity skill.

Boon Spirit

Boon Spirit 1 [spell level 3]

After successful cast roll 1d20 -5 and look on the random boon table for the result. 2MP

Boon Spirit 2 [spell level 4]

After successful cast roll 1d20 and look on the random boon table for the result.4MP

Boon Spirit 3 [spell level 5]

After successful cast roll 1d20 +5 and look on the random boon table for the result.6MP

Dice roll	Summoning boon table	
1	One enemy is instantly paralyzed	
2	One enemy is instantly burned	
3	One enemy is instantly confused	
4	One enemy is instantly poisoned	
5	One enemy is instantly frozen	

6	The caster teleports an enemy to anywhere in the room of combat, not anywhere that will cause immediate harm to the enemy model [ex. Cannot teleport them into a pool of lava or up into the air, making them fall]	
7	The caster summons a single regular bomb 8 squares away from it, it detonates normally	
8	The caster heals one full heart of damage	
9	The caster reduces one enemy units fortitude and reflex by a -5 modifier	
10	The caster summons an additional creature, from summon creature spell 1 or 2, and this creature is essentially a clone of whatever the summoned and benefits normally	
11	The caster does one heart of damage to one enemy unit, no matter what armor they have, can be repelled by magic items or ability	
12	The caster shoots 2d4 shots of arrows out from their hand cause 1d4 of damage per arrow	
13	The caster heals up to three full hearts of damage to anyone in the party [ex. 3 hearts to one character, or 0.5 heart to 6,etc..] note that the caster cannot heal themselves	
14	The fortitude and strength of the caster is improved for 3 turns in combat, both are improved by a modifier of +5	
15	Roll a d10 for the number of bombs to be placed, and scatter them randomly [ex. Toss then in the air and where they land they land] they ignite as normal and will damage anyone friend or foe.	
16	The caster poisons all enemies that they face until combat is resolved	
17	The cast automatically casts infernal wrath	
18	The cast automatically casts divine fury	
19	Roll 2d4 for damage; so long as both dice are even [ex 2 and a 2, or 4 and a 4, or a 2 and a 4] continue to roll until your roll has failed.	
20	The caster causes all the enemies that are in combat to hallucinate, roll a d4 and on a roll higher than one they use their normal attack on the closet enemy. If no other enemy is present then the enemy attacks themselves.	

Spirit Shackle

[Spell level 10]

The user binds the soul of the enemy and if they survive the spiritual attack they are hindered thereafter. Does 10d4 damage and slows the targets speed, roll a d6 every turn of movement to find the distance they can travel, effects of slowed speed lasts for 3 turns. Roll a d8 and on a roll of an 8 the victim is also paralyzed. 8MP

Smite

The caster sends out invisible explosions in the spirit world causing rifts in the victim's souls. Cast this spell as normal but it takes the amount of magic [level + skill + etc.] verses the victims BASE will, the difference of this is the amount of d4's to be rolled for damage, this is for any person that the caster claims as an enemy that they can see.

[Spell level 15] 15MP

Level 5 spell

5mp for cast 3mp to maintain after cast

Meditation

Meditation 1 [passive] [prerequisites ELC6]

This skill focuses the energy of the caster to improve their skills; the caster can add a +3 to their magic skill indefinitely.

Meditation 2 [passive] [prerequisites constitution +18]

The character channels their chakras and can go on longer then a regular person. For every players turn, roll 1d4 for damage regenerated.

Meditation 3 [passive] [prerequisites magic skill +20 and ELC8]

The character has reached a state of nirvana and allows the magical energy to flow through them infinitely. The amount of MP the caster uses to cast a spell is halved [round down minimum of 1mp], this passive is stackable.

Provoke

Confuse enemy 1 MP 1d20

Haste

Cut ally's wait time by 1/2 6 MP

Earth magic

Plasma

Lightning

Fires a jolt of electricity in to an enemy 2mp 2d4

Level 1 spell

Lightning 2

Fire many bolts of lightning form the sky in to all enemies within 4 square radius of choice location 4mp 2d4 [Level 2 spell](#)

Electrocute

Zap one enemy and all enemies within 3 squares of each hit enemy with electricity 5mp 4d4 [Level 3 spell](#)

Super shocker

Fire many bolts of lightning form your hand in a cone 6 dealing 6d4

Level 5 spell

Electric rage

You are the embedment of lightning all enemies that use melee attacks on you take 2d4 damage and all of your lightning spells do double damage. 5mp [Level 10 spell](#)

Amp Charge 1 [spell level 3]

The user turns his whole body into electricity and teleport attacks his enemies. Roll 1d20 and minus 10 to a minimum of 1 for the number of jumps achieved, each jump is users normal movement [add any bonuses] each attack does 3d4 melee and roll 1d4 and on a 4 enemies are paralyzed. Costs 4mp

:note: the user has to be in base contact in order to do the melee attacks, if the user doesn't have enough jumps to make it to an enemy then the user does not do any damage that turn , but stills gets to move.

Amp Charge 2 [spell level 6]

The user turns his whole body into electricity and teleport attacks his enemies. Roll 1d20 and minus 5 to a minimum of 1 for the number of jumps achieved, each jump is users normal movement [add any bonuses] each attack does 5d4 melee and roll 1d4 and on a 4 enemies are paralyzed. Costs 8mp

:note: the user has to be in base contact in order to do the melee attacks, if the user doesn't have enough jumps to make it to an enemy then the user does not do any damage that turn , but stills gets to move.

Amp Charge 3 [spell level 8]

The user turns his whole body into electricity and teleport attacks his enemies. Roll 1d20 for the number of jumps achieved, each jump is users normal movement [add any bonuses] each attack does 8d4 melee and roll 1d4 and on a 4 enemies are paralyzed. Costs 12mp

:note: the user has to be in base contact in order to do the melee attacks, if the user doesn't have enough jumps to make it to an enemy then the user does not do any damage that turn , but stills gets to move.

Capacitance Cannon 1[spell level 10] prerequisites: 2 full tiers of spells and electric rage

The user has a great buildup of power between their hands and as they put them closer the energy builds. Shoots a shot of electricity at one enemy unit at an unlimited range doing 15d4 damage and automatically paralyzes the enemy, the caster then is unable to use magic the next turn, Cost 10mp

Capacitance Cannon 2[spell level 12] prerequisites: 2 full tiers of spells and electric rage and Capacitance Cannon 1

The user has a great buildup of power between their hands and as they put them closer the energy builds. Shoots a shot of electricity at one enemy unit at an unlimited range doing 20d4 damage and automatically paralyzes the enemy, the caster then is unable to use magic the next turn, Cost 15mp

Chain Lighting 1 [spell level 3] prerequisites: lighting1, 2, 3

Lighting shot at an enemy has a chance to jump to another enemy. When rolling to hit if the dice rolled is a 15 or more then the lighting jumps to the next closest enemy and the "to hit" is rolled again but adds one for the jumping roll [ex. 1st jump=+15, 2nd jump=+16, 3rd=+17...note on a jump roll a 20 is not a critical excluding the first roll]. Does 5d4 for every jump granted

Chain Lighting 2 [spell level 5] prerequisites: lighting1, 2, 3

Lighting shot at an enemy has a chance to jump to another enemy. When rolling to hit if the dice rolled is a 10 or more then the lighting jumps to the next closest enemy and the “to hit” is rolled again but adds one for the jumping roll [ex. 1st jump=+10, 2nd jump=+11, 3rd=+13...note on a jump roll a 20 is not a critical excluding the first roll]. Does 5d4 for every jump granted

Chain Lighting 3 [spell level 7] prerequisites: lighting1, 2, 3

Lighting shot at an enemy has a chance to jump to another enemy. When rolling to hit if the dice rolled is a 10 or more then the lighting jumps to the next closest enemy and the “to hit” is rolled again but adds one for the jumping roll [ex. 1st jump=+10, 2nd jump=+11, 3rd=+13...note on a jump roll a 20 is now a critfor amount of damage caused]. Does 5d4 for every jump granted

Light magic

Nayru's Love

Nayru's Love is an item from The Legend of Zelda: Ocarina of Time. It is a magic spell that Link receives from the Great Fairy of Magic found near the Desert Colossus. At the cost of magic, it creates a blue crystal-like shield that envelops Link, preventing him from taking damage, though he will still be knocked back, or down, if hit by a powerful blow. While Nayru's Love is in effect, Link is unable to use any equipment or abilities that require the consumption of magic power.



Magic roll vs. attack roll

May only use Reflect Spell

Level 4 spell

4 turns

10 MP

Reflect Spell

The Reflect Spell a spell from Zelda II: The Adventure of Link. It strengthens Link's Magical Shield, giving it the ability to block weapons it ordinarily could not, such as Dairas' axes, Doomknockers' hammers, and fireballs. It reflects Wizzrobe spells back at the caster, which is the only way to defeat them. This version can be casted on normal shields.

In this case it can be used on shields and Nayru's Love

Level 3 spell

2mp

Sword Beam

The Sword Beam is a recurring skill in the Legend of Zelda series. This sword technique allows Link to fire a damaging beam from the tip of his sword. Usually, Sword Beams can be fired only if Link's

health is full. The Sword Beam takes the shape of either a gleaming sword similar to the one Link is currently holding or a blast of energy.

Level 1 spell

1 MP

Divine's fury

This extremely powerful spell channels the fury of the gods, drawing huge pillars of light energy from the sky and striking all within a wide radius where they stand.

Each level in good add 1d4

10d4

20mp

Level 10 spell

20mp

Aura

Restore ally's HP (Some) 1 MP 1d6

Cure

Heal ally (More) 2 MP 1d10

Cure 2

Heal ally (Full) 5 MP

Life 1

Revive / Restore 10MP 1d12 10mp

Life 2

Revive / restore all HP 15 MP

Shadow magic

Vanish

Vanish is fairly self-explanatory one disappears out of plain site in this case a Deku Nut is required and when performed a charter can move there speed without being seen but ends if attacking or the end of your turn

1MP

Infernal Wrath

Infernal Wrath is an Attack spell that is Divine Fury's 'Evil' counterpart. It creates a dark, red circle around the user. Portals to the netherworld open up beneath each and every unfortunate victim.

Each level in evil adds 1d4

10d4

20mp

Level 10 spell

Black mist

Adds a mist to the battle field that has a 25% chance to add the jinx effect to all enemies on the field

Lasts 10 turns

5 MP

Level 1

Dead Man's Volley

Dead Man's Volley is a recurring battle technique in the Legend of Zelda series. This term applies to battles in which Link has to deflect an enemy's magical attack back onto them with his sword. The magical attack often has to be deflected multiple times before the enemy drops their guard and is hit, allowing Link to damage them. Link may also have to face opponents who use multiple balls or trick balls that break uncountable blasts upon impact.

Each level in evil add 1d4

10d4

20 MP

Level 4 spell

Charge

Charge a spell for one or more turns to do double damage (longer the charge the higher the multiplier) e.g. Three turns 3Xdamage four turns 4Xdamage etc. However if hit the spell goes back to normal damage

Cast spell the start charge

Focus

For every time you take this you can take one hit from an enemy during a charge to keep the damage multiplier.

Note: here is how spells work

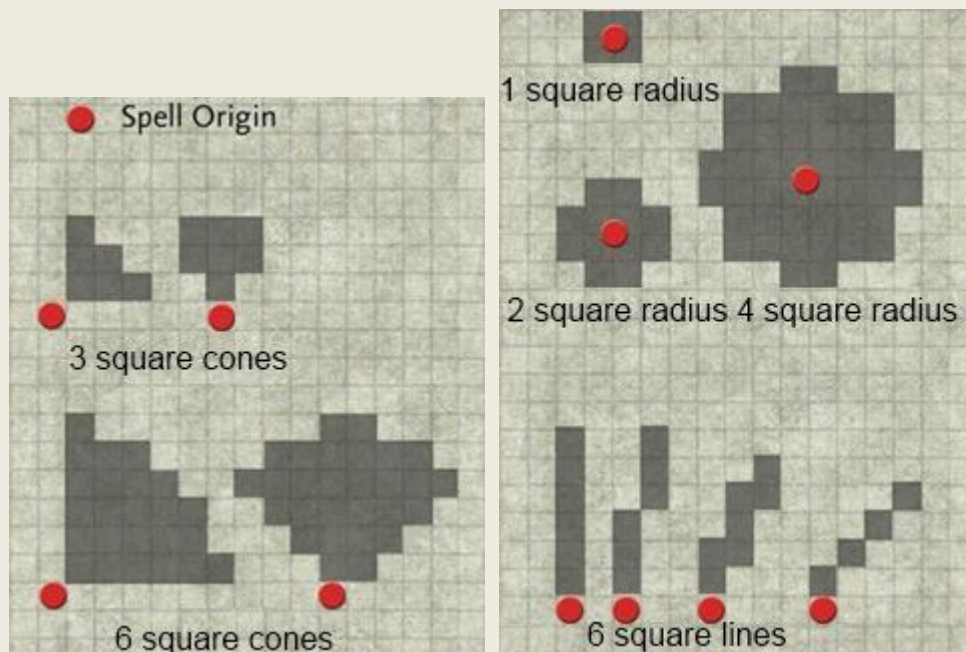
One handed casting

You no longer need two hands to cast and can use you free hand to for a shield or the item

Quick cast

Level 1 speels are now a swift action

Prerequisites: magic skill 25 or higher



Alignment magic

Rage

Instead of going unconscious when you hit 0hp you fire all types of powerful magic pulses at the enemy until your full team is consciousness regardless of how much damage you take. However you become unconscious yourself for equal the about of damage you sustained.

Roll a d10 1 being water, 2 being fire, 3 being wood, 4 being wind, 5 being sprit 6, being ice, 7 being earth, 8 being plasma, 9 being light, and 10 being shadow. Roll each turn

Roll to cast for first time then just roll to hit afterword

Fail to cast results in passing out

All remaining M

20d4

Prerequisites: evil aligned, boss battle

Level 15 spell

Knocked unconscious

Powers of the devines

Instead of going unconscious when you hit 0hp you fire a powerful magic beam (of your type choice) at the enemy healing your team equal the damage dealt and wakes unconscious team member regardless. You continue to fire until all other members are at full heath regardless of how much damage you take. However you become unconscious yourself for equal the about of damage you sustained.

15d4

Roll to cast for first time then just roll to hit afterword

Fail to cast results in passing out

All remaining MP

Prerequisites: good aligned, boss battle

Level 15 spell

Thief

Backstab

The thief reappears and does 2d4 extra damage to the selected enemy

Prerequisites: Trained in Stealth

Two for one

Thief (and only Thief) can use two dagger together as if they were one all of their attacks use both daggers and only need to roll to hit once after a successful hit roll the damage of both daggers

Disarm

Steal enemy's weapon.

STR +5+ d20 vs. their active Fortitude swift action

Luck

Increases critical hit chance from 20 down to 18

Pure Luck

Rerolls 1 failed skill check per day

Steal HP

Drains HP and becomes yours

1d4

5 MP

Prerequisites: Trained in Stealth

Life stealing

Self-buff, adds HP drain to all attacks for 5 turns once per encounter

5 MP

Prerequisites: Steal HP

Steal MP

Drains MP and becomes yours

2 MP on hit

Steal Rupees/ Treasure

Steal Rupees, steal more with higher stealth

Stealth vs. active ref

Rupees Toss

Deal damage based on the last amount of Rupees you stole can't use again until you steal Rupees again

5 MP

Thievery

Deal damage based on how many times you've stolen

1d4 * times you've stolen

Detect

Detect what items can be stolen from an enemy

1 MP

Steal Heart

Confuses enemies making the target critically fail on a 4 or lower for 5 turns

Stealth Vs. will

5 MP

Dagger throw

Throw a dagger and lodged in the enemy

Add 2d4

Pull out of the enemy to retrieve the dagger and dealing 1d4 extra damage to what you normally do for an attack (standard action) would

Poison

Poisons for 3 turns

1d4 per turn full round

5 MP

Spin Attack

The Spin Attack, also known as the Whirling Blade, is a recurring skill in the Legend of Zelda series. When Link performs it, he charges his sword, either by just getting it into the correct position, or by making it glow with what appears to be magic. When charged, he lets go in a 360-degree slash that harms all enemies surrounding him, often dealing more damage than a regular sword strike. The Spin Attack is described as a secret sword technique known only to the Knights of Hyrule.

This is a 1 square around the person doing an extra 1d6

Vanish

Vanish is fairly self-explanatory, one disappears out of plain sight in this case a Deku Nut or desert sand is required and when performed a character can move there speed without being seen

Add +10 stealth skill (d20)

2 MP

Hidden strike

The hidden strike is a skill the Gerudo knows this one of their main attacks. When Link is first encounter with the Gerudo in one of the prisons a Gerudo appears out of nowhere, if not for the carpenter Link would not have noticed her.

Add stealth to d20 hit roll

High kick

High kick is a swift action attack there for you can still do a normal attack and move. Use your base dexterity or your strength modifier.

Trap finding

Thief (and only Thief) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic traps has a DC of 25 + the level of the spell used to create it.

Thief (and only Thief) can use the Disable Device skill to disarm magic traps. A magic traps generally has a DC of 25 + the level of the spell used to create it.

A Thief who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion

At 2nd level and higher, a Thief can avoid even magical and unusual attacks with great agility. If he/she makes a successful acrobatics roll against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Thief is wearing light armor or no armor. A helpless Thief does not gain the benefit of evasion.

5 times per day

Trap Sense

At 3rd level, a Thief gains an intuitive sense that alerts him/her to danger from traps, giving him/her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the Thief reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge

Starting at 4th level, a Thief can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Fortitude (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a Thief already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge

A Thief of 8th level or higher can no longer be flanked.

This defense denies another Thief the ability to sneak attack the character by flanking her, unless the attacker has at least four more Thief levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum Thief level required to flank the character.

The Magical Key

At the 10th level of thief the thief only thief can get this as a tech.

The Magical Key allows the user to unlock any normal Locked Door. Unlike a normal Key, it is reusable, meaning that regular keys are rendered useless for the rest of the game.



Deceptive Appearance

Deceptive Appearance you take on a new look that is same or of a similar race with new clothing and with new voice and even another gender.

Prerequisites: a new set of clothing, time and out of site.

Dc 15 for+5 stealth

Dc 20 for+8 stealth

Dc 30 for+10 stealth

No stealth effects if you never interacted with the charter

+10 deception check

Grunt

Accurate shot

Accurate shot allows you hit a more vital part of the body of an enemy. This deals 1d6 more damage

Prerequisite: targeting

Heart system 1d4

Point blank shot

You get a +1 on attack and damage rill with ranged weapons in point blank range

Poison arrow

Poison arrow deals 2 damage per turn and last until dead or cured

Fire arrow level 2 spell

Fire Arrows are recurring items in the Legend of Zelda series. As their name implies, Fire Arrows are arrows enchanted with a perpetuating fire that damages enemies. In games not featuring fire arrows, flaming arrows can be created by shooting an arrow through a Torch.

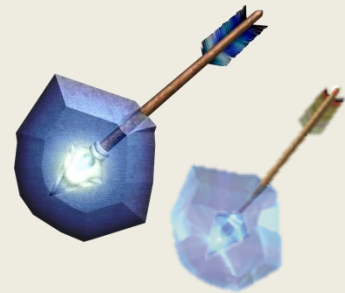


5 MP 1d10

Heart system 2d4

Ice arrow level 2 spell

Ice Arrows are recurring items in the Legend of Zelda series. As their name implies, Ice Arrows are arrows enchanted with the power of ice. When fired, Ice Arrows freeze certain targets for 1 full turn. They deplete magic, however, so one has to be frugal and use them sparingly.

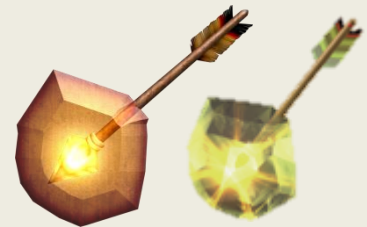


5MP 1d10

Heart system 2d4

Light arrow level 3 spell

Light Arrows are recurring items in the Legend of Zelda series. Arrows enchanted with the Power of Light, they are twice as powerful as the Ice and Fire Arrows, but require twice as much magic to use.



They are similar to the Silver Arrows, as both arrows are used against Ganon. They are often also associated with Princess Zelda, who has occasionally used Light Arrows in battle.

10 MP 1d20

Heart system 4d4

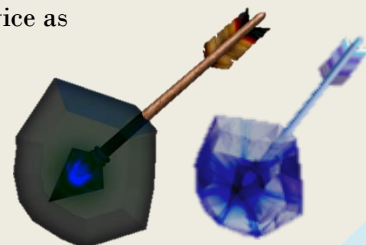
Prerequisites: ice and fire arrow

Shadow arrow level 3 spell

Shadow arrows enchanted with the Power of dark energy, they are twice as powerful as the Ice and Fire Arrows, but require twice as much magic to use.

10 MP 1d20

Heart system 4d4



Prerequisites: ice and fire arrow

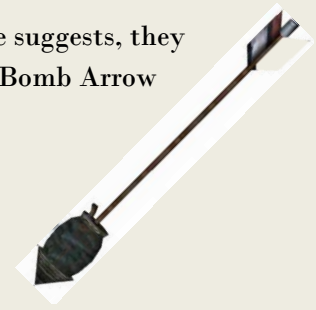
Bomb Arrows

Bomb Arrows are recurring items in the Legend of Zelda series. As their name suggests, they are explosive projectiles, created by combining Bombs with Arrows. When a Bomb Arrow hits its targets, the bomb explodes.

Crafting is required to make them

1d10 and 3 squares of 1d8 area damage to all players

Heart system 2d4



Moving shot

Moving shot allows for the player to attack while moving but takes -5 to hit

Advanced Moving shot

Same as moving shot however you no longer take -5 to hit

Lucky shot

When you miss you have a chance to reroll keeping the better number

Overpowered

Twice per day you may use this to do double damage with any arrow. If you roll a critical 1 you will break the weapon being used.

Bow Strike

With bow Strike you make a melee attack who is one square in front of you, pushing them back 2 squares

1d4

Bull's-eye

10% chance of paralyzing the target for a few seconds

Soul Arrow

Use a self-made arrow for your Bow/Crossbow without using arrows for a 10 shots and able to use any other tech with these arrows

5mp

Illusion Step

Greatly enhances DEX by 5 for a 5 turns

10mp

Evasive Fire

If an enemy is in front of you at close range, you will backflip away 15 feet. You may backflip once per 3 turns.

1d4 extra if an enemy is in front of you at close range 5 feet.

Inventor

Efficiency

Reduces metal cost by half to a minimum of one level inventor required

Improvement

At each level you can improve an item the item can be improved by 1d4

Quick learner

Most weapons can be used by the inventor with only a negative 1 appose to negative 5

Technology

You may now use the Technology skill

Enchanting

You may now use the Enchanting skill

Brewing

You can now brew your own potions

Anyone can learn

Targeting

Targeting is a recurring skill in the Legend of Zelda series. Targeting is the system of "locking on" to enemies, characters, and objects. This is used to interact with them in an easier fashion, or from a distance. When targeting an enemy and attacking, all of Link's attacks will be directed towards the enemy. When Link is targeting an enemy, character, or object Link can freely strafe around the target, so he can face the target continuously. Some techniques, such as thrusting or the Jump Attack, as well as backflips and sidestep hops, can only be completed while targeting.

Backflips requires a DEXTERITY of 13. Backflips allows for moving back one square out of combat without provoking an opportunity of attack. As long as your shield is raised you will block the targeted enemy

+3 to damage and hit rolls, -2 to attack and damage rolls to all others. You must spend a swift action to switch targets.

Jump attack

The Jump Attack is a recurring sword technique in the Legend of Zelda series. This skill has Link lunging into the air with his sword raised, dealing a severe amount of damage upon impact. Link can also perform the Jump Attack using Deku Sticks, the Megaton Hammer and the Skull Hammer.



1 piece of Stamina Gauge

Prerequisites: Targeting

Add 1d4

Spin Attack

The Spin Attack, also known as the Whirling Blade, is a recurring skill in the Legend of Zelda series. When Link performs it, he charges his sword, either by just getting it into the correct position, or by making it glow with what appears to be magic. When charged, he lets go in a 360-degree slash that harms all enemies surrounding him, often dealing more damage than a regular sword strike. The Spin Attack is described as a secret sword technique known only to the Knights of Hyrule.

This is a 1 square around the person doing an extra 1d6

Heart system 1d4



2 piece of Stamina Gauge

Dodge

Dodge will increase the ability to get out of the way, also can changed a fort check to a ref check

Level 1 +1 REF

Level 2 form +1REF to +2 REF

Level 3 form +2REF to +3 REF

Limit of level 3

Parry LVL 1

This technique allows you to block a melee attack without a shield

Active Reflex Defense vs. attack roll



Parry LVL 2

This technique allows you to block a melee attack without a shield plus enabling you to counter strike them when /if you are successful.

Active Reflex Defense vs. attack roll

+2 to attack roll if successful.

Prerequisites level 1 parry

Parry LVL 3

The Parry is a sword technique from The Legend of Zelda: The Wind Waker. It is taught to Link by Orca on Outset Island near the start of the game, and is one of the most useful techniques that Link learns during his quest. It is activated by L-targeting an enemy and pressing the A button just before they attack, at which time the A button in the heads up display will flash, Link's sword will flash green, and a sound will be heard. There are two common variations of this technique, and one only done in rare circumstances; one for evading vertical strikes, which results in a sideward roll and counter behind the enemy and one for evading horizontal strikes, which has Link jumping over the enemy and striking its head. It is useful when removing the armor and helmets of Darknuts. The uncommon one is performed on a few select enemies, such as a Magtail or Floormaster when it is grabbing Link. It is a jump straight up, followed by slamming the edge of the blade down on the enemy. Link performs a combination of the two common variations when performing the final strike on Ganondorf.

Active Reflex Defense vs. attack roll

+2 to attack roll if successful.

+3 to damage roll

Prerequisites: level 1 and 2 parry, Back Slice, Helm Splitter

Magic Parry

Magic parry is the ability to reflect some magic, such as dead man's volley, or if it cannot be reflected (i.e. an area of effect attack, such as Din's Fire) it may be dodged.

Active Reflex Defense vs. attack roll

Prerequisites: level 1 and 2 parry



Dash Attack

The Dash Attack is a recurring skill in the Legend of Zelda series. This can be executed by equipping both the Pegasus Boots and the sword. This will result in a headlong forward dash, with sword drawn and held out in front, ready to skewer foes in Link's path. Although it can be used to attack foes, the attack is generally used in-game for crashing into trees to knock useful items from their branches.



1 piece of Stamina Gauge

Down thrust

Down thrust is a recurring sword technique in the Legend of Zelda series. When Down thrust is executed, Link jumps in the air and then slams down into the ground using his sword. Link usually learns this technique after acquiring the ability to jump.

Requires Roc's feather or better

Roll Attack

The Roll Attack is a recurring skill in the Legend of Zelda series. Link can perform it by rolling and then hitting with sword once he has rolled through, unleashing a quick sword lunge attack.

Swap

One can swap out with another known party member not currently in play. You can only use this skill when at 10% of your health, it can only be used once in combat, also the current party member must be conscious. This Tech takes your full turn and takes the new party members move action. New party member stars where old party member left or outside of the trap (spikes)/bad terrain such as lava.

Finally this Tech can be use outside of an encounter.

Prerequisites: characters must know of each other, the character that is replacing the current one must not be in an encounter and have more the 1 heart or 25% of health.

Courage Boon

You gain an additional 3 Courage Points.

Quick draw

Quick draw allows you to draw faster and there for you know draw you weapon as a swift action.

Weapon proficiency

A single Weapon proficiency

Trained skill

Choose a skill to be trained in and add +5

Skill focus

Choose a skill to focus in and add +5

Evasion

50% to doge mortal draw and critical hits

Prerequisites: +4 Dexterity modifier

Twili magic

Twili magic can generally only be used by twili but because of a history of little or no use of magic the magic has been lost so one would have to seek out the magic artifacts and scrolls to use the magic. It is up to the Game master if he/she will allow this to be used. Generally this would also replace one of your normal abilities at the even numbers.

All twili magic is shadow type magic

Shadow Crystal

The Shadow Crystal is an item from The Legend of Zelda: Twilight Princess. It is an evil artifact used by Zant. The wall that separates the Twilight Realm from Hyrule is made up of a dense conglomeration of Shadow Crystals called Shadow Crystal Fog. Whenever Link passes through this barrier, he is instantly reverted to his wolf form. The end of Link's Master Sword sheath has the Shadow Crystal design on it, so it may be where it is held when Link is in his Hylian form.



The Light Spirit Faron tells Link that his turning to a wolf when exposed to Twilight, instead of a spirit like most Hylians, is a sign that the powers of the chosen one rest within him. This may refer to the Triforce of Courage, which is strongly implied to be held by Link.

Twilight Portals

Twilight Portals are objects from The Legend of Zelda: Twilight Princess. These portals serve as links between the Twilight Realm and Hyrule. They are used by Zant to transport Shadow Beasts to Hyrule during his invasion. After the beasts are destroyed by Link, the portal remains, allowing Midna to use them to warp Link and herself to different areas around Hyrule — but only when Link is in wolf form.



Midna is also able to create these herself after a boss fight. The major difference between the two is that Midna's portals are projected on the ground. Ganon also uses Twilight Portals in his boss fight; after taking damage he will warp and, after that, create several portals. They appear floating vertically and unlike the other Twilight Portals, only have the red/blue markings without the black mass.

Shadow form

Midna, like all creatures from the Twilight Realm

, cannot tolerate light and hides in Link's shadow when he is in the Light World. The only time she takes her physical form is when Link is in the Twilight, is a wolf, or is in a dungeon. It may also simply be that she cannot fraternize with the light-dwellers; this would seem to fit with Zant's claim that Midna is incapable of consorting with light-dwellers. However, when Zelda restores Midna, she also gives Midna the ability to withstand the light, though Midna still chooses to remain in Link's shadow for most of the time.



Non-combat use

Fused Shadow

The Fused Shadow is a quest item from The Legend of Zelda: Twilight Princess. It is the physical manifestation of extremely powerful Shadow magic created by an "ancient race" and once used by a group known only as the Interlopers. This power was sealed away by the Light Spirits. While the item must be made whole again in order to unleash its full power, just the Fused Shadow shards appear to hold a significant amount of power, as they can curse individuals and transform them into monsters.



All parts are required to use this power

Levitation

Self-explanatory: how ever if you don't know you hover just above gorund able to move across the ground with out tuching the gorund however you do not fly and must be above a solid surface (stone, earth, ice) you may levitatae over water for 1 turn



The exact defianishion is to rise or float in the air, especially as a result of a supernatural power that overcomes gravity

Move in or out to Twilight

Grabbing something/someone from outside the Twilight and pulling it into the Twilight. To move something /someone you must have a portal outside of the Twilight.



Telekinesis

Performing telekinesis aka picking up an object with the mind small objects outside of combat do not require a dc check



Storage

Keeping an item in an unknown hamper space. Midna has been seen to be able to keep the Ordon Sword, the Ordon Shield, and the Shadow Crystal and have it reappear floating in her hand at will. She may use this power to store Link's items while he is in wolf form.

Does not suspend in time and cannot support life

20 slots

Shape shifting



You adopt the appearance of any one person.

You must have seen this person before. You do not gain the equipment that they were wearing nor do you gain any natural attacks. If a person tries to see through the guise, they take a -5 penalty to their Insight check vs. your deception check.

Requirement: You can only copy humanoids whose size is medium or small.

Twilight particles

The ability to break down his /her body into Twilight particles. Midna does this to move through the bars of the cell in which Link was imprisoned

Waves of Energy

Creating waves of energy strong enough to break metal. 20 vs. fort for of armor or 20 harts of shield critical 20 to brake something that is Indestructible



The ability to use her hair like a hand to grab enemies or perform other functions, like opening doors



in some dungeons if Link is in his Wolf Link form.

2d4 and will shatter shields unless it is indestructible.

DUAL TECHS

Dual techs are abilities that gave two or more players the chance to work together if they possess the right techs.

Fire strike

Strike foe with enchanted blade. (Fire)

Sage descendant and Squire or Descendant of the hero of time

Adds 2d4 per person

6mp sage descendant

Ice strike

Strike foe with enchanted blade. (Ice)

Sage descendant and Squire or Descendant of the hero of time

2d4 per person

Lighting strike

Strike foe with enchanted blade. (Lighting)

Sage descendant and Squire or Descendant of the hero of time

2d4 per person

Lightning Rod

Skewer a foe and hit with lightning. (Light)

Sage descendant and Squire or Descendant of the hero of time

3d4 per person

X-Strike

X-Strike is usable by Squire and Descendent of the hero of time

Bracing their Swords (or other weapon), Squire and Descendent of the hero of time dash toward the target. The blows from their weapons cross perpendicularly to form a red X shape on the map.

3d4 per person

Aura Whirl

Restore a small amount of HP to all allies.

Sage descendant and Squire or Descendant of the hero of time

2d4

Drill Kick

Strike an enemy with a penetrating kick.

Squire and Squire or Descendant of the hero of time

Multi shot

Fires 4 arrows instead of one can be of any normal or magical arrows but not bomb arrows. Status effects do not stack and still only has 1/8 chance for status effect regardless of number of arrows.

Every time taken afterward adds 1 extra arrow

5mp Sage descendant 2mp grunt

TRIPLE TECHS

Delta Force

Hit all foes with an elemental blast. (Shadow)

3d4 per person

5MP

Life Line

All allies will be revived once after they die.

ADVANCE CLASS

Gunslinger

You learn how to fire energy wave made of any of the elements you know to 100% each having a different effect form a new device.

However should you have gone thought the grunt class you will need ammo and unable to use one energy type weapons with your own power. Goddess Plumes being the power source. For each Goddess Plume you gain 100 shots. To fire for no cost you must have 8 levels in Sage descendant. Or you may use normal gun types.

However should you have gone thought the Sage Descendant class you take -5 to hit until you have 4 levels in grunt?

All arrow spells form the grunt class are now bullet spells

Ice is an armor piercing rounds that will ignore 5% of reduction

Fire is a tracer round +3 to hit -3 stealth and still has a 1/8chance to burn the enemy for 3 turns dealing 2 damage per turn

Wood is poison shot that has a $\frac{1}{4}$ chance to poison and dealing 5 damage per turn until

Light is purified shot that deals extra damage to evil aligned character. Each modifier of evil deals an extra 1d4

Shadow is corrupted shot that deals extra damage to good aligned character. Each modifier of good deals an extra 1d4

Wind is shot that pushes back equal to your Dexterity modifier if you roll 15 or higher (does not work on bosses or people that are wearing the iron boots)

Techs

The Gunslinger's Bonded Mage lock Pistol

While the Gunslinger is capable of many spectacular feats with any firearm, he is most impressive when he holds a bonded mage lock pistol in his hand. This is a very special sort of firearm. Every budding Gunslinger seeks to possess at least one of these weapons. The mage lock is of Twili make, created from rare metals in a casting process refined by elite craftsmen and have properties attuned to, for lack of a better term among the Twili, "the haphazard sorceries of manfolk." Gunslingers who have polished their magical abilities are adept at weaving spells into and through these weapons for an assortment of fantastic effects, and once a Gunslinger has bonded with a mage lock, it is as if the weapon becomes a physical extension of its master.

As the master's levels in the Gunslinger class increase, the mage lock pistol also increases in power.

If the bonded pistol is destroyed, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of the destruction of a bonded pistol.

Charismatic shot

Use you half of your magic skill instead of Dexterity and base attack to hit

Potshot

Fire as a swift action during a charging spell

Precise shot

Doubles damage on ranged weapons and spells

Equipment save

The more equipment you have on your weapons the more damage you do +1 damage per equipped attachment on weapon

Call Pistol:

At 9th level, the master gains the ability to summon his mage lock pistol to his hand. When separated from his pistol, with a successful Concentration check (DC 18) the master can cause his pistol to Fly into his hand so long as it is not gripped by another and can be seen by its master. This ability is a move equivalent action, though a Gunslinger with the quick draw ability can call his pistol as a free action.

Sighting Link

Due to the magical nature of the mage lock and the bond that has been forged between the pistol and its master, with a successful Concentration check (DC 15), the master of 7th level or higher can see as if looking out from his pistol's sights (or the end of the barrel if it has no sights), instead of using his own eyes. This enables the master to aim the pistol without looking, allowing for some spectacular trick shots.

Dispel

Able to stop a spell form hitting you

D20+ magic vs. Attack roll

Twin blade

You may now use a two handed weapons as a one handed weapons

Techs

Improved Dual Wield

Dual wielding you may strike with both weapons in hand without taking penalties. Does not affect 3 or more weapons.

Toughness

All attacks go agented you fortitude

Shrug it off

3 times per encounter you ignore status effects

Full of your self

When you defeat an enemy you attack go up by 1d4 but you leave yourself open -1 to fortitude

Power house

Triples the D4s use for all attacks

Money is money

When you kill an enemy you reserve 10*level of the thing you killed

Hero

All one handed swords do double damage and gain proficiency with all weapons

Techs

Quick on your feet

Able to counter without parrying and dodges the attack

Acrobatics vs. attack roll

Six senses

Six senses make possible to detect invisible and clocked enemy

Will

Should you hit 0 you may use your active will check/ courage to continue to stand so long as the damage does not beat you damage threshold

Courage Vs. dc chart

Damage	DC
1-50	15
51-100	20
101-150	25
151-200	30

Alignment

Depending on your alignment you do double damage to the opposite alignment

Bombos Medallion

With an enchanted Spin Attack, Link sends out a ring of fire followed by a series of small explosions in all directions. This causes all foes to become inflamed, as if they have been struck with the Fire Rod. Additionally, fewer enemy types are immune.

Ether Medallion

Ether attacks through the atmosphere, as flying enemies appear to be the most affected. Most enemies who are not destroyed by the initial pulse of lightning and pressure are frozen, as if they were struck by the Ice Rod. Ether's atmosphere-altering capabilities can be used to clear the rain in Misery Mire.



Quake Medallion

The Quake Medallion causes an earthquake, resulting from Link thrusting the Master Sword into the ground. It only affects ground-bound enemies, generally either destroying them or turning them into Slime. Using the Quake Medallion near certain trees will cause them to yield various items, as if Link ran into them with his Pegasus Boots.



Power of Courage

Doubles D4s use for all attacks

Hyrule knight

Techs

At Ease

The knight is harder to be startled and will not back down

Marine

Physical Training

Physical Training adds +2 to your strength and dexterity score (can only take two times. minimum level ECL 14 and second time ECL 20)

Double attack

After a successful melee attack you may try to shoot you pistol taking a -5 to hit

Improved double attack

After a successful melee attack you may try to shoot you pistol taking a -2 to hit

Extreme double attack

After a successful melee attack you may try to shoot you pistol taking a no penalties to hit

Rangefinder

Even at a longer rage you do not take negatives until in the Medium rage where you will take penalties as normal

Sage

When the sage decent becomes a sage the MP they have is doubles

Techs

Holy light

A beam of light that deals 8d4 damage to all character with in the line.

Miracle Fireball

Ball of fire that can burn everything on its path

Miracle Fireball Increased

Summons three fireballs at the same time.

Miracle Fireball Extreme

Summons eight fireballs at the same time.

Miracle Lightning

Bolts of energy strike anything ahead of the caster

Miracle Lightning Increased

Produces more powerful and further-spreading bolts.

Miracle Lightning Extreme

Produces an extremely powerful stream of lighting.

Explosion

Casts a highly destructive beam of light on the targeted area.

Explosion Increased

Casts seven beams within a small area.

Explosion Extreme

Casts seven beams, followed by a "rain" of beams to bombard the area over a period of time.

GREAT FAIRIES

Great Fairies are large humanoid Fairies that have appeared in various Zelda titles. Their main purpose is to heal Link whenever he is wounded and will also recover his magic power in games such as Ocarina of Time and Majora's Mask. [1] In other titles, like The Wind Waker and Four Swords Adventures, they also bless Link with new items, powers or upgrades of his existing equipment. The Great Fairies' appearances differ vastly between games, and most of them can be found living within a Great Fairy Fountain.

These Great Fairies are the most common ones out of all the Great Fairies in A Link to the Past, and as such, they can easily be found scattered throughout Hyrule in either caves or holes. When Link approaches her, she will completely heal the young hero's wounds. Great Fairies seem able to maintain their normal forms even while in the Dark World, despite its corrupting effects (with one possible exception, see below).

Venus is the Fairy Queen and lives in the middle of Lake Hylia. Throwing money into the Wishing Well allows her to upgrade Link's carrying capacity of Bombs and Arrows

At the Waterfall of Wishing near Zora's Lake lives a Great Fairy who is known to be a friend of Venus. [2] She looks identical to Venus with the exception of her wings, which are smaller and greener. The Fairy at the Waterfall of Wishing appears as Link throws various items into the Mysterious Pond and asks him whether or not he dropped them. She will return items dropped by the young hero, but if he drops certain items, she will instead give him better items or upgrades of the item in return if Link answers the questions honestly. These include the Boomerang, which she upgrades to the Magical Boomerang, the blue Level-1 Fighter's Shield, which she upgrades to the Red Shield, and an empty Magic Bottle, which she fills with Medicine of Magic.

In Ocarina of Time, the Great Fairies are depicted as giant women who wear ivy vines as clothes and leather boots, and have red hair that is tied into three pigtailed. This also marks the first time that Great Fairies are seen without wings. Their locations are scattered throughout Hyrule, where they live in certain Great Fairy Fountains that has the Triforce symbol engraved on the floor in front of their pond. By playing Zelda's Lullaby on this symbol, they will be summoned. Great Fairies, when first summoned, will bless Link with either a new item or an upgrade. The color of their fountain's walls will also vary from either blue or red to signify what kind of blessing they will give. The Great Fairies who give out Din's Fire, Nayru's Love and Farore's Wind will have red walls. The Great Fairies who simply upgrade Link's powers will have blue walls instead.

The Great Fairies can also be summoned again at their fountains to recover Link's health as well as his Magic Power. All three of the Great Fairies who give out Din's Fire, Nayru's Love and Farore's Wind refer to themselves as the Great Fairy of Magic, [4] and possibly may be the same Great Fairy. The Great Fairies who bless Link with a magical sword spin attack, a larger Magic Meter, and a defense upgrade are referred to as the Great Fairy of Power,[5] the Great Fairy of Wisdom,[6] and the Great Fairy of Courage, respectively.[7]

There are seven Great Fairies in The Wind Waker, five of which have their fountain under a giant shell. One of them must be rescued from inside a Big Octo at the Two-Eye Reef.[20] Another one, the Fortune Goddess,[21] lives in the Forest of Fairies above Link's home and gives Link a larger Wallet.

The upgrades received, along with the names of the islands in which the Great Fairies are located, are as follows:

Pink Great Fairy: Wallet upgrade.

Northern Fairy Island – There is no obstacle blocking the entrance; this fountain can be visited as soon as the Forbidden Woods have been completed.

Outset Island in the Fairy Forest – A bomb must be used to blow up the rock blocking the entrance.

Blue Great Fairy: Bomb Bag upgrade.

Eastern Fairy Island – A bomb must be used to blow up the rock blocking the entrance.

Southern Fairy Island – A bomb or a Fire Arrow must be used to destroy the wooden wall blocking the entrance.

Violet Great Fairy: Magic Meter upgrade

Two-Eye Reef – A Big Octo must be defeated to rescue the Great Fairy.

Yellow Great Fairy: Quiver upgrade:

Western Fairy Island – The Skull Hammer must be used to hit the nearby stake and remove the fire blocking the entrance.

Thorned Fairy Island – The Skull Hammer must be used to hit the three nearby stakes and remove the thorns blocking the entrance.

STATUS EFFECTS

Poison: taking 1d4 damage per turn

Frozen: unable to attack but has $\frac{1}{4}$ chance of breaking free

Burned: taking 1d4 damage per turn but may use spin attack to put out the flames

Paralysis or electrocuted: has a $\frac{1}{4}$ chance that you will be unable to attack

Confused: critical fail is now is 1-6

Beam attacks continue to damage on all turns

Jinx: Jinx forces you to sheath your primary weapon and be unable to draw it; however, the effect is temporary and will wear off after approximately 50 seconds. You can also immediately remove the effect of a jinx by playing the Song of Storms.

Falling is uncontrolled downward movement. For example, if forced movement causes a creature to occupy a square over a pit or precipice, it may fall. Movement due to falling does not trigger opportunity actions, including opportunity attacks. Large, Huge, and Gargantuan creatures only fall if every square they occupy is over an edge. A fall of 10 feet or more may inflict damage on a falling creature. The creature takes 1d10 damage for each 10 feet it falls, up to a maximum of 50d10 damage for a fall of 500 feet or more. A creature that is flying when it begins falling descends the full distance of the fall, but subtracts its fly speed from the distance of the fall for the purpose of determining falling damage. For example, a flying dragon, with a fly speed of 8 (8 squares = 40 feet), takes damage from a fall as though the fall were 40 feet shorter, and does not take damage from a fall of less than 50 feet.

ITEMS

ALL ITEMS sell half price of what they can be bought for (this is guide of new GMs) prices may vary store to store

Equipped items will break if damage threshold is/should have been breached. Should be if a ring or other equipment force to only 1 heart of damage and the attacker has the possibility of damaging you beyond your damage threshold continue rolling however no matter how much damage dealt the equipped player still takes on the 1 heart. When an equipped item breaks they break a random 1d8 1 being head slot 2 being face slot 3 being throat slot 4 being torso slot 5 being body slot 6 being hands slot 7 being one of the ring slots 8 being feet slot. Note if there is no equipment in the slot the item in the next closest slot breaks.

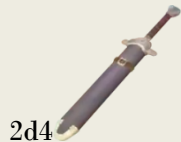
Slot spacing

Unless specified all items take up a 1 slot in your bag. Equipped items take up no slots unless you unequip them.

Standard Items

Starter Weapons

Swords



2d4

The Sword is perhaps the most famous weapon in The Legend of Zelda series. It is often one of the first items Link will come across in his travels, alongside the Shield. A Sword is Link's primary and most crucial weapon as it is adequate in defeating most foes Link will encounter, though some enemies may be immune or resistant to it. However, it is also useful for breaking Pots, cutting Grass, and triggering Switches. In some Zelda titles, a Sword can help detect if a wall can be destroyed by Bombs via the hollow clang it makes when hitting said wall. Like the Giant's Knife, Biggoron's Sword and the Great Fairy's Sword require both hands to wield. There are many different Swords Link may use in his quest, as well as many swordsmanship techniques he can master.

Shields

 50 Wooden Shield	the shield will break should it sustain too much damage The Wooden Shield can protect Link from electric based attacks but will burn if it comes in contact with fire	 40 The Deku Shield	the shield will break should it sustain too much damage The Deku Shield can protect Link from electric based attacks but will burn if it comes in contact with fire Use for child size character
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 100  The Iron Shield	it will not burn when it comes in contact with fire, but cannot repel or block electric attacks, and shatters if a Thunder Keese hits it	 500  Sacred Shield	It will protect from all forms of attack including fire and electricity, but suffers from very low durability. However, the shield also has the ability to automatically repair damage done to it.
 75  Fighter's Shield	provides protection against basic projectile attacks , such as arrows or spears, but is vulnerable to other projectiles such as fireballs and beams	 200  Shield of Antiquity	Cannot be eaten by Like Likes.
 125  Red Shield	It is bigger than the Fighter's Shield and can block fireballs, but not beams		



Bows



3d4

Arrows

Standard Arrows

Arrows set the standard for projectiles and are usually the fastest, most penetrating weapons in the Zelda franchise. Arrows come as a combo package with the bow, its counterpart and a premier dungeon item in one of the first couple temples of every Zelda game; the amount of arrows Link can hold can usually be upgraded during the adventure with a new arrow quiver [1] The rudimentary

arrow has many functions, but its most prevalent is in the piercing of objects and in the injuring of enemies with a greater strength and accuracy than the previous projectile shooter. The arrow is a replenish able item, and obviously, the bow will not function without a constant supply of arrows.[2] They can be found cheaply at shops,[3] from Business Scrubs,[4] or freely gathered in small grasses, after defeating enemies, or in small chests scattered about the over world of Hyrule. Like many other weapons in the Zelda series, arrows can be upgraded, all of which serving specific, often non-plot-required, functions that enhance the game experience nonetheless.

Silver Arrow

The Silver Arrow is a special upgrade to the bow and arrow used to defeat Ganon. They are the only weapon that is capable of defeating Ganon, who will recover from any wound if not pierced by a Silver Arrow. [1] These arrows have appeared in both the first The Legend of Zelda and A Link to the Past. In later games of the series, the Light Arrows perform a similar role, although they function differently in that they merely stun Ganon. The Master Sword is often used to deal the final blow instead, but aside from one occasion in the Oracle Series where Ganon was not fully revived, the Silver Arrows are the only weapon shown to completely destroy his demonic beast form.



Bomb Arrow

The Bomb Arrow is a little-seen, highly-usable arrow upgrade that only exists in two games: Link's Awakening and Twilight Princess, but to great success and game interest. This arrow is eponymously described: a bomb is melded with an arrow to create an exploding projectile, [12] similar to the Bombchu in its intention, but unique: it can be shot far to a selected target before exploding. [13] This arrow is quite useful when it comes to removing wall obstacles from afar, [14] and in blowing foes from their steeds and/or lookout points during battle.

Staffs



Daggers

1d4



Though the dagger is weaker than the sword it makes up for it in stealth and generally used with two combined one in each hand

Axes



The axes is never used by link however we have seen that the Iron Knuckle wielding an axe that is capable of dealing immense damage. The axe is two handed weapon that is great for offence but not as good in defense.

Hammer

The hammer serves many purposes as both a tool and a weapon. In both dungeons and the over world it can remove obstacles from Link's path, allowing him to pass into otherwise inaccessible areas. As a weapon it is useful in dispatching enemies. Against most foes, it has the advantage of high damage, dealing as much damage as the Tempered Sword, but its reach is much shorter than that of the swords. Freezing enemies with the Ice Rod and then breaking them with this hammer instantly kills them and often yields a Magic Jar.

4d4

Bottles

Bottles, commonly known as Empty Bottles, are recurring items in the Legend of Zelda series. They carry useful things such as fish, bugs, water, potions, Poes, Lon, Lon Milk, Fairies, among other things. In one odd occurrence, the Deku Princess is carried in a bottle for a short period of time in The Legend of Zelda: Majora's Mask.



300  max of 8 bottles per player

Fairy Bow

The Fairy Bow is an item from The Legend of Zelda: Ocarina of Time. This Bow fires arrows at various targets, such as enemies or Crystal Switches. The arrows for the Fairy Bow are stored in an upgradeable quiver. It is the main treasure of the Forest Temple, the first dungeon in the ruined future Hyrule, where it is guarded by three Stalfos. The Fairy Bow can only be used by Link as an adult.



This bow is a level one bow but has level two damage and can be upgraded

600 

Hero's Bow

The Hero's Bow is a recurring item in the Legend of Zelda series. Although the bows share the similar name, none are exactly alike one another in appearance. However, due to a statement made by Dangoro in The Legend of Zelda: Twilight Princess, that the bow Link obtains was used by "an ancient hero", it is plausible that the Hero's Bow in Twilight Princess is the same as the one Link uses in The Legend of Zelda: Majora's Mask.

This bow is a level one bow but has level two damage and can be upgraded.



Giant's Knife

The Giant's Knife is a weapon from The Legend of Zelda: Ocarina of Time. It is the third sword Link can obtain in the game; however, unlike the Kokiri Sword and Master Sword, it is not necessary for completing the game. The Giant's Knife is forged by Medigoron in Goron City and can be purchased as Adult Link for the price of **200 Rupees**. The tunnel to Medigoron's Forge is blocked by several stone walls when Link arrives there in the future. These Breakable Walls can be destroyed with Bombs. **This large sword must be held with both hands, preventing Link from using a shield to block attacks in front of him.**

Although the Giant's Knife is twice as powerful as the Master Sword, it is an unusually frail weapon and breaks after a small number of hits. The first time Link purchases the Giant's Knife, **it will break after four strikes against enemies, or three against walls**. Every subsequent Giant's Knife Link buys will last for one more hit than its predecessor, until it reaches a maximum durability of eight hits (though it will still break in three hits against walls).

8d4

200 

Deku Sticks

Deku Sticks are recurring items in The Legend of Zelda series. The dried stems of Deku Babas, they can be wielded as simple wooden sticks. Deku Sticks are primarily used to light torches. Once lit, Deku Sticks burn up when a certain amount of time has passed; they may be saved from burning up by putting them away or switching to another item. They can also be used as weapons, although they typically break after the first hit or when struck against a wall. They may be left behind by defeated Deku Babas, found inside broken pots or purchased in stores.



2d4 one use

3 turns burning

Deku Nuts

Deku Nuts can be used to temporarily stun enemies. When the Nut collides with the ground, it lets off a large flash which freezes the enemy in place

Deku Nuts are the weapon of choice of Deku Scrubs, which spit them from their mouths. Surprisingly, the nuts utilized by Scrubs do not explode on impact, and instead simply deal damage and crumble; however, that being said, Deku Link is able to drop Deku Nuts while flying using a Deku Flower which have the same effect as throwing them. Besides being used for battle, Deku Nuts also hold aesthetic value for the Deku Royal Family in particular, as the Deku King's scepter is adorned with a large Deku Nut on top.

D20 Roll vs. will



Bomb Bags

Bomb Bags are recurring items in The Legend of Zelda series. These bags are used to store Link's bombs. They only appear in specific games, though, and in some games, no Bomb Bag is needed in order to carry bombs or bomb-like products. Often, Bomb Bags can be upgraded to store more bombs. Max of 1 + expansions

600 



Bombs

Bombs are recurring items in the Legend of Zelda series. Bombs are powerful explosives that Link can use to destroy obstacles blocking his path or to damage enemies. Their appearance is that of metallic orbs filled with explosive powder with a long fuse. Bombs can normally be carried without any special requirements.

However, in some games, Bomb Bags are needed in order to safely carry Bombs. Many different explosive devices also appear alongside bombs.



2d6 3 square

Item	Selling Price	Item	Selling Price
Bombs (10)	30 Rupees	<u>Water Bombs</u> (5)	30 Rupees
Bombs (20)	60 Rupees	Water Bombs (10)	60 Rupees
Bombs (30)	90 Rupees	Water Bombs (15)	90 Rupees
Bomblings (1)	6 Rupees	Bombchu (10)	90 Rupees
Bomblings (5)	30 Rupees	Bombchu (20)	180 Rupees
Bomblings (10)	60 Rupees	Bombchu (30)	270 Rupees



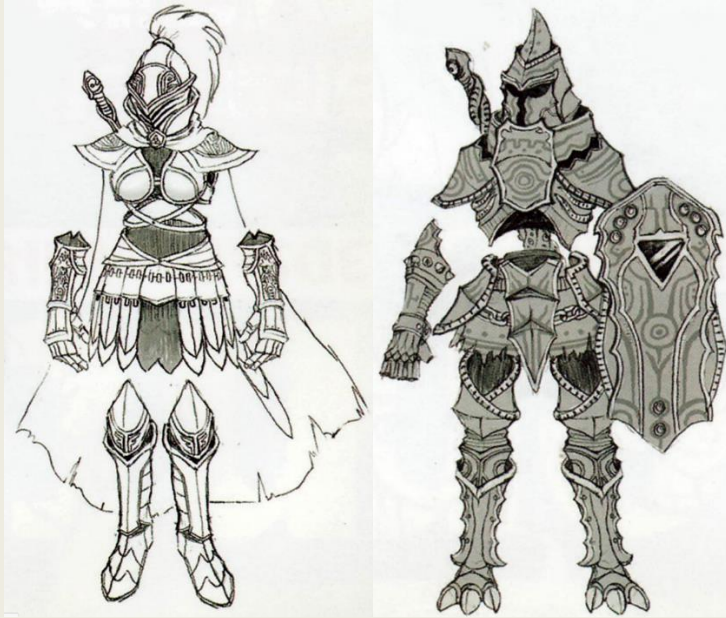
Bombchu

Bombchu are recurring items in the Legend of Zelda series. Bombchu are small, explosive items similar in appearance to a stylized rodent (the "chu" of the item's name is the Japanese onomatopoeic word for a mouse's squeak). When released, a Bombchu will dash along a surface until its fuse is gone or until it hits a solid object; in both cases, it explodes. Bombchu can be used to hit certain far-off targets. Often, the usage of Bombchu is mostly or entirely optional.



2d6

Armor



Armor	Cost	Armor Bonus	Max Dexterity Bonus	Check Penalty	Spell Failure chance	Speed lost	Bag Slots
Light armor							
Padded	*500	+1	+8	0	5%	0	2
Leather	*1000	+2	+6	0	10%	0	2
Studded Leather	*2500	+3	+5	-1	15%	0	3
Chain Shirt	*10000	+4	+4	-2	20%	0	2

Medium armor

Hide	*1500	+3	+4	-3	20%	-2	2
Scale mail	*5000	+4	+3	-4	25%	-2	2
Chainmail	*15000	+5	+2	-5	30%	-2	3
Breastplate	*20000	+5	+3	-4	25%	-2	4

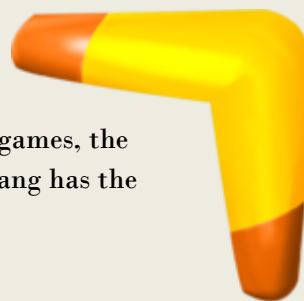
Heavy armor

Splint mail	*20000	+6	+0	-7	40%	-2	4
Banded mail	*25000	+6	+1	-6	35%	-2	4
Half-plate	*60000	+7	+0	-7	40%	-2	5
Full-plate	*150,000	+8	+1	-6	35%	-2	6

Boomerang

The Boomerang is a recurring item in the Legend of Zelda series. It is typically used to stun enemies, retrieve items, and trigger switches.

Some weak enemies can be defeated using the Boomerang, and in some games, the Boomerang is capable of cutting down objects. Oftentimes, the Boomerang has the ability to be upgraded to the Magical Boomerang later in the game.

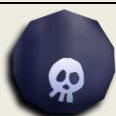


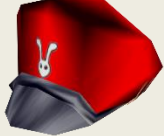
Lantern

The Lantern is used to light up dark places and dungeons, ignite torches to solve puzzles, and burn shrubbery and grass to reveal pathways, or sometimes just Rupees. The item took a back seat in some major console titles such as The Wind Waker and Ocarina of Time, with a larger emphasis given to Fire Arrows, but resurfaced in full 3D glory in Twilight Princess to much success and usability. The lantern (or its equivalent: the Candle) has been included more often than not in the 2D iterations of the series.



Masks

 Deku Mask Transforms You into a Deku.	 Goron Mask Transforms You into a Goron.	 Zora Mask Transforms You into a Zora.	 Fierce Deity's Mask Transforms You into Fierce Deity. Its dark power can be used only in boss rooms.
 All-Night Mask 500 Rupees. Keeps You from falling asleep.	 Blast Mask Detonates like a bomb. Losing hearts from the explosion is a side effect.	 Bremen Mask Plays music and prompts small animals to march. Wear it so young animals will mistake you for their leader.	 Bunny Hood Increases running speed, jumping distance, and agility. Wear it to be filled with the speed and hearing of the wild.
 Captain's Hat Prevents Stalchildren and ReDead attacks. Wear it to pose as Captain Keeta.	 Circus Leader's Mask. Calms angry people, prevents attack from Milk Road pursuers. People related to Gorman will react to this.	 Don Gero's Mask Allows communication with frogs. When you wear it, you can call the Frog Choir members together.	 Garo's Mask Allows entry into Ikana Canyon Attracts Garo Ninjas Prevents ReDead attacks. This mask can summon the hidden Garo ninjas.

 Couple's Mask Symbolizes ultimate love, stops long disputes among people. When you wear it you can soften people's hearts.	 Great Fairy Mask Alerts to presence of (and attracts) Stray Fairies. The mask's hair will shimmer when you're close to a Stray Fairy.	 Giant's Mask Transforms You into a Giant If you wear it in a certain room, you'll grow into a giant.	 Gibdo Mask Prevents Gibdo and ReDead attacks. Use it Even a real Gibdo will mistake you for its own kind.
 Kafei's Mask Characters will talk about Kafei. Wear it to inquire about Kafei's whereabouts.	 Kamaro's Mask Allows wearer to dance. Wear this to perform a mysterious dance.	 Keaton Mask Summons Keatons. The mask of the ghost fox, Keaton.	 Mask of Scents Enables You to find mushrooms by smelling them. Wear it to heighten your sense of smell.
 Mask of Truth Wear it to read the thoughts of Gossip Stones and animals.	 Stone Mask Makes You invisible to most enemies and characters. Become as plain as stone so you can blend into your surroundings.	 Postman's Hat Enables You to open mailboxes. You can look in mailboxes when you wear this	 Romani's Mask Grants access to the Milk Bar at night. Wear it to show you're a member of the Milk Bar, Latte.
 Majora's Mask Unusable, allows one to be possessed by the Evil Spirit of Majora.	 Hero's Charm Shows the life bar of enemies and bosses.	 Hawkeye Mask Allows You to watch at long distances. Also compatible with arrows. 120 Rupees	 Fused Shadow grants dark and corrupting powers

Enchanted equipment

Kokiri Tunic

The Kokiri Tunic is an item from The Legend of Zelda: Ocarina of Time. The initial tunic that Link is wearing at the start of the game, it is the traditional clothing of the Kokiri. The Kokiri Tunic does not possess any special abilities; nonetheless, it is the only tunic the Like Likes cannot swallow

Goron Tunic

The Goron Tunic is, at least to a degree, fire proof. Enabling you to withstand the immense heat of the Death Mountain Crater and the Fire Temple without fainting. It may also be used to slow down the damaging effects of lava and fire.

200 

Zora Tunic

The Zora Tunic is a tunic that allows you to breathe underwater in The Legend of Zelda: Ocarina of Time. The only difference in appearance from his other tunics is blue color.

200 

Blue Mail

Blue Mail is a recurring item in The Legend of Zelda series. This tunic reduces the damage you sustains when hit by an enemy by half.

30000 

Red Mail

The Red Mail is a recurring item in the Legend of Zelda series. This suit of armor offers even greater protection than the Blue Mail, reducing damage received in battle by 3/4.

9,000,000 

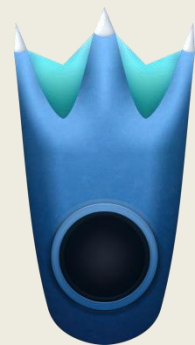
Zora's Flipper

Zora's Flipper can be purchased from Zora for the price of 500 Rupees. They not only allow you to swim, but also allow him to make use of the Whirlpool transport system, which provides more direct routes to the different bodies of water in Hyrule. You can also dive for a short while. However, diving does not serve any other use than eventual dodging of enemy attacks.

Character that can't normally swim or sink can now swim with a negative 10 to the dc check swim

Character that can normally swim other than Zoras gain a plus 10 to the dc check swim

500 

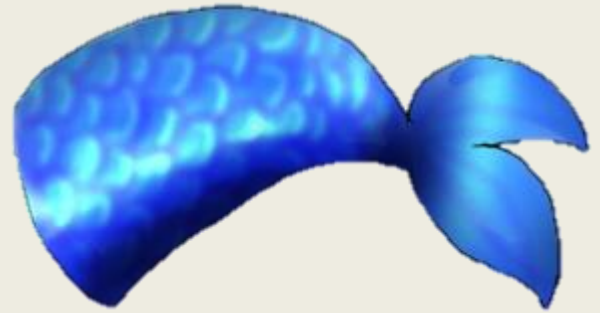


Mermaid Suit



This item is an upgrade for the Zora's Flippers. The Mermaid Suit permits Link to swim in deep water without drowning. It also allows him to swim faster and against currents. Furthermore, he can use it to dive under the water to explore the seabed.

700 

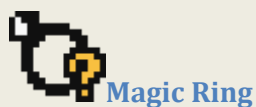


Moon Pearl

The Moon Pearl is a shining gem which protects Link from Ganon's magic, allowing him to retain his normal shape while in the Dark World. [1][2] Other humans entering the Dark World are transformed into shapes which reflect their "True Nature", or personality. This is shown by the pair of men on Death Mountain, as well as Link himself. The bully is transformed into a demon-like creature because of his devilish nature, and the other man turned into a ball because he could never make up his mind. Link's "true nature" is apparently a cute little pink bunny rabbit, probably due to his kindness and compassion.

1000 





Rings cost 2000 and you get them at random

A maximum of 3 rings can be bought in one day.

Ring effects of the same type do not stack

Ring	Name	Type	Description	Roll d100	
	Friendship Ring	None	Trophy ring. It can be appraised for free, but it has no effect when worn.	1	2
	Power Ring L-1	Attack	Primary weapon damage increases by 1, damage taken increases by 2.	3	4
	Power Ring L-2	Attack	Primary weapon damage increases by 2, damage taken increases by 4.	5	6
	Power Ring L-3	Attack	Primary weapon damage increases by 3, damage taken increases by 8. Inferior to the Red Ring when Link has the Master Sword.	7	8
	Armor Ring L-1	Defense	Damage taken decreases by 1, primary weapon damage decreases by 1.	9	10
	Armor Ring L-2	Defense	Damage taken decreases by 2, primary weapon damage decreases by 2.	11	12
	Armor Ring L-3	Defense	Damage taken decreases by 3, primary weapon damage decreases by 3.	13	14
	Red Ring	Attack	Primary weapon damage doubles.	15	16
	Blue Ring	Defense	Damage taken halves	17	18
	Green Ring	Attack and Defense	Primary weapon damage increases by 50%, damage taken decreases by 25%.	19	20
	Cursed Ring	Attack	Primary weapon damage halves, damage taken doubles. Useful to make the game more challenging.	21	22
	Expert's Ring	Attack	The punches are as strong as Bombs, but have short ranges, which increase the chances of injury. Useful to make the game more challenging.	23	24
	Blast Ring	Attack	Bomb damage increases by 25%.	25	26
	Rang Ring L-1	Attack	Boomerang damage increases by 1. Inferior to the Rang Ring L-2.	27	28
	Maple's Ring	Utility	Increases the frequency of meeting Maple from once every 30 enemies slain to once every 15 enemies slain.	29	30
	Steadfast Ring	Defense	Attacks from enemies push back less.	31	32

	Pegasus Ring	Utility	Lengthens the duration of the effect of Pegasus Seeds.	33	34
	Toss Ring	Utility	Enables Link to throw most items lifted with the Power Bracelet or Power Glove twice as far, including Bombs.	35	36
	Heart Ring L-1	Utility	Enables Link to recover lost Hearts at the rate of 1/2 Heart per 60 seconds game time. Inferior to the Heart Ring L-2.	37	38
	Heart Ring L-2	Utility	Enables Link to recover lost Hearts at the rate of 1 Heart per 60 seconds game time.	39	40
	Swimmer's Ring	Utility	Swimming speed increases times 2.	41	42
	Charge Ring	Utility	Enables Link to charge up Spin Attack in a quarter of the time it normally takes. (swift action)	43	44
	Light Ring L-1	Utility	Enables Link to attack with sword beams and great spin even with up to two Hearts missing instead of none. This only functions with swords that can shoot Sword Beams, namely the Noble Sword and the Master Sword.	45	46
	Light Ring L-2	Utility	Enables Link to attack with sword beams and great spin even with up to three Hearts missing instead of none. This only functions with swords that can shoot Sword Beams, namely the Noble Sword and the Master Sword.	47	48
	Bomber's Ring	Utility	Enables you use two Bombs at once instead of one.	49	50
	Green Luck Ring	Defense	Reduces the damage from traps by half.	51	52
	Blue Luck Ring	Defense	Reduces the damage from beam attacks by half.	53	54
	Gold Luck Ring	Defense	Reduces the damage from falls by half.	55	56
	Red Luck Ring	Defense	Reduces the damage from spiked floors by half.	57	58
	Green Holy Ring	Defense	Negates damage from electrical attacks. Very useful in the battle against Veran.	59	60
	Blue Holy Ring	Defense	Negates damage from River Zora's fireball attacks.	61	62
	Red Holy Ring	Defense	Negates damage from small rocks.	63	64
	Snowshoe Ring	Utility	Prevents Link from sliding on frozen floors. This ability can be helpful in several dungeons.	65	66
	Roc's Ring	Utility	Prevents you from breaking cracked floors apart and falling through them when they are stepped on. This ability is especially helpful in Oracle of Seasons after obtaining the Roc's Cape.	67	68
	Quicksand Ring	Utility	Prevents Link from sinking into quicksand. It also prevents water currents in Zora Seas and conveyor belts from moving Link	69	70

	Red Joy Ring	Utility	Doubles the amount of Rupees that enemies drop. Inferior to the Gold Joy Ring.	71	72
	Blue Joy Ring	Utility	Doubles the amount of Hearts that enemies drop. Inferior to the Gold Joy Ring.	73	74
	Gold Joy Ring	Utility	Doubles the amount of Hearts, Rupees, Ore Chunks, Bombs, and Mystical Seeds picked up. Can indirectly serve the purposes of the Red Joy Ring, the Blue Joy Ring, and the Green Joy Ring together, and do more than that.	75	76
	Green Joy Ring	Utility	Doubles the amount of Ore Chunks picked up in Subrosia. Inferior to the Gold Joy Ring.	77	78
	Discovery Ring	Utility	Enables Link to sense hidden patches of soft soil by making a unique sound. Useful, since hidden patches of soft soil are good for acquiring rarer Gasha Nut items.	79	80
	Rang Ring L-2	Attack	Boomerang damage increases by 2. Superior to the Rang Ring L-1.	81	82
	Spin Ring	Attack	Enables Link to spin twice instead of once when using the Spin Attack.	83	84
	Bombproof Ring	Defense	Prevents Link from taking damage from his own Bombs.	85	86
	Energy Ring	Attack	Replaces the charged sword attack, Spin Attack, with the sword beam attack instead.	87	88
	Dbl. Edged Ring	Attack	Primary weapon damage increases by times 2, but also damages received increases by times 2.	89	90
	Whisp Ring	Defense	Protects you from the effect of jinxes.	91	92
	Gasha Ring	Utility	Enables Link to grow Gasha Trees which have higher chances of having rarer items inside the Gasha Nut (indeterminable usefulness).	93	94
	Peace Ring	Defense	Prevents Bombs from exploding when Link holds them.	95	96
	Zora Ring	Utility	Enables you to dive underwater without breathing, allowing him to stay underwater for as long as he wants. This can be helpful in avoiding water enemies.	97	98
	Protection Ring	Defense	Damage taken is always one Heart. This is disadvantageous when facing enemies who inflict damage of less than one Heart, but beneficial when facing enemies who inflict damage of more than one Heart.	99	100

Magic Cape

Upon donning the Magic Cape, Link becomes invisible, being able to pass through enemies and barriers at will. This comes at a high price though, as the cape demands a high amount of magic energy to sustain.

5mp per turn

45000 

Other items

Standard Bags

Small = 5 slots 40 

Medium = 10 80 

Large = 15 160 

Goron = 20 (can only carry one)  320 

A maximum of 10 Bags can be carried

Spoils Bag

The Spoils Bag is an item from The Legend of Zelda: The Wind Waker. The bag's front has been cut to appear as though it is laughing. It is one of three bags used to collect various items. The Spoils Bag can hold 8 items Link steals or collects from enemies, such as Joy Pendants and Skull Necklaces.

This fits in to one of your bag slots but carries 8 treasures and 99 of the 8 treasures

20 



Bait Bag

The Bait Bag is an item in The Legend of Zelda: The Wind Waker. The Bait Bag is used to store Link's Bait. It can be bought from Beedle's Shop Ship for 20 Rupees. The Bag can hold a maximum of eight of any combination of All-purpose Bait helpings and Hyoi Pears. Three helpings of All-purpose Bait counts as one piece of Bait and can be used to lure Fish men and rats to wherever the bait is dropped. The Hyoi Pear can be used to lure a seagull to Link, take control of it, and fly around the island where Link used the Hyoi Pear.

20 



All-purpose Bait

All-purpose Bait is an item from The Legend of Zelda: The Wind Waker. Portions of this bait can be bought from Beedle or Rats. Each unit of bait has three uses. After these three uses more can be bought; however, Link can only buy as many units of bait as his Bait Bag can hold.



20 

Delivery Bag

The Delivery Bag is an item from The Legend of Zelda: The Wind Waker. This bag is one of the multi-use carrying items in the game. It is given to Link by the Rito Postman, Quill, on Dragon Roost Island and is used to hold numerous items, such as letters or other quest items. Typically the items held in the Delivery Bag are single-use or trading items that have no effect except to show a particular person. One notable exception are the different statues and decorative items collected by making Merchant's Oaths with the different Traveling Merchants of the Great Sea.



20 

Iron Boots

The Iron Boots are a recurring item in the Legend of Zelda series. These special boots are shod with enough iron to weigh down Link significantly when worn, allowing him to sink to the bottom of bodies of water, to withstand strong winds or to press rusty Foot Switches. However, the boots

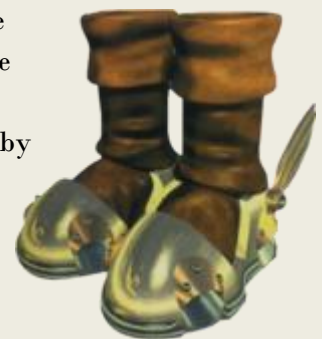


impede movement on land. Half movement on land

3200 

Hover Boots

The Hover Boots are an item from The Legend of Zelda: Ocarina of Time. These sacred boots are fitted with gold work and feature small, decorative wings on the heels, similar to the sandals of Hermes, the Greek messenger god. Their main purpose is to allow Link to walk on water or thin air for a few seconds and thereby cross otherwise impassable pitfalls. This useful, and sometimes necessary ability, is offset by the fact that the **boots maintain rather poor traction** while on solid ground. The Hover Boots are obtained after defeating Dead Hand in the Shadow Temple.



7 squares of walking distance before fall

3200 

Pegasus Boots

The Pegasus Boots are special shoes which allow Link to dash at high speeds. The increased speed allows the wearer to bash into various objects like trees in order to knock out their contents. The greater speed can also be coupled with the Roc's Feather to increase jump distance.

Doubles speed

3200 

Roc's Feather

Roc's Feather is an item that grants Link the ability to jump over single holes.

+5 to jump

3200 

Roc's Cape

The Roc's Cape is an item that allows Link to jump and glide over holes and between platforms. Roc's Cape is a Level 2 Roc's Feather

Temporary flight/glide

12000 

Cane of Byrna

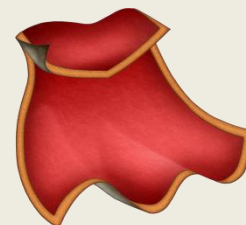
When used, the Cane of Byrna creates a force field around Link, making him invincible so that he takes no damage from attacks or spikes; however, it consumes magic power. The Cane of Byrna has essentially the same effect as the Magic Cape, but the difference is that the force field will damage enemies if they make contact with Link. It uses less magic power and the enemies can see him during its use

3mp per turn



Cane of Somaria

This red cane, when used, instantly creates a single Block that Link can push and sometimes carry around. Only one block can exist at a time. This is useful to press slacked switches or obstruct enemy projectiles.





2mp per use

Goron's Bracelet

The Goron's Bracelet is an item from The Legend of Zelda: Ocarina of Time. It is a small, golden bracelet shaped somewhat like a crown and emblazoned with the likeness of the Goron's Ruby. It is given to Link by Darunia after Link plays "Saria's Song" for him. It bestows greater strength upon Link, allowing him to



Pull Bomb Flowers and bushes out from the ground. The Goron's Bracelet is necessary in order to remove the boulder blocking the way to Dodongo's Cavern with Bomb Flowers. The Bracelet can only be worn when Link is a youth; however, as an adult, Link can pick up objects without the use of the Goron's Bracelet

Small character or Medium children character.

1600

Power Bracelet

The Power Bracelet is a recurring item in the Legend of Zelda series. This magical bracelet, when worn, bestows great strength to its wearer, allowing Link/user to grab and pick up objects he cannot pick up with his bare hands. The Power Bracelet are equip able item to the arm/hand slots.



Small character or Medium children character.

3600 or 600 Goron's bracelet plus 2 Dusk Relics, 1 Star Fragment, 1 Evil Crystal and 4 Eldin Ore

Silver Gauntlets

The Silver Gauntlets is an item from The Legend of Zelda: Ocarina of Time. These silver-plated gauntlets enhance Link's strength, allowing him to lift rocks and move huge stone blocks when he wears them. The Gauntlets were designed for adults and cannot be used when Link is a youth.



Medium and large character adults.

1600

Golden Gauntlets

The Golden Gauntlets are an item from The Legend of Zelda: Ocarina of Time. These gold-plated Gauntlets are even more powerful than the Silver Gauntlets, and may only be worn by an adult. When worn, they grant Link immense strength, allowing him to lift rock pillars which, based on their appearance, easily weigh several tons, then throw them behind him to reveal a new door or path. Link also gains the ability to lift and throw gray stones. He cannot, however, walk while carrying either of these.



3600 or 600 Goron's bracelet plus 2 Dusk Relics, 1 Star Fragment, 1 Evil Crystal and 4 Eldin Ore

Lens of Truth

The Lens of Truth is a recurring item in the Legend of Zelda series. It is a magical lens crafted by the Sheikah that can see through any illusion, such as hidden doors, pits and other things. It may also be used to ascertain the contents of a large Treasure Chest before opening it, thus allowing Link to avoid trapped chests. The Lens of Truth will slowly drain the user of magic power. It acts only in the middle of the screen, and will also prevent the use of other magical abilities when active.



3600

Hookshot

The Hookshot is a recurring item in the Legend of Zelda series. The Hookshot is an item consisting of a handle that allows Link to fire a spring-loaded chain with a hook on the end. This can be used to transport Link to special surfaces or pads, such as Treasure Chests, by pulling him towards them. It can also be used to pull items towards Link. The Hookshot can also be used as a weapon, which usually does a minimal amount of damage or stuns the enemy.



2d4

600

Longshot

Ocarina of Time also includes a second version of the Hookshot called the Longshot. It functions the same way as the Hookshot but has a longer chain, allowing Link to reach areas and items that are out of the reach of the regular Hookshot.

Clawshot

The Clawshot is based on the Hookshot, but instead of having a single point, it has three claws that are used to grab things to pull them closer to Link or pull Link to them.

In Twilight Princess, Link receives the Clawshot in Lakebed Temple at the bottom of Lake Hylia, after defeating the local mini-boss, Deku Toad. It is important for beating the temple's boss, Morpheel.



Double Clawshot

Later in Twilight Princess, Link finds another Clawshot in the City in the Sky, after defeating the mini-boss Aeralfos. Together, they are referred to in Twilight Princess as the Double Clawshots and in Skyward Sword simply as the Clawshots, and they enable Link to grapple onto an object while holding onto (or hanging from) another.



With the single Clawshot, Link's only option after grappling onto a target is to drop to the platform below. However, the combination of two Clawshots allows him to grapple and pull himself towards one target, then grapple another target without the need to drop down beforehand. This is vital, since many sections of the City in the Sky have pitfalls and holes instead of solid platforms.

The Double Clawshots are the key to defeating the boss of the City in the Sky, Argorok. The Double Clawshots are found again in Skyward Sword, under the name Clawshots (since they're received at the same time, rather than separately). They are found by completing the Lanayru Desert Silent Realm challenge. Like most items in the game, it can only latch onto special Clawshot targets and vines.

1200 

Clawshot vs. Hookshot

The Clawshot is a departure from the Hookshot, since it can no longer attach to the same variety of items and surfaces as previously possible. Where the **Hookshot could latch onto wooden objects such as torches, chests, and rooftops as well as designated targets and climbable surfaces**, the **Clawshot is more limited in what objects it can grasp. These objects are typically a form of grating or vines, which somewhat diminishes the variety of different areas the Clawshot can cling to.**

On the other hand, the Clawshot surpasses the Hookshot in other areas. **The ability to cling to grates and use the second Clawshot to reach other areas opens up interesting new exploration abilities. The ability to move up and down along the Clawshot's chain is also useful**, and is reminiscent of The Wind Waker's Grappling Hook.

Shovel

The Shovel is a recurring item in the Legend of Zelda series. This handy tool allows Link to dig holes



in the ground to uncover treasures such as hearts, Rupees and various other things.

In some games, it can also serve as a replacement for the shield, since it deflects enemies with the power of a level 1 Shield while Link digs. This can be useful for flipping over Spiked Beetles with correct timing.

So far, it has appeared only in games with a top-down perspective, most likely because of the fact that those games' maps can be divided into squares, and a hole created by digging always uses up one square.

Switch Hook

The Switch Hook is an item in Oracle of Ages. It resembles a Hookshot, however, when Link fires the Switch Hook, he will shift places with whatever it grabs, hence the name Switch Hook. There is also a L-2 Switch Hook that is called the Long Switch, or the Long Hook. It shoots further than the Switch Hook

3600 

Legendary Items

Master Sword

The Master Sword, also known as the Blade of Evil's Bane and the Sword of Time, is a recurring sword in the Legend of Zelda series. In many games it is said to be the only sword capable of defeating Ganondorf or Ganon. This legendary blade was crafted by the Ancient Sages and blessed with the power to vanquish beings of evil.

Found or a similar weapon can be specially crafted using the same adventures form skyward sword.

4d4

Sword beam/skyward strike

Evil's Bane 2d4 extra on evil aligned characters

The ability to release the power of the Bombos, Ether, and Quake Medallions, protects its user from evil auras, curses, and transformations.

The Master Sword also has the ability to dispel magical barriers that other weapons and items are ineffective against



Crossbow

The Crossbow is an item from Link's Crossbow Training. Link's sole weapon, it is capable of long range attacks similar to a bow; additionally, it can be charged up to fire a Bomb Arrow and can even be enabled to fire fully-automatically if Link hits a flashing green enemy. The Crossbow is controlled using the Wii Zapper, creating a realistic experience for the player.



Link's Crossbow Training is the only game in which Link wields a Crossbow. Some enemies, such as Bulblins and Hyrule Guards, use crossbows, as well. Link's Crossbow, however, seems to be more finely crafted than the others.

Treat as an Lv1 bow with 4d4 damage and Accurate shot (stacks with tech accurate shot)

Upgrades just like the bow

14400 

Bow of Light

The Bow of Light is an item from The Legend of Zelda: Spirit Tracks. This Bow is obtained after the defeat of Skeldritch in the Sand Temple and is necessary for defeating Malladus in the final battle. Its appearance is similar to the "wings" on the Lokomo Sword, as well as those on the statues in the boss chamber of each realm's temple. Once Link obtains the Bow of Light, he can never use his other bow again.

If an Arrow is held down for a short while, the arrow is charged with light, effectively becoming a Light Arrow; if not, the bow will fire a regular Arrow instead. Link and Princess Zelda both use this against Malladus; Link to free Zelda's body from Malladus, and Zelda to weaken and stun Malladus in his final form.

Light Arrows are an improvement on regular Arrows in several aspects. For one, they go through enemies instead of only delivering one hit. Second, they cause much more damage. Another improvement is that they can be used to help Princess Zelda possess Phantoms, similar to the effects of the Tears of Light and the Lokomo Sword. Finally, they can activate the Golden Eye Switches, which regular Arrows cannot.

Can be built but not for sale

3600  and 7  Dusk Relics 6  Regal Rings 2  Ancient Flowers 4  Goddess Plumes and
 a Sacred Bow

Lokomo Sword

The Lokomo Sword is a sword from The Legend of Zelda: Spirit Tracks. It is given to Link by Anjean after he acquires the Bow of Light. Anjean states that the Lokomo Sword was made and once used by one of the Spirits of Good. Because of this, she thinks it will come in handy in the fight against Malladus. The Lokomo Sword can stun Phantom Guardians for Princess Zelda to possess without being infused with Tears of Light and deals twice as much damage as the Recruit's Sword. Its Spin Attack is light blue, a different color than the one used with the Recruit's Sword.



Interestingly, the Lokomo Sword bears some resemblance to the Master Sword, though there are also significant differences. Its blade is covered in a pattern similar to that of the Spirit Tracks, and the yellow gem of the Master Sword is replaced by a Force Gem-shaped jewel. The "wings" on the hilt are shaped like the new crest of the Royal Family, as well as the ones on the statues that hold the Force Gems of each Realm's Temple and the Bow of Light. The hilt, which is royal blue or purple on the Master Sword, is green on the Lokomo Sword.

Found only

Recruit's Sword

The Recruit's Sword is a sword from The Legend of Zelda: Spirit Tracks. This dangerous yet unremarkable weapon is obtained in the training room of Hyrule Castle, as Link requires a sword in order to traverse the hidden back way into the Tower of Spirits, which is infested with enemies. Russell, the leader of the castle guard, gives it to Link, whom he mistakes for one of his recruits due to his Recruit Uniform, after Link successfully completes a basic sword training exercise. It is eventually replaced by the Lokomo Sword that Link receives from Anjean after he completes the Sand Sanctuary. The Recruit's Sword has an average-length blade and a very short cross-guard. It has a tan hilt with a blue gem in the pommel.

This weapon may be legendary however it does standard damage

Kokiri Sword

The Kokiri Sword is a recurring sword in the Legend of Zelda series. While its design varies between appearances, it is always a short sword made for use by the diminutive Kokiri race, and thus, it



cannot be used by adults unless used as a dagger.

This weapon may be legendary however it does standard damage

Razor Sword

The Razor Sword is a sword from The Legend of Zelda: Majora's Mask. This sword can be obtained by having Zubora and Gabora, the smiths of the Mountain Village, re-forge Link's Kokiri Sword for 100 Rupees. It is twice as powerful as the Kokiri Sword and has a considerably longer reach, but once Link strikes with it a total of one hundred times, the edge becomes dull and useless, and the sword reverts back into the Kokiri Sword. The sword will also revert back into the Kokiri Sword if Link



travels back in time.

This weapon may be legendary however it does standard level 2 damage

Gilded Sword

The Gilded Sword is a sword from The Legend of Zelda: Majora's Mask. This sword, an upgrade of the Razor Sword, is forged with gold plating that strengthens its surface. The blade also becomes slightly



longer, and thus easier to use.

Great Fairy's Sword

The Great Fairy's Sword is a sword from The Legend of Zelda: Majora's Mask. It is a magical, two-handed sword emblazoned with black rose motifs and is given to Link by the Great Fairy of Kindness in Ikana Canyon as a reward for returning the Stray Fairies of the Stone Tower Temple to her

fountain, which restores her true form. Since it is a double-handed sword, it cannot be used in conjunction with a shield (though it may parry some attacks). To offset this disadvantage, the Great



Fairy's Sword deals four times as much damage as the Kokiri Sword, making it a very formidable blade.

Level 4 damage with healing effect. Once per day may cast **Cure** without paying MP

Double Helix Sword

The Double Helix Sword is a sword from The Legend of Zelda: Majora's Mask. This two-handed long sword can be used when Link uses the Fierce Deity's Mask to transform into the Fierce Deity. Aside from its long range, the Double Helix Sword is able to fire magical dark blue colored blasts when used while Z-targeting is in effect; however, each such attack drains one point of magic from the Magic Meter. The sword cannot be unequipped until Link removes the Fierce Deity's Mask.



Fighter's Sword

The Fighter's Sword is a sword from The Legend of Zelda: A Link to the Past. It is the first sword that Link obtains in the game and is received from his uncle just before he passes away. Link's Uncle



also gives him the Fighter's Shield. The Fighter's Sword can be effectively used against most of the enemies that Link encounters. It is later replaced by the legendary Master Sword after Link finds all three of the Pendants of Virtue.

Biggoron's Sword

Biggoron's Sword is a recurring sword in the Legend of Zelda series. A massive two-handed sword forged by Biggoron, this powerful sword cannot be used in conjunction with a shield.



Phantom Sword

The Phantom Sword is a sword from The Legend of Zelda: Phantom Hourglass. It is the second and strongest sword Link obtains in the game. Like Oshus's Sword it can be powered up by equipping Leaf to make it deal more damage or by equipping Ciela to



make it shoot Sword Beams. Later in the game Link also obtains the ability to utilize Phantom Spheres that stop time using the Phantom Sword and Ciela's powers.

Megaton Hammer

The Megaton Hammer is an item from The Legend of Zelda: Ocarina of Time. Forged out of the finest steel available, it is a mighty hammer that was once wielded by the Hero of the Gorons to slay the evil dragon, Volvagia. The Megaton Hammer is used in much the same fashion as a sword, and if used in conjunction with Z-targeting, Link can execute horizontal swings, as well as a Jump Attack; although performing the latter will sometimes not damage an enemy at all, and unlike when performed with a sword, it does not deal additional damage. Since the weapon was made with a Goron wielder in mind, Link must use both hands to brandish it, leaving him unable to use a shield for defense.



While a powerful weapon in its own right, its primary fields of use are depressing heavily rusted switches, knocking away certain statues that impede his progress, flipping over certain enemies and destroying certain types of boulders. Interestingly, the hammer can also be used for some of the same purposes bombs are used for, such as uncovering entrances to Hidden Holes and destroying Door Mimics.

6d4

Items found around the world

Pots

Pots are things that are found everywhere. they contain miner thing such as hearts, rupees, the rear fairy and Treasure. Pots will brake vary easily and cannot be stored but can be carried room to room



however they require two hands to hold them

Magic Jar

Magic Jars, also known as Magic Vials or Magic Decanters, are recurring items in the Legend of Zelda series. These green jars are the complement of hearts, as they restore Link's Magic Meter when obtained. There are also bigger jars that restore more of the magic meter than regular-sized Magic Jars. Magic Jars can be found by cutting grass, beneath rocks, inside pots, etc. They only appear in



games that incorporate the Magic Meter.

2mp small

4mp large

Hearts

One picked up they must be used on the spot. Hearts will replenish HP by 1 heart or 50HP

RUPEES

Game									Huge 	Huge 	Huge 	Huge 
The Legend of Zelda	—	5	1	—	—	—	—	-	—	—	—	—
A Link to the Past	1	5	—	20	—	—	—	-	—	—	—	—
Ocarina of Time	1	5	—	20	50	—	5	-	—	—	—	200
Majora's Mask	1	5	—	20	50	200	100	-	—	—	—	200
Oracle of Ages	—	1	—	5	—	—	—	-	—	100	200	—
Oracle of Seasons	1, 5, 10, 20	1	1, 5, 20	5	—	—	—	-	—	100	200	—
Four Swords	1	5	—	10	—	—	—	-	100	150	200	—
The Wind Waker	1	5	10	20	50	100	200	-	—	—	—	—
The Minish Cap	1	5	—	20	—	—	—	-	50	100	200	—
Twilight Princess	1	5	10	20	50	100	200	-	—	—	—	—
Phantom Hourglass	1	5	—	20	—	—	—	-	100	—	200	300
Spirit Tracks	1	5	—	20	—	—	—	-	100	—	200	300
Skyward Sword	1	5		20			100	300	-	-	-	-

Capacity	Image	Capacity	Image	Capacity	Image	Capacity	Image	Capacity	Image	Capacity	Image
99		200		500		1,000		5,000		9,000	
300 extra Rupees											

Bank

The Clock Town Bank is located in West Clock Town and is open 24 hours a day. It is operated by an enthusiastic character who possesses the ability to recognize Link and his associated balance through a system of "invisible stamping" which operates, it would seem, in a paradoxical (yet convenient) manner. Link uses the services of this bank to his advantage, depositing the Rupees he collects through his adventures in Termina to preserve them for the next cycle (the Rupees left in his wallet are gone forever when he plays the Song of Time to travel back to the First Day). During the night, there is a 4 Rupee service charge on withdrawals.

When 200 Rupees have been deposited, you are rewarded with a Large Wallet. When 500 Rupees have been deposited, you are rewarded with an Extra Large Wallet. When 1000 Rupees have been deposited, you are rewarded with a Large Wallet. When 5000 Rupees have been deposited, you are rewarded with a Goron's Wallet. When 9000 Rupees have been deposited, you are rewarded with a Thief Wallet. Once the maximum deposit of 49500 is achieved, one is rewarded with a Piece of Heart.

If required more money than what can be carried a voucher can be given by the banker (assuming that you have the money in your bank) for the amount of money need for the price of 50 Rupees. Think it as a cheque.

MEDALS

Medals stored in The Adventure Pouch, as long as the Medal is kept inside the pouch, it will add its effect.

Life Medal



The Life Medal acts as a [Heart Container](#), but takes up one space in the Adventure Pouch.^[1] It can be purchased from [Beedle's Air Shop](#) for 800 .

Bug Medal



The Bug Medal reveals the locations of [bugs](#) on the [map](#). It can be purchased from Beedle's Air Shop for 1,000 .

Heart Medal



The Heart Medal causes [hearts](#) to appear more often.^[2] This is also the only object that causes hearts to appear and heart flowers to bloom in [Hero Mode](#).^[3] 600 .

Rupee Medal



The Rupee Medal causes Rupees to appear more frequently.^[4] 700 .

Treasure Medal



The Treasure Medal increases the frequency of finding [treasure](#).^[5] 1000 .

Potion Medal



The Potion Medal causes the effects of potions such as the [Guardian Potion](#) to last longer and increase drop rate of Magic Jars.^[6] 800 .



The Cursed Medal increases the frequency of finding Rupees and treasure, but it disables the use of the pouch.^[4] This means Link cannot use [potions](#), [bottles](#) or any [shields](#). However, items that do not need to be equipped, like Bomb and Medals, will continue functioning. 666 🍀

Ancient Robot Gear

Each piece or pair of gear takes 1 of your 20 slots. Note: this does not include your equipment such as swords and shield or poisons. To build anything in here yourself you need the technology skill. Standard processor will only allow you to use 6 gear items at a time.

Processors

Processors do not take up a slot due to it being a requirement part

Standard Processor

Standard processor allows the use of up to 6 gear items at any time

Standard processor is the starting processor

Dc 15

Advanced Processor

Advanced processors allows the use of up to 10 gear items at any time

Dc 30

Grater Processor

Greater processor allows the use of up to 15 gear items at any time

Dc 45

Super Processor

Super processor allows the use of up to 20 gear items at any time

Dc 60

Drives

Drives determine how efficient your time shift stones are how long they will last and how easily you can add more equipment and how many things you can have powered at a time

Standard Drive

You have a max of 7 days with 6 gear items powered power is halved if more than 6 gear items are powered. Should 15 gear items be powered you have 15 minutes before running out of power

200

Technology Check Dc 25

Advanced Drive

You have a max of 14 days with 6 gear items powered power is halved if more than 6 gear items are powered. Should 20 gear items be powered you have 15 minutes before running out of power

800

Technology Check Dc 50

Grater Drive

You have a max of 14 days with 10 gear items powered power is halved if more than 15 gear items are powered. Should 20 gear items be powered you have 30 minutes before running out of power

1600

Technology Check Dc 75

Super Drive

You have a max of 14 days with 15 gear items powered power is halved if more than 15 gear items are powered. Should 20 gear items be powered you have 45 minutes before running out of power

3200

Technology Check Dc 100

Locomotion

All Ancient Robot begin with a base movement speed determined by system. Ancient Robot can locomotion system. Add 500 x the Ancient Robot's cost factor for second locomotive system, 1,000x to the Ancient Robot's cost factor for the third cost factor for the fourth, and 5,000 x to the cost factor for the cost factor for the fifth

Walking

Walking Ancient Robot: Walking Ancient Robot are the most versatile legs and feet that let them travel like bipeds, quadruples creatures. The most common chassis for walking Ancient Robot is the form [two arms. two legs, and a head). They suffer the usual moving through difficult terrain



350

Technology Check Dc 15

Extra legs

Walking Ancient Robot can be built with three or more (usually four) to grant the Ancient Robot extra stability and carrying the cost of the walking locomotion system. But the cost is 50% higher than that of a bipedal Ancient Robot of the in addition, the Ancient Robot gains a +5 stability bonus on cheeks of knock it prone. 150 per leg

Gyroscopic Stabilizers

Using an integrated system of gyroscopes, hydraulics, and high-speed processing, this system gives an Ancient Robots greater stability. The Ancient Robots gains a +5 stability bonus to checks and defenses to resist attempts to knock it prone.

This bonus stacks with the bonus provided by extra legs.

Technology Check Dc 30

Magnetic Feet

Electromagnetic grippers enable an Ancient Robot to cling to a metal wall, even when the object is moving at high speed. Only Ancient Robot with walking wheeled or tracked locomotion can have magnetic feet.

Technology Check Dc 45

Wheeled

Wheeled Ancient Robot: Wheeled Ancient Robot use one or more powered move and are generally designed to traverse smooth surfaces. Ancient Robot can't use the Climb skill, and the penalties of moving terrain are doubled.

Technology Check Dc 30

Tracked

Tracked Ancient Robot: Tracked Ancient Robot is an improvement on the Ancient Robot, having ridged treads that give them more traction. Tracks ignore the penalties of difficult terrain, but they take a -5 penal Climb checks.

Technology Check Dc 30

Hovering

Hovering Ancient Robot: Hovering Ancient Robot use repulse lift technology slowly above the ground (within 3 feet). They ignore the pen difficult terrain. You may hover over water for 1 turn



Technology Check Dc 15

Flying

Flying Ancient Robot use engines of some kind to travel 12 squares. They are not hampered by any type of terrain, but expensive. 500000 🟢

Technology Check Dc 75



Climbing Claws

Climbing Claws can be added to any Ancient Robot with a walking. Climbing claws grant the Ancient Robot a climb speed equal to In addition, an Ancient Robot equipped with climbing claws reroll failed climb checks (keeping the better result] and can take 10 even when rushed or threatened. Climbing claws double walking locomotion system cost.

Technology Check Dc 30

Jump servos

Jump servos can be added to any Ancient Robot with a walking servos grant the Ancient Robot the ability to treat all jumps as running jumps, even jumps without normal running star. In addition, the Ancient Robot may reroll a failed jump checks keeping the better result and take 10 on Jump checks even when rushed or threatened. Jump servos double the cost of a walking Locomotion

Technology Check Dc 30

Burrower Drive

Mining and other fifth-degree Ancient Robots s can use a burrower drive to tear through large chunks of ore embedded in the crust of a planet or in an asteroid. A burrower drive enables an Ancient

Robots to move at half speed underground. It can so move vertically up or down at a similar rate. A burrower drive can be used as a weapon. The Ancient Robots makes a melee attack. If the attack is successful, the Ancient Robots deals damage equal to the amount it would do if it had used a self-destruct device. However, each successful attack moves the Ancient Robots -1 step on the condition track with a persistent condition, as the drill gears and bits strip down and damage the Ancient Robots.

Technology Check Dc 30

Underwater Drive

An Ancient Robots purchased on water comes with an underwater drive as a standard option. The drive process is simple. The engine draws water in through the front of the drive and expels it quickly out the back. An underwater drive gives the Ancient Robots a swim speed equal to its base land speed. 🟢 600

Technology Check Dc 45

Appendages

The type of appendages an Ancient Robot has determines how well it is able to touch, hold, lift, carry, push, pull, or place objects. A limb that isn't used for locomotion or balance has one of the following types of appendages: probe, instrument, tool, claw, or hand. Ancient Robot can use their appendages to make unarmed attacks. The damage dealt by an unarmed attack depends on the Ancient Robot's size and the type of appendage. Ancient Robot Appendages and Damage lists the base unarmed damage; remember to apply the Ancient Robot's Strength modifier to this base damage. An Ancient Robot can have any number of appendages, but this does not increase the number of actions or attacks the Ancient Robot can make in a round.

Hands

Adds a hand for 🟢 150

Technology Check Dc 30

Tool

Tool appendages are somewhat sturdier than instruments. An Ancient Robot must make a DC 15 Dexterity check to lift, carry, or drag objects for which its tools were not designed. The GM might rule that particularly delicate objects have a higher DC. If the check fails the Ancient Robot drops the object.

Weapons mounted on an Ancient Robot are considered tool appendages unless otherwise noted. A tool mount does not include the cost of the tool or weapon mounted on it.

Technology Check Dc 10

Digging Claw

Digging Claws are an intermediate step between tools and hands. They are useful for grabbing onto objects to be moved. But aren't very good for tasks that require fine manipulation. While an Ancient Robot could easily carry a rifle in its claw, it would have difficulty firing it, for example. An Ancient Robot using a claw to perform a task that normally requires a true hand must make a DC 15 Dexterity check to succeed at the task. If the check fails the Ancient Robot drops the object it is attempting to manipulate.



Magnetic Hands

Magnetic feet are a common accessory. Ancient Robot specializing in extra-vehicular activities are often equipped with them. Magnetic hands function like magnetic feet. When used in concert with magnetic feet, they provide a +2 bonus to any Climb checks made while maneuvering around a hull in space, as well as a +5 bonus to defenses against any attempt to knock the Ancient Robot off the hull. When magnetic hands are activated, the Ancient Robot cannot make attacks or use anything requiring its hands, including weapons. 425 for first set

Technology Check Dc 30

Projectile Hand

A popular modification is a projectile appendage, usually a hand on humanoid Ancient Robot. When the projectile is activated, the hand flies toward the target. It is considered a nonlethal weapon. An Ancient Robot might use a projectile hand in order to stun an aggressor or knock a rifle away rather than risking destruction in a rifle fight. The basic package is a tension-spring device that costs 250 cred it's to install. A projectile hand is considered to be a ranged simple weapon that deals 2d8 damage. Additionally, the projectile hand can be used to make a ranged disarm attempt against a target within 6 squares. 575

Technology Check Dc 50

Quick-Release Coupling

Some Ancient Robot require frequent changes of tools and equipment to carry out their designated tasks. A too l-sized quick-release mechanism al lows an Ancient Robot to swap a tool in two standard actions: one to detach the tool and one to attach another. Both the appendage and the tool must have quick- re lease couplings. The appendage-sized quick re lease mechanism allows an Ancient Robot to swap an appendage in two full-round actions: one round to detach the appendage and one round to attach another. Both the appendage and the Ancient Robot chassis must have quick-release coupling s. A tool sized quick-release coupling cannot be used with an appendage-sized coupling. Additionally, to swap out its own appendage or tool, an Ancient Robot must have must have another appendage capable of carrying out the task, usually a hand or claw appendage of sufficient size, strength, and agility. An Ancient Robot mechanic must also be capable of handling the weight of the tool or appendage. Swapping appendages with a quick-release coup ling does not require a Craft check.

Technology Check Dc 50

Remote Limb Control

A disassembled Ancient Robot is usually not a threat. Most beings overlook a pile of Ancient Robot parts on the floor and keep moving. This package allows an Ancient Robot to voluntarily remove an arm or a hand and operate it as if it were still attached to the Ancient Robot's body.

This equipment comes in basic and deluxe versions. The 1500-credit basic package enables one specified limb to operate on its own. The limb has a small repulsor unit inside it, allowing it to move (hover) up to 6 squares, and remains functional at a maximum range of 24 squares. While detached, the limb can perform any action it would normally be able to if attached to the Ancient Robot. The 6,000-cred it deluxe package enables multiple limbs to be active at once. An Ancient Robot can control a number of limbs equal to 1 + its Intelligence modifier (minimum 1).

Technology Check Dc 60

Rocket Arm

A rocket arm is essentially a hollowed-out Ancient Robot arm in which the servo control has been replaced by a short-range spell. The arm's fine control is eliminated, but the Ancient Robot can point its arm at a target and fire. The arm detaches and flies at the target, detonating on impact. Rocket arms are unguided projectiles without targeting computers.

Costs 2,000 cred its and installation requires a DC 20 Craft check. Failure on the Craft check means the rocket might not detach properly when fired, exploding and dealing its damage to the Ancient Robot and all targets in a 1-square splash radius. The rocket arm is considered to be a ranged heavy weapon that deals 3d8 points of damage upon detonation, with a 1-square splash.

Technology Check Dc 75

Accessories

Armor

ARMOR (CHECK PENALTY)	Cost	ARMOR BONUSTO REF DEFENSE	MAX. DEXTERITYBONUS	Slots	AVAILABILITY
Light Armor (-2)					
Duravlex shell	1,000 x cost factor	+4	+3	10 x cost factor	Licensed
Laminanium plating	3,000 x cost factor	+4	+3	15 x cost factor	Military
Heavy Armor' (-10)					
Crystadurium plating	50,000 x cost factor	+10	+2	30 x cost factor	Military, Rare
Laminanium plating	20,000 x cost factor	+12	+2	15 x cost factor	Military, Rare

Vocabulator

An item that allows for speech does not take up a slot.

Technology Check Dc 10

Water sealant

Allows ____ to go in water without short circuiting

Technology Check Dc 10

Diagnostic systems

Adds +2 appose to a -5 to craft checks on self-repairs and analysis 300

Technology Check Dc 75

Lock out

Without locked access, anyone could shut you off in a grapple 50

Technology Check Dc 75

Sensors

Improved sensors +2 perception checks 50

Technology Check Dc 25

Heat Sensor +5 perception checks when sensing for the living 525

Technology Check Dc 50

Dark vision gain dark vision 150

Technology Check Dc 75

Sensor Booster: Ancient Robots try to coax a little more range out of their sensor equipment to get that extra amount of information about the area they are scanning. A sensor booster is an Ancient Robot enhancement that extends the range of its sensors to a maximum of 2 kilometers, if the Ancient Robot has a sensor pack in stalled. 150

Technology Check Dc 75

Sensor Countermeasure Package: Ancient Robots operating covertly must avoid drawing attention to themselves. The sensor countermeasure package broadcasts signals that interfere with incoming sensor signals. An Ancient Robot equipped with the sensor countermeasure package can make a stealth check to avoid being detected. If the stealth check equals or exceeds a Perception check made to detect the Ancient Robot through any form of nonvisual sensor equipment, the Ancient Robot remains undetected. +10 to stealth check against other Ancient Robots. 150

Technology Check Dc 75

Weapon Detector

Ancient Robots use sophisticated sensor systems, which can easily be adjusted to offer additional security. A weapon-detector package features a high-frequency receiver that can detect weapons. A weapon detector package allows an Ancient Robot to add its Intelligence modifier to Perception checks made to Search for weapons. 500

Technology Check Dc 50

Translator unit

Translates all languages to and allows you to speak all languages  150

Technology Check Dc 25

Shield generator

Reduces damage by half but consumes twice as much power out of your time shift stone when active.  700

Technology Check Dc 100

Hidden Holster

This attachment gives an Ancient Robot access to a weapon without having to visibly carry it. Installed in an Ancient Robot's leg, the holster can hold a weapon on size category smaller than the Ancient Robot. As a free action, the Ancient Robot can activate the holster, which opens up, providing access to the weapon. The hidden holster provides the benefit of the Quick Draw feat with whatever weapon the Ancient Robot is keeping in the holster the Ancient Robot can draw or holster the weapon as a swift action. To gain this benefit, the Ancient Robot must have the feats + 1 base attack bonus prerequisite.  150

Technology Check Dc 25

Holographic Image Disguiser

The holographic image disguiser hides an Ancient Robot's true appearance. A central processor installed in the Ancient Robot's chassis coordinates several small, full-color, high-resolution holo projectors installed at various points on the Ancient Robot's body. The disguise r's processor synchronizes the holographic image with the Ancient Robot's movements and its vocabulator, making the disguise particularly lifelike. The basic model is essentially a standard holo shroud, granting the Ancient Robot a + 10 equipment bonus to Deception checks using Deceptive Appearance. An advanced model, for double the price, includes sensor nodes that track a number of other factors, such as ambient temperature and weather conditions, making the image react to those variables. The advanced model allows the Ancient Robot to disguise its appearance as a full-round action at no penalty.  900

Technology Check Dc 35

Internal Hookshot

When an Ancient Robot needs to reach an inaccessible area, an internal a spring-loaded chain with a hook on the end. This can be used to transport to special surfaces or pads, such as Treasure Chests, by pulling him towards them. It can also be used to pull items towards Link. The Hookshot can also be used as a weapon, which usually does a minimal amount of damage or stuns the enemy. Firing the Hookshot is a standard action. 10 squares  850

Technology Check Dc 50

Multispectral Searchlight

This handheld or installed accessory is a powerful spotlight that shines visible, infrared, or ultraviolet light. It has a 6-km range and is powered by the Ancient Robot's own internal power supply. Ancient Robots able to see the projected light and gain a +2 equipment bonus to Perception checks to Search and Notice Targets and to other situations in which the Game master judges that the light provides an advantage.

This bonus stacks with bonuses granted by helmet packages and improved sensor packages.

The light can also be used to blind targets in a 6-square cone. All targets within the cone receive a -10 penalty to Stealth checks. As a standard action, the Ancient Robot makes a ranged attack against each target's Fortitude Defense.

If the attack is successful, the target receives a -5 penalty to attack rolls, Perception checks, Drive checks, and other skill checks until the end of the Ancient Robot's next turn. If the attack does not exceed a target's Fortitude Defense, the target receives a -2 penalty instead. This accessory can be used only by

Ancient Robots of Tiny size or larger. 🟢 450

Technology Check Dc 50

Remote Viewer

The remote viewer is a small, self-contained visual and audio sensor. Functioning as one of an Ancient Robot's regular audio and visual sensors, the remote viewer can be externally mounted, concealed, or made to look like one of the Ancient Robot's regular sensors. However, the Ancient Robot can detach the unit and send it to inspect an area remotely. The viewer can travel up to 12 squares away from the Ancient Robot, has a speed of 4, a Reflex Defense 18, a Fortitude Defense 12, and it runs for 30 minutes before needing to be recharged for 1 hour.

🟢 250

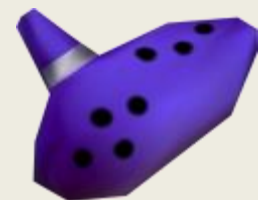
Technology Check Dc 75

INSTRUMENTS AND MUSIC

Instruments

The Ocarina of Time

The Ocarina of Time is a recurring item in the Legend of Zelda series. The Ocarina of Time is a unique ocarina secretly handed down for generations by Hyrule's Royal Family. The Ocarina of Time, the Spiritual Stones and the "Song of Time", are the three keys needed to enter the Sacred Realm where the Triforce is found. Can be made with a time shift stone



Fairy Ocarina

The Fairy Ocarina is an item from The Legend of Zelda: Ocarina of Time. Link receives this brown ocarina as a memento from Saria when he leaves Kokiri Forest to embark on the quest for the Spiritual Stones. Link learns most of the non-teleportation songs in the game while in possession of the Fairy Ocarina, including "Zelda's Lullaby" and "S aria's Song". The Fairy Ocarina sounds identical



to the

Ocarina of Time, which is obtained later in the game. Upon obtaining the Ocarina of Time, it takes the place of the Fairy Ocarina on the Item Subscreen; what happens to the Fairy Ocarina is unknown.

The Drums of Sleep

The Drums of Sleep are instruments from The Legend of Zelda: Majora's Mask. They serve as the Ocarina of Time-manifested instrument for Goron Link. The Drums consist of five bongo-like drums all connected and slung around Link's body. The only difference between the drums and other instruments in the game is that if used to play "Goron's Lullaby" in front of Biggoron outside Snowhead Temple, it will allow Link to progress forward into the temple by putting Biggoron into a deep sleep.



Guitar of Waves

The Guitar of Waves is an instrument from The Legend of Zelda: Majora's Mask. It is played by Mikau, guitarist of The Indigo-Go's, and another serves as the instrument for Zora Link. The Guitar of Waves is what appears to be a skeleton of a large fish equipped with guitar strings, giving it the sound of a guitar. It functions similarly to other instruments in the game. As a tie-in with the game, the Jackson Guitar Company created ten "Zoraxe" guitars based on the Guitar of Waves.



Pipes of Awakening

The Pipes of Awakening, also known as the Deku Pipes, are instruments from The Legend of Zelda: Majora's Mask. They serve as the instrument for Deku Link. The Pipes are used at various times throughout the game for purposes such as unlocking secrets and playing mini-games.

The Pipes of Awakening consist of five horns, and due to their loud sound, it is assumed they require powerful lungs and correct embouchure to play with proper tone. It is assumed that the pipes are actually a natural part of the bodies of Deku Scrubs that can be summoned forth at will. The only other known player of the Pipes is the Deku Princess, though it is briefly mentioned that she had only recently learned to play them.



Harp of Ages

The Harp of Ages is an item from The Legend of Zelda: Oracle of Ages. This magical harp, an heirloom of the line of the Oracle of Ages, grants the one who plays it the power to control time, albeit in a rather limited way. Link can obtain it in Nayru's house and learns to play a total of three tunes over the course of the game. While time travel is not possible in dungeons, Link can still use the harp to defeat Pols Voice by simply playing one of the available tunes.



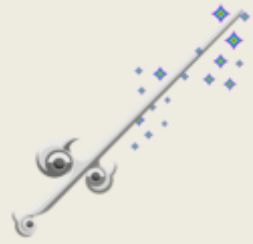
Spirit Flute

The Spirit Flute, also known as the Spirit Pipes, is an item from The Legend of Zelda: Spirit Tracks. A mysterious magical instrument, this item has the power to unlock new areas of the land of New Hyrule when played. The Spirit Flute can be played by blowing into the microphone to produce a tune and the stylus to choose a different tune. The Spirit Flute once belonged to Anjean, and was given to one of Princess Zelda's ancestors who founded New Hyrule, Tetra.



Wind Waker

The Wind Waker is an item from The Legend of Zelda: The Wind Waker. It is a conductor's baton that Link uses to invoke several powers of nature by conducting disembodied voices. Fado tells Link that it was once used by the King of Hyrule to conduct the sages. Link is given the Wind Waker by the King of Red Lions when he first arrives on Dragon Roost Island. With it, Link can learn a total of six songs, and he can conduct in three different time signatures: 4/4, 3/4 or 6/4.



This is not an Instrument but can be used to aid others with Instruments so long as you know the song they are playing.

Goddess's Harp

The Goddess's Harp is an item from The Legend of Zelda: Skyward Sword. The harp's primary purpose is the playing several songs vital to Link's progress in his quest. It may also be used to cause Gossip Stones or Goddess Walls to appear in certain areas with multiple Blessed Butterflies flying around them.



A similar version of all Instruments can be bought for 250 🟢

Songs you can learn

Song	Power(s)	Difficulty (DC check)				
		Just learning it	First 10 times playing it	11-30 times playing it	31-60 times playing it	61 or more times playing it
Song of Healing	Heals broken souls and turns them into masks: Completely heals you once per dungeon	20	25	15	10	5
Song of Time	Opens the Door of Time with the Spiritual Stones Removes and brings back blocks that have the Symbol of Time design Special circumstances Takes you back 3 days	20	30	20	15	10
Epona's Song	If you have an empty bottle, "Epona's Song" can be played around cows to earn milk. It will also summon your mount if you have one	20	25	15	10	5
Saria's Song	Contacts sprits Pols Voice can be killed by playing Saria's Song	20	25	15	10	5
Sun's Song	ReDead and Gibdo are paralyzed	20	25	15	10	5
Song of Storms	Summons rain Removes a jinx	20	30	20	15	10
Goron Lullaby	Puts Gorons to sleep	20	25	15	10	5
Song of Soaring	Warps you to any Owl Statue that is known	20	20	10	5	5
Zelda's Lullaby	Gains access to the Sacred Grove, If played while close to a Gossip Stone, it summons forth a Fairy. Proof royal connection.	25	30	25	20	15
Sonata of Awakening	When played this song has the power to awaken certain objects and characters who are asleep	20	25	20	15	10

SKILLS

Acrobatics

You can perform an acrobatic stunt, keep your balance while walking on narrow or unstable surfaces, slip free of a grab or restraints, or take less damage from a fall

Make an Acrobatics check to swing from a chandelier, somersault over an opponent, slide down a staircase on your shield, or attempt any other acrobatic stunt that you can imagine and that your DM agrees to let you try. The DM sets the DC based on the complexity of the stunt and the danger of the situation. If the stunt fails, you fall prone in the square where you began the stunt (the DM might change where you land, depending on the specific stunt and situation). Your DM always has the right to say that a stunt won't work in a particular situation or to set a high DC.

Make an Acrobatics check to move across a surface less than 1 foot wide (such as a ledge or a tightrope) or across an unstable surface (such as a wind-tossed rope bridge or a rocking log).

- **Balance:** Part of a move action.
 - **DC:** See the table.
 - **Success:** You can move one-half your speed across a narrow or unstable surface.
 - **Fail by 4 or Less:** You stay in the square you started in and lose the rest of your move action, but you don't fall. You can try again as part of a move action.
 - **Fail by 5 or More:** You fall off the surface (see Falling) and lose the rest of your move action. If you are trying to move across an unstable surface that isn't narrow, you instead fall prone in the square you started in. You can try again as part of a move action if you're still on the surface.
 - **Grant Combat Advantage:** While you are balancing, enemies have combat advantage against you.
 - **Taking Damage:** If you take damage, you must make a new Acrobatics check to remain standing.

Surface	Acrobatics DC
Narrow or unstable	20
Very narrow (less than 6 inches)	+5
Narrow and unstable	+5

Make an Acrobatics check to slip free of restraints.

- **Escape from Restraints:** 5 minutes.
 - **DC:** Base DC 20. The DC is determined by the type of restraint and its quality, as set by the DM.
 - **Fast Escape:** You can make an escape attempt as a standard action, but the DC increases by 10.
 - **Success:** You slip free of a physical restraint.
 - **Failure:** You can try again only if someone else aids you.

If you fall or jump down from a height, you can make an Acrobatics check to reduce the amount of falling damage you take.

Reduce Falling Damage: Free action if you fall or a move action if you jump down.

Damage Reduced: Make an Acrobatics check, and reduce the amount of falling damage you take by one-half your check result (round down).

Deception

You can make the untrue seem true

Climb

With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Crafting

Crafting give you the chance to make new and better weapons or even armor. Things that do not already exist fall under a stage 2 version called technology. To make a new item you need its **blue prints** that can be bought of venders. The blue prints will tell you what you need in the way of Treasures and how to craft it. The inventor and only the inventor can perform reverse engineering to gain a blue print. Tools are required to make things on the fly. To make a weapon or metal object you must use a forge.

Technology

Things like the hookshot and mirror shield fall under the technology category to start in this skill you must have at least 15 in crafting. How technology work is a new item consist of olds item such as a boom and Gust Bellows to make something like a gun however it would still require some small treasure such as Eldin Ore and Evil Crystal. It is up to the GM to dice.

Enchanting

Items can be enchanted to use special abilities and do more damage or even be infused with an element. Requires technology as a Prerequisite.

Enchantments and magic work as follows:

 WATER is strong against	 FIRE	 FIRE is strong against	 WOOD
 WOOD is strong against	 WATER	 PLASMA is strong against	 WIND
 WIND is strong against	 EARTH	 EARTH is strong against	 PLASMA
 SPIRIT  LIGHT is strong against			
 LIGHT is strong against	 SHADOW	 SHADOW is strong against	 SPIRIT

All enchantments can be learned by destroying the original item that had the enchantment. Note all effects (excluding damage) are considered enchantments. Only two effect enchantments and one element enchantment can be placed on an item. Adding two of the same effect does not stack. For example if you were to destroy Double Helix Sword you would learn how to add this effect: The new item is able to fire magical light blue-colored blasts shaped like buzzsaws, similar to Sword Beams, when used while Z-targeting is in effect; however, each such attack drains one point of magic from the Magic Meter also allows the use of the sword even if jinxed by a Blue Bubble.

This is just one of the meany enchantments.

Treasures

Image	Treasure	Price	Image	Treasure	Price	Image	Treasure	Price	Image	Treasure	Price
-------	----------	-------	-------	----------	-------	-------	----------	-------	-------	----------	-------

	Master Ore	100,000 Rupees		Timeshift Stone	3,000 Rupees		Ancient Flower	2,500 Rupees		Regal Ring	2,500 Rupees
	Alchemy Stone	2,500 Rupees		Dusk Relic	2,500 Rupees		Goddess Plume	2,500 Rupees		Mystic Jade	500 Rupees
	Goron Amber	500 Rupees		Palace Dish	500 Rupees		Monster Horn	500 Rupees		Ancient Gold Piece	500 Rupees
	Blue Bird Feather	500 Rupees		Evil Crystal	500 Rupees		Golden Skull	500 Rupees		Jelly Blob	150 Rupees
	Pirate Necklace	150 Rupees		Ruto Crown	150 Rupees		Monster Claw	150 Rupees		Dark Pearl Loop	150 Rupees
	Pearl Necklace	150 Rupees		Dragon Scale	150 Rupees		Lizard Tail	150 Rupees		Eldin Ore	150 Rupees
	Knight's Crest	150 Rupees		Skull Necklace	50 Rupees		Demon Fossil	50 Rupees		Bird Feather	50 Rupees
	Star Fragment	50 Rupees		Stalfos Skull	50 Rupees		Ornamental Skull	50 Rupees		Hornet Larvae	50 Rupees
	Bee Larvae	50 Rupees		Wood Heart	50 Rupees		Tumbleweed	50 Rupees		Amber Relic	25 Rupees
	Joy Pendant	5 Rupees		Golden Feather	5 Rupees		Boko Baba Seed	5 Rupees		Red, Green, and Blue Chu Jelly	1 Rupee

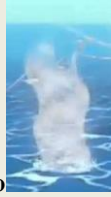
Flying

Characters and items that fly fall under these rules.



When flying your Stamina Gauge depletes for staying in the air at the same height or flying up at 45° or less you lose one full bar. Gilding (moving 6 forward and 3 down) you will lose ½ of a bar from your Stamina Gauge. Flying up above 45° will cost 2 bars from your Stamina Gauge. Diving costs nothing. When out of Stamina Gauge you can roll an endurance check to stay in the air starting with d15 check for the first time and adding 5 to the check each turn till on the ground.

About Turn: On a DC 10 acrobatics skill check, you can change direction quickly as a swift action, turning up to 180 degrees. The change of direction consumes 2 squares of flying movement.



If there is a gust of wind up it costs nothing to fly up in side of it roll 1d6 to determine the distance up.

Gather Information

Charisma

Use this skill for making contacts in an area, finding out local gossip, rumor mongering, and collecting general information.

Check: An evening's time, a few rupees for buying drinks and making friends, and a DC 10 Gather Information skill check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. (Such reasons might include racial enmity – if you are a moblin in a kokiri settlement, for example – or your inability to speak the local language.) The higher your check result, the better the information.

If you want to find out about a specific rumor (“Which way to the ruined Temple of Seasons?”) or a specific item (“What can you tell me about that pretty sword the captain of the guard walks around with?”), or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Disposition and Gather Information: You get a circumstance bonus on your Gather Information skill checks depending upon their disposition towards you: Helpful +8; Friendly +4; Neutral +0; Unfriendly -4; Hostile -8.

Bribery: You can bribe certain characters to get them to help you. NPCs that can be bribed have an offer, which determines the base of what they are expecting to gain from their information, which can be determined with a successful Sense Motive skill check. This is usually a monetary value, but may also be a service or other offer instead. If you give this offer, you gain a +2 circumstance bonus to your Gather Information skill check.

You get an additional +2 circumstance bonus to your skill check for every multiple of their offer you give. If you offer less than their initial offer you don't get a bonus. If the NPC is honest, they are not open to bribery, and any bribe will result in a -4 circumstance penalty for the check, rather than the normal circumstance modifiers for bribery. If the NPC is corrupt, then they are expecting to be bribed, and failing to offer a bribe results in a -8 circumstance penalty to the check, and offering less than half of their initial offer results in a -4 circumstance penalty to the check.

Jump

Strength; Armor Check Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

Check: The DC and the distance you can cover vary according to the type of jump you are attempting.

Your Jump check is modified by your speed. If your speed is 6 squares (the speed of an unarmored hylian), then no modifier based on speed applies to the check. If your speed is less than 6 squares, you take a penalty of -6 for every 2 squares of speed less than 6 squares. If your speed is greater than 6 squares, you gain a +4 bonus for every 2 squares beyond 6 squares. For instance, if you have a speed of 4 squares, you take a -6 penalty on your Jump checks. If, on the other hand, you have a speed of 10 squares, you gain a +8 bonus.

All Jump DCs given here assume you have a running start, which requires that you move at least 4 squares in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. For example, Link has a speed of 8 squares. If he moves 6 squares, then jumps across a 2 square-wide chasm, he's then moved 8 squares total, so that's his move action.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in squares) multiplied by 5. For example, a 2 square-wide pit requires a DC 10 Jump skill check to cross.

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead, such as a tree limb. The DC is equal to 20 times the distance (in squares) to be cleared. For example, the DC for a high jump to land atop a 1 square ledge is 20 (1 x 20).

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 4 squares.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is 2 squares. A race which has the Tall (Ex) racial trait has a maximum vertical reach of 3 squares instead. Quadruped creatures (such as horses) don't have the same vertical height as a bipedal creature; treat them as having a vertical reach of 1 square.

Hop Up: You can jump up onto an object up to half a square high, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 2 squares of movement, so if your speed is 6 squares, you could move 4 squares, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not need to get a running start to jump down, so the DC is not doubled if you if not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 2 fewer squares than you actually did. Thus, if you jump down from a height of just 2 squares, you take no damage. If you jump down from a height of 4 squares, you take damage as if you had fallen 2 squares.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

Perks: You gain the following perks with this skill:

At Jump 5 ranks, you may add your Dexterity modifier for Jump skill checks instead of your Strength modifier.

At Jump 10 ranks, you need only move 1 square in a straight line to make a running jump.

At Jump 15 ranks, you can make all long jumps as if you had a running start.

Magic

Magic will use your charisma modifier. All magic spell require a magic spell check to cast. Level 1 spells is dc15. Each spell level up from level 1 adds an extra skill check dc5 to the base dc15. Attack spells are a magic vs. ref after a successful cast. there for a level 3 sage descendant with a magic level 15 casting a level 3 spell would be dc25 vs. d20 roll + 15.



Enchantments and

magic work as follows:

WATER IS STRONG AGAINST FIRE	FIRE IS STRONG AGAINST WOOD
WOOD IS STRONG AGAINST WIND	WIND IS STRONG AGAINST SPIRIT
SPIRIT IS STRONG AGAINST ICE	ICE IS STRONG AGAINST EARTH
EARTH IS STRONG AGAINST PLASMA	PLASMA IS STRONG AGAINST LIGHT

Magic that is strong against another does double damage and magic that is weak does half. All races have natural elements that will determine what they're weak to and strong against

Survival

Use this skill to start fires, hunt wild game, guide a party safely through frozen wastelands, and identify signs that dodongos live nearby, predict the weather, or avoid quicksand and other natural hazards. You can follow the trails of creatures and characters across most types of terrain.

Stealth

Use this skill to slink past a sentry without being heard, catch your enemy off guard snipe from a concealed location or perform sleight of hand

Sneak: your stealth check sets the dc for perception checks made to notice you. If an opponent perception check equals or exceeds your stealth check your opponent notices you. Any circumstance that hampers your ability to sneak imposes a -2 penalty on your check while a favorable circumstance grants a +2 bonus. For example sneaking across a surface littered with debris imposes a -2 penalty on stealth check while a roof filled with abundant hiding places grants a +2 bonus on your check

If you move more than your speed in any given round you take a -5 penalty on your stealth check. If you move more than twice your speed in any given round you take a -10 on your stealth check

Conceal item: as a standard action you can attempt to conceal an item on your person the concealed object must be at least one size smaller than you and you get a modifier on your skill check based on the object's relevant size: one size smaller -5 two 0 three +5

Other characters may notice a concealed object with a successful perception check but only if you do not have total concealment. A character gains +10 circumstance bonus on his perception check if he physically touches you to search you for concealed items, this requires a full round action that can only be performed if you're a willing pinned or helpless target

Create a diversion to hide: you can use the deception skill to help you be stealthy. A successful deception gives you the momentary diversion you need to attempt a stealth check even though people are aware of you. While the other turns their action from you, you can make a stealth check if you can reach a hiding place of some kind as a move action

Pick pocket: with a successful stealth check, you can pilfer a small hand sized object from a target within reach. Your stealth check is opposed hand by the target's perception check and the target gains a +5 bonus. You fail by 4 or less you are unable to take the item but the target does not notice the effort if you fail by 5 or more you are unable to take the item and the target catches you in the act

Sleight of hand: you can palm hand sized objects perform minor feats of legerdemain or attempt to perform a minor action without being noticed (such as flipping a switch pulling out a small item or drawing a weapon under the cover of a table) all such efforts are opposed by observers' perception check any observer that beats your stealth check notices the action you attempted and knows how you did it.

Snipe: after making a ranged attack from hiding you can try to hide again. You must be at least 2 squares from the target and you must already have successfully used stealth to hide from the

target. Make a new stealth check (as normal but with a -10 penalty) as a move action. If you succeed you remain hidden otherwise your location revealed.

Swim

Strength; Armor Check Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Check: Make a Swim skill check once per round while you are in the water. Success means you may swim up to one-half your speed (as a full-round action) or one-quarter speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because of a failed Swim skill check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of



rounds equal to your Constitution score + this , but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim skill check depends on the water, as given on the table.

Each hour that you swim, you must make a DC 20 Swim skill check or take 1d6 points of non-lethal damage from fatigue.

The following tasks require checks:

Avoid Drowning: You can react instantly to try to avoid drowning when you take damage while in the water. This usage does not take an action.

Turn: Swimming characters must make a DC 5 Swim skill check in order to turn. If successful, they can turn 45 degrees after 1 square of forward movement. If they fail, they can turn 45 degrees after 2 squares of forward movement. If they beat the DC by 5 or more, they may turn in place, although this costs 1 square of movement. If they beat the DC by 10 or more, they can turn up to 90 degrees in a single turn. If they beat the DC by 15 or more, they can turn greater than 90 degrees, and can turn in place without losing movement. You cannot attempt to turn unless you have 2 squares of movement remaining.

About Turn: On a DC 10 Swim skill check, you can change direction quickly as a swift action, turning up to 180 degrees. A creature cannot surface during a round when it executes a wingover, but it can dive. The change of direction consumes 2 squares of swimming movement.

Surface: A character swimming underwater must make a DC 10 Swim skill check in order to surface at any angle greater than 45 degrees (2 squares of forward movement for every 2 squares of height) at half speed. If they beat the DC by 5 or more, they can surface at an angle of up to 60 degrees (1

square of forward movement for every 2 squares of height). If they beat the DC by 10 or more, they may surface at any angle. If they beat the DC by 15 or more, they can surface at full speed.

Dive: A swimming character must make a DC 10 Swim skill check in order to dive at any angle greater than 45 degrees (2 squares of forward movement for every 2 squares of height) at double speed. Unless they beat the DC by 5 or more, they must make 1 square of forward movement before attempting to surface again. If they fail by 4 or less, they must make 2 squares of forward movement before attempting to surface again. If they fail by 5 or more, they must make 4 squares of forward movement before attempting to surface again.

Swim Backwards: Swimming characters may make a DC 15 Swim skill check to attempt to swim backwards without turning around. Unless the character beats the DC by 5 or more, it costs 1 square of movement to start swimming backwards.

Action: A successful Swim skill check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

TREAT INJURY

Wisdom; Tools Optional

Use this skill to keep a badly wounded friend from dying, to help others recover faster from wounds, to keep your friend from succumbing to a poison sting, or to treat disease.

Check: The DC and effect depends on the task you attempt.

Treat injury: You usually use treat injury to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for 8 hours or more. If your Treat Injury check is successful, the patient recovers ability score points (lost to ability damage) at twice the normal rate: 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for a full 8 hours of bed rest. You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to find in settled lands.

Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Recover Hit Points: By spending 2 MP, you or another character you touch regain 1d4+1 hit points on a successful skill check. This action provokes an attack of opportunity.

Recover Ability Damage: By spending 5 forest or latent MP, you or another character you touch removes 1 point of ability damage (but not ability drain or ability burn) of their choice on a successful skill check. This action provokes an attack of opportunity.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Treat Injury skill check removes this movement penalty.

A creature wounded by a spike growth or spike stones spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10

minutes to dress the victim's injuries and succeeding on a Treat Injury skill check against the spell's save DC.

Treat Poison: To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Treat Injury skill check. The poisoned character uses your check result or his saving throw, whichever is higher.

Treat Disease: To treat disease means to tend to a single diseased character. Every time he makes a saving throw against disease effects, you make a Treat Injury skill check. The diseased character uses your check result or his saving throw, whichever is higher.

Restore Level: To restore a level means to tend to a single character who has suffered from energy drain. Whenever the character makes a Fortitude save to resist level loss, you make a Treat Injury skill check. The afflicted character uses your check result or his saving throw, whichever is higher.

Action: Providing treat injury, recovering hit points, recovering ability damage, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by spike growth or spike stones takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Tools: A healer's kit is the perfect tool for healing and provides a +2 circumstance bonus on Treat Injury skill checks.

Try Again: Varies. Generally speaking, you can't try a Treat Injury check again without proof of the original check's failure. For instance, until a poisoned character makes a saving throw against the poisoned wound you've treated, you can't know whether your Treat Injury check was successful or not, so you can't retry the check. You can always retry a check to provide treat injury, assuming the target of the previous attempt is still alive. You may always try again when attempting to recover hit points or recover ability damage, but you still lose the spent MP for the unsuccessful attempt.

Perks: You gain the following perks with this skill:

At Treat Injury 5 ranks, you can administer treat injury to stabilize the dying as a move-equivalent action, instead of a standard action.

At Treat Injury 10 ranks, whenever you successfully use the Treat Injury skill on yourself or another character, you also heal an additional 1d4+1 hit points to the targeted character.

At Treat Injury 15 ranks, you gain a +4 bonus on all rolls made to confirm critical hits.

Ride

Dexterity; Tools Required

You can ride a mount, be it a horse, riding dog, boar, leopard, or some other kind of creature suited for riding.

Check: Typical riding actions don't require checks. You can saddle, mount, and dismount from a mount without a problem. The following tasks do require checks.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride skill check at the start of your turn. If you fail, you can use only one hand this round because you need the other to control your mount. A successful Ride skill check also removes any penalties for controlling a ridden mount without a bit and bridle.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears on bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally this round. This usage is a free action.

Wheel: On a DC 10 Ride skill check, you can change your mount's direction quickly as a swift action, turning up to 180 degrees. The change of direction consumes 2 squares of your mount's movement.

Cover: You can react instantly to drop down beside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride skill check, you don't get the cover benefit. This usage does not take an action.

Soft fall: You can react immediately to try and take no damage when you fall off a mount – when it is killed or when it falls, for example. If you fail your Ride skill check, you take 1d6 points of falling damage. This usage does not take any action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride skill check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride skill check increases the mount's speed by 2 squares for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat while riding in battle. If you fail the Ride skill check, you can do nothing else in that round. You do not need to roll for warhorse or war ponies.

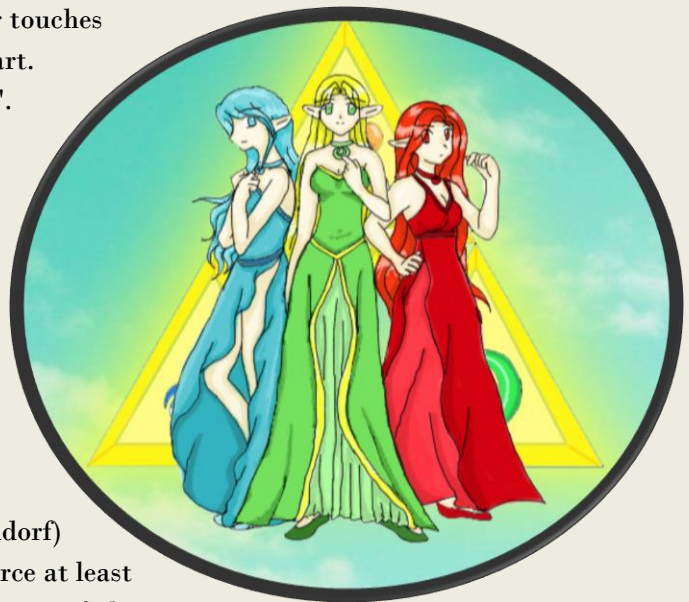
Fast Mount or Dismount: You can attempt to mount or dismount from a mount up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride skill check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

THE TRIFORCE

The Triforce is a sacred relic that reappears throughout the Legend of Zelda series. These golden sacred triangles were left behind by the three Golden Goddesses — Din, the Goddess of Power; Nayru, the Goddess of Wisdom; and Farore, the Goddess of Courage — after the creation of the land of Hyrule. It was formed at the point where they ascended to the heavens, in a different dimension connected to Hyrule called the Sacred Realm, which would later be referred to as the "Golden Land." The Triforce consists of three separate sacred golden triangles: the Triforce of Power (top), the Triforce of Wisdom (left), and the Triforce of Courage (right).



The Triforce has the power to grant the wish of whomever touches it, and molds the Sacred Realm to reflect that person's heart. The Triforce does not discriminate against "good" or "evil". However, if a person without an equal balance of power, wisdom, and courage makes a wish, the Triforce will split into its three separate parts: the piece that best personifies the one who made the wish will be the only piece to remain in hand, while the other two take residence in whosoever most personifies them. Reassembly is then required for such a person's wish to be granted, but does not exclude another from making the attempt.



The triforce may be in the heroes (Link, Zelda, and Ganondorf) but there is 3 weaker versions of the each piece of the triforce at least that's what a long lost legend says. In case the one of the heroes fails or cant complete the task alone there was always someone to take his/her place or help chosen by the goddess of Hyrule being Farore Din Nayru.

Triforce of Power

When one acquires the Triforce of Power he/she gains a plus 15 strength bonus plus 10 dexterity bonus and plus 5 Charisma bonus

Triforce of Wisdom

When one acquires the Triforce of Wisdom he/she gains a plus 15 Wisdom bonus plus 10 Charisma bonus and plus 5 dexterity bonus

Triforce of Courage

When one acquires the Triforce of Courage he/she gains a plus 10 strength bonus plus 10 Dexterity bonus and plus 10 INTELLIGENCE bonus

Translating Hylian-English

There are two ways to translate while using the Hylian alphabet. The first is to translate English words into Hylian, or vice-versa Hylian words into English. Described below are the two distinct procedures to follow to perform these tasks. Note that this method of translation will only work for the Hylian Alphabet. To translate the New Hylian Syllabary, simply translate the Hylian syllables into Japanese syllables using this guide.

𐄀	𐄁	𐄂	𐄃	𐄄	𐄅	𐄆	𐄇	𐄈	𐄉	𐄊	𐄋	𐄌
𐄍	𐄎	𐄏	𐄐	𐄑	𐄒	𐄓	𐄔	𐄕	𐄖	𐄗	𐄘	𐄙
A	B	C	D	E	F	G	H	I	J	K	L	
𐄚	𐄛	𐄜	𐄝	𐄞	𐄟	𐄠	𐄡	𐄢	𐄣	𐄤	𐄥	𐄦
𐄧	𐄨	𐄩	𐄪	𐄫	𐄬	𐄭	𐄮	𐄯	𐄰	𐄱	𐄲	𐄳
M	N	O	P	Q	R	S	T	U	V	W		

𐄴 𐄵 𐄶 , . ; : 𐄷 At left are, from left to right, X, Y, Z, Comma, Period, Semicolon, Colon, and an alternate way to write the letter J.

𐄸 𐄹 𐄺 , . ; : 𐄷

1. First, use the chart as shown above to translate Hylian letters into Latin ones. 𐄴𐄶𐄱𐄛𐄀, for example, translates into Zelda.
2. If you are using the Wii version of Twilight Princess, then the Hylian text will be written backwards. Simply read from right to left instead of left to right.

English to Hylian

1. Remove any question marks or exclamation marks and replace them with periods.
2. Because Hylian has no numerical set of numbers, all numbers must be spelled out as words (for example, 10 would be written as ten).
3. If you want the text to look like the Wii version, rewrite everything you just wrote from right to left.
4. Translate the letters of the English word or sentence into the Hylian letters shown above.

COMMON PLACES TO GO FOR ADVENTURES

The Potion Shop/Medicine Shop

The **Potion Shop** is a shop from *The Legend of Zelda: Skyward Sword*. Run by [Luv](#), it is located in the [Bazaar](#) on [Skyloft](#). Luv sells her various potions here, whereas her husband, [Bertie](#), operates a "side business", in which he infuses his wife's potions with new ingredients to increase their power.

Item	Price	Effect
 Heart Potion	40	Restores 8 Hearts.
 Air Potion	20	Slows your oxygen gauge depletion for 3 minutes .
 Stamina Potion	50	Slows your Stamina Gauge depletion for 3 minutes .
 Revitalizing Potion	30	Fully restores an unbroken Shield and restores 4 Hearts .
 Green Potion	40	This potion, easily identified by its green color, restores the magic power when drink you it
 Blue Potion	80	The Blue Potion, also known as the Ultimate Potion or the Medicine of Life and Magic. This handy potion fully restores both Link's health and magic. It occasionally requires a mushroom or Chu Jelly to be made.
 Yellow Potion	300	These potions are the most expensive variety available in the game due to their ability to restore all hearts
 Guardian Potion	200	Guardian potion decreases damage dealt to you by half for a duration of three minutes or 30 rounds Always round down if in decimal or in 1/8 th A round is 6 seconds
 Air Potion	20	Air Potion decreases the speed at which your supply of air runs out by half while swimming for about three minutes or 30 rounds
 Blue Fire	300	Blue Fire is the only fire that can melt the Red Ice found in Zora's Domain, Ice Cavern and Ganon's Castle. It is a rare supernatural fire, which burns blue instead of red. Rather than being warm, however, it is exceedingly cold.
 Bottle Bugs	50	These scurry little creatures only have the purpose of being put in bottles and released at soft soil locations found throughout Hyrule, which sometimes have Gold Skulltulas hiding within them. Also, an interesting thing to note is that you can drop them onto the ground, which creates three bugs; then you can quickly scoop up to two bottles worth of them before they dig into the ground and disappear. In this way, you can multiply your bottles of bugs or scoop some up before they dig into the soft soil when trying to get a Gold Skulltula. These things can be found under rocks or bought from the Potion shop in the Market (past) or in Kakariko Village (future).

	Fairy Spirit	50	These magical pixies can be found near water sources, within jars in dungeons and in some random places throughout Hyrule where you can play various songs on your Ocarina to make them appear. They are, without a doubt, the best healing in Ocarina of Time as they not only bring you back to life automatically when you die but heal you 10 hearts as well, making them superior to other forms of healing in the game. Also, a cool thing to note is you can play either Zelda's Lullaby or the Song of Storms for any of the Gossip Stones found in Hyrule to make a fairy appear - a great way to quickly find one!
	Fish	200	No, this isn't the kind you use a fishing pole to get - that's part of a mini-game. No, these suckers are just your generic fishes that can be found in shallow water such as Zora's Domain and in holes found throughout Hyrule. The only time you ever need one in the game is to give as an offering to Jabu-Jabu, the deity fish in Zora's Fountain. Fish can be purchased from the Potion Shop in the Market (past) and Kakariko Village (future), or in the shop in Zora's Domain, but, as I said, they can be found for free in the shallow water of Zora's Domain. (In other words, don't buy one.)
	Poe Soul	30	After killing a Poe, its spirit will float around in the area for a few moments, which gives you the opportunity to swipe a bottle at it and catch it. You can then drink it, which will either restore a heart or take one away. They really serve no purpose other than selling to either the Poe Salesman (future).

Infusions

 Heart Potion				
Level	Upgrade	Materials	Cost	Effect
Lv2	 Heart Potion+	3x  Blessed Butterfly 1x  Woodland Rhino Beetle 1x  Volcanic Ladybug	 20	Restores all Hearts.
Lv3	 Heart Potion++	3x  Blessed Butterfly 3x  Deku Hornet 1x  Sand Cicada 1x  Eldin Roller	 30	Restores all Hearts. Can be used twice.
 Revitalizing Potion				
Level	Upgrade	Materials	Cost	Effect
Lv2	 Revitalizing Potion+	2x  Woodland Rhino Beetle 2x  Skyloft Mantis 3x  Deku Hornet	 20	Fully restores your Shield automatically when broken and restores 8 Hearts.
Lv3	 Revitalizing Potion++	2x  Woodland Rhino Beetle 3x  Lanayru Ant 1x  Gerudo Dragonfly 1x  Sand Cicada	 30	Fully restores your Shield automatically when broken and restores 8 Hearts. Can be used twice.
 Stamina Potion				

Level	Upgrade	Materials	Cost	Effect
Lv2	 Stamina Potion+	3x  Volcanic Ladybug 2x  Sky Stag Beetle 2x  Gerudo Dragonfly 1x  Faron Grasshopper	 20	Prevents your Stamina Gauge from depleting at all for 3 minutes.
 Air Potion				
Level	Upgrade	Materials	Cost	Effect
Lv2	 Air Potion+	2x  Sky Stag Beetle 2x  Skyloft Mantis 2x  Lanayru Ant	 20	Prevents your oxygen gauge from depleting for 3 minutes.
 Guardian Potion				
Level	Upgrade	Materials	Cost	Effect
Lv2	 Guardian Potion+	1x  Faron Grasshopper 2x  Eldin Roller 3x  Blessed Butterfly 3x  Starry Firefly	 40	Prevents you from sustaining any damage for 3 minutes.

Gear Shop/Trading Post

The **Gear Shop** is a shop in *The Legend of Zelda: Skyward Sword*. It is located in the Bazaar in Skyloft and sells a variety of wares. The shop's proprietor is Rupin.

Stock

Item	Price	Durability
10 Arrows	20 	Roll a percentile die And round down
10 Bombs	20 	N/A
10 Deku Seeds	20 	N/A
 Iron Shield	100 	8 Hearts
 Sacred Shield	500 	3 Hearts Self-repairing 1 heart at end of Users turn
 Wooden Shield	50 	5 Hearts
 Small Bomb Bag	150 	N/A
 Small Seed Satchel	100 	N/A
 Small Quiver	150 	N/A
Deku Nuts (10)	30 Rupees	N/A
Deku Stick	10 Rupees	N/A
Fairy	50 Rupees	N/A

The Scrap Shop

The **Scrap Shop** is a shop from *The Legend of Zelda: Skyward Sword*. This shop is located in Skyloft's Bazaar and is run by Gondo. If paid a fee and provided with the needed materials, Gondo can upgrade Link's items. He can also **repair one of Link's shields for ten Rupees, regardless of how much damage** it has sustained. Upgrading a damaged shield will also fully repair it. Note the scrap shop is a way to upgrade equipment so there does not need to have an eventer in the party. However they do not make things of scratch so you will have to by items to upgrade or live with the ones you have (no custom items).

Upgrade Material Lists

Half price for selling

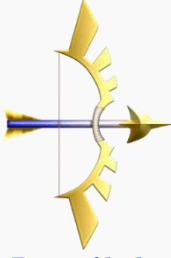
Image	Treasure	Price	Image	Treasure	Price	Image	Treasure	Price	Image	Treasure	Price
	Master Ore	100,000 Rupees		Timeshift Stone	3,000 Rupees		Ancient Flower	2,500 Rupees		Regal Ring	2,500 Rupees
	Alchemy Stone	2,500 Rupees		Dusk Relic	2,500 Rupees		Goddess Plume	2,500 Rupees		Mystic Jade	500 Rupees
	Goron Amber	500 Rupees		Palace Dish	500 Rupees		Monster Horn	500 Rupees		Ancient Gold Piece	500 Rupees
	Blue Bird Feather	500 Rupees		Evil Crystal	500 Rupees		Golden Skull	500 Rupees		Jelly Blob	150 Rupees
	Pirate Necklace	150 Rupees		Ruto Crown	150 Rupees		Monster Claw	150 Rupees		Dark Pearl Loop	150 Rupees
	Pearl Necklace	150 Rupees		Dragon Scale	150 Rupees		Lizard Tail	150 Rupees		Eldin Ore	150 Rupees
	Knight's Crest	150 Rupees		Skull Necklace	50 Rupees		Demon Fossil	50 Rupees		Bird Feather	50 Rupees
	Star Fragment	50 Rupees		Stalfos Skull	50 Rupees		Ornamental Skull	50 Rupees		Hornet Larvae	50 Rupees
	Bee Larvae	50 Rupees		Wood Heart	50 Rupees		Tumbleweed	50 Rupees		Amber Relic	25 Rupees
	Joy Pendant	5 Rupees		Golden Feather	5 Rupees		Boko Baba Seed	5 Rupees		Red, Green, and Blue Chu Jelly	1 Rupee

Corrupt process

some weapons can be corrupted to have an evil affect isted off a good efect such as the bow of light can be crupted by using 8 Demon Fossil instead of goddess plumes. The bow will now be bow of shadow. If corrupted continue the corrupting at each level after as there is no going back.

Weapons

Bow

Level	Upgrade	Materials	Cost	Effect
Lv1	 Bow	3x  Tumbleweed 3x  Monster Claw 3x  Wood Heart	 50 Or  200	3d4 range 16 squares
Lv2	 Iron Bow	1x  Evil Crystal 3x  Tumbleweed 3x  Monster Claw 2x  Eldin Ore	 50	Increased offensive power, accuracy and range. Adds 1d4, increases range from 16 squares to 20 squares and +1 to hit.
Lv3	 Sacred Bow	5x  Tumbleweed 2x  Evil Crystal 3x  Lizard Tail 1x  Goddess Plume	 100	Further increased offensive power, accuracy and range. Adds 1d4, increases range from 20 squares to 24 squares and +2 to hit.
Lv4	 Bow of light	6x  Regal Rings 7x  Dusk Relics 2x  Ancient Flowers 4x  Goddess Plume	 3600	The bow has the unique ability to charge arrows with sacred Light and to repel evil forces, becoming a Light Arrow. If held down long enough
Lv4	 Bow of shadow	6x  Regal Rings 7x  Dusk Relics 2x  Ancient Flowers 8x  Demon Fossil		The bow has the unique ability to charge arrows with corrupted Shadow and to repel good forces, becoming a Shadow Arrow. If held down long enough

Sword

Level	Upgrade		Materials	Cost	Effect
	Adult	Child			
Lv1			2x  Eldin Ore	 50 Or  438	2d4
Lv2	 Hero's Sword	 Razor Sword	1x  Monster Horn 2x  Eldin Ore 3x  Amber Relic	 150 Or  1100	Adds 1d4. It is twice as powerful as the first Sword and has a considerably longer reach, but once you strike with it a total of one hundred times, the edge becomes dull and useless, and the sword reverts back into the first Sword
Lv3	 Tempered Sword	 Gilded Sword	2x  Monster Horn 3x  Eldin Ore 1x  Golden Skull 1x  Gold Dust 1x  Goddess Plume	 300 Or  7219	Add 2d4 form previous state.
Lv4	 Ultimate Sword	 Magical Sword	2x  Alchemy Stone 3x  Regal Ring 1x  Star Fragment 1x  Ancient Flower	 300 Or  26407	The Ultimate Sword and magical sword fires sword beams when health is full.

Two handed sword

Level	Upgrade	Materials	Cost	Effect
Lv1	 Giant's Knife	1x  Blue Bird Feather 2x  Eldin Ore	 50 Or  200	Although the Giant's Knife is twice as powerful as the Master Sword, it is an unusually frail weapon and breaks after a small number of hits. It will break after four strikes against enemies, or three against walls. 10d4
Lv2	 Biggoron's Sword	1x  Monster Horn 1x  Master Ore 2x  Eldin Ore 3x  Amber Relic	 150 Or  1282	Biggoron's Sword does not break after any number of hits
Lv3	 Great Fairy's Sword	2x  Evil Crystal 3x  Eldin Ore 2x  Ancient Flower 4x  Goddess Plume	 300 Or  22219	Allows the use of the sword even if jinxed by a Blue Bubble.
Lv4	 Double Helix Sword	2x  Alchemy Stone 3x  Blue Bird Feather 1x  Master Ore 1x  Ancient Flower	 300 Or  58469	The Double Helix Sword is able to fire magical light blue-colored blasts shaped like buzz saws, similar to Sword Beams, when used while Z-targeting is in effect; however, each such attack drains one point of magic from the Magic Meter. Keeps: allows the use of the sword even if jinxed by a Blue Bubble.



Staff

Level	Upgrade	Materials	Cost	Effect
Lv2 Option 1	 Fire Rod	5x Amber Relic 3x Dragon Scale 1x Goddess Plume Fire Enchantment	150 Or 4032	half's magic cost of all fire spells adds 1d4 and 1d4 to fire spells Fire Rod could be used as a weapon to burn enemies or light unreachable torches. However, the Fire Rod uses up energy from the Magic Meter
Lv3	 Nice Fire Rod	5x Amber Relic 5x Dragon Scale 1x Goddess Plume	300 Or 8625	half's DC Check of all fire spells adds 1d4 and 1d4 to fire spells
Lv2 Option 2	 Ice Rod	9x Pirate Necklace 3x Jelly Blob 1x Goddess Plume Ice Enchantment	150 Or 5563	half's magic cost of all Ice and water spells adds 1d4 and 1d4 to Ice and water spells the Ice Rod launches freezing balls of ice that can permanently freeze foes in blocks of ice However, the Ice Rod uses up energy from the Magic Meter
Lv3	 Nice Ice Rod	5x Pirate Necklace 3x Jelly Blob 1x Goddess Plume	300 Or 10563	half's DC Check of all Ice and water spells adds 1d4 and 1d4 to Ice and water spells
Lv2 Option 3	 Sand Rod	5x Amber Relic 3x Jelly Blob 1x Bee Larvae Sprit Enchantment	150 Or 969	half's magic cost of all Sprit and Earth spells adds 1d4 and 1d4 to Sprit and Earth spells this tool will turn sand into solid, raised walls 1 square However, the sand rod uses up energy from the Magic Meter

Lv3	 Nice Sand Rod	5x  Amber Relic 3x  Ancient Gold Piece 1x  Bee Larvae	 300 Or  10938	half's DC Check of all Sprit and Earth spells adds 1d4 no longer uses up energy from the Magic Meter
Lv2 Option 4	 Dark Rod	5x  Amber Relic 3x  Dusk Relic 1x  Demon Fossil Shadow Enchantment	 150 Or  9782	half's magic cost of all Shadow spells adds 1d4 However, the Dark Rod uses up energy from the Magic Meter
Lv3	 Nice Dark Rod	5x  Amber Relic 3x  Dusk Relic 10x  Demon Fossil	 300 Or  19563	half's DC Check of all Shadow spells adds 1d4 no longer uses up energy from the Magic Meter
Lv2 Option 5	 Tornado Rod	5x  Amber Relic 3x  Wood Heart 1x  Goddess Plume Wind Enchantment	 150 Or  3469	half's magic cost of all Wind and Wood spells adds 1d4 The Tornado Rod is used mainly to lift Link into the air for a few seconds. He cannot move while in the air, The large whirlwind that he creates when he uses it can also throw other objects into the air, including enemies
Lv3	 Nice Tornado Rod	5x  Amber Relic 3x  Wood Heart 1x  Goddess Plume	 300 Or  7313	half's DC Check of all Wind and Wood spells adds 1d4 no longer uses up energy from the Magic Meter
Lv2 Option 6	 Dominion Rod	5x  Amber Relic 3x  Star Fragment 1x  Goddess Plume Light Enchantment	 150 Or  9907	half's magic cost of all Light and plasma spells adds 1d4 There are four types of statues Link can move with the Dominion Rod. The first type are small statuettes that are mainly used to weigh down switches. The second type is a much larger statue that holds a

				hammer, This statue can attack enemies with its hammer. The last type are Owl Statues They are primarily moved to create platforms for Link to jump on. However, the Dark Rod uses up energy from the Magic Meter
Lv3	 Nice Dominion Rod	5x  Amber Relic 3x  Star Fragment 3x  Goddess Plume	 220 Or  19900	half's DC Check of all Light and plasma spells adds 1d4 no longer uses up energy from the Magic Meter
LV4	 Ultimt Rod	1x  Nice Dominion Rod 1x  Nice Tornado Rod 1x  Nice Dark Rod 1x  Nice Fire Rod 1x  Nice Ice Rod 1x  Nice Sand Rod	 1500 Or  96128	Half's magic cost of all spells and half's DC checks. Adds 1d4 Adds last stand Tech

Axe

Axe				
Level	Upgrade	Materials	Cost	Effect
Lv1		2x  Eldin Ore 3x  Amber Relic	 500 Or  950	4d4 two handed. -5 to parry and counters requires +3 Strength modifier
Lv2		2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest 3x  Palace Dish 3x  Dusk Relic	 500 or  20438	5d4 ignores shields pushing them aside
Lv4		2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest 3x  Palace Dish 3x  Dusk Relic	 500 Or  32115	6d4 throws enemy back 3 squares

Hammer

Level	Upgrade	Materials	Cost	Effect
Lv1 Dc35	 Hammer	2x  Eldin Ore 3x  Amber Relic	 500	4d4 requires a strength of +3 modifier to use without negatives -5 to hit if below requirements
Lv2	 Megaton Hammer	1x  Master Ore 2x  Eldin Ore 3x  Amber Relic	 150	Adds 2d4 damage
Lv3 Dc 40	 Skull Hammer	1x  Master Ore 3x  Eldin Ore 2x  Ancient Flower 4x  Goddess Plume	 150	Adds 2d4 damage

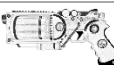
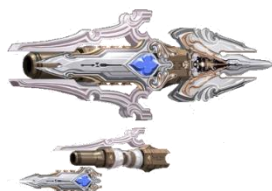
Dagger

Level	Upgrade	Materials	Cost	Effect
Lv1 Dc35	 Dagger	2x  Eldin Ore 3x  Amber Relic	 500	1d4
Lv2	 Power Dagger	2x  Evil Crystal 2x  Eldin Ore 3x  Amber Relic	 150	Adds 2d4 damage
Lv3 Dc 40	 Grate Dagger	2x  Alchemy Stone 3x  Eldin Ore 2x  Ancient Flower 4x  Goddess Plume	 150	Adds 2d4 damage

Master sword

Level	Upgrade	Materials	Cost	Effect
Lv1 Dc35	 Goddess Sword stage 1	6x  Master Ore 2x  Eldin Ore 3x  Amber Relic 6x  Demon Fossil to corrupt	 500	4d4 Sword beam and skyward strike
Lv2	 Master Sword	Process: forged with materials then must be tempered in the three Sacred Flames: Farore's Flame Nayru's Flame Din's Flame   	Time	5d4 Sword beam and skyward strike Evil's Bane 2d4 extra on evil aligned characters The ability to release the power of the Bombos, Ether, and Quake Medallions, protects its user from evil auras, curses, and transformations.
Lv3 Dc 40	 Tempered Master Sword	1x  Master Ore 2x  Eldin Ore 3x  Amber Relic	 150	Adds 2d4 damage
Lv4 Dc50	 Golden Master Sword	1x  Master Ore 3x  Eldin Ore 2x  Ancient Flower 4x  Goddess Plume	 300	adds 2d4 damage

Magic gun

Level	Upgrade	Materials	Cost	Effect
Lv5	 Magic gun	 Ultimt Rod  Sacred Bow Or better 3x  Monster Claw  blueprint	 600	Keeps the damage stats and abilities of the bow used and keeps half's magic cost of all spells and half's DC checks -15 to use if not a gun slinger Cannot be used buy non magic types. E.g. Humans Swift action to switch modes
Lv6	 corrupt Magic pistol	2x  Ancient Flower 3x  Dragon Scale 8x  Demon Fossil	 150	Adds 2d4 and three round burst three round burst Adds +3 to hit and deal 3 times damage but has 1 in 4 chance to jam
Lv6	 Magic pistol	2x  Ancient Flower 3x  Dragon Scale 4x  Goddess Plume	 150	Adds 2d4 and three round burst three round burst Adds +3 to hit and deal 3 times damage but has 1 in 1 chance to jam
Lv7	 Magic rifel crupted	2x  Ancient Flower 3x  Dragon Scale 8x  Demon Fossil	 300	Adds 2d4 and shotgun effect shotgun effect increases chance to hit by +6 but reduces damage buy ½ and only in a cone of 6 dealing damage to all in the cone
Lv7	 Magic rifel	2x  Ancient Flower 3x  Dragon Scale 4x  Goddess Plume	 300	Adds 2d4 and shotgun effect shotgun effect increases chance to hit by +6 but reduces damage buy ½ and only in a cone of 6 dealing damage to all in the cone
Lv8	 Giga cannon (two handed when firing)	2x  Ancient Flower 20x  Dragon Scale 4x  Goddess Plume	 450	Adds 2d4, fully automatic and over charge fully automatic 2x2 square area attack with a -5 penalty with enemies taking half damage on a miss Over charge fires a line of 6 dealing 4*damage however it over heats and can't be used for a full round

Lv8	Giga cannon erupted (two handed when firing)	2x  Ancient Flower	 450	Adds 2d4, fully automatic and over charge fully automatic 2x2 square area attack with a -5 penalty with enemies taking half damage on a miss Over charge fires a line of 6 dealing 4*damage however it over heats and can't be used for a full round
		20x  Dragon Scale		
		4x  Goddess Plume		

Non magic guns

(Technology required to build)

Level	Upgrade	Materials	Cost	Effect
L1	 Auru's cannon	2x  Ancient Flower 3x  Dragon Scale 4x  Goddess Plume 2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest 3x  Palace Dish 3x  Dusk Relic	 25215 Ammo for one shot 4x  Eldin Ore 1x  Bomb	4d4 damage area effect 3 squares full turn reload best suited for the inventor class
L2	 Boltaction rifle	2x  Ancient Flower 3x  Dragon Scale 4x  Goddess Plume 2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest 3x  Palace Dish	 150 Or 31519 Up grade Or 56734 Ammo for six clips	6d4 Move action reload (Clip to clip) comes with one Clip of 4 Full round to refill clip

		3x  Dusk Relic		
L3		9x  Pirate Necklace 3x  Jelly Blob 1x  Goddess Plume 3x  Dragon Scale 2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest 3x  Palace Dish 3x  Dusk Relic	150 Or Upgrade 16832 Or 91958	8d4 Move action reload Can be take a Clip of 5 shotgun effect shotgun effect increases chance to hit by +6 but reduces damage buy 1/2 and only in a cone of 6 dealing damage to all in the cone
L4		2x  Ancient Flower 3x  Dragon Scale 4x  Goddess Plume 2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest	150 Or Upgrade 20269 140284	10d4 Swift action reload (Clip to clip) Can be take a Clip of 10 fully automatic Fully automatic 2x2 square area attack with a -5 penalty with enemies taking half damage on a miss. Also clip is emptied in processes.
L1	 pistol	2x  Ancient Flower 3x  Dragon Scale 4x  Goddess Plume 2x  Eldin Ore 3x  Palace Dish	24750	3d4 One handed 10% chance it will misfire Can be take a Clip of 4 Full round to refill clip

		3x  Dusk Relic		
L2	 pistol	1x  Goddess Plume 3x  Dragon Scale 2x  Eldin Ore 3x  Golden Feather 3x  Knight's Crest 3x  Dusk Relic		5d4 Can be take a Clip of 5
L3	 pistol			7d4 Can be take a Clip of 10
Ammo		4x  Eldin Ore 1x  Bomb	 5	Ammo for all non-magic guns give 16 shots To reload a clip takes a full round action

Pistol/Rifel upgrades

Slot location	Upgrade	Materials	Cost	Effect
Barrel	 Pulverizer	3x  Goron Amber 3x  Monster Claw 2x  Eldin Ore 4x  Goddess Plume	600	Destroys armor if aiming for the armor and equals or exceeds fortitude of the armor (roll to hit first) 1d12 vs. fortitude of the armor Does not damage the user warring the armor If a critical 1 is roll while using this the pulverizer brakes A critical 20 will break any shield
Barrel	 Bayonet (Rifle and up only)	4x  Goddess Plume 3x  Monster Claw 1x  Sword	600	Adds a 1d4 blade to the end you barrel holding them just outside the hit rage until shot off
Sight	 Improved sites	3x  Golden Feather 2x  Eldin Ore 4x  Goddess Plume	600	Adds +5 to hit
Sight	 Target finder (Rifle and up only)	3x  Golden Feather 1x  Lens of truth 4x  Goddess Plume 1x  Improved sites	600	Allows you to see what is hidden 1mp per turn keeps +5 to hit
Clip	 Power pack	3x  Golden Feather 1x  Timeshift Orb 4x  Goddess Plume	600	Adds 1d4 to damage for 5 shots

Sling	 Sling/holster	3x  Golden Feather 3x  Knight's Crest 6x  Tumbleweed	 600	Adds quick draw and quick stow
Stock	 Cooling pack (Rifle and up only)	3x  Golden Feather 7x  Timeshift Orb 4x  Goddess Plume 1x  Blue fire	 600	After firing Over charge you may use any other shot type next turn
grip	Encoder	3x  Golden Feather 7x  Timeshift Orb 4x  Goddess Plume	 600	No one but the owner can use this weapon
side	 Mode select	3x  Monster Claw 2x  Eldin Ore	 600	Free action to choose mode
side	 Analyzer (Rifle and up only)	3x  Golden Feather 7x  Timeshift Orb 8x  Goddess Plume	 600	Gives you Data on targeted unit
Under slung	 Grapple/claw shot	3x  Monster Claw 2x  Eldin Ore 1x  Clawshot	 600	Adds a claw shot to weapon for quick escape or item pick up without having to grab another tool
Under slung		3x  Monster Claw	 600	Can see in the dark up to 10 squares away and has 1 in 10 chance to stun enemy

	Flashlight	2x  Eldin Ore 1x  Lantern		
Trigger	Magic infuser	1x  Potion Medal 1x  Timeshift Orb 4x  Goddess Plume	600	Magic can be casted from the gun allowing for two handed casting and normal cast while holding two handed guns.
grip	Recovery unit	1x  Heart Medal 1x  Timeshift Orb 4x  Goddess Plume	600	On stander attacks you gain ½ the damage done.

Shields



Wooden Shield

Level	Upgrade	Materials	Cost	Effect	durability
Lv2	 Banded Shield	2x  Amber Relic 1x  Monster Claw 1x  Jelly Blob	30	Increased durability.	8 Hearts
Lv3	 Braced Shield	3x  Amber Relic 2x  Monster Claw 2x  Tumbleweed 1x  Ornamental Skull	50	Further increased durability.	14 Hearts



Iron Shield

Level	Upgrade		Materials	Cost	Effect	durability
	Adult	Child				

Lv2	 Reinforced Shield	 Hero's Shield L1	2x  Eldin Ore 2x  Monster Claw 2x  Ornamental Skull	 50 938	Increased durability	14 hearts
Lv3	 Fortified Shield	 Hero's Shield L2	3x  Eldin Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather	 100	Further increased durability	18 hearts
Lv4 Option 1			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather	 300	It is a metal heavier shield said to be the very same type of shield used by Hylian Knights	60 hearts
Lv4 Option 2			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather			
Lv4 Option 3			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 5x  Timeshift Stone		This shield will once a day will let you move back in time by 18 seconds (three turns) but you and you alone are the only one aware of the last three turns. Anything you and your teammates acquired that three turns is lost	40 hearts
Lv4 Option 4			6x  Master Ore 3x  Monster Claw 3x  Tumbleweed			

			1x  Blue Bird Feather		
Lv4 Option 5			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather		
Lv4 Option 6			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather		
Lv4 Option 7			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather		
Lv4 Option 8			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather		
Lv4 Option 9			3x  Master Ore 3x  Monster Claw 3x  Tumbleweed 1x  Blue Bird Feather		



Sacred Shield

Level	Upgrade	Materials	Cost	Effect	durability
Lv2	 Divine Shield	1x Dusk Relic 2x Bird Feather 3x Ornamental Skull	100	Increased durability Self-repairing 1 heart at end of Users turn	4 hearts.
Lv3	 Goddess Shield	4x Dusk Relic 3x Bird Feather 3x Monster Horn 1x Blue Bird Feather	150	Further increased durability Self-repairing 2 heart at end of Users turn	5 hearts.
Lv4	 Sheikah Shield	10x Bird Feather 3x Monster Horn 8x Blue Bird Feather	200	Further increased durability Self-repairing 3 heart at end of Users turn	6 hearts.
Lv5	 Mirror Shield	4x Dusk Relic 6x Master Ore 3x Mystic Jade 2x Blue Bird Feather 2x Alchemy Stone	9000	It can reflect beams of Sunlight on to Sun Switches and other surfaces in order to solve puzzles. the Mirror Shield cannot be eaten by Like Likes. The Mirror Shield can absorb targeted spells. Once you have stored three attacks of the same type, a large beam of collected energy erupts from the shield. If you collect a different element before collecting three of the same element consecutively, you will suffer damage. 5d4 of collected energy Take the same damage of the spell that was cast if a different element before collecting three of the same element consecutively. Self-repairing 6 heart at end of Users turn	40 hearts Non magic damage ∞ magic damage

Adventure Items



Bug Net

Level	Upgrade	Materials	Cost	Effect
Lv2	Big Bug Net	3x Tumbleweed 2x Ancient Flower 1x Evil Crystal	100	Double the size.



Slingshot

Level	Upgrade	Materials	Cost	Effect
Lv2	Scattershot	2x Dusk Relic 2x Amber Relic 3x Jelly Blob	50	Can be charged by holding A to scatter a single Deku Seed over a wide area. One seed will split to become nine full strength projectiles.
Lv3	Seed Shooter	2x Dusk Relic 2x Amber Relic 3x Jelly Blob	500	Link can use any type of Seed as ammunition for this projectile weapon. When the Seed fired from the Seed Shooter hits a wall, it will ricochet up to two times. The Seed breaks the third time it hits something, unless it hits an enemy or a specific target on which it will break instantly.



Hook Beetle

Level	Upgrade	Materials	Cost	Effect
Lv2	Quick Beetle	2x Ancient Flower 2x Hornet Larvae 1x Golden Skull	50	Increased flight speed. Hold A to further increase the speed.
Lv3	Tough Beetle	3x Ancient Flower 4x Amber Relic 1x Blue Bird Feather	50	Can fly for longer, and is more resistant to collisions.

		1x  Goddess Plume		
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Ammunition Containers

 Small Seed Satchel				
Level	Upgrade	Materials	Cost	Effect
Lv2	 Medium Seed Satchel	4x  Amber Relic	 50	Holds 20 extra Deku Seeds .
		3x  Monster Claw		
		3x  Ornamental Skull		
Lv3	 Large Seed Satchel	5x  Amber Relic	 100	Holds 30 extra Deku Seeds .
		3x  Monster Claw		
		1x  Golden Skull		
		1x  Blue Bird Feather		
 Small Bomb Bag				
Level	Upgrade	Materials	Cost	Effect
Lv2	 Medium Bomb Bag	1x  Lizard Tail	 50	Holds 10 extra Bombs .
		3x  Ornamental Skull		
		1x  Blue Bird Feather		
Lv3	 Large Bomb Bag	3x  Lizard Tail	 100	Holds 15 extra Bombs .
		4x  Jelly Blob		
		2x  Hornet Larvae		
		1x  Golden Skull		
 Small Quiver				

Level	Upgrade	Materials	Cost	Effect
Lv2	 Medium Quiver	3x  Monster Horn 3x  Dusk Relic 5x  Amber Relic	 50	Holds 10 extra Arrows .
Lv3	 Large Quiver	2x  Monster Horn 3x  Dusk Relic 1x  Golden Skull 1x  Goddess Plume	 100	Holds 15 extra Arrows .
Clip				
Level	Upgrade	Materials	Cost	Effect
Lv1	Small Clip	3x  Monster Horn 1x  Eldin Ore 5x  Amber Relic	50	Holds 4 rounds
Lv2	Medium Clip	3x  Monster Horn 3x  Dusk Relic 5x  Amber Relic	 50	Holds 5 rounds
Lv3	Large Clip	2x  Monster Horn 3x  Dusk Relic 1x  Golden Skull 1x  Goddess Plume	 100	Holds 10 rounds
Ammo	 Ammo	1x  Eldin Ore 1x  Bomb		Makes 4 rounds

Timeshift Stone



Timeshift Stone

DC	Create	Materials	Cost	Effect
15	 Timeshift Orb	3x  Eldin Ore 5x  Amber Relic 1x  Timeshift Stone	50 Or 4625	Powers an ancient robot for an extra 7 days
30	 Ocarina of Time	2x  Eldin Ore 1x  Ancient Flower 30x  Timeshift Stone	600	The Ocarina of Time is one of the three keys needed to enter the Sacred Realm
600	 Gate of Time	2800x  Eldin Ore 100x  Ancient Flower 3000x  Timeshift Stone	70000 Or 12,962,500	As their name suggests, Gates of Time are powerful magical gates that allow those who pass through it to travel through time. There are only two such Gates to be found: one at the Temple of Time, and another at the Sealed Temple.
35	 Pirate's Charm	1x  Eldin Ore 10x  Ancient Flower 3x  Timeshift Stone	500	The Pirate's Charm is an item from The Legend of Zelda: The Wind Waker. It is a heavily modified Gossip Stone used by Tetra to communicate with her crew and friends telepathically. It was made by Daphnes Nohansen Hyrule and has been handed down through the Royal Family of Hyrule.

ENEMIES LIST

Some monsters do not have the ability to take normal classes and there for are their own classes and may take things form other classes. All monsters are considered level one on the list and there for the GM levels them by ether going to their respective class or multiplying there health and damage stats by their new level also adding +1 to all of their starting scores.

Ampilus

Threat: | | | | | | | | | |

Attacks

Electric Roll - ♥ (4d4)

Health

36 hearts



Ampilus is a desert-dwelling enemy that looks much like a hermit crab; it will attack you by rolling across the sand on its hard shell. Its body is electrified, and inside of its hard shell is a crab. When Ampilus stops moving, you can walk up to it and slash the head with your sword to kill it.

After a few seconds, the shell of Ampilus will explode, and a new Ampilus will crawl out of the sand to take its place.

Anubis

Threat:

| | | | | | | | | |

Attacks:

♥ --> ♥♥ Fiery Breath (1d4 + Burned effect)

Health

18 hearts

Navi:

"Anubis

It's vulnerable to fire!"

This enemy mirrors your every move and will breathe fire at you if you swing your sword. It's only vulnerable to fire, so you have to either use fire within the room or cast Din's Fire.



Normal Drops: Recovery Heart Rupees

Armos

Threat:



Attacks:

♥ Contact (2d4)

♥ Explosion

Health

9 hearts

Navi:

"Armos

Stop its movement and then
destroy it!"



These statue enemies sit still until you disturb their slumber, after which they'll charge at you in short bursts before returning to their post. On their own, they are invulnerable to your sword. There's two methods to defeating them after you wake them up (by touching them): The first is to use explosives, such as Bombs, Bombchus or Bomb Flowers. The second way is to stun them with Deku Nuts, then slash them with your sword. In either case, they'll spin around, chasing after you before they eventually explode. Simply run away or use your shield until they're done for.



Normal Drops: Recovery Heart Rupees

Armos

Threat: | | | | | | | | | |

Attacks

Contact - ♥ (4d4)

Health

9 hearts



Armos are statues found in the Lanayru Mining Facility. To defeat them, you must use the Gust Bellows to spin the colored screw on top of their head, opening their mouth. From here, you can slash the crystal inside their mouth, or place a bomb inside to kill them.

Baby Dodongo

Threat:



Attacks:

♥ Contact (2d4)

♥ Explosion

Health

3 Hearts

Navi:

"Baby Dodongo

Watch out for its leaping attack!

It will explode after it's defeated!"



These small lizards will surface and chase after you, trying to jump and nip at you if they get close. If you avoid them, they'll burrow back under only to reappear moments afterwards. They're quite weak and will die with a single slash of your sword, but be warned, because they explode shortly afterwards. Perhaps you can use their blast to your advantage?



Normal Drops: Recovery Heart Rupees

Bari

Threat:



Attacks:

♥ Contact (Electrocute) (2d4)

Health

3 hearts

Navi:

"Bari

If you touch it, you will be
electrocuted!"



These larger versions of the Bari (that look very much like a Metroid) are very easy really, their only attack is to sit in one place and spin around. The only catch is they usually appear by falling from the ceiling. A simple sword slash will hurt you, so you're better off using Deku Nuts to stun them or a quick Spin Attack. Once damaged, they will split into three Bari. In general though, it's better to just avoid them altogether.



Normal Drops: Recovery Heart Rupees

Beamos

Threat:



Attacks:

♥ Laser (4d4)

♥ Explosion

Health

3 hearts

Navi:

"Beamos

Watch out for its searching beam!

I bet it doesn't like smoke to
get in its eye!"

These immobile statue enemies will slowly cast their gaze in a circle and shoot anything that moves with laser beams. The only way to defeat these menacing statues is to blow them up with something explosive, like Bombs, Bombchus or Bomb Flowers, which will explode on contact. Occasionally, they'll only stun however, so you might have to do it twice.



Normal Drops: Recovery Heart Rupees

Big Deku Baba

Threat:



Attacks:

- ♥ Contact 1d4
- ♥ snaps at you 1d4

Health

3hearts

Navi:

"Big Deku Baba
Hit it when it lunges at you, and
it will stand upright. Cut it
quickly to get a Deku Stick!"



These giant Deku Babas are exactly alike their smaller counterpart, just a little stronger and much bigger. Their weak spots are their head or the middle of their vine. A well timed Jump Attack can be most effective.



Normal Drops: Recovery Heart Rupees

Big Poe

Threat:



Attacks:

♥ Flame 1d4

Health

3 hearts

Navi:

"Big Poe

This Poe won't disappear even
if you stare at it. It moves
fast despite its size!"

In Hyrule Field in the future, there are Big Poes rather than Stalchildren. This, larger and more aggressive version of the Poes hang out in specific parts of the Field and will attack you if you get close. They drop flames from their lanterns rather than hitting you directly and conventional weapons don't work against them. To defeat them, you have to ride at them with Epona and use the Fairy Bow to take them out. After that, you can collect them in bottles and bring them to the Poe Salesman at the entrance to the Hyrule Town Market. If you can bring him all ten, he'll give you an empty bottle as prize. For a full listing of all the Big Poe locations, check out our [Big Poe Guide](#).



Normal Drops: Recovery Heart Rupees

Big Skulltula

Threat:



Attacks:

♥ Contact

♥ Spin

Navi:

"Big Skulltula

Its soft belly is its weak point!"



These giant variety of the skull spiders are very territorial. Although very limited in movement, they pose quite the obstacle and are awkward to defeat. If you attack their front side, it will make them rock back and forth and potentially hit you. Only their backside is vulnerable, so wait until they turn around (a stupid move on their part, no?) and strike them with your weapon of choice. Later on, you can use the Hookshot or Longshot to kill them in one hit from either side!



Normal Drops: Recovery Heart Rupees

Biri

Threat:



Attacks:

♥ Contact (Electrocute)

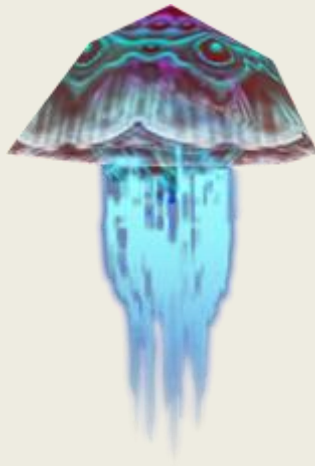
Navi:

"Biri

If you touch it, you will be
electrocuted!"



These floating jellyfish will shock you immediately upon contact and while they can be killed with your sword, it'll also hurt you. To kill them, using Deku Nuts and then your sword is effective, and so is a quick Spin Attack. Once you have the Boomerang, you can use that to easily kill them in a single hit! In general though, you can simply avoid them altogether.



Normal Drops: Recovery Heart Rupees

Blade Trap

Threat:



Attacks:

♥ Contact

Navi:

N/A

These spiked obstacles are invulnerable and come in two varieties: ones that move back and forth and ones that try to slice and dice you if you get close. Either way, they cannot be defeated, so just wait for them to get on the far side of you and sneak past. In some puzzles, you can use blocks or statues to put their path so they don't have much wiggle room.



Normal Drops: Recovery Heart Rupees

Blue Bubble

Threat:



Attacks:

♥ Contact

Navi:

"Blue Bubble

Guard against its blue flame with
your shield!"



These skulls can't be harmed until their flames are extinguished. You can do so by either running into them with your shield or stunning them with Deku Nuts or the Hookshot.



Normal Drops: Recovery Heart Rupees

Blue Tektite

Threat:



Attacks:

♥ Contact

Navi:

"Blue Tektite

It's hard to beat on the water.

Lure it onto the land!"



Alike their red counterpart, these enemies jump at you slowly and are best defeated using a vertical slash of your sword. This variety floats on the surface of water, which is the only difference. Using Deku Nuts may be handy when several of them are near you, or if you're trying to swim past a tricky area, you can shoot them with your bow ahead of time.



Normal Drops: Recovery Heart Rupees

Bokoblin Archer

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Arrow - ♥

Weaknesses

Sword

Bow



Bokoblin Archers can be found patrolling the Summit of Eldin Volcano and the Fire Sanctuary. Archers come in both Green and Red colors, and can be easily defeated with arrows from a distance, or the sword or bombs if you get close.

Read More about [Bokoblin Archer](#) at the [Zelda Dungeon Wiki](#).

Bokoblin (Cursed)

Threat: 

Location

Ancient Cistern

Attacks

Grab - 

Weaknesses

Sword



These harrowing foes are encountered in the dark and dirty underground catacombs of the normally pristine Ancient Cistern. They will rise out of the ground, usually in large groups. They can't be defeated with a regular sword, unless the fatal blow is used. Until you receive a more powerful sword

or use one of Koloktos' swords, it is better to simply avoid them.

Read More about [Bokoblin \(Cursed\)](#) at the [Zelda Dungeon Wiki](#).

Bokoblin (Green)

Threat: | | | | | | | | | |

Location

Faron Woods

Skyview Temple

Attacks

Sword - ❤️

Weaknesses

Goddess Sword - 4 hits



Green Bokoblin wield large hammers rather than the swords of their red counterparts. Some bokoblin can be found walking along tightropes. To defeat these foes, you can either use the motion plus controls to shake the tightrope while walking; or drop down, and while hanging on the rope, shake it to make the Bokoblin fall off. The Green Bokoblin will most likely be encountered on the ground as well, where his hammer is more of a threat, and you will need to use traditional methods to defeat them.

Read More about [Bokoblin](#) at the [Zelda Dungeon Wiki](#).

Bokoblin Leader (Blue)

Threat: | | | | | | | | | |

Location

Faron Woods

Deep Woods

Attacks

Machete - ♥

Weaknesses

Goddess Sword - 4 hits

These Bokoblins look much like regular Bokoblin except for the hat they wear, which signifies their status. Bokoblin Leaders will use their horn to call other Bokoblin to fight, and will continue to do so until you kill it.

Read More about [Bokoblin Leader \(Blue\)](#) at the [Zelda Dungeon Wiki](#).

Bokoblin Leader (Red)

Threat: 

Location

Faron Woods

Deep Woods

Eldin Volcano

Sandship

Attacks

Machete - ♥

Weaknesses

Goddess Sword - 4 hits



These Bokoblins look much like regular Bokoblin except for the hat they wear, which signifies their status. Bokoblin Leaders will use their horn to call other Bokoblin to fight, and will continue to do so until you kill it.

Read More about [Bokoblin Leader \(Red\)](#) at the [Zelda Dungeon Wiki](#).

Bokoblin (Red)

Threat: | | | | | | | | |

Attacks

Machete - ♥

Vine Club - ♥

Weaknesses

Goddess Sword - 3 hits



Bokoblins have a much different visual look this time around, taking on a more moblin-like appearance. They are commonly found in both field and dungeon areas. When they detect your presence, they will sprint towards you and strike at you with their sword.

Bokoblins wield small swords and will use them to block your attacks. They will move the sword from left to right, or hold it up, blocking directional attacks from your blade. Three successful hits from the Goddess sword will defeat a Bokoblin.

In the Eldin Volcano region, there is a different type of Red Bokoblin that will carry a club wrapped in vines.

If you shoot a Bokoblin with the Slingshot it will become dizzy for a couple of seconds, allowing you to get in a couple of sword slashes.

Bokoblin are afraid of bombs and the Beetle, so if Link either carries a bomb or flies the beetle towards them, they will run away.

Read More about [Bokoblin](#) at the [Zelda Dungeon Wiki](#).

Business Scrub

Threat:



Attacks:

♥ Deku Nut

Navi:

"Business Scrub

If you get close to it, it will hide
in the grass..."

Another variation of the Deku Scrub, these weak editions will be taken down in a single hit, even their own reflected Deku Nuts. After being vanquished, they will sell various things as a reward for defeating them.



Normal Drops: Recovery Heart Rupees

Chuchu (Blue)

Threat: | | | | | | | |

Attacks

Bite (every second) ♥

Weaknesses

Spin - 1 hit



This aquatic Chuchu can only be found underwater. They will hop onto Link's head and attempt to suffocate him until he shakes them off. They can only be defeated by using a spin attack to spin through them.

Read More about [Chuchu Blue](#) at the [Zelda Dungeon Wiki](#).

Chuchu (Green)

Threat: | | | | | | | | | |

Attacks

Gnaw (Each second)- ♥

Weaknesses

Sword - 1 hit (Small) 3 hits (Regular) 7 hits (Large) 10 hits (Extra Large)



The small variant of this Greenish blue Chuchus is first found in the Waterfall Cave on Skyloft. It will slowly move towards you, then gnaw on your leg when it gets close enough. One sword slash is enough to kill it.

The large variant is found in both Skyloft and the Ancient Cistern. Hit them with a vertical sword slash to separate it into two parts, then kill each part individually.

Read More about [Chuchu Green](#) at the [Zelda Dungeon Wiki](#).

Chuchu (Red)

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Weaknesses

Goddess Sword - 7 hits (Large), 3 hits (Regular), 1 hit (Small)



Encountered in the Eldin region, this glowing version of the Chu is much like its counterparts. They come in three different sizes: Large, Regular, and Small, making the difficulty of them vary. Just like all other chus, they need to be hit multiple times with the sword to be defeated.

Read More about [Chuchu \(Red\)](#) at the [Zelda Dungeon Wiki](#).

Chuchu (Yellow)

Threat: | | | | | | | |

Attacks

Bite - ♥

Contact - ♥

Weaknesses

Goddess Sword - 3 hits (Regular), 1 hit (Small)



These electrified chus are found in the Lanayru region. They will become electric for a few seconds, then act like normal chus for a few seconds after. To not take damage, Link must only attack them when the chus are not electrified.

Read More about [Chuchu Yellow](#) at the [Zelda Dungeon Wiki](#).

Cranioc

Threat: | | | | | | | | | |

Attacks

Ram - ❤️

Weaknesses

Sword



This fishlike monster is said to settle disputes with another of its species purely by the magnificence of its bulbous crowns. When this creature chooses its prey, it will turn red with excitement and charge head-on. To defeat it, you must spin attack into it, causing it to flip over, stunned. You must then perform another spin at the "X" on its head, killing it.

Read More about [Cranioc](#) at the [Zelda Dungeon Wiki](#).

Deku Baba (Blue)

Threat: | | | | | | | | | |

Attacks

Bite - ❤️

Weaknesses

Goddess Sword - 1 hit



Deku Babas greatly resemble their appearance from previous Zelda titles. They come out from underground and try to bite Link if he gets too close. A new feature is that when battling the Deku Babas, Link must slash in the direction that the enemy's mouth is open. Some Deku Babas need to be sliced vertically while others need to be sliced horizontally. Alternatively, Link can toss or roll a bomb towards a Deku Baba and it will gobble it up before exploding within its mouth.

Some Deku Babas can be seen hanging from walls or the ceiling and they are out of reach from Link's sword. In order to defeat these fellows, Link must use the beetle or arrows. After sending out the beetle, Link can track its direction so that it cuts down the deku babas from their stems, causing them to fall to the floor in defeat. Link can also use his bow and arrow to cut these deku babas from their stem, or shoot them in the mouth to kill them directly.

Earth Watcher

Threat: 

Attacks

None

Weaknesses

None



These creatures float close to the ground in the Silent Realm. They carry a lantern, and will alert the Guardians to Link's presence if he steps in the lantern's light.

Read More about [Earth Watchers](#) at the [Zelda Dungeon Wiki](#).

Eye Guardian

Threat: | | | | | | | | | |

Attacks

None

Weaknesses

Sword



Eye Guardians are eyes found on the walls of the Skyview Temple. Only found near doors, defeating them will open up the door they are near. To defeat them, Link must spin his sword around in a fast circle, confusing the Eye Guardian and killing it. Eye Guardians can come alone, or two to three at once. All must be defeated at the same time to open the door.

Read More about [Eye Guardian](#) at the [Zelda Dungeon Wiki](#).

Froak (Sand)

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Explode - ♥

Weaknesses

Sword - 1 hit

Slingshot - 1 hit

Gust Bellows- 1 hit (if blown against wall)



The Froak is an enemy that you encounter in the Lanayru Mining Facility. It will float around aimlessly with a smooth body, but when you draw near it will shoot out the spikes surrounding its body. It will continue to float, but this time towards you, and will damage you if it makes contact. Froak will explode when attacked or killed, so the sword is not the best way to deal with them. It is better to either use a long range attack such as the Slingshot or Bow, or to use the Gust Bellows to blow them into a wall.

Froak (Water)

Threat: | | | | | | | | | |

Attacks

Explode - ♥

Spikes - ♥

Weaknesses

Spin - 1 hit (Spin into wall)



These water-based blowfish enemies can be found in Lake Floria. They are like their sand brethren, floating around almost aimlessly until you draw near. Link can kill these enemies by using a spin to hit them into a wall, causing them to explode.

Furnix

Threat: | | | | | | | | | |

Attacks

Fireball - ♥

Weaknesses

Whip

Sword



These large birds are found in the Ancient Cistern. They can only be defeated after obtaining the Whip, and you will need to use it to pull the enemy down by its tail. Once this is done, you can then attack it with the sword to defeat it.

Guardian (Earth)

Threat: | | | | | | | | | |

Attacks

Sword - Death

Weaknesses

Tears of Light



These creatures roam the Silent Realm and will kill Link in a single blow. If Link steps in Waking Water or does not find a Tear in 90 seconds after starting or finding a previous Tear, they will activate and chase after him. If Link collects a Tear of Light, Earth Watchers will go inactive for a period of 90 seconds.

Read More about [Guardian \(Earth\)](#) at the [Zelda Dungeon Wiki](#).

Guardian (Flying)

Threat: | | | | | | | | |

Attacks

Sword - Death

Weaknesses

Tears of Light



These creatures roam the Silent Realm and will kill Link in a single blow. If Link steps in Waking Water or does not find a Tear in 90 seconds after starting or finding a previous Tear, they will activate and chase after him. If Link collects a Tear of Light, Earth Watchers will go inactive for a period of 90 seconds.

Read More about [Guardian \(Flying\)](#) at the [Zelda Dungeon Wiki](#).

Hornet

Threat: | | | | | | | | |

Attacks

Sting - ❤

Weaknesses

Sword



These hornets are found around nests located in the Deep Woods. If you venture close, or knock down their nest while close to it, they will chase after you and attempt to sting you. You can defeat them with a sword slash if necessary.

Hornets will also chase after and bother other enemies if they are near you. They don't actually do any damage, but do help to distract them. *Read More about [Hornet](#) at the [Zelda Dungeon Wiki](#).*

Hrok

Threat: | | | | | | | | | |

Attacks

Boulder - ❤️

Weaknesses

Bomb - 1 hit



These birds will sit on top of poles, waiting for you to come close. You can defeat them from a distance with the Bow and Arrow, or by picking up a bomb with the Beetle and dropping it on the bird from above.

Read More about [Hrok](#) at the [Zelda Dungeon Wiki](#).

Keese

Threat: | | | | | | | | |

Attacks

Bite - ❤

Weaknesses

Practice Sword - 2 hits

Goddess Sword - 1 hit

Beetle - 1 hit



Keese serve the same purpose that they have in previous Zelda titles. They are bat-like creatures that fly around the overworld and within dungeons with the primary purpose of trying to dive into you. When they are low enough to the surface, you can use a sword slash to defeat them. Alternatively, they can be defeated with almost any weapon that you have in your arsenal. Furthermore, you can defeat multiple keese at once with a single crack of the whip.

Keese attack by diving at you to bite you, and they will only do so when their eyes turn red.

Read More about [Keese](#) at the [Zelda Dungeon Wiki](#).

Keese (Dark)

Threat: | | | | | | | | |

Attacks

Contact - ❤

Weaknesses

Sword

Slingshot



This rare type of Keese is only found in the Fire Sanctuary. They act much like regular Keese, but if they make contact with you they will make your items unusable for a few seconds.

Read More about [Keese](#) at the [Zelda Dungeon Wiki](#).

Keese (Fire)

Threat: | | | | | | | | | |

Attacks

Bite - ♥

Contact - ♥

Weaknesses

Sword - 1 hit

Slingshot - 1 hit Beetle - 1 hit



Fire Keese are nearly identical to their regular counterparts. The obvious difference is that they are surrounded by flames and can burn Link. If a Fire Keese contacts Link it will burn any wooden material he has while also harming Link for a period of time.

Keese (Thunder)

Threat: | | | | | | | | | |

Location

Lanayru Mining Facility
Sandship

Attacks

Contact - ❤️

Weaknesses

Sword - 1 hit
Slingshot - 1 hit
Bomb - 1 hit
Beetle - 1 hit



Thunder Keese are found in the Lanayru region, and are electrified versions of regular Keese. They are defeated in the same way as their counterparts.

Read More about [Keese \(Thunder\)](#) at the [Zelda Dungeon Wiki](#).

Lizalfos

Threat: | | | | | | | | | |

Attacks

Fire - ❤️
Tail - ❤️

Weaknesses

Goddess Sword - 9 hits



Lizalfos resemble lizards with human-like attributes. They wield wooden shields, which they can use to block your attacks. They can simply block your direct attacks or hide under their shield for even greater protection from your blade. They can be defeated with the sword, bombs, or arrows.

Lizalfos (Dark)

Threat: | | | | | | | | |

Attacks

Contact - ♥

Weaknesses

Unknown



Dark Lizalfos are enemies that appear in the Ancient Cistern. They are more powerful enemies than the regular Lizalfos.

Read More about [Dark Lizalfos](#) at the [Zelda Dungeon Wiki](#).

Moblin (Wooden Shield)

Threat: 

Location

Faron Woods (Second Time)
Deep Woods (Second Time)
Inside the Great Tree
Lanayru Desert (Second Time)

Attacks

Spear - 

Weaknesses

Goddess Sword - 25 hits



A Wooden Shield Moblin is a giant purple monster that holds a spear and a large wooden shield. The moblin uses the shield to block your attacks, although it isn't very sturdy. You can slice the shield into pieces, leaving the moblin vulnerable to sword attacks. The moblin's primary attack is using its spear to wind back and deliver a thrusting blow at you. You can quickly dodge the attack and deliver a counter sword slash during the recoil period.

Read More about [Moblin \(Wooden Shield\)](#) at the [Zelda Dungeon Wiki](#).

Moblin (Iron Shield)

Threat: 

Location

Lanayru Desert
Faron Woods

Attacks

Contact - ♥

Spear - ♥

Weaknesses

Sword



An Iron Shield Moblin is a giant purple monster that holds a spear and a large Iron shield. The moblin uses the shield to block Link's attacks, and it is much sturdier than the wooden shield. The moblin's primary attack is using its spear to wind back and deliver a thrusting blow at Link. Link can quickly dodge the attack and deliver a counter sword slash during the recoil period.

Read More about [Moblin \(Iron Shield\)](#) at the [Zelda Dungeon Wiki](#).

Octorok (Grass)

Threat: | | | | | | | | | |

Attacks

Rock - ♥

Weaknesses

Shield - 1 hit (Deflect rock)

Sword



Octoroks are now land creatures that do not resemble their counterparts from older 2D Zelda titles. They also have some similarities to deku scrubs from previous Zelda games. Octoroks will shoot rocks towards you, but whenever you comes close, they will hide under patches of grass. In order to defeat an octorok, you can deflect the rocks back by lunging your shield forward knocking the rock back towards the enemy. You can also use the sword to slash the rock back, or use the whip to pull the octorok up from underground for a short period of time, allowing you to slash away with your sword.

Read More about [Octorok \(Grass\)](#) at the [Zelda Dungeon Wiki](#).

Octorok (Rock)

Threat: | | | | | | | | |

Location

Lanayru Desert

Attacks

Rock - ❤️

Weaknesses

Shield - 1 hit (Deflect rock)

Bomb - 1 hit



These types of Octoroks are found in the present Lanayru Desert. They hide under a rock, and will only lift it up when you are far enough away. They shoot rocks like all other Octoroks, which can also be deflected back at them. If you have no shield to deflect with, you can also roll a bomb at the Octorok or rock to kill it instantly.

Read More about [Octorok \(Rock\)](#) at the [Zelda Dungeon Wiki](#).

Octorok (Sky)

Threat: | | | | | | | | | |

Attacks

Rock - ♥

Weaknesses

Shield



Sky Octoroks can be seen on various island floating within the Sky. These Octoroks shoot rocks at you while you are flying in the Sky, and are very accurate in doing so. They are much large than other octoroks, and they can be defeated by dashing into them with the A button.

Read More about [Octorok \(Sky\)](#) at the [Zelda Dungeon Wiki](#).

Pyrup

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Weaknesses

Bombs



Pyrups are tiny seal-like creatures that hide inside walls or beneath rocks. They have a single antenna hanging from its head, the function of which is currently unknown. They attack by spraying a line of fire towards Link, and can also obstruct Link's path in this manner. They can be defeated by

throwing a bomb into the hole in the wall they hide in or the rock they hide beneath, killing the enemy in the process.

Read More about [Pyrup](#) at the [Zelda Dungeon Wiki](#).

Quadro Baba

Threat: | | | | | | | | | |

Attacks

Bite - ❤️

Weaknesses

Goddess Sword - 3 hits



The Quadro Baba is a stronger variation of the standard Deku Baba. It will attack you in the same ways as a standard deku baba by lunging towards you, attempting to bite you. Its mouth is divided into four parts, rather than the two halves that a standard deku baba will have. This will allow the quadro baba to alternate directions in which its mouth opens, meaning you will have to slash either horizontally or vertically, depending on how its mouth is open. Additionally, unlike standard deku babas, quadro babas take multiple hits to defeat and can be quite challenging.

Read More about [Quadro Baba](#) at the [Zelda Dungeon Wiki](#).

Remlit

Threat: | | | | | | | | | |

Attacks

Contact -

Weaknesses

Practice Sword - 2 hits



During the day, Remlits are normal cat-like creatures, but at night they turn into aggressive monsters that will attack you. You can't actually kill a Remlit, rather, hit it twice with your sword to stop it from attacking you. If you throw a Remlit after making it passive it will attack again, and the same will happen if they fall off the edge of Skyloft and fly back.

Read More about [Remlit](#) at the [Zelda Dungeon Wiki](#).

Sentrobe

Threat: | | | | | | | | | |

Attacks

Rock - ♥

Sentrobe Bomb - ♥

Weaknesses

Shield (Deflect rock)

Horizontal Slash (Sentrobe Bomb)



Sentrobe are flying creatures who have large eyes in the center of their bodies, with large shells on each side of the eye. The propeller on the top of its body make it appear to be a part of the Peahat and Seahat family. They will shoot rocks out of their eye to attack you, but you can deflect these back with your shield to kill the Sentrobe.

Sentrobe will also bring out two smaller enemies called Sentrobe Bombs that will fly towards you and hover for a moment before exploding. You will need to either horizontally or vertically slash them, depending on where the line through its body is located.

Read More about [Sentrobe](#) at the [Zelda Dungeon Wiki](#).

Sky Watcher

Threat: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Attacks

None

Weaknesses

None



Sky Watchers work in tandem with the Earth Watchers to protect the Silent Realm.

These Watchers are high in the sky and will chase after you if he draws too close. If you pass through this light, the Sky Watchers will set off a very loud sound. This will awaken the guardians and erase any protection time of the Tears of Light.

Read More about [Sky Watcher](#) at the [Zelda Dungeon Wiki](#).

Skulltula

Threat: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Attacks

Grab - ❤️

Weaknesses

Goddess Sword - 2 hits (or 1, see description)



Skulltula appear very much like their Twilight Princess predecessors. They are spider-like creatures with eight legs whose main attack is to dash its body towards Link. Skulltulas will appear in several different ways. Some just drop down the ceiling, others are hanging from a string, while some have full blown spider webs created to block your path. You can knock down skulltulas by breaking the string or spider web utilizing the beetle.

Once a skulltula is on the ground, you can then use an upward slash to knock the Skulltula on its back, revealing its weak spot. You can then use a fatal blow to kill it in one hit.

Read More about [Skulltula](#) at the [Zelda Dungeon Wiki](#).

Spume (Cursed)

Threat: | | | | | | | | |

Attacks

Fire Shot - ♥

Weaknesses

Shield



Cursed Spume can be found swimming in poisonous swamps. You can hit them with an Arrow shot to defeat them.

Read More about [**Spume \(Cursed\)**](#) at the [Zelda Dungeon Wiki](#).

Spume (Electro)

Threat: | | | | | | | | | |

Attacks

Electricball - ♥

Weaknesses

Bomb - 1



Electro Spume can be found in the Lanayru Desert and Mining Facility sand. You can either roll or throw a bomb at them, or use an arrow to kill them.

Spume (Magma)

Threat: | | | | | | | | | |

Attacks

Fireball - ♥

Weaknesses

Rolling Ball - 1 hit

Sword - 1 hit

Skyward Strike - 2 hits



Magma Spume can be found swimming in pools of lava. They will hop up from the lava to spit out a fireball towards you. These fireballs can be deflected using your shield to bounce them back. You can also use his sword to hit the fireballs, causing them to dissipate. Since this enemy is found in lava, you cannot use his sword to defeat them. Instead he will have to rely on projectile weapons such as the bow and arrow.

Read More about [Spume \(Magma\)](#) at the [Zelda Dungeon Wiki](#).

Staldra

Threat: | | | | | | | | | |

Attacks

Headbutt - ♥

Weaknesses

Sword - 1 hit



Staldra is a dragon-like enemy with three heads. To defeat Staldra, you must use a single sword slash to attack all three heads in a row. If you only hit one or two of the Staldra heads, then the chopped off heads will quickly grow back, restoring Staldra to full life.

Each of Staldra's eyes are an Electricish-blue color. However, when you come near, the eyes of

Staldra will turn red and it will dash forward trying to attack you. This can easily be avoided by just taking a step back or utilizing your shield.

Read More about [Staldra](#) at the [Zelda Dungeon Wiki](#).

Stalfos

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Sword Strike - ♥

Weaknesses

Sword



Stalfos are skeleton-like enemies that wield two large swords which they use both to block and to attack. You must attack from specific directions that are unprotected, requiring good timing and accurate sword slashes.

Stalfos has three main attacks. It will quickly swing one sword horizontally, perform a cross-chop with both swords, or raise both swords above its head in preparation for a powerful two-part attack. The Stalfos is defenseless while its swords are above its head, so this is your chance to run around behind it and slash away.

Read More about [Stalfos](#) at the [Zelda Dungeon Wiki](#).

Stalfos Warrior

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Sword Strike - ♥

Weaknesses

Sword



Stalfos Warriors look almost exactly like regular Stalfos except with some minor visual changes. They now have a small cap on their head with a plume hanging down from it, much like their appearance in Phantom Hourglass and Spirit Tracks.

The first phase of a battle with a Stalfos Warrior is identical to the battle with an ordinary Stalfos. They have two arms wielding large swords that will block your attacks. You must aim in specific directions with sword. After a number of hits, two more arms will emerge from the stalfos, with one holding another sword, and the other a massive axe. The three swords will now block three directions, forcing your attacks to be more precise in order to harm the stalfos. The stalfos will use the axe, as well as the three swords to attack you. Your shield can be used to block some of its attacks and even knock off its arms.

Read More about [Stalfos](#) at the [Zelda Dungeon Wiki](#).

Technoblin

Threat: | | | | | | | | |

Attacks

Electric Sword - ♥

Weaknesses



Technoblin wield large electric clubs that can be used to attack you. Their eyes are also electrified, giving the enemy a very different image. If you swing your sword and it hits the electrified sword you will take damage and be stunned for a couple of seconds. The trick is to either attack from the side it is not defending, or to wait until after it attacks, as it will be vulnerable to damage.

Read More about [Technoblin](#) at the [Zelda Dungeon Wiki](#).

Walltula

Threat: | | | | | | | | | |

Attacks

Contact - ♥

Weaknesses

Slingshot - 1 hit

Bow and Arrow - 1 hit



Walltulas are small spiders that can found crawling on vines. Their backs have a skull-like image which puts them in the skulltula family. Since they are found on walls and vines, they cannot be defeated using the sword. Instead, you must use a projectile weapon such as the Slingshot or Bow and Arrow.

Read More about [Walltula](#) at the [Zelda Dungeon Wiki](#).

Club Moblin

Threat:



Attacks:

♥ Club

♥ Shockwave

Navi:

N/A



This giant foe can be tricky to get close to. His club attack shoots off in your current location, so use it to your advantage and zigzag to get close, then run for his legs quickly and keep slashing until he dies.



Normal Drops: Recovery Heart Rupees

Cucco

Threat:



Attacks:

♥ Contact

Navi:

N/A



Hell hath no fury like a gaggle of chickens... Beat one of these feathered buzzards up enough and it'll call a few friends, which will chase you down and *kill* you. They cannot be defeated, so the only way to get them to stop is to leave the area or enter a building. Nobody messes with chickens. **NOBODY!**



Normal Drops: Recovery Heart Rupees

Deku Baba

Threat:



Attacks:

♥ Contact

♥ snaps at you

Navi:

"Deku Baba

hit it when it lunges at you, and it will stand upright. Cut it quickly to get a Deku Stick!"



These Venus fly trap-like enemies pose more of a threat than their wiggly counterpart. Their long, thin bodies allow them to stretch forward and snap at you quickly. Use your shield to get close and slice them in between strikes, or stand just outside their range and smack their head while it's extended, stunning it momentarily so you can go in for the kill. Depending on how you kill them, they will either drop a Deku Nut or a Deku Stick. [\[More\]](#)



Normal Drops: Recovery Heart Rupees

Deku Scrub

Threat:



Attacks:

♥ Shoots Deku Nuts

Navi:

"Deku Scrub

It will hide in the grass if you get close to it. Bounce the nuts it spits back at it!"



These bushy enemies will burrow into their nests to avoid damage. Use ranged attacks or reflect their nuts back at them with your shield to force them out of their nests. Kill them before they can return to it.



Normal Drops: Recovery Heart Rupees

Dinalfos

Threat:



Attacks:

♥ Sword Slash

Navi:

"Dinolfos

Use your shield well and fight
with (Z) Targeting techniques!"

This harder version of the Lizalfos is a lot smarter, attacking you two or more at a time and dodging your attacks fairly effectively. They move quickly and will jump in to slash away when they get a chance. Focus on one and defeat it before trying to attack both.



Normal Drops: Recovery Heart Rupees

Dodongo

Threat:



Attacks:

♥ Fiery Breath

♥ Tail Swipe

Navi:

"Dodongo

Watch out for its fiery breath!

Use (Z) Targeting techniques!"



These giant lizards are slow moving and bulky, but watch out because they do a lot of damage if you're not careful. Their primary attack is to breathe fire at you, which makes them sit still for a while. By getting close, you can make them do this, then quickly circle around and smack their tail (the only place they're vulnerable). They'll howl and spin around quickly, so get out of the way or else their tail will hit you. Circle around and repeat the process. You can even do a jump attack on their tail with a Deku Stick to take them out in one hit! If you can position yourself right, you can throw a

Bomb or Bomb Flower in front of them and they'll swallow it, destroying them in one go! The other way to kill them is to simply... Shoot them with the slingshot between their attacks...



Normal Drops: Recovery Heart Rupees bombs

Door Mimic

Threat:



Attacks:

♥ Falls on you

Navi:

N/A

These simple enemies look just like regular doors. They do nothing unless you try to "open" them, which will make them fall on top of you. Aggravating as that is, they can be quickly avoided once you see them wiggle after attempting to go through them, and as one of the Gorons earlier mentioned, and they die rather simply with a Bomb blast. You can easily tell which doors are real because real ones indent into the wall, while fake ones stick out a little ways. Just keep an eye out for this before you open any and you should easily defeat any trickery that would befall you otherwise.



Normal Drops: Recovery Heart Rupees

Eye Switch

Threat:



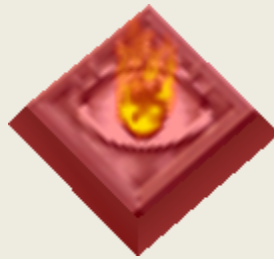
Attacks:

♥ --> ♥♥ Flame

Navi:

N/A

Some of these puppies are fake and will shoot fire at you. Deflect their flames with your shield, then aim your Fairy Bow at it and wait for it to open its eye. One shot will do the trick.



Normal Drops: none

Fire Keese

Threat:



Attacks:

♥ Contact

Navi:

"Fire Keese

Destroy it before it flies into
you! If you don't, its flames will
burn up your Deku Shield!"

If a regular Keese comes in contact with a flame, it'll become a Fire Keese, which is the same, except it can do additional damage by making you burn after it hits you. Kill them like you would any other Keese, just don't equip your Deku Shield so it doesn't get burned. The Slingshot is a good choice, as is guarding with the Hylian Shield and letting them hit that first. If you do catch on fire, slash your sword or roll to put it out.



Normal Drops: Recovery Heart Rupees

Floormaster

Threat:



Attacks:

♥ Charge

♥ Life Leach (half heart per second)

Navi:

"Floormaster

When it splits up, destroy all the pieces before they reunite!"

These spider-like hands will scurry along the floor searching for prey. When they spot you, they'll turn green and rush towards you. While they're green, they're invulnerable. Wait until they're caught off guard and attack quickly. When "defeated" they'll split into three smaller hands that try to latch onto your face and suck the life out of you and potentially reunite to become a full strength Floormaster again! Deku Nuts, Din's Fire or a Spin Attack are all effective ways to kill the little ones...



Normal Drops: Recovery Heart Rupees

Flying Jars

Threat:



Attacks:

♥ Flies into you

Navi:

N/A

If things weren't bad enough in these dungeons, now you have possessed pottery to worry about! If you approach a jar and it reveals itself to be evil porcelain, just use your shield.



Normal Drops: Rupees

Flying Tile

Threat:



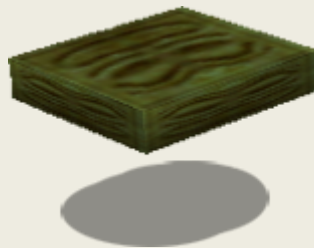
Attacks:

♥ Contact

Navi:

N/A

This simple enemy will only be seen once in the entire game. The floor tiles themselves float up and fly towards you. They can be killed with just about anything, but probably your sword or Deku Nuts work the best. The better alternative is to simply use your shield, or just dodge them...



Normal Drops: None

Freezard

Threat:



Attacks:

♥ --> ♥♥ Icy breath

Navi:

"Freezzard

Watch out for its freezing
breath! Destroy it completely
before it revives."

These enemies are a little tricky when mixed with other foes. They attack very slowly and consistently, blowing frigid air in your direction. If its breath comes in contact with you, you'll be stuck in a block of ice, taking loads of damage. Wait for a gap in their attack and jump in for the kill! A good way to do so is to use your Hookshot for the initial attack. Watch out, because some of them are invisible and will appear at a distance and slide towards you silently in a sneak attack. If you do get hit, press A as fast as you can to break out of the ice, otherwise, it'll keep hurting you.



Normal Drops: Recovery Heart Rupees Magic Jar

Gerudo Guard

Threat:



Attacks:

♥ Puts you in brig if they see you

Navi:

N/A



Until you get the Gerudo Membership Card, the Gerudos in the Gerudo Fortress area are not entirely friendly and will toss you in their little brig of sorts if they see you. You can wait until they patrol past you in order to sneak past, or you can use various weapons to stun them easily. The Fairy Bow or Sword are by far the best stuns as they lasts until you leave the area. Strange that they don't "sound the alarm" when they wake up though... Video game logic for ya =)



Normal Drops: Recovery Heart Rupees

Gerudo Thief

Threat:



Attacks:

- ♥ Sword
- ♥ Spinning Jump Attack

Navi:

"Gerudo Thief

When she drops her guard,
attack! If you don't defeat her,
you'll be captured!"

These guards can be tricky. Use Z targeting and your shield to defend. Get close to strike, just be careful for her jumping attack, which will take you out in one hit. After using it though, her defense is down momentarily. Take advantage of that.



Normal Drops: Recovery Heart Rupees

Gibdo

Threat:



Attacks:

♥ Chilling stare

♥ sucks the life out of you! (Damage per second)

Navi:

"Gibdo

Its gaze will paralyze you. If it
bites you, tap any button to
escape!"

Another variation of the ReDead, there really isn't anything different. If you get caught in their line of sight, they'll freeze you for a few seconds, giving them a chance to get close and potentially jump on top of you, biting on you. Munch munch... To avoid that, try to sneak up behind them or use Deku Nuts or the Sun's Song to stun them, then simply attack them from behind.



Normal Drops: Recovery Heart Rupees Magic Jar

Gohma Larva

Threat:



Attacks:

- ♥ Contact
- ♥ Stabbing pounce

Navi:

"Gohma Larva

Look out when it gets ready to pounce!



These weird two-legged bug-like enemies change colors shortly before they pounce on you. They hatch from eggs, which can be destroyed with a single slash of your sword before they hatch. If you're not fast enough, two regular swipes or a Jump Attack will dispose of them.



Normal Drops: Recovery Heart Rupees

Gold Skulltula

Threat:



Attacks:

♥ Contact

Navi:

"Gold Skulltula

This is also known as a Spider of the Curse. If you defeat it, you'll get a token as proof!"



These spiders are part of a curse that keeps a family in Kakariko in the form of Skulltulas. Defeat them and collect their tokens to get nifty rewards.



Normal Drops: Token

Green Bubble

Threat:



Attacks:

♥ Contact

Navi:

"Green Bubble

Use your sword when its green
fire vanishes!"

These flaming skulls simply stay fairly stationary or follow a specific path, blocking the way or patrolling. In most cases, they're easily avoided, and can be killed quite simply by stunning them with your shield (walking into them) or Deku Nuts, then finish them off with your sword.



Normal Drops: Recovery Heart Rupees Magic Jar

Guay

Threat:



Attacks:

♥ Contact

Navi:

"Guay

Destroy it before it flies into
you!"

These obnoxious enemies are very similar to Keese in that they fly around and will pursue you if you come into their sight. They're only found outdoors and die with one hit from just about anything.



Normal Drops: Recovery Heart Rupees Magic Jar

Ice Keese

Threat:



Attacks:

♥ --> ♥♥ Freezes you

Navi:

"Ice Keese

Destroy it before it flies into
you!"

As one would expect, if one of these frosty flaming bats touches you, you will become frozen. Try not to let that happen ;)



Normal Drops: Recovery Heart Rupees Magic Jar

Iron Knuckle

Threat:



Attacks:

♥♥♥♥ Ax

Navi:

"Iron Knuckle

Watch out for its ax attack!

It hurts a lot! Strike when it
drops its guard!"



These behemoth warriors clad in armor are quite the force to be reckoned with. Their powerful ax can take a good chunk out of your life in a single swing. The best method is to lure them to attack, then rush in and get a hit between strikes. Bombs and Bombchus can damage them too, but it's harder for the second part of the fight. Halfway through the battle, they lose a layer of armor and run faster, but it also makes them more vulnerable to your sword. If you can time it well, lure them to attack, jump back, and just as they are finishing their attack, and use a Jump Attack to deal lots of damage before they can retaliate. Use the Deku Stick + Jump Attack combo or the Biggoron Sword to deal with these enemies quickly. If you're having trouble with them, use Nayru's Love to become invincible for a short period of time; unfortunately they still knock you over when you get hit, but they won't take a good chunk out of your life this way.



Normal Drops: Recovery Heart Rupees

Keese

Threat:



Attacks:

♥ Contact 1d4

Health

1 Heart

Navi:

"Keese

When you get close to it, use
(Z) Targeting. Even if it flies
away, you can still target it."

These simple bats are in most of the dungeons in the game. They often hang on the walls or ceilings and begin moving when you come close. If there is a torch nearby, they will fly into it to become either Fire or Ice Keese, making them much more deadly. Projectile weapons are effective against them, but so is your sword and shield. Just be ready to Z Target them when they get close.



Normal Drops: Recovery Heart Rupees Magic Jar Monster Claw

Leever

Threat:



Attacks:

♥ Contact

Navi:

"Leever

Watch its movements closely and
let it go by!"



These dumb enemies are huge spinning... Things that pop out of the ground and spin towards you. They're a pain to avoid and even harder to kill. When they first appear, they begin moving towards the direction you're traveling. Use this to your advantage and either zigzag as they're appearing or change the direction you're traveling a little after they appear. You can also get on top of rocks to keep them from attacking.



Normal Drops: Recovery Heart Rupees Magic Jar

Like

Threat:



Attacks:

♥ Eats you!

Navi:

"Like

An enemy that eats shields and certain clothes. Beat it quickly to get your gear back!"

These obnoxious piles of spam are always hungry. If you get too close, they'll reach out towards you (making their front side invulnerable) and suck you in if you're too close. If they do manage to get you, they'll steal your shield and your special tunics if you're wearing one. If you don't kill them fast

enough after that, they'll digest them completely. Slash them between their attacks when they're vulnerable as quick as you can!



Normal Drops: Recovery Heart Rupees Magic Jar

Lizalfos

Threat:



Attacks:

♥ Sword Slash

Navi:

"Lizalfos

Use your shield well and fight
with (Z) Targeting techniques!"



These lizard-men use swords to swipe at you. They usually come in pairs, but only attack you one at a time and swap every other hit they take. They attack quite slowly and are very vulnerable the rest of the time. Use your shield to get close and slash them. Alternatively, you can shoot them from afar with your Slingshot, or stun them with Deku Nuts. Either way, three hits with the Kokiri Sword will finish them.



Normal Drops: Recovery Heart Rupees Magic Jar

Mad Scrub

Threat:



Attacks:

♥ Deku Nut

Navi:

"Mad Scrub

If you get close to it, it will hide
in the grass..."



Very similar to the Deku Scrubs, these enemies shoot three Deku Nuts at a time. Either shoot them with your Slingshot, throw down Deku Nuts, or reflect their nuts back at them, then chase them down with your sword.



Normal Drops: Recovery Heart Rupees Magic Jar

Moblin

Threat:



Attacks:

♥ Spear charge

Navi:

N/A



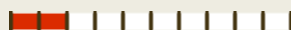
These pig-like enemies are only found in the Sacred Forest Meadow. Allow they're very weak, they're hard to avoid if they see you and will pummel you into a wall abruptly. Use the slots in the walls to your advantage and inch your way closer. The Hookshot is very effective on both sides, but both your sword and Bombs can only harm them from behind.



Normal Drops: Recovery Heart Rupees Magic Jar

Octorok

Threat:



Attacks:

♥ Rock

Navi:

"Octorok

Bounce back the rocks they spit
at you!"



These octopus-like enemies surface in the water to shoot rocks at you. If you get to close, they'll submerge themselves, so they can be annoying to conquer. To kill them, any ranged attack will do, but you can also just reflect their rock with your shield.



Normal Drops: Recovery Heart Rupees Magic Jar

Parasitic Tentacle

Threat:



Attacks:

♥ Tentacle Slap

Navi:

"Parasitic Tentacle?

It seems that the narrow part is

its weak point... You need a particular item to destroy it!"

These giant tentacles hang from the ceilings in certain rooms within Jabu-Jabu's Belly. They can only be killed using the Boomerang on the narrow part of their body. Simply Z target them and walk in circles, throwing your Boomerang whenever they get low enough.



Normal Drops: None

Peahat

Threat:



Attacks:

- ♥ Slice
- ♥ Peahat Larva

Navi:

"Peahat

Its weak point is its roots!"

These obnoxious enemies fly around attempting to chop you in half with their spinning propeller blades. They're vulnerable to projectile attacks as well as the soft "root" area underneath, which you can circle around and attack with your sword. Sometimes they will fly up high in the air and make PeaHat Larva, which are miniature versions of itself that are invulnerable, but die quickly. They will also spit these things out if you attack them while they're still in the ground. The best plan is to avoid these large enemies altogether, it's just not worth the trouble.



Normal Drops: Recovery Heart Rupees Magic Jar

Peahat Larva

Threat:



Attacks:

♥ Slice

Navi:

"Peahat Larva

Defend with your shield!"

If you find yourself in an encounter with these spinning plants of doom, you can either keep running to avoid them, or confront them. They're pathetically weak, but awkward because of the way they fly around quickly and usually in pairs of three. You can defeat them by shooting them with quick ranged weapons, using Deku Nuts, your sword, or simply using your shield and running into them on purpose, causing them to wobble around until they hit the ground.



Normal Drops: Recovery Heart Rupees Magic Jar

Poe

Threat:



Attacks:

♥ Contact

♥ Lantern

Navi:

"Poe

If you stare at it with (Z)

Targeting, it will disappear..."



These particular enemies are found only in graveyards and will repeatedly become invisible (and invulnerable). They attack by flying towards you and hitting you with the lantern they carry. To defeat them, you must resist the urge to use Z Targeting (because they won't become visible). Get close to taunt them, use your shield to defend, then wait for a gap in their attacks and slash away.



Normal Drops:

Red Bubble

Threat:



Attacks:

♥ -- ♥♥ Contact (burn)

Navi:

"Red Bubble

Guard against its attack with
your shield!"

By far, the most annoying variation of these skull enemies, the Red Bubbles often appear from bodies of lava and jump towards you, bouncing off the ground and other solid objects until they fall back into the lava only to appear a short time later. They only appear at specific, set points, however, so once you memorize these areas, you can simply avoid them. If you see one, the best course of action is

usually to just use your shield, deflecting them and getting rid of their flame, allowing you to slash them with your sword.



Normal Drops: Recovery Heart Rupees

ReDead

Threat:



Attacks:

♥♥♥+ Life Drain

♥ Chilling Stare

Navi:

"ReDead

Its gaze will paralyze you. If it
bites you, tap any button to
escape!"



These zombie-like creatures move around slowly, freezing you for several seconds if you fall within their sight. This makes it easy for them to get close, and eventually climb atop you and chew on you - mash the A button repeatedly to get them off. They're best defeated by sneaking up behind them and slashing away with your sword. Stunning them with either the Deku Nuts or Sun's Song makes them much easier to handle.



Normal Drops: Recovery Heart Rupees Magic Jar

Red Jelly

Threat:



Attacks:

♥ Deadly wiggle of doom!

Navi:

N/A

These odd squiggly, hot blocks of angry tofu will start wiggling around like crazy when you draw near. Who knows why they hate us so much? In any case, you can stun them using your Boomerang, thus transforming them into a platform for a short time.



Normal Drops: None

Red Tektite

Threat:



Attacks:

♥ Contact

Navi:

"Red Tektite

Lock on to it as it jumps with (Z)

Targeting!"



These crab-like enemies will jump in your direction if you come into view. Get close using your shield, then use vertical sword slashes to work wonders on these very mobile enemies. Alternatively, you can sneak around them, causing them to turn slowly. Using Deku Nuts to stun them can be an effective strategy to getting a good shot at a Jump Attack.



Normal Drops: Recovery Heart Rupees Magic Jar

Shabom

Threat:



Attacks:

♥ Contact

Navi:

"Shabom

If you try to cut it, it will bounce
off your blade!"



The name of these enemies comes from the Japanese word "Shabondama," meaning "soap bubble." These things are easily avoided, but should you desire to kill them, (they drop goodies often,) your sword and slingshot are good options. Deku Nuts also work great for big groups of them. In fact, they're *so* weak, you can even kill them with a simple roll (although tricky).



Normal Drops: Recovery Heart Rupees Magic Jar

Shell Blade

Threat:



Attacks:

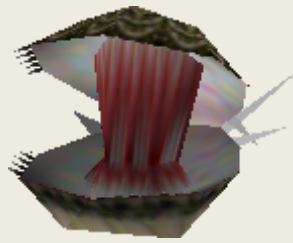
♥ Contact

Navi:

"Shell Blade

Its internal muscle is its
weak point!"

These giant clams will spin around and "chomp" towards you, pointing the spikes on their back in your direction. Running away and then turning to face them is usually your best option. Once you get close, they'll reveal their weak mouth for a split second. Shoot them with a ranged weapon or dive in for the kill with your sword. In large groups, it may be wise to use Din's Fire, which can kill them all in one hit...



Normal Drops: Recovery Heart Rupees Magic Jar

Skull Kid

Threat:



Attacks:

♥ Shooting Needles

Navi:

"Skull Kid

Is this what happens to kids who
wander into the forest? It looks
like he doesn't like grownups."

These mysteriously shy creatures from the past are now wild and hostile. They're only found in the Lost Woods and they disappear as soon as you get close or try to attack them. Watch out for their poison needles, which stick into walls and can still hurt you until they disappear.



Normal Drops: None

Skulltula

Threat:



Attacks:

♥ Contact

♥ Spin

Navi:

"Skulltula

Its soft belly is its weak point!"



Although very limited in movement, they pose quite the obstacle and are awkward to defeat. If you attack their front side, it will make them rock back and forth and potentially hit you. Only their backside is vulnerable, so wait until they turn around (a stupid move on their part, no?) and strike them with your weapon of choice. Later on, you can use the Hookshot or Longshot to kill them in one hit from either side!



Normal Drops: Recovery Heart Rupees Magic Jar

Beamos

Threat: | | | | | | | | |

Attacks

Laser - ♥

Weaknesses

Goddess Sword - 3 hits (Large), 2 hits (Regular)



Beamos are multilayered totem-pole like objects that are made up of different electrified parts. These enemies can be defeated by slicing apart different sections of their body. The beamos will shoot out a laser beam from its eye, but this attack can be deflected using the shield.

Read More about [Beamos](#) at the [Zelda Dungeon Wiki](#).

Aracha

Threat: | | | | | | | | | |



Attacks

Bite (every 2 seconds) - ♥

Weaknesses

Sword - 1 hit

Slingshot - 1 hit

Bomb - 1 hit

Beetle - 1 hit

These small one-eyed scorpions are found in the Lanayru Mining Facility. They are baby scorpions, resembling the boss of the Lanayru Mining Facility, Moldarach. They will attack by jumping on a body part of Link and biting him. They can be defeated by every damaging weapon in one hit.

Aracha will sometimes leave behind a Jelly Blob when defeated.

Skullwalltula

Threat:



Attacks:

♥ Contact

♥ Charge

Navi:

"Skullwalltula

Be careful not to touch it!"

These spiders are found only on vertical surfaces. If you get too close, they will rush towards you and knock you off the wall. It's possible to sneak past them when they're turned the other way, but the use of ranged weapons easily shows them whose boss.



Normal Drops: Recovery Heart Rupees Magic Jar

Spike

Threat:



Attacks:

♥ Contact

Navi:

"Spike

Aim for it when it retracts its
spikes!"

These simple enemies only come after you when you get close, spinning slowly towards you. They're only really deadly underwater and can be easily avoided by running away. If you wait long enough or they hit you, they'll curl into a rock. At any point you can Z target them and use your Hookshot to force them into their cocoon, and then do away with them.



Normal Drops: Magic Jar

Stalchild

Threat:



Attacks:

♥ Swipe

Navi:

"Stalchild

Don't be afraid of the Stalchild!
Just attack it repeatedly!"

These skeletal enemies appear only at night in Hyrule Field as a child. If you walk for a little ways, they will bury themselves back into the dirt, only to reemerge later. While they are easy to defeat with two hits of just about anything, their numbers are endless. Just stay on the roads to avoid confrontation. Also, while it's technically not any different, occasionally a giant one appears!



Normal Drops: Recovery Heart Rupees Magic Jar

Stalfos

Threat:



Attacks:

♥ Sword

♥♥ Jump Attack

Navi:

"Stalfos

Lure it close to you and watch its movement carefully! Attack it when it drops its guard!"



These skeletal warriors make their return from previous Zelda titles. Watch out for their jump attack, which can do a great deal more damage to you than their regular sword attacks. Use Z targeting to get close while using your shield, then take a quick stab as soon as you see them let their shield down. Try to circle around them when they jump at you. Also, if you get right in their face, you can easily "force them" to attack and get a quick stab in. If done right, you can take them out very quickly this way...



Normal Drops: Recovery Heart Rupees Magic Jar

Stinger

Threat:



Attacks:

♥ Contact

♥ Dive

Navi:

"Stinger

Destroy it before it flies into you!"

These stingray-like enemies have the ability to float in and out of the water, then dive at you at high speeds. Although weak, they can be unpredictable and are quite dangerous in large groups. Close attacks work, but ranged attacks are much easier to defeat them. Keep Deku Nuts handy so you can stun them if they get too close (such as diving towards you). As long as you're quick and are aware of their location, these enemies pose little danger. When they're in the floor, you can walk over them to lure them out of the ground, then quickly shoot them with your Slingshot.



Normal Drops: Recovery Heart Rupees Magic Jar

Tailpasaran

Threat:



Attacks:

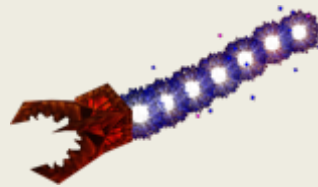
♥ Contact (Electrocute)

Navi:

"Tailpasaran

Its tail is its weak point!"

These long, floating, glowy enemies are electric, alike almost every enemy in this dungeon. Their head is invulnerable, so their only weak spot is their blue body. Once again, if you use your sword, you'll be harmed, so the only way to really defeat them is to either use Deku Sticks or the Boomerang. They're also pretty easy to avoid, so that may be a better option.



Normal Drops: Recovery Heart Rupees Magic Jar

Torch Slug

Threat:



Attacks:

♥ Contact

♥ Jumps at you

Navi:

"Torch Slug

When the fire on its back is
extinguished, it will run away.

Destroy it before it relights!"

These flaming puddles of goop have quite the personality. If they see you, they'll relentlessly follow you around, jumping at you until you are out of reach. They can rack up quite a bit of damage, so quickly use any attack you deem appropriate. If you're catching them off guard, your sword will easily do the job, otherwise, Deku Nuts are quite effective. Once they've been hit, their flame will be extinguished, leaving them vulnerable and scared. Chase them down and smack away at them before their flame returns to defeat them. Once you have acquired the Megaton Hammer, you can use it to hit the ground, flipping them and making them completely helpless. Heh.



Normal Drops: Recovery Heart Rupees Magic Jar

Wallmaster

Threat:



Attacks:

♥ Takes you away

Navi:

"Wallmaster

Watch out for its shadow on the
floor. Destroy it before it goes
back up to the ceiling!"

One of the most annoying enemies in the entire series, these giant, evil hands will fall from the ceiling and snatch you away, taking you all the way back to the beginning of the dungeon! You can tell when they're in the room by the sound they make and the shadow that appears below you. To kill them, wait until the shadow is pretty large, then run away. When you hear them thump on the ground, turn back around and slash away at them twice to kill them before they jump back to the ceiling.



Normal Drops: Recovery Heart Rupees Magic Jar

White Bubble

Threat:



Attacks:

♥ Contact

Navi:

"White Bubble

Aim for it when it stops!"

Definitely the weakest variation of the Bubbles, this particular variety simply spins around and moves around the room quickly, staying in place for brief moments. Wait till they stop moving, then attack.



Normal Drops: Recovery Heart Rupees Magic Jar

White Wolfos

Threat:



Attacks:

♥ Swipe

Navi:

"White Wolfos

Lure it close to you and watch
its movement carefully! Attack it
when it drops its guard!"

This snowy rendition of an old enemy fights the same way. Just Z target it and keep your shield up. Right before it slashes, back up so it turns around, then stab it in the back to deal extra damage! It shouldn't be a problem for you...



Normal Drops: Recovery Heart Rupees Magic Jar

Withered Deku Baba

Threat:



Attacks:

♥ Contact

Navi:

"Deku Baba

Though it looks withered, it will
hurt you if you touch it!"

These withered versions of the regular Deku Baba are incredibly weak. They don't even attack and a single hit from any attack of your own will kill them. The only way for them to hurt you is if you walk into them. I think we can handle them, don't you? When defeated, they will always drop a Deku Stick, making them often times conveniently placed in rooms with a few unlit torches. Funny how that works, huh?



Normal Drops: Recovery Heart Rupees Magic Jar

Wolfos

Threat:



Attacks:

♥ Swipe

Navi:

"Wolfos

Draw it close to you and watch its movement carefully! Attack it when it drops its guard!"

These wolf like enemies will circle around you, then come in and quickly swipe at you with the long claws on their forepaws. Use Z targeting techniques to get close and avoid their attacks, then slash them when their guard is down. You can kill them quickly by using a Jump Attack (Z + A) when they're back is to you. Also, while Z targeting one, any others nearby won't attack you. Using Deku Nuts or the Hookshot to stun them can be an effective strategy as well.



Normal Drops: Recovery Heart Rupees Magic Jar

RECURRING CHARACTERS

Agitha

Agitha first appears in *Twilight Princess*. She is a cheery ten-year old girl who calls herself the "Princess of Bugs" and sees the good in things. She lives in a house in Hyrule Castle Town that is her personal castle, normally out in the garden during the day. Thinking he was a grasshopper when they first met, Agitha asks Link to help her collect twelve pairs of Golden Bugs for a ball she is having, with the promise of awards for his help. Agitha returns in *Hyrule Warriors* as a playable character, armed with her parasol and using her golden bugs to fight for her.



Anju

Anju first appears in *Ocarina of Time* but is unnamed and generally referred to as the "Cucco Lady." She resides in Impa's old house in Kakariko Village. She says that she is allergic to Cuccos, and hers are always escaping from their pen. The first time that Link rounds them up for her, he receives an empty bottle in return.

Majora's Mask is the first of the *Zelda* series in which Anju is named. She is troubled over the disappearance of her fiancé, Kafei. In a lengthy side-quest resulting in the reunion of those betrothed, Link can acquire several masks: the Keaton Mask, the Kafei Mask, the Postman's Hat, and the Couple's Mask.

Anju reappears in *The Minish Cap*, wherein she again employs Link's help to retrieve her Cuccos, compensating with rupees and a Piece of Heart.



Beedle

Beedle, also known as Terry in different localizations of the games, is a traveling merchant who sells Link numerous items to help aid him as well sometimes exotic items. He also values his consumers with rewards discounts. He first appears in *The Wind Waker* where he can be found around numerous islands in the Great Sea on his boat shop.

In *The Minish Cap*, Beedle appears in Hyrule Town selling Picolyte after Link fuses kinstones and clears the area with Gust Jar.

In *Phantom Hourglass*, his role is the same as that in *The Wind Waker* as well he sells boat parts.

In *Spirit Tracks* his role is the same but instead of a boat, he is seen soaring above in a balloon across New Hyrule. Link has to bring the boy from Aboda Village to Beedle to fulfill his dream of flying which Beedle agrees to have him on board and as well to obtain a Force Gem.

In *Skyward Sword* his role is the same, traveling from his island home to Skyloft in a pedal-powered wooden shack with helicopter-type propellers.



Biggoron

Biggoron, like his name suggests, is a Goron who is approximately the size of a mountain. He first appears in *Ocarina of Time*, where he can be found sitting atop Death Mountain, scratching at his dry eyes. At the close of a time-centric trading sequence, Link gives the giant special Eye Drops; in return, Biggoron repairs Link's broken Goron's Sword, which is then made unbreakable and renamed Biggoron's Sword. He has a brother half of his size named Medigoron who resides in the second level of the Goron city and will sell Link a (breakable) Goron's Sword for a steep price.

In *Majora's Mask*, Biggoron has been cursed with invisibility by the Skull Kid, and sits at the far end of the narrow ridge which leads to Snowhead Temple, blowing gusts of wind to prevent anyone from traversing the path (which caused the Goron Darmani to fall off and die). Once Link learns the Goron's Lullaby, he uses this to lull Biggoron to sleep, thus making the giant fall off the cliff and allow access to the temple.

In *Oracle of Seasons*, Biggoron can be found at the top of Goron Mountain, where he is suffering from a terrible cold. Link gives him some Lava Soup for this illness in exchange for the Goron Vase. (Through a linked game with passwords, Link can tell Biggoron a password which then gives Link Biggoron's Sword.)

In *The Minish Cap*, he resides in the mountains near Veil Falls, only appearing once Link fuses kinstones with a Goron in a cave near Lon Ranch. The giant is hungry, and asks Link for a shield to eat; when Link returns, after Biggoron has eaten, he presents Link with the Mirror Shield.

In *Phantom Hourglass*, Biggoron is not his usual monstrous size, but of normal Goron height—though he remains the largest on Goron Island. Here he has a son named Gongoron. Link is required to answer his questions in order to be allowed further exploration of the island; when he responds correctly, he is then titled Goro-Link.



Dampé

Dampé is an old mysterious friendly gravekeeper who appears in multiple games. He can be recognized by his pale skin and hunched back.

He first appears in *Ocarina of Time* where he can be found in the Kakariko Village graveyard. As child Link he's usually inside his hut sleeping and just sunset for a few hours he appears outside where he provides a mini-game for Link to try to win a piece of heart. As Adult Link, Dampé is dead and Link has to enter his grave in order to claim the hookshot. Once inside, Dampé's ghost challenges him to a race which Link has to follow him so to obtain it without failing.



In Majora's Mask, he can be found in Ikana Graveyard where during the day he walks around outside however takes an entire day for him to go back to his hut. If Link wears the Captain's Hat whilst talking to him, he gets scared and quickly rushes inside. On the final day, he can be found underground of the graveyard looking for a treasure which Link helps him find.

In Four Swords Adventures, he is found at the graveyard in the swamp area. Link can talk to him which he warns Link that he shouldn't be out late and tells about the Forest of Light.

In The Minish Cap, he is found in the Royal Valley in western Hyrule where Link can fuse with him kinstones and even gives Link the Graveyard key.

In A Link between Worlds, he appears as the caretaker of the graveyard near the sanctuary.

Great Fairy

Great Fairies appear in all of the games as giant fairies that reside in springs called "Great Fairy's Fountains". They are much older than other fairies, and are thus much more powerful. Most of those depicted wear dresses, full-length or knee-length, though in Ocarina of Time, Majora's Mask and Twilight Princess, they are more risqué. According to their figurine in The Wind Waker, they were born on the Angular Isles, and are destined to aid the "Great Hero", Link. In all games, they will completely refill Link's health. In some of their appearances, they will reward Link with new items or upgrades of his items or meters, usually for merely visiting them, though sometimes he must complete a task. These tasks usually involve some selflessness on the part of the player.



Guru-Guru

Guru-Guru is a bald, bearded man who's always seen playing the "Song of Storms" on what looks like an organ grinder. He first appears in Ocarina of Time where he's found inside the Windmill in Kakariko Village, happily playing away. In the future, he's angry because 7 years ago a young boy played the Song of Storms with a magical ocarina, messing up the windmill. Unaware Link is that same boy, he teaches him the "Song of Storms", and Link returns to the past to fulfill his predetermined destiny, draining the well to access the next dungeon.

In Majora's Mask he's part of the Gorman Troupe set to play at the Clock Town Carnival. During the day he can be found playing in the troupe's room in the Stock Pot Inn. He's found at the Laundry Pool during the night, because his playing annoys the other members greatly. Sometime before Link's arrival to Termina, he was a member of a different troupe, led by a dog. Out of anger and jealousy, he steals from the leader the Bremen Mask, and gives it to the player after confessing his story. By wearing the mask and marching, Link can make some animals follow him.

In Oracle of Seasons, he's found beside a windmill again in the Eastern Suburbs of Holodrum. Here, Link can trade him the engine grease for a phonograph to continue the trading sequence for the Noble Sword.



Malon

Malon (マロン Maron?) has appeared in several games in the series, and is almost always found at Lon Ranch with her father Talon.[20] Like the series' protagonist, Link, and its namesake, Princess Zelda, Malon is depicted with many varying incarnations. Her largest appearance is in Ocarina of Time, where she interacts with Link on various occasions when he visits the ranch. Link helps her and her father with their ordeals while Malon mainly raises Epona, and teaches Link Epona's Song, which can call the horse to Link at any time. In other games, she has smaller roles, involving Link helping her and Talon.

In Oracle of Seasons, she and her father breed Cuccos north of Horon Village near Eyeglass Lake in Holodrum. As part of the trading quest, if Link gives her the Cuccodexterity, she'll give him the Lon Lon Egg.

In Four Swords Adventures, the four Links guide Malon to her father, Talon, when her path is blocked by castle knights. Upon reuniting her with Talon, he gives the Links permission to use his horses, which appear when one of the Links touch a carrot. She also makes an appearance in The Minish Cap, in which Link helps her and Talon back into their house by finding a key, later moving to the town to sell Lon Lon Milk.



Malon does not appear in Majora's Mask, but both the child and adult versions of Malon appear as the sisters "Romani" and "Cremia", separate characters who own Romani Ranch in the northeastern area of Termina. On his first visit to the ranch, Link learns that Epona had been found by Romani since being separated from him in the beginning of the game. In exchange for reclaiming Epona, Romani asks Link to help protect the ranch and its cows from otherworldly creatures. Later, Link is offered by Cremia to ride into town with a shipment of milk, which must be protected from masked bandits.

In Link's Awakening it is thought that Malon appears as "Marin", the daughter of "Tarin", who finds Link shipwrecked on the beach and takes him to her home. She can sing and usually attracts the attention of animals around her who will sit and listen to her song.

Though Malon and Talon don't appear in Twilight Princess, allusions to the characters can be found in the names of two of the youths from Link's home village: Malo and Talo. The music that plays in Hyrule Field during the nighttime has Malon's singing voice through most of it.

Maple

Maple is an apprentice witch serving under her grandmother Syrup. She first appears in Oracle of Seasons and Oracle of Ages, frequently flying by Link on her broomstick. Upon crashing into Link, he and Maple will both drop their items, prompting a race between them to gather up as much of it as possible. As the game continues, Maple will upgrade her broomstick to a vacuum cleaner and, in a linked game, a U.F.O., each being faster and making the item races more challenging. Maple is also a part of the trading sequence in both games, as she seeks a Lon Lon Egg in Seasons and a Touching Book in Ages.



In the Game Boy Advance remake of A Link to the Past, Maple appears inside the magic potion shop as the salesclerk, replacing the unnamed shopkeeper character from the original version of the game. In A Link Between Worlds it is hinted that the witch who runs the magic shop is also named Maple, though it is unclear if she is meant to be the same character.

Mutoh

Mutoh is an old and short-tempered boss of a group of carpenters who are responsible for building structures around Hyrule and other lands. However his employees are always lazy or either lost to which he has to yell at them. He first appears in Ocarina of Time where during the present he's busy constructing a building in Kakariko Village. Seven years later in the future, they're found in Gerudo Valley where all the carpenters except for Mutoh are captured by the Gerudo after a failed attempt in



joining them. Link later has to help free them so they can escape. In this game only, he has two children, Anju and Grog.

In *Majora's Mask*, his carpenters are busy getting ready for the Clock Town carnival however Mutoh is busy arguing to the mayor to keep the carnival running whilst the guards are arguing to close the fair in fear that the moon will fall from the sky. On the Final Day he's the only one found outside the clock tower as everyone has fled. However, in the final scene, he is seen running towards Stone Tower.

In *Oracle of Ages*, here he is responsible for building the bridge connecting Nuun Highlands to Symmetry City in Labrynna. However all the carpenters have scattered across the highlands and he asks Link to find them so they can build the bridge.

In *The Minish Cap*, he is found in Hyrule Town where if Link fuses kinstones with him, the carpenters will construct houses for either Nayru, Din or Farore to live in. When not working, they're located in the sawmill in the town.

Postman

The Postman is an unnamed character who appears in multiple titles. A similar man appears in *Ocarina of Time* not as a postman but as a man running around Hyrule, copying an extinct race of rabbits. Link sells him the Bunny Hood, causing him to run faster. Seven years later he is living with the carpenters of Kakariko Village outside the Gerudo Fortress entrance, where Link is given the option of racing him; despite much speculation and frequent rumors to the contrary, it is not possible to win this race.

He first debuts as the Postman in *Majora's Mask*, where he runs around delivering mail in Clock Town. He always tries to be on schedule as well when the moon gets closer he's seen running quicker. Link can obtain the Postman's Hat after delivering the mail on the third day to which he then flees the town. Whenever he speaks, he says "Ya!" loudly, though this practice was discontinued in later games.

In *Oracle of Ages* he is a human (being Hylian/Terminian in the last two) again as a Postman at the Post Office in Lynna Village in Labrynna. Here he is unable to deliver the mail on time due to not having a clock. Link later gives him the Poe Clock, prompting him to rush out to deliver the mail. In his haste, he leaves behind Stationery, which Link takes.

In *Minish Cap* he's seen running around Hyrule Town making deliveries. He works together with another post office worker named Stamp, the two of whom start a newsletter once Link and the Postman fuse Kinstones.

In *The Wind Waker* Koboli is a Rito mail sorter who is said to have descended from a postman long ago. He has a striking resemblance to the postman in "*Majora's Mask*" and it is likely that he is the descendent of that postman.



In *Twilight Princess*, he appears whenever Link walks into a certain area, and delivers mail from other characters and unknown sources. He's also found in certain places at certain times, such as in Telma's bar where he wonders what food to buy, or in the Zora's domain wondering which exact Zora his mail is to be delivered to. When Link is in his wolf form, he automatically transforms into human form to receive the mail. In this game, there is a glitch that can send the postman running to his death over a cliff.

In *Phantom Hourglass* when Link approaches a wiggling mailbox, the Postman flies over to him with a winged backpack and reads the mail aloud.

In *Spirit Tracks* he looks similar to the *Phantom Hourglass* mailman, but has no wings. He gives people their mail, and is depressed by the fact that he can only hand out letters.

Skull Kid

Skull Kid, known in Japan as Stalkid (スタルキッド, Sutaru Kiddo), is a character who first appears in the Nintendo 64 video game *The Legend of Zelda: Ocarina of Time*. He is dressed in a red cloak and hat covering an underlayer of clothing. There are a few Imps (Skull kid is an imp) that can be found in the Lost Woods, a maze-like forest. They play a memory game with Link as a child, and reward him if he plays a particular song for them on his ocarina.[21] However, if Link, as an adult, meets Skull Kid, he shall attack him out of fear.



In the direct sequel, *The Legend of Zelda: Majora's Mask*, the Skull Kid is seen cavorting with a pair of fairies named Tatl and Tael. He serves as the main antagonist in the storyline after stealing a mask called Majora's Mask which grants him great power but corrupts him.[22] Under the influence of its power, he cursed many of the inhabitants of Termina, Link included, and caused the moon to fall toward Clock Town. He also treats Tatl and Tael poorly. He is thwarted when his old friends the Four Giants of Termina stop the moon from falling and Link defeats Majora. Afterward, Skull Kid befriends Link and reunites with his fairies as well as the Four Giants. At the end, the Skull Kid notes that Link "smells a lot like that fairy kid who taught me that song in the woods," suggesting that he is the same Skull Kid as seen in *Ocarina of Time*.[23]

Skull Kid also makes an appearance in the Nintendo GameCube/Wii game, *The Legend of Zelda: Twilight Princess*. Chronologically a century after the events in *Majora's Mask*,[24][25] Skull Kid is the sage or keeper of the Lost Woods. He has the ability to open doors in the Sacred Grove, to guide Link to the Master Sword and the Temple of Time on two different occasions. For that, the Skull Kid challenges him by playing a game of hide-and-seek with him. Like before, the Skull Kid still plays music with his instrument, which he uses to summon his puppets.[citation needed] Skull Kid made a cameo appearance in *Super Smash Bros. Brawl* as a pair of stickers.[26] He also appears in *The Legend of Zelda* manga, under his Japanese name, Stalkid.[citation needed] Soon after the events of *Ocarina of Time*, Link met the Skull Kid in the Lost Woods, who was one of the Skull Kids who work for the Bagu Tree, the evil rival of the Deku Tree.[citation needed]

Syrup

Syrup is a friendly old witch who first appears in Oracle of Seasons and Oracle of Ages. She specializes in selling restorative potions and is Maple's grandmother. In Oracle of Seasons her shop is found in Sunken City in Eastern Holodrum where it can only be accessed during winter. During the quest for the Noble Sword, Link has to trade with her a Mushroom for a Wooden Bird, and she will not sell Magic Potions until she receives the Mushroom. In Oracle of Ages, her shop is located in Yoll Graveyard during the present in Labrynna. At one point, Link has to use one of her Magic Potion to cure the King Zora's illness.



In The Minish Cap, her shop is found in the Minish Woods. Link has to purchase from her the Wake-Up Mushroom for Rem the Shoemaker so to wake him up. At first she only sells Blue Potions, but after Link fuses kinstones with a Minish in South Hyrule Field, she will then start selling Red Potions.

Though not named, similar witches like Syrup appear in A Link to the Past and Link's Awakening. In A Link to Past she can be found in Eastern Hyrule outside her shop while her apprentice (Maple in the Game Boy Advance version) tends the shop itself. Link can find her a Mushroom from the Lost Woods which she can use to complete her potion and which Link can use. In Link's Awakening, the shop can be found in Koholint Prairie on Koholint Island. She asks Link to find the Sleepy Toadstool so for to make some Magic Powder to give to Link and instructs him to use it on unlit torches.

Talon

Talon is the father of Malon and owner of Lon Lon Ranch who first appears in Ocarina of Time. Link first finds him sleeping outside Hyrule castle, which Malon has asked to find him. Link uses a cucco to wake him up, and then hurries back to find Malon. Later, if Link heads to Lon Lon Ranch, he can participate in a mini-game to earn a bottle of milk. Also at the farm is his farmhand Ingo, who seven years later is given the ranch by Ganondorf to take-over, which forces Talon to stay at Kakariko Village. However, he returns once Link defeats Ingo in a horse race.



In Majora's Mask, in Termina (which is set in a parallel universe), Talon is known as Mr. Barten and is the bartender of the Milk Bar in Clock Town. On the Final Day he doesn't leave the town over the falling moon and instead stays at the bar.

In Oracle of Seasons, his farm is found north of Horon Village, where he's again with Malon where they raise Cuccos. Talon is found sleeping at Mt. Cucco; if Link wakes him up with the Megaphone, he'll give him the Mushroom as part of the trading quest.

In Four Swords Adventures, he's seen briefly when Link returns Malon after rescuing her. He allows Link to use their horses by collecting carrots.

In The Minish Cap, he can be found at Lon Lon Ranch east of Hyrule Town where he's lost his keys to his house. However, Link is able to find the spare key by shrinking to help them get inside.

SPECIAL CHARACTERS

Link/ Dark Link



Level 1: 3 Hearts

STR 18 INT 18

DEXTERITY18 WIS 18

CON18 CHA 18

Starting Class: Hero (ignores Prerequisites)

Race: Hylian

+1 Fort +1 Ref 1+ Will

At level 5 gains master sword

Starting Techs	Trained Skills
• Targeting	• Acrobatics
• Quick draw	• Initiative
• Roll Attack	• Perception
• Pre counter	• Play Instrument
• Quick on your feet	•
• Jump attack	•
• Spin attack	•
• Weapon proficiency	•
○ Simple	○
○ Swords	○
○ Shield	○
○ Bows	○

Line choices Magic or no magic

Level	Magic	No Magic	Hearts
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2	Sword Beam	Parry LVL 1-2	4
3	Magic Spin attack	Ending Blow	5
4	Back Slice	Shield attack	6
5	Helm Splitter	Back Slice	7
6	Parry LVL 1-3	Helm Splitter	8
7	Alignment	Parry LVL 3	9
8	Skill Focus	Mortal Draw	10
9	Hurricane spin	Skill Focus	11
10	Skill Focus Acrobatics	Jump Strike	12
11	Power Thrust	Skill Focus Acrobatics	13
12	Lucky Shot	Great Spin	14
13	Ice and Fire Arrow	Lucky Shot	15
14	Ending Blow	Quick attack	16
15	Dins Fire	Will	17
16	Farore's Wind	Alignment	18
17			19
18	Nayru's Love	Bomb Arrow	20

Level 18: 20 Hearts

Zelda/ Sheik



Level 1: 3 Hearts

STR 10 INT 20

DEXTERITY18 WIS 30

CON14 CHA 22

Starting Class: Sage (ignores Prerequisites)

Impa



Level 1: 3 Hearts

STR 15 INT 20

DEXTERITY 22 WIS 20

CON 16 CHA 22

Starting Class: Sage (ignores Prerequisites)

Princess Ruto

Darunia

Veran



Veran, the Sorceress of Shadows, is the primary antagonist of *The Legend of Zelda: Oracle of Ages*. She, like General Onox, is being used by Koume and Kotake to fill the land of Labrynna with sorrow. She succeeds in her goal by possessing Nayru, the Oracle of Ages, and later, and Queen Ambi. Even though Link defeats her, her purpose is still fulfilled, enabling the resurrection of Ganon.

General Onox



General Onox, the General of Darkness, is the primary antagonist of The Legend of Zelda: Oracle of Seasons. Doing the bidding of Koume and Kotake, Onox throws the seasons of Holodrum into chaos, in order to cause enough damage to the peaceful land to light the Flame of Destruction, a necessary step in resurrecting Koume and Kotake's master, Ganon. Interestingly, artwork depicts the Gerudo symbol on Onox's armor, a symbol also found on the clothing of Veran, his villainous counterpart from The Legend of Zelda: Oracle of Ages.

Ganondorf



Level 1: 3 Hearts

STR 30 INT 20

DEXTERITY10 WIS 14

CON14 CHA 22

Starting Class: Hero (ignores Prerequisites)

Demise

Level 1: 3 Hearts

STR 30 INT 26

DEXTERITY20 WIS 24

CON120 CHA 22



Stage 1 80 Hearts

Stage 2 70 Hearts

Electric Sword Contact - 1d4

Ram - 2d4

Sword Slice - 8d4

Sword Swing - 8d4

Electric Sword Swing - 10d4

Ghirahim



Level 1

STR +8

DEXTERITY+8

CHR +6

FORT 30

REF 30

WILL 100

4d4, Sword

Sword Dash 6 square dash 2d4 extra damage

Projectile 1d4

Parry Lv1-3

Catch sword

Stage 1 30 hearts

Stage 2 30 hearts

Stage 3 20 hearts with an increase of 10 Fort and 5 REF



Level 2

FORT 50

REF 50

WILL 100

6d4 Sword

Sword Dash 6 square dash 2d4 extra damage

Projectile 1d4

Parry Lv1-3

Catch sword

Stage 1 40 hearts

Stage 2 50 hearts

Stage 3 30 hearts with an increase of 10 Fort and 5 REF



Level 3

FORT 80

REF 80

WILL 100

8d4 Sword

Sword Dash 6 square dash 2d4 extra damage

Projectile 1d4

Parry Lv1-3

Catch sword

Stage 1 50 hearts

Stage 2 80 hearts

Stage 3 40 hearts with an increase of 10 Fort and 5 REF

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