

the Legend of
ZELDA
the Book of mudora

PLAYER'S HANDBOOK

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INTRODUCTION

The rules of Zelda d20 were based upon the rules of Dungeons and Dragons 3.5. Thus, you will need a D&D 3.0 or 3.5 handbook for reference, but you will not use it extensively. Players may incorporate as much or as little of the D&D world as they wish, such as magic spells or items. We encourage relying on the D&D handbook as little as possible for a more authentic Zelda experience.

HOW TO PLAY

Actual gameplay for Book of Mudora generally follows that of Dungeons and Dragons (or whatever pen and paper system you choose to use) with Zelda-style characters, equipment, and enemies. However, we have made some changes to the game's basics.

The character sheet for Book of Mudora is very similar to that used by D&D3.5 with a few key differences.

Health is measured in hearts, not overall hit points. Each heart is worth four hit points. Each character begins with three hearts; fill this out by putting the number four in three of the heart boxes on the character sheet. At each level, characters roll a Heart Die to add hearts to their overall healths.

In the Skills section, note that all characters can use the Perform: Music skill. In the Zelda universe, musical aptitude is as important as Move Silently or Search. Book of Mudora utilizes music many ways, including songs as offensive attacks. A musical instrument (such as a flute or harp) increases the character's ability to perform music well. If a character does not have an instrument, he can still hum or whistle a tune with no musical instrument bonus.

In the Skills section, note that there is no Knowledge: Arcana skill. In the Zelda universe, magic is generally related directly to the goddesses (example: Din's Fire in Ocarina of Time) and therefore could be seen as more like clerical magic. If a character needs to assess a magical situation, the player should roll a Knowledge: Religion check.

A character's six base statistics are sub-divided as follows:

Courage: Charisma and Dexterity

Power: Strength and Constitution

Wisdom: Wisdom and Intelligence

The Courage, Power, and Wisdom scores—*not* the base statistics—determine whether a character is capable of performing certain songs or casting certain spells.

Alignments are reduced from nine possibilities to four: Courage, Power, Wisdom, and Shadow. These do not bear nearly as much importance in Zelda d20 as they do in D&D.

Dungeons and Dragons is run by the Dungeon Master (DM); other games are run by the Game Master (GM). In keeping with the initials in this naming tradition, the person running a Zelda d20 game is properly called the SM, for Shigeru Miyamoto.

RACES OF HYRULE

GERUDO

Background

A race of almost entirely women, the Gerudo populate the deserts of Hyrule and the shores of Termina. One male is born to them every hundred years; it is assumed that they reproduce by mating with the other human races (Hylians or Sheikah). They are infamous pirates and thieves.

Characteristics

Gerudo have red hair, golden eyes, round ears, and brown skin—whether this is through natural colouring or tanning under the desert sun is unknown. Those in charge tend to wear their hair long in a high ponytail, while servants cut their hair short.

Rolling

Roll a Gerudo as a human with +1 Dex, +2 Bluff, +2 Forgery, +2 Move Silently, and +2 Sleight of Hand.

Favoured Class

Thief.



GORON

Background

Often mistaken for rocks, Gorons populate mountainous areas, whether snowy or fiery. They are incredibly durable, able to resist fire and lava, but are rather slow and dim-witted. They are very heavy and cannot swim or breathe underwater. They value strength above all else. Slow to trust outsiders, they are intensely loyal once their trust is won.

Characteristics

Appearing as a cross between a boulder and a sumo wrestler, the average Goron is at least five times heavier than the average Hylian. Gorons are immune to fire and lava, including fire and lava attacks. However, they can sink in deep lava as they would in water.

Rolling

Roll a Goron as an average human with weight adjustments; +4 Strength, +4 Constitution, -2 Intelligence, -2 Charisma.

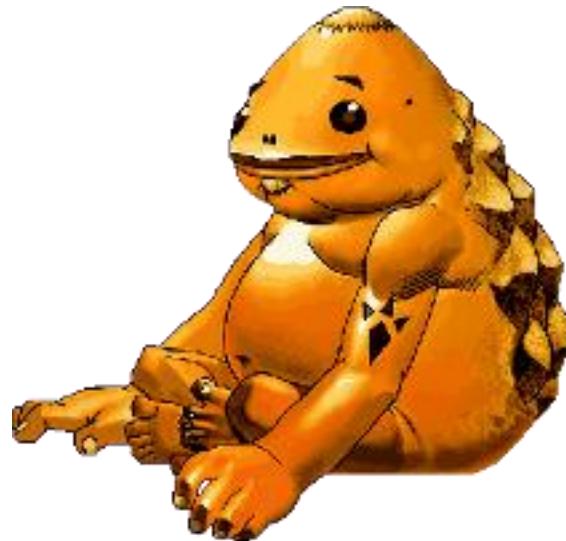
Favoured Class

Slayer.

HYLIAN

Background

The Hylians were the first race to establish organized civilization in Hyrule, and as such they populate the largest and most powerful countries. They



are unique among Hyruleans in that they tend to organize themselves in large cities.

Characteristics

Hylians have long, pointed ears, but otherwise tend to be identical to humans in build and colouring. They also have an innate talent for magic, making them suited to a number of classes.

Rolling

Treat as human.

Favoured Class

Hero.

KOKIRI

Background

The Kokiri live in the Kokiri Forest under the care of their guardian fairies and the Great Deku Tree, never to grow up. They have a symbiotic relationship with the Kokiri Forest, and it is said that they cannot leave or they will die. The Kokiri are highly magical beings, making them well-suited to any class that frequently uses magic.



Characteristics

Grown Kokiri are indistinguishable from Hylian children except for their fairy companions. Kokiri tend to have brown, blonde, or green hair and blue or purple eyes. They must return to the Kokiri Forest for a full night of rest every week, or they will sicken and die.

Rolling

Treat as Halfling; a Kokiri must have a fairy familiar.

Favoured Class

Sage

RITO

Background

The Rito originally evolved from the Zora—from the sea to the sky! The ability to fly makes them invaluable for communications, and many Rito become postal workers. They are not born with wings; these they acquire later in life.



Characteristics

Rito are unique among the sentient races of the Zelda universe (apart from fairies) in that they possess the ability to fly. They have sharp foot-talons which they can use as weapons.

Rolling

Treat as Raptorian.

Favoured Class

Minstrel.

SHEIKAH

Background

The Sheikah, sometimes called the Shadow Folk (due to their ninja-like ability to melt into the shadows, not a connexion to the Twilight Realm) are close cousins of the Hylians. A secretive, magical race, they are devoted to serve the Three Goddesses and the Royal Family of Hyrule.

Characteristics

While they are almost identical to Hylians, Sheikah have distinctive white hair and red eyes. They usually display the Sheikah symbol somewhere on their persons, either on clothing or as a tattoo.

Rolling

Treat as human; +1 Dex, +1 Con; +2 Knowledge: History, +2 Knowledge: Nobility & Royalty, +2 Sense Motive, +2 Hide, +2 Move Silently.

Favoured Class

Minstrel.



TWILI

Background

The Twili began as a group of dark sorcerers who used “old magic” known as the Fused Shadows. They were banished to the Twilight Realm after attempting to take the Triforce. They eventually adapted to their new surroundings and established a new culture in the Twilight Realm.

Characteristics

Twili resemble Hylians in shape, but are taller and thinner. They have pale skin marked with glowing lines and red-blonde hair, and wear clothing as shadows. Twili are the only race that is not automatically proficient in all Zelda weapons; however, all Twili have innate magical abilities stronger than those of Hylians and can use their hair as a powerful third hand.

Rolling

Treat as human; +2 Charisma, +2 Wisdom, +5 Disguise

Twili have a number of special attacks that they can perform with their hair at a distance of up to 50 feet. These attacks are dependent on Charisma, not Strength:

Grapple: A Twili can use his hair to lift and manipulate objects. Use double the Charisma modifier when rolling DC. If using hair to grapple an enemy, apply the Charisma modifier instead of strength and double it.

Palm strike: A Twili can use his hair to do lethal damage with an unarmed strike. Roll the damage as normal for an unarmed strike, but double the Charisma modifier.

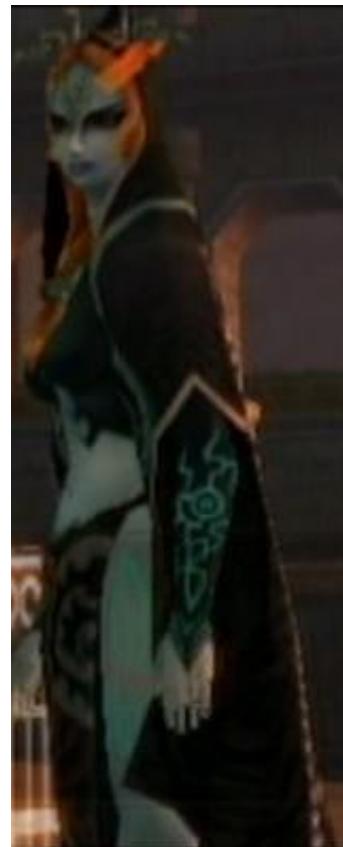
Impale: A Twili can use his hair as a spear to impale an opponent. Treat the strike as a longspear, but double the Charisma modifier.

Favoured Class

Thief.

ZORA

Background



The Zora are a dolphin-like race that tend Hyrule's rivers and seas. They are ruled by a monarch and are the only known race to hatch out of eggs.

Characteristics

While especially vulnerable against fire and ice attacks, Zora can breathe underwater and are excellent swimmers. An adventuring Zora must have a drink of water every hour or suffer a -1 temporary Constitution penalty for each hour without water. After half a day without water (sleeping at night excluded), blindness sets in. A Zora who is completely away from water for too long will die.

Rolling

Treat as human; -2 AC against fire or ice attacks, +2 Wisdom, +2 Intelligence, +5 Swim

Favoured Class

Minstrel



CLASSES OF HYRULE

KNIGHT

Knights do not know how to use any magic. Instead, they have trained themselves in Hyrule's many exotic and magic weapons. They compensate for their lack of magical abilities with proficiency in special attacks, such as the Helm Splitter.

At each level, Knights add 1d2 hearts to their overall health.

Key ability: None.

Class skills: Treat as Fighter.

Skill points at first level: Treat as Fighter.

Skill points at each additional level: Treat as Fighter.

Class features: Treat as Fighter.

Fighting skills that knights may learn are as follows:

- Ending Blow (level 1): If a Knight suspects that his enemy is near death, he may attempt an Ending Blow. If the enemy is indeed at 25% of its health and the strike succeeds, he finishes it off regardless of how much damage the strike would have actually done. If he misses, his sword gets stuck in the ground for one round.
- Shield Attack (level 2): Use shield as a bludgeoning weapon without taking a penalty.
- Back Slice (level 3): Move to flank an enemy even if the distance is more than usually allotted.
- Helm Splitter (level 4): Strike once with the shield. If the shield blow hits, the Knight may flip over the enemy and roll another strike with a close-range, single-hand weapon.
- Mortal Draw (level 5): Draw a weapon as a free action. Mortal Draw only works with bladed weapons, and cannot be used if the Knight does not strike with the weapon.
- Jump Strike (level 6): After hitting the enemy directly in front, the Knight may roll a second time to attempt to strike the front enemy and two enemies to either side of it. This technique takes a full round.
- Great Spin (Level 7): This move takes two rounds. In round one, the Knight charges his sword. In round two, the Knight strikes all enemies in the squares touching his. The Knight will lose the charge if he is struck between round one and round two.
- Up Thrust (Level 8): The Knight can thrust his sword up into the enemy's chin, doing double damage.

HERO

Heroes do a little bit of everything—some fighting and some magic.

A Hero's magic meter is determined by the character's highest Attribute score—Courage, Power, or Wisdom. That number is equal to the number of Magic Points that the character has to spend on magic spells. Heroes may perform any kind of magic; however, their Magic Points are limited.

At each level, Heroes roll 2d3. Those points may be distributed among the character's total Courage, Power, and Wisdom scores (but do not affect the attributes used to determine the original score).

The number of spells, blessings, and magic-related songs that a Hero may know is the same as his Hero level plus two.

Fighting skills that Heroes may learn are as follows:

- Ending Blow (level 1): If a Hero suspects that his enemy is near death, he may attempt an Ending Blow. If the enemy is indeed at 25% of its health and the strike succeeds, he finishes it off regardless of how much damage the strike would have actually done. If he misses, his sword gets stuck in the ground for one round.
- Shield Attack (level 2): Use shield as a bludgeoning weapon without taking a penalty.

- **Back Slice** (level 3): Move to flank an enemy even if the distance is more than usually allotted.
- **Helm Splitter** (level 4): Strike once with the shield. If the shield blow hits, the Hero may flip over the enemy and roll another strike with a close-range, single-hand weapon.

At each level, Heroes add 1 heart to their overall health.

Key ability: None.

Class skills: Treat as Fighter.

Skill points at first level: Treat as Fighter.

Skill points at each additional level: Treat as Fighter.

Class features: Treat as Fighter.

MINSTREL

Minstrels travel throughout Hyrule, performing for eager crowds—and gathering information along the way. A minstrel is often a trusted familiar whose visits bring news of the outside world. Minstrels often use a bit of magic to protect themselves during their travels.

A minstrel's magic is determined by the character's Wisdom score. That number is equal to the number of Magic Points that the character has to spend on spells. Minstrels can only use Wisdom and Shadow-related blessings, spells, and songs.

At each level, minstrels roll 2d3. Those points are added to the character's total Wisdom score (but do not affect the attributes used to determine the original Wisdom score.)

The number of spells, blessings, and magic-related songs that a Minstrel may know is the same as his Minstrel level plus two.

At each level, Minstrels add 1 heart to their overall health.

Key ability: Wisdom.

Class skills: Treat as Bard.

Skill points at first level: Treat as Bard.

Skill points at each additional level: Treat as Bard.

Class features: Treat as Bard.

SAGE

While almost everyone in Hyrule can use a little magic, there are some who specialize in it. Each spell comes from one of the goddesses, and all Sages must meet the minimum Courage, Power, or Wisdom score required to cast it.

A Sage's magic is determined by the character's combined Courage, Power, and Wisdom scores. That number is equal to the number of Magic Points that the character has to spend on spells. Sages can use any kind of magic.

The number of spells that a Sage may know is equal to double his level plus two.

At each level, Sages roll 2d6. Those points may be distributed among the character's total Courage, Power, and Wisdom scores (but do not affect the attributes used to determine the original score).

At each level, Sages add 1 heart to their overall health.

Key ability: Any.

Class skills: Treat as Sorcerer.

Skill points at first level: Treat as Sorcerer.

Skill points at each additional level: Treat as Sorcerer.

Class features: Treat as Sorcerer.

SLAYER

Slayers are fighters, trained to find and kill the enemy through any means, physical or magical. Some Slayers take dirty jobs—mercenaries and assassins. Others use their skills to protect.

A Slayer's magic is determined by the character's Power score. That number is equal to the number of Magic Points that the character has to spend on spells. Slayers can only use Power and Shadow-related blessings, spells, and songs.

At each level, Slayers roll 2d3. Those points are added to the character's total Power score (but do not affect the attributes used to determine the original Power score.)

The number of spells, blessings, and magic-related songs that a Slayer may know is the same as his Slayer level plus two.

At each level, Slayers add 1 heart to their overall health.

Key ability: Power.

Class skills: Treat as Fighter.

Skill points at first level: Treat as Fighter.

Skill points at each additional level: Treat as Fighter.

Class features: Treat as Fighter.

THIEF

Thieves are tricky characters, bold and sly. Their skills aren't strictly relegated to thievery, though that is their specialty. Thieves often use a bit of magic to aid them in their capers.

A Thief's magic meter is determined by the character's Courage score. That number is equal to the number of Magic Points that the character has to spend on spells. Thieves can only use Courage-related spells. Thieves can only use Courage and Shadow-based blessings/spells/songs.

At each level, thieves roll 2d3. Those points are added to the character's total Courage score (but do not affect the attributes used to determine the original Courage score.)

The number of spells, blessings, and magic-related songs that a Thief may know is the same as his Thief level plus two.

At each level, Thieves add 1 heart to their overall health.

Key ability: Courage.

Class skills: Treat as Rogue.

Skill points at first level: Treat as Rogue.

Skill points at each additional level: Treat as Rogue.

Class features: Treat as Rogue.

GODDESSES OF HYRULE

Din, Goddess of Power

Creatrix of the earth and fire, Din is associated with fire, rhythm, and the colour red. Her power resides in the Triforce of Power.

Farore, Goddess of Courage

Creatrix of the air and plants, Farore is associated with wind, bravery, heroism, forests, and the colour green. Her power resides in the Triforce of Courage.

Nayru, Goddess of Wisdom

Creatrix of the water and law, Nayru is associated with time, water, ice, love, singing, stringed instruments, and the colour blue. Her power resides in the Triforce of Wisdom.

Majora/Mujula

The most mysterious goddess, this deity has two faces: the beatific Mujula, goddess of the Twili, and the chaotic Majora, an incarnation of evil. As Hyrule's magic comes from its three goddesses, the Twili's magic comes from Mujula. While she is widely unknown in Hyrule, her likeness is depicted in the "sand goddess" statue of the Spirit Temple.

Majora is associated with the evil aspect of shadow, while Mujula is associated with the peaceful rest of night.

This goddess's two faces are represented by Majora's Mask and the Fierce Deity Mask. Her power resides in the Triforce of Shadow, the invisible triangle in the center of the triforce that can be used for good or for evil.

FEATS

- **Blessing of the Great Butterfly Fairy:** You have been blessed by the Great Butterfly Fairy. You have talent for dealing with people and gain +3 to Bluff, Diplomacy, and Sense Motive checks.
- **Blessing of the Great Dragonfly Fairy:** You have been blessed by the Great Dragonfly Fairy. You have a sharp eye and gain +2 to attack with ranged weapons.
- **Blessing of the Great Fairy of Courage:** You have been blessed by the Great Fairy of Courage. She has given you +5 to your total Courage.
- **Blessing of the Great Fairy of Flame:** You have been blessed by the Great Fairy of Flame. You now have an affinity for hot environments and gain a +3 to Concentration, Hide, Listen, Move Silently, Search, Spot, and Survival checks when in an area heated by lava or fire, including fire-based dungeons. You also do not suffer ill effects from exposure to extra-hot temperatures. Feat does not make you immune to enemies' fire attacks or invulnerable to direct contact with fire and lava in your environment.
- **Blessing of the Great Fairy of Forest:** You have been blessed by the Great Fairy of Forest. You now have an affinity for forests and gain a +3 to Concentration, Hide, Listen, Move Silently, Search, Spot, and Survival checks when in a forest-like environment, including forest-based dungeons.
- **Blessing of the Great Fairy of Ice:** You have been blessed by the Great Fairy of Ice. You now have an affinity for frozen, snowy environments and gain a +3 to Concentration, Hide, Listen, Move Silently, Search, Spot, and Survival checks when in a frozen area, including ice-based dungeons. You also do not suffer ill effects from exposure to freezing temperatures. Feat does not make you immune to enemies' ice attacks.
- **Blessing of the Great Fairy of Kindness:** You have been blessed by the Great Fairy of Kindness for your pure heart. Your melee weapon of choice does +2 damage. This feat cannot be taken by Shadow-aligned characters.
- **Blessing of the Great Fairy of Magic:** You have been blessed by the Great Fairy of Magic. She has given you +10 to your Magic Meter.
- **Blessing of the Great Fairy of Power:** You have been blessed by the Great Fairy of Power. She has given you +5 to your total Power.
- **Blessing of the Great Fairy of Wisdom:** You have been blessed by the Great Fairy of Wisdom. She has given you +5 to your total Wisdom.
- **Blessing of the Great Mayfly Fairy:** You have been blessed by the Great Mayfly Fairy. You have great accuracy at close range and gain +2 to attack with melee weapons.
- **Blessing of Venus the Fairy Queen:** You have been blessed by Venus, the Fairy Queen. You are super-lucky in matters of money. When you find or loot rupees, you have a 50% chance of doubling the money you would have found. Feat does not apply to money given to you by a character.
- **Z-Targeting:** Once per hour per level, you may choose to Z-Target an opponent for +3 to attack.

FLAW-FEATS

The following are feats that may be taken at character creation or leveling time, but do not count against your character's normally-allotted feats. Rather than a feat slot, the price of these feats is a flaw that will hamper the way your character does certain things. Inclusion of these feats is up to the SM's discretion. The SM will also decide if you are abusing said feat.

Autophobia

- **Penalty:** You are deathly afraid of being alone. You take a -4 penalty on any checks, saves, or attacks if you are without at least one of your companions.
- **Feat:** You work extremely well with others. When making a skill check to assist another player, you get to add +4 to his attempt instead of just +2.

Clumsy

- Penalty: You are terribly uncoordinated. -2 Dexterity.
- Feat: Fate often smiles upon the bumbling sidekick. When you critically fumble, you have a 50% chance of damaging the enemy rather than your friends or yourself.

Hydrophobia

- Penalty: You are deathly afraid of water. You will not enter a body of water unless the rest of the party hypnotizes, Intimidates, or Bluffs you into doing so.
- Feat: +5 to Swim checks. Once you're in the water, you want to get the hell out as fast as possible.

Lactose Intolerant

- Penalty: You are allergic to all types of healing potions, including milk. If you drink one, it damages you for however much health a normal character would recover.
- Feat: You have the ability to recover hit points at one per constitution bonus per good night's sleep.

Low Pain Threshold

- Penalty: You have a low tolerance for pain. If you are struck in battle, your AC temporarily goes down one point with each hit you take. AC returns to normal after the battle has ended and you have taken five minutes per missing AC point to calm down.
- Feat: You can Dodge any enemy once it has inflicted damage on you. You're going to make extra-sure you don't get hit again!

Nearsighted

- Penalty: You are incredibly nearsighted. You take a -3 penalty if you are trying to attack, look at, or otherwise interact with something more than five feet away from you.
- Feat: +3 to melee attacks, Pick Lock checks, and (at the SM's discretion) other activities that require looking very closely at something. You are the master of your 5ftx5ft world.

Pacifist

- Penalty: You're not a born fighter. You must be persuaded, hypnotized, Intimidated, or Bluffed into doing lethal damage or not incapacitating your enemies, and you do your best to talk the rest of the party out of killing.
- Feat: +5 to Heal checks.

EQUIPMENT

ARMOUR

Mail, Blue: +2 AC

Mail, Red: +4 AC

Shield, Deku: +1 AC; burns up if hit with a fire attack.

Shield, Fighter's: +1 AC

Shield, Hero's: +2 AC

Shield, Hylian: +3 AC; cannot be used by small characters.

Shield, Iron: +2 AC

Shield, Mirror: +3 AC; capable of reflecting light.

Ordon Shield: +1 AC; burns up if hit with a fire attack.

Shield, Wooden: +1 AC; burns up if hit with a fire attack.

Shield, Red: +2 AC

Shield, Wooden: +1 AC; burns up if hit with a fire attack.

Tunic, Blue: +1 AC

Tunic, Red: +1 base attack and damage.



FOOD

In Hyrule and its surrounding countries, food serves the important purpose of restoring hearts. Players may often find bananas and apples in trees and grass; other things, like milk, bread, and cheese, must be acquired other ways.

Apple: Restores two hearts.

Banana: Restores 2d4 MP.

Bread: Restores three hearts.

Chateau Romani: Fills magic meter and keeps it filled for one hour regardless of magic use.

Deku Seed Cake: Restores four hearts.

Gerudo Chili: Player must make a fortitude save (DC10) against spiciness. If successful, it restores three hearts. If failed, nothing happens. If critically fumbled, character burns his mouth for 1d4 damage.

Lon Lon Lager: A tasty beer. Restores 3d4 MP.

Milk: Restores three hearts.

Ordon Goat Cheese: Restores three hearts.

Ordon Pumpkin: Restores three hearts.

Rock Sirloin

Rosa Romani: A lovely red wine from Termina. Restores 1d6 MP.

Royal Tiara: A strong whiskey. 15 Fortitude save against drunkenness. If successful, the drinker regains 1d6 hearts.

Soup, Elixir: Restores all health and magic.

Soup, Good: Restores four hearts.

Soup, Lava: Restores four hearts. Will damage anyone but Gorons.

Soup, Nasty: 50% to restore two hearts; 50% to do two hearts damage.

Soup, Simple: Restores two hearts.

Soup, Superb: Restores eight hearts.

Zin's Fire: A fantastic white wine made by the Gerudo. Restores 1d6 hearts.

Zora Coffee: Restores 2d10 MP.

In the Gerudo Fortress in Ocarina of Time, if you look inside the pot on the fire, you will see something red and soupy. We decided that it must be chili. As for the Lon Lon Lager, Rosa Romani, Royal Tiara, and Zin's Fire--

well, Link's been saving Hyrule since 1986. We think he deserves an adult beverage by now.

~ Bodo

WEAPONS

Ranged

Ball and Chain

This heavy weapon can be difficult to aim, but it deals massive damage to anyone who gets in its way!

Damage: 1d12

Critical: x2

Range: 10 ft.

Type: Bludgeoning



Bomb

Damage: 1d6

Critical: x2

Range: 20 ft.

Type: Bludgeoning

*It takes one standard action to take out and light a bomb, and another standard action to throw it. If a bomb is not thrown within one round after being lit, it will explode in the user's hands.

** Bomb will be extinguished if it comes in contact with water.



Bomb, Water

Damage: 1d6

Critical: x2

Range: 20 ft.

Type: Bludgeoning

*It takes one standard action to take out and light a bomb, and another standard action to throw it. If a bomb is not thrown within one round after being lit, it will explode in the user's hands.

** Bomb cannot be snuffed by water.



Bombchu

Damage: 1d6

Critical: x2

Range: 10ft. per round

Type: Bludgeoning

*It takes one standard action to take out and light a bomb, and another standard action to throw it. If a bomb is not thrown within one round after being lit, it will explode in the user's hands.

** Bombchu will run along the ground, up walls, and along the ceiling for 1d4 rounds before exploding.



Bombling

Damage: 1d6

Critical: x2

Range: 10ft. per round

Type: Bludgeoning

*It takes one standard action to take out and light a bomb, and another standard action to throw it. If a bomb is not thrown within one round after being lit, it will explode in the user's hands.

** Bombling will skitter along the ground only for 1d4 rounds before exploding.



Boomerang

Damage: 1d4

Critical: x2

Range: 30 ft.

Type: Bludgeoning

* Boomerang always returns when thrown.



Boomerang, Gale

This magical boomerang can make miniature tornadoes that are great for turning fans or manipulating the air.

Damage: 1d4+1d3 wind damage

Critical: x2

Range: 30 ft.

Type: Bludgeoning

* Boomerang always returns when thrown.

** Thrower may choose up to five targets to be hit by the boomerang.



Boomerang, Magic

This blue boomerang will fly twice as far as its mundane companion.

Damage: 1d4

Critical: x2

Range: 60 ft.

Type: Bludgeoning

* Boomerang always returns when thrown.



Bow

Arrows

- Damage: 1d6

- Critical: x3

- Range: 100 ft.

- Type: Piercing

Bomb Arrows

- Damage: 2d6

- Critical: x3

- Range: 100 ft.

- Type: Piercing

Silver Arrows

- Damage: 1d10; 2d6 against Shadow creatures

- Critical: x3

- Range: 100 ft.

- Type: Piercing



Dart

A favoured weapon among the Sheikah, these tiny thrown projectiles work best when poisoned or used as a distraction.

Damage: 1

Critical: x2

Range: 10 ft.

Damage: Piercing

Seed Shooter

* Uses the same ammo as the slingshot, but only fires 30 feet.

Slingshot

Rocks

- Damage: 1d3
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Deku

- Damage: 1d4
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Ember

These seeds ignite when cracked open and can be used to set things aflame.

- Damage: 1d4+1d2 fire damage
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Gale

These seeds produce miniature tornadoes when cracked open and can be used to stir up the air.

- Damage: 1d4+1d2 wind damage
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Mystery

25% chance Ember Seed, 25% chance Gale Seed, 25% chance Pegasus Seed, 25% chance Gale Seed.

- Damage: 1d4
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Pegasus

Paralyzes enemies; if used on self, double run speed for 1d4 minutes.

- Damage: 1d4
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Pumpkin

- Damage: 1d4
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Seed, Scent

When cracked open (but not shot) these seeds emit a scent that attracts 90% of enemies in the room. Enemies will no longer be interested in the seed when they are attacked.

- Damage: 1d4
- Critical: x2
- Range: 50 ft.
- Type: Bludgeoning

Shot, Claw

Aside from being a useful ranged weapon, the Clawshot's three claws will latch onto any sort of grating pulling the character in when the chain is wound. It can also be used to retrieve far-away items.

Damage: 1d4

Critical: x2

Range: 75 ft.

Type: Piercing

Shot, Hook

Aside from being a useful ranged weapon, the Hookshot's point will stick to any soft or wooden surface, pulling the character in when the chain is wound.

Damage: 1d4

Critical: x2

Range: 50 ft.

Type: Piercing

Shot, Long

Aside from being a useful ranged weapon, the Longshot's point will stick to any soft or wooden surface, pulling the character in when the chain is wound.

Damage: 1d4

Critical: x2

Range: 100 ft.

Type: Piercing

One-Handed

Deku Nut

Flashes when cracked open, blinding the enemy for 1d3 rounds. 18 Reflex save to avoid being blinded.



Deku Stick

Damage: 1d4

Critical: x2

Range: ---

Type: Bludgeoning

Three strikes before it breaks.

Executioner's Blade

Executions are rare in Hyrule, but when they happen, the Sages use this sword to deliver the blow. The whole thing glows with a white light.



Damage: 2d6

Critical: x3

Range: ---

Type: Slashing

Gerudo Scimitar

Damage: 1d6

Critical: 18-20×2

Range: —

Type: Slashing



Hylian Rapier

This weapon is a favourite among the Hylian royal family.

Damage: 1d6
Critical: 18-20×2
Range: —
Type: Piercing

Sheikah Knife

These long, curve-bladed knives characterize Sheikah fighting.

Damage: 1d6
Critical: 19-20×2
Range: —
Type: Slashing

Spinner

This bizarre weapon allows the wielder to ride along special tracks, turn special gears, and fall from great heights without damage. Without tracks, it loses momentum after two or three seconds.

Damage: 1d6
Critical: x2
Range: ---
Type: Bludgeoning



Sword, Darknut

Damage: 2d6
Critical: 19-20×2
Range: —
Type: Slashing

Sword, Fighter's

Damage: 1d6
Critical: 19-20×2
Range: —
Type: Slashing

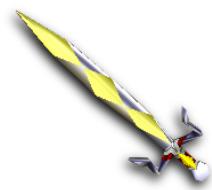
Sword, Four

This magical sword has the ability to split its owner into four copies of himself, each wielding a sword 1/4 the strength of the Four Sword.

Damage: 1d12
Critical: 18-20x2
Range: ---
Type: Slashing
* +1 bonus to attack rolls and damage.

Sword, Gilded

Damage: 1d10
Critical: 19-20×2
Range: —
Type: Slashing



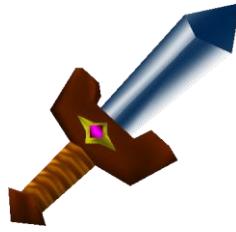
Sword, Hero

Damage: 1d6
Critical: 19-20×2

Range: —
Type: Slashing

Sword, Kokiri

Damage: 1d6
Critical: 19-20×2
Range: —
Type: Slashing



Sword, Magical

Damage: 1d10
Critical: 19-20x2
Range: ---
Type: Slashing

Sword, Master

The legendary Blade of Evil's Bane, the Master Sword is the only weapon capable of vanquishing the most evil of creatures.

Damage: 1d10
Critical: 18-20x2
Range: ---
Type: Slashing
* +2 bonus to attack rolls and damage.



Sword, Master Sword of Light

Infused with light, this ultimate incarnation of the Master Sword is capable of vanquishing crystallized darkness itself.

Damage: 1d10
Critical: 18-20x2
Range: ---
Type: Slashing
* +2 bonus to attack rolls and damage.

Sword, Noble

Damage: 1d8
Critical: 19-20x2
Range: ---
Type: Slashing

Sword, Oshu's

Damage: 1d6
Critical: 19-20×2
Range: —
Type: Slashing

Sword, Phantom

The Phantom Hourglass embedded in the hilt of this sword makes the wielder impervious to life-draining curses. When combined with a Phantom Sphere, it can temporarily stop time.

Damage: 1d10
Critical: 19-20x2
Range: ---



Type: Slashing

Sword, Picori Blade

Damage: 1d8

Critical: 19-20x2

Range: ---

Type: Slashing



Sword, Razor

This double-bladed sword is more powerful than the more basic swords, but it will break after one hundred strikes.

Damage: 1d8

Critical: 19-20x2

Range: —

Type: Slashing



Sword, Seashell

Damage: 1d8

Critical: 19-20x2

Range: ---

Type: Slashing



Sword, Tempered

Damage: 1d10

Critical: 19-20x2

Range: —

Type: Slashing



Sword, Twilight

This Twilit blade is the antithesis of the Master Sword of Light. Infused with the power of shadow, proximity to it will cause Light Realm beings to transform into beasts and will allow Twili to travel in the Light Realm without transforming into imps.

Damage: 1d8

Critical: 19-20x2

Range: —

Type: Slashing

Sword, White

Damage: 1d8

Critical: 19-20x2

Range: ---

Type: Slashing



Sword, Wooden

Damage: 1d4

Critical: 19-20x2

Range: —

Type: Slashing

Tomahawk

Damage: 1d8

Critical: 19-20x2

Range: ---

Type: Slashing

Two-Handed

Gerudo Naginata

Damage: 1d10

Critical: x3

Range: —

Type: Slashing

Hammer

Damage: 1d6

Critical: x2

Range: ---

Type: Bludgeoning

Hammer, Magic

This magical hammer sends out a shock wave along the ground that will stun enemies in their tracks!

Damage: 1d6

Critical: x2

Range: ---

Type: Bludgeoning

* Sends out a cone-shaped shock wave that stuns enemies for 1d3 rounds. 18 DC fortitude save to resist.

Hammer, Megaton

Damage: 1d8

Critical: x2

Range: ---

Type: Bludgeoning



Hammer, Skull

Damage: 1d8

Critical: x2

Range: ---

Type: Bludgeoning



Sword, Biggoron

Damage: 2d6

Critical: 19-20×2

Range: —

Type: Slashing



Sword, Giant's Knife

Damage: 1d8

Critical: 19-20×2

Range: —

Type: Slashing

Sword, Golden

This gaudy sword, said to be forged by the Great Fairy, does a tremendous amount of damage.



Damage: 1d12
Critical: 19-20×2
Range: —
Type: Slashing

Sword, Great Fairy

This brightly-coloured sword, said to be forged by the Great Fairy herself, does an incredible amount of damage.

Damage: 2d6
Critical: 19-20×2
Range: —
Type: Slashing



Sword, Helix

Not only does this unique blade deal a great deal of damage, when swung it fires a disc of light to do additional damage to enemies.

Damage: 1d12 blade + 1d4 disc
Magic Points: 2
Critical: 19-20×2
Range: —
Type: Slashing + magic



MUSICAL INSTRUMENTS

Music is a vital part of the culture of the citizens of Hyrule and its surrounding areas. More likely than not, you will be expected to perform a tune or two in your travels. Some songs have great magic attached to them. Learning an instrument will increase your chances of being able to unlock these sacred songs.

Bell: +2 to Perform: Music checks.

Bongos: +4 to Perform: Music checks.

Cello: +5 to Perform: Music checks.

Conch Horn: +2 to Perform: Music checks.

Drum: +3 to Perform: Music checks.

Flute: +5 to Perform: Music checks.

Guitar: +5 to Perform: Music checks.

Harp: +5 to Perform: Music checks.

Hurdy-Gurdy: +1 to Perform: Music checks.

Marimba: +5 to Perform: Music checks.

Ocarina: +6 to Perform: Music checks.

Organ: +5 to Perform: Music checks.

Recorder: +3 to Perform: Music checks.

Triangle: +2 to Perform: Music checks.

Trumpet: +5 to Perform: Music checks.

Wind Waker: +5 to Perform: Music checks.

POISONS

These were a request of one of our players. I suppose a Shadow-aligned character can't be truly evil/mischiefous without access to poison. ~Bodo

- **Botulism**

- Type: Ingested/Injury, DC 16
- Incubation period: 1-2 days
- Damage, 1st day: Confusion/nausea/dazzling
- Damage, 2nd day: Paralysis, 1d2-1d12 or complete

- **Chokercones:** Made from Deku flowers that have been dried and made into incense cones. Chokercones take five minutes of constant inhalation to kill a victim.
 - Type: Inhaled, DC 18
 - Initial damage: All stats cut in half
 - Secondary damage: Suffocation
 - Price: 500 rupees
- **Musebane:** Neurotoxin extracted from bari brains causes the body's extremities (face, fingers, toes) to spasm, rendering the victim incapable of the fine motor control required for activities such as aiming a bow, or, perhaps most importantly, casting songs.
 - Type: Injury, DC 13
 - Initial damage: -3 Perform: Music, -1 penalty Dex
 - Secondary damage: -4 Perform: Music, -1d2 Dex
 - Price: 110 rupees
- **Skullfish Marrow:** The marrow of Terminan skullfish, extracted and applied to weapons as a paste.
 - Type: Injury, DC 11
 - Initial damage: -1hp per round
 - Secondary damage: -3hp per round
 - Price: 50 rupees/1 Medium-size application, 2 Small-size applications, 4 Tiny-size applications
 - Duration: 1d6+2 rounds
- **Skulltula Venom:** Venom extracted from Skulltulas drains its victim's strength.
 - Type: Injury, DC 16
 - Initial damage: 1d6 Str
 - Secondary Damage: 1d6 Str
 - Price: 175 rupees

OTHER ITEMS

Aquanine

Ancient Wood

Azurine

Book of Mudora

Bug-Catching Net

Burning Flame

Compass

Coral Earring: Allows a fisher to catch reekfish.

Crimsonine

Echoing Howl

Element, Earth

Element, Fire

Element, Water

Element, Wind

Eternal Spirit

Eyeball Frog

Falling Star

Honeycomb

Iron Boots

Gasha Nut

Gasha Seed

Jewel, Pyramid

Jewel, Round

Jewel, Square

Jewel, X-Shaped

Lantern

Lonely Peak

Long Hook

Lure, Popper

Lure, Frog

Lure, Sinking

Lure, Spinner

Lure, Swimmer

Magnetic Glove

Necklace, Joy

Necklace, Skull

Ore, Blue

Ore, Dark

Ore, Hard

Ore, Red

Poacher's Saw

Rolling Sea

Royal Jewel, Blue

Royal Jewel, Red

Royal Jewel, Green

Sacred Soil

Shovel: Allows the holder to dig things up.

Spoils Bag

Stick

Switch Hook: Causes the wielder to swap places with the item it is shot at. 50 ft. range; target must be movable.

Telescope

Touching Book

Whip

Zora's Flippers: +2 Swim check.

MAGIC SPELLS

Magic in *Book of Mudora* works differently than in D&D. For more information on magic use allowed by each class, see the Classes page.

BLESSINGS

These blessings are put on an arrow before it is used. While a character must have a certain ability score to cast the blessing, the blessing may be activated by anyone when the arrow is shot.

Fire Arrow

- Requisite Power score: 30.
- Magic Points used: 2.
- Effect: Arrow damage + 3 fire damage.

Ice Arrow

- Requisite Courage score: 30.
- Magic Points used: 2.
- Effect: Arrow damage + 3 ice damage. Freezes small, tiny, and diminutive creatures solid for 1, 2, and 3 rounds. Can be used to freeze up to five cubic feet of water for three rounds.

Light Arrow

- Requisite Wisdom score: 30.
- Magic Points used: 2.
- Effect: Arrow damage + 3 light damage against shadow creatures. Cannot be used by Shadow alignment.

SPELLS

If an attempt to cast a spell fails, the character loses half the Magic Points that would have been used to cast that spell (rounding down).

Calm

Din's Fire

- Requisite Power score: 25.
- Magic Points used: 6.
- Range: Up to 10 ft.
- Effect: A bubble spreads in a 10-foot radius in all directions, including down, for 1d8 fire damage.

Fairy Spell

Farore's Wind

Fire Spell

Firestorm

- Requisite Power score: 30.
- Range: 30 ft.
- Magic Points used: 1
- Effect: Shoots a fireball in front of, back of, and to either side of the caster in a straight line at chest level for 1d4 fire damage.

Jump Spell

- Requisite Courage score: 20
- Magic Points used: 5
- Range: Touch
- Effect: +Half the courage score to the next Jump score. Spell dispels if not used in three rounds.

Life Spell

Nayru's Love

- Requisite Wisdom score: 30.
- Magic Points used: 12.
- Range: Touch
- Effect: +5 to AC for five rounds.

Noise

- Requisite Courage score: 20
- Magic Points used: 5
- Range: 20 ft.
- Effect: Creates a massive din, disrupting enemies' concentration. They take a -2 penalty to Attack, Will saves, and Concentration checks for one round per caster level. Allies within 20 feet of the caster also take this penalty if the caster forgets to warn them to plug their ears as a free action.

Pyros

- Requisite Power score: 25.
- Magic Points used: 1
- Range: Personal
- Effect: Raises a stationary wall of fire as a shield in front of the caster. At each level past 1, caster may add an additional target to defend. This wall will take 1d8 damage before crumbling. Shield is automatically destroyed by water or ice attacks.

Reflect Spell

- Requisite Wisdom score: 30.
- Magic Points used: 2
- Range: Personal
- Effect: Deflects attacks from one chosen direction for 1d3 rounds. Invisible shield is five feet wide. Shield is ineffective against attacks that cause 8 or more points of damage.

Rings of Fire

- Requisite Power score: 30.
- Magic Points used: 5
- Range: Up to 10 ft.
- Effect: Caster shoots a ring of fire from his hands at the enemy for 1d6 fire damage. At each level past 1, caster may choose an additional target.

Shield Spell

- Requisite Wisdom score: 50.
- Magic Points used: 10
- Range: Personal
- Effect: Absorbs attacks from one chosen direction for 1d4 rounds. Invisible shield is five feet wide. Shield will move with the target it is defending and can absorb 12 points of damage before breaking.

Spell Spell

- Requisite Courage/Wisdom/Power score: Varied
- Magic Points used: 5
- Range: Varied
- Effect: Caster may choose from one of the following D&D spells, depending on the characters stats. Minstrels, Slayers, and Thieves may use all of the spells open to them; Sages and Heroes must pick four at a time to know. These may be swapped out when the character levels or at the SM's discretion.
 - Darkvision (Wisdom 40): See in total darkness for 60 feet for 10 minutes per level.
 - Deathwatch (Wisdom 30+Shadow alignment): Determine how close all enemies in a cone are to death.
 - Endure Elements (Courage 25): Endure hot or cold environments for 24 hours.
 - False Life (Courage 40+Shadow alignment): Caster gains 1d10+caster level temporary HP; spell lasts 1 hour per level.
 - Feather Fall (Courage 20): Subject falls slowly, taking no damage upon impact.
 - Glitterdust (Wisdom 20): Cloud of golden particles coats everything in the area for 1 round per level.
 - Light (Power 30): Causes an object to shine like a heatless torch for 10 minutes per level.
 - Mage Hand (Power 20): 5lb telekinesis.
 - Magic Weapon (Power 50): Weapon gains +1 bonus for 1 minute per level.
 - Resistance (Power 25): Subject gains +1 bonus on saving throws.
 - See Invisibility (Wisdom 40): See invisible things within normal range of vision for 10 minutes per level.
 - Slay Living (Power 70+Shadow alignment): Caster touches a living creature, slaying it instantly unless it makes a fortitude save (DC 1d20+caster level). If the save is successful, the spell does 1d6+caster level damage.
 - Teleport (Courage 60): Teleport up to 100 miles away.
 - Tongues (Wisdom 20): Speak any language for 10 minutes per level.
 - Water Breathing (Courage 60): Breathe underwater for 2 hours per level.

Thunder Spell

- Requisite Power score: 60.
- Range: 30 ft.
- Magic Points used: 40
- Effect: Eliminates all non-Boss enemies by electrical attack within a 30-foot range.

SONGS

Some songs appear to have an unusually high DC. All songs have a usual playing time of one standard action, but a player may choose to announce that he is taking more than one round to play a song. If an attempt to play a song fails, the character loses half the Magic Points that would have been used to cast that spell (rounding down).

Advantages: This opens up songs that characters may usually take a long time to access.

Disadvantages: Always taking this option in order to play cautiously will greatly reduce the number of songs a character can use during a battle.

To take more than one round on a song, the player must announce his intent before his character begins playing the song. For the first round, he rolls his Perform: Music check normally. For following rounds, he rolls the same check and adds half the total points (rounding up) to his total Perform: Music check. If the character is struck in battle before he has finished playing, he must make a Concentration check. (DC is his roll on the first Perform: Music check)

Ballad of Gales

- Requisite Courage score: 30
- DC: 25 Perform Music
- Playing time: One standard action.
- Magic Points used: 5.

- Effect: Allows the player to warp himself and others to certain points in the Great Sea once they have already been visited: Dragon Roost Island, Forest Haven, Greatfish Isle, Mother and Child Isles, Outset Island, Southern Fairy Island, Tingle Island, Tower of the Gods, and Windfall Island.

Ballad of the Wind Fish

- Requisite Wisdom score: 18
- DC: 15 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 1.
- Effect: Wakes up anything that is asleep in a 50-foot radius.

Bolero of Fire

- Requisite Power score: 25.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: 1d4 fire damage to target. At each level past 1, caster may add an additional target.

Chant of the Renaissance

- Requisite Courage score: 20.
- DC: 30 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 5
- Effect: All who hear (in the player's party) get +1 to attack, damage, and saves. Effects last 1d4+1 rounds.

Command Melody

- Requisite Courage/Power/Wisdom score: 20, + Shadow alignment.
- DC: 40 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 3
- Effect: Player may give the target one simple command such as "hold this rope" or "protect me". Target must make a Will save, DC 18, to resist. Can only be used on sentient creatures. Creature must carry out the command to the best of its abilities, but *it* decides how to go about doing so and the spell dispels when it feels that it has fulfilled its duty. If the creature is unable to fulfill the command within one day, the song dispels.

Earth God's Lyric

- Requisite Power score: 25.
- DC: 30 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: Raises a 5-foot wall of stone as a shield in front of the caster. At each level past 1, caster may add an additional target to defend. This wall will take 2d8 damage before crumbling.

Elegy of Emptiness

- Requisite Courage score: 50.
- DC: 40 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 5
- Effect: Target takes -3 on attack, damage, save, and check rolls.

Epona's Song

Frog's Song of Soul

- Requisite Courage/Power/Wisdom score: 35.
- DC: 35 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 5
- Effect: Animate an inanimate object (including skeletons) for 1d6 minutes. Animated object will follow the player's commands precisely, to a fault.

Goron Lullaby

- Requisite Courage/Power/Wisdom score: 25; cannot be used by Shadow alignment.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: Causes all opponents to fall asleep for one hour per caster level. Enemies must make a Will save, DC 14, to stay awake.

Inverted Song of Time

- Requisite Wisdom score: 25; cannot be used by Shadow alignment.
- DC: 40 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 7
- Effect: This sacred melody can change the flow of time. Successful playing of this song slows down time for everyone but the caster, allowing for 1d4 rounds of apparent free action. Environmental hazards such as fire or acid still affect the caster as normal. Enemies are considered prone as they do not appear to move.

Manbo's Mambo

- Requisite Power score: 20
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 3
- Effect: This upbeat tune will heat the blade (or bludgeoning surface, or whatever part of the weapon makes contact with the enemy) of the target for +2 fire damage for 1d4 rounds.

Melody of Darkness

- Requisite Courage/Power/Wisdom score: 35 + Shadow alignment.
- DC: 35 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 3
- Effect: 1d6 shadow damage to target. At each level past 1, caster may add an additional target.

Melody of the Fire

- Requisite Power score: 20
- DC: 40 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 3
- Effect: 1d6 fireballs blossom where the caster wishes, doing 1d3 damage each.

Melody of the Forests

- Requisite Courage score: 20
- DC: 40 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.

- Magic Points used: 3
- Effect: 1d6 razor-sharp leaves shoot out at the enemy, doing 1d3 slashing damage each.

Melody of the Ocean

Melody of the Sands

- Requisite Courage score: 20
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: You raise a sandstorm, reducing visibility by 50% for one minute per caster level. Storm encompasses the room or, if in a large or open area, a 30ftx30ft circle.

Melody of the Snow

- Requisite Wisdom score: 20
- DC: 50 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 3
- Effect: 1d6 arrows of ice shoot out at the enemy, doing 1d3 ice damage each.

Minuet of Forest

- Requisite Courage score: 20
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 4
- Effect: Caster creates three copies of himself that waltz about the room, confusing enemies. Copies stay as equidistant from the enemy as possible. An enemy wishing to attack the caster must roll 1d4 to determine which image it goes for. No damage is taken if a copy is hit; however, when either the caster or his copies are struck, the spell dispels.

New Wave Bossa Nova

- Requisite Wisdom score: 25.
- DC: 30 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 2
- Effect: +1 to attack and damage for 1d8 rounds.

Nocturne of Shadow

- Requisite Courage/Power/Wisdom score: 25, + Shadow alignment.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: 1d4 shadow damage to target. At each level past 1, caster may add an additional target.

Oath to Order

Overture of Sages

- Requisite Courage/Power/Wisdom score: 40; cannot be used by Shadow alignment.
- DC: 35 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 5

- Effect: This holy melody makes any weapon a vessel for the Three Goddess' might, adding +4 Light damage to Shadow creatures for 1d6 rounds.

Prelude of Light

- Requisite Courage/Power/Wisdom score: 25; cannot be used by Shadow alignment.
- DC: 15 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: Anything shadow-aligned within the room will glow purple for 3 rounds.

Requiem of Spirit

Saria's Song

- Requisite Courage score: 25.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: Causes vines to grow from the ground, ensnaring all enemies. Enemies must make a reflex save, DC 13, to avoid being caught. Tangled enemies can make a strength check, DC 13, to tear free.

Serenade of Water

- Requisite Wisdom score: 25.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: 1d4 water damage to target. At each level past 1, caster may add an additional target.

Scarecrow's Song

Sonata of Awakening

Song of Awakening

Song of Birds

Song of Discovery

Song of Double Time

- Requisite Wisdom score: 35; cannot be used by Shadow alignment.
- DC: 60 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 14
- Effect: This sacred melody can open doors through time. Playing this song opens a Medium-sized, door-shaped hole in the air that leads to the future or the past. Door will stay open for one minute per caster level. Caster can travel up to 2d12 hours forward or backward.

Song of Healing

- Requisite Wisdom score: 25; cannot be used by Shadow alignment.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: 1d4 healing to target. At each level past 1, caster may add an additional target.

Song of Light

Song of Passing

Song of Recovery

Song of Soaring

- Requisite Courage score: 40
- DC: 40 Perform: Music
- Playing time: 1 standard action.
- Magic Points used: 5.
- Effect: Allows a character of another race to hover like a Twili for 1d4 minutes. If player is a Twili, double the normal hover height and duration.

Song of Storms

- Requisite Wisdom score: 25.
- DC: 20 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: Causes rain to fall, even inside, for 1d4 rounds.

Song of Time

- Requisite Wisdom score: 30; cannot be used by Shadow alignment.
- DC: 50 Perform: Music.
- Playing time: 1 standard action.
- Magic Points used: 7
- Effect: This sacred melody can open doors through time. Playing this song opens a Medium-sized, door-shaped hole in the air that leads to the future or the past. Door will stay open for one minute per caster level. Caster can travel up to 1d12 hours forward or backward.

Sun's Song

- Requisite Courage/Power/Wisdom score: 35; cannot be used by Shadow alignment.
- DC: 35 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 3
- Effect: 1d6 Light damage to target. At each level past 1, caster may add an additional target.

Tune of Ages

Tune of Currents

- Requisite Wisdom score: 25.
- DC: 30 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1
- Effect: 1d4 ice damage to target. At each level past 1, caster may add an additional target.

Tune of Echoes

- Requisite Wisdom score: 20.
- DC: 35 Perform: Music (or enemy DC, if higher).
- Playing time: 1 standard action.
- Magic Points used: 1

- Effect: Player can scry one location, provided that he can form a mental image, however vague, of the area. The player can scry, for example, a mountain cave that he can only see at a distance, but he could not see the innermost room of a temple he has not visited. Player catches only a glimpse of the area. The song does not last long enough for the player to see specific details, but he will notice obvious attributes such as presence of enemies in a room. Attempts to see a person rather than an area result in a clear image of the person and a vague impression of the person's surroundings. Player cannot scry someone he has never seen.

Wind God's Aria

Wind's Requiem

Zelda's Lullaby

- Requisite stat score: None
- DC: 10 Perform: Music
- Playing time: 1 standard action.
- Magic Points used: 0
- Effect: Solves puzzles related to the Triforce or Hyrule's royal family.
- Originally composed by an unknown Sheikah, this secret song has been handed down through Hyrule's royal family for ages. Anyone who knows it is either royalty or on important business for the royal family.

HARMONIZING

During battle, characters may combine the power of their songs to create new magic spells. More combinations are possible than what is listed here; potentially successful harmonies must be approved by the SM.

If the characters wishing to play in harmony do not roll the same Initiative, the quicker one must ready an action until the slower one's turn comes up.

On their turn, characters play the two (or more) different songs. Both must succeed for the harmony to be successful. If one character fails, then only the successful song is played.

Number of enemies that the song may affect depends upon the lower-level character.

Song of Fire Storms

- Composite songs: Bolero of Fire and Song of Storms
- Effect: Causes fire to fall like rain, even inside, for 1d4 rounds, damaging all enemies in the room for 1d4 fire damage.

Song of Hailstorms

- Composite songs: Serenade of Water and Song of Storms
- Effect: Causes hail to fall like rain, even inside, for 1d4 rounds, damaging all enemies in the room for 1d4 bludgeoning damage.

Saria's Song of Fire

- Composite songs: Bolero of Fire and Saria's Song
- Effect: Flaming vines grow from the ground and ensnare enemies as in Saria's Song, causing 1d4 fire damage each round.

Saria's Song of Shadow

- Composite songs: Nocturne of Shadow and Saria's Song
- Effect: Dark vines grow from the ground and ensnare enemies as in Saria's Song, causing 1d4 shadow damage each round.

Saria's Song of the Sun

- Composite songs: Saria's Song and Sun's Song
- Effect: Glowing vines grow from the ground and ensnare enemies as in Saria's Song, causing 1d4 damage to shadow creatures each round. Creatures that are not shadow-aligned are merely caught.

Saria's Song of Water

- Composite songs: Serenade of Water and Saria's Song
- Effect: Ice-covered vines grow from the ground and ensnare enemies as in Saria's Song, causing 1d4 ice damage each round.