



THE LEGEND OF ZELDA:
RECLAIM THE WILD
TABLETOP ROLE-PLAYING GAME SYSTEM

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WEBSITE & DISCORD

For the latest on *Reclaim the Wild*, including ideas for your game and the latest version of these rules, visit ReclaimTheWild.net. You can also come say hello on [our Discord server](#)!



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CHANGELOG

Version 1.05

- Added the Pickpocket maneuver.
- Added the Thief, Thief's Legerdemain, and Thief's Triumph Feats.
- Updated the wording of the Sneaking section.
- Combined the Ruminative, Restorative, and Restful Respite feats, and changed how the new Restful Respite feat works a little bit.
- The Artillery Wizard Feat now specifies that it only affects your Use Rod and Use Staff Basic Attacks.
- Clarified that damage from Weather happens at the end of your turn.
- Clarified that "Bombs have 10 Evasion, and no Concentration or Vitality".
- Clarified that throwing a Bomb is a "Throw 1H" attack.
- Clarified that Melee attacks can be used on diagonally-adjacent foes.
- Altered the example image explaining how "X Targets within Y Squares" to better explain the concept.
- Noted that the multiple turns that Bosses and Minibosses get should occur on different Initiatives.
- The "Armed, Magical" benefit for Talking Animals now makes your Natural Weapon a Rod, rather than remaining a Fist weapon. This grants it benefits when used to cast a Spell, but slightly lower Accuracy.
- Lanmola's Stonespray now deals (Weapon + Willpower) damage to those adjacent to the original target.
- Thick Brush now only catches fire from adjacent sources at the end of a combat round, or every five minutes.
- Flying Fins now allows you to strike from the target's back, as well as its front or sides.
- Clarified that you can chain electric bursts on Soaked targets, but that each creature will only be harmed once by such a chain reaction.
- Clarified the wording on Vanish to better interface with current Sneaking rules.
- Clarified that a Hero and their Companion share the same set of Reactions; this means, if a Hero uses Deflect, then their Companion can't also use Deflect in that same round (before the Hero's turn comes up again).
- Clarified that Great Bay Barrier's retaliation's range is "1 Target in 4 squares". This means it can be Deflected and affected by other Reactions (but not other Great Bay Barriers!).
- Dark Brambles are now 2 squares tall. This prevents foes from easily jumping over them, making them more effective as a terrain-denial tactic.
- Great Bay Barrier is now useable for Blast, Burst, Cone, Melee, and Sweep attacks, but not Projectiles.
- Following community feedback and a lively discussion, changed the Elemental Weaknesses of some Races.
 - Gerudo are now weak to Water.
 - Subrosians are now weak to Water, instead of Light.
 - Finally, Rito are now weak to Earth damage.
 - Note! This change has a few nice effects: All Primary Races now have a different Weakness, and none are weak to Fire (a quite common element, particularly for early foes). This also means Light no longer wins the content of 'best attacking element' by quite such a potent margin; it has 3 Races weak to it, while Darkness, Fire, and Water have 2, and all other Elements have at least one.



INTRODUCTION

The *Legend of Zelda* series of video games have been part of the gaming landscape since the beginning of Nintendo's video gaming consoles. They feature a unique blend of exploration, fantasy, and heroic adventure, which harkens back to the stories of knights and kings battling dragons and demons, rescuing princesses, and saving the world from untimely ends.

While the series has been many things over the years, *Breath of the Wild* (2017) brought the series back to its roots: it allowed players to venture in any direction they choose, and write their own legend in their own way as they sought to save the realm of Hyrule. *Reclaim the Wild* aims to capture that feeling as well, inspired by the excellence not only of *Breath of the Wild*, but of all *Zelda* titles.

HOW TO USE THIS BOOK

The *Reclaim the Wild* Core Rulebook contains all the rules you need to start playing, but how you approach it might depend on your familiarity with *Breath of the Wild* and with *Zelda* titles in general.

If you are a *Zelda* fan and a first-time roleplayer, then don't worry – you'll fit right in! Tabletop games such as *Dungeons & Dragons* have enabled people to explore fantasy worlds and tell stories for decades. With this book, some dice, a group of friends, and your imagination, you'll soon be crafting your own stories and telling your own tales. You'll discover new lands and worlds, wield ancient weapons and magical tools, and battle against incredible monsters bent on destruction.

If you are new to the world of *The Legend of Zelda*, you'll still be able to keep up quite handily. Previous knowledge of the *Zelda* franchise is certainly helpful, but it is by no means required. Just as every *Zelda* game is its own unique entity, and does not require knowledge of past games, so too *Reclaim the Wild* does not require any knowledge of *Zelda* titles past.

Finally, **if you have experience with both *Zelda* games and tabletop roleplaying**, then you'll find this book relatively straightforward. Much as with any RPG rulebook, the rules are introduced in organized sections throughout the book, enabling you to quickly find the rules you need when you need them. Using these rules as a guide, you'll soon be crafting your own adventures in Hyrule and beyond.



ZELDA GAME COVERAGE

While *Reclaim the Wild* can be used to emulate the feel of any *Zelda* game, it is very much a game intended to emulate *Breath of the Wild* first and foremost. This means that many of the features and gameplay mechanics from *Breath of the Wild* are included in this game, including weapon durability, a reliance on food and raw materials, and a wide variety of Heroes from a plethora of Races.

That's not to say that all other *Zelda* games were ignored. On the contrary, you'll find races, items, spells, and numerous nods to nearly every other *Zelda* game ever created (yes, including the CD-I games).

While *Reclaim the Wild* uses mechanics from *Breath of the Wild* first and foremost, your journey might take place in Holodrum, you might travel alongside a Twili knight, and you might play the Elegy of Emptiness to solve a puzzle.

WHAT MAKES A ZELDA GAME?

There have been dozens of *Zelda* video games, as well as cartoons, manga, novels, and more. However, there are some things that are found in nearly every *Zelda* property, binding them together – and making them all *feel* like a proper *Zelda* adventure.

GROUNDING FANTASY

Zelda games feature magic and fantastic creatures, but they remain grounded in reality. For many people, life in Hyrule is much the same as it would be in life on Earth – there are farms to tend to, roads to walk or ride horses on, and tradesmen hand-craft their tools. Their society is on the cusp of a renaissance, with technologies like gun-powder and telescopes available, but not rifles or microscopes. While magic is real, it is also rare, taking significant study or personal talent. There are all the mundane ills and ailments that affect real people, be they physical or personal.

However, those ills and ailments are relatively rare, more often than not a symptom of some growing evil that can be battled and slain. This is arguably part of the fantasy of *Zelda* games – that if Heroes rise up and take arms against a single source of evil (and its minions), the world will be a better place.

THOSE WHO CAME BEFORE

The worlds found in *Zelda* games often make mention of some ancient civilization that came before the present day. They made powerful weapons and spells with which to fight evil, and then built shrines, temples, or dungeons to hide those artifacts until the day they would be needed again.

There were Heroes in the past, as well, who may have wielded those weapons to much the same end that today's Heroes might. Perhaps they left their techniques to future generations in the form of scrolls, or today's Heroes might summon their ghosts to ask for vital information.

In this way, every *Zelda* game's world is built on a foundation of a previous, more powerful civilization – that nonetheless, fell and was forgotten by many. No Hero's journey is complete without traveling into the depths of a forgotten crypt or ancient temple, seeking the secrets left by those who came before.

HUMBLE BEGINNINGS

The typical *Zelda* game begins with a Hero yet undiscovered. Perhaps they are a simple goat-farmer, or living a quiet life with their uncle; they might be a young forest-boy about to come into adulthood, or the son of a smith, living an unexciting life.

Heroes in *Zelda* games quickly grow beyond these mundane origins, with every feat of heroism bringing them further and further from the ordinary life they started in. However, those beginnings keep the Hero grounded and humble: they know what they're fighting for, and are rarely tempted to use their newfound power and skill to do more harm than good.



PUZZLE-SOLVING POWER

While Heroes will grow stronger, smarter, and more skilled as they adventure, Heroes in the *Zelda* games often find that their power comes not only from the strength of their sword-arm, but also from the plethora of tools that they acquire.

Heroes need these tools and the new abilities they confer for more than just efficiently dispatching monsters. They'll use them to solve puzzles in ancient shrines and lost temples (though in a tabletop game, their own ingenuity can take them much further than in any video game). They'll also use these items to deal with foes who might otherwise be unstoppable, using a magical tool to uncover a weakness or to turn a monster's own powers back upon them.

VIDEO GAME LOGIC

Zelda games, being video games, operate on a kind of video game logic. Temples are built in strange ways that would annoy any common worshipper, but make them fun to explore – once you’ve found the temple’s special item. Monsters have curious or even nonsensical biology, but those same features make them a joy to fight.

While the worlds and the people of *Zelda* are grounded in a sense of day-to-day reality, when it comes to the fantastical, don’t be afraid to put gameplay first! If it’s more fun, but doesn’t make sense when you think about it later, that is 100% okay.



ANCIENT, IRREDEEMABLE EVIL

While bandits, brigands, and bad actors might all plague Heroes in a *Zelda* universe, the primary source of the truly dangerous foes and the ills that plague the land is almost always an ancient, evil force.

This force might manifest itself as a powerful wizard, a king of thieves, or a malevolent cloud of death in bestial form. It might corrupt the minds of leaders and those who hold positions of power, or turn the hearts of good people against one another.

While there might always have been occasional monsters to threaten the populace, this awakening evil is almost always vastly increasing the number of monsters in the land, making life more dangerous for travelers and villagers alike.

Whatever form this evil takes, though, it is always irredeemable – it cannot be talked out of its plans to ruin all that is good and raise itself to prominence. The most Heroes can do with diplomacy is to delay it, while leaving themselves open to a knife in the back.

RECURRING ELEMENTS

Of course, there are many more minor elements that continue to pop up in *Zelda* game after *Zelda* game: the Master Sword, fairies, elemental arrows, and marriage-seeking Zora princesses, among others.

By using the races, spells, techniques, and items presented in this book, you’ll already be incorporating many of these minor *Zelda* touchstones in your game. Other recurring elements – tropes, people, and place names in particular – are optional, and vary in their usage from one video game to the next, making them by no means required.



THE BASICS OF ROLEPLAYING

While roleplaying appears ridiculous and daunting at the outset, with special terms and inscrutable acronyms, the truth is that it's really quite simple. At its heart, roleplaying is simply "playing pretend", but with rules – and a Game Master – to help adjudicate situations and lead to further fun and adventure.

THE GAME MASTER

The Game Master (GM) is the person who creates the adventure. It's the Game Master's job to come up with the places, the people, the challenges and the foes that the players will face. They also play the part of all the NPCs (Non-Player Characters) – this includes the monsters they face, the villagers they speak with, the allies they work with, and the villains they seek to thwart. They even describe the world to the players, telling them what their characters see, hear, even smell.

The Game Master also acts as the referee, interpreting the rules and keeping the Heroes' journey on track and enjoyable.

THE PLAYERS

Players in *Reclaim the Wild* each inhabit a Hero, a character of their own design. These Heroes have their own unique histories, traits, and abilities. Their choices determine the direction of the story, having the consequences of their actions – good and bad alike! – described to them by the GM.

Often, players will need to have their Heroes cooperate to overcome the challenges that the Game Master sets before them. They'll also need to use their tools and skills in clever ways, coming up with unexpected solutions to puzzles and battles.

PLAYING THE GAME

Typically, each session of play begins with the GM setting the scene for the characters, and perhaps with the GM and players jointly recapping the previous session's events to remind everyone what occurred. The players then take the role of their Heroes, and react to the situation – and the GM, in turn, reacts back, as the NPCs or obstacles that the players are dealing with.

When the players attempt to complete a task that has risk or a real possibility of failure, the GM can call for the player(s) to make a Trait Check of an appropriate Trait. The more skilled the Hero is at that Trait, the more likely they are to succeed at the task.

When things come to blows, the GM and players enter combat. The players control their Heroes, while the GM controls all of the foes and traps that the Heroes might be combating. Combat proceeds turn by turn until one side (usually the Heroes) wins.

ADVENTURES AND CAMPAIGNS

When you play *Reclaim the Wild*, as with any tabletop system, there are individual *adventures*, which are strung together into an overarching *campaign*.

Adventures are single quests, and typically take only a few sessions of play (or perhaps just one session!) to accomplish from start to finish. These quests should have a clear ‘end’ that the Heroes are striving for: slay the great monster, clear the road of bandits, or deliver a package from the capital city to a small village in the sticks. The Heroes typically have some direct stake in the adventure, or have a reason to see it through. Once complete, the Heroes take their hard-earned rewards, including any Tokens of Heroism they might have earned.

Campaigns are a larger structure, made of multiple adventures. Taken together, those adventures form a longer tale, a chronicle the Heroes’ travails from one quest to the next. While an adventure has a clear beginning, middle, and end, campaigns may move from one adventure to the next, as the Heroes work on their long-term objectives (like dethroning an evil king, rebuilding a town, or saving the world). Those long-term goals might shift or change as new information comes to light, new objectives become clear, or the players get distracted and change their minds.



Most *Zelda* games feature both adventures, and a full campaign: while the game as a whole would qualify as a campaign, the individual quests or objectives that Link works through would each be an adventure in their own right.



CHARACTER CREATION

STEPS TO CREATE A CHARACTER

The most important part of any legend is the Heroes who partake in it. As such, the first step in playing *Reclaim the Wild* is to decide what kind of Hero you want to be!

Character creation is tough! For some people, deciding who they want to play can be more difficult than fighting Ganon.

This chapter will go over the steps required to create a character. Some information you may need – such as details on Races, what each Trait can do, and lists of Feats, Spells, and Techniques – are contained in later chapters. While creating your character, you may need to refer to these later chapters.

Character Creation in *Reclaim the Wild* happens in seven steps, listed below.

1. Determine Concept
2. Select a Race
3. Purchase Traits
4. Select Starting Equipment
5. Buy Feats, Spells, and Techniques
6. Fill in secondary statistics
7. Determine Finishing Touches

DETERMINE CONCEPT

The first step is also the most important:
What kind of character do you want to play?

Typically, a character's concept can be summed up in a quick, broad description: just a few words, or a sentence or two, at most. For instance, you might want to play "a fast-talking knight," "a romantic herbalist", or "a wizard who seeks acceptance."

This concept helps determine what Traits, Feats, Techniques, and Spells you might want to purchase for your character. A "cunning warrior" likely wants to have a high Combat Trait, and strong interpersonal Traits like Guile and Influence, but might choose to ignore Willpower, Mechanics, or Nature.

Typically, most characters start as aspiring Heroes, just on the cusp of beginning to build their legend and make their mark on the world. This means that they are not yet storied, seasoned adventurers! Your character concept should leave plenty of room to grow *into* greatness.

You may want to consider what Race your character is at this stage, but it isn't required. "An aspiring songstress" could be of any Race, for instance; you might decide to simply choose whichever Race catches your fancy, or one that has a statistical advantage for you.

Don't worry too much about the other personal details at this stage. Things like the character's name, age, and appearance will come at the end of the character creation process, as part of the Finishing Touches.



CONCEPT PITFALLS

In any tabletop game, it's important to have a character that can work well with both the rest of the group, and with the GM's intended setting and tone. When you come up with your character concept, you should think about how your character will interact with the other players *and* their characters, as well as how they'll fit with the campaign's tone!

Here, we've listed three common pitfalls that character concepts can fall into. If your character falls into one of these categories, you should talk to your GM, and see what you can do to help flesh them out, and to ensure that you (and the other players!) can still have fun with the game – or, you may want to consider working with a different character concept.

Lone Wolves might be a problem, because they'll be more likely to split the GM's attention when they go their own way, and less likely to want to participate in the events going on with the rest of the party. This can lead to the Lone Wolf's player becoming bored and disconnected from events, and other characters simply forgetting about them entirely. If you want to play a loner character, be sure they have a reason to stick with the party, even when your character might prefer to be alone.

"Evil" characters might cause issue, simply because they're going to do bad things that the other party members might object to – leading to the party fighting amongst themselves more often than they fight actual monsters. You can absolutely play characters with different sets of morals, and your character may have failings or even occasionally do mean things. However, we highly recommend you don't try to be a bad guy in a group of do-gooders – nobody wants the fight of good against evil to come to blows around the gaming table.

Incongruent characters are those that just don't fit the game or its world. A disillusioned veteran of a bloody war, for instance, might not fit into a world of simple "good vs. evil" morality straight out of a cartoon show. Conversely, an innocent, wide-eyed squire who believes in the power of friendship might not make sense in a world under the despotic thumb of an evil overlord. When these characters enter play, they often find that they just can't handle the world as it was made; at best, they either adjust quickly (the innocent squire learning many harsh lessons very quickly); at worst, they may be shunned by the other characters in the group. When coming up with your character concept, don't be afraid to talk to the GM, and ask "would my character make sense in your world?"

SELECTING A RACE

The next decision in creating a character is also one of the simplest: what race are they?

A Hero's race helps determine how they look, where they came from, and the kind of life they lived before they began their adventure. It also helps determine some of the things they are more naturally inclined towards; for instance, Gerudo are often skilled warriors, while Sheikah are more likely to know forgotten lore.

The Primary Races – Gerudo, Goron, Hylian, Rito, Sheikah, and Zora – are the most likely to be acceptable choices in your game world.

These are the most common races in Hyrule, as seen in *Breath of the Wild*, and the most likely to go on a wide-ranging adventure.

The Secondary Races – Deku, Demon, Fairy, Subrosian, Talking Animal, and Twili – may or may not be available in your game world; be sure to consult with your GM before selecting one of these races for your character.

You can read more about the various races in *Reclaim the Wild* – who they are, what they represent, and what they're skilled at – in [the Races chapter](#).



PURCHASING TRAITS

Your Traits describe your character's skills and prowess. All Traits start at 1 for free.

As an adventurer, burgeoning Hero, or a legend yet untold, **you have 80 Tokens of Heroism to spend across all 24 Traits, and can bring any Trait up to a maximum of 5.**

This pool of Tokens can only be spent on Traits. This maximum is just at character creation; once you're past that, you can go above that original maximum of 5.

You may spend Tokens of Heroism to increase a Trait by a single point. The cost is always equal to the number that the Trait will be rising *to* – for instance, if you wish to increase your Arcana Trait from 4 to 5, that costs 5 Tokens.

All Traits max out at 10 – a person's body simply cannot contain more skill than that naturally, though the use of food, elixirs, or equipment can increase it further.

See the [Character Traits](#) chapter for more information on Traits and what they do.

TRAIT QUICK PURCHASE

Rather than buying your Traits one by one, you can instead use a Quick Purchase array. All of these arrays use all 80 Tokens exactly – just choose which Traits get which numbers!

"Varied" – Three Traits at 4, seven Traits at 3, nine Traits at 2, and five Traits at 1.

"Jack of All Trades" – Two Traits at 4, six Traits at 3, sixteen Traits at 2.

"Ready to Learn" – Twelve Traits at 3, ten Traits at 2, two Traits at 1.

"Strength without Weakness" – One Trait at 5, two Traits at 4, two Traits at 3, and nineteen Traits at 2

"Focused on Their Strengths" – Three Traits at 5, two Traits at 4, two Traits at 3, five Traits at 2, and twelve Traits at 1.

"Talented but Troublesome" – Six Traits at 4, two Traits at 3, eight Traits at 2, and eight Traits at 1.

Health, Stamina, and Magic

Most Heroes should put some Tokens towards Health, and at least one of either Stamina or Magic. Even if you're aiming for a "glass cannon" character, it's strongly recommended to put at least a *few* Tokens towards your Health! After all, nobody's going to sing the praises of a Hero who fainted in pain after stubbing their toe on a table leg.

THAT LAST REMAINING POINT

If you purchase Traits without using a Quick Purchase array, you may end up with a few Tokens that you simply can't find a good place for. If you find yourself in that situation, there's a simple trick that might help you use up those last few Tokens:

- Find two Traits that currently have the same score: two 2's, two 3's, or two 4's.
- Subtract a point from one of those two Traits, gaining back the Tokens.
- Increase the other Trait by 1, spending the Tokens you got back in the previous step, plus one. You now have exactly one less Token than you had before!

With this technique, you should be able to spend every last Token you have available for Traits at character creation. However, if you just can't find any place that feels appropriate for your character's Tokens to go, speak with your GM – with their permission, you can simply hang on to the Tokens left over, and spend them later, when you've acquired a few more. GMs should be careful, though, as this could be used as a long-term way to minmax in the hands of a less scrupulous player.

SECONDARY STATS

Once you've determined your Traits, you'll need to fill in your secondary stats. This includes your Health, Stamina, and Magic, as well as your Evasion, how far you can Jump, and how much you can Lift.

See the [Secondary Stats](#) section in the next Chapter for more information on how to fill in these numbers.

MOVEMENT TYPES

All Heroes begin play able to walk and swim. They are Natural Walkers, meaning that they can move 6 squares on foot in a single round of combat. All Heroes are also (non-Natural) Swimmers, enabling them to stay afloat and move in the water, but moving half as quickly as they would on land.

Depending on your Race, you may be able to swim better than most, or even fly in the air! Be sure to note these movement types down.

See the [Movement](#) section for more info.

SELECTING STARTING EQUIPMENT

All Heroes start with a package of [Weapons](#), [Armor](#), and [Mundane Tools](#). They may have:

- Two Rank 1 Weapons, *or* a Rank 1 Weapon and two Rank 0 Weapons, *or* four Rank 0 Weapons.
- AND, Two Rank 1 Armors, *or* one Rank 1 Armor and two Rank 1 pieces of Clothing, *or* four Rank 1 pieces of Clothing.
- AND, Two Rank 1 Mundane Tools, *or* one Rank 1 Mundane Tool and two Rank 0 Mundane Tools, *or* four Rank 0 Mundane Tools.

A Rank 1 Mundane Tool can be substituted for 20 Arrows *or* 5 Bombs. A Rank 0 Mundane Tool can be substituted for 10 Arrows *or* 2 Bombs.

If you have a Feat that teaches you a Crafting Style, your Weapons may be made in that Crafting Style, unless the GM indicates otherwise. If your Hero has a backstory steeped in a particular race's culture, and your GM agrees, your initial weapons may be made in that race's Crafting Style as well.

Heroes start with a Pack for free, to carry their starting gear and anything else they find. Packs have different Pouches for different kinds of items, as per the table below.

Pouch Type	Starting Slots
Weapons	5
Consumables	5
Armor	3
Tools	3
Ammo Pouch	1

(See the [Packs & Pouches](#) section for details.)

PURCHASING FEATS, SONGS, SPELLS, AND TECHNIQUES

Heroes have **12 additional Tokens to spend on Feats, Songs, Spells, and Techniques.** These Tokens cannot be spent on Traits.

All [Feats](#), [Songs](#), [Spells](#), and [Techniques](#) purchased during Character Creation must each cost 6 Tokens or less, and you must meet any requirements they might have. (Songs typically require GM permission.)

A NOTE ON ROUNDING DECIMALS

When rounding decimals, unless another rule says otherwise, round to the next whole number as you were taught in school: anything from 0.0 to 0.499 rounds down, while anything from 0.5 and above rounds up. When in doubt, round towards kindness for the one doing the math.

THE AVERAGE VILLAGER

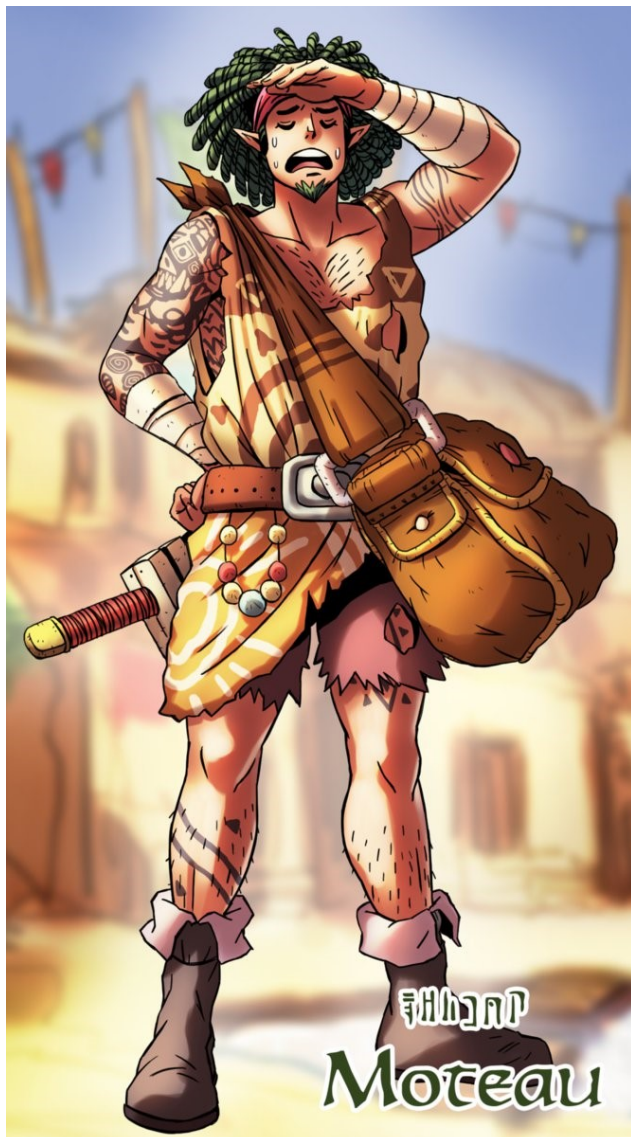
An average person, living a mundane life in a small village, has 40-60 Tokens to spend across all of the 24 Traits, and can bring any Trait up to a maximum of 4. They have a single piece of Rank 1 Clothing and two pieces of Rank 0 Clothing, two Rank 0 Weapons or one Rank 1 Weapon, and two Rank 1 Tools. Villagers' Traits start at 1 for free, and they have a Race, just like Heroes.



DETERMINE FINISHING TOUCHES

Once you know all the numbers that your character has, it's time to put the finishing touches on them – the Finishing Touches.

While we're presenting the Finishing Touches in order of least to most complicated, it should be noted that they can be tackled in any order – and often, one detail will affect another! If you ever feel stuck on one Finishing Touch, then move on to another; inspiration might just strike while you're there.



NAME, AGE, AND APPEARANCE

All Heroes have a name, an age, and an appearance. Many Heroes also have an affect, as well.

A Hero's **Name** is often influenced by their Race, their origins, and their lineage. A prince fleeing his kingdom might have a long, ornate name, with titles and descriptors; a boy born in the wild and raised by Moblins might only have two different grunts strung together to form his name. A good name can go a long way to establishing a Hero's character. We recommend evocative names, ones that you don't hear very often in your own day-to-day life; it helps the Hero seem more powerful, interesting, and unique!

Age and Appearance go hand-in-hand.

Think about how you'd describe your Hero's appearance to someone who was waiting for them to arrive for a meeting, but had never met them before. What color are your character's eyes and hair? How tall are they? How old are they? Do they have any scars from previous battles, or markings or tattoos that indicate past affiliations? Do they always wear a certain accessory, like an earring or an eyepatch? All of these details can help your Hero stand out from the crowd.

While thinking about your character's Appearance, you may also want to consider their **Affect** – how they speak, move, and act. A unique turn of phrase, an accent, or a habitual fidget they indulge in, can all help flesh out your character, making them more memorable (and more fun to play, too!).

PERSONALITY

Heroes don't just venture into the wilderness, fighting monsters and gathering treasure, on a whim. They also aren't just sentient spreadsheets of combat statistics, either. Heroes have Personalities, Goals, and sometimes, Ties.

A Hero's **Personality** helps define how they act in the moment – if you ever aren't sure what your Hero might do when presented with a given situation, you can fall back on their Personality as a guide. This can be a simple descriptor, like “bold” or “neurotic”, or it can be more complex guidelines for how your character acts when presented with certain things, like “always runs in head-first to help the helpless” or “prefers to steal from criminals, rather than turn them in”.



GOALS

A Hero's **Goals**, of course, are what motivates them. Why did your character decide to leave whatever comfort and safety they had, to risk life and limb in the wild? This might be as simple as “it's the right thing to do” or “if I don't, the world will end”, but even when faced with an existential threat, Heroes will want to accomplish other goals along the way. They may want to keep their particular hometown safe and prosperous, make sure a tragic event in their past doesn't happen to anyone else, start a business, find their family, fall in love, uncover ancient secrets, or become the world's most powerful warrior.

When defining your character's Goals, try to include a mix of short-term and long-term goals. The short-term goals are things that you can accomplish relatively quickly – anywhere from one session to a handful of sessions of play – and will probably be replaced with new short-term goals as you complete them. Longer-term goals take far longer to complete, generally covering the length of the campaign; they may require traveling all over the world, collecting a large number of things or money, or an internal struggle that will take more than a few therapeutic chats around the campfire to resolve.

Both short- and long-term goals should help make explicit what things your character thinks are important to them. Whatever your Hero's Goals, the GM (and the other players!) can use them as something to help drive adventure and keep your character motivated.

TIES

While many a campaign has started with a handful of strangers meeting in a bar and deciding, on a whim, to put their lives in one another's hands, that may not be the case for your character and their adventuring party-to-be. Groups with members that have pre-existing Ties to one another are more likely to stick together, and have more opportunities to roleplay with one another.

This doesn't necessarily mean that the Heroes are already best friends, or even that they know one another at all – but a Tie to another character means that, before the adventure begins, there's some reason that the two characters might meet up and interact, as more than just strangers. They could be childhood friends who grew apart, ex-rivals for their mutual first crush's affections, have once been on opposite sides of a battle, or simply be from the same town.

Ties are not required – and depending on the game your GM wants to run, they may not exist at all – but they can definitely be useful, especially during the early sessions as you work out how your character interacts with the other players' characters. They also help solve the question of, “why would my character work with these people?”

If you aren't sure what Ties you want your Hero to have to the other players' Heroes, you might choose to randomly roll one. (GMs might also want to use this to relate NPCs to one another, or to the Heroes!) Simply roll two six-sided dice (“2d6”); one die represents the section, and the other decides the entry within the section, in the table below. If you get an entry you don't like or can't use, don't worry – you can switch your dice around, reroll, or interpret the result “creatively!” The point of this table is to get inspired and excited, not to create a hard-and-fast ruling.

- | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1. Bonds of Love</p> <ul style="list-style-type: none"> i. Is a sibling of ii. Is a cousin or distant relative of iii. Rivals for another's affection with iv. Pursued by the same paramour as v. Adopted into the same family as vi. Support the same child(ren) as <p>2. Bonds of Friendship</p> <ul style="list-style-type: none"> i. Childhood friend of ii. Drinking buddies with iii. Share a close mutual friend with iv. Participated in a sport or hobby with v. Searching for a lost mutual friend with vi. Travelled a long distance with <p>3. Bonds of War</p> <ul style="list-style-type: none"> i. Served alongside ii. Was trained by iii. Did mercenary work with iv. Was ordered to work with v. Survived a battle with vi. Hunting a rare / dangerous monster with | <p>4. Bonds of Adventure</p> <ul style="list-style-type: none"> i. Was saved by ii. Is Protecting / Bodyguarding iii. Previously adventured with iv. Is a friendly rival of v. Dueling partner of vi. Is searching for the same treasure as <p>5. Bonds of Servitude</p> <ul style="list-style-type: none"> i. Is magically bound to ii. On the run with iii. Share the same religion as iv. Is a squire or apprentice of v. Swore allegiance to the same ruler as vi. Swore an oath to <p>6. Bonds of Business</p> <ul style="list-style-type: none"> i. Employed at a business alongside ii. Lost a bet to iii. Is indebted to iv. Entertains / Puts on shows with v. Runs a scam with vi. Members of the same tradesman guild |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

BACKSTORY

Heroes don't just pop into existence, fully formed – they *come* from somewhere, having lived a life before they began their adventure. A character's history can inform how they speak, how they act, how they dress, and their outlook on life.

There are many ways to write a Backstory: some players like to write them as actual short stories, with a beginning, middle, and a "to be continued" finale that leads into the events of the game. Others prefer to simply list broad strokes of biographical detail: place of birth, school, the job they had before adventuring. However you want to do it, we encourage you to use your Backstory as an opportunity to learn more about your character!

Backstory is the Finishing Touch that most heavily relies on the game's setting and world, because your character has been living in that world for all of their life before beginning their adventure. Don't be afraid to discuss your character's Backstory with your GM! Working together, you might both discover interesting details – things that the GM can use to come up with new details about their world, or new adventure ideas that cater to your character.





CHARACTER TRAITS

Traits describe what your character is capable of, and how powerful and skilled they are. Every time a Hero takes an action – whether it's attacking a foe, crafting a new sword, or attempting to read ancient runes in a long-lost tome – they'll use a Trait related to that action. The higher the Trait, the more likely the Hero is to succeed at their task.

Traits also show what kinds of Feats, Spells, and Techniques a Hero can learn. If a Hero does not meet the Trait requirement for something, they cannot learn it – even if they have the Tokens of Heroism to spend on it.

Traits are grouped under Power, Wisdom, and Courage; the three Aspects of the Triforce.

Power Traits represent technical skill and physical strength. Heroic knights, enterprising blacksmiths, and star athletes, all exhibit incredible Power.

Wisdom Traits represent magical aptitude and awareness of people and situations. Learned scholars, dangerous wizards, and skilled diplomats, all show great Wisdom.

Courage Traits represent self-assuredness and ease in the natural world. Inspiring leaders, wandering herbalists, and acrobatic thieves, all display great Courage.

Each of these three Aspects is further split into eight separate Traits. It is these Traits that truly define what a Hero can do!

POWER

Combat is a measure of how much damage you can do with physical attacks, both melee and ranged. Physical Basic Attacks and Techniques will use both the damage rating of your weapon, and your Combat, to cause damage to your opponents.

Hearts defines how much damage you can withstand. Every point in Hearts grants an additional 4 HP, allowing you to weather more blows before falling unconscious.

Athletics is your ability to move in physically demanding ways. Swimming through water, climbing up cliff faces, pushing heavy boulders, and carrying heavy objects will all draw upon your athleticism and raw strength.



Civilization is your knowledge of peoples, cultures, and cities. If you need to know how a government works, what a business might want to import or export, or how soldiers from a given nation would comport themselves in battle, you should keep your knowledge of Civilization up-to-date.

Fortitude measures your ability to stand your ground. A hero with high Fortitude is a rock, immobile under any pressure, resistant to poisons and diseases, and capable of completing exhausting tasks.

Intimidate is your ability to gain the upper hand in social situations through the application of force. You might intimidate with a loud voice and drawn sword, or with an arched eyebrow and a subtle threat, but both work off your capacity to Intimidate.

Mechanics measures your capability with and knowledge of mundane technologies, such as traps and locks, but also advanced technology like Guardians and other automatons. With a good eye for Mechanics, you can raise an elevator without finding its activating switch, unlock the treasure chest it leads to, and jam the trap lurking inside.

Smithing is your knowledge of carpentry, metalworking, sewing and leatherworking. With great knowledge of Smithing, you can create powerful weapons and tough armors, fit for the finest of warriors. You can also better identify the equipment that others use.

WISDOM

Willpower determines how much damage you can do with Spells, wand and staff weapons, as well as a select few Techniques. Magical Basic Attacks and Spells will use both the damage rating of your weapon, and your Willpower, to cause damage to your opponents.

Magic measures how much arcane effort you can support at a given moment. Every point of Magic grants you an additional 4 MP, allowing you to cast more impressive spells and keep more magical effects active at a time.

Arcana is your knowledge of mystical items, creatures, and effects. Knowledge of the undead, how to dispel a curse, or the properties of a mystical artifact would all fall under the umbrella of Arcana.

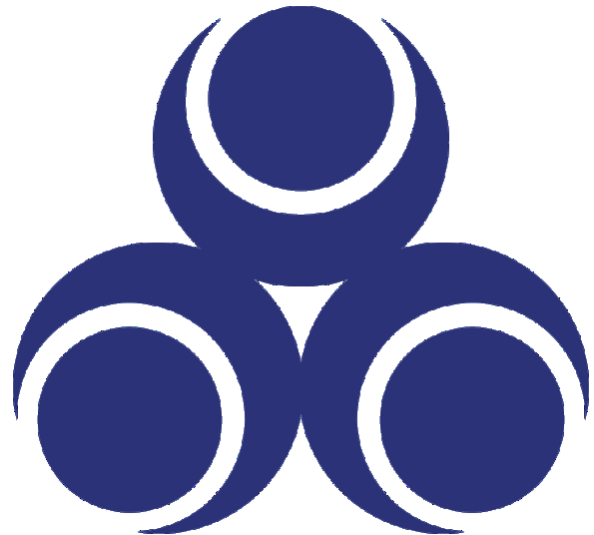
Perception is your capacity to be aware of things in the world around you. Perception helps you notice movement on the horizon, find a secret door (and the button to open it), or a trap about to spring.

Influence determines how capable you are at convincing others of the rightness of your ideas, without forcing them. You might go about it with logical, well-reasoned arguments, by appealing to their sympathies, or enticing them with your physical beauty.

Perform measures your skill with music, both mundane and magical. With great prowess in Perform, you can set the mood for a party, or perform powerful Magical Songs to enact great wizardry.

Discipline helps keep your secrets to yourself, and resist the arguments of others. With great Discipline, you can hold your course when every critic begs, pleads, or commands you otherwise.

Enchanting is the measure of your ability to work magic into longer-term uses than just momentary Spells. With Enchanting, you can use magic to further empower arms and armor beyond what a smith's hammer can achieve, transmute wood into metal, or weave spells that last days, or even years, while redefining what is or is not possible.



COURAGE

Accuracy helps you hit with your Basic Attacks, and with the additional effects of Techniques and Spells. Basic Attacks allow you to cause damage while conserving your Stamina or Magic, but if they miss, they don't help you win the fight. The additional effects of Techniques and Spells can debilitate foes more thoroughly than the damage of any one attack could, swiftly turning the tide of a battle.

Stamina is your ability to perform exhausting actions before getting tired. The more Stamina you have, the more Techniques you can use in a combat encounter. Every points of Stamina grants you an additional 4 SP.



Nature is your knowledge of animals, critters, and naturally-made monsters. Nature can tell you why Bokoblins hunt in groups, which parts of them are best for use in crafting, what they can do in a fight, and where to find packs of them this time of year.

Agility measures your ability to move your body in precise or careful ways. Agility helps you move quietly, dodge certain attacks, prevents you from being put on the back foot, and lets you act earlier in combat.

Command is how you inspire both men and beasts to follow your lead and do as you say, through sheer loyalty. It helps tame a horse, quell an unruly mob, or direct an army to hold their ground.

Insight measures your emotional awareness of other people. A nervous glance, a two-faced oath, a drop of sweat on an otherwise implacable brow – all hints of duplicity or ill intent, uncovered by strong Insight.

Guile determines how skilled you are at telling lies, both subtle and gross. With strong Guile, you can tell an outrageous lie and look to all the world as if you were well-informed, truthful, and honorable.

Cooking is your ability to craft delicious foods and potent elixirs from the bounty of nature. These consumables can help you survive harsh climates, refuel tired muscles, mend wounds, or even awaken new heights of skill and knowledge in the well-fed.

SECONDARY STATS

HEALTH, STAMINA, AND MAGIC

Health determines how much damage you can take. When your HP reaches 0, you are unable to battle, too wounded to lift your sword-arm or form the words to cast spells. Your Health pool is determined by your Hearts trait; every point in your Hearts Trait grants you 4 more Health Points (HP).

Stamina is your reserves of physical energy, and is typically Spent when you use Techniques or some items in combat. When you run out of Stamina, you can no longer use Techniques, but you can still use Basic Attacks. Your Stamina pool is determined by your Stamina trait; every point in your Stamina Trait grants you 4 more Stamina Points (SP) to spend.

Magic is your reserves of arcane energy, and is either Bound, Spent or Burned whenever you cast a Spell. When you run out of MP, you can no longer cast spells. Your Magic pool is determined by your Magic trait; every point in Magic Trait grants you 4 more Magic Points (MP) to spend.

EVASION

Evasion determines how likely you are to avoid Basic Attacks, as well as dodging Spells and Techniques from Distracted foes. Evasion can also be used in place of Concentration and Vitality for avoiding secondary and status effects. A Hero's Evasion is reduced by wearing Medium and Heavy Armor.

Evasion is calculated as:

$(10 + \text{Agility} + \text{Bonuses} - \text{Armor Penalties})$



CONCENTRATION & VITALITY

Concentration and Vitality determine how likely you are to be affected by Status Effects, Combat Maneuvers, and the secondary effects of Spells and Techniques. While they don't help you avoid damage directly, Concentration and Vitality help keep you on your toes and in the fight.

Concentration is calculated as:

$(10 + \text{Discipline} + \text{Bonuses})$

Vitality is calculated as:

$(10 + \text{Fortitude} + \text{Bonuses})$

JUMPING

Heroes can jump vertically, horizontally, or both. Heroes can jump vertically a number of squares equal to **1 + (Athletics / 3)**, and horizontally equal to **1 + (Athletics / 2)**. Jumping still consumes a Hero's Movement – they cannot walk their full Movement and then jump further, unless a Technique, Feat, or Spell allows them such.

LIFTING

Heroes can lift an amount of weight based on their Athletics score, and the number of hands they use, according to the table below. Weights listed in the table are in pounds.

When carrying an “easy” load or less, a Hero can move about without issue. When carrying a load between “easy” and “burdened”, they move at a cost of 2 Movement for every square traversed. When at “burdened” or above, they cannot move at all, but can still lift the object off the ground. If an object weighs so much that it exceeds the “2h Impossible” number (or exceeds 2h Burdened and the Hero has only one hand to spare), then the Hero cannot lift the object at all.

Athletics Rank	2h Impossible	2h Burdened	2h Easy / 1h Burdened	1h Easy
1	30	10	5	2
2	50	30	15	6
3	100	50	25	10
4	150	100	50	20
5	250	150	75	30
6	400	250	125	50
7	600	400	200	80
8	800	600	300	120
9	1000	800	400	160
10	1200	1000	500	200
Each Rank after 10	+200	+200	+100	+40



RACES

The measure of a Hero might be in their Power, Wisdom, and Courage, but their Race helps determine what they can do, what skills they might have learned, their upbringing, and their weaknesses.

All Races have a Weakness to a specific Element. When they take damage of that Element, they suffer an additional 4 damage, and that extra damage ignores your Defense, so be wary of your Weakness!

All Races have benefits unique to them, listed in each Race's Overview – these could be immunities to certain weathers or terrain, knowledge of Spells or Techniques that other Races find harder to come by, the ability to fly or swim with ease, or even more esoteric advantages.

PRIMARY RACES

These Races feature prominently in *Breath of the Wild*, and so here they take center stage again. The majority of Heroes attempting to tame the wild will be from one of these races, and they are the most likely Races to be found in the world of Hyrule and beyond.

GERUDO

*Beautiful as an oasis,
relentless as desert heat.*

OVERVIEW

Average Height: 7' – 8' 6"

Average Weight: 250 – 300 lbs.

Life span: 70 – 100 years
(Mature in 15-20 years)

Skin colors: Tan to Umber

Eye colors: Amber, Green

Hair colors: Red (white with age)

Weakness: Water

Bonuses:

- Treat Heatwave or Coldsnap Weather as two ranks lower when calculating its effect on you (minimum 0).
- You can walk through deep sand and other sand-based Difficult Terrain as if it were normal terrain.
- When you use a Technique, you pay 1 less Stamina.

Play a Gerudo if you want...

- ...To be a lean, skilled fighter, tireless in your assault.
- ...To seek (or flee) romance at every new town.
- ...To be a stoic nomad, quietly seeking something over the next sand dune.
- ...To try to atone for the past sins of your people with your own actions.

DESCRIPTION

Desert-dwelling amazons, the Gerudo are a secretive tribe made up almost entirely of women, with only one male Gerudo born every hundred years. Often seen as rogues or bandits, they leave their cosmopolitan homes to seek out the treasures of the world – be it money, magic, or men.



Gerudo are exceptionally tall, with lean, muscular frames built for quick movement and light steps. Their deeply-tanned skin is a product of desert climes; their hair is universally red, turning white with age. Gerudo women often wear blue lipstick or nail polish, to represent valuable water.

Gerudo often live in sandy climates: primarily arid deserts, but some bands are found on beaches or rocky cliff-faces. These desolate, isolated homes do not have many resources, so more isolated bands of Gerudo become bandits, pirates, and thieves. Gerudo clans in more well-traveled locations might be merchant hubs and oasis towns, allowing traders and travelers to come to them.

Thanks to the distinct lack of male Gerudo, many Gerudo women leave home in order to find "boyfriends" with which to continue their line. However, Gerudo towns famously do not allow males of any kind within their walls, adding a unique strain to their relationships.

PLAYING A GERUDO

Gerudo respect tradition, perseverance, forthrightness, and prowess at physical combat. Gerudo magic-users are rare, but not unheard-of - some of the world's most dangerous magic users have been Gerudo, though many of those examples used their power for evil purposes.



Gerudo have a tendency to think in terms of monolithic cultures, rather than individual persons, when considering their actions and consequences. Gerudo are deeply aware of their culture's image in the eyes of others: some Gerudo bands become pirates or bandits, and in the distant past, Gerudo clans united under the banner of an evil wizard-king. A Gerudo Hero traveling abroad knows that their decisions reflect on their culture as a whole, but they may miss how they are seen by individuals, leading to misunderstandings and culture clashes.

Gerudo are often seen as stoic or harsh by other races, but they view themselves as forthright and honest. A Gerudo will state what they want, and then take action to achieve those goals - sometimes, without considering how their statements and actions could be misconstrued.

The Gerudo's mono-gendered nature means that they find kinship with the women of other races, whether they themselves are male or female. The few male Gerudo who escape their settlements may find males of other cultures strange, but will often try as hard as they can to fit in with them, seeking a kinship they simply cannot find at home. In fact, learning about other cultures in general is seen as a wise, strategic move among Gerudo - not only for seeking friends, but also in finding mates, forging trade deals, or to suss out weaknesses to exploit.

Gerudo Heroes often prefer swords, be they Greatswords, a Sword and Shield, or a Sword in each hand. Their scimitars are famous for their beauty, speed, and strength - just as the Gerudo themselves are.

Characteristics: Forthright, Lithe, Nomadic, Romantic, Stoic, Traditional, Warrior

Gerudo Names evoke a foreign land, not easily mapping to common English names or terms. They typically end in vowels, and unlike the names of many races in Hyrule, they do not shy away from hard consonants.

Female Names: Anche, Bertri, Calisa, Estan, Frelly, Lukan, Konora, Kyra, Makure, Nali, Olu, Pokki, Ramella, Rima, Rotana, Sudrey, Sumati, Yaido

Male Names: Due to the lack of male Gerudo in history, the Gerudo have no established list of male names.



GERUDO LANGUAGE

Unique among most races of Hyrule, Gerudo use snippets of vocabulary from an ancient native language, in conversations both casual and formal. These words are easily understood by those with more than a passing familiarity with Gerudo, but carry layers of texture and meaning that defies explanation to non-Gerudo. A non-Gerudo using these words correctly is a sign of familiarity and friendship to the Gerudo.

Gerudo Phrase	English Phrase
"Sarqso"	"Thank You"
"Sav'otta"	"Good morning"
"Sav'aaq"	"Good day"
"Sav'orq"	"Farewell"
"Sav'orr"	"Good Night"
"Sav'saaba"	"Good Evening"
"Vasaaq"	"Greetings"
"Vaba"	"Grandmother"
"Vai"	"Woman"
"Voe"	"Man"
"Vure"	"Bird"
"Vehvi"	"Child"
"Sa'oten"	"Good heavens"

GORON

Each one a brother – tough, kindly, and fair... and when roused to anger, deadly.

OVERVIEW

Average Height: 4' 9" – 6' 3"

Average Weight: 500 – 600 lbs.

Life span: 100 – 150 years
(Mature in 30-40 years)

Skin colors: Brown, Light Orange, Red

Eye colors: Brown, Black

Hair colors: Brown, Orange, White

Weakness: Ice

Bonuses:

- Treat Heatwave weather as four ranks lower when calculating its effect on you (minimum 0).
- You can consume Metals as if they were Food ingredients of the same rank, including being able to eat Dishes made with those same Metals. (Metals do not contain special properties when cooked.)
- Your rocky skin grants you a natural Defense of (Fortitude / 2, rounded down), in addition to the Defense of any Armor you wear. However, your Evasion is reduced by (Fortitude / 4).
- Increase your Lift capability, as if your Athletics was 2 points higher.
- You gain one of the following Techniques or Spells for free: Darmani's Defense (Technique), Goron Goroll (Technique), Goron Ground Pound (Technique), or Stone Spikes (Spell).

Play a Goron if you want...

- ...To be a durable melee combatant, able to withstand the harshest blows.
- ...To have a biology unique to all Hyrule.
- ...To be the biggest and the strongest.
- ...To be a gentle giant, enjoying good food and friends' company.



DESCRIPTION

Gorons are people of the mountain – literally. Known for their rocky visage, their mountain homes, and their hearty attitudes, Gorons can be solid friends or deadly foes.

Gorons are tall and rotund, with wide potbellies and large, chestnut-shaped heads, compared to their relatively thin arms and legs. Their skin is earthen, rough to the touch like hewn stone. Gorons do not have hair, per se, but they develop colorful outcroppings of stone on their chin, brow, back, and scalp as they enter adulthood, which then turn white with age. Their eyes are beady, like small polished stones, without irises or other distinguishing features.

Gorons live in large networks of caves, and prefer climates that most would find 'warm' to 'impossibly scorching'. They hew their caves into the side of single mountain - or better yet, an active volcano. Settlement sites are chosen based on the quality of the local rock, as well as what amenities are nearby - like hot springs, lava flows, or even active volcanoes. A typical Goron home might appear primitive and spartan to visitors, with simple decorations of tribal-patterned vases or rough-stitched tapestries, a fire pit, and perhaps some slabs of stone to serve as table, chair, and bed.

Thanks to their unique physical composition, Gorons can eat rocks and metals. They have a rich culinary culture, and the few Goron foods that are palatable to other species, such as the famed Goron Spice, are considered rare and valuable delicacies.

PLAYING A GORON

Gorons can be obstinate and difficult to move to action, but once inspired they will crash upon whatever obstacles are in their way with hearty enthusiasm. In this way, as in all ways, they are like a stone - hard to move, but once moved, even harder to stop.

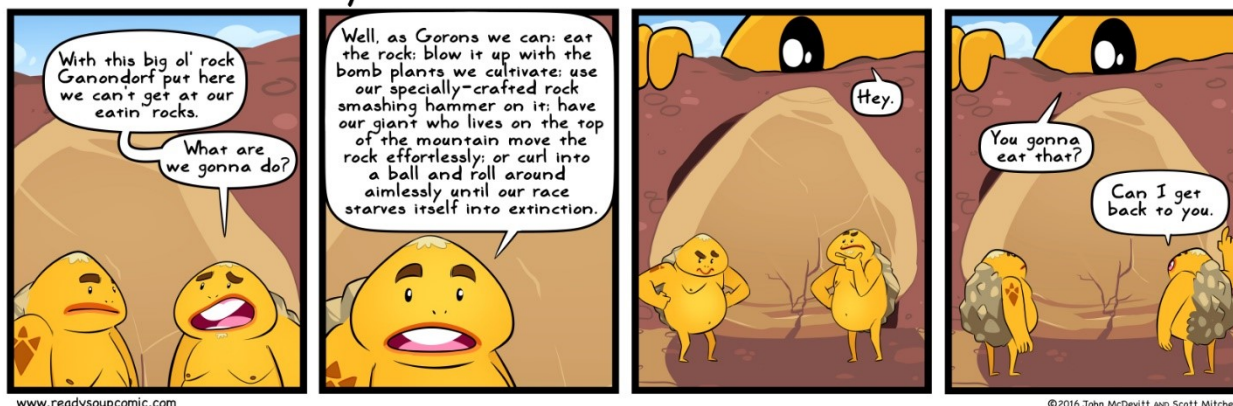
However, that does not mean Gorons are dour or uncaring. Rather, Gorons have a reputation for a kind of steadfast innocence and obliviousness: when something bad happens, many Gorons simply shrug their shoulders, and continue on as best as they can. Goron Heroes may change their course at bad news, but even they will simply ready themselves to take on a new challenge without belaboring the point. Because of this, few beings rebound from emotional or physical turmoil more quickly than a Goron.

Of course, Gorons famously love eating a good rock - they'll speak rhapsodically about its flavor, or curiously sample the taste of new rocks as they come across them. To a Goron, no rock is "just a rock", and each stone tells a story with its taste and texture.

Gorons value sheer physical strength and endurance. Gorons make friends by inviting one another to attempt contests of might and constitution. Simply making a good effort may be enough to get into a Goron's good graces, but succeeding at the test is a sure way to gain friendship. Gorons are quick to recognize those who succeed or surpass them, and are rarely jealous - instead, they welcome the victor like a new brother.



Rocks, Rocks Everywhere, but not a Rock to Eat



Gorons Heroes typically favor melee physical combat, preferring to enter the fray and bash foes like an unstoppable avalanche. Goron legends speak highly of hammers, as well as simply punching foes directly – so many Goron Heroes use hammers, mauls, and Fist weapons, in the spirit of their ancestors.

Characteristics: Enduring, Gourmand, Kind, Oblivious, Obstinate, Strong, Tough

Goron Names often include the hard “go” sound, and might reference mountains, machinery, rocks, or minerals.

Names: Aji, Bargoh, Bludo, Gonguron, Jengo, Kabetta, Krane, Lyndae, Pyle, Reagah, Rogaro, Tanko, Volcon

GORON BIOLOGY

Gorons are unique among the species of Hyrule, as they appear to all be males. Unlike the Gerudo and their husband-hunting ways, however, they are rarely, if ever, seen searching for mates – in their tribes or outside of them.

Some believe that Gorons do actually have the typical two sexes, but with very little discernable distinction between them – or at least, distinctions only Gorons can identify.

Others say that Gorons are not so much ‘born’ as they are hewn from the rock, carved like a statue or grown like a geode, and then given life by magic.

A third theory states that Gorons are like trees or flowers, having the capacity to work as either gender as the situation demands. Their identification as ‘bro’ is merely a quirk of language or culture – or a reflection on those observing them.

Gorons are also unique for their diet, preferring rocks over other nutrients. They appear to prefer simple stone to all else, followed by metals as a mid-quality food, and ending with gems as a sour, unappetizing foodstuff.

Despite their unique culinary capability, Gorons are happy to partake in the foods that other races eat. In particular, Gorons seem to enjoy spicy foods, and their famed Goron Spice (a kind of sweet, spicy curry powder) is famed far and wide.

Finally, very rarely – perhaps once every few generations – a Goron is born who grows monumentally huge, rivaling the size of some mountains. Despite their immense size, these “Bigorons” remain part of their community, and are typically friendly, if prone to sleeping for days at a time.



HYLIAN

Varied as the blades of grass in Hyrule Field; each an individual, yearning for the light.

OVERVIEW

Average Height: 5' – 6' 3"

Average Weight: 125 – 150 lbs.

Life span: 70 – 100 years

(Mature in 15-20 years)

Skin colors: Alabaster to Tan

Eye colors: Blue, Green, Brown, Purple

Hair colors: Blonde, Red, Brown, Black, Blue, Green

Weakness: Darkness

Bonuses:

- Gain a free Technique or Spell that you qualify for. It must cost 3 Tokens.
- Gain a free Feat that you qualify for. This Feat must cost 3 Tokens.
- When you Spend Magic or Stamina (but not when you Bind or Burn them), you may reduce that expenditure by 50% for just that use. You can't do this again until you take an Extended Rest.

Play a Hylian if you want...

- ...To have a wide variety of Spells or Techniques in combat.
- ...To embrace new cultures and new customs in your travels.
- ...To be an average person, embarking on a Heroic journey.
- ...To be destined for greatness by near-forgotten Goddesses.

DESCRIPTION

Hylians are the most plentiful and common race in Hyrule and beyond, claiming a heritage that stretches back to the Goddess Hylia. The greatest skill of the Hylian race is their adaptability: moreso than other races, Hylians can adapt to any challenge.

Hylians are humanoid, and look much like you or I do - with the sole difference of long, pointed ears, extending either upwards or outwards, depending on the person. Legend says that the unique structure of their ears allows Hylians to hear the words of the Goddesses, but most scholars agree that this is simply apocryphal.

Hylians live wherever they can, and are the most likely among all races to make their home in towns built by other races. It's not uncommon to find a few Hylians in every town, wearing specially-made clothing to handle the climate. Given the choice, however, Hylians prefer temperate weather and grassy fields, and their towns tend to sprawl across whatever land is available.

Hylians are perhaps the most musically inclined of all races, and love a good song. A song tells something about the place it was written, and the person who plays it. Hylians feel that music is a way for the Goddesses of Hyrule to make their will known, and to enact it upon the world. Many of Hyrule's greatest composers, musicians, and traveling bards, were all Hylian.

PLAYING A HYLIAN

Hylians place a heavy importance on myth, legend, and destiny. Many Hylians feel called to their fates, a subtle, inescapable tug that pulls them to where they need to be. To a Hylian, fate is not something to be avoided - even a prophecy of doom can be embraced, so long as there's hope of salvation on the other side.

Hylians are quite willing to accept different cultural mores and practices. They'll dive headfirst into new food, new clothes, and new customs. However, this openness ends where injustice begins: Hylians have a strong sense of right and wrong, and will fight tooth and nail against evil.

While not every Hylian is a musician (far from it!), even the most tone-deaf Hylian loves a good song. It's not uncommon for Hylians to carry a musical instrument, and to use music as a way to pass the time. More skilled Hylian musicians will not only play Magical Songs, but also use melodies to communicate their feelings, offer prayer to the goddesses, or try to build camaraderie.



Rather than focusing on a single style of combat, Hylians often carry many different kinds of weapons with them, using different weapons and tactics in different situations. A well-armed Hylian is dangerous more for the breadth of their Spells and Techniques than for their sheer power.

Characteristics: Accepting, Courageous, Curious, Honest, Kind, Musical, Pious, Quick-Learning

Hylian Names are varied as Hylians' homes, but fall into a few patterns:

- Names you or I would find ordinary.
- Names based on plants, particularly herbs or crops.
- Names based on natural things, like birds, weather, or minerals.

Regardless, Hylian names are often spelled in a unique way, to help distinguish them from their source words when written down.

Female Names: Ashei, Celessa, Flaxel, Gaile, Hilda, Ivey, Malon, Onya, Peatrice, Ruli, Suzuna, Toma, Traysi, Vilia

Male Names: Agus, Cloyne, Dai, Ferrus, Garini, Kinov, Letty, Kafei, Maypin, Nack, Rhoam, Sayge, Trott, Varke, Zyle



HYLIANS AND KOKIRI

In some worlds, there may exist a race that appears, at first glance, to be very similar to Hylian children: the Kokiri.

Kokiri are forest-children, both metaphorically and literally. They hail from dense, unnavigable forests, and they never age beyond puberty, though they live as long as Hylians do.

Kokiri forests are watched over by a guardian spirit of great power, such as the Deku Tree. This spirit keeps evil interlopers out – and keeps the Kokiri in. Those Kokiri who travel the world either escaped from their forest, were sent on a mission by their guardian spirit, or were forced from their home by ill circumstance.

Scholars are unsure whether the Kokiri were directly created by that guardian spirit, or were originally Hylian children that the spirit adopted and enchanted.

Mechanically, Kokiri are identical to Hylians; they use the same weaknesses and bonuses.

RITO

Confident, capable, and swift, not even the sky can limit them.

OVERVIEW

Average Height: 6' – 7' 6"

Average Weight: 225 – 275 lbs.

Life span: 50 – 75 years
(Mature in 8-10 years)

Skin colors: Pink, Brown, Black
(hidden by feathers)

Eye colors: Blue, Green, Brown,
rarely Purple

Feather colors: Any

Weakness: Earth

Bonuses:

- Treat Coldsnap weather as four ranks lower when calculating its effect on you (minimum 0).
- Increase your Jump capability, as if your Athletics was 2 points higher.
- You can fly and glide under your own power. You are a Natural Glider (but not a Natural Flier).

Play a Rito if you want...

- ...To take to the air and soar over everything.
- ...To be better than everyone else - and to let them know it.
- ...To instruct others and help them grow and develop their own talents.
- ...To have visited many places before setting out on your adventure.



DESCRIPTION

Perched on tall spires and nested in cold climes, the Rito revel in their skill and grace. Capable of flight as adults, they travel long distances to trade, learn, or seek adventure.

Rito are lanky humanoid birds, with wings for arms and beaks for mouths. Their feathers can be any one color or combination of colors. The tips of their wings are typically white, and those feathers are dexterous and strong enough to serve as broad fingers. Their legs are those of a bird: two sharp talons face forward; one faces backwards. Their eyes are similar to those of Hylians, sharing the same hues and general shape.



Rito towns are typically situated in remote, mountainous places, surrounded by valleys – the perfect lookout to see all land-dwelling visitors from miles off.

Despite their remote, inaccessible locations, Rito towns still maintain contact with the outside world – their citizens have no trouble traveling hither and yon, and the occasional adventurous soul still manages to climb many a Rito town's crags in order to visit.

PLAYING A RITO

Rito respect skill above all else. It matters little what the skill actually is, so long as one strives for excellence. Some Rito are self-important, caught up in their own peerless prowess; many others can still be respectful, helping others to rise to a challenge.

When interacting with others, Rito tend to seek the high ground, both literally (preferring to perch above someone's sightline, if possible) and metaphorically. When someone concedes a point to a Rito in an argument, they will gladly seize upon that and try to press further.

Because of this, Rito have a reputation among other races for being haughty or conceited. If a Rito is the best at something, or knows something that another wishes to know, they rarely shy away from making that fact known.

However, the reverse is also true - if someone impresses them with a skill that exceeds their own, most Rito won't hide their appreciation (however they choose to express it). Because of this, Rito also have a reputation as excellent teachers and storytellers.

Rito take pride in archery, finding it most useful when they take to the air, though no technique is beneath the effort it takes to master it. Since their main asset in battle is flight, Rito warriors and wizards will often look to ways to utilize it to the utmost, staying out of range of foes while in the air - or swooping in to attack foes at the rear.

Characteristics: Boastful, Conceited, Haughty, Instructor, Proud, Skillful, Storied, Traveled

Rito Names usually end in vowel sounds, and avoid hard consonants (except for the letter 'G', which is always pronounced hard).

Female Names: Amali, Bedoli, Cecili, Elrora, Genli, Laissa, Medli, Saki

Male Names: Gesane, Harth, Kaneli, Komali, Rouru, Quill, Teba, Tulin, Verla

RITO AND FLIGHT

The Rito way of life incorporates their natural prowess at flight in ways both subtle and obvious.

Rito architecture favors wide, open spaces, resembling a gazebo more than anything else. Their homes have few walls or doors, and lots of openings into the great outdoors. This allows them to quickly exit a room and take flight.

Rito tend to fare poorly when in closed, cramped environs, like caves or tight corridors. While some races might call this claustrophobia, the Rito would call it a rational fear - Rito see their power of flight as their greatest strength over others, and when it is nullified, they get justifiably concerned.

If given the chance, Rito will fully use whatever vertical space is available to them, preferring to be up high whenever possible. Rito might perch on top of a bookcase or the back of a chair when having a conversation, or they might prefer to sit on the roof of a house instead of on the porch. For a Rito, claiming the high ground is a simple, unconscious instinct.



SHEIKAH

*Keepers of knowledge, hidden in darkness,
in service to ancient vows.*

OVERVIEW

Average Height: 5' – 6' 3"

Average Weight: 125 – 150 lbs.

Life span: 100 – 130 years
(Mature in 15-20 years)

Skin colors: Tan, Caramel, Brown

Eye colors: Red

Hair colors: White

Weakness: Light

Bonuses:

- When Sneaking, you may move your full speed, instead of only half.
- When you perform the Combat Maneuver "Learn Lore", you may either roll twice and use the better result, or perform the Maneuver again on a second target.
- You gain one of the following Spells or Techniques for free: Impa's Disguise (Spell), Pinning Shot (Technique), Skirmish Strike (Technique), or Vanish (Spell).

Play a Sheikah if you want...

- ...To keep ancient, forgotten knowledge.
- ...To use darkness in a fight against evil.
- ...To use stealth, guile, and cleverness against your opponent.
- ...To seek restitution for an ancient slight against your people.

DESCRIPTION

The Sheikah are mysterious and guarded; little-seen, but often influential. Driven into hiding by the rise of Calamity Ganon and the raids of the Yiga Clan, the Sheikah have long lives and longer memories; they have forgotten neither the slights against them nor their duties to Hyrule.



From a distance, Sheikah look quite similar to a Hylian, featuring the same pointed ears and plain complexion (though they tan more easily than Hylians do). However, a closer inspection reveals a few key differences: nearly all Sheikah feature white hair and red eyes, though they may disguise these when venturing into places that are suspicious of the Sheikah race.

Sheikah live in hidden villages, isolated from the rest of the world. Those merchants and travelers who visit them must be blindfolded, and guided by a local. Sheikah who travel to the outside world rarely discuss their origins.

Sheikah buildings are built in ancient, traditional styles, and it isn't uncommon for them to feature traps - from squeaking floors that announce the presence of intruders, to hidden trap doors, to even more clever and dangerous hidden architectural features.

PLAYING A SHEIKAH

Sheikah families pass down ancient legends, the journeys of heroes past, and the knowledge of forgotten smithing techniques, as other races might pass down nursery rhymes. Sheikah are often versed in the lost knowledge and latest scuttlebutt of people, places, and events. Some Sheikah cultivate an air of quiet omniscience, in order to intimidate superstitious foes. Others might prefer to seem simpler than they really are, lulling opponents into a false sense of security.

Sheikah tend to be observant, watching both their foes and their friends for weaknesses - either to exploit them, or to shore them up. Once they've sized up a problem, most Sheikah prefer to act subtly and stealthily, attacking a problem in a swift, decisive manner from which there can be no recovery. For a Sheikah, there are few joys greater than felling a foe or overcoming an obstacle through a single clever move.

Sheikah warriors often use subtle magic to aid their stealthiness, using the Impa's Disguise spell to conceal themselves, or the Vanish spell to slip in past their target's bodyguards.

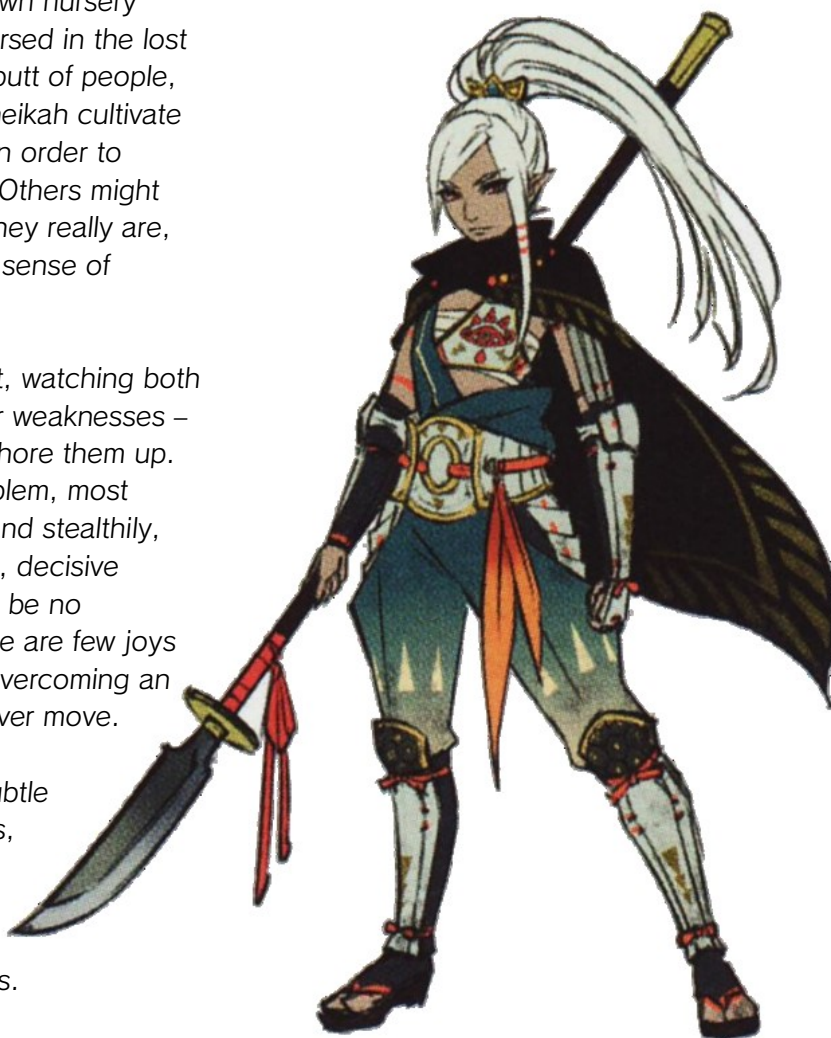
Sheikah have famously used bows and two-handed swords to great effect in past conflicts, though some Sheikah like to keep a hand free for clever use of items.

Characteristics: Conniving, Knowledgable, Secretive, Stealthy, Subtle, Traditional, Wise

Sheikah Names tend to be made of simple sound pairs, intended to be easily understood when shouted or whispered.

Female Names: Claree, Koko, Mellie, Rola, Trissa

Male Names: Cado, Dorian, Lasli, Olkin



SHEIKAH AND YIGA

The Sheikah are but one half of their race. The other half, the Yiga, are even more secretive, and bent on aiding the Calamity and its minions.

In the distant past, before Calamity Ganon first appeared, the Sheikah were a single people, and were renowned for their magical and technological skill. When the Calamity arrived for the first time, though, the people of Hyrule shunned the Sheikah and cast them out, viewing their creations to be dangerous.

The Sheikah became outcasts, even as an ancient hero laid Calamity Ganon to rest for ten thousand years. The Sheikah who felt resentment towards the kingdom of Hyrule, stripped of their technology, banded together to form the Yiga clan. Cloaked in shadow and secrecy, and skilled in the arts of disguise and dark magic, Yiga warriors strove to end the Hero of the Wild's attempt to end the Calamity once and for all.

Though they failed, and Calamity Ganon was ended, the Yiga clan has not abandoned their mission. Even now, they persist, striking quickly in small number, and forming new plans to revive Calamity Ganon.



ZORA



*Serene as a placid lake on the surface,
passionate as a stormy sea underneath.*

OVERVIEW

Average Height: 4' 6" – 9'
Average Weight: 100 – 400 lbs.
Life span: 250 – 300 years
(Mature in 40-50 years)

Skin colors: Any
Eye colors: Blue, Green, Red
Hair colors: None (Hairless)

Play a Zora if you want...

- ...To be equally at-ease on land and in the water.
- ...To hail from a beautiful and mysterious civilization that has withstood time and tide.
- ...To commune with the strange and wondrous creatures of the ocean.
- ...To always have your attacks strike true.

Weakness: Shock

Bonuses:

- You are a Natural Swimmer. Further, you can breathe underwater.
- You gain one of the following Techniques or Spells for free: Flying Fin (Technique), Great Bay Barrier (Spell), Push-off Kick (Technique), or Zola's Fireball (Spell).
- Treat the Accuracy Bonus of all Boomerangs, Crossbows, Fists, Rods, and Spears you use as 1 higher.

DESCRIPTION

As comfortable above the waves as below, the Zora are a race of amphibious people known for their architectural splendor, and for a reserved demeanor that hides deep passions. Zora communities can sometimes be wary of outsiders, but that doesn't stop adventurous individuals from exploring the world's lakes, rivers, and oceans.



Zora are humanoid, but with many fish-like traits. Their skin is smooth and scaly, like a shark's; their hands and feet are webbed, and small fins adorn their arms and legs; they have gills, allowing them to breathe underwater. Instead of hair, Zora feature long, fish-like tails on the backs of their heads, which work as a dorsal fin to help them move gracefully underwater. Individual Zora's head-tails may take after different types of fish, such as sharks and manta rays.

Zora skin is typically two-toned, featuring a nearly-white chest, thighs, and face, with the rest a bright, vibrant color that varies from Zora to Zora. (Some Zora clans, however, feature more muted gray-blue tones for their primary coloration.)

Zora make their homes in or near large bodies of water, such as waterfalls, lakes, and beaches. They typically build close to shore, if not above the water, in order to better access the bounty of nature both above and below the water. Their homes are often seen as breathtakingly beautiful by other races, constructed of coral or hewn into sparkling underwater grottos.

PLAYING A ZORA

Zora Heroes are often creatures of deep and abiding passion, but with an outer shell of propriety and grace. When first met, they may be focused solely on the task at-hand, or on a long-term goal, and have little time for social chatter. Once someone has proven themselves a friend to a Zora – or when something exciting or unexpected happens – they may drop this facade without fanfare, and become all giddy, shark-toothed smiles.

Zora think about cultures, people, events, and consequences as a network of rivers and lakes, all intertwined. Actions flow downstream, continuing on to other, once-uninvolved people in unpredictable ways. Consequences can tumble downriver quickly, or be buried in the muck only to be unearthed ages later. Evil pollutes the stream, subtly harming everyone it touches. Whether action is taken or deferred, everything is carried by the currents of fate.

Zora Heroes typically prize accuracy over damage, preferring not to waste a single blow. This serves them well underwater, where foes and prey can be more agile than land-dwellers might be used to. It also makes them well-suited to use magic spells that have additional effects for an accurate casting, allowing a Zora mage to speak with (relative) certainty when they say they'll neutralize an opponent.

Characteristics: Amphibious, Graceful, Passionate, Proper, Sensitive

Zora Names tend to be based on fish and musical terms.

Female Names: Dunma, Finley, Keye, Kodah, Laruto, Mei, Oren, Rutela, Tula

Male Names: Bazz, Cleff, Gruve, Jiahto, Mikau, Muzu, Torfeau, Ralis, Rivan, Toto

ZORA AND ZOLA

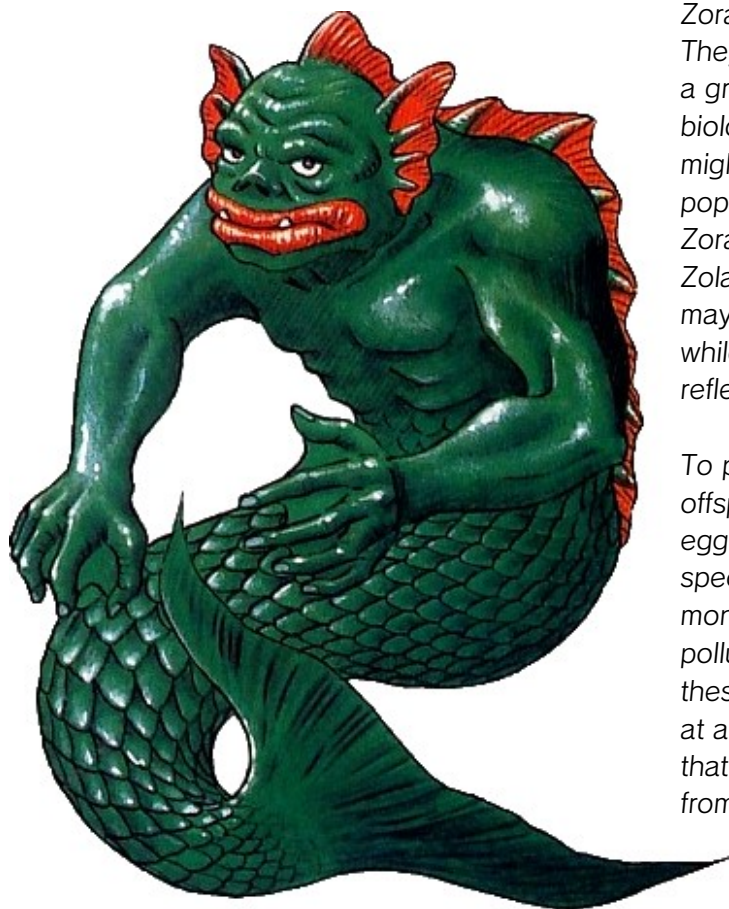
Zora generally keep to crystal-clear lakes and rivers, and stay away from stagnant mires or polluted streams. This isn't merely an issue of preference, though – long-term exposure to polluted water can have a powerfully negative effect on Zora.

In some regions of Hyrule, generations of Zora who have lived in foul water, or who have been corrupted by evil, have had their appearance change and become more bestial. Their minds, too, are altered, becoming more primitive and territorial, and many are unable to read, write, or speak.

The Zora call them "Zola", though most other races might call them "River Zora", for their propensity to shoot Zola's Fireballs at anyone who nears their territory.

Zora consider the Zola a touchy subject. They feel that their mere existence highlights a great weakness in themselves, either biological or spiritual, depending on what might have corrupted the local Zola population. (They also find the phrase "River Zola" offensive.) Most Zora only speak of the Zola with people they trust implicitly; some may see them as enemies to be wiped out, while others may pity them as lesser reflections of themselves.

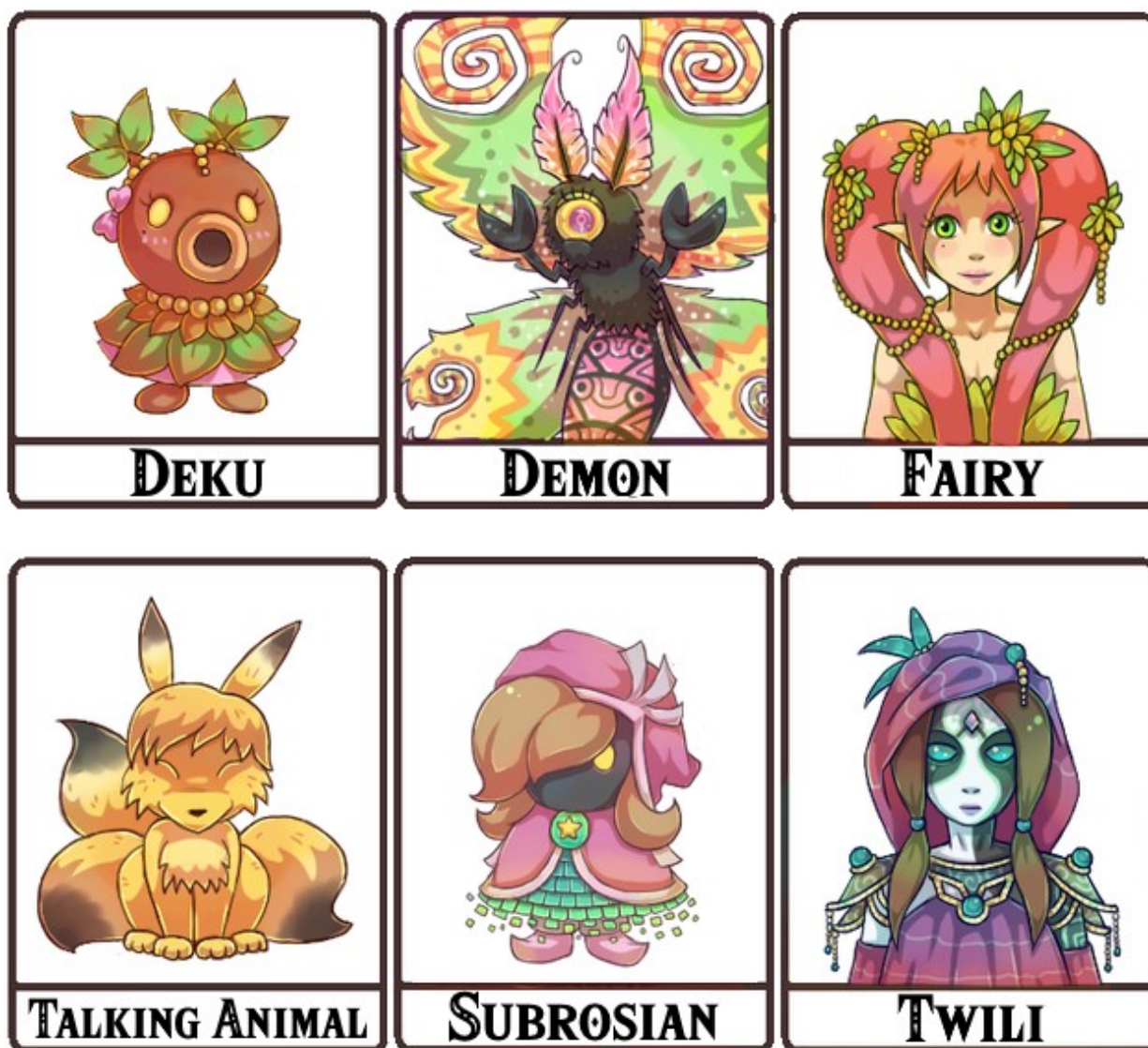
To prevent this fate from befalling their offspring, Zora communities will keep their eggs (each about the size of a melon) in special aquariums. These tanks are closely monitored by scholars, checked for pollutants, acidity, and evil magic. Some of these aquariums are kept under heavy guard at all times, particularly in Zora communities that face a direct threat. Stealing a Zora egg from one of these aquariums is the highest of crimes, and the most difficult of capers.



SECONDARY RACES

These are races that do not prominently feature in *Breath of the Wild*, but do appear in other *Zelda* games – and that someone might want to play as.

However, because they are not seen as sentient races in all *Zelda* titles, players need to speak to their GM before choosing one of these Races; the GM's world building or campaign plot may or may not support their inclusion.



DEKU SCRUB



Shy as a flower bud, light as a leaf, and persistent as poison ivy.

OVERVIEW

Average Height: 2' 6" – 3' 6"

Average Weight: 40 – 60 lbs.

Life span: 20 – 30 years

(Mature in 2-3 years)

Skin colors: Brown (wooden)

Eye colors: Yellow, Orange, rarely Red

Leaf colors: Brown, Green, Orange, Red

Play a Deku Scrub if you want...

- ...To be a part of the forest, and live off pure sunlight and fresh water.
- ...To be stubborn, skittish, and small.
- ...To strike from the bushes, unseen.
- ...To never back down in a conversation.

Weakness: Fire

Bonuses:

- You treat Thick Brush and other plant-based Difficult Terrain as normal terrain.
- With your bright, glowing eyes, you can see just as well in the dark as in the light. In addition, when Blinded, you treat that Blindness as if you were a Boss.
- You can glide (but not fly) under your own power. So long as you start from grassy terrain, a tree, or a flowering plant, you are a Natural Glider.
- When you use a Reaction to reduce an attack's damage, you may ignore all Push, Pull, or Prone effects from it.
- During any Rest, you may eschew eating food and instead photosynthesize. Doing so restores 4 Health, 2 Magic, and 2 Stamina (doubled if in direct sunlight). If using Master Mode rules, this is sufficient to stave off Hunger for that Rest.

DESCRIPTION

With skin of wood and hair of leaves, the Deku Scrubs hide in the grass and ground, peacefully soaking up the sun until their respite is interrupted. While some adventurers would characterize them as nuisances – or worse, overly-pushy salespersons – many Deku simply want a peaceful life, just like anyone else.

Deku Scrubs are made of plant matter, and are biologically more akin to bushes than anything else. Their skin is made of thin-barked wood, their heads covered in a bushy clump of leaves (rich green or autumn-colored), and their eyes are featureless amber pools. Deku Scrubs have a large, open snout, shaped like a trumpet, working as both their nose and mouth.

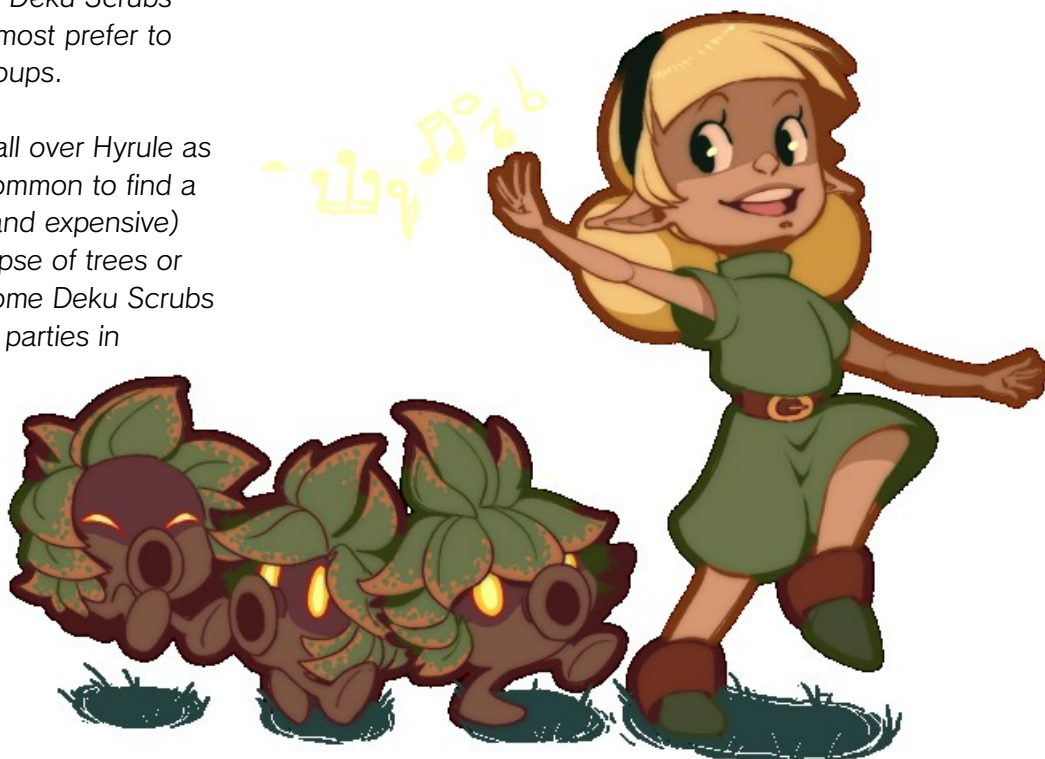
Deku Scrubs tend to live in mossy grottos, holes in the ground, or hidden amongst the bushes in forests and plains. Large groups of Deku Scrubs might create buildings or even fortress-like trading posts made of logs and vines; however, it's rare that Deku Scrubs gather together like this, as most prefer to live alone or in very small groups.

Deku Scrubs are renowned all over Hyrule as merchants, and it's not uncommon to find a lone Deku Scrub with rare (and expensive) wares to sell, hidden in a copse of trees or within a forgotten cavern. Some Deku Scrubs have even served as neutral parties in important negotiations, like peace treaties, thanks to their reputation as open-minded, profit-driven merchants.

PLAYING A DEKU

Many Deku are introverts, preferring quiet contemplation to raucous social groups. They can also be quite patient – some would say 'stubborn' – and will hold their ground in the face of social pressure. Travelers will tell tales of Deku Scrubs that have held firm in the middle of a road for days or weeks, just to prove a point or win some small concession.

When faced with a new culture, most Deku Scrubs will quietly walk around and observe the people and how they act, acting for all the world like a simple bush as they plop down to watch. Once they have confidence in how to interact with these new people, though, a Deku Scrub will often dive right in, trying to make friends and integrate themselves into that culture.





Their legendary stubbornness makes Deku Scrubs well-suited to fight foes who try to use social Combat Maneuvers to their advantage, whether it be on the battlefield, at the negotiating table, or in heated discussions before the throne.

Some Deku Scrubs prefer to ambush foes: waiting in bushes or thickets, and popping up to strike passing foes. They thus tend to prefer small, easily-concealed weapons, like crossbows, clubs, and daggers. Deku Scrubs also often have a bit of magic to them, using the Vanish spell to blind opponents before scurrying off, or using Kyameron's Splash to cause damage and snuff out flames.

Characteristics: Greedy, Lonesome, Neutral, Skittish, Stubborn, Quiet

Names: Unlike most races, Deku Scrubs do not have given names, recognizing one another by the unique sound of their rustling leaves. When they do take on names, they tend to start with "De-", such as Decci, Dekki, and Deppi.

A DEKU SCRUB'S SOLITARY LIFE

Unlike most of the races of Hyrule, which naturally tend to band together to form communities and build cities, this is a rarity among Deku – instead, they tend to stake out a single bit of land as their own, and live in isolation. Despite this, many Deku Scrubs enjoy talking with passers-by, and seem to be quite friendly. Scholars who study Deku Scrubs have long been curious about this seemingly contradictory mindset.

Some theorize that this desire to live alone, or at most, in a small group, stems from a kind of plant instinct: much as one tree might shade another, preventing it from getting the sunlight it needs to grow and thrive, so too might too many neighbors crowd a Deku Scrub out of hole and home.

However, a simple passer-by poses no such threat: much like an animal walking or flying by a tree, a moment's shadow is of no consequence, particularly when weighed against the benefits of having that animal nearby.

While most Deku Scrubs might not be able to explain whether this theory is right or not, they can feel it in their bark: too many people, all in one place, is no place for them. While they might be eager to visit a new town, they'll often be just as eager to head back out into the wild, where things are much quieter and more spread out.

Conveniently, the typical group of Heroes on an adventure is just at the upper limits of the group-size that most Deku Scrubs' instincts will tolerate.

DEMON



Which face is the lie – the friendly, or the frightening? Perhaps neither... or both.

OVERVIEW

(Demonic form)

Average Height: 5' 6" – 9'

Average Weight: 150 – 400 lbs.

Life span: Unknown (potentially infinite)

(Age of maturity unknown)

Skin colors: Black, Blue, Gray, Red, White

Eye colors: Any

Hair colors: Black, Gray, Red, White

Play a Demon if you want...

- ...To transform into a monster.
- ...To intimidate and manipulate others into doing your bidding.
- ...To change your combat style to suit whatever situation arises.
- ...To be exiled from, and then pitted against, your own kind.

Weakness: Light

Bonuses:

As a minor action, you may Burn 2 Magic and 2 Stamina to transform from your humanoid countenance to your true demonic form. While in your true demonic form, you Burn 1 Magic and 1 Stamina at the start of every turn. If you lack the Magic or Stamina to Burn, then your demonic form ends and you return to your humanoid form. (You may also end your transformation as a Free Action during your turn, returning to your humanoid form.)

While in your demonic form:

- You gain +2 Vitality.
- You gain +1 on all Rolls To-Hit Vitality.
- Whether or not you have wings in this form, you can fly and glide under your own power. However, Demons are not greatly skilled at flying or gliding, and are *not* Natural Fliers or Natural Gliders.
- When you deal damage using Combat, add half your Willpower to the damage dealt. When you deal damage using Willpower, add half your Combat to the damage dealt.
- When you roll Intimidate for a Trait Check of any kind, add +2 to the roll.

While in your humanoid form:

- You gain +2 Concentration.
- You gain +1 on all Rolls To-Hit Concentration.
- When you roll Guile for a Trait Check of any kind, add +2 to the roll.

You gain one of the following Techniques or Spells for free: Doppelganger's Movement (Technique), Dark Brambles (Spell), Threatening Blow (Technique), or Wrath's Whip (Spell). You have access to this Spell or Technique regardless of your current form.

DESCRIPTION

In legends and campfire stories, Demons are the cause of the world's ills, wars and strife the fruit of their labors. Many of these tales are true, but they are not the whole truth: on occasion, there are those Demons who walk a Hero's path, for reasons that might be altruistic, selfish, or simply inscrutable.

Demons have two forms: their demonic form, monstrous and deadly; and a more benign shape, suitable for mingling with – and manipulating – mortals.

A Demon's demonic form has leathery skin, and brightly-colored hair caught in an eternal, unseen wind. Some demonic forms might have curved horns, bat-like wings, bestial lower halves, or glowing sigils etched into their skin.

A Demon's benign form is indistinguishable from a Hylian, Gerudo, or Sheikah at a glance. A closer look might reveal pallid skin and sunken eyes. While nothing says that a Demon's mortal guise couldn't be a Deku, Zora, or Fairy, they cannot effectively mimic those races' innate talents, making them poor disguises.

A Demon only has a single benign form, and a single demonic form, designed at character creation. Whether in demonic or benign form, a Demon's eyes are the same color – the only way to tell that it's still the same person behind the new face.

PLAYING A DEMON

Demons are slow to trust and slower to reveal their motivations. Those that decide to act heroically often have reason to withhold their true nature; even after performing good deeds, many people find it hard to not flee in terror at the sight of a demon, let alone to accept them into their lives.

In part because of this mistrust by most in Hyrule, many Demons prefer to work subtly around the edges of a problem, gathering information and leverage, in their mortal guises. Most Demons will wait until they have found a weakness to exploit before striking, decisively and brutally, to exploit that weakness and end the problem – by any means necessary.



Demons are well-suited to combine both physical combat and magical prowess; in their demonic forms, they can combine the might of both styles into devastating bursts of destruction. While they do not have access to this additional power in their benign form, this still makes them an unpredictable force, as likely to strike with a sword as with a spell.

Characteristics: Conniving, Duplicious

Demon Names tend to evoke evil and negative forces. They often have a separate *nom du guerre* for their mortal guise, which fits that guise's racial naming schema, but might still evoke their real, demonic name.

Demon Names: Blind, Demise, Malladus, Veran, Vire

BEING A HEROIC DEMON

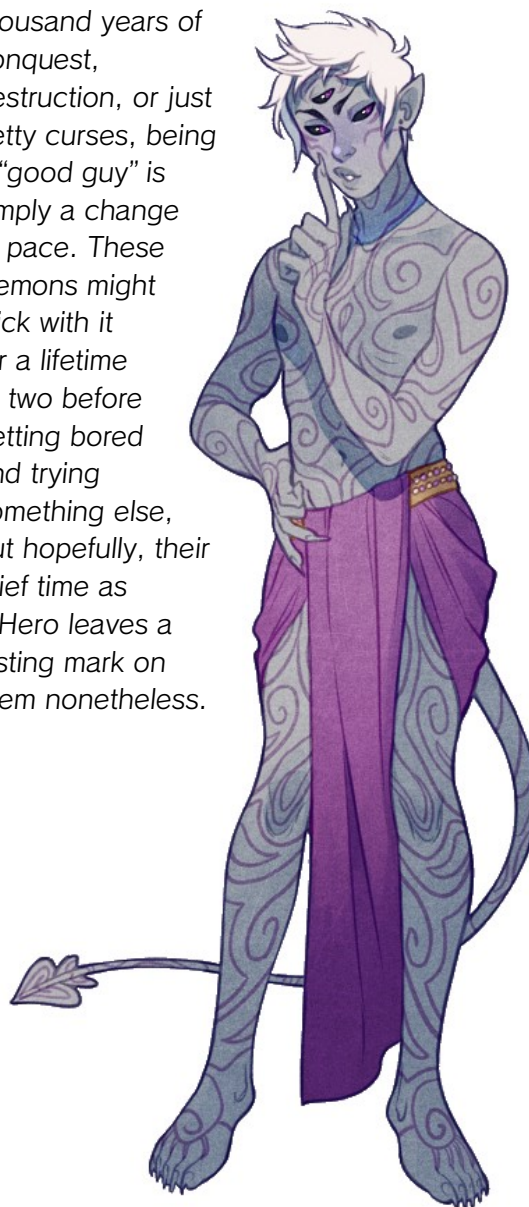
Most Demons seek to satisfy their own base urges. They seek power, adulation, or revenge, and their every action is a well-planned step towards their goals. So why would a Demon ever deign to lower themselves to committing heroic acts?

Some Demons are cursed by well-meaning wizards, forced into a lesser form until such time as they mend their ways. While their journey as a Hero might begin as a self-serving way to break their curse, they might grow into goodness as they go, making it at first a habit, and then a part of their nature. This outcome, rather than mere punishment, may be the intent of such curses.

Not all Demons need necessarily be truly evil at heart. Perhaps, like most other races, some Demons are naturally good people, and truly do want to do good things solely for their own sake.

For some Demons, though, heroism is simply an act, a means to an end. They may seek to establish themselves as a worthy heir to a kingdom's throne, or to make themselves "good enough" to be able to wield some powerful (and powerfully warded) magical artefact. Such Demons are often faced with a crisis of conscience when they achieve their goals, forced to confront whether they are evil, good, or something else altogether.

For a few long-lived and powerful Demons, being an adventuring Hero might just be something to try for a while. After a few thousand years of conquest, destruction, or just petty curses, being a "good guy" is simply a change of pace. These Demons might stick with it for a lifetime or two before getting bored and trying something else, but hopefully, their brief time as a Hero leaves a lasting mark on them nonetheless.



FAIRY

*A beacon of hope and optimism,
for lost souls in dire straits.*

OVERVIEW

Average Height: Varies by age

Average Weight: Varies by age

Life span: Unknown (potentially infinite)

(Mature in 5-10 years;

Hylia-sized in 100-200 years;

Great Fairy in 300-500 years)

Skin colors: Alabaster to Umber

Eye colors: Any

Hair colors: Any

Play a Fairy if you want...

- ...To be a tiny thorn in a foe's side.
- ...To be magical and mysterious.
- ...To be a stranger to civilization, and at home in the wilderness.
- ...To bring ironic retribution to those who harm the helpless.

Weakness: Darkness

Bonuses:

- You can fly and glide under your own power, and are a Natural Flyer. However, walking is strange to you; you are *not* a Natural Walker.
- You glow with light. You may control the brightness and size of this light, from a Burst (Fortitude) down to a Burst 0 (illuminating only yourself and nothing around you), or even turn it off entirely.
- You may speak with, and understand, Natural creatures of Limited intelligence (like cats, dogs, and horses). This does not mean they automatically *want* to speak with you, or that they will tell you the truth.
- You gain one of the following Spells for free: Bubble's Touch, Fairy's Light, Rauru's Shield, or Vanish.



DESCRIPTION

Adventurers from all sorts of places tell tales of Fairies – small beings, the size of a person's hand or forearm, able to heal wounds with a flick of a wand. Others tell of even more powerful Great Fairies, giants who grant powerful boons to those who fulfill their quests. Between those, however, are another kind of Fairy: the Fairy Hero.



Fairies (of all sizes) have gossamer, insect-esque wings on their back. They appear much like Hylians at a glance, but their hair and eyes might be any color one can dream of; on closer inspection, one might find that Fairies have lighter, more lithe builds than most Hylians do. Their most distinguishing feature is their glow: Fairies glow with natural magic, and while they can dampen this glow with a little mental effort, they can just as easily forget and let it slip out.

Fairies live in the hidden places of the world, where good magic seems to coalesce: at natural, crystal-clear springs; in sparkling grottos; or in consecrated, holy places. They do not build houses or towns, preferring to indulge in exploring the natural world: playing under bushes and darting through the trees, dancing on flowers and getting into trouble with local wildlife.

Fairies begin life quite small, just the size of a person's thumb, but grow steadily through the course of decades. After a century or three, they reach the size of other Humanoid races, leaving their hidden homes to seek out adventure, or to complete a quest given them by a powerful patron, like a Great Fairy or Deku Tree.

After another few centuries (if a Fairy survives that long), they will have reached the size of a small house, becoming a Great Fairy; they then seek out a hidden place of their own to claim and bless, making it a home for all Fairies. Some scholars theorize that Great Fairies eventually transform into a horde of pint-sized Fairies, though no one has ever seen such an event occur naturally.

PLAYING A FAIRY

Fairies are typically conscientious, caring, and eager to help a kind soul in need. They feel a kinship to the natural world, and while Fairy Heroes might find company in cities or towns, they will feel most at home in the untouched wild.

Most Fairies believe strongly in retribution and karma: good begets good, evil begets evil, and they will often be glad to step in and participate in the consequences of someone else's actions. They might do so in a mischievous way, inflicting ironic punishments on ne'er-do-wells, rather than harsh retribution or bloody vengeance.

Thanks to their ability to speak with animals, many Fairies see them as equals. They might find that a household pet is more interesting to talk to than anyone else in the room, or they might be concerned (or even furious!) at how a farm-mule is treated, asking the donkey its opinions.

Fairies are classically seen as healers of the sick and battle-weary, and healing-minded Fairy Heroes are no exception. Their ability to fly, and their natural spellcasting abilities, make them valuable as nimble mages, delivering spells (helpful or harmful) where they are needed most.

Characteristics: Caring, Emotional, Magical, Playful, Puckish, Vindictive

Fairy Names tend to be short (2-3 syllables) forms of verbs or objects.

Female Names: Ciela, Felicia, Miff, Neri, Proxi, Ribbon, Spryte, Tatl

Male Names: Hearth, Leaf, Tael, Venture

FAIRIES AND SIZE

Fairy Heroes may either be “person-sized”, or the typical “fairy size”. This should be a decision made in concert with the GM.

Person-sized Fairies are larger than the small Fairies one might find at a Fairy Spring, but much smaller than the Great Fairies that might lord over those same places. They tend to be between the size of a child and an adult Hylian. Because they are sized properly to wield weapons, wear armor, and use items, they cannot magically shrink items to ‘typical fairy’ size.

If a Fairy Hero would be ‘fairy-sized’, then they are about 1-2 hands high – the size of a typical healing Fairy found at a Fairy Spring, or perhaps a little bit bigger. They can still pick up and use items and equipment, magically shrinking any items they pick up. If they drop or lose possession of a shrunken object, it returns to its normal size. (Items cannot be dropped if they would expand to larger than the area the Fairy currently occupies).



SUBROSIAN

Oblivious to heat and the troubles of the surface world, but endearing all the same.

OVERVIEW

Average Height: 2' – 3'

Average Weight: 35 – 55 lbs.

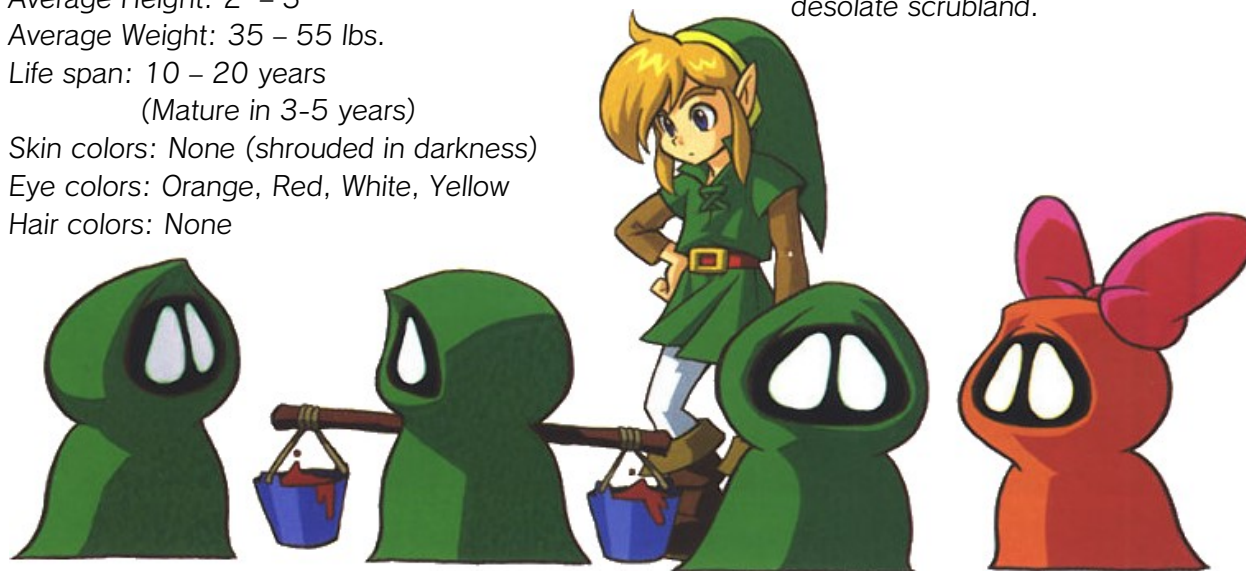
Life span: 10 – 20 years

(Mature in 3-5 years)

Skin colors: None (shrouded in darkness)

Eye colors: Orange, Red, White, Yellow

Hair colors: None



Play a Subrosian if you want...

- ...To happily bumble through an adventure, none the wiser.
- ...To be at home in the deepest darkness, or the bowels of the earth.
- ...To see the world with fresh eyes, a tourist in a strange land.
- ...To talk your way out of problems.

Weakness: Water

Bonuses:

- When you are in Heatwave weather, treat that weather as four ranks lower when calculating its effect on you (minimum 0).
- You are immune to lava, and can swim in it just like it was water.
- When you roll Influence for a Trait Check of any kind, add +2 to the roll.
- With your bright, glowing eyes, you can see just as well in the dark as in the light. In addition, when Blinded, you treat that Blindness as if you were a Boss.

DESCRIPTION

Subrosians are a species of small, cloaked figures, originally from the hidden land of Subrosia, deep beneath Holodrum. Subrosia is a world very different from our own, lit by volcanoes and magma flows, covered in desolate scrubland.

Since the fall of Calamity Ganon, Subrosians have contacted the surface world, and are now reaching out and beginning to travel. Most surface-dwellers see them just as adorable tourists, and pay them little heed.

Subrosians have never shown their bare selves to anyone not of their race, preferring to hide their forms under large, concealing cloaks and hoods. Their faces appear as a pitch-black void – leading some to suspect they are spirits of darkness or the earth, rather than flesh and blood creatures.

Subrosians are short – no taller than a child Hylian. They do not seem to have ever been children, at least as far as any outside observers have seen of their communities. Their large eyes glow with a pale light, and hold no pupils or irises.



PLAYING A SUBROSIAN

In general, Subrosians are happy-go-lucky and naive, sometimes to a fault. Many display a childlike innocence, asking straightforward questions about things that most would consider obvious.

Subrosians also deeply enjoy the act of trading things. Their eagerness to trade, combined with their often-guileless demeanor, can lead to some merchants being taken so aback that the Subrosian walks away with a better deal than anyone would expect.

Subrosian Heroes don't tend towards any one particular fighting style, having no real gift for combat or magic. Rather, they'll often try to talk or listen their way out of a problem, using Combat Maneuvers.

Characteristics: Avid, Curious, Direct, Eager, Guileless, Naïve

Subrosian Names tend to be descriptors, based on the Subrosian's job or hobbies, rather than 'actual' names. If a Subrosian's job or hobbies change, so too might their chosen name.

Names: Blacksmith, Dancer, Sign-Loving Subrosian, Smelter, Strange Brother, Wanderer

STRANGER ON THE SURFACE

For Subrosians, *everything* about the surface world is new and exciting. If they're new to the surface world, a Subrosian might find trees, flowers, people, and even the blue sky itself to be fascinating and wondrous.

This child-like curiosity doesn't mean Subrosians are unintelligent – once taught a fact, they will retain it as readily as anyone, and proudly repeat it to any who ask. If a Subrosian has been above-ground for a while, they might enjoy explaining things to people, showing off how much they know and care about 'weird' surface things.

Subrosians enjoy leisure activities, and their homeland of Subrosia is renowned for its hotsprings and dancehalls. A Subrosian is likely to leap at the chance to try a new game, partake in a new leisure activity, or just given the chance to relax in a unique or novel way.

TALKING ANIMAL

*Many species, more different than alike,
united in a desire for peace.*

OVERVIEW

Average Height: Varies by species

Average Weight: Varies by species

Life span: Varies by species

(Maturity varies by species)

Skin colors: Varies by species

Eye colors: Varies by species

Hair colors: Varies by species

Play a Talking Animal if you want...

- ...To be a truly unique creature.
- ...To be cute, cuddly, and fuzzy.
- ...To defend, as well as explore, the wild.
- ...To be more than your instincts and your heritage.

Weakness: Fire

Bonuses:

Select **three** of the bonuses in the "Talking Animal Racial Bonuses" section. These choices are permanent once made, and should be based on your animal species. You may only choose a given option once.

DESCRIPTION

Talking Animals are not one species, but a collection of them: animals roughly the same size as a person, and just as intelligent and skilled. Native to Labrynnna, and said to have founded their own village on the mythical island of Koholint, they can nonetheless be found in other lands on rare occasion.

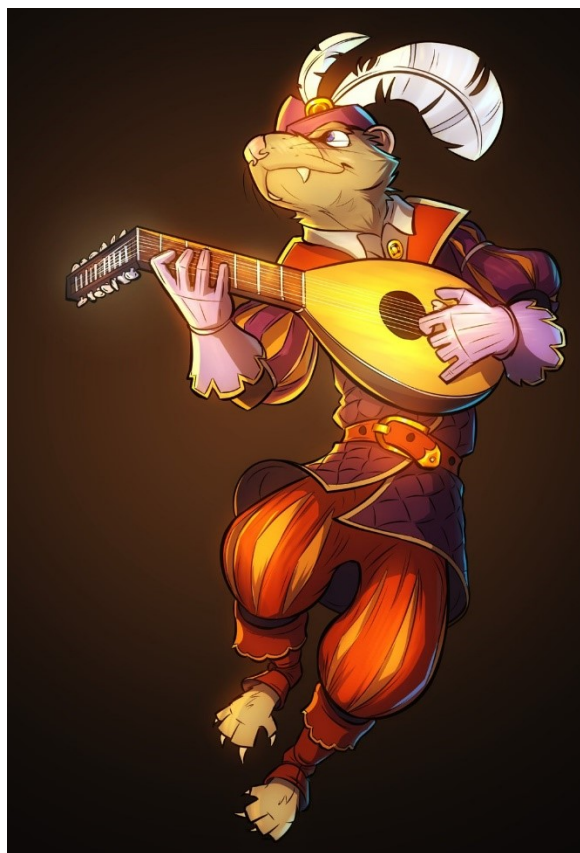


Talking Animals may be of any number of species: alligators, bears, kangaroos, lions, rabbits, and on and on. Despite the varied menagerie they form, Talking Animals share some similarities: a love for listening to music, a calm and peaceful demeanor when their needs are satisfied, and eyes that display the intelligence and emotions that separate Talking Animals from their lesser counterparts.

Most Talking Animals are bipedal, even if the 'normal' animal they are akin to would be quadrupedal. No matter the number of legs, however, they can wield weapons and wear armor just as well as any Hylian, though it may occasionally chafe against their fur.

PLAYING A TALKING ANIMAL

Talking Animal Heroes are considered naive by some, with simple goals and simple plans to achieve them. Although they are civilized enough to live and work in towns built by other races, their outlook on life will always be grounded in the basic natural instincts that all animals share. Some Talking Animals may lean into those instincts, while others strive to rise above them.



Other races may have varying outlooks on Talking Animals, based on the Animal's species – generally, depending on whether or not that species is seen as 'cute' or 'dangerous'. A rabbit Talking Animal might be talked down to, seen as cute and childish (even if they're a fearsome warrior); a bear might be seen as a deadly ruffian (even if they're a nice and gentle person).

Talking Animals sometimes struggle with having to make a 'second first impression' based on who, rather than what, they are. If given the chance (such as communicating by mail) they may choose to present themselves as Hylian, to avoid this issue. A few Talking Animals will even obscure their face and body, such as with heavy, concealing armor, to hide their nature while talking face-to-face with strangers.

Talking Animal Heroes are difficult to pin down as a whole, and individuals of different species are likely to take different paths to heroism. As a very general rule, however, Talking Animals make for excellent warriors, particularly when resources are scarce: naturally-sharp claws and hides tough as armor are primary examples of this, but the ability to fly or swim quickly also enables them to act as skirmishers, scouting ahead and harrying foes. However, as with all broad rules of thumb, there are exceptions aplenty.

Characteristics: Aware, Civilized, Dual-Natured, Instinctual, Natural, Peaceful

Talking Animal Names are varied as their species, but fall into a few patterns:

- Ordinary names
- Animal puns & onomatopoeia
- Simple pet-like names

The origins of a Talking Animal name might be from any real-world language, giving them a wide variety of possible names.

Female Names: Christine, Edelweiss, Louise, Piyoko

Male Names: Dmitri, Kiki, Masaru, Moosh, Ricky, Schule

EXAMPLE TALKING ANIMALS

Bears are large, muscular brutes, who prefer sleeping and eating to fighting. Bears often enjoy listening to music and lazing the day away in a peaceful meadow. When their friends are threatened, they become deadly combatants. Bears have the Armed, Mount, and Scent-Sense attributes.

Bees are community-minded creatures, putting the good of the group above their own. Talking Animal Bees are the size of a Hylian child or so, but industrious as the most experienced tradesperson. Their famous honey is considered the perfect toast-topper. Bees have the Cooperative, Mover (Flying), and Producer attributes.

Crocodiles are large, scaly, and often quite sedate. They usually seem content to let the world wash over them – until they decide to strike decisively. Crocodiles have the Armed, Armored, and Mover (Swimming) attributes.

Moles, sometimes called Mogma, are renowned for their ability to dig tunnels and hollow out caverns. They dig for Rupees, ore, and treasure, leading some to think them greedy. Moles have the Blind-Sense, Burrower, and Producer (Metal) attributes.

Rabbits are known for leaping into trouble. Though many see Rabbits as cowards who flee at the first sign of trouble, they often have a deep well of inner courage and humility. Rabbits have the Leaper, Ruminant, and Scent-Sense attributes.

Wolves are team players, working with the group to accomplish a task. They are also skilled hunters, living in the wilderness for weeks at a time, hunting prey for food and materials. Wolves have the Armed, Cooperative, and Scent-Sense attributes.



TALKING ANIMAL RACIAL BONUSES

- **Armed:** You have naturally sharp claws, a strong jaw for biting, horns to ram foes with, or other animalistic accoutrements. You have a single Fist weapon, with a Damage rating of (Athletics + Combat), Durability of (Discipline + Fortitude), and Rank of ((Athletics + Combat) / 5). You may treat any empty hand as holding this natural weapon. It recovers Durability like a Weapon with a Weapon Spirit by default, recovering 2 Durability every Extended Rest. When reduced to 0 Durability, it merely becomes unusable, instead of breaking. Your natural weapon can also be Enchanted. It may be used to harvest Materials, consuming Durability as normal.
 - **Armed, Magical:** As above, but your Natural Weapon counts as a Rod, rather than as a Fist weapon. It uses Athletics and Willpower, rather than Athletics and Combat, for Damage and Rank calculations. This choice is permanent.
- **Armored:** You have naturally tough skin, chitinous hide, bony shell, or other protection. You have a natural Defense of (Fortitude / 2, rounded down), in addition to the Defense of any Armor you wear. However, your Evasion is reduced by (Fortitude / 4).
- **Blind-Sense:** Through keen eyes or other senses, you can see just as well in the dark as in the light. In addition, when Blinded, you treat that Blindness as if you were a Boss.
- **Burrower:** You are capable of digging through solid earth with your bare hands. You may treat an empty hand as if it had a Shovel of Rank (Fortitude / 2). If your use would break a normal Shovel, you cannot dig until you take an Extended Rest.
- **Cooperative:** You have a +2 bonus to your attempts to use the Coordinate and Intercept Combat Maneuvers. When you use Coordinate, your ally gains +3 to their next To-Hit roll or Combat Maneuver check, instead of +2.
- **Leaper:** Increase your Jump capability, as if your Athletics was 2 points higher. In addition, increase your Movement by 1.
- **Mount:** Increase your Lift capability, as if your Athletics was 2 points higher. You may be used as a Mount by another Hero.
- **Mover:** Select one of Climbing, Flying, Gliding, or Swimming. You are a Natural at that movement.
- **Producer:** You can make honey, spin thread, or otherwise produce useful materials. Select one Material type (except Ancient); this choice is permanent. Every Extended Rest, you may make up to (Fortitude / 2) units of that Material Type, of up to Rank (Hearts / 2). If you make Critters or Food Ingredients, they have no special effect.
- **Ruminant:** You have multiple stomachs, cheeks that can hide away an entire meal, or can otherwise pack away food with no ill effects. You may consume a second unit of Food during every Short and Extended Rest. (You may still only have one Food Buff active at a time.)
- **Scent-Sense:** Your nose can sniff out scents far better than most, allowing you to 'see' scents. When you roll Perception or Nature for a Trait Check to find, track, or identify things by scent, add +2 to the roll. This bonus does not stack with the Specialist Feat.
- **Skilled:** You may select a single Spell or Technique, costing 3 Tokens and whose requirements you meet, to learn for free. This choice is permanent.
- **Weather-Proof:** Select a single type of Weather. Treat that Weather as four ranks lower when calculating its effect on you (minimum 0).

You may also come up with new possibilities and tweaks, or use the Talking Animal race to create your own custom Race. Some players have used the Talking Animal Race to play as robots, Lynels, or other unique creations! Speak with your GM to find a solution that works for you.

TWILI

*Subtle as encroaching dusk,
surprising as a sudden dawn.*

OVERVIEW

Average Height: 5' 6" – 7'

Average Weight: 135 – 160 lbs.

Life span: 130 – 160 years

(Mature in 20-25 years)

Skin colors: White, Gray, Black

(neon-blue etchings and sigils)

Eye colors: Orange, Red, Yellow

Hair colors: Orange, Red, Yellow

Play a Twili if you want...

- ...To command subtle, powerful magic.
- ...To be a stranger in a strange land.
- ...To be at home in the shadows and the dim corners of the world.
- ...To redeem your distant ancestors' actions with your own.

Weakness: Light

Bonuses:

- You may move through an enemy's space as though it were Difficult Terrain. You may not do this if they don't cast a significant shadow (such as when they are in absolute darkness, or standing in a spotlight). You may not end your movement in an enemy's space.
- You may have two additional items set readied on your hip. These items are in magical storage, and cannot be removed or detected by mundane means.
- With your bright, glowing eyes, you can see just as well in the dark as in the light. In addition, when Blinded, you treat that Blindness as if you were a Boss.
- You gain the *Twili Transit* Spell.
- You gain one of the following Spells for free: Bubble's Touch, Impa's Disguise, Sol's Gleam, Vanish, or Wrath's Whip.



DESCRIPTION

The Twili are descended from dark sorcerers who were magically exiled from Hyrule long ago. Their home, the Twilight Realm, has since suffered periods of war and strife: their initial hardships in colonizing their home in exile, periods of political instability due to an empty throne, the rise of the usurper Zant to power (and his subsequent defeat), and numerous other trials that would end many other societies.

Now, in small numbers, those Twili with a soul for adventure can return to the Light World. They seek power, wisdom, and courage – the aspects of the Triforce that their ancestors failed to claim by force. They might also seek knowledge of their race's origins, or just a safe and secluded place to call their own.

Those rare Twili who now reside in Hyrule tend to live in dimly-lit, well-appointed homes – the bright sunlight of the Light World is annoying, perhaps even painful, to their senses. (For Twili who venture into the Dark World, its oppressive darkness might be similarly disconcerting – their Weakness may even change to Darkness while there!)



Twili typically have two-toned skin, with some parts of their body gray or black as the night, with other parts a lighter blue-gray or almost-white tint. Their skin is adorned with thin-lined patterns, mazes that glow with a faint blue neon color.

A Twili's eyes are normally red, yellow, or orange; their hair, too, falls in this spectrum, ranging from neon-bright to a dull hue as they age. They are usually quite thin, as well as much taller, than Hylians.

PLAYING A TWILI

Twili Heroes are often creatures of sly wit and subtle plans. They rarely commit fully to a single cause, seeing both the darkness and the light in all people and situations – giving some Twili a cynical sense of humor.

Their sardonic humor is further strengthened by the state of their homeland: the Twilight Realm is always facing hardships, from a simple lack of resources, to courtly intrigue and backstabbing viziers, to deadly beasts and vengeful wizards who rise from the dark mists surrounding the twilight-lit towns. To a Twili, it's hard all over. In Hyrule, a world filled with blinding light, they have hope.

Twili are aware of their ancestors' history with Hyrule – their grab for power, and subsequent exile – even if many of the denizens of Hyrule have forgotten. Some Twili seek to atone for these misadventures, while others might be trying to simply explore a new land, with its too-bright sun and small, curious people.

Because of their ability to sink into shadows and see in darkness, Twili make for versatile rogues and sneak-thieves. Their ability to keep additional items at the ready makes them versatile warriors and alchemists, able to swap weapons, devices, or potions to meet any situation.

Characteristics: *Balanced, Ethereal, Magical, Mercurial, Nocturnal*

Twili Names are typically based on aspects of light or darkness, often shortening a word to create a name. (They may also use such words from other real-world languages as their basis.)

Female Names: *Dawn, Ecli, Eventi, Hamara, Midna, Nocturne*

Male Names: *Amont, Crepsule, Dusk, Gloam, Shade, Sumrak, Zant*



THE TWILIGHT REALM

Twili hail from the Twilight Realm, a strange, half-realized shadow of the real world. The Twilight Realm rests in a permanent twilight, with motes of darkness rising from the land to meet a sunset-drenched sky. As a realm created by, and for, exiled sorcerers, magic suffuses everything in the realm, and even the shadows feel heavy with potency.

The Twilight Realm has no direct sunlight, making life difficult for its denizens. To counter this deficiency, they create and use Sols, melon-sized spheres of magical power that cast a bright white glow over their surroundings. In the light of these Sols, life can grow and thrive, and evil curses are cast aside. Sols also power the magical and technological innovations of Twili society, from moving platforms to imbuing the power of light on weapons.

The Twilight Realm is said to be connected to Hyrule via the Mirror of Twilight, a giant mirror locked away deep within the Gerudo Desert. Scholars argue whether other artefacts exist that might link the worlds of Light and Twilight together, pointing to examples like the Magic Mirror of Hebra Mountain, or perhaps lost shards of the Mirror of Twilight. If Twili adventurers roam the land of Hyrule, surely there must be some conduit between the two worlds.



PLAYING THE GAME

CHARACTER PROGRESSION

Tokens of Heroism represent the increasing legend of a Hero.

Tokens might take the form of mementos from your adventures, Spirit Orbs given to you by ancient sages, words of gratitude from thankful villagers, or the experience of doing something noteworthy and heroic.

When trying to determine if something is worthy of granting Tokens of Heroism, consider: would a future teller of tales weave its story into the Hero's own legend, or does it add to the Hero's legacy in some way? If not, it likely should not award any Tokens.

EARNING TOKENS OF HEROISM

Heroes earn Tokens of Heroism from performing heroic deeds. As Heroes, they should strive to tame the wild, encourage unity and peace between different groups, improve the lot of the common populace, and end threats to small villages, large cities, or the entire world.

Slaying monsters wantonly is not, in-and-of itself, heroic – merely bloodthirsty. Rather, Heroes should seek foes, tasks, and quests that add to their legend, that challenge them, and that force them to grow – not only as warriors, but as symbols of civilization and the better angels of our nature.



Typically, Heroes should earn one Token *each* when they complete some small task or mission: defending a group of passers-by from a sudden monster ambush, defeating a worthy foe in a fair match, or helping out a villager with their strenuous day-to-day work.

They may also find single Tokens of Heroism in places that reward exploration, such as within treasure chests, hidden in hidey-holes about the land, or for solving ancient puzzles and riddles. (Of course, Heroes only earn that Tokens of Heroism if the task was challenging – nothing comes for free.)

Of course, Heroes might earn a single Token of Heroism simply for good roleplay, cool moments, making everyone laugh, or just having fun.

Heroes typically earn 2 Tokens of Heroism for completing small quests or a short string of challenges: rescuing a lost child from a Moblin camp, finding multiple herbs that an alchemist needed to cure their sick spouse, or exploring a trapped bandit cave, would all serve as examples.

Heroes typically earn 4 Tokens of Heroism for completing major quests: defeating the dreaded guardian of a sprawling ancient tomb, foiling a villain's master plan to take over a city, defending a keep through the entirety of a week-long onslaught of foes. Often, these adventures are capped off by defeating a massively powerful foe – a worthy notch in any Hero's belt. These adventures might also feature moments where Heroes have accomplished other, lesser feats along the way, earning Tokens all the while.

For truly epic finales, wherein Heroes defeat the root of a number of evils, save entire kingdoms, or defend the entirety of existence from threats beyond the understanding of mortal beings, awards of even more Tokens might be called for. Such instances will likely be rare, happening no more than once or twice in a full campaign.

GMs might award Tokens of Heroism immediately, when Heroes do the heroic actions or find legend-enhancing treasures; or, they may award them by fiat, at the end of a session of play. Some GMs may use both of these methods, as suits their style or the situation.

Whenever Tokens of Heroism are awarded, each Hero at the table should obtain the same amount – they are not split or shared. A typical session of play will usually see Heroes earn 2-4 Tokens, on average.

SPENDING TOKENS OF HEROISM

Tokens spent after character creation are spent in much the same fashion as *during* character creation, with one exception: After character creation, you only have one pool of Tokens, which may be spent on Feats, Songs, Spells, Techniques, or Traits – or anything else that requires them.

Raising a Trait costs a number of Tokens equal to the number the Trait is rising to. For instance, raising your Combat from 4 to 5 costs 5 Tokens.

Feats, Songs, Spells, and Techniques cost their listed amount. You must meet their Requirements (without the aid of Food, Elixirs, Enchantments, or anything else) in order to be able to purchase them.

Tokens of Heroism may be spent during any Short or Extended Rest. You may also save them up for as long as you like – Tokens never expire, and there is no limit to how many Tokens you may have.

Spending a Token of Heroism is simply an expression. If you received a Bokoblin-tooth necklace as a Token of Heroism, and you spend the Token to improve your character, you do not lose possession of the necklace – you may still wear it, show it to others, or even give it to someone else. The necklace simply holds no more power, and cannot advance your legend (or your power) any further.

Likewise, if you give that Bokoblin-tooth necklace away, or even destroy it, before spending the Token of Heroism, you do not lose the Token. Once a Token is received, it is yours no matter what, until you spend it to improve your character.





EARNING FEATS, SONGS, SPELLS, AND TECHNIQUES

In some cases, a GM might choose to award Heroes with Feats, Songs, Spells, or Techniques, instead of Tokens of Heroism.

In these cases, the Feat, Song, Spell, or Technique is awarded *instead* of the Tokens, but at a more generous rate:

Any time the Heroes perform a deed worth 2 Tokens of Heroism, the GM can choose to offer a Feat, Song, Spell, or Technique worth 3 Tokens.

Similarly, any time the Heroes perform a deed worth 4 Tokens of Heroism, the GM can choose instead to offer a Feat, Song, Spell, or Technique worth 6 Tokens or more.

Whenever Heroes are offered this choice, they may always decline the offered Feat, Song, Spell, or Technique, and choose to take the Tokens instead. (Though the Tokens offered might be slightly fewer than the Feat, Song, Spell, or Technique's purchase price, this is made up for by the freedom to spend the Tokens however the Hero wishes.)

If a Hero changes their mind later, they can go back and buy the offered Feat, Song, Spell, or Technique at the 'discount' cost... assuming that its source is still around and available.

ROLLING TRAITS

When it comes time for Heroes to test their skills, the GM first decides how difficult the task will be, selecting a Difficulty Check (DC) based on the chart below. Then, the Hero(es) in question roll 2d6, plus the relevant Trait, plus or minus any modifiers. They then compare that number to the challenge's DC: if the roll meets or exceeds the DC, then they succeed; otherwise, they fail.

Some Trait checks are opposed rolls: a Hero rolls against another creature, who is also rolling a Trait. In these cases, the two creatures involved in the check roll at the same time, and compare their results. In an opposed Trait check, the creature with the higher number wins.

Ties go to the 'aggressor' – the one who initiated the check. For instance, if you face a challenge with a DC of 10, and you roll a 10, then you succeed – albeit, barely.

A roll of 1 on each die is *not* an automatic failure, but can certainly be played up for laughs. It should not cause additional pain and suffering beyond failure, though. Similarly, rolling two 6's is not an automatic success, but can be played up as a moment of epic, astounding competence.

TYPICAL DCs

Difficulty Name	DC	Description
Effortless	4	Only the most incompetent or disadvantaged person could possibly fail this. Why even bother rolling?
Novice	7	An extremely simple task. Even a dunce would succeed at this half the time, and an average person would rarely have issue.
Journeyman	10	A mundane task that requires some skill or tools for an average person to reliably accomplish. Almost any Hero can handle this task.
Adept	13	A somewhat difficult task, but one that a skilled and well-equipped person, or a novice Hero, could overcome.
Expert	16	A real challenge, where average people (or inexperienced Heroes) begin to consider calling in seasoned Heroes or experts instead.
Impressive	19	Impossible for the average person without lots of skill and equipment. Even seasoned Heroes and experts will break a sweat.
Heroic	22	A Hero at the top of their game would struggle, and need to prepare, for this challenge.
Legendary	25+	Only a legendary Hero, who was master of their craft, with the best preparation and tools, could accomplish this task.

LUCK ROLLS

Sometimes, the GM may call for a Luck Roll. This might be to help determine what treasure is in a treasure chest, the results of a game of chance or gambling game, or just to tip the scales when they aren't sure if something good or bad should happen.

A Luck roll is simply a 2d6, without a Trait or any modifiers. However, they may be modified by circumstances, as per your GM. For instance, if used for determining the loot in a treasure chest, the chest itself might be particularly lucky (or, having already been picked over, particularly unlucky).

Luck rolls use a different DC schema, presented below.

Die Roll	Luck Roll Result
02	Exceptionally Unlucky. All your friends should stand clear...
03-04	Very Unlucky. Bad things are in store for your future...
05-06	Somewhat Unlucky. Well, it could be worse...
07	Break Even. Nothing bad, but nothing good.
08-09	Somewhat Lucky. You have a good feeling!
10-11	Very Lucky. Something good is about to happen!
12	Exceptionally Lucky. You just hit the jackpot!



EXTENDED CHALLENGES

Some obstacles and challenges are more complex than could be resolved in a single Trait check, and are also not combative in nature. Helping to raise a barn, guide a ship through a stormy sea, or negotiating a peace treaty, would all fall under this heading.

In these cases, the GM may call for an Extended Challenge. At their core, these are simply stretched-out Trait checks.

Every Round, each Hero describes what they're doing to help out, and rolls their Trait check as normal. These rolls are all totaled together – everyone helps push the group towards success, and it's the efforts of the group, not any one individual, which will carry the day. Thus, it is in everyone's interest to participate, since even a bad roll is better than no roll at all.

NUMBER OF PARTICIPANTS

The GM first must decide how many Heroes are participating in the Challenge. In most cases, this will be "all of them". However, in some cases – such as one Hero disarming a complex mechanical trap while the other Heroes fight off enemies and give them cover – it may be a fewer.

LENGTH OF CHALLENGE

The GM then decides how long they expect the Extended Challenge to last. In most cases, this will be three rounds, but it may be longer or shorter (2-4 rounds).

An Extended Challenge might need to be completed within that timeframe to be successful. In other cases, where finishing early or late is its own reward or punishment, the Challenge will just continue until the Heroes' total exceeds the total DC.

CALCULATING THE DC

As with a normal Trait Check, the GM then decides how difficult the task would be to accomplish, taking the DC from the chart.

Then, the GM multiplies that number by both the number of participants, and again by the length of the challenge. This is the Challenge's final DC: if the Heroes meet or exceed this number, then they succeed; otherwise, they fail.

TYPE OF CHALLENGE

There are two types of Extended Challenges: Focused, and Mixed.

A **Focused** Extended Challenge uses only a single Trait. For instance, if the Challenge is to win a singing competition, then perhaps only the Perform Trait would make sense. Focused Challenges are best used for short or single-person Extended Challenges – not everyone will be skilled at the chosen Trait.

A **Mixed** Extended Challenge may use a wide variety of Traits – the GM may provide a list of (usually four or more) allowed Traits, or may allow the Heroes to use any Trait so long as they can roleplay and explain their reasoning for it. In a Mixed Challenge, each Hero may only use a given Trait *once*, so they must be prepared to mix it up and show off the breadth of their skills and knowledge.

A player may come up with a great idea to use a Trait that was not on the provided list, which the GM may then allow; or they may be trying to shoehorn in a usage of their most powerful Trait, which the GM would then not allow. The GM retains the final say on whether a Hero's intended use of a given Trait is allowed in a Mixed Challenge.



ACTIONS IN COMBAT

Each round of Combat, you have four types of actions: **Standard**, **Move**, **Minor**, and **Reactions**.

Standard actions are the most important and impactful: Basic Attacks, most Combat Maneuvers, and most Spells and Techniques, are Standard actions, unless otherwise noted. You can only perform a single Standard action per turn. You may use your Standard to instead perform a Minor action.

Minor actions are smaller, but still useful: Swapping inventory, some Spells and Techniques, or using an item are all Minor actions. You can perform a single Minor action per turn, though you can choose to use a Standard action to perform a Minor action instead.

Move actions are simply when your character moves. While you can move multiple times in a single turn, you have a maximum number of squares you can move per turn (usually 6), regardless of what kind of movement you use (walking, swimming, flying, etc.). You can spend those squares across multiple Move actions during your turn.

Reactions are things that you perform while it's not your turn – typically, actions that help mitigate incoming attacks. You can perform an unlimited number of Reactions per round of combat, but **you can only perform any given Reaction once per round**. Your Reactions refresh at the beginning of your turn.

There are also **Free** actions, which are simply things that don't consume any other action type. These tend to be very small and quick actions, such as drawing or sheathing a weapon, or speaking aloud. You can perform an infinite number of Free actions during your turn – or at least, as many as the GM's patience will allow.

USING STAMINA AND MAGIC

Stamina and Magic can be used in three ways: Bind, Spend, or Burn.

Spent Stamina and Magic functions quite simply: you can spend points up to your maximum, but no further. When points are spent, they will return at the end of the encounter or scene.

Bound Stamina and Magic is 'tied up' in whatever effect it was used for. If the effect ends, the Stamina or Magic is returned to the player immediately, and can be used howsoever they like. Some Bind effects will have conditions where the Bound Stamina or Magic are then Spent or Burned, rather than returning to the Hero.

Burned Stamina and Magic is a slightly more permanent cost: while Spent points return when the Hero catches their breath (typically the end of a battle or scene), Burned points will return only during an Extended Rest, or from consuming Food or Elixirs.

When reducing the cost of Spells or Techniques, do percentile reductions first, one at a time (don't add percentages together). Then, apply flat cost reductions.

If the final cost ends in a .5, round the total cost down. A Spell or Technique's cost can't be reduced below 1 Magic or Stamina.

A NOTE ON TEMPORARY POINTS

Temporary Points cannot be Bound or Burned. They are Spent before 'actual' Health, Stamina, or Magic.

A Hero cannot have more Temporary Health, Stamina, or Magic than the Hero has an actual maximum of.



For instance, a Hero with 3 Hearts (12 HP max) could only have 12 Temporary Health at a given moment.

Temporary Points from multiple sources stack: eating a Dish that grants 8 Temporary Health, after resting in a comfortable bed that provides 4 Temporary Health, would grant a Hero a total of 12 Temporary Health.

ARMING YOURSELF

EQUIPMENT SLOTS

A Hero has the following equipment slots:

- Head armor
- Torso armor
- Leg armor
- Left Hand
- Right Hand
- Belt 1
- Belt 2
- Pack

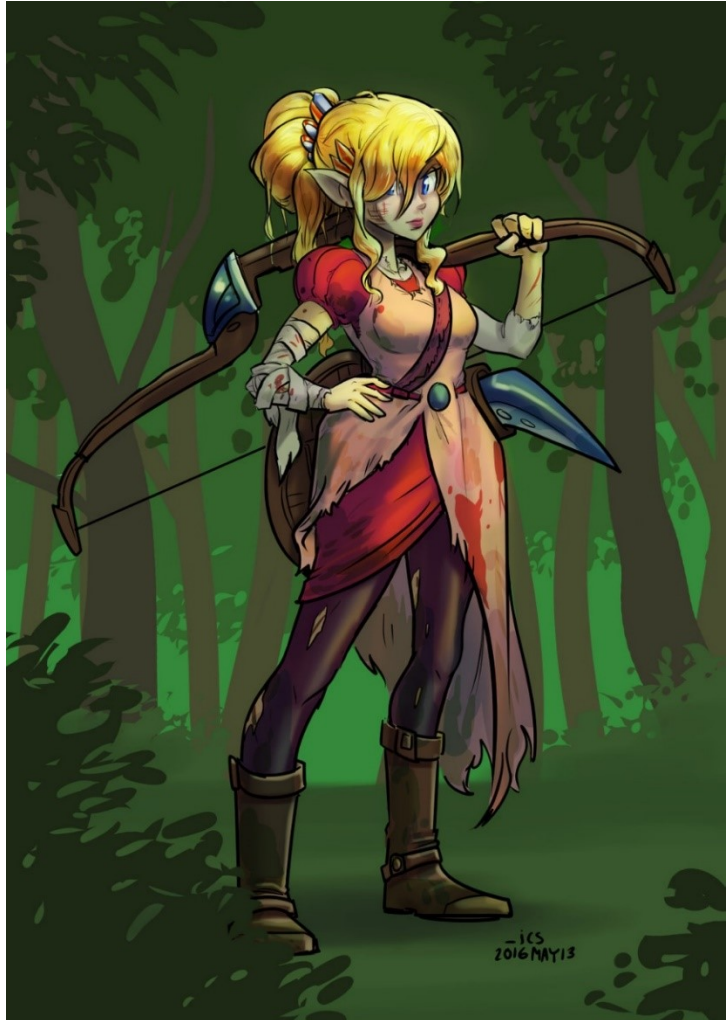
Head, Torso, and Leg slots contain a Hero's armor, providing them Defense to help negate incoming damage. These armor pieces can also be enchanted, providing additional effects.

Left Hand and Right Hand are the Hero's current weapons (or shield), held in hand, ready to cut down foes and obstacles.

Belt 1 and Belt 2 are the items the Hero has readied on their belt, but are not currently in their hands. These items can be put in an empty hand (left or right) as a Free Action.

Pack is the Hero's inventory, with everything they're carrying. Items in the Pack cannot be used without first being pulled from the Pack as a Minor Action.

Your Pack has a limited amount of room in it for some kinds of items, such as Weapons and Armor. Be sure to consider increasing the size of your Pack, to help you carry more loot and useful equipment! See the [Inventory: Packs & Pouches](#) section for more information.



SHEATHING AND BELT ITEMS

In addition to a Hero's left and Right Hands, they have two additional item slots on their Belt. These slots may hold one item each, no matter its size (so a single slot could hold an Elixir, a Greatsword, a Shovel, or a Shield), and the Hero may swap the contents of their hand(s) with the item(s) on their Belt as a Free Action during their turn.

You may only swap items if you have not yet taken a Standard Action this turn.

Both the items in the Belt and in the Hands may be sheathed, leaving the hands free to hold things or do work. However, after that, no more items can be sheathed – they must be put into the Pack.

INVENTORY MANAGEMENT

As a Minor Action, you may move one item from your Pack to your hand, your hand to your Pack, or swap one item in your hand(s) for one in your Pack.

As a Standard Action, you may swap one piece of currently-worn armor for a piece of armor in your Pack, equipping it.

PICKING UP ITEMS

As a Minor Action, you may pick up a single unattended item from the ground. If you have sufficiently empty hands to hold or wield the item, you may immediately do so for free.

If you do not have sufficiently empty hands to hold or wield the item, or if you simply wish to immediately place it in your Pack, then the item goes into your Pack.



USING ITEMS

An item must first be in your hand for you to use it. (Remember that you can swap items to and from your belt for free.)

Unless the item says otherwise, using an item from your hand on yourself or on the ground is a Minor Action. This could be drinking an elixir, setting a bomb, etc.

Typically, using an item on another person, friend or foe, is a Standard Action. This could be applying an elixir to a fallen ally, throwing a bomb at a group of enemies, etc.

You may use an item on yourself, or a target within melee range, unless the item in question says otherwise.

RELOADING AND AMMUNITION

When you fire a Bow or Crossbow (or any weapon that uses ammunition), you may choose at that moment what ammunition to use. There is no cost to reloading.

Techniques and Spells do not use arrows, and cannot be affected by special ammo. If a Technique or Spell calls to use a Basic Attack with a Bow or Crossbow, however, those Basic Attacks do use arrows.

Weapons without ammunition – throwing spears, boomerangs, etc. – must either be picked up again from where they landed, or you must retrieve an additional copy from your backpack, using the inventory management rules.

When Boomerangs are thrown, you may catch them on the return trip, immediately re-equipping them to the hand they left. If you cannot perform Reactions (such as by being Off-Balance), the Boomerang merely lands at your feet, in the square you occupy.

RUPEES

Rupees are the legal tender of choice for the land of Hyrule, and are accepted by the peddlers of many other kingdoms, as well. Lightweight, durable, and hard to counterfeit, Rupees are a safe and convenient currency.

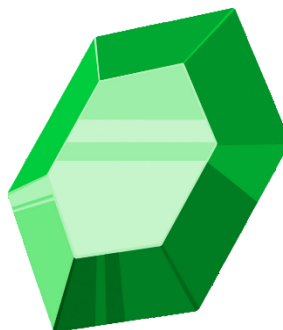
Rupees are gemstones, each about the size of a person's thumb. They are smooth to the touch, and shaped like elongated hexagons. When tapped against another Rupee, they make a pleasing chime. Quite literally, they are music to a merchant's ears.

An individual Rupee's value is based on its color. In general, the rarer that color is, the more valuable the Rupee. Through a long and storied tradition among merchants, the nominal value of these differently-colored Rupees has long been set in place.

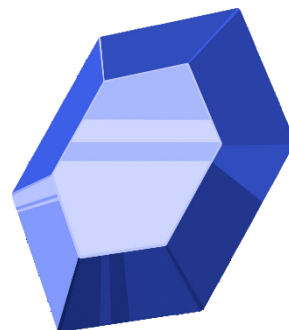
To the right are listed the most common colors of Rupee, and their proscribed value.

Just because Rupees have a set value, doesn't mean you can't get a good deal. See the [Prices & Hagglng](#) section for info.

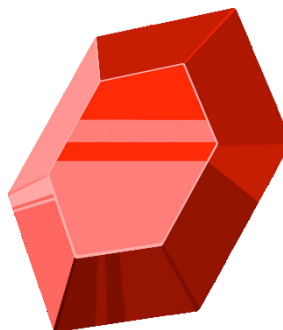
Though not magical in and of themselves, Rupees can serve as a conduit for some particularly obscure spells. Heroes have found puzzles in tombs that require them to pick up specific Rupees found in hard-to-reach spots, rewarding them with both spending cash and progress through the dungeon. They have also found Ruppoors, blackened corruptions of Rupees that magically *remove* money from one's wallet when touched, before disappearing in a puff of spite. Finally, some esoteric Magical Tools might use their wielder's Rupees, rather than their Magic or Stamina, to fuel their effects.



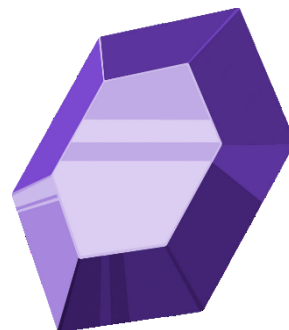
Green
1 Rupee



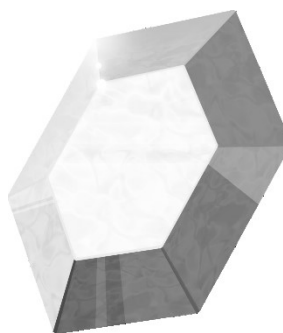
Blue
5 Rupees



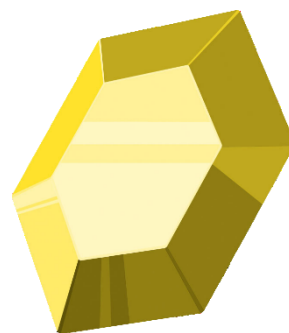
Red
20 Rupees



Purple
50 Rupees



Silver
100 Rupees



Gold
300 Rupees

MOVEMENT

Typically, a **Hero may only move up to 6 squares** in a given turn. Things like your equipment, Elixirs, and the terrain, may affect your ability to move.

Combatants cannot pass through an enemy's space. Combatants may pass through an ally's space without issue.

SPRINTING

When Sprinting, this maximum movement is doubled – for instance, if you can normally move only 6 squares in a round at most, then while Sprinting, you can move up to 12 squares in a round.

Sprinting has a few limitations, however:

- To activate Sprint, you must first sheathe your current weapons, leaving you empty-handed. For the remainder of your turn, you cannot unsheathe anything.
- Activating Sprint consumes your Standard Action. You may still split the Sprint up over multiple movements, and use your Minor action between portions of your Sprint.

DIFFICULT TERRAIN

Thickets, mud, currents, deep snow, and sand may all impede your movement without stopping it entirely. While you are in Difficult Terrain, each square of movement counts as two squares towards your limit of how far you can move in a turn – so stepping through three squares of thick mud would use up all 6 squares of a typical Hero's Movement.

If you have only one square of Movement left, you may still step into a square of Difficult Terrain.

CLIMBING, FLYING, AND SWIMMING

All Heroes can climb and swim to some degree. Some can glide, or even fly!



While climbing, flying, or swimming, you may only move half your normal movement rate. (For most characters, this is 3 squares.) Due to the difficulty of fighting in these environs, all foes are considered Hard to Hit.

Some races and creatures are noted as being "Natural Climbers", "Natural Fliers", "Natural Gliders" or "Natural Swimmers". For those races, they can climb, fly, glide, or swim (depending on what's listed) easily – as easily as most people can walk. They are able to use their full Movement, and foes are not considered Hard to Hit.

In general, Heroes are able to swim and climb, though they are not Naturals at those forms of movement. Some Races have different movement capabilities, though!

GLIDING

Even for creatures who cannot fly, they may be able to glide through the use of magic, technology, or their race's innate abilities. This allows them to cover significant distance by air.

Any creature that can Fly can also Glide. However, Natural Fliers are not automatically Natural Gliders, or vice-versa.

Gliding has all of the same limitations that Flying does – decreased movement speed and accuracy with attacks (unless you're a Natural Glider) – and has two additional limitations:

First, while gliding, you do not have any way to increase your forward momentum, and thus cannot Sprint. This means most characters are limited to moving only 3 squares or fewer while gliding.

Second, while gliding, you descend one square per turn, regardless of your horizontal movement. The exception is when you find an updraft. When in an updraft, you *ascend* during your turn, up to the maximum height of the updraft. Updrafts can have varying speeds, from 1 to 6 squares per turn.



HOLDING YOUR BREATH

In some situations – being underwater, in a room full of poisonous gas, or caught in an airless vacuum – a Hero may have cause to hold their breath.

A hero may hold their breath for (Fortitude) rounds of combat, or (Fortitude) minutes when out of combat, without any ill effects. After that, the Hero takes 1 damage every round or minute. This damage cannot be mitigated by Defense.

SNEAKING

Whether you're walking, sprinting, climbing, or swimming, you can always try to be quiet about it. Your success at being stealthy typically depends on an opposed Check: your Agility, against others' Perception.

Generally, you roll when you begin to Sneak, only rolling again if the situation changes – such as when a guard begins searching for you, or you step on a squeaky floorboard.

Typically, you can only begin to Sneak if no one is watching you at that moment.

While Sneaking, you may only move at half your speed. This stacks with the halving from climbing, swimming, or flying (if you aren't a Natural at them), and with being Slowed. This means that a typical hero *can* Sneak, while swimming, through difficult terrain... but only at a single square per turn.

FALLING

Heroes that fall further than their vertical jumping capability will take damage from the fall. For every square beyond their vertical jump capability they fall, a Hero takes 1 damage, ignoring Defense. If they can roll with the fall, they may roll their Athletics Trait to reduce the damage by the total roll.

PUSHING FOES INTO THINGS

Pushing combatants into solid objects, or other things that would block their movement, results in the foe taking damage equal to the remaining distance they would've moved. (For instance, if you push a foe 3 squares, but it is pushed adjacent to a solid wall after only one square of movement, it takes 2 damage.) Damage from colliding with things is not mitigated by Defense.



SHIELD SURFING

Sometimes, you need to quickly get down a hill or mountain, and you need to keep your hands free while you do it. This is when Shield Surfing can come in handy!

If you have a Shield on your hip or in your hand, and you are on a downward slope, you may use a Minor Action to begin Shield Surfing. (Consult your GM to see if the current terrain is sufficiently sloped to support Shield Surfing.)

While Shield Surfing, you stand on top of the Shield in question, and are unable to use it for any other actions (such as Basic Attacks, Combat Maneuvers, Spells, Techniques, or Reactions). You cannot swap to or from a Shield being used to Shield Surf, and the hand or hip the Shield was in is now considered empty. Enchantments on the Shield do not apply to the surfer.

While Shield Surfing, your Movement is increased, depending on how steep the slope is – in most cases, your Movement will be doubled, similar to Sprinting. However, unlike Sprinting, you still have access to your Standard Action while Shield Surfing.

While Shield Surfing, you *must* use at least half of your now-increased Movement. You cannot end your turn further uphill than where you started your turn while Shield Surfing. You may still choose your direction, avoiding pitfalls and attempting to jump over obstacles. (You may need to make Athletics checks to navigate past trickier obstacles.)



While Shield Surfing, the Shield you are surfing on will take Durability damage based on the terrain you are surfing on. In most cases, the shield will take 1 Durability at the start of your turn.

On particularly harsh terrain, such as jagged rocks, the Shield might suffer 2 Durability damage per turn; on gentler terrain, such as water, snow, or sand, you might only suffer 1 Durability damage every other turn. A Shield will always suffer a minimum of 1 Durability damage for being used to Surf.

Shield Surfing may interact with terrain in other unique ways, depending on the exact nature of the terrain, the Shield, and the circumstances.

You may end your Shield Surfing as a Minor Action, returning the Shield to your hand, hip, or inventory, or leaving it on the ground.

You also immediately cease Shield Surfing if you are Halted, Frozen, Knocked Prone, Disarmed of the Shield in question, or if the Shield breaks from Durability damage. If your Shield Surfing session is forcibly ended, you are Knocked Prone, and the Shield you were Surfing on falls to the ground on a random square next to you.

SQUEEZING

Every so often, a Hero will actually want to get into a tight spot. They might need to crawl into a small hole, slip into a crack in a wall, or push their way through a huge crowd of people. Whenever a Hero attempts to enter a space that's too small for them to walk normally, they are Squeezing.

While Squeezing, a Hero is Distracted, Off-Balance, and Slowed. These conditions end immediately when the Hero leaves the tight conditions.

Typically, you must Squeeze to enter any opening that is shorter than one-half your height or width. You cannot Squeeze into a space that is smaller than one-quarter your height or width; it's simply too small to accommodate you. This means that small-sized Fairy Heroes are tiny enough that they could Squeeze into a mouse-hole, while large Talking Animal bears might have to Squeeze just to enter a household doorway.





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COMBAT BASICS

COMBAT INITIATIVE

When a fight begins, all combatants (Heroes and foes alike) roll Initiative.

Each combatant's Initiative is calculated by making an Agility check (Agility + 2d6 + Bonuses). Play proceeds in order from highest Initiative to lowest. In the case of a tie, combatants can roll off to see who goes in what order, or may otherwise decide between themselves.

DELAYING INITIATIVE

Combatants may also deign to delay their turn, allowing them to go later in a round of combat. This is a permanent choice – for the rest of the battle, they will act at that lower Initiative.

If a combatant should delay past 0, then they simply lose their turn entirely for that round, and their new initiative is (highest Initiative in the encounter + 1), starting in the next Round.

ATTACKING 101

LANDING THE BLOW

When you attack a foe using a weapon, you will be asked to "Roll To-Hit". **A roll To-Hit is 2d6 + Accuracy + Weapon Bonus.**

Rolls To-Hit do not exist in a vacuum, though – they must then be compared to the target's Concentration, Evasion, or Vitality, as specified by the attack's text. (Evasion may be used in place of Concentration or Vitality, unless the defender is Off-Balance.)

If your To-Hit roll equals or exceeds the opponent's score, then the attack or effect hits; otherwise, it misses.

A missed attack acts essentially as if it never happened – no damage is dealt, no durability is lost, no effects are enacted upon the target or the user. (If the attack cost Magic or Stamina, however, then that cost is still spent.) If an attack's Effect misses, then the attack still deals damage, but does not inflict that additional effect.

If you roll a 12 on your 2d6 when rolling To-Hit with a Basic Attack, it is a Critical Hit. (See the [Critical Hits](#) section for more information.) There are enchantments that can increase this range – if you have a +1 to your Critical Hit range, then a roll of 11 or 12 on your 2d6 would be a Critical Hit.

Spells and Techniques automatically hit, except when other circumstances say otherwise (such as being Distracted or Blinded). Spells and Techniques can still be mitigated by Reactions.

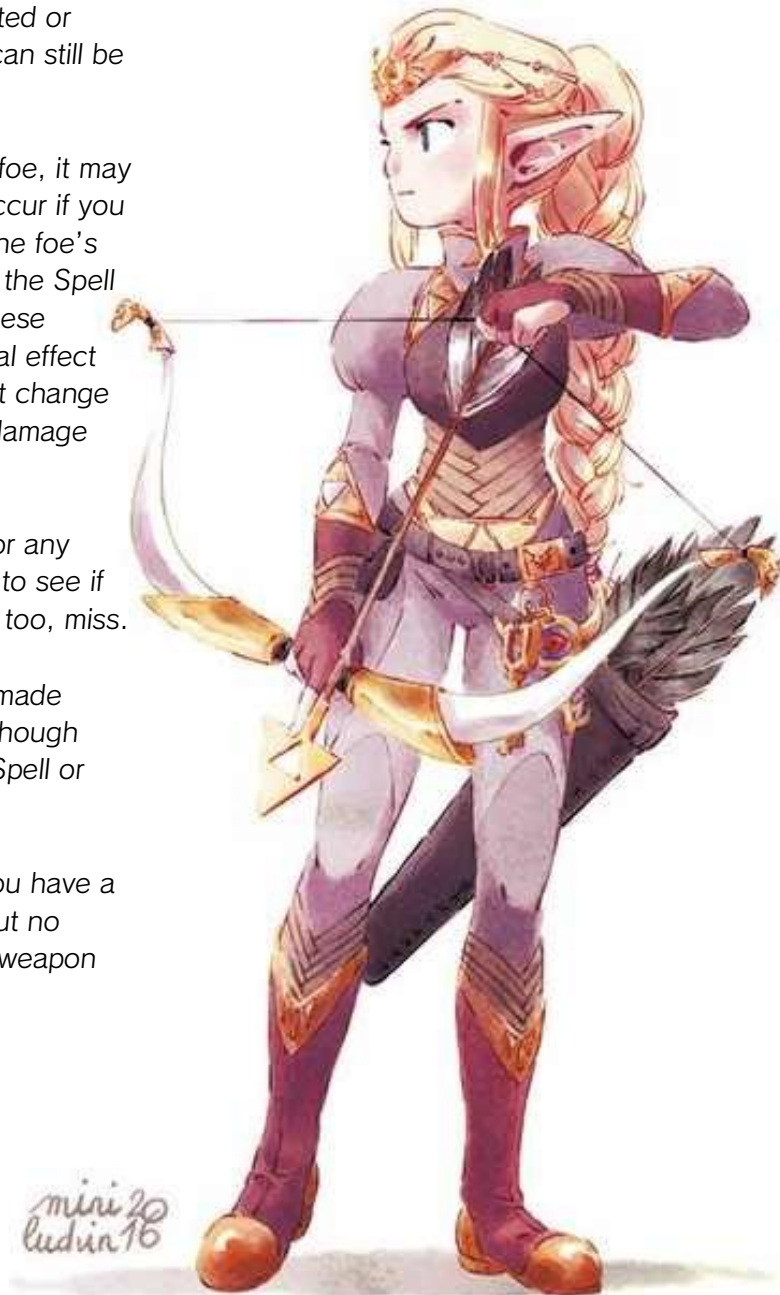
When a Spell or Technique hits a foe, it may have additional effects that can occur if you succeed at a roll To-Hit, against the foe's Concentration or Vitality (noted in the Spell or Technique's Effect section). These checks only decide if the additional effect occurs; failing this check does not change whether or not the target suffers damage from the Spell or Technique.

If the Spell or Technique misses for any reason, then you do not even roll to see if any additional effects land – they, too, miss.

Spells and Techniques are never made Critical Hits due to rolls To-Hit, although other circumstances can make a Spell or Technique be a Critical Hit.

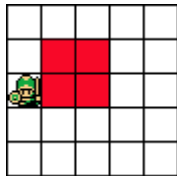
Note that, for unarmed attacks, you have a Weapon Accuracy bonus of 5 – but no damage bonus from an equipped weapon (as you don't have one!).

If an Attack targets multiple foes, you must roll all To-Hit checks once for each foe. This applies for Basic Attacks, as well as Spells and Techniques that require To-Hit checks.

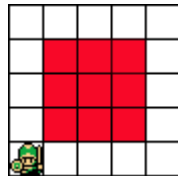


ATTACK RANGES

Blast X: A Blast is a square, X squares to a side, which has one side or corner touching the user.

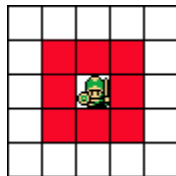


Blast 2



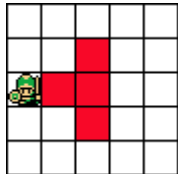
Blast 3

Burst X: A Burst is a ring that surrounds the user, X squares deep.

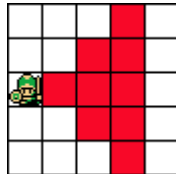


Burst 1

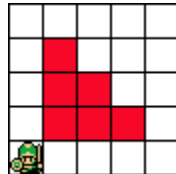
Cone X: A cone that extends out from the user. Every square it moves out, it also gets wider: If moving in a cardinal direction, it gets two squares wider (so a Cone 3 would be 1, 3, then 5 squares); in a diagonal direction, it gets one square wider (so a Cone 3 would be 1, 2, then 3 squares).



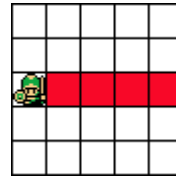
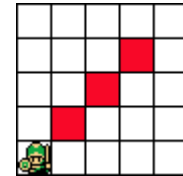
Cone 2



Cone 3

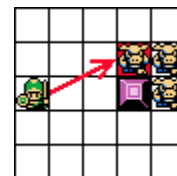
Cone 3,
diagonal

Line X: The attack goes in a straight line from the user, proceeding X many squares (counting diagonals 1-2-1). The attack affects *all* targets in this line, passing through combatants, but not through solid objects.

Line 4,
horizontalLine 4,
diagonal

Melee: The attack can affect one target, cardinally or diagonally adjacent to the user. The user must be able to physically reach out and touch the target, with either their hands or their chosen weapon, to perform a Melee attack.

Ranged Projectile X: The attack can go up to X squares from you, but it cannot go through solid objects or other combatants. The attack can only affect one target, and stops after hitting the first.

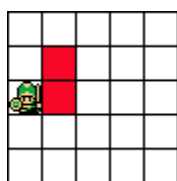


Ranged Projectile 8

Note how the other two enemies cannot be hit by the attack: one is hiding behind a block, and the other is hiding behind their less-fortunate front-row friend.



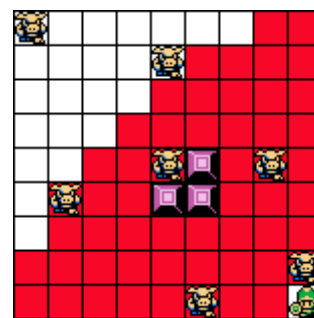
Sweep X: The attack cuts through X many squares immediately adjacent to the user. All squares must be cardinally adjacent to one another. The attack may not 'double back' on itself.



Sweep 2

Weapon: The range of the attack is equal to the range of the weapon's Basic Attack. If the weapon is capable of multiple types of Basic Attack, then you may choose which Basic Attack to base the attack's range off of at the moment you make the attack.

X Targets/Squares within Y Squares: The attack can affect X many targets or squares, so long as each of those targets are all within Y squares of the attack's user. The targets or squares do not need to be adjacent to one another. The user does not need to have a direct line of sight on their targets, but they do need to know what square(s) they are in. Any other targets or squares within Y squares, besides the ones the user designated, are unaffected. A target can only be affected once by this attack, even if they occupy multiple squares.



Any three foes within the red squares could be hit by a "3 Targets in 8 Squares" attack.

COUNTING DIAGONALS

When counting squares for attack ranges, just as when counting squares for movement, count every second diagonal square as two (so, "1-2-1").

ATTACKING FOES BEHIND COVER

A foe is behind cover if a line from any one corner of your square intersects a solid object on its way to any corner of the opponent's square.

When attacking a foe who is behind cover, that foe is considered Hard to Hit. In some particularly tricky situations, they may be Extremely Hard to Hit.

THE SIZE OF CREATURES


While many of the allies and enemies Heroes meet on their journey will be of similar size to them, not all of them will be. Some may be quite tiny indeed, while others will tower over even the tallest of Heroes. Even among Heroes, there can be quite a difference between a small Fairy and a large Zora!

Consult the table below to see how big or small a given creature, object, or bit of terrain might be.

Size (feet)	Size Category	Squares
Less than 1'	Diminutive	$\frac{1}{8}$
1' – 2'	Tiny	$\frac{1}{4}$
2' – 4'	Small	$\frac{1}{2}$
4' – 8'	Medium	1
8' – 16'	Large	2
16' – 32'	Huge	3
32' – 64'	Gigantic	4
64' and up	Colossal	6+

This means that even some Heroes might be Large (such as particularly tall Gerudo or Zora), or small (such as Deku Scrubs, Fairies, and Subrosians).

By default, a creature's size merely describes how much room they take up in a corridor or on the battlefield – it does not, in and of itself, make them more or less deadly.

 Tiny			
 Small			
 Medium			
 Large			
 Huge			
 Gigantic			

ABSTRACT COMBAT RANGES

In some campaigns, you might decide to forego mapping out the battlefield, and simply describe it – how it looks, where combatants are standing, and the terrain that surrounds them. In these cases, the Attack Ranges above change to accommodate the nature of Abstract Combat!

Burst: Hits 2 targets for every 1 in the Range. For instance, a Burst 1 can hit up to 2 foes, and a Burst 2 can hit up to 4 foes. May hit 1 additional foe if all targeted foes are described as being close together (standing within arm's reach of one another).

Blast, Cone, Line, or Sweep: Hits 1 target, plus 1 additional target for every 2 in the Range beyond the first. For instance, a Cone 2 would hit just one foe, but a Cone 3 hits 2 foes. May hit 1 additional foe if all targeted foes are described as being close together (standing within arm's reach of one another).

Melee, Ranged Projectile: Hit 1 foe.

X Targets/Squares within Y Squares: Can hit X targets, if the user can identify their foe's locations accurately.

In addition, some foes might not be able to be hit alongside other foes, no matter the attack's range. For instance, if a foe is up on a balcony, hiding behind cover, or if they've specifically separated themselves from the other foes, then they cannot be included in an attack with other foes.

Even moreso than in other situations, when it comes to Abstract Combat, the GM's word is law! However, GMs are encouraged to allow players to include a tricky foe in a large-area attack if the player is able to come up with a clever, fun, or unique way to go about it.



DAMAGE

Most attacks will have their damage listed in the form of “Weapon + Trait”. “Weapon” refers to the Attack Power of the weapon used. The Trait is typically either Combat or Willpower, and it may be multiplied by 2, or even 3, for some deadlier attacks.

As an example: say you have a sword with an Attack Power of 5, your Combat Trait is 3, and you perform a Sneak Attack, for (Weapon + (2 x Combat)) damage. Multiply your Combat by 2, then add your Weapon’s Attack Power of 5, for a total of 11 damage.

Once the damage output is calculated, subtract the target’s Defense. Then, apply the target’s Resistance to the attack, if any. Finally, apply any other factors. This final result is how much Health the target loses.

All attacks, if they land and their target is not immune to them, will do at least 1 damage.

CRITICAL HITS

When an attack is a Critical Hit, **add the Weapon’s Attack Power again** to the damage dealt by the attack. If multiple circumstances cause an attack to be a Critical Hit, then it’s still ‘just’ a Critical Hit.

An attack must *normally* be able to miss, to be eligible to be a Critical Hit. This excludes most Spells and Techniques (except those that enable additional Basic Attacks).

WEAKNESS

When you take damage of a type you have a Weakness to, you take 4 additional damage, ignoring Defense and Reactions (but not Resistance). This only applies once per hit; hitting multiple Weaknesses in one attack still only deals 4 additional damage.

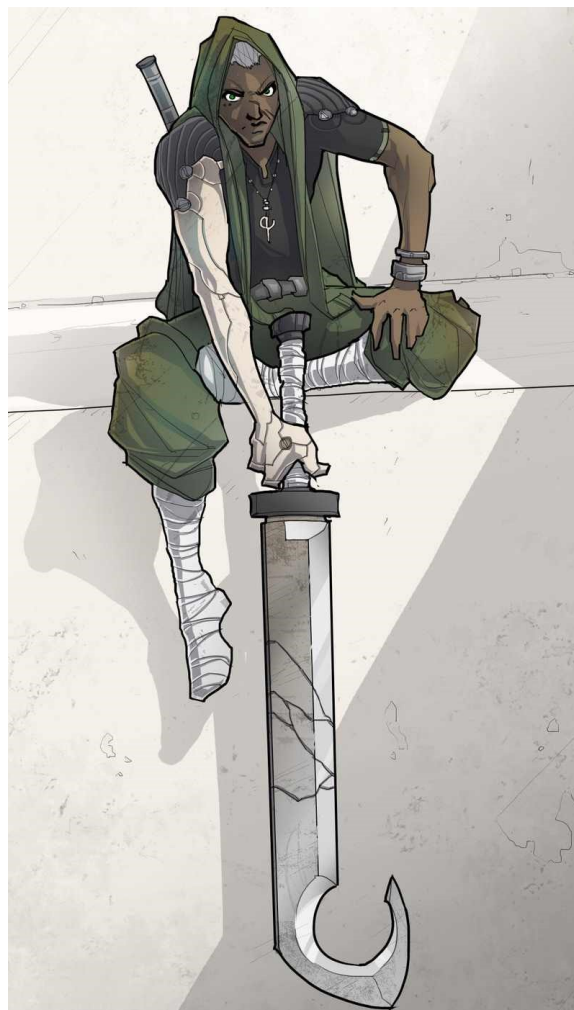
WEAPON DURABILITY

Whenever a weapon is used in any encounter, at the end of that encounter, the weapon takes 1 Durability damage. If the weapon is struck against anything out of combat, or otherwise put under stress, that use also incurs 1 Durability damage.

When a weapon’s Durability reaches 0, it shatters. This not only means it can no longer be used, but that it is entirely unrecoverable, and cannot even be salvaged for parts. Be careful – if you depend upon a single weapon, and that weapon breaks, you may find yourself in dire straits!

In general, weapons cannot be repaired.

Be sure to wield your weapons wisely!



PERIL

When you are at less than 25% health – that is, when your Health is equal to or less than your Hearts score – you are in Peril. On its own, this does nothing but indicate that your character is severely wounded, winded, and worn-down. However, some Feats, Spells, and Techniques may only work on imperiled targets, or may have additional effects on targets in Peril, so be aware that you might be exceptionally vulnerable – or powerful! – while at low health.



FALLING IN BATTLE

In combat, your Health measures how much punishment you can withstand. When a creature reaches 0 Health, they either perish, or simply fall Helpless – depending on the attacker's whims. (If the attack cannot *have* whims, such as when you fall due to a mindless trap, then you fall Helpless.)

Heroes, however, do not fall quite so easily. When reduced to 0 Health, they always merely fall Helpless, rather than dying, regardless of their foe's whims. Typically, foes will then turn to fight the remaining Heroes, leaving the Helpless Hero alone.

While Helpless, a creature may still be blearily aware of their surroundings, but can take no actions, have no Evasion, and cannot move. At best, they can croak out a call for aid. Restoring any Health to a Helpless creature ends their Helpless state.

Creatures that are Helpless (rather than merely sleeping or unaware) can be killed, but it must be done with an attack specifically directed at them, and only them. A Helpless foe will not be further harmed by an AoE that merely happens to catch them in the blast while hitting other targets. The attack can be of any suitable type or range, but it must target that Helpless creature, and **only** that Helpless creature.

Even Heroes can be finished off while Helpless by a follow-up attack. If this happens, their allies should strongly consider Intercepting the deadly blow.

BASIC ATTACKS

Upon equipping a weapon, any Hero has the option to perform Basic Attacks with it – they do not need to be learned, and there is no Trait requirement to be able to use a Basic Attack. All you need is to wield a weapon capable of that attack.

Basic Attacks do not cost Stamina or Magic to use. However, all Basic Attacks must Roll To-Hit Evasion. If you fail to beat your foe's Evasion, the attack misses, and the foe is entirely unharmed and unaffected by the attack. All Basic Attacks can be Critical Hits. These rules apply even if the Basic Attack is made as part of a Spell or Technique.

DEFENSIVE

These Basic Attacks are Reactions that Heroes use to defend themselves. These moves don't damage foes at all; they simply reduce the damage taken from an attack. They do not need to roll To-Hit.

DEFLECT

Requires: Shield

Range: Self

Reaction

Use Requirement: You are hit by an attack.

Effect: Reduce the damage received by 50%, after applying Defense.

PARRY

Requires: Any Weapon (not empty-handed)

Range: Self

Reaction

Use Requirement: You are hit by a Line, Melee, or Sweep attack

Effect: Reduce the damage received by 50%, after applying Defense.

MAGICAL

These Basic Attacks are intended for those who wield Rods and Staves – weapons for the more magically inclined. They use Willpower for their damage.

USE ROD

Requires: Rod

Range: Ranged Projectile 4

Damage: Weapon + Willpower

USE STAFF

Requires: Staff

Range: Ranged Projectile 8

Damage: Weapon + Willpower



MELEE ATTACKS

These attacks can be done by Heroes wielding melee weapons. All weapons are melee weapons, except Bows, Crossbows, Rods, and Staves.

STAB

Requires: Spear

Range: Line 2

Damage: Weapon + Combat

STRIKE

Requires: Any 1h or 2h Melee Weapon

Range: Melee

Damage: Weapon + Combat

SWEEP

Requires: Any 2h Melee Weapon

Range: Sweep 2

Damage: Weapon + Combat

RANGED

These Basic Attacks are used to harm enemies well out of arm's reach.

SHOOT ARROW

Requires: Bow or Crossbow

Range: Ranged Projectile 8

Damage: Weapon + Combat

Effect: Consumes 1 Arrow on use; may use other types of Arrows for additional effects.

THROW 1H WEAPON

Requires: Any 1h Weapon

Range: Ranged Projectile 6

Damage: Weapon + Combat

THROW 2H WEAPON

Requires: Any 2h Weapon

Range: Ranged Projectile 4

Damage: Weapon + Combat



UNARMED

These attacks can be done by Heroes with an empty hand, or a Fist weapon. Attacking with an empty hand counts as using a Fist weapon with an Attack Power of 0.

DROSS TOSS

Requires: Fist Weapon or Empty Hand

Range: Projectile 6

Damage: Combat

PAINFUL TOUCH

Requires: Fist Weapon or Empty Hand

Range: Melee

Damage: Weapon + Willpower

PUNCH

Requires: Fist Weapon or Empty Hand

Range: Melee

Damage: Weapon + Combat

OTHER ACTIONS

These Basic Attacks are used in specific circumstances, and have additional rules and caveats.

CHARGE

Requires: Any 1h or 2h weapon

Range: Special

Damage: Weapon + Combat

Effect: At the beginning of this attack, you become Off-Balance until the beginning of your next turn. Then, you may move as if Sprinting, but you must move directly towards your target. Once you reach your target, you perform a Strike Basic Attack.

Special: You must have your full Movement available to you to perform this attack - you cannot have Moved beforehand, and cannot be Slowed or Halted. After this attack, you cannot Move again this turn. If the attack cannot be completed for any reason, then it simply fails.

DEFEND

Requires: None

Range: Self

Effect: You are considered Hard to Hit until the start of your next turn. If you are wielding a Shield, your Evasion also increases by 1.

Special: You cannot use this Basic Attack if you are Off-Balance.

SNEAK ATTACK

Requires: Any 1h or 2h weapon

Range: Weapon

Damage: Weapon + (2 x Combat or Willpower, based on Weapon type)

Effect: If you fail To-Hit the foe's Evasion, this attack still hits, but merely deals (Weapon + Combat or Willpower) damage.

Special: The target must not be aware of you. Following the attack, the target is made aware of your presence, and if still able, may shout a warning to others as a free action.



COMBAT MANEUVERS

All Combat Maneuvers cost no Stamina to perform.

Combat Maneuvers have a range of Melee, unless otherwise noted.

When a Combat Maneuver's Roll lists multiple Traits, the creature rolling adds up the sum of the listed Traits, and adds a 2d6 roll to that for their final total. For the sake of Enchantments and other bonuses, this still counts as a "Roll To-Hit."

COMPEL SURRENDER

Roll: Command, Influence, and Intimidate v. (10 + Rank + Discipline + Fortitude)

Range: Auditory (foe must be able to hear and understand you); cannot target Heroes

Effect: The target willingly gives up. They may lay down their arms, let themselves be taken prisoner, or walk away from the battle.

Special: The foe's DC to resist takes a -2 penalty for each of these circumstances:

- Foe is in Peril
- Foe believes they have little-to-no chance to win the fight
- Foe believes you will be merciful
- Foe is of Rational intelligence

Minibosses gain +2 to their DC to resist Compelling Surrender; Bosses gain +4.

Other penalties or bonuses may also apply, at GM discretion.

COORDINATE

Roll: Command and Perception v. Concentration

Range: Visual

Effect: Select one ally you can see and communicate with. As a Reaction, that ally may gain +2 on their next To-Hit roll or Combat Maneuver check against that foe.

DISARM

Roll: Accuracy and Combat v. Vitality

Effect: Select one item that the target currently has in their hands or on their belt (but not in their Pack). They drop this item in a random square adjacent to them.



FLIRT

Roll: Guile and Influence v. Concentration

Range: Auditory (foe must be able to hear and understand you)

Effect: Target cannot target you with attacks, nor intentionally cause harm to you, until the end of their next Turn.



GRAPPLE

Roll: Agility and Athletics v. Vitality

Use Requirement: One empty hand (for foes smaller than you), or two empty hands (for foes your size). You cannot grapple foes larger than you.

Effect: You grapple the target until the end of your next turn. While grappled, the foe is Distracted by you and Halted. When you move, your foe moves with you; your Movement is halved while you are grappling. You must repeat this Trait check at the beginning of every turn (as a Free Action); if you do not, or you fail it, the target is released. If the grappled target is Pushed away from you, or they use their Standard action to try and escape, you must repeat this check to maintain your grapple.

HOBBLE

Roll: Combat and Guile v. Vitality

Effect: The target is Slowed until the end of their next turn.

INTERCEPT

Roll: Agility and Perception v. Concentration

Use Requirement: An ally is the target of an attack, and is within your Movement range. Reaction

Effect: You move to the ally's square, push the ally one square (in the direction of your choice), and take their place – and suffer the attack. You cannot use Reactions against this attack, and it automatically hits you. Any effects that occur on a subsequent To-Hit check as part of that attack also automatically hit you, as well.

LEARN LORE

Roll: Special (See Below)

Range: Visual

Minor Action

Effect: You learn information about the foe, based on your roll and the Rank of the target foe, per the table below.

You may gain additional information about that particular foe or that foe's species, also based on the roll result. Consult the foe's entry in the Bestiary for this information.



Special: You may attempt this Maneuver only once per type of foe in a given battle. You may be allowed a second attempt if new information comes to light during the battle.

Special, Roll: The Trait used to make this roll depends on the foe's origins.

Arcana: Arcane Foes made of magic, energy, or other ephemeral things. Also covers undead foes. Examples: Bubbles, Ghini, Phantom Ganon, Redead.

Civilization: Sentient, humanoid foes, such as soldiers, bandits, or rival Heroes. Examples: Garo, Vaati, Yiga assassins.

Mechanics: Automata, robots, statues, and Ancient-built foes. Examples: Beamos, Dark Train, Gimos, Guardians.

Nature: Natural-born foes, such as plants and animals. Includes sub-sentient humanoid monsters. Examples: Bokoblin, Deku Baba, Gohma, Wolfos.

Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Obtained Information
0	2	4	6	8	10	Name, Rank, Description
2	4	6	8	10	12	Typical Habitat & Diet, Intelligence, Typical Behavior
4	6	8	10	12	14	Tactics, Properties, Weapons, Passive Abilities
6	8	10	12	14	16	Resistances, Weaknesses, Immunities, and Weak Points
8	10	12	14	16	18	Full information on foe's Attacks, Spells, Techniques
10	12	14	16	18	20	Trait scores, hidden tricks, any remaining secrets

LOW BLOW**Roll:** Athletics and Combat v. Vitality**Effect:** The target is put Off-Balance until the beginning of their next turn.**MENACE****Roll:** Command and Intimidate v. Concentration**Effect:** The target is Cursed until the end of their next turn.**PICKPOCKET****Roll:** Accuracy and Agility v. Concentration**Use Requirement:** At least one empty hand**Range:** Melee**Effect:** Take an item from the target's Belt or Pack (but not their hands). You must have enough empty hands to hold it. (To do this unnoticed, first *Sneak* up to the target.)**Special:** The foe's DC to resist gains +4 if in combat or otherwise moving erratically.**PREDICT****Roll:** Insight and Perception v. Concentration**Range:** Visual**Effect:** You learn what the opponent is thinking of doing next, at that moment. If they intend to attack you, and follow through on that intention before the end of their next turn, you will be Hard to Hit with that attack. If you use a Reaction to reduce their attack's damage, you Resist the damage 2 more steps. Note that "yelling out what the foe intends to do" may make it change its mind, if it is an intelligent foe that can understand your words.**PUSH****Roll:** Athletics and Intimidate v. Vitality**Effect:** The target is pushed 1 square away from you. If the target is mounted, they are also dismounted and knocked Prone.**SAND ATTACK****Roll:** Accuracy and Guile v. Vitality**Effect:** The target is Blinded until the end of their next turn.**TAUNT****Roll:** Influence and Insight v. Concentration**Range:** Auditory (foe must be able to hear and understand you)**Effect:** The target is Distracted by you until the end of their next turn.**TRIP****Roll:** Agility and Insight v. Vitality**Effect:** The target is Knocked Prone.



HAZARDS & RECOVERY

SHORT & EXTENDED RESTS

Between battles and adventures, Heroes need to rest! They may take Short or Extended Rests to recuperate.

Short Rests range from five minutes to an hour, but are typically around half an hour. During a Short Rest, Heroes can eat a Dish to restore their Health, Stamina, or Magic, but do not have enough time to sleep to restore their resources naturally. Short Rests are typically just the Heroes taking a moment to rest, eat a meal, chit-chat between one another, or just stretch their muscles, before setting out on adventure again.

Extended Rests range from four hours to an entire day, typically lasting about 8 hours. During an Extended Rest, Heroes can eat a Dish to restore their Health, Stamina, or Magic, but can also sleep to restore their resources further. Extended Rests are typically the Heroes bedding down for the night, or taking a day off to take care of errands or visit with NPC friends.

In both Short and Extended Rests, Heroes may take the time to craft, as their Materials, available Tools, and circumstances allow. If the Heroes are resting in a town or other settlement, they may use the services there to their fullest while resting – IE, they may use the town's Forge and peruse the shops, even if they are rooming at the town's Inn.



During either Short or Extended Rests, if the Heroes are resting in a place that has obvious scavenging opportunities, they may also scavenge for materials – for instance, if the Heroes are resting in a field of flowers, then they may scavenge those flowers. However, they may not venture far from camp to scavenge (at that point, you’re simply adventuring again).

Short Rests only allow enough time for a single attempt to scavenge materials, while Extended Rests (particularly those not spent sleeping) may allow for more attempts.

KEEPING WATCH

If resting in a dangerous place, such as in the middle of a dungeon, you may want to have someone keep watch!

While on watch, a Hero may consume a Dish, and idly chat with their fellows (if they are nearby), but may not spend their time doing anything else productive (such as crafting, scavenging, deconstructing, investigating the area, or performing magical Songs).

During an Extended Rest, Heroes typically take turns keeping watch, giving everyone ample time for sleep, crafting, scavenging, and other activities – however, threats may approach at different times during the Extended Rest, so it may matter who was on watch and when.



REST & RELAXATION

Health, Magic, and Stamina can be recovered by taking an Extended Rest, even without the benefit of consuming Dishes.

Resting in arduous conditions (such as in bad Weather), without a bedroll, will not restore any Health, Magic, or Stamina. You may still consume Dishes to recover, though.

Resting by a campfire in the wilderness, or in otherwise good conditions, but without a bedroll, recovers 25% of your Health (aka, your Hearts value), as well as 25% of your Burned Magic and Burned Stamina.

Resting by a campfire in a bedroll recovers 50% of your Health, Burned Magic, and Burned Stamina, rounded up.

Resting in a proper bed, comfortably indoors, recovers all of your Health, Magic, and Stamina.

Resting in luxurious circumstances, such as an extra-soft bed, not only recovers all of your Health, Magic, and Stamina, but also provides Temporary Health. By default, this is just one Heart's worth (4 HP), but the more luxurious (and expensive) the accommodations, the more Temporary Health you might gain. Different kinds of luxurious conditions may provide Temporary Magic or Stamina, instead.

The above only applies if you are safe, dry, and at a comfortable temperature. If you are not in such an environment – for instance, if you are resting in soaking rain – then the rest you receive is one step less effective. For instance, resting in a simple, proper bed, but in the middle of an uncomfortable Heatwave, will recover only 50% of your Health, rather than all of it.

CONSUMING FOOD WHILE RESTING

Health, Stamina, and Magic can be restored by consuming food during Short or Extended Rests. A Hero can only consume a single Dish in a given Short or Extended Rest, and food can only be eaten during a rest, so choose your rations wisely.

Any other benefits Dishes or Elixirs might have, such as boosting your Perception or making you resistant to cold weather, will always end at the end of the next Extended Rest, when their duration runs out, or when you consume some other Dish or Elixir with a special benefit – whichever occurs first.

When consuming a Dish or Elixir with a special effect during a Rest, Heroes may choose whether the duration of the Dishes or Elixirs they consume begins at the beginning, or the end, of the Short or Extended Rest.

Having the duration begin at the start of the Rest allows the effects to be useful while the Hero runs errands during the Rest, but having the duration begin at the end of the Rest gives the consumed delicacy the most time to be useful while on adventure.

Regardless, the Hero may still only consume one Dish per Rest, whether they do so at the start or the end of the Rest.

A Hero may only be under the effect of one Food benefit *and* one Elixir benefit at a time. Consuming a new Food or Elixir while still under an old Food or Elixir's effects will simply end the old consumable's effects.



STATUS EFFECTS

Boosted Trait: Boosts always come with a rank. The Trait(s) in question is/are increased by 1 for each Rank of the effect. (You cannot use a boosted Trait to qualify for Feats, Spells, or Techniques.)

Blinded: While Blinded, you cannot see clearly. All foes are Extremely Hard to Hit (see below). Being Blinded ends at the end of your next turn, unless otherwise specified. Mini-Bosses and Bosses find foes merely Hard to Hit.

Burning: While a weapon is Burning, all attacks with it are Critical Hits, even if they automatically hit. Further, all attacks do Fire-type damage, regardless of their usual damage type. It also casts light as a lit torch of its Rank would. However, the weapon loses 1 Durability at the start of your turn, and loses 1 Durability from every foe it hits. (If the attack hits multiple targets, you may only hit as many targets as you have Durability remaining.) A Burning weapon can be extinguished as a Minor Action, or as part of storing it in your pack. Burning weapons are also extinguished when you are Soaked, hit with a Water-type attack, or when you enter the water. Only Wooden weapons can begin Burning.

Cursed: While you are Cursed, you cannot use any Basic Attacks, Techniques, or Spells. You can still move, use tools and items (but not to directly attack), speak, perform Combat Maneuvers, and otherwise take action. Mini-Bosses and Bosses instead do (Monster's Rank + 1) less damage with their Basic Attacks, Techniques, and Spells, but suffer no limits on what actions they can take from being Cursed. Being Cursed lasts until the end of your next turn, unless stated.

Distracted: When Distracted, all foes are Hard to Hit (see below), *except* for the source of your Distraction. If you are Distracted by multiple things, then none of your Distracting foes are Hard to Hit. If the source of your Distraction would otherwise be Hard to Hit, they no longer are; if they would be Extremely Hard to Hit, they are instead merely Hard to Hit.

Electrified: When Electrified, any metallic weapons that come in contact with you will conduct electricity into their user. Anyone who attacks you with a metallic melee weapon suffers Shock damage equal to half the damage they inflict upon you. This damage is not modified by their Defense, though it is modified by Weakness or Resistance to Shock.

Frozen: While Frozen, you cannot take action, and are Halted. The next (non-Fire) attack to connect with you is automatically a Critical Hit, and releases you from being Frozen. You may wriggle yourself free during your turn by spending 8 Stamina, consuming your whole turn. A Frozen character can also be freed by taking any Fire-type damage or being set On Fire (cancelling both statuses). Mini-Bosses and Bosses are merely Slowed instead of being Frozen.

Halted: While Halted, you cannot move, and your Evasion is set to 0.

Hard to Hit: While a foe is Hard to Hit, you suffer a -2 to all Rolls To-Hit and Accuracy checks against them, and your Spells and Techniques no longer automatically hit the foe (instead requiring a To-Hit check to land, including the penalty).

Hard to Hit, Extremely: As Hard to Hit, but the penalty is now -5, instead of -2. This supersedes a foe being Hard to Hit. If you are Hard to Hit for multiple reasons, you may be Extremely Hard to Hit, at GM discretion.

Hasty: Hasty increases your Movement by 1 square per rank.

Helplessness: While Helpless, a creature cannot take any Standard, Movement, or Minor actions, cannot use Reactions, and they fall Prone. A Helpless creature's Concentration, Evasion, and Vitality are set to 0. Helpless creatures are not harmed by any attack that does not target them and them alone, but if struck by an attack specifically targeted at them, they will die. Helplessness is cured by restoring any Health, though they will still have to stand up from being Prone on their own.

Invisibility: While Invisible, enemies have difficulty targeting you, and effects based on sight do not trigger for you. However, you still cast a shadow, allowing perceptive foes to know your location. If a foe attacks you while they cannot see you (due to your Invisibility), treat them as if your foe was Blinded while trying to hit you. Typically, Invisibility ends once you are struck or you make an attack (at the attack's end).

Mighty: Increase your Combat & Willpower by 1 for each Rank of Mighty you have.

Off-Balance: While Off-Balance, you cannot use Reactions, and you cannot use Evasion in place of Concentration or Vitality. You can still use Basic Attacks, Techniques, Spells, swap gear, move, and do other things. Unless the inflicting attack or effect says otherwise, Off-Balance ends at the beginning of your next turn. (You may use a Reaction against the attack that set you Off-Balance.)

Oil-Soaked: While Oil-Soaked, you are extremely slippery, and extremely flammable. Being struck with any Fire damage will cause you to become On Fire (ending the status). You are immune to being Grappled or Soaked. If you were previously Sand-Covered, the sand is saturated (cancelling both the Oil-Soaked and Sand-Covered statuses). Oil-Soaked ends when you use Soap, or take an Extended Rest.

On Fire: While you are On Fire, any wooden weapons that come into contact with you (including any you are holding, but not those stored in your pack) instantly begin Burning. While you are On Fire, you suffer 2 Fire damage per turn, taken at the start of your turn. This damage is not modified by your Defense, Weakness, or Resistance. You may stop being On Fire by entering water, taking Water-type damage, being Soaked (canceling both statuses), or by spending your full Movement action dropping to the ground and rolling in place (which makes you go Prone at the end of it).

Prone: While Prone, you are flat on the ground. You cannot use Evasion against, and cannot be Hard to Hit with, Melee, Line, and "X targets within Y squares" attacks. However, you become Hard to Hit with all other attacks. It takes half of your Movement to stand up. While Prone, you cannot move around or make attacks, but you can still perform other actions. When a Mount is knocked prone, their rider is dismounted and knocked prone.

Resistant: Resistance always specifies the type of damage you are resistant to, such as “Shock” or “Piercing”. You have 2 additional Defense against all attacks of that type, for each Rank of Resistant you have. If you have a Weakness to the type, you instead simply reduce the bonus damage inflicted when that Weakness is exploited by 1 per Rank. If you are at Rank 5 Resistance to your Weakness, you ignore the Weakness and have 5 additional Defense against attacks of that type. If an attack triggers multiple Resistances, it only applies the higher additional Defense of the two.

Rusted: While a weapon is Rusted, its Attack Power is cut in half. Only Metal weapons can become Rusted. Rust persists until the rust is removed by applying Oil.

Sand-Covered: While Sand-Covered, your Concentration, Evasion, and Vitality are reduced by 2. Further, you suffer a -2 to all Trait checks. If you were previously Oil-Soaked, the oil is absorbed (cancelling both the Oil-Soaked and Sand-Covered statuses). Being Sand-Covered also ends when you take a short or extended rest, when you are struck with a Water-element attack, when you are Soaked, or when you enter water.

Sick: While Sick, every further action causes you pain. Whenever you perform a Standard Action, you suffer 2 damage after resolving that action. This damage cannot be reduced by Defense. Unless otherwise noted, Sickness persists until you restore any amount of Health (be it by magic, rest, or consuming a Dish or Elixir).

Slowed: While Slowed, you find movement more difficult (but not impossible). Treat all terrain as Difficult Terrain – whether or not it would normally be, and whether or not you could normally walk through Difficult Terrain of that type without issue.

Soaked: While Soaked, any Shock attacks that strike you turn into a Burst 1 that includes you. If this burst strikes other Soaked targets, they too inflict a Burst around themselves, and so on. (Any given creature will only take damage once from such an electric chain reaction, regardless.) Further, while Soaked, any Ice attacks that hit you will automatically inflict Frozen on you. If you were previously On Fire or your weapons were Burning, you and they are now extinguished (canceling both On Fire and Soaked). Soaked ends when you use a Towel, are struck with a Fire attack, are Frozen by an Ice attack, or take a Short or Extended Rest to dry off.

Tough: Increase your Defense by 1 for each Rank of Tough you have.

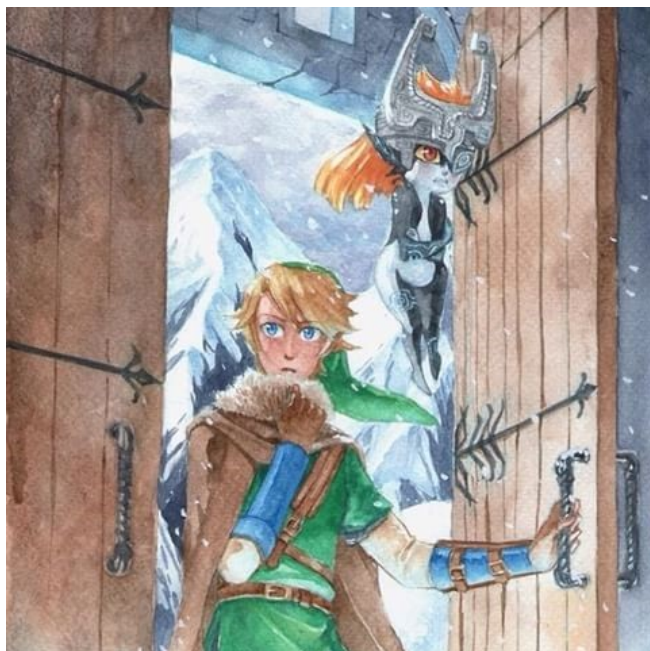
WEATHER

All Weathers go from Rank 0 (clear skies and temperate climate) to Rank 5 (absolute catastrophe). Every outdoor location has a given Weather type assigned to it. Rank 0 Weather always has no ill effects on Heroes. **Damage from Weather always ignores Defense.**

WEATHER CHECKS

Whenever Heroes take a Short Rest, the GM should roll a 2d6 “Weather Check”. If the roll is equal to or greater than (7 + Weather’s current Rank), the weather gets one step more intense. If the weather is instead only equal to or greater than (4 + Weather’s current Rank), then it remains at the same intensity. If it’s lower than even that, then the weather decreases in intensity. When Heroes take an Extended Rest, the GM should perform this Weather Check three times, to simulate the weather changing over a long night.

Heroes, sages, or evil wizards skilled at performing Magical Songs may be able to use the *Wind’s Requiem* Song to bend the results of these Weather Checks – and thus, the weather itself – to their whim.



COLDSNAP

Coldsnapes are found in arctic climates, at high altitudes, or in the depths of winter.

- Your joints are chilled stiff. Your Evasion and Initiative are reduced by (Rank).
- At Rank 3, you risk frostbite. You take (Rank / 2) damage at the end of your turn in combat, or every 15 minutes out of combat.
- At Rank 5, you risk freezing solid in the extreme cold. Whenever you take damage from the weather, roll Fortitude v. DC 15. If you fail, you are Frozen.

HEATWAVE

Heatwaves are found in volcanoes, near underground magma floes, or simply in the dog days of summer.

- Sweat is in your eyes, and your body is weak from the heat. Your Concentration and Vitality are reduced by (Rank).
- At Rank 3, you risk heatstroke. You take (Rank / 2) damage at the end of your turn in combat, or every 15 minutes out of combat. In addition, all Wooden weapons are immediately and instantly Burning, and cannot be extinguished except by sheathing them or storing them in inventory.
- At Rank 5, you risk catching fire in the extreme heat. Whenever you take damage from the weather, roll Fortitude v. DC 15. If you fail, you catch On Fire.



RAIN

Rain is found in temperate climates, such as forests and plains, as well as beaches and on the high seas.

- While it is raining, fires are difficult, if not impossible, to light. Existing fires die out in (6 – Rank) turns unless covered or otherwise tended to.
- Every turn, while climbing, roll an Athletics check v. DC (10 + Rank). If you fail, you slide down (Rank) squares.
- At Rank 2 or above, Brushfire terrain only deals 1 damage. Bombs are rendered inert, and Fire Arrows work like normal Arrows. Fire-type damage can still be dealt by Spells, Fire-enchanted weapons, or other innately fire-based attacks.

- At Rank 3 or above, lightning begins striking. At the end of every round, or every 15 minutes out of combat, the GM rolls a 2d6; on an 11 or higher, lightning strikes. Further, all targets are now Soaked as long as they are in the rain.
- At Rank 4 or above, the ground itself is too slippery to trust, and all surfaces are now Slightly Slick. In addition, all Brushfire terrain is immediately extinguished, and no new Brushfire terrain can be created. When the GM rolls to see if lightning strikes, it now strikes on a 10 or above.
- Finally, at Rank 5, the area is essentially flooded; treat all terrain as water-based Difficult Terrain. In addition, when the GM rolls to see if lightning strikes, it now strikes on a 9 or above.

When Lightning Strikes

Lightning preferentially targets anyone wielding metallic weapons, is at a higher elevation than other targets, or standing in water or is Soaked – in that order. If multiple targets satisfy one or more of these criteria, choose randomly from between only those qualifying targets with a die roll. If no targets qualify, then the lightning safely hits elsewhere.

Being struck by lightning deals (2d6 x 1d6) Shock damage to whomever it strikes; this damage ignores any Defense (but not enchantments) provided by equipment.



SANDSTORM

Sandstorms are found in deserts, arid locations, or desolate, forgotten wastelands.

- In a Sandstorm, harsh, changing winds make it difficult to line up shots. Reduce the range of Projectile attacks by (Rank), and the range of Blast, Burst, and Cone attacks by $(\text{Rank} / 2)$, minimum 1.
- At Rank 2, sand begins to obscure one's vision. All foes are now Hard to Hit.
- At Rank 3, the sand has gotten everywhere. You are now Sand-Covered for as long as you are in the sandstorm.
- At Rank 4, the whipping winds make practiced maneuvers difficult to perform. All foes are now Extremely Hard to Hit.
- At Rank 5, the wind is too powerful and noisy to be heard over, no matter how loudly you shout. Further, visibility is so low that hand signals are impossible to make out. Heroes (and their players) cannot communicate with one another in any way.

TYPES OF TERRAIN

Brush, Thick: Difficult Terrain. Turns into Brushfire when struck with a Fire attack, or if adjacent to something else that is On Fire (such as Brushfire terrain) at the end of a round of combat or every five minutes.

Brushfire: Terrain that is currently on fire. Deals 2 Fire damage when stepping into it or starting one's turn in it, ignoring Defense. Will light one On Fire if one spends an entire turn (start to finish) in Brushfire. While burning, creates an Updraft. Ceases burning after 5 minutes, turning into normal terrain.

Electrified: Deals 2 Shock damage, and sets one Off-Balance, when stepping into it or starting one's turn in it, ignoring Defense.

Grass, Tall: Normal terrain (does not impede or hinder movement). Large swaths of tall grass are good places to hide, or scavenge for Critters. As flammable as Thick Brush.

Ice, Dry: Slightly Slick surface.

Ice, Slick: Severely Slick surface.

Lava: Lava is a liquid, and thus can be swum in – with disastrous consequences for most Heroes. Lava deals 4 Fire damage, and sets you On Fire, when stepping into it or starting one's turn in it, ignoring Defense.

Malice: Deadly terrain suffused with evil. Deals 4 damage, and makes you Sick, when stepping into it or starting one's turn in it, ignoring Defense.

Mire: Viscous swamp-water. May be knee-deep (letting you to trudge through it) or deeper (requiring swimming). Difficult Terrain. Deals 2 damage when stepping into it or starting one's turn in it, ignoring Defense.



Oiled: A Severely Slick surface. When you fall Prone, if all spaces you occupy are Oiled, then you become Oil-Soaked. If the oil is on the surface of water, you are Oil-Soaked only so long as you occupy those squares.

If an Oil-Soaked square is intentionally struck with a Fire attack, exposed to excessive heat or errant sparks, or is adjacent to Brushfire at the start of the round, it becomes Brushfire.

Pit, Bottomless: Bottomless Pits are weird and dangerous. If you fall into a Bottomless Pit, you disappear. You reappear at the start of your next turn, at the edge of the battlefield or the entrance of the room. You then take 4 damage, ignoring Defense.



Sand, Deep: Difficult Terrain.

Sand, Quick: Difficult Terrain. If a creature spends a full turn on Quicksand, they sink to their hips and become Halted and Sand-Covered, and must spend a Standard Action to dig themselves out (ending the Halted status, but not the Sand-Covered status).

Slick, Severely: When moving on a Severely Slick surface, you must make an Agility roll v. DC 16 to stop. If you fail, on an odd-numbered roll, you continue to move in the direction you were travelling until you bump into something (another creature or solid object) or leave the Severely Slick surface; on an even-numbered roll, you fall Prone.

Slick, Slightly: When moving on a Slightly Slick surface, you must make an Agility roll v. DC 10 to stop. If you fail, on an odd-numbered roll, you will continue to move one further square in the direction you were travelling; on an even-numbered roll, you become Off-Balance.

Snow, Deep: Difficult Terrain.

Water, Current: Currents in water can carry swimmers along, whether they like it or not. When you enter or start your turn in a current, you are immediately pulled along by it. Weak currents will only pull you 2 squares; a strong current will pull up to 6 squares; a torrential current, up to 10.

Water, Foaming: Difficult Terrain. Blinds and Slows anyone while they are in the foam.

Water, Fresh: Freshwater, including most streams and lakes, can have negative consequences for metallic equipment. While swimming in freshwater, whenever metal weapons take Durability damage (including at the end of combat), roll (2d6+Rank) – on a roll of 10 or less, the item becomes Rusted.

Water, Salt: Saltwater, including ocean water, has disastrous effects on metallic items. While in saltwater, whenever metal weapons take Durability damage (including at the end of combat), they automatically become Rusted.



FEATS, SPELLS, AND TECHNIQUES

All Heroes can use Basic Attacks and Combat Maneuvers in a fight, and their Traits to maneuver social and environmental hazards. However, Heroes can further personalize their fighting style, magical repertoire, and their capabilities, by learning Feats, Spells, and Techniques.

Feats represent knowledge, training, or natural aptitude that a Hero uses under certain circumstances. Feats aren't so much "things you do" as "things you are or know".

Spells are specific magical incantations or actions that a Hero has learned to use. Not all spells are focused on causing destruction in combat; some Spells manipulate the natural world in useful ways.

Techniques are specific attacks or forms of combat that a Hero has learned to use. Techniques tend to be entirely focused on combat, using weapons in clever ways that quickly harm or disable a foe.



NOTES

Unless a Feat says otherwise, you may only take a particular Feat once.

Spells and Techniques hit automatically, unless other circumstances (such as Status Effects) state otherwise. Spells and Techniques *cannot* be Critical Hits, even if circumstances make it possible for them to miss.

When a Spell or Technique says to make a Basic Attack, you must still roll To-Hit with that Basic Attack. This means that these Basic Attacks may miss, hit, or even be Critical Hits.

FEATS

ANCIENT KNOWLEDGE

9 Tokens

Trait Requirement: Enchanting 9

Effect: You can now create Ancient Materials through Transmutation.

ANIMAL'S HERITAGE

6 Tokens

Trait Requirement: Fortitude 6, Talking Animal

Effect: Select a benefit of being the Talking Animal race that you do not have already. You gain that benefit.

ARTILLERY WIZARD

3 Tokens

Trait Requirement: Willpower 3

Effect: Increase the Range of your "Use Rod" and "Use Staff" Basic Attacks by 2.

BARDIC BENT

6 Tokens

Trait Requirement: Perform 6, Hylian

Effect: You may use Major and Minor Songs twice before they are exhausted.

CLUTCH ATTACKER

3 Tokens

Trait Requirement: Agility 3

Effect: When in Peril, you do 2 more damage with every attack.

CLUTCH DODGER

3 Tokens

Trait Requirement: Agility 3

Effect: When in Peril, you become Hard to Hit. (Being behind Cover, Defending, or otherwise Hard to Hit, instead makes you Extremely Hard to Hit.)

COMBAT CHEMIST

3 Tokens

Trait Requirement: Accuracy 3

Effect: You may use Elixirs on targets by using the 1H Throw Basic Attack with that Elixir. This does not cause damage to the target, and merely uses the Elixir on them as if they were in melee range of you.

CRAFTING STYLE: BOKOBLIN

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 3 fewer Materials, has 2 less Attack Power, and $((\text{Rank}+1) \times 2)$ less Durability. However, Bokoblin style equipment can be crafted without the use of a Forge (though they still require a Heat Source).

CRAFTING STYLE: DARKNUT

6 Tokens

Trait Requirement: Smithing 6

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 1 more Material, has 2 greater Attack Power, 2 greater Durability, and 1 less Accuracy Base Stat.

CRAFTING STYLE: DEKU

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 2 fewer Materials, and has $(\text{Rank}+1)$ less Durability.

CRAFTING STYLE: DEMON

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 1 less Accuracy, but the user may use Combat in place of Willpower for all Basic Attacks and Spells made with this weapon. This weapon also counts as a Rod or Staff for the purposes of Spells.

CRAFTING STYLE: FAIRY

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 1 less Attack Power, but the user may use Willpower in place of Combat for all Basic Attacks and Techniques made with this weapon. This weapon also counts as a Rod or Staff for the purposes of Spells.

CRAFTING STYLE: GERUDO

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 1 more Material, and has 2 greater Attack Power.

CRAFTING STYLE: GODDESS-FORGED

9 Tokens

Trait Requirement: Smithing 9

Effect: You may choose to use this whenever crafting a weapon in a place of deep magical power (such as in a temple, or in the Sacred Realm). The weapon costs 5 more Materials, cannot be set Burning or Rusted, won't conduct electricity or behave magnetically, will only take Durability damage from normal use, and has 2 greater Durability and 2 greater Accuracy.

CRAFTING STYLE: GORON

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 2 greater Durability, and 1 less Attack Power.

CRAFTING STYLE: GUARDIAN

9 Tokens

Trait Requirement: Smithing 9

Effect: You may choose to use this whenever crafting a weapon primarily using Ancient materials. The weapon costs 3 more Materials, has 2 greater Attack Power, Durability, and Accuracy.

CRAFTING STYLE: KOKIRI

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 1 less Attack Power, and 2 greater Accuracy Base Stat.

CRAFTING STYLE: LYNEL

6 Tokens

Trait Requirement: Smithing 6

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 2 more Materials, and has 4 greater Attack Power.

CRAFTING STYLE: NEGLECTED

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon using Metal materials. The weapon costs 2 fewer Materials, has $((\text{Rank} + 1) \times 2)$ less Durability, cannot rust, and won't conduct electricity or behave magnetically.

CRAFTING STYLE: RITO

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 1 less Attack Power. If fighting while airborne, foes are not Hard to Hit due to you not being a Natural Flier or Glider. (If you are a Natural Flier or Glider, the weapon has 2 greater Accuracy while airborne.) Increase the range of any Projectile attacks made via this weapon by 2 squares.

CRAFTING STYLE: ROYAL GUARD

6 Tokens

Trait Requirement: Smithing 6

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 1 more Material, has 4 greater Attack Power, and has (Rank+1) less Durability.

CRAFTING STYLE: SHEIKAH

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 2 greater Attack Power, and has (Rank+1) less Durability.

CRAFTING STYLE: SUBROSIAN

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 2 greater Durability, and 1 less Accuracy.

CRAFTING STYLE: TALKING ANIMAL

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has 2 greater Attack Power, and 1 less Accuracy.

CRAFTING STYLE: TWILI

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon has (Rank+1) less Durability, and 2 greater Accuracy.

CRAFTING STYLE: ZORA

3 Tokens

Trait Requirement: Smithing 3

Effect: You may choose to use this whenever crafting a weapon. The weapon costs 1 more Materials, and cannot rust. If fighting while underwater, foes are not Hard to Hit due to you not being a Natural Swimmer. (If you are a Natural Swimmer, the weapon has 2 greater Accuracy while underwater.) Fire and Bomb Arrows shot from this weapon are unaffected by wet conditions (like rain, or being underwater).

DEATH MOUNTAIN DEFENSE

6 Tokens

Trait Requirement: Fortitude 6, Goron

Effect: You no longer lose Evasion due to your increased natural Defense.

DECONSTRUCTION EXPERT

6 Tokens

Trait Requirement: Smithing 6

Effect: When deconstructing armor or weapons, you obtain an additional unit of the item's base Material. This does not apply if the item was built using fewer Materials than normal (for instance, if it is a weapon crafted in the Bokoblin Style) or if it has less than half of its Durability remaining.

DRAGOON

3 Tokens

Trait Requirement: Command 3**Effect:** You may use Combat Maneuvers, Spells, and Techniques while mounted.**DRAGOON'S ALACRITY**

3 Tokens

Trait Requirement: Dragoon, Agility 3**Effect:** You may Mount and Dismount a mountable creature as a Free Action, once per turn.**DRAGOON'S ANIMAL**

3 Tokens

Trait Requirement: Fortitude 3, ability to be used as a mount**Effect:** You may use Combat Maneuvers, Spells, and Techniques while being used as a mount.**DRAGOON CHARGER**

3 Tokens

Trait Requirement: Dragoon**Effect:** When you Charge while mounted, add +1 to the To-Hit roll of the Strike you make. While mounted, you may Charge through the spaces of other combatants, dealing (mount's Combat) damage to them.**DRAGOON ELITE**

6 Tokens

Trait Requirement: Command 6, Dragoon**Effect:** You gain +2 to resist any attempts to dismount you (such as being Pushed or Knocked Prone). In addition, you may choose whether to use your Traits or your mount's Traits to resolve Combat Maneuvers while mounted.**EFFICIENT TRANSMUTER**

6 Tokens

Trait Requirement: Enchanting 6**Effect:** When Transmuting Materials from one Rank to the next Rank, you need only use $(10 - (\text{Enchanting} / 2))$ Materials (minimum 5) rather than 10 Materials.**ELEMENTAL SPECIALIST**

3 Tokens

Trait Requirement: Arcana 3**Effect:** Select an Element. When you make an attack with that Element, it deals 2 additional damage.

FAIRY FRIEND

3 Tokens

Requirement: Quest Reward or GM Approval Only**Effect:** You gain a Fairy Friend. As a Minor action, you may have this Fairy Friend Mark a target, illuminating it, and providing a +1 bonus to all rolls To-Hit (by you and your allies) against that target. If the target turns invisible, teleports, or otherwise disappears, your Fairy Friend loses track of the foe and the Mark is lost. Only one Fairy Friend may mark a target at a time, and a Fairy Friend may only mark one target at a time.

This Fairy Friend does not count towards your normal limit on Companions. This Fairy cannot be attacked in combat, nor can it attack, pick up or manipulate objects, or use items, weapons, or armor. Unlike other Fairies, Fairy Friends cannot provide healing. Your Fairy Friend can hide on your person (under your clothing), or provide light up to a Burst 2. Your Fairy Friend can move up to 16 squares away from you; if it moves any further, it disappears, reappearing at your position. Your Fairy Friend may occupy the same space as you, and is Tiny-sized.

FAIRY FRIEND FOCUS

6 Tokens

Requirement: Fairy Friend**Effect:** Your Fairy Friend takes on a particular color, and gains additional benefits to marking targets. Select one of the bonuses below. This choice is permanent.**Black:** Your Fairy now glows black. You gain a +2 on all Combat Maneuvers that use Agility, Combat, or Athletics against your Fairy Friend's target.**Blue:** Your Fairy now glows blue. You gain +2 on all Learn Lore attempts, and Combat Maneuvers that use Accuracy or Perception, against your Fairy Friend's target.**Gold:** Your Fairy now glows gold. You have +2 Defense for all attacks your Fairy Friend's target initiates.**Green:** Your Fairy now glows green. Your Fairy Friend's target finds you Hard to Hit.**Red:** Your Fairy now glows red. All attacks by you against the marked target do +2 additional damage.**Pink:** Your Fairy now glows pink. You gain a +2 on all Combat Maneuvers that use Influence, Intimidate, or Command against your Fairy Friend's target.

FLEET-FOOTED

6 Tokens

Trait Requirement: Athletics 6

Effect: Your Movement increases by 2.
(For most Heroes, this brings it up to 8.)

HOME ON THE RANGE

3 Tokens

Trait Requirement: Fortitude 3

Effect: When you take an Extended Rest, and you do not have access to a bed or bedroll, you recover Health, Stamina, and Magic as if you had a Bedroll of Rank (Fortitude / 2).

INTERCEPTOR

6 Tokens

Trait Requirement: Fortitude 6

Effect: When you use the Intercept Combat Maneuver, add (Fortitude / 2) to your Combat Maneuver roll. You resist the damage taken from the intercepted attack by 50%, after applying Defense, and additional effects of the attack that require a To-Hit check still require that check to affect you.

INVIGORATING ARTIST

6 Tokens

Trait Requirement: Perform 6

Effect: Select one of Health, Stamina, or Magic. When you perform a Magical Song, you and all allies who can hear you gain 4 Temporary points in that Pool.

JURY-RIG GENIUS

3 Tokens

Trait Requirement: Mechanics 3

Effect: You may create Mundane Tools without use of a Forge. Mundane Tools created in this way require 2 Materials (instead of 5), and always break after a single use. You may only make Tools of up to Rank (Mechanics / 2) in this way.

LONGSHOT

3 Tokens

Trait Requirement: Accuracy 3

Effect: Increase your range on your Bow, Crossbow, 1h Throw, and 2h Throw Basic Attacks by 2 squares.

MAGICAL VOICE

3 Tokens

Trait Requirement: Perform 3

Effect: You can perform Magical Songs without the aid of an Instrument. Your voice or dancing skills work like a Musical Instrument of a Rank equal to (Perform / 2), and your Musical Power is now simply equal to your Perform Trait.

MANEUVER MASTERY

6 Tokens

Trait Requirement: One of the Combat Maneuver's used Traits at 6

Effect: Select a specific Combat Maneuver. When you roll to use that Combat Maneuver, add 2 to the roll.

Special: This can be chosen multiple times, for a different Combat Maneuver each time.

MANATHON

6 Tokens

Trait Requirement: Arcana 6

Effect: Once per turn, when you bring a foe to 0 HP with a Spell, you get 2 Temp Magic.

MONASTIC TRAINING

6 Tokens

Trait Requirement: Combat 3, Arcana 3

Effect: You may now use Rods and Staves as Melee Weapons. You may use either Combat or Willpower to determine the damage of Strike and Sweep Basic Attacks made with Rods and Staves.

NATURAL MOVEMENT

9 Tokens

Trait Requirement: A race capable of a Movement type, but not a Natural at that Movement type.

Effect: You are now a Natural at that Movement type.

PRACTICED EFFICIENCY

3 Tokens

Trait Requirement: Discipline 3

Effect: Select a specific Spell or Technique. Reduce that Spell or Technique's Stamina or Magic cost by 25%.

Special: This can be chosen multiple times, for a different Spell or Technique each time.

QUICK-WITTED

3 Tokens

Trait Requirement: Perception 3

Effect: Gain a +2 bonus to Initiative rolls.

RESTFUL RESPITE

3 Tokens

Trait Requirement: Hearts 3, Magic 3, and Stamina 3

Effect: Short Rests now provide 2 Temporary Health, Magic, and Stamina. Extended Rests now provide 4 Temporary Health, Magic, and Stamina. These do not stack with any Temporary points you gain from the Bed or Bedroll you use. (For instance, if resting in an Inn that granted you 8 Temporary HP for an Extended Rest, you would wake with 8 Temp HP, 4 Temp MP, and 4 Temp SP.)

RITO RECOVERY

6 Tokens

Trait Requirement: Athletics 6

Effect: When you roll Athletics to reduce damage from a fall, you reduce the fall damage by double your Athletics Trait check. If you fall into water or a suitably soft surface, you suffer no falling damage.

SKILLED SMITH

6 Tokens

Trait Requirement: Smithing 6

Effect: Select a Weapon type, such as Greatsword, Axe, or Fist. Select one of Attack Power, Durability, or Accuracy. When you make a Weapon of that Type, it gains 1 point in that stat. This choice is permanent.

SLOW METABOLISM

3 Tokens

Trait Requirement: Fortitude 3

Effect: The effects of Elixirs you consume last (Fortitude / 4) more minutes or battles.

SPECIALIST

3 Tokens

Trait Requirement: Chosen Trait at 3

Effect: Select a specific non-combat, non-crafting use of a Trait. This use must have a condition to it, such as "using Influence on Shopkeepers", "using Athletics to lift heavy things", or "using Civilization to know about Zora culture". When you roll that Trait for that use, add 2 to the roll.

Special: This can be chosen multiple times, each time selecting a different use of a Trait. If multiple instances of Specialist apply to a given roll, you only gain the bonus once.

STRANGE CHEF

3 Tokens

Trait Requirement: Cooking 3

Effect: You may use Critters in your Dishes.

THIEF

3 Tokens

Trait Requirement: Agility 3

Effect: You ignore the +4 to the DC of Pickpocketing while in combat.

THIEF'S LEGERDEMAIN

3 Tokens

Trait Requirement: Guile 3, Thief

Effect: When you successfully perform the Pickpocket maneuver, you may immediately perform a Minor action with the item for free – such as placing the stolen item in your Pack (if you have room for it), or using it (for example, drinking a stolen Elixir).

THIEF'S TRIUMPH

6 Tokens

Trait Requirement: Agility 6, Thief

Effect: When you perform the Pickpocket maneuver (whether it succeeds or not), as a Minor Action, you may also use one of the Coordinate, Flirt, Low Blow, Push, Taunt, or Trip Combat Maneuvers on that target.

THREE'S COMPANY

3 Tokens

Trait Requirement: Command 3

Effect: You may have up to 2 Companions travelling with you at a time. You still must share your actions with both Companions.

TWINROVA'S EFFICIENCY

6 Tokens

Trait Requirement: Arcana 6, Gerudo

Effect: Your Spells cost 1 less Magic. For Spells that consider how much Magic was used in the spell, do not include this cost reduction (for instance, if you spend 5 Magic on a Spell, and it is reduced to 4 with Twinrova's Efficiency, then that Spell still counts as having cost 5 Magic for its effect).

WEAPON SPECIALIST

3 Tokens

Trait Requirement: Combat 3

Effect: Select a Weapon type. You add 1 to all To-Hit rolls you make with that Weapon type, and to resist attempts to disarm you of that weapon type.

Special: You may take this Feat multiple times, choosing a different Weapon type each time.

WINGMAN

3 Tokens

Trait Requirement: Influence 3

Effect: When you use the Flirt and Taunt Combat Maneuvers, you may designate another ally you can see to benefit from them, instead of yourself.

WOODFALL FOLIAGE

6 Tokens

Trait Requirement: Fortitude 6, Deku

Effect: When you photosynthesize, you now restore 4 Health, 4 Magic, and 4 Stamina (doubled in direct sunlight).

YIGA YADOME-JUTSU

6 Tokens

Trait Requirement: Combat 6, Sheikah

Effect: You may Parry in response to Projectile attacks.

ZORA SLIPSTREAM

6 Tokens

Trait Requirement: Athletics 6, Zora

Effect: You may swim up waterfalls as if they were Difficult Terrain. While submerged in water, you and anyone who follows directly behind you may ignore all currents that would forcibly move you.

TECHNIQUES



AIMED SHOT

3 Tokens

Cost: 6 Stamina

Use Requirement: Bow or Crossbow

Range: Weapon

Damage: Weapon + Combat

Effect: The target's Defense against this attack is reduced by (Perception / 2).

ARC SHOT

3 Tokens

Cost: 4 Stamina

Use Requirement: Bow or Crossbow

Range: Ranged Projectile 12; Ranged Projectile 16 squares if the target is below your elevation

Damage: Weapon + Combat

Effect: You may ignore allies, enemies, and any obstacles that do not reach higher than 6 squares above you, for determining line of sight for this attack.

ARMOR-PIERCING SHOT

6 Tokens

Learn Requirement: Aimed Shot

Cost: 10 Stamina

Use Requirement: Bow or Crossbow

Range: Weapon

Damage: Weapon + (2 x Combat)

Effect: The target's Defense against this attack is reduced by (Perception / 2).

BLADE GRASP

9 Tokens

Cost: 10 Stamina

Use Requirement: Target of a Basic Attack or Technique; attacker is adjacent to you; two hands empty (or using Fist weapons with no items in them)

Range: Self

Reaction

Effect: You suffer no damage from the attack, but still suffer any other negative effects (ailments, forced movement, etc.)

BODY CHECK

6 Tokens

Cost: 3 Stamina

Use Requirement: A foe leaves a square you are adjacent to.

Reaction

Range: Special

Damage: Combat

Effect: You enter the square the foe left. Roll To-Hit target's Vitality; on success, target is Pushed 1 square in a direction of your choice and Knocked Prone.

COMBO

6 Tokens

Cost: 10 Stamina

Use Requirement: A Weapon capable of making the Strike Basic Attack

Range: Melee

Effect: Make three separate Strike Basic Attacks with your weapon. These Strikes do not need to target the same enemy, but you cannot move between Strikes.

CALL TO ARMS

3 Tokens

Cost: 5 Stamina

Range: Weapon

Damage: (Weapon's Basic Attack damage)

Effect: One ally within (Command) squares may, as a Reaction, make a Basic Attack against a foe you struck with this attack.

COMMANDER'S CALL

3 Tokens

Cost: 3 Stamina

Range: 1 ally within (Command) squares
Minor Action

Effect: The target may choose one:

- Move half their Movement
- End the Distracted condition
- End the Off-Balance condition
- Perform a Minor Action

**DARMANI'S DEFENSE**

3 Tokens

Cost: 10 Stamina

Use Requirement: You are hit by an attack.

Learn Requirement: Goron

Reaction

Effect: You suffer no damage from the attack, but still suffer any other negative effects (ailments, forced movement, etc.). However, you cannot be pushed, knocked prone, or set Off-Balance by the attack.

DASH ATTACK

6 Tokens

Cost: 8 Stamina

Range: See Effect

Damage: Weapon + Combat

Effect: During this attack, you may use your remaining Movement as normal. You may move through foes, hitting them with a Strike Basic Attack as you do so. You may only attack a given target once during this attack.

DEKU SHOT

3 Tokens

Cost: 3 Stamina**Learn Requirement:** Deku**Range:** Projectile 8**Damage:** Weapon + Combat**Effect:** You may use this attack while Gliding.**DOPPELGANGER'S MOVEMENT**

3 Tokens

Cost: 12 Stamina**Use Requirement:** You are struck by a Melee Basic Attack or a Technique.**Learn Requirement:** Demon**Range:** Self

Reaction

Effect: You suffer no damage from the attack, but still suffer any other effects (status ailments, forced movement, etc.)**FASTBALL SPECIAL**

3 Tokens

Cost: 6 Stamina**Use Requirement:** A grappled creature smaller than you**Range:** Projectile 8**Damage:** Combat**Effect:** Damage from this attack ignores Defense. You may deal equal damage to the thrown creature, also ignoring Defense. The thrown creature lands adjacent to the target.**FATAL BLOW**

6 Tokens

Cost: 10 Stamina**Use Requirement:** Target is in Peril**Range:** Melee**Damage:** Weapon + (3 x Combat)**FLYING FINS**

3 Tokens

Cost: 3 Stamina**Learn Requirement:** Zora**Range:** Projectile 8**Damage:** Weapon + Combat**Effect:** When you use this attack, you may choose which facing of the target you strike (such as its side, rear, or front).**GORON GOROLL**

3 Tokens

Cost: 8 Stamina (Bind)**Learn Requirement:** Goron
Minor Action**Effect:** You roll into a tight, round ball. While in this stance, you resist all attacks by 4 steps. In addition, you cannot use any Actions (Standard, Minor, or Reaction) that do not have the Goron race as a Learn or Use Requirement. You may uncurl as a Minor action during your turn, ending this stance.**GORON GROUND POUND**

3 Tokens

Cost: 8 Stamina**Learn Requirement:** Goron**Range:** Burst 1**Damage:** Weapon + Combat**Effect:** Roll To-Hit target's Vitality; on success, the target is knocked Prone.

GREAT SPIN

6 Tokens

Learn Requirement: Spin Attack

Cost: 12 Stamina

Use Requirement: One-handed or Two-handed Melee Weapon

Range: Burst 1

Damage: Weapon + (2 x Combat)

HAMSTRING

3 Tokens

Cost: 4 Stamina

Use Requirement: Melee Weapon

Range: Melee

Damage: Weapon + Combat

Effect: Roll To-Hit target's Vitality; on success, the target is Slowed and Distracted by you until the end of their next turn.

**HELM SPLITTER**

6 Tokens

Learn Requirement: Jump Attack

Cost: 8 Stamina

Use Requirement: 1h or 2h weapon, clear space on other side of target

Range: Melee

Damage: Weapon + Combat

Effect: You leap over the target, and land on the other side of them, in a straight line.

While overtop the target, after dealing this attack's damage, you may make a Disarm attempt against the foe; if successful, you knock their Head armor off, depriving them of its benefits. (If the target does not wear armor at all, this instead reduces their Defense by 25%.)

HURRICANE SPIN

9 Tokens

Learn Requirement: Great Spin

Cost: 20 Stamina

Use Requirement: One-handed or Two-handed Melee Weapon

Range: Burst 1

Damage: Weapon + (2 x Combat)

Effect: During the attack, you may move as if Slowed, moving the Burst with you. Any targets caught in the Burst before, during, and after you move are struck.

JUMP ATTACK

3 Tokens

Cost: 6 Stamina

Use Requirement: 1h or 2h Weapon

Range: (Horizontal Jump)

Damage: Weapon + Combat + Athletics

Effect: You jump towards your target in a straight line, landing next to them, even if you have already reached your maximum Movement for the turn. You are Off-Balance until the start of your next turn. This attack cannot be performed if you are Halted or Slowed.

KINETIC SHOT

6 Tokens

Cost: 10 Stamina

Use Requirement: Bow or Crossbow

Range: Projectile 8

Damage: Weapon + Combat

Effect: The target is pushed back 2 squares. If they would impact another creature, that second creature is also struck by this attack (minus the push), and the push ends.

KORIDAI COUNTENANCE

3 Tokens

Cost: 2 Stamina

Range: 1 Target within 4 squares

Minor Action

Effect: Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.

LIZALFOS LEAP

3 Tokens

Cost: 8 Stamina

Use Requirement: A foe moves into a square adjacent to you

Reaction

Effect: You immediately move 3 squares away from them, in any direction. This does not consume your Movement.

LYNEL'S ROAR

9 Tokens

Cost: 16 Stamina

Range: Burst 2

Damage: Weapon + Combat

Effect: All targets are pushed to just outside the radius of the attack.

**MIPHA'S VAULT**

6 Tokens

Learn Requirement: Jump Attack

Cost: 12 Stamina

Use Requirement: 1h or 2h Weapon

Range: (Horizontal Jump)

Damage: Weapon + Combat + Athletics

Effect: Before performing the attack, you jump on top of your target, using your horizontal jump, even if you have already reached your maximum Movement for the turn. Roll To-Hit target's Vitality; on success, target is Knocked Prone. You then land on a square of your choice adjacent to your target. This attack cannot be performed if you are Halted or Slowed.

ORBIT THROW

6 Tokens

Learn Requirement: At least one other Technique that requires a Boomerang

Cost: 8 Stamina

Use Requirement: Boomerang

Range: Weapon

Damage: Weapon + Combat

Effect: This attack does not harm the target. However, it does create a Burst 1 around the target, striking all targets within that burst.

**ORDON RUSH**

6 Tokens

Cost: 8 Stamina

Use Requirement: Target must be one size larger than you or smaller

Range: Melee

Damage: Athletics + Combat

Effect: Roll To-Hit target's Vitality; on success, you begin pushing them. You may continue to move, but it must be in a straight line. Your target is pushed in front of you for the duration of this further movement.

PERFECT DEFLECTION

9 Tokens

Learn Requirement: Shield Bash

Cost: 10 Stamina

Range: Self

Reaction

Use Requirement: Wielding a Shield; hit by a Burst, Cone, Line, or Projectile attack

Effect: Roll To-Hit target's Concentration, using your Shield. On success, you suffer no damage or ill effects from the attack, and you may repeat the attack against only its user (ignoring Range).

PERIL BEAM

6 Tokens

Learn Requirement: Sword Beam

Cost: 2 Stamina

Use Requirement: Melee Weapon, in Peril

Range: Projectile 8

Damage: Weapon + Combat

PHRENIC EYE

6 Tokens

Learn Requirement: Arc Shot

Cost: 8 Stamina

Use Requirement: Bow or Crossbow

Range: Ranged Projectile 20

Damage: Weapon + Combat

PICK-UP STICKS

6 Tokens

Learn Requirement: At least one other Technique that requires a Boomerang

Cost: 8 Stamina

Use Requirement: Boomerang

Range: Weapon; must be against an unattended, unsecured item

Effect: The boomerang grabs the item in question, and returns it to you. If you have enough hands free, you may immediately put the item in your hand(s). Otherwise, the item lands in your square, undamaged.

PINNING SHOT

3 Tokens

Cost: 4 Stamina

Use Requirement: Bow, Crossbow, or Thrown Weapon

Range: Weapon

Damage: Weapon + Combat

Effect: Roll To-Hit target's Concentration; on success, the target is Halted until the end of their next turn.

PUSH-OFF KICK

3 Tokens

Cost: 3 Stamina

Use Requirement: Your legs must be free, and you must be able to move.

Range: Melee

Minor Action

Effect: You push the target away from you one square, and you push yourself away from the target one square. (This should leave two squares between the two of you.)

REBONAK'S RETORT

6 Tokens

Learn Requirement: At least one other Technique that Distracts a foe

Cost: 3 Stamina

Use Requirement: An ally you can see is struck by a foe you can see.

Range: Visual

Reaction

Effect: You may move half your Movement towards the foe. Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.

RIPOSTE

6 Tokens

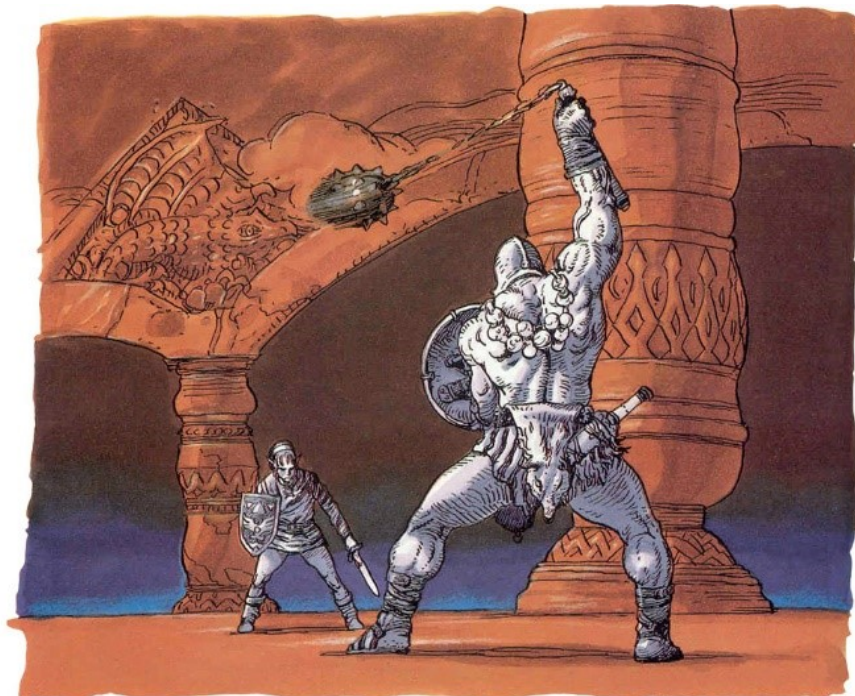
Cost: 4 Stamina

Use Requirement: 1h weapon and Shield

Range: Weapon

Free Action

Effect: When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Basic Attack with your other equipped Weapon. (This cannot be combined with Shield Bash.)





SERPENT'S FANGS

3 Tokens

Cost: 6 Stamina

Use Requirement: Two one-handed Weapons (one in each hand)

Range: Weapon

Effect: Make two separate Basic Attacks of your choice against a single foe, each using a different hand's weapon. If both attacks hit, your second hit deals additional damage equal to either your Combat or Willpower (whichever the second Basic Attack uses).

SHIELD BASH

3 Tokens

Cost: 3 Stamina

Use Requirement: Shield

Range: Weapon

Free Action

Effect: When you successfully Deflect an attack with your shield, you may activate this Technique to make a follow-up Strike Basic Attack with the Shield you used. (This cannot be combined with Riposte.)

SHIELD CLASH

3 Tokens

Cost: 2, 4, or 10 Stamina

Use Requirement: Shield

Range: Melee, Burst 1, or Burst 2 (based on amount spent)

Effect: Roll To-Hit target's Concentration; on success, they are Distracted by you until the end of their next turn.

SKIRMISH STRIKE

3 Tokens

Cost: 4 Stamina

Use Requirement: 1h Weapon

Range: Weapon

Damage: Weapon + Combat

Effect: Following the attack, you may move 1 square in any direction your movement capabilities allow. You may then push the target 1 square in a direction of your choice.

SPIN ATTACK

3 Tokens

Cost: 8 Stamina

Use Requirement: One-handed or Two-handed Melee Weapon

Range: Burst 1

Damage: Weapon + Combat

STUNNER

6 Tokens

Cost: 8 Stamina

Use Requirement: A free hand, or a Fist weapon

Range: Melee

Damage: Weapon + (2 x Combat)

Effect: Roll To-Hit target's Vitality; on success, the target is Off-Balance until the beginning of their next turn.

SWORD BEAM

3 Tokens

Cost: 2 Stamina

Use Requirement: Melee Weapon, User at Full Health

Range: Projectile 8

Damage: Weapon + Combat

THREATENING BLOW

3 Tokens

Cost: 4 Stamina

Range: Melee

Damage: Weapon + Combat

Effect: Roll To-Hit target's Concentration. On success, you may select one other foe you can see. Both your original target and the additional target are Distracted by you until the end of your next turn.

TRICK SHOT

3 Tokens

Cost: 4 Stamina

Use Requirement: Bow, Crossbow, or Boomerang

Range: Special

Damage: Weapon + Combat

Effect: This attack can hit one target that you can trace an 8-square path to from your location. This path can pass through creatures' spaces, around corners, and even through small holes, but not through solid objects.

TWO AGAINST ONE

6 Tokens

Cost: 6 Stamina

Use Requirement: Wielding two Weapons (one in each hand); struck by an attack you could Parry (typically Line, Melee, or Sweep attacks)

Range: Weapon
Reaction

Effect: Reduce the damage received by 50%, after applying Defense. Using your other weapon, make a Basic Attack against the foe that triggered this Technique.



UPPERCUT

3 Tokens

Cost: 4 Stamina

Use Requirement: A free hand, or a Fist weapon

Range: Melee

Damage: Weapon + Combat

Effect: Roll To-Hit target's Vitality; on success, push the target away from you one square.

VENOM STRIKE

3 Tokens

Cost: 4 Stamina

Learn Requirement: Talking Animal, with Natural Weapon benefit

Use Requirement: A free hand, or a Fist weapon

Damage: Weapon + Combat

Effect: Roll To-Hit target's Vitality; on success, the target is made Sick.

WHEEL ABOUT

6 Tokens

Cost: 4 Stamina for you, and 8 Stamina for your mount

Use Requirement: You are mounted, and you or your mount are the target of an attack Reaction

Effect: You and your mount move 1 square in a direction of your choice. This does not consume your movement. If this removes you and your mount from the range of the attack, the attack has no effect on you and your mount. If it does not, reduce the damage you and your mount received from the attack by 50%, after applying Defense.

**WIDE RETURN**

3 Tokens

Cost: 6 Stamina

Use Requirement: Boomerang

Range: Weapon

Damage: Weapon + Combat

Effect: Make a follow-up attack against another foe within (Weapon's Range) range of your original target. This follow-up attack deals (Weapon + Combat) damage, hits automatically, costs no Stamina, and must use the same weapon used in the original attack. This follow-up attack cannot have the same target as the original attack.

WINDUP STRIKE

3 Tokens

Cost: 6 Stamina

Use Requirement: Melee Weapon

Range: Weapon

Damage: Weapon + Combat

Effect: Roll To-Hit target's Concentration; on success, this attack instead does Weapon + (2 x Combat) damage.

SPELLS



Casting a Spell that uses a Weapon in its damage calculation counts as using it, for the purposes of calculating Durability damage at the end of a fight. While any Weapon can be used for spells, **when you use a Rod or Staff to cast a Spell, your Willpower is increased by 2 for all purposes of the Spell.** This means that casting a Weapon + (2 x Willpower) spell with a Staff, rather than a Sword, results in 4 more damage.

When a Spell says its cost is (Willpower) Magic, you may choose to spend less than that, resulting in a less powerful spell. (All Spells with a cost based on the caster's Willpower have at least one effect that is based on the Magic spent on the spell.)

BARI'S COAT

3 Tokens

Cost: 6 Magic (Bind)

Range: Self

Effect: You are Electrified. If a foe takes damage from striking you with a metallic weapon while you are Electrified, you may perform the following Reaction: Burn the Magic Bound in this spell (ending the Electrified status) to immediately attempt a Disarm Combat Maneuver against the foe. This Disarm attempt must target the metallic weapon that struck you.

BELLUM'S CONSUMPTION

6 Tokens

Cost: 5 Magic

Range: Melee

Damage: Weapon + Willpower, Dark

Effect: You gain (Willpower / 4) Temporary Hit Points.

BLIZZAGIA'S BREATH

6 Tokens

Cost: 8 Magic (Bind)

Range: Blast 3

Effect: The squares turn to Slick Ice.

BOMBOS

9 Tokens

Learn Requirement: One other Spell that deals Fire-type damage

Cost: 20 Magic

Range: 4 Targets within 12 squares

Damage: Weapon + (2 x Willpower), Fire

Effect: Roll To-Hit target's Concentration; on success, target is On Fire.

BUBBLE'S TOUCH

3 Tokens

Cost: 4 Magic

Range: Melee

Damage: Weapon + Willpower, Light

Effect: Roll To-Hit target's Concentration; on success, target is Cursed.

CAMERA

3 Tokens

Cost: 2 Magic (Bind)

Range: Your current field of vision

Effect: You may perfectly remember what you are looking at in this exact moment – well enough to read written words, or produce a high-quality reproduction by sketch. This does not provide you with details that you could not see at the time, nor any capacity to 'zoom in' on the mental picture. When the spell ends, your perfect recall of what you saw also ends, though you may remember it normally.

CHILFOS' JAVELIN

3 Tokens

Cost: 3 Magic

Range: Projectile 8

Damage: Weapon + Willpower, Ice

CREATE AMMUNITION, LESSER

3 Tokens

Cost: 1 Magic (Burn)

Use Requirement: At least one empty hand, or space in your inventory.

Range: Self

Effect: Select either an Arrow or a Bomb. When you cast this spell, that piece of ammunition appears in your hand, ready to be used. (If your hand is not empty, the ammunition appears in your inventory.) The ammunition is ephemeral, and obviously both magical and temporary to anyone who observes or handles it. This may only create normal Bombs and Arrows. Ammunition made with this spell cannot be used in crafting. The ammunition in question lasts until your next Short or Extended Rest.

CREATE AMMUNITION, GREATER

6 Tokens

Learn Requirement: Create Ammunition, Lesser

Cost: 2 Magic (Burn)

Use Requirement: At least one empty hand, or space in your inventory.

Range: Self

Effect: Select either a type of Arrow or a type of Bomb, worth no more than 50 Rupees. When you cast this spell, a single piece of that type of ammunition appears in your hand, ready to be used. (If your hand is not empty, the ammunition appears in your inventory.) The ammunition is ephemeral, and obviously both magical and temporary to anyone who observes or handles it. Ammunition made with this spell cannot be used in crafting. The ammunition in question lasts until your next Short or Extended Rest.

CRYONIS

3 Tokens

Cost: 1 Magic per square (Bind)

Range: Up to $(\text{Willpower} / 2)$ water squares within 8 squares

Effect: Each square of water freezes into a 2-square tall, 1-square wide block of solid ice. Any creatures or objects in the square are raised by the freezing ice, and end up on top of the block. This ice can be climbed and stood on. No matter where it was formed, the block will stay put, and cannot be moved by natural means. During their turn as a Free Action, the caster may dismiss the block(s), returning the bound Magic. A block is destroyed by any attack that damages it, Spending the Magic. You may have up to (Willpower) total Magic Bound in this spell.

DARK BRAMBLES

3 Tokens

Cost: 1 Magic per square (Bind)

Range: (Willpower) unoccupied squares within 8 squares

Effect: A tangle of dark brambles sprout from the ground. Brambles are 1 square wide and 2 squares tall, count as Difficult Terrain, and are thick enough to block line of sight. Brambles must be placed on the ground, or on top of other brambles. Any creature starting their turn in, or entering, a square of brambles takes damage equal to $(\text{your Willpower} / 2)$. During your turn as a Free Action, you may dismiss the bramble patch(es), returning the Bound Magic. Brambles can also be destroyed by any Light or Sharp attack. If struck with Fire, the brambles transform into Brushfire terrain, and the Magic bound in them is Spent.

**DARUK'S PROTECTION**

6 Tokens

Cost: 10 Magic

Use Requirement: You or an ally within range is hit by a Melee or Projectile attack

Range: 1 target within 8 squares
Reaction

Effect: The target suffers no damage from the attack, but still suffers any other negative effects (status ailments, forced movement, etc.)

DIN'S FIRE

6 Tokens

Cost: 8 Magic

Range: Burst 1

Damage: Weapon + Willpower, Fire

Effect: Roll To-Hit target's Concentration; on success, target is On Fire.



FAIRY'S LIGHT

3 Tokens

Cost: 2 Magic (Burn)

Range: Self, or Melee

Effect: The target regains Health equal to (your Willpower / 2).

FAIRY'S REJUVENATION

6 Tokens

Cost: 6 Magic

Range: Self, or 1 Target within 8 squares
Minor Action

Effect: The target removes one Status Effect of their choice (except Helplessness) from themselves or their equipped weapon(s).

FREEZOR'S TOUCH

9 Tokens

Learn Requirement: One other Spell that deals Ice-type damage

Cost: 12 Magic

Range: Melee

Damage: Weapon + (3 x Willpower), Ice

Effect: Roll To-Hit target's Vitality; on success, the target is Frozen.

GELDMAN'S GRASP

9 Tokens

Learn Requirement: One other Spell that deals Earth-type damage

Cost: 12 Magic

Range: Melee

Damage: Weapon + (3 x Willpower), Earth

Effect: Roll To-Hit target's Vitality; on success, the target is Sand-Covered.

GHIRAHIM'S DAGGERS

6 Tokens

Cost: 10 Magic

Range: Projectile 8

Damage: Weapon + (2 x Willpower), Dark

Effect: Roll To-Hit target's Concentration; on success, the target is Halted until the end of their next turn.

GREAT BAY BARRIER

3 Tokens

Cost: 4 Magic

Learn Requirement: Zora

Range: Self (retaliation is 1 Target in 4 sq.)
Reaction

Damage: Weapon + Willpower, Shock

Use Requirement: You are the target of a Blast, Burst, Cone, Melee, or Sweep attack

Effect: Reduce the damage received by 50%, after applying Defense. The foe who struck you takes damage as per this ability.

GREAT FAIRY'S LIGHT

6 Tokens

Learn Requirement: One other Spell that restores Health

Cost: 3 Magic per target (Burn)

Range: Up to 4 targets in 8 squares

Effect: All Targets regain Health equal to (your Willpower / 2).

HYLIA'S LIGHT ARROW

9 Tokens

Learn Requirement: One other Spell that deals Light-type damage

Cost: 12 Magic

Range: Projectile 12

Damage: Weapon + (3 x Willpower), Light

Effect: Roll To-Hit target's Concentration; on success, target is Cursed.

IMPA'S DISGUISE

3 Tokens

Cost: 2 Magic (Bind)

Range: Self

Effect: You alter details about your appearance as you see fit, up to and including your race, gender, and worn armor. (Your weapons' appearances are not altered.) This spell does not alter the smell, sound, or tactile feeling of your person or weapons, and cannot change your visible size category. When you make Guile checks related to this disguise, the spell grants you a +2 Spell Bonus to the check. The effect persists even through Short or Extended Rests, so long as you keep the Magic cost bound. This disguise can be seen through with the Lens of Truth spell.

JABU-JABU'S SWITCHHOOK

6 Tokens

Learn Requirement: Ravio's Hookshot

Cost: 8 Magic

Use Requirement: You and the target are not in mid-air or in damaging terrain.

Range: Projectile 8

Effect: You switch places with the target.

KOROK LEAF'S WIND

3 Tokens

Cost: Up to (Willpower) Magic

Range: Line (Magic spent on spell)

Effect: You create a gust of wind, blowing in the direction you are facing. The wind lasts only for a few seconds, but is strong enough to propel a small sailing-raft, knock apples out of trees, fan flames, or otherwise affect the environment. It will also push creatures 2 squares along the spell's Line, unless they are secured, Halted, very heavy, or otherwise immovable.



KEETA'S TOUCH

3 Tokens

Cost: 4 Magic

Range: Melee

Damage: Weapon + Willpower, Earth

Effect: Roll To-Hit target's Vitality; on success, one of the target's currently-equipped weapons is Rusted.

KOTAKE'S ICE BEAM

6 Tokens

Cost: 6 Magic

Range: Line 4

Damage: Weapon + Willpower, Ice

Effect: Roll To-Hit target's Vitality; on success, target is Frozen.

KOUME'S FIRE BLAST

6 Tokens

Cost: 6 Magic

Range: Line 4

Damage: Weapon + Willpower, Fire

Effect: Roll To-Hit target's Concentration; on success, target is On Fire.

KYAMERON'S SPLASH

3 Tokens

Cost: 6 Magic

Range: Projectile 8

Damage: Weapon + Willpower, Water

Effect: The Projectile from this Spell may bounce off of a single wall, solid object, or other creature, but may only move 8 squares in total. (If it bounces off of a creature, that creature is also considered a target of this spell.) Roll To-Hit target's Vitality; on success, the target is Soaked.

LANA'S LIGHTNING BLOCK

9 Tokens

Learn Requirement: One other Spell that does Shock-type damage

Cost: 12 Magic (Bind)

Range: 1 square within 8 squares

Effect: The air solidifies into a 2-square tall, 1-square wide block of solid lightning. This block can be pushed, climbed or stood on, but only by its caster. It is immobile and intangible to all others.

Any creature entering or starting their turn in the block's space takes (your Willpower) Shock damage.

A block can be destroyed by its caster as a Minor Action. This causes the block to implode, Spending the Magic, and dealing (Weapon + (3 x Willpower)) Shock damage to any creature inside it.

The caster may dismiss the block as a Free Action, returning the bound Magic. You may have only one Lightning Block up at a time.

LANMOLA'S STONESPRAY

6 Tokens

Cost: 8 Magic

Range: Projectile 8

Damage: Weapon + Willpower, Earth

Effect: Roll To-Hit target's Vitality; on success, all targets within 1 square of the original target are struck for (Weapon + Willpower), Earth damage.

LENS OF TRUTH

6 Tokens

Cost: 2 Magic (Burn)**Range:** Self

Effect: Until the end of your next turn, you can now see invisible objects and creatures, into closed containers, and through illusions and doors (but not walls). This spell does not reveal the truth behind non-magical deceptions. When you cast this spell, you may make a Perception check on a target you can see as a follow-up Free Action (including targets you could not see before casting the spell). While active, you may recast this spell as a Free Action.

MAGNESIS

3 Tokens

Cost: 4 Magic**Range:** 1 metallic object within 8 squares

Effect: You may move a single metallic object in any direction you like: up, down, side to side, towards or away from you. The object must stay within the range of the spell, or it immediately falls to the ground.

To determine how heavy an object you can move, calculate [your 2h Lifting capacity](#), using Willpower instead of Athletics. If the object's weight is less than your "2h Burdened" weight, you may move it up to 3 squares; if it's less than your "2h Easy" weight, you may move it up to 6 squares.

Magnesis is a spell with lots of potential uses. Below are some common examples!

- If you attempt to slow down a creature wearing metal armor, Roll To-Hit target's Vitality; on success, the creature is Slowed until the end of their next turn.
- If you attempt to wield a metallic weapon at range with this spell, you may only use Basic Attacks with it, substituting your Willpower for Combat.
- You may draw an unattended metallic item to or from an empty hand with this spell, immediately equipping it.
- You may pull yourself towards a heavy metallic creature or object in a direct line, at a rate of 6 squares per turn. You take 2 damage for each square of Difficult Terrain you pass, ignoring Defense.
- If you attempt to take a metallic object from another creature's hands, make a Disarm attempt, using Arcana in place of your Combat. On success, the item is yanked from the creature's hands, and you may move it up to 3 squares away from the target. If you fail, your magnetic hold on the object ends.



MIPHA'S GRACE

6 Tokens

Cost: Up to (Willpower x 4) Magic (Bind)

Range: Self, or Melee

Effect: The next time the target reaches 0 HP, Burn the Magic Bound to this spell. The target is set to Prone, instantly revived, healed (bound Magic) Health, and granted bonus Temporary Health equal to (bound Magic / 4). This spell cannot be cast on someone already at 0 Health.

MOA'S INVISIBILITY

9 Tokens

Cost: 12 Magic

Range: Self

Effect: You become Invisible until the end of the encounter. Being successfully struck with an attack will end the effect, as will performing an attack.

MORPHA'S TENTACLE

6 Tokens

Cost: 12 Magic

Range: Line 4

Damage: Weapon + (2 x Willpower), Water

Effect: Roll To-Hit target's Vitality; on success, the target is Soaked.

NAYRU'S LOVE

9 Tokens

Learn Requirement: One other Spell that restores Health or reduces damage

Cost: 8 Magic (Bind)

Range: Self

Effect: While the spell is active, damage you take is subtracted (Burned) from your Magic pool, rather than from your Health. If an attack would take you below 0 Magic, then any remaining damage after taking you to 0 Magic is done to your Health, and the spell ends. You may end this effect at any time.

NIGHTMARE'S SHADOW

9 Tokens

Learn Requirement: One other Spell that does Dark-type damage

Cost: 12 Magic

Range: 1 target within 8 squares

Damage: Weapon + (3 x Willpower), Dark

Effect: Roll To-Hit target's Concentration; on success, the target is Blinded.

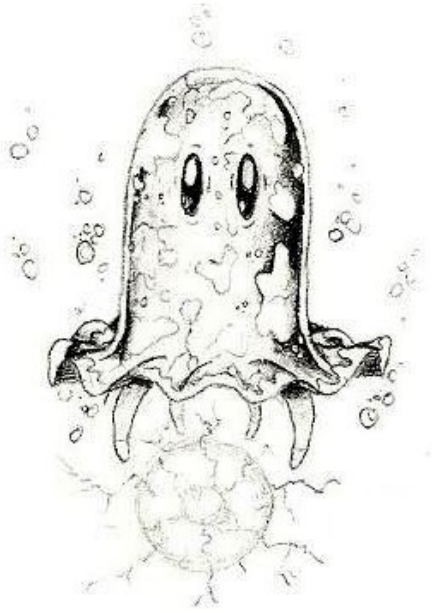
**PACCI'S FLIP**

3 Tokens

Cost: 4 Magic

Range: 1 Target in 8 squares, or 1 unattended object within 8 squares

Effect: If the target is an object, it is flipped upside-down perfectly. This does not guarantee that its new configuration is stable; it may tip over shortly thereafter, to disastrous effects. If the target is a creature, Roll To-Hit target's Concentration; on a success, the target is Prone and Off-Balance. You cannot use this spell on anything that is rooted, glued, nailed down, mortared, or otherwise firmly secured.



PLASMARINE'S ORB

3 Tokens

Cost: 3 Magic

Range: Projectile 8

Damage: Weapon + Willpower, Shock

RAURU'S SHIELD

3 Tokens

Cost: Up to (Willpower) Magic (Bind)

Range: Self, or 1 Target within 8 squares

Effect: Grant the target a Spell Bonus of Defense equal to (the Magic you spent on this spell / 2).

RAVIO'S HOOKSHOT

3 Tokens

Cost: 4 Magic

Range: Projectile 8

Effect: If the target is lighter than you, you pull it towards you. If it is an unattended object, you may place it in your hand or inventory; if it is a creature, it lands in the square adjacent to you. If the target is heavier than you, you are pulled towards it, and placed in the nearest empty square adjacent to it.

REAPLING'S SWEEP

6 Tokens

Cost: 10 Magic

Range: Sweep 3

Damage: Weapon + (2 x Willpower), Dark

REDEAD'S SHRIEK

6 Tokens

Cost: 10 Magic

Range: Cone 2

Damage: Weapon + Willpower, Dark

Effect: Roll To-Hit target's Concentration; on success, target is Frozen.

REVALI'S GALE

6 Tokens

Cost: Up to (Willpower x2) Magic

Range: Burst 1

Effect: An Updraft begins in the affected squares. This updraft has a maximum height of 20 squares, and will persist for 5 minutes. The updraft blows at a rate of (the Magic you spent on this Spell / 2).

SAMASA'S SANDS

9 Tokens

Learn Requirement: One other Spell that deals Earth-type damage

Cost: 20 Magic

Range: Blast 3

Damage: Weapon + (2 x Willpower), Earth

Effect: Roll To-Hit target's Vitality; on success, the target's currently-equipped weapons are Rusted.

SARIA'S LIFEWATER

6 Tokens

Learn Requirement: One other Spell that restores Health

Cost: 5 Magic (Burn)

Range: Self, or 1 Target within 8 squares

Effect: The target regains HP equal to your Willpower.

SHABOM'S ENCASEMENTS

9 Tokens

Learn Requirement: One other Spell that deals Water-type damage

Cost: 12 Magic

Range: 1 Target within 12 squares

Damage: Weapon + (2 x Willpower), Water

Effect: Roll To-Hit target's Vitality; on success, target is now Soaked, and is trapped in a rainbow-colored bubble. While in the bubble, the target is considered underwater, and must use either their Swimming capability, or may walk as if Slowed. (The bubble is heavy, and rolls along the ground.) You may wriggle yourself free during your turn by spending 8 Stamina, consuming your whole turn. Striking the foe with a Shock or Piercing attack ends the bubble. Bosses and Mini-Bosses are immune to being trapped in the bubble, but will still be Soaked on success.

SOL'S GLEAM

3 Tokens

Cost: (Willpower) Magic (Bind)

Range: An object or creature that you can touch, no bigger than 10 feet on a side

Effect: The object or creature now exudes a light, in a color of your choice, in a Burst equal to (half of the Magic you spent on this spell). If the target is a creature, it may instead focus the light from its eyes in a Cone equal to (the Magic you spent on this spell). If you target a hostile creature or an object held by a hostile creature, you must roll To-Hit the target's Concentration to successfully cast Sol's Gleam on the target. Despite its name, light from Sol's Gleam is a poor replacement for true sunlight, and does not succor Deku Scrubs.

STONE SPIKES

3 Tokens

Cost: 4 Magic

Learn Requirement: Goron

Range: Self

Effect: You sprout spikes of stone from your body. Until the end of your next turn, whenever you move adjacent to a foe or a foe moves into any square adjacent to you, that foe takes damage equal to your Willpower score. While the spell is active, you may re-cast it as a Minor Action.

Special: If you are in Goron Goroll, while this spell is active, you ignore all Difficult Terrain, and you can move through (but not end your turn in) an enemy's space.

TANTARI JUMP

3 Tokens

Cost: (Willpower) Magic (Bind)

Range: Self, or 1 Target within 8 squares

Effect: Add (half of the Magic you spent on this spell) to the target's Athletics Trait, for the purposes of calculating their Horizontal and Vertical jumping capability.

TERRAKINESIS

3 Tokens

Cost: 1 Magic per square (Bind)

Range: Up to (Willpower / 2) sand or loose earth squares within 8 squares

Effect: The earth solidifies into a 2-square tall, 1-square wide block of solid earth.

Anything in the square is raised up on top of the block. This block can be climbed and stood on. Wherever it was formed, the block will stay put, and cannot be moved. During their turn as a Free Action, the caster may dismiss the block(s), returning the bound Magic. A block is destroyed by any attack that damages it, Spending the Magic. You may have up to (Willpower) total Magic Bound in this spell.

TITAN'S STRENGTH

3 Tokens

Cost: (Willpower) Magic (Bind)

Range: Self, or 1 Target within 8 squares

Effect: Add (half of the Magic you spent on this spell) to the target's Athletics Trait, for the purposes of calculating their one-handed and two-handed Lifting capability.

TWILI TRANSIT

6 Tokens

Cost: 4 Magic

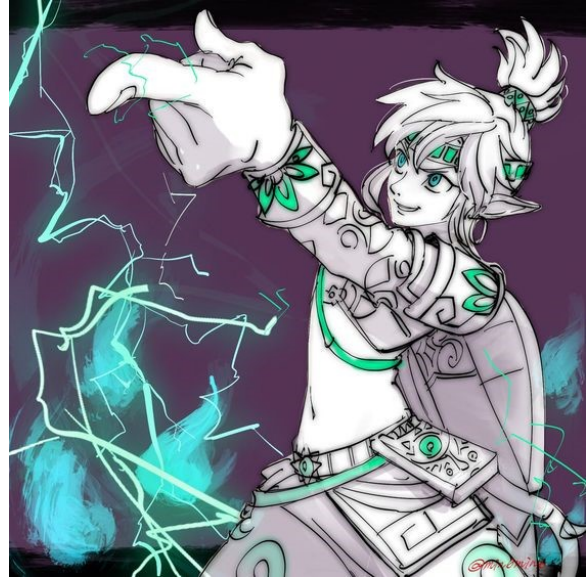
Learn Requirement: Twili

Use Requirement: Must be standing in a deep shadow in the Light World

Range: Self

Effect: You merge with the shadow, becoming Invisible and intangible. While merged with the shadow, you can see, hear, and speak, but you cannot interact with objects, or take any Actions (Standard, Move, Minor, or Reaction), except to end this spell. You cannot be harmed by any physical attack, though magical attacks will harm you and cause you to be revealed, ending the spell. You cannot move, but if your shadow's source moves, then you are carried along with it. If your shadowy spot is exposed to light or otherwise ceases to be, you are immediately revealed and the spell ends. You may end the spell as a Minor Action. This spell ends when you take a Short or Extended Rest.

Special: While in the Dark World, this spell's effects are reversed: you may hide in areas of bright light, and are revealed when shadowed.

**URBOSA'S FURY**

6 Tokens

Cost: 10 Magic

Range: Burst 1

Damage: Weapon + Willpower, Shock

Effect: Roll To-Hit target's Concentration; on success, target is Off-Balance.

VANISH

3 Tokens

Cost: 8 Magic

Range: Burst 1 or Blast 3

Effect: Roll To-Hit target's Concentration; on success, target is Blinded until the end of their next turn. When you cast this Spell, you may choose to begin Sneaking as part of it, automatically succeeding against all foes caught in the attack (whether or not they are Blinded by it). Movement or actions on subsequent turns may elicit Sneaking checks as normal.

WIZZROBE'S WAVE

3 Tokens

Cost: 2 Magic**Range:** Ranged Projectile 8**Damage:** Weapon + Willpower**WRATH'S WHIP**

3 Tokens

Cost: 4 Magic**Range:** Projectile 4**Damage:** Weapon + Willpower, Dark**Effect:** Roll To-Hit target's Concentration; on success, target is Off-Balance.**YARNA'S VORTEX**

6 Tokens

Cost: 8 Magic (Bind)**Range:** Blast 3**Effect:** The affected area becomes Quicksand.**ZAGANAGA'S TORRENT**

6 Tokens

Cost: 6 Magic**Range:** Projectile 4**Damage:** Weapon + Willpower, Earth**Effect:** The target is pushed away from you in a straight line, until there are 4 squares between you and them. Roll To-Hit target's Vitality; on success, target is Sand-Covered.**ZANT'S SHADOWBOLTS**

6 Tokens

Cost: 12 Magic**Range:** 3x Ranged Projectile 8**Damage:** Weapon + Willpower, Dark**Effect:** These Projectile attacks do not need to target the same enemy, but they may if you like. You cannot move between shots.**ZOLA'S FIREBALL**

3 Tokens

Cost: 3 Magic**Range:** Projectile 8**Damage:** Weapon + Willpower, Fire



SUPPLY & DEMAND

PRICES & HAGGLING

Throughout this book, prices are in threes: a “sell to a merchant” price, a “market” price, and a “buy from a merchant” price.

The “Market” price is what the item is worth in wholesale. In practical terms, it represents a floor for sale prices and a ceiling for purchase prices: If a merchant sells you the item at that price or buys it from you at that price, then they are (generally) not making any profit off the transaction.

The “Sell to a merchant” price represents the typical price a merchant will pay a typical Hero for the item, before the Hero attempts to do any haggling. The “buy from a merchant” price, similarly, represents how much a merchant will charge a Hero for the item, if the Hero does not haggle.

In all cases, the base “sell to a Merchant” prices are 50% of the Market Price, and the base “buy from a Merchant” prices are 200% of the Market Price.

PASSIVE HAGGLING

When Heroes set out to buy lots of little things – or when the players buy items between sessions, or while the GM is busy with other things – they use Passive Hagglng to modify the prices of goods.

Passive Hagglng is ‘always on’, unless a Hero specifically decides to pay full asking price for an item. It represents how the Hero presents themselves to a merchant, and the merchant’s first impression of the Hero.

Passive Haggling is based on a Hero's Influence, minus the Merchant's Discipline.

Note that Passive Haggling does not take into account things like the Merchant's attitude towards a Hero, unless the GM explicitly says so.

For easy reference, consult the table below.

Your Influence – Their Discipline	Sell to Vendor...	Buy from Vendor markup...
0 or less	50%	200%
1	55%	190%
2	60%	180%
3	65%	170%
4	70%	160%
5	75%	150%
6	80%	140%
7	85%	130%
8	90%	120%
9	95%	110%
10 or More	(Market Price) 100%	(Market Price) 100%



ACTIVE HAGGLING

Sometimes, though, the Heroes may want to try and get a better discount than their innate Influence would grant. They may be looking to buy a high-value item, trying to negotiate a bulk price on a large shipment of goods, or simply want to press their luck. In these cases, Heroes use Active Haggling.

When a Hero haggles with a Merchant, they make a contested Trait Check of Influence vs. the Merchant's Discipline.

Once you've decided to use Active Haggling, though, there's no going back – even if you get a worse deal than if you had stuck with Passive Haggling.

If a Hero succeeds, they decrease the price of purchased items by 10% of Market Price, or increase the value of their sales to a Merchant by 5% of Market Price. If they lose, however, the reverse happens – they get a worse deal than if they had simply used Passive Hagglng. In all cases, a good's value is capped by the Market Price.

Merchants will never sell for less, or buy for more, than an item's Market Price.

When Heroes go to haggle, they and the GM can decide whether they haggle per individual item, or only roll to haggle once, and have that result apply to all the prices in their current visit. It's recommended to do the former if you're buying a small number of high-priced items (such as weapons or armor), and to do the latter if you're trading for a large number of similar items (such as Tools and Materials).

Hero beats Merchant by...	Sell to Vendor...	Buy from Vendor markup...
0 or less	50%	200%
1	55%	190%
2	60%	180%
3	65%	170%
4	70%	160%
5	75%	150%
6	80%	140%
7	85%	130%
8	90%	120%
9	95%	110%
10 or More	(Market Price) 100%	(Market Price) 100%

Merchants are typically quite adept at haggling – it's rare you'll find one with little Insight and Discipline, as those merchants would go out of business! The more savvy and rich a merchant is, the more likely they have an impressive Discipline and Insight.



MERCHANT'S DISCIPLINE

Whether a Hero is using *Passive* or *Active Haggling*, they'll be comparing their *Influence* to the *Discipline* of the Merchant they're dealing with. However, no GM wants to worry about building out a full character loadout for every individual street-vendor and salesman. To that end, here are some methods a GM can use to determine a Merchant's *Discipline*.

Method 1: Consider the Merchant's storefront. In general, a Merchant with a larger, more prosperous business will have a higher *Discipline* – after all, they must be good at what they do to get this far.

Merchant's Business	Discipline
Not Actually a Merchant	1
Small Wagon, Dabbles	2
Market Stall, Large Wagon	3
Owns a Single Shop	5
Owns Multiple Shops	6
Head of a Conglomerate	8

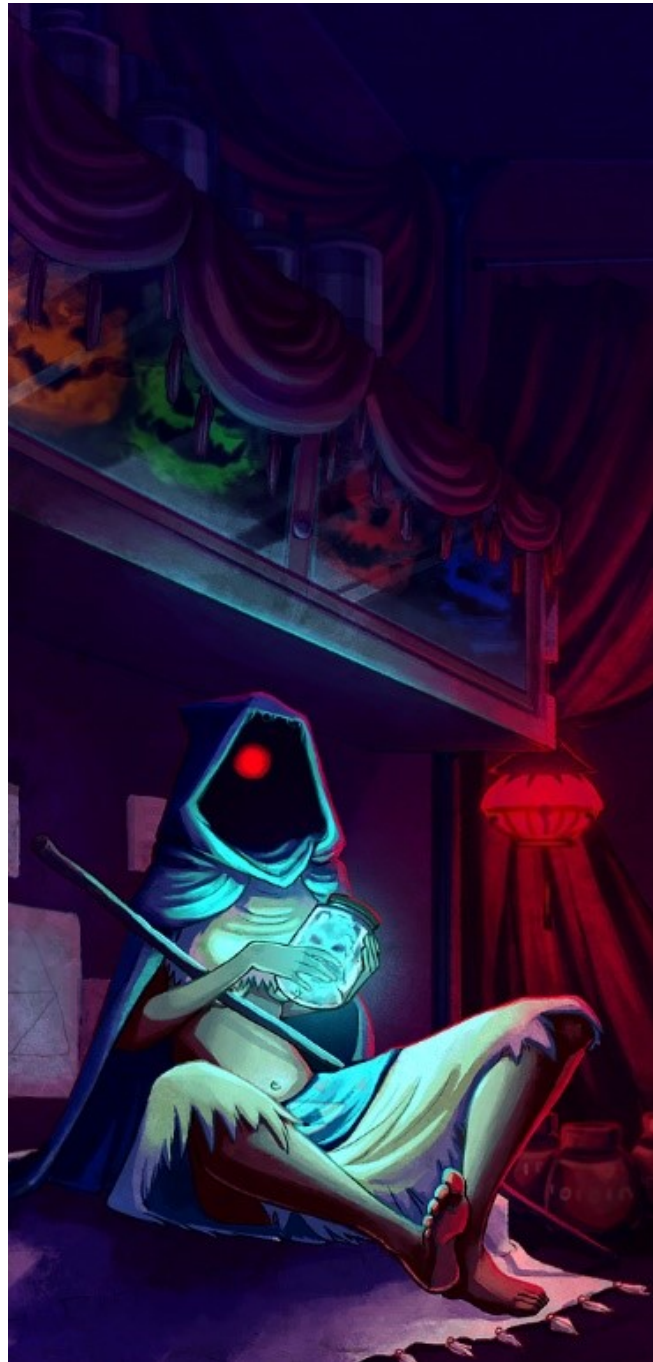
Method 2: Consider the size of the settlement the Merchant is in. Generally, Merchants will move to the most profitable locations they can handle.

Merchant Environs	Discipline
No One Around for Miles	1
Side of a Small Road	2
Crossroads or Small Village	3
Large Village or Town	5
Big City or Port of Call	6
Metropolis or Capital City	8

Method 3: The Merchant's *Discipline* is equal to (the highest Rank of item they sell, times 1.5).

EASY TRADING

If a Hero's *Influence* beats a Merchant's *Discipline* by 2 or more, they may trade like items of the same rank on a 3:1 basis.



If they beat a Merchant's *Discipline* by 5, they may trade like items on a 2:1 basis.

And finally, if they beat a Merchant's *Discipline* by 10, they may trade like items on a one-for-one basis.

GATHERING MATERIALS

MATERIALS IN GENERAL

All Materials have a Rank, from 0-5 stars. This determines the quality of the material, and in turn, affects how potent it is (and what you can make out of it).

Rank 0 Materials are common chaff and scraps, often the castoffs of actual materials. The average person probably works with Rank 1 and Rank 2 materials in their day-to-day life. Heirlooms, and the expensive custom-made gear owned by nobles and the wealthy, are more likely to be Rank 3 and 4. Rank 5 materials are legendary and rare, and a typical person will likely never see even a scrap of them – let alone enough of them to actually craft something with them.

When you use Materials to craft, you can always substitute a higher-rank Material for a lower-rank one. If you want to make a Rank 2 sword, but are a little short on Rank 2 Materials, you can use a little Rank 3 stuff (of the same type) to fill in the gaps. The conversion is 1-to-1 though, so it's in your best interest to do so sparingly.

LOOTING WEAPONS & ARMOR

You can often take weapons from your defeated foes (or steal them out from under their noses, if you're quiet enough). Weapons have no worries about proper sizing – a tiny Fairy Hero can wield a massive Lynel's weapon just fine.

Even if you have no intention of wielding the weapons and armor you take from foes, you can deconstruct it. This destroys the item, but yields some of the Materials used to make it. See the [Deconstructing Equipment](#) section for more information.



MATERIAL TYPES

Ancient items are often used in the most powerful and deadly equipment, with blades or shielding made out of solid light. Ancient weapons tend to be quite useful against Ancient Guardians and in deflecting blows from other Ancient weapons. Ancient material is only found in forgotten ruins, by defeating Guardians and other Ancient technology, or by scavenging the worn-out refuse from battles with the same. The secrets to creating Ancient materials are lost today, and they are not found in nature.

Ancient materials can be used anytime Cloth, Metal, or Wood materials can. They do not conduct electricity, are not magnetic, do not rust in the rain, and do not catch fire – in short, Ancient materials will never betray you.

Cloth tends to be the simplest material to work with, but is unsuitable for weapon-making. It can only be used to make Civilian clothing, Light Armor, Medium Armor, Packs, and some Tools, but it may also be used in lots of miscellaneous civilian applications.

Critters are used in creating Elixirs. Every Elixir requires at least one Critter, and Critters can be found just about anywhere. (Critters are insects, lizards, snails, and other small, low-order animals, the size of a person's hand.) Critters are also cheaper to buy or sell than most other types of Materials.

Gemstones are used in Enchanting. They can be found in many of the same places that Metals can, such as ore nodes – but since gemstones have been valued since ages long passed, they can also be found in treasure hordes, tombs, or dungeons.

Food materials are used in crafting, well, food. Many of these can be eaten raw for very minor benefits, but are far and away better used in cooking actual Dishes. Food Ingredients are also cheaper to buy or sell than most other types of Materials.

Metal is the most common material to make arms and armor out of. Metallic items are susceptible to magnetic and electric attacks, including attracting lightning during thunderstorms. Metal can be used to make Medium and Heavy Armor, as well as any kind of weapon.

Monster Parts aren't used to make things on their own, but the various substances contained in different monsters' parts can have useful properties for a wide variety of applications, including smithing, alchemy, and enchanting. This makes them valuable as a supplement to all other Material types.

Wood is typically used in the construction of bows and shields, but is occasionally used for spears, boomerangs, and even swords. Wooden objects are susceptible to fire, and will burn to ash in your hands if you let them. Wood can be used to make weapons and shields, but not armor. It can also be used to make fires, or to build houses and other large structures.

Material	Seek With	Harvest With
Ancient	Arcana	Mechanics
Cloth	Nature	Smithing
Critters	Nature	Agility
Gemstones	Arcana	Enchanting
Food	Civilization	Cooking
Metal	Civilization	Smithing
Monster Parts	(Varies)	(Varies)
Wood	Nature	Smithing

SUGGESTED MATERIAL NAMES

Gems and Critters have very specific names and uses, while Monster Parts, Foods, and Elixirs have too many possible combinations to count, let alone name in this rulebook. Ancient, Cloth, Metal, and Wood materials might have different names in different places. Below are suggestions!

RANK	ANCIENT	CLOTH	METAL	WOOD
Rank 0	Screw	Flimsy Flax	Slag Scraps	Tinder Timber
Rank 1	Spring	Washed Wool	Tykogi Iron	Whittleton Lumber
Rank 2	Gear	Sakado Cotton	Soldier Steel	Moruge Wood
Rank 3	Shaft	Hytopian Silk	Knuckle Alloy	Gasha Wood
Rank 4	Core	Silver Thread	Dark Ore	Skyview Timber
Rank 5	Giant Core	Divine Whisker	Master Ore	Lost Lumber

SURVEYING FOR MATERIALS

To scavenge for materials, you must first find them. You may be lucky enough to stumble upon a vein of ore or a fine, sturdy tree in the woods; in that case, you may skip right to harvesting it (below).

If you're intentionally seeking out resources, though, you'll need to do some Surveying. First, select the kind of Material you wish to scout for. Then, make a Trait check, using the "Seek With" Trait in the table on the previous page. (Harvesting Tools are not used in this check, though other Tools, circumstances, or Enchantments might aid you.) The roll's result determines the Rank of Material found, as per the table below.

Heroes may decide to Survey for a specific subtype of Material (such as a particular type of Gem, Food, or Critter). The GM should increase the DC of the Surveying check by +1 to +3, depending on the likelihood of finding that particular subtype of Material.

DC	Material Rank Found
7	0
10	1
13	2
16	3
19	4
22	5



Note that surveying for Monsters will generally find you *live* foes, so watch out!

A location can only be Surveyed for a particular type of Material once per day.

HARVESTING MATERIALS

Once you find a resource node, you may attempt to harvest it for Materials. When you do so, you automatically get (5, minus the resource's Rank) Materials, even before you roll! (There is no roll when harvesting Monsters for Parts; instead, you obtain Parts based on the Monster's Difficulty.)

Then, roll a Trait check, plus the rank of the Tool used. (If you used a Weapon instead of a Tool, do not add the Weapon's Rank to your Trait check.) Then, *if you are not dealing with Food Ingredients*, divide your Trait check's result by 5. This final total is the amount of Materials you receive. After this, the resource is exhausted, and cannot be harvested again for a while.

Thus, the total formula for most resources is:
 $(5 - \text{Rank}) + ((2d6 + \text{Trait} + \text{Tool's Rank}) / 5)$
 For Food Ingredients only, the formula is:
 $(5 - \text{Rank}) + (2d6 + \text{Trait} + \text{Tool's Rank})$

USING TOOLS OR WEAPONS

You'll want to use the right Tool when harvesting Materials. **Using a Harvesting Tool to harvest the Material it was designed for consumes no Durability**, and thus is highly recommended!

In a pinch, however, Heroes can use Weapons to do the job, dulling their edge in the process. For the Material types listed below, using a Weapon of the type listed below uses 1 Durability, and using any other Weapon uses 2 Durability.

- Ancient material is best scrounged with Ancient weaponry.
- Metals and Gems are best mined with blunt weaponry.
- Wood and Cloth are best chopped with sharp weaponry.

Using a Weapon to harvest Materials provides no Tool Bonus to the Harvest roll.

Finally, a Hero truly in a bind can use their bare hands to harvest these Materials – at a grave cost. Harvesting Ancient, Cloth, Gem, Metal, or Wood Materials with your bare hands will force you to Burn (Rank+1) Stamina from exertion, and cut the *total* amount of Materials you obtain by *half*. Of course, you'll have no Tool bonus on your harvesting check, either.

Harvesting Food or Critters does not require the use of Tools or Weapons, and thus cannot consume Durability of a weapon, even a poorly-suited one; nor does using one's bare hands result in a smaller yield. However, using a proper Harvesting Tool can still help improve your Trait check, allowing you to gather more Materials!

TOO-GOOD MATERIALS

Don't fret if you stumble upon materials too high-quality (and thus, too difficult) for you to efficiently harvest: Once a resource has been found, the harvesting Hero may always decide to treat it as a Rank lower than it actually is, all the way down to Rank 0.

This can be handy if you want lots of low-quality material, rather than just a smidgen of high-quality stuff. However, this decision must be made before the harvesting Hero rolls the Trait check to harvest.

HARVESTING EXAMPLE

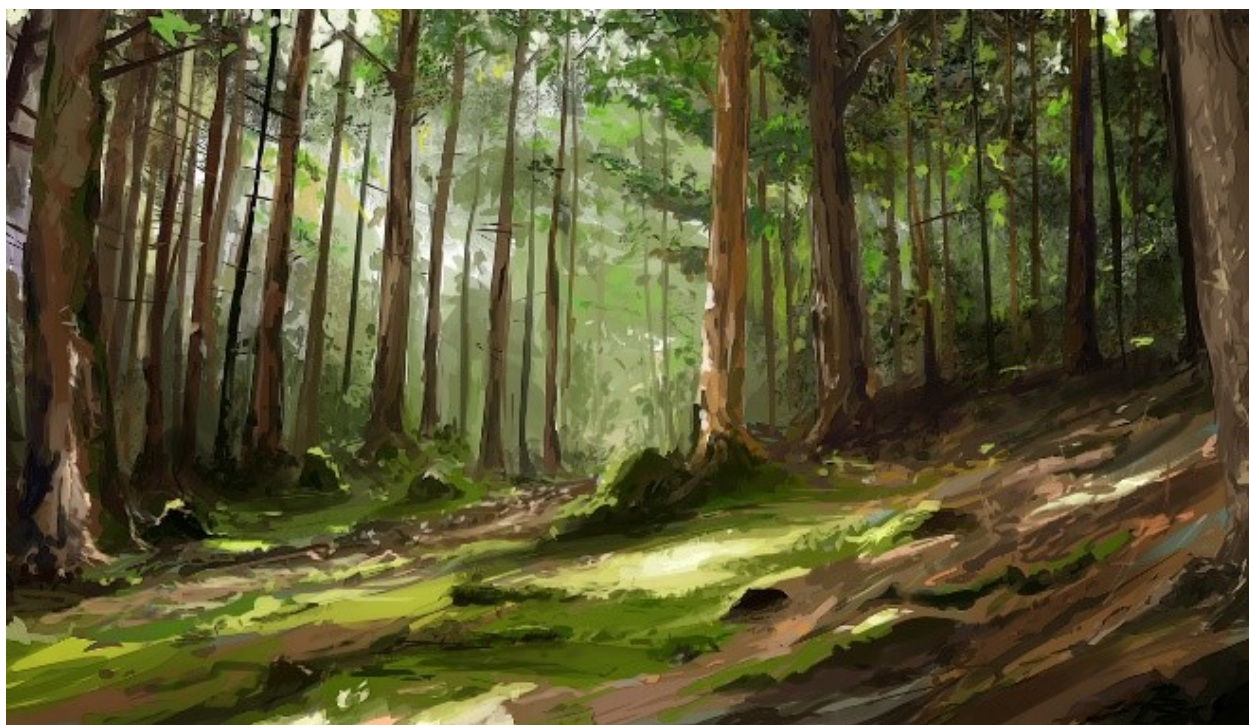
Savelle the rogue is in the Faron Woods, and decides to scavenge for wood while he's here. First, he must find a suitable tree!

Since he's looking for Wood, he rolls Nature. Savelle rolls a 13 on his Nature check – good enough to find a Rank 2 Tree, a fine example of Moruge Wood.

Savelle begins cutting the tree down. He'll automatically obtain 3 pieces of Moruge Wood by default, but now it's time to see how much more he can get!

The roguish Hylian has a Rank 1 Saw, which means he doesn't have to worry about dulling his weapon on the tree. He has a Smithing Trait of 3, and rolls poorly – his 2d6 only roll a 5. Adding them all up (1 + 3 + 5), he got a roll of 8 – which is enough to obtain an additional 2 pieces of Wood (as $8/5 = 1.6$, which rounds up to 2).

In the end, Savelle has obtained 5 pieces of Rank 2 Wood Material from his jaunt. He won't be able to survey for Wood in the Faron Woods again for the rest of the day, though, so he decides to be on his way.



RANDOM RANK MATERIALS

If you need to randomly determine the Rank of a Material (or the Rank of something made from Materials), use the below table.

Roll	Rank	Roll	Rank
1	0	7	2
2	0	8	3
3	0	9	3
4	1	10	4
5	1	11	4
6	2	12	5

For sources of common materials, use just 1d6.
For sources that include rare materials, use 2d6.

BUYING & SELLING MATERIALS

While Heroes will often make their money by selling their cast-off arms and armor, or finding piles of errant Rupees in treasure chests, they may wish to supplement their income by buying and selling Materials. Because they're so useful to so many kinds of crafters, Materials are a common trade item in Hyrule and beyond: even if a Merchant doesn't specialize in selling Materials, they'll gladly buy them from Heroes.



Prices for most Materials – buying from Heroes, Market Value, and selling to Heroes.

Material Rank	Will buy from you for...	Market Value	Will sell to you for...
Rank 0	5	10	20
Rank 1	10	20	40
Rank 2	20	40	80
Rank 3	40	80	160
Rank 4	100	200	400
Rank 5	200	400	800

Prices for Food Ingredient and Critter Materials only.

Material Rank	Will buy from you for...	Market Value	Will sell to you for...
Rank 0	1	2	4
Rank 1	2	4	8
Rank 2	4	8	16
Rank 3	8	16	32
Rank 4	20	40	80
Rank 5	40	80	160

CRITTERS

As Critters are living, wild animals, there are many ways to capture them. Heroes might try to capture them, lure them into their grasp with bait, or get stung by them!

Critters may be attracted with the use of Food Ingredients or Monster Parts, with some Critters liking certain things more (depending on the type of Critter, at GM discretion). Using a Food Ingredient or Monster Part in this way works like using a Harvesting Tool, providing a bonus or $(\text{Rank}/2)$ to the rolls to Harvest Critters. Regardless of how the roll goes, however, the bait is consumed after the attempt.

When a Critter is wronged – due to a failed attempt to capture it, or for harming it or its home – they may attempt to fight back!

Critters have an Accuracy of $(\text{Rank} \times 2)$, a Combat of (Rank) , and 1 Hit Point. Critters are only capable of making Basic Attacks, and do not have a Weapon (and thus, no Weapon Accuracy bonus). Additional effects of a Critter's attack are at the GM's discretion, based on the type of Critter.

Heroes may also want to capture a Critter alive, for use later – perhaps someone's asked them to catch a live Critter, or they want to keep it as a small pet or memento. Critters can only be captured alive in a Bottle of at least the same Rank as they are. Once encapsulated in a Bottle, a Critter will be safe and sound indefinitely.



GEMS

In some respects, Gems are much like other Materials, particularly metals. They're found in clefts of rock, they come in Ranks of 0 – 5, and they help make weapons and armor. However, Gems also have an additional facet that must be taken into account: their Type.

All Gems are of a specific *type*. A Gem's type determines the Enchantments it can provide: for instance, if you wanted to enchant a weapon to produce fire, you'd need to find a Ruby – no other type of Gem will do.

A Gem's type is typically based on its location, taking on the properties of the environment. For example, beaches and rivers, being quite wet, often produce Opals, which provide Water-based magical power. Sometimes, a high concentration of Gems of a certain Type might affect the environment in return – a large vein of Topaz Gems might cause the air to smell of ozone and crackle with static, or attract lightning strikes.

Gems can also be found in treasure chests, dungeons, and other dangerous places, as part of the treasure and loot within.



STAR FRAGMENTS

Star Fragments are wildcard Materials.

(When used as Critters, Food, or Gems, you may choose their properties.) Individual Star Fragments rarely fall from the heavens at night, and could be discovered anywhere.

Star Fragments are always Rank 5, and have a Market Value of 1,000 Rupees.

Gemstone	Element	Status	Biome
Amber	Material	-	Plains, Forest
Diamond	Light	Cursed	Plateaus, Goddess-Blessed Places
Emerald	Earth	Sand-Covered	Deserts, Mountains
Luminous Stone	Undead	-	Graves, Shaded Cliffs
Onyx	Darkness	Blinded	Caves, Lightless Places, Cursed Places
Opal	Water	Soaked	Beaches, Seas, Rivers
Ruby	Fire	On Fire	Volcanoes, Hot Places
Sapphire	Ice	Slowed	Glaciers, Cold Places
Topaz	Shock	Off-Balance	Mountaintops, Factories

MONSTER PARTS

When Heroes defeat monsters, each foe provides their guaranteed drops, based on their Difficulty and other attributes. Typically (but not always!) these are Monster Parts.

Heroes do not roll any Trait checks to obtain Monster Parts from defeated foes.

Looting foes does require spending a few minutes searching their bodies, though.

A monster's Difficulty and other attributes (such as whether it wields a Natural Weapon) determine the number of Monster Parts you obtain. The monster's Rank determines the quality of the parts you obtain from it, just like with a resource you might find in the wilderness.

Taking parts from Monsters does *not* use up any of your weapons' Durability, and does not require any Harvesting Tools. After all, you've already damaged them enough just bringing your foes down in the first place.

Creatures from player races – Hylians, Zora, etc. – do *not* give Monster Parts. (They make up for this by having Rupees, more equipment than a typical monster, or carrying their own Materials that you might be able to take off their cold, dead hands.)

DUAL-USE RESOURCES

Sometimes, a particular resource might qualify as two or more different types. For instance, a coconut tree might be both a source of Food Ingredients, and of Wood.

These cases are doubly-good for Heroes! The Hero makes only one Harvest roll, using any of the Traits applicable to the resources at-hand, but obtains Materials from the resource twice over – once for each kind of Resource. In short, a dual-use resource is a two-for-one bargain!

Heroes may only use one Tool to help assist their harvesting, though it may be for any of the resource's relevant Material types. (For example, you might use either a Saw or a Sickle to harvest that coconut tree.)

Typically, all Materials obtained from a dual-use resource are of the same Rank. If the Coconut Tree were Rank 2, then both the Wood and the Food Ingredients harvested would be Rank 2.

BEGGING, BUSKING, & ODD JOBS

While in a civilized area (such as a town or city), Heroes may want to earn a little extra spending money by begging, busking, or doing odd jobs for the day. All of these function as a special kind of Survey & Harvest, for Rupees rather than Materials.

In cases like this, the Hero may select any two Traits to use in their side-hustle, and describe how they're using those Traits. They then roll a Trait Check for each.

Don't just pick your two strongest Traits, though! The GM may provide a bonus to one or both of the Trait Checks (+1 to +3), if your idea is imaginative, clever, or takes advantage of what the town has or needs.

Some possibilities include:

- Using Intimidate and Athletics to goad people into arm-wrestling at a tavern.
- Using Civilization and Perform to busk, singing songs about the city you're in.
- Using Insight and Arcana to tell peoples' fortunes in the market square.

Finally, multiply the result of the two Trait Checks: this is how many Rupees you earn.

Typically, Heroes may only engage in these kinds of side-jobs once per Extended Rest.

SMASHING CLAY POTS

Of course, no Zelda game would be complete without searching through peoples' pottery to find small, useful tidbits – and breaking those pots in the process.

Checking a pot does not necessarily require breaking it open, though that *is* traditionally how it's done by Heroes in search of goods. A pot can be smashed by bare hands, and if smashed with a Weapon, does not consume Weapon Durability.

While almost anything small can be contained in a pot, there are a few kinds of things one is generally liable to find in the knick-knacks and crockery of Hyrule:

- Ammunition (Arrows & Bombs)
- Crafting Materials
- Critters
- Dishes (already-prepared food)
- Elixirs (already-mixed potions)
- Food Ingredients
- Miscellaneous Tools
- Rupees

...along with whatever else the GM might deem fit to place inside a pot.



When a Monster Part, Food Ingredient, Critter, Dish, or Elixir is obtained from a pot, its type and special properties (if any) are either determined randomly, or based on where the pot is, and what a person who lives in that area might want to store for a later date. For instance, a pot found in cold climates might hold a Critter that can provide warmth in an elixir.

If you ever smash a clay pot, and want to randomly determine what's inside it, just use the table below! Roll 2d6 to determine the row, and another 1d6 to determine the column.

	1	2	3	4	5	6
2	M. Part, R0	M. Part, R0	M. Part, R0	M. Part, R1	M. Part, R1	M. Part, R2
3	Elixir, R0	Elixir, R0	Elixir, R0	Elixir, R1	Elixir, R1	Elixir, R2
4	Critter, R0	Critter, R0	Critter, R0	Critter, R1	Critter, R1	Critter, R2
5	Arrow	Arrow	Broadhead	Hammerhead	Arrow x3	Arrow x5
6	1 Rupee	1 Rupee	1 Rupee	5 Rupees	5 Rupees	20 Rupees
7	Food, R0	Food, R0	Food, R0	Food, R1	Food, R1	Food, R2
8	5 Rupees	5 Rupees	10 Rupees	10 Rupees	20 Rupees	20 Rupees
9	Bomb	Bomb	Bomb	Bomb Arrow	Bomb Arrow	Bomb x2
10	Candle	Flint	Firewood	Nail	Oil	Soap
11	Dish, R0	Dish, R0	Dish, R0	Dish, R1	Dish, R1	Dish, R2
12	Material, R0	Material, R0	Material, R0	Material, R1	Material, R1	Material, R2

EQUIPMENT & CRAFTING

WHERE YOU CAN CRAFT

Weapons, Armor, and some Tools can only be crafted and enchanted at a Forge. Forges are typically found in towns – you may need to barter or cajole your way into being allowed to use them, or grateful townspeople may give heroes use of their forges for free, to show their appreciation or to better prepare them to help solve their problems.

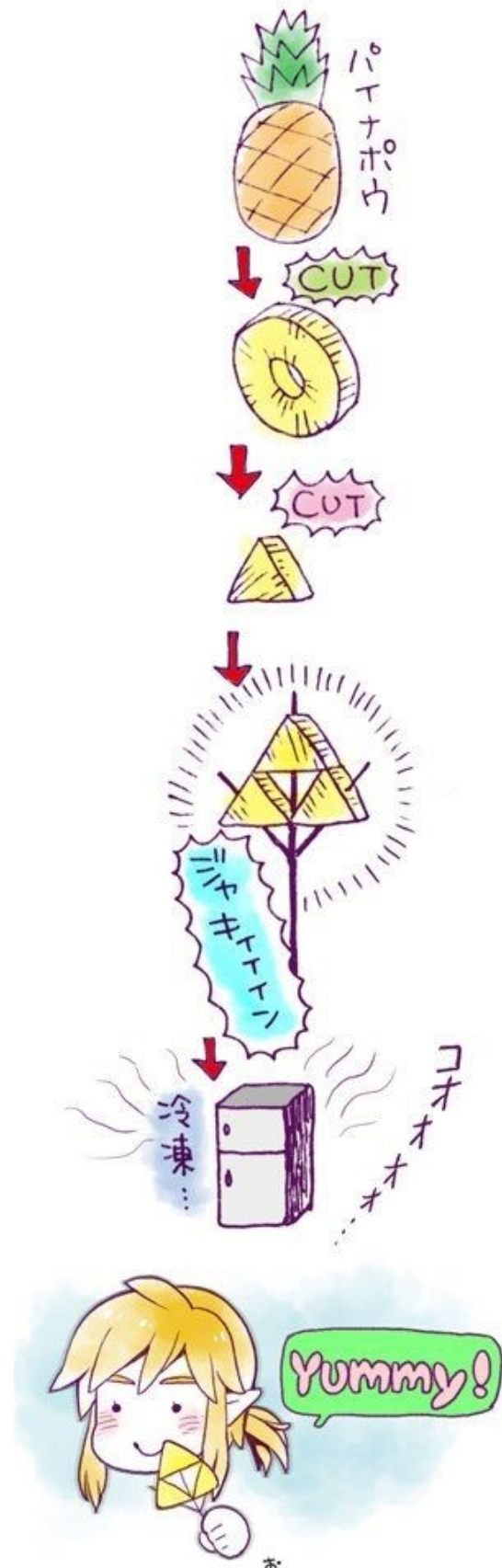
To cook Food and Elixirs, you must have access to a Cooking Vessel and a source of heat. Cooking Vessels are found in towns, but also in many smaller bastions of civilization, such as roadside stables, inns, and points of interest. You can also purchase or craft a Portable Cooking Vessel, enabling you to make meals over a campfire.

Inventory Pouches do not require access to a Forge to be crafted. However, crafting a whole-new Pack (for a trusty steed or sidekick) *does* require a Forge.

Enchanting a piece of equipment also requires access to a Forge.

You can deconstruct Weapons, Armor, and Tools wherever you find yourself – it's much easier to take apart than it is to make. This can be handy if you find yourself with far too many items to take back to town, and don't want to leave your loot behind.

Crafting, deconstruction, and other similar actions, can *typically* only be done during a Short or Extended Rest. There is no limit to how much crafting you can do during a rest.





DECONSTRUCTING EQUIPMENT

Weapons, Armor, and Tools can be deconstructed, to regain some of their base materials. This can be done during any Short or Extended Rest, whether or not you have access to a Forge.

When deconstructed, a Weapon, Civilian Clothing, or Mundane Tool returns 1 unit of material, of its Rank and Material Type; a piece of Light, Medium, or Heavy Armor returns 2. For instance, deconstructing a Rank 3 Wooden Boomerang would return one unit of Rank 3 Wood; taking apart a Rank 2 metal helm would return two pieces of Rank 2 Metal.

If the Weapon, Civilian Clothing, or Armor you are deconstructing has an Enchantment, you may **also** obtain a single Gem, of the deconstructed Enchantment's Rank. The Gem's Type is the same as the Type of Gem used to originally enchant the item – for instance, deconstructing a weapon with the Forceful Enchantment (which requires using a Ruby) will always yield a Ruby.

You cannot deconstruct *just* the Enchantment on a piece of equipment – you can only break the whole thing apart. You may, however, *overwrite* an Enchantment, enchanting the equipment as if it had no original Enchantment.

EQUIPMENT RANKS

Rank 0 equipment is improvised from the scraps you might find around you, or are simple implements that are not originally intended for combat. Pot lids, soup ladles, toy hammers, and the like, all are Rank 0. So too are old rags, mud-boots, and other items that are meant to be used and abused.

Rank 1 weapons are simple everyday items, the kind that any peasant might keep under their bed, or that any waystation might sell to a traveler hard-up on supplies. Rank 1 armor is considered useful protection by most villagers, and Rank 1 clothing would be worn for going out to market or to a friend's house for dinner. They can be made by nearly any blacksmith – and often are, in large numbers.

Rank 2 weapons and armor are the ones larger towns use for their guards, or that kingdoms with standing armies give to the common infantryman. Rank 2 clothing would be considered a villager's "good" clothing, worn when family visits or during minor ceremonies. They have some real care put into their crafting, but are still not so ornate that a large village's best blacksmith or tailor cannot make one upon request.

Rank 3 weapons and armors are typically found on knights, captains, or warriors of some small renown and wealth. This equipment may have some filigree, subtle gilding, or the stamp of a proud craftsman. Rank 3 clothing is likewise gilded and gossamer, generally seen more on nobles, rich merchants, or perhaps a lucky peasant's wedding dress or festival finery. Not every blacksmith can make equipment this fine, and a small town or village might not have anyone quite practiced or capable enough to do so. Cities typically have at least one or two smiths who can craft at this level.

Rank 4 equipment is, generally, considered the best you can reasonably expect to ever get your hands on. These are reserved for royalty, used by their guards or buried in ancient crypts with their mummified remains. Rank 4 clothing is what you would expect a noble to wear to their own funeral, or what a king might wear to receive important guests. Even in a large city, it will be rare to find a smith who can accomplish the task of making such a weapon – harder still to get on their waiting list, their good side, or to even get their attention.

Rank 5 weapons, armor, and clothing are even better than that, though. These are the true masterworks, legendary equipment that will be spoken of over campfires and in tavern songs for generations. Even a king might not have knowledge of where a piece of such splendor lies, or if he did, would only use it in the most important of ceremonies or the direst of circumstances. Perhaps a single master smith in an entire kingdom might be capable of creating such gear.



CRAFTING REFERENCE CHART

Item Type	Required Tools	Mat Types	# Mats
Armor	Forge	Ancient, Cloth, Metal, Monster Parts	10
Arrows	-	Ancient, Wood	1+
Bombs	-	Cloth, Monster Parts	1+
Dish	Cooking Vessel, Heatsource	Food Ingredients	Varies
Elixir	Cooking Vessel, Heatsource	Critters, Monster Parts	Varies
Enchantments	Forge	Gemstones, Monster Parts	2 - 4
Tool, Misc.	-	Varies by Tool	1+
Tool, Mundane	Forge	Varies by Tool	5
Transmutation	Forge	Almost Any	5 or 10
Weapons	Forge	Ancient, Metal, Monster Parts, Wood	5



ARMOR

You may wear three slots of armor: on your Head, Torso, and Legs.



Wearing Heavy armor makes it even harder to move around. Your Evasion is reduced by 2 per piece of Heavy Armor you are wearing.

CRAFTING AN ARMOR

Armor can only be created at a Forge.

First, select the Rank and Type of armor you wish to make. You may only craft an Armor of a Rank equal to (your Smithing Trait / 2) or less – so a hero with Smithing 5 can craft Rank 0, 1, 2, and 3 Armors, but not Rank 4 Armor, no matter how many materials or how much time they have.

Armor has a base Material, determined at the time it was crafted. This may be Cloth for Civilian, Light, and Medium Armor, or Metal for Medium and Heavy Armor. (Ancient material can be used for any weight of Armor, including Civilian.) When crafting Armor, at least half of the Materials you use in that process must be of the armor's Material Type (rounded up). For instance, when forging metal armor, at least half of the materials you use must be Metals. The remaining Materials can be any combination of Ancient, Cloth, Metal, and Monster Parts.

ARMOR WEIGHTS

Armor comes in four weights: Civilian (also known simply as 'clothing'), Light, Medium, and Heavy Armor.

Wearing Civilian or Light armor does not impact your Evasion at all.

Wearing Medium armor makes it slightly harder to move around. Your Evasion is reduced by 1 for each piece of Medium Armor you are wearing.

Note that Civilian clothing requires only 5 Materials, while any other kind of Armor – Light, Medium, or Heavy – requires 10.

Materials used in creating an Armor must be equal to or greater than the Rank of the Armor. You cannot use lower-ranked Materials in your Armor. (For instance, when making a Rank 2 Heavy Chest piece, you may use Rank 2, 3, 4, or 5 Materials, but not Rank 0 or 1 Materials.)

Defense provided by a piece of Armor or Clothing of a given Rank:

Weight	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Civilian	0	1	2	3	4	5
Light	1	2	3	4	5	6
Medium	2	3	4	5	6	7
Heavy	3	4	5	6	7	8

Number of Materials to craft armor:

Weight	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
Civilian	5	5	5	5	5	5
All Others	10	10	10	10	10	10



BUYING AND SELLING ARMOR

Armor can also be bought and sold in stores. What follows are the typical prices for *un-enchanted* armors and clothes.

Buying & Selling Armor

Armor Rank	Merchants will buy from you for...	Market Value	Will sell to you for...
Rank 0	50	100	200
Rank 1	100	200	400
Rank 2	200	400	800
Rank 3	400	800	1600
Rank 4	1000	2000	4000
Rank 5	2000	4000	8000

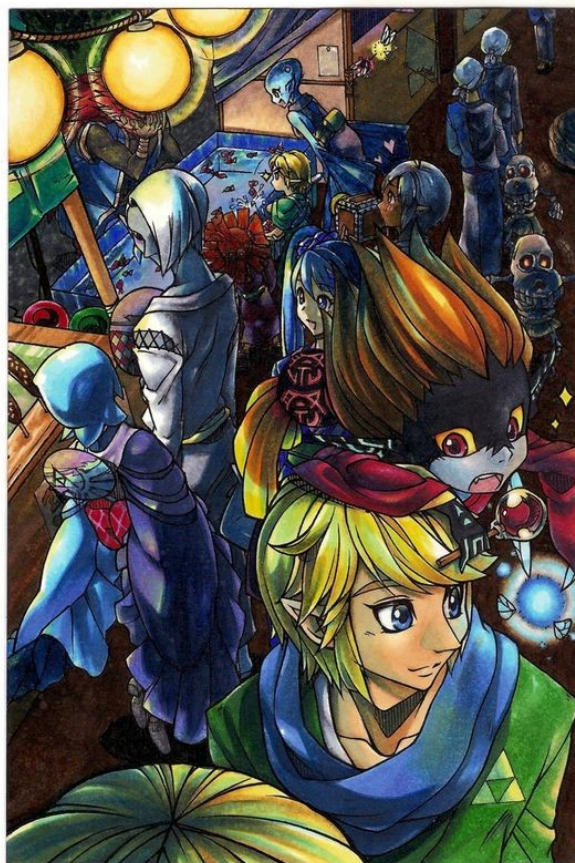
Buying & Selling Clothing (Civilian armor)

Civilian Rank	Merchants will buy from you for...	Market Value	Will sell to you for...
Rank 0	25	50	100
Rank 1	50	100	200
Rank 2	100	200	400
Rank 3	200	400	800
Rank 4	500	1000	2000
Rank 5	1000	2000	4000

In addition, you may be able to purchase already-enchanted Armor. Add the below values to an Armor or Civilian Clothing's *Market Price* cost, based on the Rank of the Enchantment on the equipment. (This means you should add *double* the below values to the "sell to you" cost, and *half* the below values to the "buy from you" cost.)

Ench. Rank	Armor Cost	Civilian Cost
0	+40	+20
1	+80	+40
2	+160	+80
3	+320	+160
4	+800	+400
5	+1600	+800

Generally – but not necessarily! – when buying enchanted armor, the Enchantment will be at the same Rank as the Armor.





WEAPONS

All weapons have an Attack Power, a Durability rating, and an Accuracy. This is determined by the Weapon's Type, the Weapon's Rank, and the style in which the crafter made the item.

Weapon Type determines what kind of weapon it is – a sword, a spear, a boomerang, a bow, and so on. This also helps determine its stats; for instance, a Greatsword does more damage than a Sword, but is slightly less accurate.

Weapons also have a Rank, from 0 to 5. The higher a weapon's Rank is, the more damage it does, the more Durability it has, and the more valuable it is.

Finally, Weapons can be made in certain Crafting Styles. This modifies the Weapon's stats further. For instance, a Goron weapon is sturdier than most of its type, but is also less deadly. **Weapons may only have, at most, a single Crafting Style.**

CRAFTING A WEAPON

Weapons can only be created at a Forge.

First, select the Rank and Type of weapon you wish to make. You may only craft a Weapon of a Rank equal to (your Smithing Trait / 2) or less – so a hero with Smithing 5 can craft Rank 0, 1, 2, and 3 weapons, but not Rank 4 weapons, no matter how many materials or how much time they have.

Weapons have a Material Type: a Weapon is either Ancient, Metallic, or Wooden, based on the type of Material that makes up the majority (at least 50%) of the weapon when it is crafted. A weapon must have one, and only one, majority Material defining its type. The remaining Material cost of the weapon may be paid for with Ancient, Metal, Monster Parts, or Wood Materials.

Materials used in creating a Weapon must be equal to or greater than the Rank of the Weapon. You cannot use lower-ranked Materials in your Weapon. (For instance, when making a Rank 2 Sword, you may use Rank 2, 3, 4, or 5 Materials, but not Rank 0 or 1 Materials.)

Different weapon types have different modifiers on their Attack Power and Durability, and have different Accuracy scores. Consult the chart on the next page to see how a weapon's type alters its Accuracy, Attack, and Durability. (For instance, while a Rank 2 Sword has an Attack Power of 9, a Rank 2 Greatsword has an Attack Power of 10.)

Finally, if you know a Crafting Style, you may apply it to the weapon during its creation (but never afterwards). This further modifies its Material cost, Attack Power, Durability, Accuracy, and may also grant it additional special properties.

When all is said and done, no Weapon may have an Attack Power, Durability, or Accuracy of less than 1.

Once you've made your weapon, you may also describe and name it, if you like!

AN EXAMPLE

Torvan, the chivalrous Zora knight, decides to craft a new Sledge. His Smithing Trait is at Rank 6, meaning he is capable of crafting up to Rank 3 Weapons. He has several units of Knuckle Alloy (a Rank 3 Metal), as well as many Monster Parts, and access to a suitable Forge.

To begin with, a Rank 3 Weapon has an Attack Power of 12, and a Durability of 12. As a Sledge, however, the weapon is a little more durable, and less powerful: a typical Rank 3 Sledge has only 11 Attack Power, but a Durability of 14 – a low-damage, long-lasting two-handed weapon. All Sledges have a below-average Accuracy bonus of 2.

All Weapons require 5 units of Material of their Rank, and at least half of those must be Ancient, Wood or Metal (and Torvan is using Knuckle Alloy, a Metal material). However, Torvan knows how to craft in the Gerudo style, and decides to use those teachings here. The weapon will be more powerful (with 2 more Attack Power), but will cost an extra unit of material to create – a price Torvan is willing to pay. Thus, he'll use three units of Knuckle Alloy, and three Rank 3 Monster Parts, to make his weapon. He could have used more Knuckle Alloy instead, but not less – at least half the weapon's cost must be paid in Metal to make a Metal weapon.

After some time at the Forge, Torvan creates a Rank 3 Sledge in the Gerudo style. It has an Attack Power of 13, a Durability of 14, and an Accuracy of 2. Torvan names his new weapon a "Sunfury Sledgehammer", and describes it as an ornate golden warhammer with a long silver handle.

Now, perhaps he can interest an ally in Enchanting it for him...

WEAPON CRAFTING – TABLES

Ranks & Base Stats

Rank	Attack Power	Durability	# Mats Needed
0	3	3	5
1	6	6	5
2	9	9	5
3	12	12	5
4	15	15	5
5	20	20	5

Weapon Types & Modifiers

Weapon Type	Attack Mod	Durability Mod	Accuracy	Edge Type	# Hands
Axe	+2	-2	2	Sharp	2
Bat	+1	-2	3	Blunt	2
Boomerang	-1	-1	4	Piercing	1
Bow	+0	+1	3	Piercing*	2
Club	+0	-2	4	Blunt	1
Crossbow	-1	+0	4	Piercing*	1
Dagger	-1	+0	4	Piercing	1
Fist	-1	-1	5	Varies*	1
Greatsword	+1	+0	2	Sharp	2
Hammer	-2	+2	3	Blunt	1
Hand Axe	+1	-1	3	Sharp	1
Rod	-1	-1	4	Blunt	1
Shield	-2	-1	4	Blunt	1
Sledge	-1	+2	2	Blunt	2
Spear	-1	+1	4	Piercing	2
Staff	+0	+1	2	Blunt	2
Sword	+0	+0	3	Sharp	1

NOTE, Bows and Crossbows: Bows and Crossbows are, by default, Piercing weapons (when you fire an Arrow from them). Broadhead and Hammerhead arrows may alter this. If a Bow or Crossbow is swung as a melee weapon (for instance, when the user is out of arrows), it is considered Blunt, it loses its Accuracy bonus, it does not benefit from or consume any Ammunition, and can only be used for Basic Attacks.

NOTE, Fists: Fist weapons can be either Blunt, Piercing, or Sharp, determined when the item is first made. Fist weapons are also the only kind of weapon that can still allow the wielder to use other items (but *not* other Weapons) in their equipped hands.

BUYING AND SELLING WEAPONS

Prices for buying and selling weapons (at full Durability, without Enchantments)

Weapon Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	25	50	100
Rank 1	50	100	200
Rank 2	100	200	400
Rank 3	200	400	800
Rank 4	500	1000	2000
Rank 5	1000	2000	4000

Weapons with Enchantments will cost more. If the Enchantment on a Weapon is the same Rank as the Weapon, its Market Value will increase by 40% (the cost of two Materials).

Weapons in Crafting Styles that use more or fewer Materials than normal will cost more or less: increase or decrease their Market Value by 20% for each extra Material used.

These additional costs add up – for instance, a Gerudo-style enchanted scimitar costs 60% more than a plain sword!



USED WEAPONS

Most merchants will only sell you pristine, never-been-used weapons. Some, however, will sell previously-used or battle-tested weapons, at a discount. However, any merchant worth his or her salt will refuse to pay a Hero full price for a sword that is about to fall apart!

An item's price is further modified by the remaining Durability of the Weapon in question, as a percentage. For instance, a weapon that has lost 40% of its durability will be worth 40% less, both to purchase from, and to sell to, a merchant. (Some merchants will only worry about this in 20% increments, rounding down against the hero's favor, but some exacting Game Masters might find it easier to just take up a calculator and use the exact percentage.)

CRAFTING STYLES

Weapons can be crafted in a variety of styles, each born from the history and culture of a different race. Heroes can learn to craft in these styles by learning Feats. (See the [Feats](#) section for more information.)

Below is a reference table of Crafting Styles presented in this book, and their effects on weapons.

Style	ATK	DUR	ACC	Material Cost	Additional Effect
Bokoblin	-2	$-(\text{Rank}+1)\times 2$		-3	
Darknut	+2	+2	-1	+1	
Deku		$-(\text{Rank}+1)$		-2	
Demon			-1		May use Combat in place of Willpower
Fairy	-1				May use Willpower in place of Combat
Gerudo	+2			+1	
Goddess-Forged		+2	+2	+5	Place of Power only; Weapon can't be harmed
Goron	-1	+2			
Guardian	+2	+2	+2	+3	Ancient Materials only
Kokiri	-1		+2		
Lynel	+4			+2	
Neglected		$-(\text{Rank}+1)\times 2$		-2	Metal only; can't rust, doesn't conduct electricity
Rito	-1				No penalty when Flying/Gliding
Royal Guard	+4	$-(\text{Rank}+1)$		+1	
Sheikah	+2	$-(\text{Rank}+1)$			
Subrosian		+2	-1		
Talking Animal	+2		-1		
Twili		$-(\text{Rank}+1)$	+2		
Zora				+1	Can't rust; no penalty while Swimming

IMPROVISED WEAPONS

On occasion, a Hero may find themselves without a weapon at-hand – and use whatever's handy as an improvised weapon.

When a Hero takes up an improvised weapon, the GM must determine what weapon type it is most akin to, to serve as the improvised weapon's weapon type. For instance, a soup ladle might be akin to a Club, and a pot-lid might make a handy impromptu Shield.

Improvised weapons are always considered Rank 0, even if they are made from the finest of materials. This means they provide little extra damage, but they allow a Hero to use their attacks, and to Parry or Deflect blows.

Generally, any improvised weapon will only have a single unit of Durability, breaking after the end of the current combat encounter. If the item was designed to suffer significant wear and tear, it may have up to 3 Durability.



ENCHANTMENTS

Weapons and Armors can be Enchanted with useful magical effects, above and beyond the sharpness of their blades or the sturdiness of their stitching.

Enchanting weapons and armor requires access to a Forge. When you apply an Enchantment to a weapon or armor, the Gem used is worked into the item, becoming part and parcel with it.

Each Weapon and Armor can only be given a single Enchantment, with one exception – Weapon Spirits, which can grant their home weapon an additional Enchantment and other effects. See the [Weapon Spirits & Unbreakable Weapons](#) section for more.

Armors and Weapons can only hold an Enchantment of a Rank up to their own Rank, and you may only craft an Enchantment of a Rank equal to (your Enchanting / 2).

COST OF ENCHANTING

Enchanting a Weapon costs 1 Gem, and 1 Monster Part, of the Enchantment's Rank.

Enchanting an Armor costs 1 Gem, and 3 Monster Parts, of the Enchantment's Rank. (Civilian gear requires only 1 Monster Part.)

In both cases, Gems may replace the Monster Parts, but not the other way around – at least one Gem must be used.



ENCHANTMENTS AND STACKING

Enchantments of the same type can stack together, along with Dishes or Elixirs that provide the same effect. Simply add up the Ranks of all relevant effects, to get the total Rank of the effect.

No matter what, all effects cap at Rank 5.

Death Mountain has begun erupting, more violently than the Gorons have ever seen. Noir, the Twili bard, needs to travel up the molten slopes and play a magical Song to calm the volcano. Knowing that even at the best of times, the mountain is under a permanent, deadly Heatwave, she decides to enchant some equipment to keep her from collapsing due to heatstroke.

First, Noir enchants a Rank 2 Hood with a Rank 2 Weatherproof: Heat enchantment. Then, she enchants a Dagger with a Rank 2 Elemental Weapon (Ice) enchantment, which also grants protection from heatwaves.

Combined, this grants her Rank 4 protection from Heatwave weather. However, Noir doesn't want to get sweaty, and so she decides to maximize her protection by cooking up a few Rank 1 Chilly dishes.

With a Rank 1 Chilly dish in her belly, a Rank 2 icy weapon in her hand, and a Rank 2 heat-proof Hood on her head, Noir has attained Rank 5 protection against Heatwave weather. Now, even the boiling heat of Death Mountain will feel like a cool spring breeze to her.



WEAPON ENCHANTMENTS

ACCURATE

Uses: Emerald

Equipment Type: Any Weapon

Effect: When Rolling To-Hit Evasion, increase your roll by $(1 + (\text{Rank} / 2))$.

AMBER-COATED

Uses: Amber

Equipment Type: Any Weapon

Effect: You gain $(1 + \text{Rank})$ Concentration, Evasion, and Vitality versus attempts to inflict Rust or Burning upon this weapon. At Rank 5, this weapon becomes immune to the Burning and Rusted conditions. This weapon won't take Durability damage from any source except normal wear and tear or Burning – for instance, it does not take Durability damage when used as a makeshift Tool, while its user is Sand-Covered, or from being eaten by a Like Like.

ATTACK UP

Uses: Any Gem

Equipment Type: Any Weapon

Effect: The weapon's Attack Power is increased by $(\text{Rank} + 1)$.

CLOYING

Uses: Sapphire

Equipment Type: Any Weapon

Effect: When Rolling To-Hit Concentration, increase your roll by $(1 + (\text{Rank} / 2))$.

CRITICAL HIT

Uses: Any Gem

Equipment Type: Any Weapon

Effect: Increase this weapon's Critical Hit range by $(1 + (\text{Rank} / 2))$.

DURABILITY UP

Uses: Any Gem

Equipment Type: Any Weapon

Effect: The weapon's Durability is increased by $(\text{Rank} + 1)$.

EFFICIENT

Uses: Emerald

Equipment Type: Bow, Crossbow

Effect: When you make a Basic Attack with this weapon, if your Roll To-Hit was doubles (two 1's, two 2's, etc.), and the doubled number is equal to or less than $(1 + \text{Rank})$, then you do not expend the ammunition used in the Basic Attack.

ELEMENTAL WEAPON

Uses: Varies

Equipment Type: Any Weapon

Effect: The weapon now holds elemental energy, based on the type of Gem used. Basic Attacks made with this weapon take on the Element in question automatically. Each time the weapon is used in a Spell or Technique, you may pay (Half the Magic or Stamina cost of that attack) in Stamina to make the Spell or Technique take on that element. This also replaces all named Status Effects a Spell or Technique inflicts on foes (except Distracted) with that element's Status Effect, per the chart below.

Further, the weapon provides an additional benefit to its wielder while it is held or on the Hero's hip (but not when stored in their pack).



Finally, the user gains access to the Elemental Chaff attack, below.

Elemental Chaff

Cost: 6 Stamina

Use Requirement: A Weapon with the Elemental Weapon Enchantment

Range: Cone 2 (Melee Weapons), Line 4 (Ranged Weapons)

Damage: Weapon + (Enchantment Rank), of the weapon's Element

Effect: Roll To-Hit target's Concentration; on success, target is inflicted with the element's corresponding status effect (see the table below).

Gemstone	Element	Status Effect	Additional Effects
Diamond	Light	Cursed	Casts light, radius (Rank)
Emerald	Earth	Rusted	Resist Rain (Rank)
Onyx	Darkness	Sick	Exudes black smoke*
Opal	Water	Soaked	Resist Sandstorm (Rank)
Ruby	Fire	On Fire	Resist Coldsnap (Rank)
Sapphire	Ice	Slowed	Resist Heatwave (Rank)
Topaz	Shock	Off-Balance	Generates electricity

*Onyx weapons exude a black smoke that can obscure vision when held steady (IE, placed on the ground, or when held by a user who is not in combat). This smoke may fill a single square, and generally prevents light from shining through. Perception checks made through the smoke take a (Rank) penalty, and light sources within the smoke have their Rank (or radius) reduced by (Rank).

FORCEFUL**Uses:** Ruby**Equipment Type:** Any Weapon**Effect:** When Rolling To-Hit Vitality, increase your roll by $(1 + (\text{Rank} / 2))$.**HYDRODYNAMIC****Uses:** Opal**Equipment Type:** Any Weapon**Effect:** If fighting while underwater, foes are not Hard to Hit simply because you are not a Natural Swimmer. If this weapon is a Bow or Crossbow, Fire and Bomb Arrows shot from it work just as well as they would on dry land. This weapon does not suffer ill effects from being exposed to fresh or salt water.**LONGSHOT****Uses:** Diamond**Equipment Type:** Any Ranged**Effect:** Increase the range of any Projectile attacks made via this weapon by $(\text{Rank} + 1)$.**LOYAL****Uses:** Topaz**Equipment:** Any Weapon**Effect:** As a Minor Action, you may call this weapon to your empty hand. The weapon must be within line of sight, and must be able to pass through the intervening space between itself and your hand. If the weapon is held by another creature, you may make a Disarm attempt against the Creature as part of this Minor Action, with a bonus equal to the Enchantment's Rank.**MIRRORED****Uses:** Diamond**Equipment Type:** Any Weapon**Effect:** When you Parry or Deflect with this weapon, your Defense is increased by (Rank) for this attack (before reducing the damage from Deflect or Parry). The foe that attacked you takes (Rank) damage, unmitigated by Defense.



MULTI-SHOT

Uses: Onyx

Equipment Type: Any Ranged

Effect: When you make a Basic Attack with this weapon, you create $(1 + (\text{Rank} / 2))$ additional mini-shots, each dealing $(1 + \text{Rank})$ damage, ignoring Defense.

These mini-shots must be fired at foes other than your original target(s), and each mini-shot must target a different foe. (Mini-Shots may target the same Swarm, even if the original attack also targeted that Swarm.)

Mini-Shots do not consume ammunition, and they do not require a Roll To-Hit to land, but cannot strike anything that is Hard to Hit. Damage-reducing Reactions reduce the damage of a mini-shot to zero. Mini-shots cannot take on the properties of ammunition, Enchantments, or other additional effects.

Any additional mini-shots not used by the end of your turn disappear.

PERFECTLY BALANCED

Uses: Any Gem

Equipment Type: Any Weapon

Effect: The weapon's Attack Power, Durability, Accuracy, and Critical Hit range are increased, as per the table below.

Rank	ACC	ATK	DUR	CRIT
0	0	1	0	0
1	0	2	1	0
2	1	2	2	1
3	1	3	2	1
4	2	3	3	2
5	2	4	3	2

QUICKSHOT

Uses: Topaz

Equipment Type: Any Ranged

Effect: When you make an attack using this weapon, Roll $((2 \times \text{Rank}) + \text{Weapon's Accuracy})$ vs. target's Concentration; on success, they may not use Reactions against that attack.

SILVERED

Uses: Diamond

Equipment Type: Any Weapon

Effect: Foes who are considered a great evil, or are serving or controlled by a great evil, have a Weakness to this weapon. This weapon may also trigger a foe's Weak Point, depending on the foe. (These effects only occur if the foe is of a Rank equal to or less than this Enchantment's Rank; otherwise, this Enchantment does nothing.)

TRACER

Uses: Luminous Stone

Equipment Type: Any Ranged

Effect: When you strike a foe with this weapon, they are illuminated until the end of your next turn. While lit up, they cast Radius (Rank) light and lose $(\text{Rank} / 2)$ Evasion.

ARMOR ENCHANTMENTS

ANNOYING

Uses: Luminous Stone

Effect: The equipment glows in a flickering, eye-catching way, casting a Burst (Rank / 2) light. Foes who are adjacent to you are automatically Distracted by you.

BLINDPROOF

Uses: Luminous Stone

Effect: You gain (1 + Rank) Concentration, Evasion, and Vitality versus attempts to inflict Blindness upon you. At Rank 5, you become immune to the Blindness condition.

COMMANDING

Uses: Topaz

Effect: While worn, the wearer gains permanent Boosted Trait: Commanding (Rank).

CRAFTY

Uses: Amber

Effect: While worn, the wearer gains permanent Boosted Trait: Crafty (Rank).

EVER-READY

Uses: Topaz

Effect: You gain (1 + Rank) Concentration, Evasion, and Vitality versus attempts to inflict Off-Balance upon you. At Rank 5, you become immune to the Off-Balance condition.

EYE-OPENING

Uses: Diamond

Effect: While worn, the wearer gains permanent Boosted Trait: Eye-Opening (Rank).

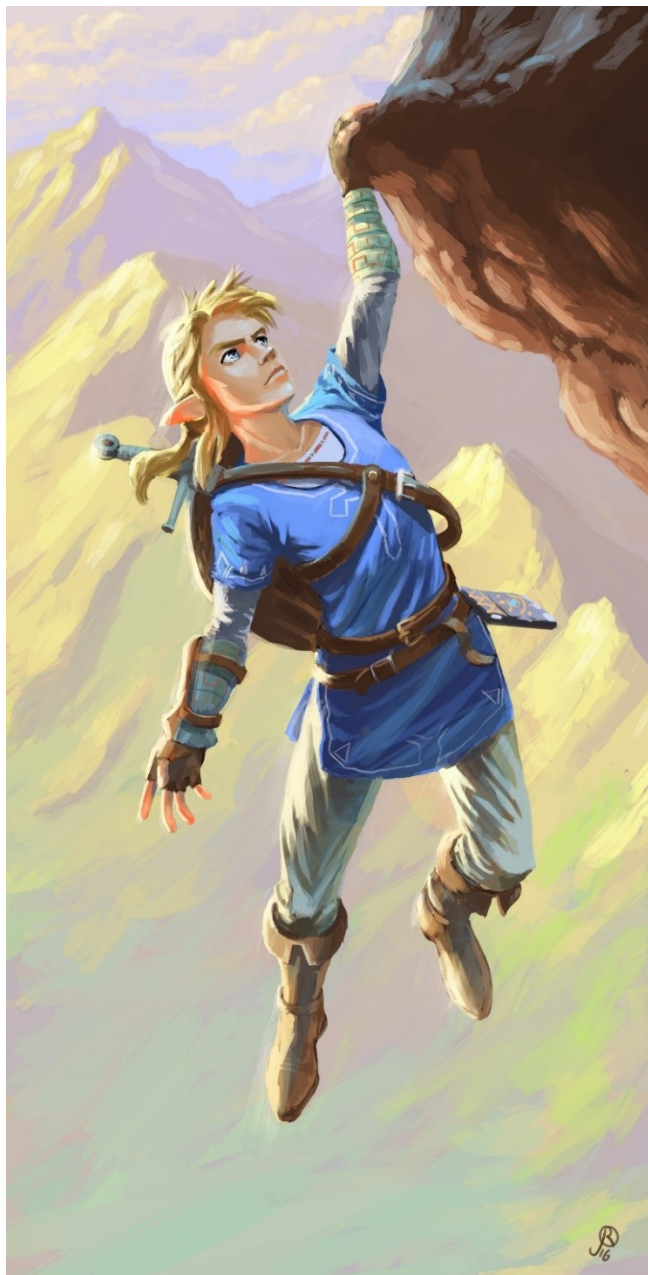


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FOCUSED**Uses:** Diamond**Effect:** You gain $(1 + \text{Rank})$ Evasion on rolls made to Distract you. At Rank 5, you become immune to the Distracted condition.**GLOWING****Uses:** Luminous Stone**Effect:** The equipment provides light in a Burst (Rank), in a color of the enchanter's choice (chosen when crafted).**GROUNDED****Uses:** Emerald**Effect:** The wearer is immune to all damage and ill effects from being struck by lightning, and is always a valid target for lightning. Reduce the damage from attacking Electrified enemies with metallic weapons, or from other electrical hazards, by $(\text{Rank} \times 4)$. This does not provide any protection against attacks that cause Shock damage.**HARDENED****Uses:** Amber**Effect:** You gain $(\text{Rank} / 2)$ Concentration, Evasion, and Vitality versus attempts to inflict any Status Effect on you. This doesn't stack with other status-protection Enchantments – use only the higher Evasion bonus.**HASTY****Uses:** Topaz**Effect:** While worn, the wearer gains permanent Hasty (Rank).**HEAVY METAL****Uses:** Emerald**Effect:** Increase your weight by one third. Your Movement and Jump capabilities are decreased by 1, and you reduce the effects of any push or pull on you by $(\text{Rank} / 2)$ (minimum 0). You count as a metallic object, drawing lightning strikes and being able to interact with magnetic fields. You cannot swim, instead sinking to the bottom of any body of water. (This Enchantment does not provide you with a means to *breathe* water.) While walking in water, ignore the movement penalties of this enchantment.**HOVERING****Uses:** Topaz**Effect:** Decrease your weight by one third. You increase the effects of any push or pull on you by $(\text{Rank} / 2)$. Treat all surfaces as Slightly Slip. When you walk off solid ground (onto thin air or the surface of a liquid), you may continue to move as if you were still on solid ground for $(\text{Rank} + 1)$ turns. You cannot gain or lose altitude by walking or jumping (though flying or gliding works). If you do not make it back to solid ground before the end of the last turn, or if you were knocked off solid ground unwillingly, you begin falling as normal.

MIGHTY**Uses:** Amber**Effect:** While worn, the wearer gains permanent Mighty (Rank).**MIRE-PROOF****Uses:** Luminous Stone**Effect:** Reduces the damage from Malice, Mire, and other poisonous terrain by (Rank). At Rank 5, the wearer is immune to all Status Effects inflicted by these hazards.**NO-SLIP GRIP****Uses:** Onyx**Effect:** You gain (1 + Rank) Concentration, Evasion, and Vitality versus attempts to Disarm you or Knock you Prone. At Rank 5, you cannot be Disarmed or Knocked Prone (except by becoming Helpless).**RESISTANT: DARK****Uses:** Diamond**Effect:** While worn, you have (Rank) Resistance against Dark damage.**NIGHTVISION****Uses:** Luminous Stone**Effect:** You can see just as well in the dark as in the light; no matter the light level, the world appears perfectly lit. This provides no protection against Blindness.**RESISTANT: EARTH****Uses:** Topaz**Effect:** While worn, you have (Rank) Resistance against Earth damage.**RESISTANT: FIRE****Uses:** Sapphire**Effect:** While worn, you have (Rank) Resistance against Fire damage.

RESISTANT: ICE**Uses:** Ruby**Effect:** While worn, you have (Rank) Resistance against Ice damage.**RESISTANT: LIGHT****Uses:** Onyx**Effect:** While worn, you have (rank) Resistance against Light damage.**RESISTANT: SHOCK****Uses:** Emerald**Effect:** While worn, you have (rank) Resistance against Shock damage.**RESISTANT: WATER****Uses:** Opal**Effect:** While worn, you have (Rank) Resistance against Water damage.**SAND-WALK****Uses:** Emerald**Effect:** You may treat Deep Sand and other sand-based difficult terrain as normal terrain.**SCHOLARLY****Uses:** Opal**Effect:** While worn, the wearer gains permanent Boosted Trait: Scholarly (Rank).**SNEAKY****Uses:** Onyx**Effect:** While worn, the wearer gains permanent Boosted Trait: Sneaky (Rank).**SNOW-WALK****Uses:** Sapphire**Effect:** You may treat Deep Snow and other snow-based difficult terrain as normal terrain.**SPURRED****Uses:** Amber**Effect:** When you ride another creature as a mount, that creature gains Hasty (Rank).

**SUBTLE****Uses:** Onyx**Effect:** While worn, the wearer gains permanent Boosted Trait: Subtle (Rank).**SURE-FOOTED****Uses:** Amber**Effect:** While worn, the wearer will not suffer penalties for climbing while Soaked or while Raining. At Rank 2, they treat Slightly Slick surfaces as normal terrain; at Rank 4, they treat *a//* Slick surfaces as normal terrain.**STRONG****Uses:** Ruby**Effect:** While worn, the wearer gains permanent Boosted Trait: Strong (Rank).**TOUGH****Uses:** Diamond**Effect:** While worn, the wearer gains permanent Tough (Rank).**UNBURNABLE****Uses:** Ruby**Effect:** You gain (1 + Rank) Evasion on rolls made to set you On Fire. At Rank 5, you become immune to the On Fire condition, and your weapons cannot begin Burning.**UNDEAD RESISTANT****Uses:** Luminous Stone**Effect:** While worn, you have (Rank) Resistance against damage that directly originates from undead foes.

UNFREEZABLE**Uses:** Sapphire**Effect:** You gain (1 + Rank) Concentration, Evasion, and Vitality versus attempts to inflict Frozen upon you. At Rank 5, you become immune to the Frozen condition.**UNSOAKABLE****Uses:** Opal**Effect:** You gain (1 + Rank) Evasion on rolls made to Soak you. At Rank 5, you become immune to the Soaked condition.**WATERBORNE****Uses:** Opal**Effect:** You can hold your breath underwater for (Rank) additional minutes, and you may choose to reduce the effect of any water currents on you, by (Rank). At Rank 3, you are a Natural Swimmer. At Rank 5, you can breathe underwater.**WEATHERPROOFING: COLD****Uses:** Ruby**Effect:** Treat Coldsnap weather as (Rank) ranks lower when calculating its effect on you (minimum 0).**WEATHERPROOFING: HEAT****Uses:** Sapphire**Effect:** Treat Heatwave weather as (Rank) ranks lower when calculating its effect on you (minimum 0).**WEATHERPROOFING: SANDSTORM****Uses:** Opal**Effect:** Treat Sandstorm weather as (Rank) ranks lower when calculating its effect on you (minimum 0).**WEATHERPROOFING: RAIN****Uses:** Emerald**Effect:** Treat Raining weather as (Rank) ranks lower when calculating its effect on you (minimum 0). However, this provides no protection from lightning, nor does it make it less likely to strike you.**WINDBORNE****Uses:** Diamond**Effect:** You may choose to reduce the effect of any air currents on you, including updrafts, by (Rank). At Rank 3, you become able to glide (or if already able, are now a Natural Glider). At Rank 5, you become able to fly (or if already able, you are now a Natural Flier).

PACKS & POUCHES

Heroes carry their inventory in a Pack. A better Pack can increase the number of Tools, Weapons, Armors, and Ammunition you can carry. Without a Pack, a Hero can only carry what items they can keep equipped in their hands and on their body. Any items a Hero has equipped do not count towards their Pack's limits.

Packs are made with Cloth and Monster Parts. **When upgrading an existing Pouch, the materials price can be paid for only in Cloth or Monster Part materials, at any ratio** – all Cloth, all Monster Parts, or a mixture of the two.



STARTING PACK

All heroes start with a basic Pack. It has the following pouches, each with a number of slots already available:

Pouch Type	Starting Slots
Weapons	5
Consumables	5
Armor	3
Tools	3
Ammo Pouch	1

Heroes can store infinite Materials and Rupees in their pack.

If a Hero is wearing a piece of equipment (such as having an Armor or Weapon equipped), it does *not* count against their inventory capacity.

If an item doesn't fit into any of the categories above, it is considered a Key Item. A Hero's pack can store infinitely many Key Items.

AMMUNITION AND THE AMMO POUCH

While the Ammo Pouch starts with only a single slot, don't fret – any amount of a single type of ammunition counts as a single 'slot'. This means that the starting Ammo Pouch can hold 10 Arrows, 100 Bombs, or 1,000 Fire Arrows. However, 1 Arrow and 1 Fire Arrow will not be able to both fit in that single slot in the Ammo Pouch – you would need two slots, one for each type of Ammunition.

UPGRADING A POUCH

Whenever heroes are able to craft, the Pouches in their Packs can be upgraded by paying Materials. The cost depends on how many slots the Pouch already has.

The *number* of Materials required is equal to (Number of slots the pouch will have after upgrading, modulo 5, plus 1). In layman's terms, this means that going from 4 slots to 5 in a pouch costs 5 materials, going from 5 to 6 costs 1 material, and going from 9 to 10 slots also costs 5.

The *Rank* of Materials required is equal to (Number of slots the pouch will have after upgrading, divided by 5, rounded down to the nearest whole number). This means that every 5 slots, the Rank of material required to upgrade the pouch goes up by 1 – so going from 4 slots to 5 requires only Rank 0 Materials, but going from 9 to 10 slots requires Rank 1 materials.

Upgrading a Pouch does *not* require access to a Forge. A Pouch cannot have more than 30 slots to it.

SLOTS	# MATS	RANK of MATS
1	1	0
2	2	0
3	3	0
4	4	0
5	5	0
6	1	1
7	2	1
8	3	1
9	4	1
10	5	1
11	1	2
12	2	2
13	3	2
14	4	2
15	5	2

SLOTS	# MATS	RANK of MATS
16	1	3
17	2	3
18	3	3
19	4	3
20	5	3
21	1	4
22	2	4
23	3	4
24	4	4
25	5	4
26	1	5
27	2	5
28	3	5
29	4	5
30	5	5

Cost of Upgrading a Pouch, in Cloth and/or Monster Part materials

CREATING A PACK

While all Heroes start with a Pack, they may on occasion need to create a new Pack. For instance, if they wash ashore on a deserted island, and their Pack (and its contents) were lost at sea.

They might do this if they wish to provide a Companion (such as their trusted steed) a way to carry additional inventory for them – as a Companion does not begin with a Pack, and thus has no way to carry large amounts of items for a Hero.

A new, *utterly pouch-less* Pack may be created by consuming 5 Materials (either Cloth or Monster Parts). This *does* require access to a Forge. This new Pack, unlike a Hero's starting Pack, starts with no slots of any kind, and must be upgraded (per the above table) in order to carry anything.

Note that you cannot use additional Packs for additional inventory space on your Hero's person – a creature may only carry one Pack, and cannot store Packs within Packs.

OVERFLOW INVENTORY

Finally, Heroes can carry a few additional items, above and beyond what their Pack can handle. They can carry a number of extra Weapons, Armor, Consumables, Tools, or stacks of Ammunition, equal to their Athletics score. These items may be in any of the above categories, mixed and matched as desired.

Beyond that limit, though, a hero simply cannot carry more things. If a hero's Weapons pack is full, and their Overflow Inventory is full, then they simply cannot carry another weapon without first disposing of one they're already carrying.

FOODS AND ELIXIRS

Heroes eat Foods (primarily in the form of prepared, cooked Dishes) to restore their energy while they Rest. They also use Elixirs to give them a quick pick-me-up in the heat of battle.

Dishes and Elixirs can provide a Hero with additional special effects, though this weakens their ability to restore Health.

Once consumed, an Elixir's special property lasts until the end of combat, or 5 minutes. A Dish's special property lasts until the end of your next Extended Rest, or you eat a Dish with a different special property.

COOKING VESSELS AND HEAT SOURCES

In order to cook at all, you must have access to a heat source. In many cases, this will be a fire of some kind, such as a stove, a campfire, a lit torch, or a fire-pit. Weapons enchanted with fire or heat may also serve this purpose, as will natural sources of heat, such as lava, or living (but not dead) creatures wreathed in flame. Fire Arrows in and of themselves are not sufficiently hot, but one can be consumed to start a fire. In general, if it's hot enough to boil water, and lasts a few minutes, it's good enough to cook with.

Without access to a cooking vessel, a Hero can only create Dishes with a single Ingredient, and cannot make Elixirs, no matter their Cooking Skill.

Most bastions of civilization, such as inns, roadside stables, or even individual homes, will have some kind of cooking vessel that Heroes can make use of, if the owner allows.

INGREDIENT RESTRICTIONS

An Elixir *must* have at least one Critter as an Ingredient. Elixirs may use Monster Parts as Ingredients, but Food Dishes cannot. Food Ingredients may be used in Dishes or Elixirs.

No Food or Elixir may have more than 5 Ingredients in it.



EATING FOOD RAW

Individual Ingredients can be eaten raw. When a Hero eats an ingredient raw, it counts as their meal for that Rest. The Ingredient restores HP equal to its Rank, and does not provide any additional benefits.

If the Hero was previously unsure what additional benefit (if any) the Ingredient might bestow, they may now try (or re-try) the Trait check to identify the Ingredient and its potential effects, with a +2 bonus.

CREATING A DISH OR ELIXIR

First, select your Ingredients. You may use up to 5 ingredients in a Dish or Elixir, though your choice of cooking vessel may also limit the number of ingredients you can use.

Then, add up all the Ranks of all of the Ingredients in the dish, capped at Rank (Cooking / 2) for each Ingredient. Add the number of ingredients used in the item to this. This is the Dish or Elixir's Point Value.

Dishes restore (Point Value) Health when consumed. Elixirs restore (Point Value / 2) Health when consumed.

If any ingredient in the Dish or Elixir had a special property, you may choose to apply that special property to the item. A Dish or Elixir may have only one special property.

Dishes and Elixirs with special properties restore half as much Health, but can apply useful bonuses. Consult the chart (right) to see what Rank the special property is.

If a Dish or Elixir has a Point Value less than 6, it cannot have a special property.

The exception is if the Dish or Elixir's special property is to restore Magic or Stamina, or to grant Temporary Health, Magic, or Stamina. Then you may choose whether half (rounded down), or all, of the Health the item would restore instead goes to the alternate pool. This can occur even if the item's Point Value is less than 6.

Point Value	Rank
6	1
12	2
18	3
24	4
30	5



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FOOD / ELIXIR TYPES

Type Prefix	Added Bonus Effect	Effect Category
Commanding	Increases Command, Influence, and Intimidate	Boosted Trait
Crafty	Increases Smithing, Enchanting, and Cooking	Boosted Trait
Eye-Opening	Increases Perception	Boosted Trait
Fortified	Increases Fortitude and Discipline	Boosted Trait
Mighty	Increase Combat and Willpower	Boosted Trait
Musical	Increases Perform	Boosted Trait
Scholarly	Increases Arcana, Civilization, and Nature	Boosted Trait
Sneaky	Increases Agility	Boosted Trait
Steamed	Increases Mechanics	Boosted Trait
Strong	Increases Athletics	Boosted Trait
Subtle	Increases Guile and Insight	Boosted Trait
Hasty	Increase Movement	Combat Prowess
Tough	Increase Defense	Combat Prowess
Bright	Resist Darkness	Resist Damage
Coarse	Resist Earth	Resist Damage
Dusky	Resist Light	Resist Damage
Electro	Resist Shock	Resist Damage
Fireproof	Resist Fire	Resist Damage
Spongy	Resist Water	Resist Damage
Toasty	Resist Ice	Resist Damage
Chilly	Resist Heatwave	Resist Weather
Dried	Resist Rain	Resist Weather
Moist	Resist Sandstorm	Resist Weather
Spicy	Resist Coldsnap	Resist Weather
Energizing	Restores Stamina	Restorative
Healthy	Restores Hearts (default)	Restorative
Magical	Restores Magic	Restorative
Enduring	Temporary extra Stamina	Temp Pool
Hearty	Temporary extra Health	Temp Pool
Thoughtful	Temporary extra Magic	Temp Pool

Boosted Trait Dishes and Elixirs increase the affected Trait(s) by (Rank).

Combat Prowess Dishes and Elixirs increase the affected secondary stat by (Rank).

Resist Damage items grant you (Rank) Resistance to the specified damage type. In most cases, this results in increasing your Defense against that damage type by (Rank x 2).

Resist Weather items grant you (Rank) Resistance to the specified type of Weather. In most cases, this results in you treating that Weather's effects as if it were (Rank) ranks more mild.

Restorative Dishes and Elixirs restore Spent and Burned points of that resource.

Temp Pool Dishes and Elixirs grant Temporary points in the specified resource.

COOKING EXAMPLE

While scouting out in the wilderness, Savelle the Hylian rogue makes a campfire to keep warm for the night. He's found several Hylian Shrooms (Rank 1, no effect) that day. He could eat one raw, and it would restore a single Hit Point. He decides instead to cook them; since he lacks a Cooking Vessel, he opts to roast them over a campfire, one at a time. Each Dish (a Roasted Mushroom) restores 2 HP when eaten.

A few days (and one trip to a nearby town) later, Savelle has purchased a cast-iron wok (Rank 1 Cooking Vessel), which will allow him to cook more than one ingredient at a time over a fire. Since his Cooking Vessel is only Rank 1, it can only contain 3 ingredients at a time. (See the [Mundane Tools](#) section.)

This time, his scouting has found not only a Hearty Truffle (Rank 3, Hearty), but he catches some Armored Carp (Rank 2, Tough) in the nearby river, as well. With the Hylian Shrooms he still has from before, Savelle can make quite a nice spread!

Savelle puts two Hylian Shrooms in his pot with the Armored Carp, and begins cooking. Adding the Ranks of the items up ($1 + 1 + 2$), plus the number of Ingredients in the dish (3) equals 6 – the Dish's Point Value. Savelle could leave it at that, and have a Dish that restores 6 HP, but he decides to bring out the special effect of the Carp.

The Dish's Point Value is high enough to allow for a Rank 1 effect. Thus, Savelle creates a Seafood-Mushroom Skewer, which restores 3 HP, and grants Tough (Rank 1), when consumed.

After another few days, Savelle returns to town. While staying at the Inn, he decides to make use of the kitchen. Since this is a full-featured kitchen in a civilized town, he can use 5 Ingredients in his Dish.

Savelle decides to celebrate by making a veritable feast of a Dish, using the Hearty Truffle and the remainder of his Hylian Shrooms. Savelle only has a Cooking Trait of 4, though, so while the Hearty Truffle is Rank 3, he must treat it as a Rank 2 item – a cook even marginally more skilled than Savelle could bring out the full power and flavor of the Hearty Truffle.

Savelle throws 4 Hylian Shrooms and the Hearty Truffle into the pot. He adds up the Ranks of the items ($1 + 1 + 1 + 1 + 2$), plus the number of Ingredients in the Dish (5), for a total of 11. As before, he can choose to bring out the special property of the Hearty Truffle, and does so, choosing to have the Hearty effect grant half the Dish's Point Value in Temporary Hit Points. This means the Dish will restore 6 HP, and grant 5 Temporary Hit Points, when consumed.

BUYING & SELLING DISHES AND ELIXIRS

Typically, Dishes and Elixirs have a Market Value equal to their constituent ingredients – meaning merchants buy Dishes and Elixirs for half that price, and sell them for twice that price, unless haggled with.

The below prices are for buying generic Dishes or Elixirs from merchants, where the ingredients used in the Dish or Elixir don't particularly matter – only the result does.

Be careful when selling cooked food to merchants – more so than with raw ingredients, the merchant's tastes and the needs of their customers are first and foremost in their minds. This means you should try to find out what a merchant's favorite dish is, and sell that to them; and avoid selling them cooked Dishes and Elixirs that they might not find tasty, or that they cannot easily resell to others.

Prices for buying and selling Dishes and Elixirs.

Item Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	5	10	20
Rank 1	10	20	40
Rank 2	20	40	80
Rank 3	40	80	160
Rank 4	100	200	400
Rank 5	200	400	800

RANDOM CONSUMABLE EFFECT

If there is ever a need to randomly determine a Dish, Elixir, Food Ingredient, or Critter's special Effect, you can consult this chart. Simply roll two separate dice: select one for the X axis, the other for the Y axis, and that determines the effect that the Dish, Elixir, Critter, or Ingredient has.

Table of Random Consumable Effects.

	1	2	3	4	5	6
1	Healthy	Energizing	Spicy	Bright	Strong	Thoughtful
2	Healthy	Energizing	Coarse	Dusky	Commanding	Enduring
3	Healthy	Energizing	Electro	Eye-Opening	Crafty	Hearty
4	Magical	Chilly	Fireproof	Musical	Fortified	Tough
5	Magical	Dried	Spongy	Sneaky	Scholarly	Hasty
6	Magical	Moist	Toasty	Steamed	Subtle	Mighty

TOOLS

Heroes don't just use weapons, armor, and magic to get things done. Sometimes, a simple nail or a handy cooking pot are all they need. Other times, Heroes need magical tools to do things they otherwise normally couldn't.

All Tools can be crafted from a specific kind of Material, listed after the Tool's name in parentheses. Crafting Miscellaneous Tools does *not* require access to a Forge, but crafting Mundane Tools *does*.

Tools cover both mundane objects, and magical or highly-technological objects, which can help both Heroes and common folk accomplish their goals.

MISCELLANEOUS TOOLS

Miscellaneous Tools are typically very small, one-use objects. Miscellaneous Tools can be stacked within a single slot of your Tools pouch's inventory, meaning you can, for instance, carry a dozen pieces of Flint in a single space.

Miscellaneous Tools have a Market Price of 6 Rupees, sell for 12 from shops, and will be bought from you for 3 Rupees each, per unit. They can also be crafted from Materials. You create the number of one type of Miscellaneous Tool in the chart below, based on the Rank of the Material you used, or (your Smithing / 2), whichever is lower.

Mat Rank	Tools Made
0	1
1	2
2	5
3	12
4	35
5	100

Balloon: (Monster Parts) Balloons can be filled with air, allowing them to float into the sky, or keep things from sinking into the water. A single Balloon is about the size of a Hylian's head, and can carry 1 pound of weight (about 450 grams). Inflating a Balloon requires you to have your mouth and at least one hand free. Multiple Balloons can be tied to larger objects.

Things lifted by Balloons will rise at a rate of 3 squares/minute through the air, or 6 squares/minute through water. Balloons can be burned, cut, or pierced, popping the Balloon and dropping their cargo. Balloons pop after one hour.



Candle: (Monster Parts) Candles can be lit to provide a little bit of light. A single candle provides a Burst 1 of dim light – enough to see by. It is only bright enough to read at Burst 0, however. A lit candle will burn until the end of your next Short or Extended Rest. A Candle does not provide enough heat to stave off the cold or to cook by, but a lit candle may be used to start a proper fire.

Chalk: (Monster Parts) Chalk is used to write on rough, hardy surfaces, such as stone, metal, or tree bark. A single piece of Chalk allows a Hero to write a short message, draw a picture, or make a drawing that occupies a single square. Alternatively, a single piece of Chalk can be used to draw a single line or arrow up to 10 squares in length. Chalk inscriptions left on a surface are washed away by rain or any Water-element attack, and Chalk cannot be used on submerged or Soaked surfaces. If you are using the *Rebuild the Wild* supplement, you may also use Stone to create Chalk.

Flint: (Gems) Flint can be struck against any hard surface to generate a brief shower of bright sparks, starting a fire on any flammable object directly beneath the Flint. This destroys the Flint. If you are using the *Rebuild the Wild* supplement, you may also use Stone to create Flint. Flint does not function in wet or raining conditions.

Firewood: (Wood) Firewood is typically made of poor-quality wood, or the spare branches from a felled and properly-cut tree. When lit, firewood makes a small campfire that will burn until the end of your next Short or Extended Rest. These small campfires are perfect for resting around, providing warmth, light, and a convenient place to cook individual Ingredients of food. Firewood, of course, is consumed upon use.

Nail: (Metal) A nail is a small sliver of metal with a flat head, used to secure things into wood, hardened dirt, or other firm surfaces. Securing a nail into harder objects, like stone or metal, may require an Athletics roll; on a failure, the nail is destroyed without piercing the hard surface. Nails are metallic, and are affected by magnetism and electricity.

Oil: (Monster Parts) Oil is flammable and slippery. One unit of oil will fill a single square of land or water with Oiled terrain.

It can also be used to lubricate rusted or stuck machinery, fuel combustion-powered devices, remove Rust from a weapon, or can coat a single Weapon until your next Extended Rest, protecting it from Rust for the duration.

Oil can also be thrown at creatures to make them Oil-Soaked. Oil thrown this way has a Weapon Accuracy of 3, and on hit, causes no damage, but does Soak the target in Oil.

Oil can be washed off by going swimming in a body of water, using Soap, or during an Extended Rest.

Soap: (Critters, Food, or Monster Parts) Soap is a slippery substance. One unit of soap will fill a single square of land with a Slightly Slippery surface, or a single square of water with Foaming Water. It can also be used to clean dirty objects, or add a shine to reflective surfaces.

Soap can remove Oil from surfaces and people, removing Oil on a one-for-one basis.

Finally, Soap can also be used to groom creatures (including Heroes) and make them more presentable, giving them a +1 Elixir bonus to Influence until the end of their next Short or Extended Rest (or until they next get dirty or break a sweat). Going from oil-covered or otherwise severely dirty, through generally cleaned, to well-groomed, takes 2 applications of Soap.

MUNDANE TOOLS

Mundane tools can often be found for sale by merchants. Even though they don't have any magical power or legendary origins, they can still be helpful to Heroes out in the wild.

Mundane Tools have a Durability of 1, just like Miscellaneous Tools. However, this comes with a caveat: when they are used for their intended purpose, they do not take Durability damage. This means that (for example) you may use a Bedroll to rest outdoors an infinite number of times. However, using that same Bedroll in an unintended fashion – such as using it as a stretcher, a bridge, a sack, or a net – will consume the Bedroll when that unorthodox usage is concluded. In general, if a proposed use would “void the warranty” or make the salesperson blanch, it will use up the Tool's Durability.

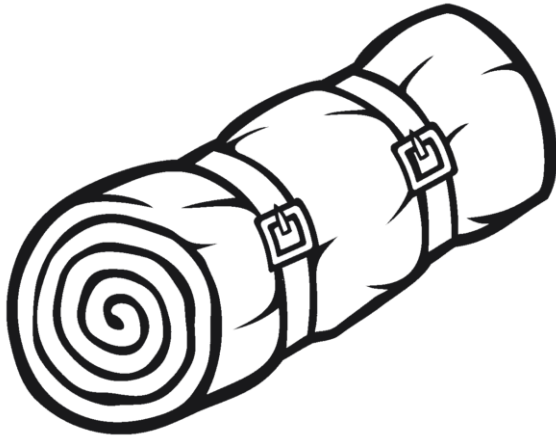
Tools may be crafted for the cost of five Materials each, just like a Weapon. The Material type used depends upon the tool being created. Mundane Tools have prices equal to a Weapon of their same Rank.

When making a Tool, *all* of the Materials used must be of the required Type; the Tool will be of the Rank of the *lowest-Rank* unit of Material used in its construction. Much as with making Weapons, you may only make Tools with Ranks of (Smithing / 2) or lower.

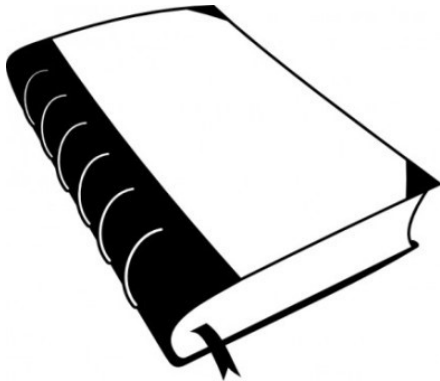
A Tool made with Rank 0 Materials can still accomplish its basic function, but will not provide bonuses. The greater a Tool's Rank, the more effective it is, as listed in the Tool's description. If a Tool does not have a Rank-based bonus listed (or as a guideline, when the GM invents their own Tools), Tools provide a (Rank/2) bonus to relevant Trait Checks when performing their intended task.

Some things that might be considered tools, like Shovels and Torches, might also be used as weapons. When used as weapons in this way, they count as Weapons of their same Rank and of an appropriate weapon type, of no particular Crafting Style. As Mundane Tools have a Durability of 1, they immediately break at the end of combat when used as a weapon.

Tool Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	25	50	100
Rank 1	50	100	200
Rank 2	100	200	400
Rank 3	200	400	800
Rank 4	500	1000	2000
Rank 5	1000	2000	4000



Bedroll: (Cloth) When you take an Extended Rest using a Bedroll, you restore 50% of your maximum Health, Stamina, and Magic, and gain Temporary Health equal to (Rank x 2). You must still be in a dry location, in an environment you can survive without aid or armor.



Book, Blank: (Wood) An empty book that can be used to record thoughts, make sketches, take notes, or create Written Books.

Book, Written: (Wood) A book full of information, drawings, or writings. Typically sold at bookstores or found in libraries, with information about a single subject (such as a specific village, dungeon, historical event, or long-lost artefact). When used in conjunction with knowledge checks about the book's subject, they give the user a (Rank/2) bonus to the knowledge roll.

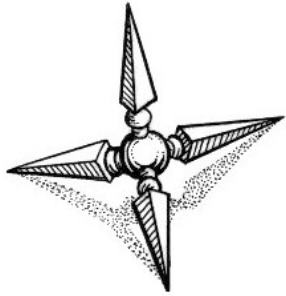
Unlike other Tools, Written Books can only be crafted by simply using an Ink and Quill on an Empty Book; further, their Rank is limited both by the Rank of the Ink and Quill and of the Empty Book used to make them, and also by the user's skill in the appropriate Trait (substituting for the Smithing skill). Books you write cannot be used to grant yourself a bonus to the skill in question, but can be used by other Heroes.

Bottle: (Gems) A Bottle can contain a single large serving of a liquid substance (about 1 Liter, or 4 cups' worth), or a single Ingredient (including Critters and Small Fairies). Bottles come with tight lids.

A Bottle's contents are kept fresh and uncontaminated for as long as they are secured in the Bottle. (A creature in a Bottle does not need to worry about suffocation.) Contents in a Bottle cannot be smelled or tasted unless the Bottle is uncorked.

Bottles break when thrown, spilling their contents over whatever they hit, for good or ill. Bottles can withstand most attacks from within; however, if a creature is trapped inside a Bottle, they may be able to break through the glass, or cleverly uncork the bottle from the inside.

Bottles have a Defense of (Rank x 3) against attacks from inside and out; if an attack against them does not exceed their Defense, then the Bottle is not broken and its contents are not freed. Uncorking a bottle from the inside is a Mechanics or Athletics check against a DC of (Rank x 3).



Caltrops, Bag of: (Metal) Caltrops are small metallic spikes, intended to trip up pursuers or disable enemy mounts. Using a Bag of Caltrops is a Standard Action. When you use Caltrops, you cover a Cone 3 or Burst 1 with dozens of these tiny, sturdy spikes. Any creature starting their turn in, or entering, a square of caltrops takes damage equal to $(1 + (\text{Rank} / 2))$ damage per square passed through, unmitigated by Defense. Caltrops are Difficult Terrain. A creature passing through a square does not consume the space's caltrops, leaving them to be stumbled upon by the next combatant. Caltrops can be removed from a single square as a Standard Action, and can be recovered after combat for use again later.



Cooking Vessel, Portable: (Metal) The Portable Cooking Vessel allows its user to cook full-fledged Food Dishes and Elixirs, containing up to $(2 + (\text{Rank} / 2))$ ingredients. It still requires both a heat source (such as a fire, lantern, or a fire-enchanted weapon) as well as a dry environment, in order to function properly.

Flint-fire Kit: (Gems) A Flint-fire kit allows the user to create sparks, which can in turn ignite other objects, such as torches, campfires, lanterns, and bomb or cannon fuses. Flint-fire Kits operate in Rainy weather, up to a Rank of (Rank); however, they do not function underwater.



Grappling Hook: (Metal) A Grappling Hook can help attach one thing to another securely. When used in conjunction with a rope, the rope can wrap around and cling to outcroppings on walls. When attached to other objects, it can be used to help secure or carry things that would otherwise be awkward to handle. Grappling Hooks are metallic, subject to magnetic and electrical effects.



Ink and Quill: (Monster Parts) An Ink and Quill set will let you write on paper (but not other surfaces) with clear and legible writing. An Ink & Quill set is required to write in a Book.

Korok Leaf: (Cloth) This large fan-like leaf can be waved to generate large gusts of wind, and requires two hands to wield. When waved, it casts the *Korok Leaf's Wind* spell, substituting Stamina for Magic. You cannot spend Stamina on the spell greater than (Rank x 2).



Lantern: (Metal) When lit, a Lantern provides light, heat, and a source of fire. Lanterns can stay lit even in wet or rainy conditions (but not when fully submerged underwater). It can either provide light in a Burst ($2 + (\text{Rank}/2)$), or a Cone ($5 + \text{Rank}$). Lanterns are automatically extinguished at the end of any Short or Extended Rest. Lanterns cast their light while placed on the ground, held in the hand, or placed on the hip, but not when stored in the Pack.

Musical Instrument: (Various) A Musical Instrument allows the user to play music, including Magical Songs that they may know. It can also be used to make noise, entertain, or distract.

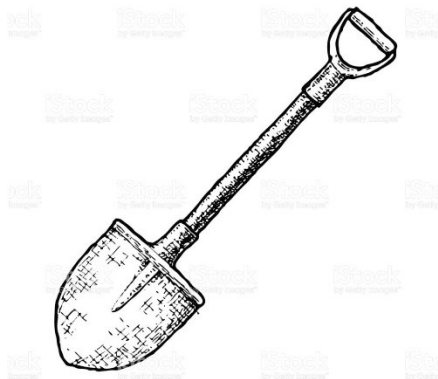
The material type needed to make a Musical Instrument depends on what is being made: for example, Drums may require Monster Parts, a Violin would require Wood, and a Saxophone would require Metal.

Net: (Cloth) Nets cover a 3x3 square, and can be cast as a Blast 3. When under a Net, foes are Halted until they can cut their way free by attacking the Net. Nets will Burn if exposed to fire or extreme heat. Nets have a Health of $((\text{Rank} + 1) \times 6)$ and a Defense of (Rank); the Net is destroyed (and its contents are freed) when the Net runs out of Health.

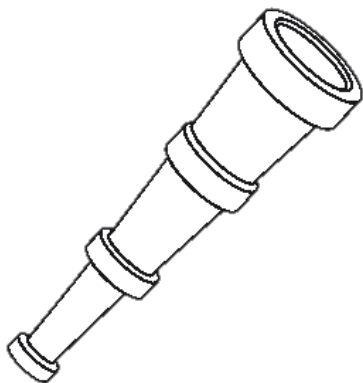
Rope: (Cloth) Rope comes in 6-square lengths. When used to climb cliffs and walls, it provides +2 to the Athletics roll to do so. A Rope will be set Burning if exposed to fire or extreme heat. Rope is instantly cut in two by any Piercing or Sharp attack of sufficient strength, and will suffer only (Rank) full rounds of Burning before being consumed utterly. Burning or cutting a rope will

consume its Durability. Ropes have a Defense of $(\text{Rank} \times 2)$ against attacks; if any attack against them does not exceed their Defense, then the Rope is not broken.

Sack: (Cloth) Sacks are a handy way to carry a lot of loose or unmanageable material. Sacks are not waterproof, and can be cut open by any piercing or sharp attack. Sacks cannot be stored in your Pack while they contain other objects. Sacks will be set Burning if exposed to fire or extreme heat. Sacks have a Health of $(\text{Rank} \times 6)$ and a Defense of (Rank); the Sack is destroyed (and its contents are freed) when the Sack runs out of Health.

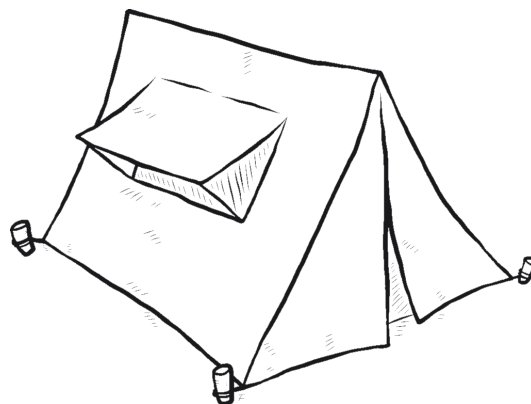


Shovel: (Metal) Shovels (and other digging tools) are useful for digging through snow, dirt, or even solid rock. When using a shovel, a Hero can dig through loose sand or snow at a rate of $(\text{Rank} + 1)$ squares per hour, dirt and soil at a rate of $((\text{Rank} + 1) / 2)$ squares per hour, or through stone at a rate of $((\text{Rank} + 1) / 4)$ squares per hour.



Telescope: (Gems) Telescopes allow you to see details from far away, but narrow your field of view significantly. When using a Telescope, you may see objects up to $((\text{Rank} + 1) \times 2)$ miles away, if you have clear line of sight on them. However, you cannot see anything that is not directly before you.

Telescopes are sensitive to extreme light – staring at a bright light source may cause the user Light-element damage and/or Blind them for a time. Focusing light to cause heat, or to alter a beam of light, will consume the Telescope's Durability.

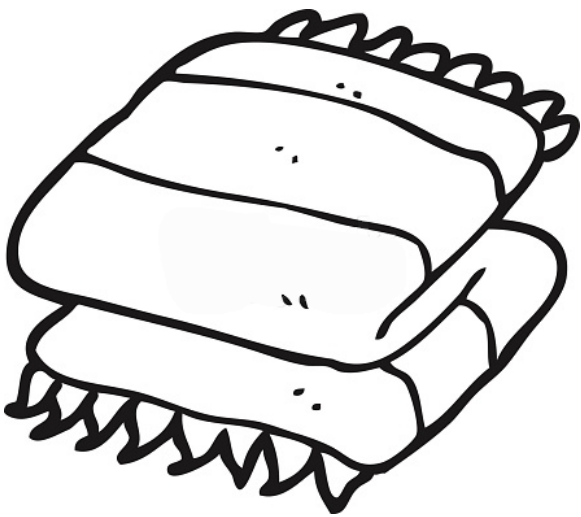


Tent: (Cloth) Tents provide shelter from the elements. While in a tent, you are shielded from rain and wind. When properly set up, Tents provide (Rank) resistance from all weather to all creatures within. A Tent has enough room for four heroes to rest comfortably (if cozily).

Toolkit (Profession): (Varies) Every Toolkit is keyed to a particular profession or skill, such as "lock-picking", "climbing", "forging documents", or the like. Some tasks in a profession may require a Toolkit to even be attempted at all. When used for their chosen profession or task, Toolkits provide a bonus of $(\text{Rank} / 2)$ to that roll for one hero. A Toolkit's profession is decided when it is created, and is permanent.



Torch: (Wood) When lit, Torches provide a source of light, heat, and fire. Torches need an external source of fire or sparks to be lit, and will not stay lit in rainy or wet conditions. They provide light in a Burst ($4 + (\text{Rank}/2)$). Torches, despite being wooden, will never take Durability damage from Burning, and will thus never be consumed by fire; they still take Durability damage when striking foes or otherwise used as a weapon. Torches are automatically extinguished at the end of any Short or Extended Rest, when entering wet or rainy conditions, or when placed on the hip or in one's pack.



Towel/Blanket: (Cloth) Towels are large pieces of thick, absorbent cloth, useful for managing moisture. A Towel can be used on a creature or object to remove the Soaked status effect from it, as a Standard Action. A Towel can absorb a significant amount of liquid (enough to fill a Bottle), and can be used to transfer or carry liquids for a short period of time. A Towel can also be wrapped around an object to prevent it from getting wet while passing through rain or a river, if only temporarily. Towels can be used in these ways ($\text{Rank} + 1$) times, before needing an Extended Rest to dry.

In addition, Towels can also be used as blankets, keeping a Hero warm in the cold. While used as a blanket, the Hero is Slowed and Cursed, but resists Coldsnap conditions by (Rank) steps. A Towel can only keep one Hero warm at a time.

HARVESTING TOOLS

Harvesting Tools are a subcategory of Mundane Tools. Each Harvesting Tool is made with a particular type of Material, listed after its description, just like other Mundane Tools.

Harvesting Tools are keyed to a particular kind of material: Ancient, Critters, Food, Gem, Metal, or Wood. A Harvesting Tool allows the wielder to harvest its designated kind of Material without consuming the Durability of a weapon (or of the Tool itself).

Harvesting Tools provide a bonus to the harvesting rolls for their particular kind of Material equal to (Rank / 2). They do not provide a bonus to finding the Material in question (that would require a Profession Toolkit).

Ancient, Cloth, Gems, Metal, and Wood materials require the use of either a Tool or a Weapon to harvest. Critters, Food Ingredients, and Monster Parts can be plucked with your bare hands - though using the Tools below will give you higher yields.

Ancientool: (Ancient) An Ancientool is a multi-purpose diagnostic and disassembly device, featuring multiple wrenches and screwdrivers of varying sizes, as well as devices like voltmeters, desolderers, and core-testers. Aids in harvesting Ancient materials.

Butterfly Net: (Cloth) Butterfly Nets allow you to catch small, quick creatures, either on the ground or in the air. Their netting is light and fragile, but more than sufficient to trap insects, lizards, or spiders. Aids in harvesting Critters.

Mallet & Chisel: (Wood) Using a Mallet & Chisel, you can easily separate gemstones from the rock that holds them. Aids in harvesting Gemstones.

Pickaxe: (Wood) Pickaxes allow you to quickly separate metal from rock, making it much easier to pry iron, steel, and rarer metals from the clutches of the earth. Aids in harvesting Metals.

Saw: (Metal) Saws enable you to make clean, straight cuts through large chunks of wood. With a saw, you can accurately fell trees, cut branches from the main trunk, and create planed planks of wood. Aids in harvesting Wood.

Sickle: (Metal) Sickles are used in cutting, threshing, and paring edible plants and fruits. Aids in harvesting Food Ingredients.

Skein-Winder: (Wood) A Skein-Winder is a wooden contraption used to keep strands untangled as you pull them, winding them into a skein (a loose bundle) of thread. Aids in harvesting Cloth.

MAGICAL TOOLS

Magical Tools are any object that can cast a spell on the behalf of their user, have a strange and wondrous effect, or are magically-enchanted versions of Mundane Tools. To use a Magical Tool, you must have it equipped in at least one hand. (Some Magical Tools may require two hands.) In most cases, using a Magical Tool is a Standard Action.

If a Magical Tool allows you to cast a Spell, the Spell's Magic cost is instead paid in Stamina. (Some Magical Tools may not have a cost, depending on their effect.)

Much like Mundane Tools, Magical Tools have only a single unit of Durability, but do not expend that Durability when used for their intended purpose (i.e., "casting the spell in question"). If used in ways that would obviously damage the item, this will consume the item's sole point of Durability, temporarily breaking them. Similar to Weapons with Spirits in them, Magical Tools will regenerate their Durability over an Extended Rest.

Magical Tools are typically not for sale. If they are, it's from a single person, and either for a significant price, or in exchange for a favor. More often, Magical Tools are found in dungeons, hidden away in the secret places of the world, in the armories of kings, or in the hands of other adventurers or Heroes.



Below are some examples of Magical Tools. Of course, GMs should feel free to invent their own!

HOOKSHOT

One-Handed

Description: This mechanical cylinder has a grip on one end, and a grappling hook on the other. Curled inside its metal casing is a long metal chain. When the trigger is pulled, the hook fires straight ahead, grabbing onto whatever it hits, and attempts to retract.

Effect: Casts the *Ravio's Hookshot* Spell, using Stamina instead of Magic.

KINGLY PARAGLIDER

Two-Handed

Description: A large, lightweight wooden frame with a sturdy cloth stretched over it. The sturdy cloth catches the air with ease, but it's difficult to hold on to it forever.

Effect: Makes the user a Natural Glider. While paragliding, you Spend 2 Stamina at the beginning of each of your turns. If you cannot Spend this Stamina, you let go of the Paraglider and begin falling.

MASK OF THE HEALED SOUL

One-Handed (Special)

Description: This mask, looking like an average member of some Hyrulean race, came from a departed member of that clan whose soul has been healed of all mortal worries - leaving behind its physical shell, in the form of a mask.

Effect: This mask can be put on, or removed, as a Standard Action. Once put on, it does not occupy any equipment slot. While worn, your body changes to that of the person the mask is based on. You lose access to all of your Racial bonuses, weaknesses, Feats, Spells, or Techniques. In their place, you gain access to all Racial effects of the mask's Race. If this includes Feats, Spells, or Techniques, those are chosen when the mask is first created.

MASTER CYCLE KEY

One-Handed

Description: An ancient magical key which summons a mechanical, wheeled mount. Despite its artificial nature, this mount requires food, just like any other.

Effect: When used, the Key summons a Master Cycle - an Ancient motorcycle originally developed for the one true Hero. Using the Key again dispels the Master Cycle. The Master Cycle has a Walking speed of 10 squares, and is unaffected by Slick Terrain. You may mount the Master Cycle as part of the summoning action.



The Master Cycle has 20 Durability, and consumes 1 Durability per combat or hour of use. If damaged in combat, the Master Cycle loses 1 Durability. The Master Cycle's Durability can be restored by feeding it any kind of Material, restoring 1 Durability per (Rank). The exception is Ancient materials, which restore (Rank x 4) Durability. You may only feed the Master Cycle a single item per Short or Extended Rest.

The Master Cycle does not have a mind of its own, and cannot act without a rider. It cannot be deconstructed. If the Master Cycle is destroyed, its Durability is set to 0. If the Master Cycle's Durability is at 0, it cannot be ridden, but may be summoned (to be fed).

AMMUNITION

LIST OF ARROW TYPES

Item	Desc.	Market Price
Arrow	No special effect (deals Piercing damage)	5
Broadhead Arrow	Deals Sharp damage	10
Hammerhead Arrow	Deals Blunt damage	10
Bomb Arrow	Deals Blunt damage; on hit, push target 1 square	25
Elemental Arrow	When made, select an Element. Any attack made with this Arrow is of that Element.	25
Showstopper Arrow	While flying, makes a loud whistling noise and sparkles brightly. Damage as normal.	25
Snag Arrow	When fired into a solid surface, is sturdy enough to act as a handhold. When fired into the ground, acts as a Slightly Slick square. Damage as normal.	25
Guardian Arrow	Counts as an Ancient weapon; see below	400
Silver Arrow	Effective against great evils; see below	400

GUARDIAN ARROWS

Guardian Arrows are special arrows, infused with the power and technology of the Ancients. When used as part of a Basic Attack (but *not* as part of a Technique, Spell, or Combat Maneuver), a Guardian Arrow will instantly defeat any normal enemy, destroying them utterly. Against Heavy enemies, they count as a Critical Hit. Miniboss or Boss enemies will only take normal damage from Guardian Arrows.

When a Normal or Heavy enemy is defeated by a Guardian Arrow, they are sucked into a swirling sphere of blue energy. This also destroys their Weapons, their Armor, any items they might have had, and prevents you from scavenging their remains. In general, you will not be rewarded for defeating a foe with a Guardian Arrow; in return, you avoid the risk and further loss of time and materiel that fighting them would have caused.

SILVER ARROWS

Silver Arrows are especially effective against the forces of evil, and those corrupted by them. Against all others – including those merely deluded, misguided, or doing evil acts for good reasons – they are no more effective than a normal arrow.

Foes who are considered a great evil, or are serving or controlled by a great evil, have a Weakness to Silver Arrows. Silver Arrows may also trigger a Boss or Miniboss's Weak Point, though that varies from foe to foe.

Be sure to speak to your GM (or use the Learn Lore Combat Maneuver!) to know how applicable a Silver Arrow's evil-slaying power might be against your foes!

CRAFTING ARROWS

Arrows can be crafted without tools or access to a Forge. When you craft Arrows, select a single piece of Wood or Ancient Material to consume. You create the number of Arrows in the chart below, based on the Rank of the Material you used, or (your Smithing / 2), whichever is lower.

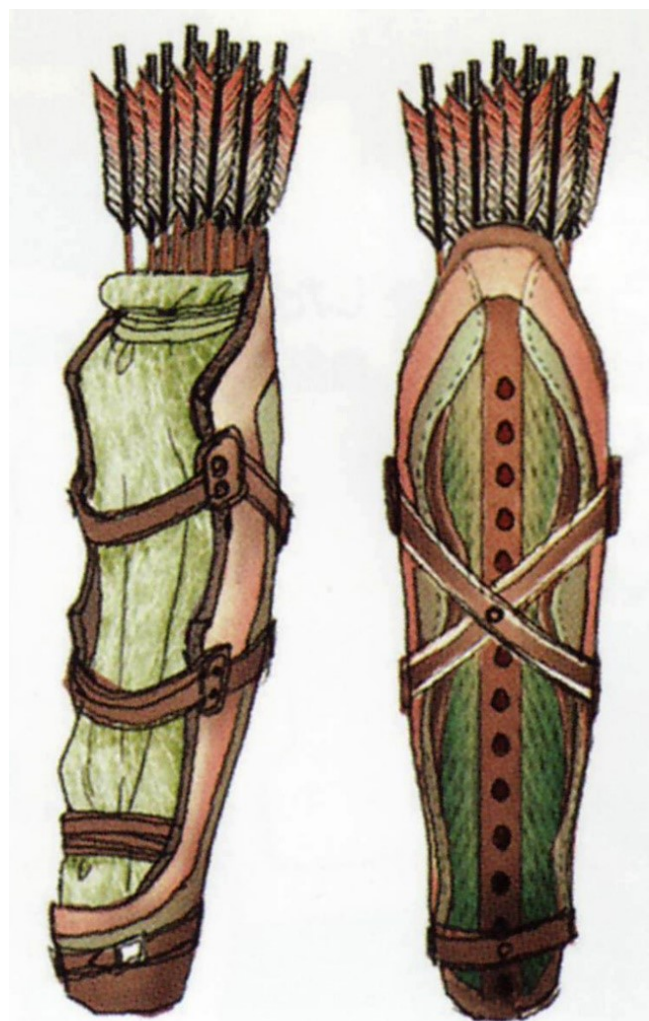
Rank	Arrows Made
0	2
1	4
2	8
3	16
4	40
5	80

To make Broadhead or Hammerhead Arrows, simply cut the numbers above in half.

To craft Showstopper or Snag Arrows, you must consume 1 unit of Luminous Stone or Amber, respectively. The effect is then applied to a number of plain Arrows based on the Rank of the Gem used, per the above table. The Rank of the Gem used is capped at (your Mechanics / 2).

To make Elemental Arrows, you must consume 1 Gemstone. That Gem's associated Element is then applied to a number of plain Arrows based on the Rank of the Gem used, per the above table. Basic Attacks and Techniques made with these arrows take on the associated Element, even if the Weapon the arrow is fired from has the Elemental Weapon Enchantment. The Rank of the Gem used is capped at (your Enchanting / 2).

To make a Bomb Arrow, simply combine 1 Arrow and 1 Bomb to create 1 Bomb Arrow.



The explosive charge on a Bomb Arrow is necessarily smaller than in a full-sized Bomb, and does no additional damage – but it can knock foes backwards with concussive force.

To make Guardian Arrows, you must use a unit of Rank 5 Ancient Material and one normal arrow. This creates a single Guardian Arrow. Creating a Guardian Arrow requires a Mechanics score of 10.

To make a Silver Arrow, you must use a unit of Rank 5 Gemstone and one normal arrow. This creates a single Silver Arrow. Creating a Silver Arrow requires an Enchanting of 10.

BOMBS



Bombs are useful explosives. Most are about the size of a person's head, with a small wick protruding from the top.

Bombs may be placed at one's feet, thrown like any one-handed weapon, or you may pull them out, light the fuse, and hold on to them until you decide to place or throw them later (or allow them to explode in your hand).

A Bomb's fuse can be lit without additional tools, as a free action. Bombs explode at the end of the user's next turn, unless otherwise stated. A Bomb may be held in one's hand while lit and ticking down.

Bombs can be detonated early by striking them with any Fire or Electric attack, or another Bomb's explosion. If struck with a Water element attack, a Bomb is harmlessly rendered inert, and is able to be relit. Any other attack safely destroys the bomb without detonating it. Bombs have 10 Evasion, and no Concentration or Vitality.

When thrown (such as down a monster's throat), Bombs have a Weapon Accuracy of 3. Bombs are one-handed, unless otherwise noted; thus, throwing one is a "Throw 1H" Basic Attack. If thrown on the turn it would explode, a Bomb will detonate upon impact.

When rolling To-Hit for additional effects, Bombs do not use their wielder's Accuracy, but have their own Accuracy Trait of 5. This means their total To-Hit bonus is +8. Bombs do not need to roll To-Hit to inflict damage, only for their additional effects (if any).

Damage from Bombs ignores Defense.

All types of Bombs deal 8 Blunt-type damage in a Burst 1 (including their own square) when they detonate, unless otherwise noted.

Bombs do not distinguish between friend and foe. When they detonate, they affect *everyone* in range.

If a Bomb is used to Harvest a Resource, reduce the amount of that Resource yielded by 1.



LIST OF BOMB TYPES

Item	Desc.	Market Price
Bomb	No special effects.	20
Bombchu	Travels up to 10 squares in a straight line when placed, even up walls and onto ceilings. Detonates immediately if it runs into a creature or something it cannot climb up.	40
Brushfire Bomb	Deals Fire damage. All squares affected become Brushfire terrain. Roll To-Hit target's Vitality; on success, target is On Fire.	40
Fireproof Bomb	Can be safely used in Heatwave weather. Does not detonate from exposure to fire.	40
Firework	Upon detonation, flies 16 squares in a straight line before exploding. When placed, can be aimed in any direction (even straight up). Two-handed. If held during detonation, user is set On Fire. Comes in myriad colors.	40
Flashbang	Deals no damage. Makes a blinding flash. Roll To-Hit target's Vitality; on success, target is Blinded until the end of their next turn.	40
Magneto-Bomb	Deals Electric damage. Roll To-Hit target's Vitality; on success, if they are currently using a Metal weapon or Metal armor, they are pushed out of the radius of the bomb.	40
Remote Bomb	Does not detonate on its own; only detonates when the user activates it (Range 20, Minor Action). Goes inert after 24 hours.	40
Sand Bomb	Deals no damage. Expels a thick layer of sand. All flames in affected squares are put out, and Oiled or Slick terrain becomes normal. Roll To-Hit target's Vitality; on success, target is Sand-Covered.	40
Step-Mine	Cannot be thrown. Once placed, will detonate when stepped on by a creature or heavy object.	40
Tamper-Proof Bomb	Will not detonate when struck with an attack.	40
Water Bomb	Can be used underwater; is immune to water attacks.	40
Super Bomb	Burst 2, 20 damage	250
Powder Keg	Takes 3 turns to detonate; Burst 2, 50 damage. Two-handed. Does not explode when struck.	500

CRAFTING BOMBS

Bombs can be crafted without tools or access to a forge. When you craft Bombs, select a single piece of Cloth material, and a single Monster Part. You create a number of Bombs based on the Ranks of the Materials you used and the below chart. The Rank of each Material used is capped at (your Smithing / 2).

RANK	0	1	2	3	4	5
0	1	1	2	4	10	20
1	1	2	3	5	11	21
2	2	3	4	6	12	22
3	4	5	6	8	14	24
4	10	11	12	14	20	30
5	20	21	22	24	30	40

To craft Bombchu, Fireworks, Remote Bombs, or Step-Mines, you must consume two units of Metal. You transform a number of Bombs into the selected type of Bomb based on the Ranks of the Metal Materials used, as per the table above. The Rank of the Metal you use is capped at (your Mechanics / 2).

To craft a Super Bomb, consume 10 Bombs. This requires a Smithing rank of 6 or higher.

To craft a Powder Keg, consume 25 Bombs.
This requires a Smithing rank of 10 or higher.

To craft the Bomb types in the below chart, you must use two units of the Gem listed in the table below. You transform a number of Bombs into the specified type of Bomb based on the Ranks of the Gem Materials used, as per the table above. The Rank of each Gem used is capped at (your Enchanting / 2).

Bomb Type	Gem Used
Brushfire Bomb	Ruby
Fireproof Bomb	Sapphire
Flashbang	Luminous Stone
Magneto-Bomb	Topaz
Tamper-Proof Bomb	Amber
Sand Bomb	Emerald
Water Bomb	Opal



TRANSMUTING MATERIALS

While Heroes can obtain all Materials by exploring the wild and defeating Monsters, they may find themselves short of a needed Type of Material, or unable to find a Material of a particular Rank. In those cases, Heroes can Transmute Materials to suit their needs.

Transmutation is an inefficient process. In terms of sheer value, buying and selling Materials is more efficient than Transmutation – but that depends on a Merchant being available, and that Merchant having the desired Materials at all.

Transmutation requires the use of a Forge.

A Hero may take 10 pieces of a single Type of Material (such as Metal, Wood, or Cloth), and turn them into a single piece of that same Type of Material, of the next Rank up. They may only create Materials of a Rank up to (Enchanting / 2) with this method.

You cannot create or use Ancient Materials, Critters, or Food Ingredients through Transmutation.

Further, a Hero may turn 5 units of a single Type and Rank of Material into a single unit of a different Type of Material, at the same Rank. You may use this to change Metal into Cloth, for example, or Sapphires into a Ruby. Heroes may only do this on Materials of a Rank up to (Enchanting / 2).

EXAMPLE

Noir, the Twili bard, has just left Death Mountain with tons of Metal that she doesn't need. She decides to Transmute them.

She takes 5 pieces of Soldier Steel (a Rank 2 Metal), and transforms them into a single piece of Sakado Cotton (a Rank 2 Cloth).

Fortunately, she already had 9 pieces of Sakado Cloth to go with it, so now she has 10! Unfortunately, Noir only has an Enchanting Trait of 4, which is not high enough to combine those 10 pieces of Sakado Cloth into a single piece of Hytopian Silk (Rank 3 Cloth).





SMALL FAIRIES

Heroes can capture Small Fairies and place them into their pack. Small Fairies count as a Consumable, and do not stack – each Small Fairy consumes a single slot of the Pouch.

Small Fairies can be used like any other item, to cast their healing magic on a target within 8 squares. This restores (Target's Hearts) HP, and removes a single Status Effect of the target's choice.

When a Hero is at 0 HP or less, at the start of their turn, as a Free Action, they may have one Small Fairy in their Pack escape and use their healing magic on them. This restores (Target's Hearts) HP, reviving them. It also removes a single Status Effect of their choice, and grants the target the option to immediately stand up from Prone for free.

Small Fairies may also be used to help craft a Dish or Elixir. A Small Fairy's magic increases the Rank of each Ingredient used in a single Dish or Elixir by 1 (max Rank 5). The Small Fairy does *not* count as an Ingredient in the Dish. Only a single Small Fairy can help with a given Dish or Elixir, and a Small Fairy will only help with a single Dish.

Finally, Small Fairies can be used for a one-time +3 bonus to any Trait Check. You may decide to use a Small Fairy this way *after* you make the roll. Only one Small Fairy may help any given person in any given Trait roll.

No matter how a Small Fairy is used, it immediately flies away afterwards, unable to be recaptured. It will escape even if it would otherwise seem impossible.

OBTAINING SMALL FAIRIES

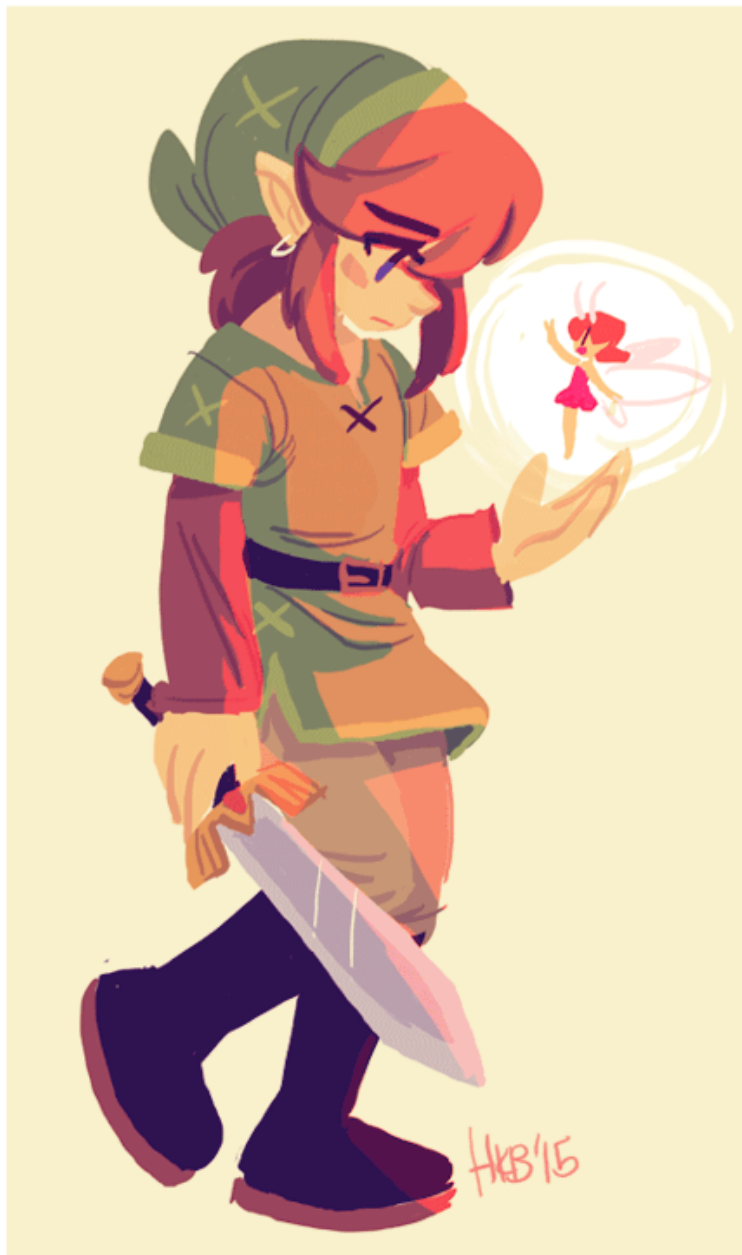
Small Fairies are rare, and often sought-after by Heroes. Small Fairies can theoretically be found anywhere, but there are some ways to get them that Heroes will swear by:

Slaying powerful evil creatures. One might appear when a Miniboss is defeated, while more may appear when a true Boss is slain.

Great Fairies may summon Small Fairies to aid those who have earned their favor.

Springs, lakes, and underground grottos might all hide Small Fairies, but only if the water is crystal-clear, and untouched by evil.

Finally, they might be found, *very rarely*, in the outdoors – in a bush, behind tall grass, or napping under a serene-looking tree.



WEAPON SPIRITS

A Weapon may become inhabited by a Weapon Spirit, making the weapon unbreakable and imbuing it with magic.

Heroes cannot create Weapon Spirits. Instead, they must earn the trust and service of some spiritual entity, and convince it to serve them by entering into a weapon.

When a Weapon is imbued with a Weapon Spirit, multiple things occur to the weapon:

The weapon regenerates Durability during every Extended Rest. The higher maximum Durability the weapon has, the more it regenerates, based on the chart below.

Rank	Weapon's Maximum Durability		
0	1	2-4	5+
1	4 or less	5-7	8+
2	7 or less	8-10	11+
3	10 or less	11-13	14+
4	13 or less	14-16	17+
5	18 or less	19-21	22+
	+1 DUR	+2 DUR	+3 DUR

The weapon cannot be broken. If brought to 0 Durability, it is merely unusable until it recovers Durability in its next Extended Rest.

The weapon gets a second Enchantment.

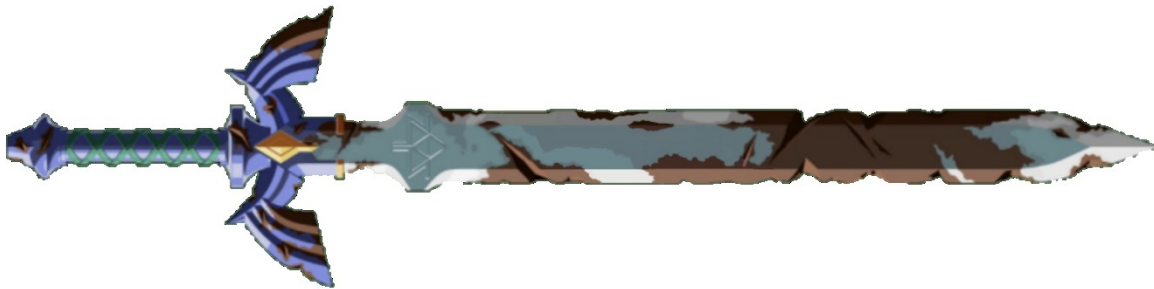
This Enchantment is based solely on the nature of the imbued spirit, and cannot be changed. If the Enchantment checks its caster's Enchantment Trait, always use 10 for that number.

The weapon chooses who may wield it. If someone the weapon deems unworthy picks it up, that wielder takes (Weapon Rank x 2) damage at the start of its turn, for every turn that it wields the weapon, that cannot be mitigated by Defense (but can be mitigated by enchantments and Resistances).



Weapon Spirits cannot animate their weapon; they must be wielded to participate in combat, as normal weapons. Weapons with a Spirit may be upgraded (see below).

A Weapon's Spirit may communicate with its wielder while held by them, stored in their Pack, or resting nearby. The Weapon Spirit may take a form that only its wielder can hear and see, it may deign to be seen by its wielder's allies or other nearby creatures, or it may merely speak to them telepathically, unseen. The Weapon Spirit retains its free will, but will typically be subservient to wielders it approves of.



REPAIRING & UPGRADING WEAPON SPIRITS

Normally, weapons cannot be repaired or reforged: attempting to do so creates subtle imperfections in a weapon, rendering it useless for all but display. However, once a weapon has been inhabited by a Weapon Spirit, those little imperfections are no longer a concern – the Weapon Spirit can heal those, keeping the weapon in fighting shape.

In short, only weapons with Weapon Spirits can be repaired or upgraded. Doing so requires access to a Forge, much like crafting a new weapon would.

To repair a spirit-imbued weapon, simply use one Material of the weapon's Rank or higher. The Material used must be either of the weapon's material type, or an Ancient Material. This restores (Material's Rank + 1) Durability to the weapon. So, using a chunk of Dark Ore (Rank 4 Metal) to repair a Rank 3 spirit-infused weapon would restore 5 Durability to the weapon. You may do this multiple times, allowing you to fully restore a spirit-imbued weapon's Durability without having to wait for it to regenerate naturally.

To upgrade a spirit-infused weapon, you must apply 4 Materials, of the next Rank up. As with repairing, the Materials used must be of either the weapon's material type, or Ancient Material. (If you use Ancient Material to reforge a weapon, then it becomes an Ancient weapon.) Once done, the weapon is now increased to the next Rank, and is restored to full Durability in the process. You may also apply a Crafting Style as part of this process (overwriting the weapon's existing Crafting Style, if it has one).

A weapon can only be upgraded one step at a time. To bring a weapon from Rank 3 to Rank 5, for instance, it must first be brought to Rank 4, and only then to Rank 5.

If the weapon has an Enchantment on it already (beyond the Enchantment provided by a Weapon Spirit), the Enchantment remains at its current Rank even when the weapon is upgraded. If the Weapon Spirit is providing an Enchantment, that Enchantment automatically increases to the new Rank.

To change a spirit-imbued weapon's innate Enchantment, you may simply re-enchanted it, as if it were without an enchantment. This overwrites the previous Enchantment. However, you cannot change the Enchantment a Weapon Spirit provides.



MOUNTS & COMPANIONS

Heroes may want to befriend animals, tame mounts, and even gain squires. This is only natural! While any living creature can be made a Hero's Companion, doing so requires effort – and keeping them alive in a fight may require careful strategy.

However, the benefits may be numerous. A Hero may be powerful, but they are still limited – only able to carry so many things, know so much lore, perform so many deeds. While Companions are almost always less powerful than a Hero, they can still aid their patron Hero and their allies in ways both mundane and arcane.

Heroes may also have temporary Companions: the knight pressed into following the Heroes, and keeping an eye on their activities; the traveler who wishes safe passage, and is willing to help the Heroes who are helping her; the noble prince, rescued from the tower, now trying to keep up and show that he's more than dead weight. While they may not follow a Hero's every order or have sworn an oath to them, these temporary followers may still need to fall under this umbrella if they journey with the Heroes for a long enough time.

Note that Heroes may only have one Companion with them at a time, barring short-term extenuating circumstances.

GAINING A COMPANION

Heroes can only attempt to gain Companions that meet the following criteria:

- The target Companion-to-be must be alive, and able to hear or see the Hero.
- The target must not be currently actively hostile to the Hero. (You cannot attempt to gain a Companion mid-fight.)
- The target and the Hero have interacted for a while (at least an hour, if not more).

When presented with the opportunity for a Hero to gain a Companion, there are two ways a GM might resolve the situation: through roleplay, or roll-play.

In roleplaying the situation, the Hero(es) ask the potential Companion (played by the GM) to join them. They might attempt to befriend them, learn more about their motivations or their troubles, or discuss what makes them more alike than different.

When roll-playing the situation, it all comes down to a die roll. The Hero must make a Command check, with a DC equal to **(10 + (Target's Rank x 3))**. That roll is modified by the Hero's actions towards the target in the past, and the target's circumstances.

Regardless of how the situation is resolved, if the Hero succeeds – and both the GM and the Player feel it appropriate – then the would-be Companion is persuaded to join.

Roleplaying the gaining of a Companion is suggested for sentient or near-sentient companions, like kids, lesser adventurers, or (perhaps) whip-smart animals. Roll-playing is better suited for monstrous, animalistic, or very simple creatures – or simply if the GM and players both prefer to leave it to a Trait check, rather than their roleplaying ability.

Circumstance	Modifier
Target is sentient (human or greater intelligence)	-2
Target has many others it can depend on (a loving family, a powerful tribe, etc.)	-2
You have made a small effort to hinder them (teased, annoyed, or delayed them, etc.)	-2
You have made major efforts to hinder them (worked to foil their plans, stolen from them, etc.)	-4
Target has other obligations (has sworn service to another person, is serving in an army, etc.)	-4
The target has tried to include you in their customs, and you have spurned or insulted them.	-4

Circumstance	Modifier
Target is young or impressionable	+2
Target shares significant common ground with you (similar upbringing, a major shared experience, a common foe)	+2
You have made a small effort to help them (fed them, spoken kindly to them, etc.)	+2
You have made a major effort to help them (fed them your last ration, risked your life for them)	+4
Target does not have others it can depend on (is an orphan, has travelled from far away, etc.)	+4
The target has included you in their customs, and you have embraced and respected them.	+4

Many other factors might come into play; the GM is free to add modifiers based on the target's past experience, recent events, and the Hero's own actions.

If the Hero fails the recruitment check, the target is unconvinced. They may run away, retaliate, or they may simply stay put, curious, and allow the Hero to try again. However, Heroes may only try to recruit a given target once per day.



Once a Companion accepts the Hero, they will follow the Hero as best as they can. However, if the Hero then tames another Companion, the first Companion may simply stay put where they are, or wander off on their own accord, based on the Companion's temperament and circumstances.

Companions are just like the monsters that Heroes fight on a day-to-day basis, right down to their stats. When a Hero tames a Companion, they retain all their Traits, Techniques, Spells, Feats, gear, and so on.

STABLING COMPANIONS

While Heroes can only have a single Companion with them at a time, they may still wish to take on more Companions than just one. They may also want to keep their Companions safely away from certain adventures.

In large cities, and at roadside stables, Heroes can pay to register their Companions at a Stable. While boarded, Companions are kept safe and well-fed, though they may also be put to work at minor labor and other tasks. Animal companions are cared for, and sometimes put to work – horses might pull plows, dogs might herd sheep, and so forth.

Sentient Companions are also put to menial work, but that may include singing songs and telling stories for other workers, being look-outs for trouble, or working as a bouncer against rowdy guests. For people on the run, or in the employ of great Heroes, staying at the Stable serves as a tradition – a time of relative peace, to gather one's thoughts and stretch one's legs.

A Hero must pay 50 Rupees to register a Companion at a Stable. Once registered, the Companion can be boarded at any Stable, as often and as long as the Hero wishes.

RIDING COMPANIONS

Some Companions may qualify as mounts – for example, horses, sand seals, deer, and Loftwings, among many others. You may ride Companions that are larger than you, or Companions that are the same size as you and are specifically noted as Mountable.

Mounting or Dismounting a Companion is a Minor Action.



While mounted, you use your mount's Movement as your own.

You share your mount's space. When targeted by a Blast, Burst, Cone, Line, or Sweep, both you and your mount are hit by the attack. For single-target attacks, the attacker decides which of you to hit.

EQUIPPING COMPANIONS

If the species is quadrupedal or bipedal, they may have their own Pack, which can be upgraded and used just as yours would.

Having a Pack grants a Companion their own inventory, distinct and separate from yours. If you wish to use a Companion's inventory, you must be within melee of (or atop) them.

Companions, just like other Heroes and Monsters, have three equipment slots: Head, Torso, and Legs. If they are of a species that has hands, they can even equip weapons.

When you put armor on a Companion that has natural Defense (not from their Race):

- Reduce their natural Defense by (Companion's Rank + 1), minimum 0.
- Increase their Evasion by 1 (because they lost that Defense).
- Then apply the armor's Defense bonus and Evasion penalty (if any).

You may Enchant Companions' Natural Weapons. If using [Assist Mode](#) rules, you may also upgrade their Natural Weapons.

COMPANIONS AND GROWTH

Whenever you spend Tokens of Heroism, you may also improve your Companions. For every 3 Tokens of Heroism you spend on yourself, all Companions currently sworn to your service **gain** 1 Token for themselves. Companions' Tokens can accrue over multiple expenditures, so there is no need to spend all of your Hero's Tokens in a great burst all at once. However, newly-hired Companions do *not* get the benefit of any Tokens you have spent in the past.

The exact Feats, Spells, and Techniques that a Companion can learn may vary based on its species. In general, animal Companions cannot learn Feats, Techniques, or Spells.



COMPANIONS AND COMBAT

Companions act on their Hero's Initiative.

In combat, a Hero and their Companions share the same set of actions. This means that both a Hero and their Companions can all move about, but between them, only one Standard and one Minor action may be had. (This includes individual Reactions – a Hero and their Companion can't both use Deflect before the Hero's next turn comes up.)

You and your Mount cannot use Spells, Techniques, or Combat Maneuvers while you are mounted. (Some Feats may enable this.)

COMPANIONS AND DEATH

Companions are not immortal – they can be killed, just like any monster. Just like Heroes, when a Companion reaches 0 Hit Points, they fall Helpless, and can be killed.

However, Companions can be brought back to life. Rumors abound of shrines or Great Fairy springs that will return a lost Companion to life. This service costs 1,000 Rupees, however, so do not take it lightly.

The Companion in question can also refuse the resurrection. They may do this if they have found peace in the afterlife, if they have accomplished their goals in life, or if their treatment by the Heroes or by circumstance was particularly poor. In these cases, the money spent will be returned to the Heroes – and they may or may not learn the reason why the Companion refused the offer to return to life, as the Great Fairy likes.

Further, such Great Fairies will also not perform resurrection services if the Companion was killed by the Hero directly – negligence is one thing, but malice is quite another. They may even be inspired to attack Heroes guilty of such heinous acts.



MAGICAL SONGS

Not all magic is intended for use in combat, or attached to weapons or tools. When powerful, peaceful magic is called for, Heroes must set down their swords, and pick up an ocarina (or other instrument of their choice).

Magical Songs can create a variety of effects. They can be used to gather information, solve puzzles in innovative ways, or even bridge the gap between worlds.

Whether Magical Songs are available in your game may vary, based on the GM and the setting. Be sure to talk to them first, before assuming they exist, or attempting to compose your own!

PLAYING SONGS

All Magical Songs take 5 minutes to play, and can only be played when there are not significant distractions – thus, they cannot be played during battle, nor can they be played while moving.

A Hero may play each Song they know once before resting. Minor songs are recharged from a Short Rest, while Major songs are recharged only from an Extended Rest.

All Magical Songs require a musical instrument to be performed.

When playing a Song, you may be asked to consult your Musical Power to determine the effects. **Your Musical Power is equal to $((\text{Perform} / 2) + \text{Instrument Rank})$.**

LEARNING SONGS

The power of singing magical Songs is not an exceptionally common one, and even if the average person knows the tune, they will not be able to call forth the power of the song – only Heroes, royalty, wizards, and other persons strong of spirit can do so. In some stories, being able to call upon the power of a magical Song is a sign that one is destined to become a legend.

As such, Songs cannot be purchased from shops or forged from metal and monster parts. Rather, they are given to Heroes as rewards, for tasks both great and small.

When given as quest rewards, or bought during character creation (only after discussion with one's GM!), Minor Songs have a value of 3 Tokens, and Major Songs a value of 6 Tokens.

COMPOSING SONGS

Songs that are marked as “Composable” can be created by Heroes with the required Perform rank. These songs typically focus on a single person, place, or thing, and can be learned multiple times, each focusing on a different subject.

To compose a Composable song, the Hero must spend a full day (dawn to dusk) focusing on, and in the company of, the subject of their new song. If it focuses on a place, they must spend their time in that place, undisturbed by combat or adventure. If it focuses on a person, they must spend their time with that person, and that person must willingly allow the Hero to do so. If it focuses on an object, the Hero must examine, touch, and observe the object.

Composing a Song consumes Tokens of Heroism, as listed in the Song's entry.



SONG COMPENDIUM

SONG OF AWAKENING

Minor

When you play this song, all sleeping creatures that can hear it are awoken the moment the song ends. This automatically succeeds against any mundane slumber, no matter how tired the target might be. Against magically-induced slumber, you must make a Musical Power check against the curse-casting creature's Arcana; you awaken the target only if you succeed – and even then, you might only temporarily rouse them before the magical slumber claims them again.

SONG OF BIRDS

Minor

When you play this song, you catch the attention of all birds in the area. This song does not alter their disposition towards you – if a bird does not like you before the song, it will not like you after.

Most birds that are neutrally or positively disposed towards you will stop and pay attention to you. This allows you to pick them up and gently manipulate them, making this a prime opportunity to befriend the bird and make it a Companion, if that is your aim. If you attempt to hurt the bird, it will escape your grasp and fly off – and may become negatively disposed to you.

If a bird was (or becomes) negatively disposed towards you, it may attack immediately following the end of the song. Any such angry birds will prefer to attack the song's performer, if possible.

If a bird was (or becomes) positively disposed to you, you may give it a simple command that it will follow to the best of its ability, based on your Perform Trait, from the list below. After performing the task, the bird will fly away and resume its normal life.

Musical Power 0 – Perform Trick: The bird immediately performs a simple trick, much like a pet would.

Musical Power 2 – Carry Message: The bird can carry a letter or other written message to a location within a day's flight from its current location.

Musical Power 4 – Act as Guide: The bird can guide you to a specific place you can name or describe, within a day's flight from its current location.

Musical Power 6 – Fetch the Shiny: The bird can attempt to seek out, pick up, and return to you, with an item you can name within a day's flight. The item must be unsecured and not inside a building or any kind of bag or container, and must be small and light enough for the bird to pick up.

Musical Power 8 – Extended Task: The bird can perform a task over the course of a full day, such as keeping watch over your camp.



SONG OF BLOOMING

Minor

Upon completion of the song, you cause all plant-based outdoor terrain within (Musical Power) squares of you to bloom with new growth, becoming difficult terrain.

In addition, the song causes crops, fungi, and fruit-bearing plants within range to yield food. When harvesting Food Ingredients, add (Musical Power) to the harvest roll.

COMMAND MELODY

Major

When you play this song, select one inanimate object or willing creature that you can see. For the next hour, you control it.

The size of the inanimate object or creature you can control depends on your Perform skill. By default, you can control creatures or objects of Small size or smaller. For every 2 Musical Power, you can control a statue or creature of one Size Category larger.

M. Pow	Statue Size
0	Small
2	Medium
4	Large
6	Huge
8	Gigantic
10	Colossal

While controlling an object or creature, you must use your actions to make it move and act, much as if it were a Companion.

If you control an inanimate object, the object can animate by using any obvious joints, but does not gain any additional powers or durability. If the object does not have any suitable legs, it can still hop along awkwardly (treating all terrain as difficult terrain).

You can see through any obvious eyes on the object, or use any other senses that a creature of its shape or description would obviously have – for instance, if you took control of a wolf statue, you might be able to detect scents you otherwise could not.

The statue uses your Musical Power in place of Accuracy, Agility, Athletics, Combat, and Willpower. Typically, Statues have Health equal to $((\text{Rank}+1) \times 10)$, Defense and Traits of $(\text{Rank} \times 2)$, and Concentration, Evasion, and Vitality of $(10 + (\text{Rank} \times 2))$, based on the Rank of the Materials they are made out of. You may use any weapons the statue obviously has (such as a stone sword, or a mouth with which to bite); treat these as weapons of the same Rank as the Statue.

The Rito wizard Mazili is in an ancient tomb, and finds a Marble (Rank 4) statue of some long-forgotten knight, standing next to a heavy door that she cannot open. She plays the Command Melody, and takes control of the statue. As her Musical Power is 6, she can control a person-sized statue with ease, and it has an Athletics of 6 to match her Musical Power. She tells the statue to shove open the heavy doors – and a fireball trap springs! The statue has a Defense of 8, and Health of 50; more than capable of taking the fireball's damage, and surviving.

If you control a willing creature, you can use that creature's abilities, equipment, Feats, Traits, Spells, and Techniques. You sense everything the creature does, using all of its senses. The creature's original mind is still present, and may communicate with you while you possess it. It also senses and remembers everything occurring around it. The creature can end your control of it at any time, for any reason. If the creature ever reaches 0 Health, your control over it ends.

SONG OF COMMUNICATION

Minor, Composable (Perform 3, 3 Tokens)

When learning this song, select a specific sentient being (such as a learned scholar, a Sage, or a dragon). Give this song a new name, signifying the target creature.

When played, the caster can communicate verbally with the song's specified being, as if they were adjacent to the caster; both sides can hear anything that the other party can hear. The song does not provide any visual of the target, or any information about their current whereabouts, and does not allow the two parties to transfer items to one another or to cast magic on one another: it is, essentially, a phone call.

The conversation may last for as long as both parties like, up until the next Extended Rest. Either party may end the conversation at will. However, a given creature may only be party to a single Song of Communication at a time; if contacted by another caster's Song, the target may choose whether to end their current communication or ignore the incoming one.



SONG OF COMPANIONS

Major

When played, the caster and any allies near them may designate up to (Musical Power) Companions in total. Those designated Companions will then appear over the nearest ridge, just around the corner, or from behind some convenient obstacle, as if they had already been on their way, and merely happened to arrive just as the song finished.

The Companions designated in this song must already be registered to that Hero at a Stable, or have sworn their service to either the caster or one of their nearby allies. The Companions must themselves not have been in danger at the time, such as being in the midst of a battle, a cell in a prison, or in a particularly high-stakes card game.

This song only works if the Companions in question could theoretically have safely travelled to the caster on their own, given infinite time: you can use the Song of Companions to call a favorite horse from halfway across a continent, but not to call it to a kingdom of floating clouds, or across the sea, where it could never walk to in a million years. Similarly, this song only works across Worlds if the Companions in question have their own way to travel between Worlds.

If no Companions designated in the casting can reach the caster, then the song fails, and the Song is not expended.



MELODY OF DARKNESS

Major

When you play this Song, you create a zone of painful darkness around you, in a Burst of (Musical Power). While in this zone, creatures are Distracted by you, and take (Musical Power / 2) damage whenever they enter or begin their turn in the zone. Evil or undead creatures are immune.

You can continue to play this Song as a Standard action, so long as you can see the zone; otherwise, the Song ends at the end of your turn. You may move while playing this Song, as if you were Slowed. You do not take damage from the zone, even if you are neither evil nor undead; however, it offers no protection for your companions.

SONG OF DISCOVERY

Minor

When you perform this song, the location of secrets within (Musical Power) squares are revealed to you. Any objects that are hidden, locked away, buried, or invisible will glow to the caster's eye, even if behind solid stone.

This song does not reveal what the hidden things are, nor how to get to them; just that there is something hidden or secret in that space. For example, if the object is in a safe, it will not reveal the combination, just that "there is something in the safe"; if there is a secret door, it will reveal that the door exists, and where in the wall it is, but not how to open it or where it leads.

ELEGY OF EMPTINESS

Minor

When you finish playing this song, you step forward one square. In the square you left behind, a statue facsimile of you appears. (If you cannot step forward, the song fails.)

The statue facsimile of you is made of stone, is the same size as you, and weighs twice as much as you do. It can be pushed or picked up. At a glance, it appears to look like you, but any close inspection will reveal flaws and inconsistencies that clearly reveal its nature, both as a statue, and as not-quite-like-you. To discern the difference, the observer must roll Perception v. (your Musical Power x 2).

You may only have (Musical Power / 2) statues of yourself active at any one time. When you play this song again while at that limit, select one already-existing statue of you to make disappear. All statues created with this song disappear at the end of your next Extended Rest.

FARORE'S WIND

Minor

The first time Farore's Wind is played, the user marks their present location with a beacon of green light. The beacon hangs in the air for a moment, and then fades from view. If the user attempts to mark a location that is not safe or stationary, the song fails, and the original marked location (if there is one) remains marked.

On subsequent playings, the user may choose to either change the location they have marked previously, or to transport themselves and up to (Musical Power) other persons with them to their marked location.

FUTURE'S FUGUE

Major

When you perform this song, you enter a fugue state, where the mists of time envelop you and reveal insights into things that have not yet occurred.

While in this fugue state, you may ask up to (Musical Power) questions. These questions must relate to a specific action, event, or goal that has not yet happened, but may not be a question of simple knowledge. For instance, asking "What is the weakness of the sorceress Veran?" will get you nothing, but "What will happen if I shoot Veran with a Silver Arrow?" is valid.

The answers to your question do not have to be known by any living or dead creature – the Goddess of Time is answering your question, and nothing can hide from her. However, the event in question must be occurring within the next 10 days, or the vagaries of causality will be too vast to make out any information of use.



When a question is asked, the performer is treated to a vision of what will happen, or what is most likely to happen. However, even visions of certain doom should not be taken as a guarantee of failure – Heroes, in particular, have a long and storied history of thwarting the inevitable.

Once the performer has seen a vision, they may use their remaining questions to ask what might occur if they take a different course of action, or if they change the circumstances of the event. They may also ask to see what caused such an outcome to occur, or ask about a different event entirely.

FAREWELL TO GIBDOS

Major

While you play this Song, all undead and evil creatures who can hear it are caused pain and annoyance by the song. Other creatures find it to be a jaunty, joyful tune.

You create a zone of joyful music around you in a Burst (Musical Power). While in this zone, evil and undead creatures find you Hard to Hit, and take (Musical Power / 2) damage whenever they enter or begin their turn in the zone. They are Slowed if they try to move towards you, but are free to move away from you.

You can continue to play this Song as a Standard action; otherwise, the Song ends at the end of your turn. You may move while playing this Song, as if you were Slowed.

GORON LULLABY

Major

When you play this song, all creatures who are awake and can hear the song, excepting yourself and (Musical Power) allies you designate, begin to get drowsy. Roll (2d6 + Perform + Instrument Rank) against each target's Concentration; on success, they fall asleep, going Prone.

Creatures affected by this Song will remain asleep for at least (Musical Power) minutes. However, they can still be woken up by normal means, such as being splashed with cold water or hearing a loud noise.

SONG OF HEALING

Major

When you play this song, select a single curse, persistent magical spell, or other negative energy that you stand in the presence of. You attempt to end the effect in question. Make a Musical Power roll.

The DC and the effect of your Musical Power roll depends on the exact nature of the curse or spell you're attempting to end. The number you need to beat might be an Arcana roll from the curse's original caster, or it might be a static number, based on the strength and complexity of the curse or spell. It's up to the GM to decide an appropriate DC for this Musical Power roll.

If you fail this roll, you still temporarily ease or abate the curse for (Musical Power) minutes. However, after this time, the spell returns to full force.

If you succeed the Musical Power roll, you break the curse, end the spell, or quell the negative energy. Depending on the curse or spell, this may have further consequences.



MINISH MINUET

Minor

When you perform this song, you and up to (Musical Power) compatriots transform from your normal size, to the size of the fabled Minish – for every foot tall you normally are, you are now only an inch tall (1/12th your normal size).

While at Minish size, your attacks can only deal 1 damage to normal-sized foes. You may find that things that were non-issues at your normal size – puddles, Critters, the wind – might be terrible obstacles or deadly foes at Minish size.

You may also use this song to return to your normal size. This fails if there is not enough room to accommodate you and your compatriots at their normal size.



OATH TO ORDER

Major

When you learn this song, it is tied to a single powerful entity or group of entities (such as Farore, Goddess of Courage; the Giants of Terminia; or Eldin, guardian spirit of Eldin Province). It is also tied to at least one specific task, threat, or obstacle that the Divinity will help you overcome, of sufficient importance and difficulty as to warrant divine assistance.

When you play this song, that divine entity appears in a dazzling display, and sets about helping you conquer the obstacle, threat, or task that was specified. They may not be able to accomplish the entire task – often, even when the divine steps in, there is still call for Heroes – but the divine entity will do the best they can to ease the Heroes' burdens and open a path to victory.

If played without need, or without profit to the divine entity, they may take the false summons poorly. Beware the story of the boy who cried Wolfos.

This song may be learned multiple times, each time targeting a different divine entity. If a divine entity wishes to pledge its help to more than one task, threat, or obstacle, it does not need to teach a separate song for the different tasks – the divine entity may expand the scope of the song's designated tasks, but it cannot renege on promises already made.

SONG OF RETURN

Major, Composable (Perform 6, 6 Tokens)

When learning this song, select a specific location. The location must be generally safe and free from enemies and hazards (though that may not be a guarantee). Give this song a new name, signifying its target location.

When played, the performer and up to (Musical Power) creatures, and their possessions, turn into motes of light, and drift into the breeze. They reappear at the song's specified location five minutes later, reassembling from motes of light over the course of about fifteen seconds.

The caster must be in the same World as the target location for this song to work: if they are not, then the song fails.

Heroes may learn multiple versions of this song, each time targeting a different location.



ROYAL PASSWORD

Minor

When learning this song, it is tied to a single group (such as a particular royal family, merchant house, or secret society). When you play this song, you clearly identify yourself as having the blessing of that group, both to creatures who work with or serve them, and to any doors, objects, or artifacts relating to that group. In short, playing this song at the right place, or for the right people, may open doors for you, both literally and metaphorically.

A curious feature of this song is its inimitability: even if one hears it a thousand times, they will not be able to replay it by ear. The song must be specifically taught to you, by someone who knows it and is 'in the group'.

If a person loses the favor of the group the song represents, and the group formally revokes their membership, the offender will be unable to play the song properly – it will be off-key, poorly-timed, and otherwise obviously incorrect.

Heroes may learn multiple versions of this song, each representing a different group.

SONG OF SOUL

Minor

When you play this song near a deceased body, the body's soul returns to its corpse. The soul is bound to the corpse for an amount of time based on your Musical Power. After the time expires, the soul automatically leaves its body.

The corpse's capabilities depend on just how old it is, how well preserved, and how much of it is left – the Song of Soul does not heal or restore the corpse in any way.

If the corpse still has muscle, it can move (and fight) as it did in life; if it's not well-preserved, it may have less Health than when it was alive; if it lacks a head, the corpse will not be able to navigate very well, lacking eyes.

The sole exception is the ability to speak: so long as there is at least a skull, the soul within will be able to speak aloud.

Musical Power	Time Granted
1	1 minute
2	10 minutes
3	30 minutes
4	1 hour
5	2 hours

Musical Power	Time Granted
6	4 hours
7	8 hours
8	12 hours
9	18 hours
10	24 hours

The Song of Soul does not force the soul to take any actions or to obey any commands – it still has free will, and may need to be cajoled, convinced, or otherwise forced to answer your questions or act on your behalf.

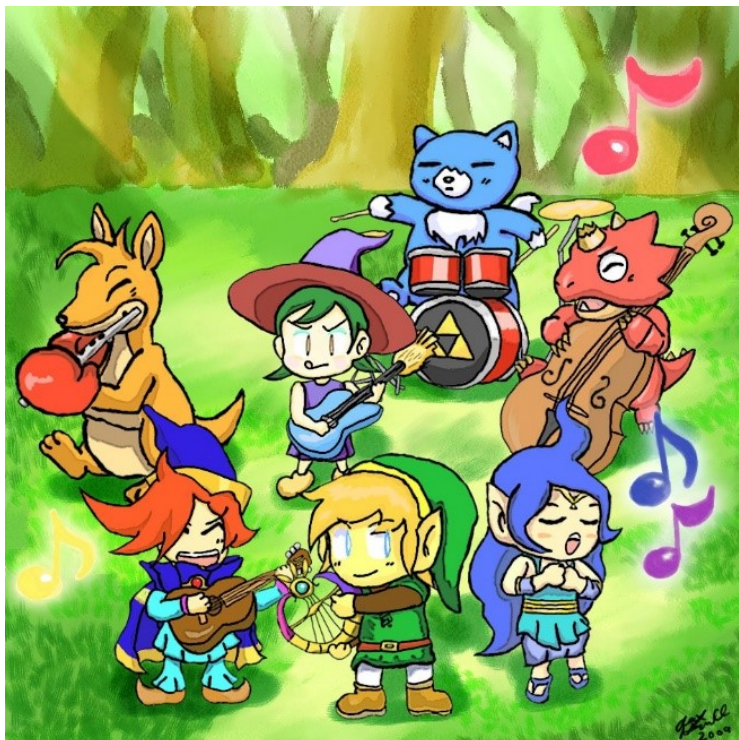


SYMPHONY OF SAGES

Major

When you perform this song, you and your allies gain an audience with an innumerable host of mystic sages, each with a deep knowledge of their favored subject; some may still be living, and others might have passed. The sages appear before you as ghostly figures, unable to physically interact with the world, and will leave if attacked or ignored. You may ask the sages a number of questions equal to (your Perform rank).

For the sages to be able to answer a question, the answer must be known by at least one sentient creature, living or dead, who would be willing to share it with you or those allied with you. The sages do not know what will happen in the future, and cannot make predictions any more accurately than a normal, reasonable person could. The sages' answers may not necessarily be easy to understand, but they will communicate to you in a language you know, and will attempt to make themselves understood – if a sage answers with something vague, it is because they themselves do not know the full answer, or because the vague answer is the most truthful or useful answer.



If your campaign has specific sages, or other mystical, scholarly, or powerful beings that the Heroes have met and allied with, you may instead use this song to 'conference call' them. In this case, no unknown host of sages appear; only sages you have met and allied with will answer your call, though they may also decline to participate if they are busy or indisposed. This allows Heroes to get specific insights from the sages, and allow them to speak with both yourself, your allies, and one another.

WIND'S REQUIEM

This song can only be played at the end of a Short or Extended Rest. When you play this song, select one of the following results.

Minor, Requires Musical Power 3 – You may determine the result of the last Weather Check: whether the weather gets more intense, less intense, or stays at its present intensity. In addition, you may also determine the direction the wind will be blowing, however strong it may be. The wind will continue blowing in this direction until your next Short or Extended Rest.

Minor, Requires Musical Power 6 – You may determine the result of the last three Weather Checks: whether the weather gets more intense, less intense, or stays at its present intensity. In addition, you may also determine the direction the wind will be blowing, however strong it may be. The wind will continue blowing in this direction until your next Extended Rest.

Major, Requires Musical Power 9 – You may select any Weather type, and any rank of that Weather. Over the next five minutes, the weather changes to match your selection, no matter how wild the change. If you chose a Weather type not normal for this area, then any Weather check that would result in the weather becoming more intense will instead keep it at its present intensity, and any Weather check result that would keep it at the same intensity will instead reduce its intensity. When the weather gets to Rank 0, it returns to the type of weather native to this area. In addition, you may also determine the direction the wind will be blowing, however strong it may be. The wind will continue blowing in this direction until your next Extended Rest.



SONG OF THE WORLD

Major

When learning this song, select a specific World (such as “Light World”, “Dark World”, “World of Twilight”, “Subrosia”, etc.). Give this song a new name, signifying that World.

When played, the performer and up to (Musical Power) creatures, and their possessions, turn into silhouettes of rainbow colors; the targets see the world change in much the same way. The targets fade from their current World, and fade into being in the song’s target World, at the same physical location.

The caster must *not* be in the same World as the target location for this song to work. The target location must also be free of rock and solid matter in the target world. Otherwise, the song fails, and no Magic is expended.

Heroes may learn multiple versions of this song, each time targeting a different World.



COW #255 Zelda Monster Redesign

CREATING MONSTERS

The world of Hyrule has hundreds, if not thousands, of different kinds of monsters inhabiting it. In fact, there are far too many kinds of monsters to simply catalogue them all in an appendix, or even a full book!

As such, the GM for a game of *Reclaim the Wild* will need to be able to create their own foes for the Heroes to take on.

RANK AND TRAITS

When designing a monster, the first question is: what Rank is this foe? A Monster's Rank determines a lot about a foe, such as how high its Traits may be, per the chart at right.

Aside from this limit, **you may assign a foe's Traits as you like – unlike Heroes, you *aren't* buying Traits with Tokens.** Don't be afraid to grant a foe decent scores in a Trait that seem 'useless'!

Monster Rank	Trait Max
Rank 0	3
Rank 1	5
Rank 2	6
Rank 3	8
Rank 4	10
Rank 5	15

As a recommendation, we suggest that:

- Only a few (0-3) Traits be at their max.
- About half of the foe's Traits be 1-2 points below their potential maximum.
- Most of the rest of the foe's Traits be well below their maximum (3+ points).

These recommendations aim to make a foe that has a few strengths, as well as a few weaknesses, in their Trait distribution – making them more fun to fight overall.

(NOTE: If a Monster has a Hearts Trait of 0, they have 1 HP, not 0.)

MONSTER ROLES

After determining a Monster's Rank, you next should decide what role they play in a fight.

A monster's role helps define what it does and how it acts, as well as guiding your hand when assigning its Traits and what Spells and Techniques it knows.

A monster's role also serves as a handy way to ensure an interesting combat – typically, a fight is more engaging when it contains foes of at least two or more different roles.

Blasters hit multiple foes with their attacks, and try to spread damage across their opponents, making sure to punish any foolish foes who group up and make themselves prime targets. A Blaster is happiest when they score a juicy hit on many foes at once, scattering them to the winds.

Hunters tend to hang back, hiding from opponents, and hoping to never meet them face-to-face. Instead, they snipe from afar with long-range weapons or spells, lay traps for unwary fools, or attack from the shadows, all to devastating effect. A Hunter is happiest when they trap or slay a foe, and that foe has no idea who or what took them down.

Protectors use their skills, physical prowess, or magic, to keep their enemies away from their allies, and to withstand repeated blows. They put up walls, prevent foes from moving past them, or pull their prey back to their side whenever they get away. A Protector is happiest when a foe is far away from their allies, or at least, right next to them.

Ralliers manipulate the flow of battle, directing their allies and aiding their efforts. They might heal wounded allies, increase a friend's prowess in battle, or curse a foe to weaken them. A Rallier is happiest when they aid weak allies, and weaken strong foes.

Warriors prize getting into melee with an opponent, and attacking them for all they're worth. Some Warriors will attempt to swarm a target, bringing death by a thousand cuts; others are so terrifyingly strong that they can obliterate a foe on their own. A Warrior is happiest when they meet an enemy on the battlefield and cause them pain, punishing them for their impudence.

Note that a Monster's Role doesn't say anything about *how* they go about things. For example, one Blaster might use Spells, while another might use Techniques, and a third might use Items, but as long as they're trying to do damage to many foes at once, they're all Blasters.

These different monster roles can work together in interesting ways, even when the monsters themselves might be very different. For instance, a Blaster and a Protector form a potent combo, where the Blaster fires shots into the Heroes' party while the Protector keeps those same Heroes from doing anything about it. That same Blaster and a Hunter might work together in a different way, using the Blaster's attacks to scatter Heroes in the direction of the Hunter's traps or long-range attacks.

ORDERS OF MONSTERS

Not all Monsters are equal – some are bigger, tougher, and more dangerous than others. Others are smaller, but come in large groups, using sheer numbers to make up for their individual weakness.

Heavies, Minibosses, and Bosses all have more health than the typical monster, and can act more often in combat – but in return, they drop additional Materials when their bodies are scavenged.

Monster Type	Health Multiplier	Magic & Stamina Multiplier	Extra Materials Dropped on Kill	Turns per Round
Normal	x1	x1	+2	1 Turn / Round
Swarm	X1	X1	+Hearts	1 Turn / Round
Heavy	x2	x1.5	+3	1 Turn / Round
Miniboss	x4	x2	+5, or +4 and 1 Fairy*	2 Turns / Round†
Boss	x10	x5	+10, w/ Fairies = party size*	4 Turns / Round†

* It is suggested that evil Minibosses and Bosses provide Fairies when slain. However, you can replace Fairies with just granting another unit of Material if desired.

† A Boss only gets, at most, as many Turns as there are Heroes in the fight. Minibosses only get their extra Turn if there are more than 2 Heroes in the fight. These turns should take place on different Initiatives, rather than all at once.

SWARMS

“Swarms” represent large groups of weak monsters. Swarms use unique rules:

- A Swarm may occupy the same space as other creatures (but not other Swarms).
- If a Swarm uses a Melee attack, it strikes all foes inside of it, plus an adjacent foe.
- A Swarm has neither Hearts nor Defense.
- A Swarm does not take damage like other foes. Instead, they take 1 damage per square of the Swarm struck.
(Critical Hits double this number.)
- Swarms may be hit multiple times by an “X Targets in Y squares” attack, if each hit strikes a separate square.
- For every 4 Health a Swarm loses, the Swarm shrinks one size category.
- When defeated, Swarms only drop one set of items, no matter the Swarm’s size.

Swarms always have 0 Hearts (1 HP) to begin with. Their Health is determined by the size of the Swarm: every additional Size category is another +1 Hearts (4 HP).

Swarms of the same kind of Monster can merge, combining their remaining Health.

HEAVIES, MINIBOSSES, AND BOSSES

“Heavies” are tougher (and often larger) than Normal Monsters. They are not unique creatures, though: there may be many identical Heavies in an area, or across multiple areas. They often work with lesser monsters, serving as point-man for roving bands, or as lieutenants for those rare foes that are even tougher than they are.

Other foes are even more durable, and worthy of renown. Minibosses and Bosses tend to be unique creatures, head and shoulders above the riff-raff of monsterdom. Minibosses will sometimes work in pairs or trios, while Bosses generally work alone.

In addition to having greater health and more actions per round, Boss and Miniboss monsters tend to ‘bend the rules’ a little bit more than most foes. They are more likely to have uniquely-designed attacks, and to require new strategies to defeat.

Boss and Miniboss monsters almost always have a unique Weak Point, as well.

LEVELS OF INTELLIGENCE

Heroes will battle many kinds of foes, but more than anything, a Monster's intelligence defines how they fight. When creating a Monster, decide whether they are of Instinctive, Limited, or Rational Intelligence.

INSTINCTIVE

Instinctive creatures have no true intelligence to speak of. They act solely based on their instinct, reacting to the world around them without any forethought or insight. Instinctive foes will always attempt the same strategies, regardless of how well or poorly they might turn out. Ravenous plants and wild animals, mechanical automata, and brainless undead foes, are all Instinctive.

Instinctive creatures typically do not use Reactions (including Parry and Deflect). They are often unable to understand language or communicate in meaningful ways. They cannot change their behaviors when their opponents use the Predict Combat Maneuver. An Instinctive creature's attack pattern is determined before combat, and can only be altered in limited ways once a fight begins.

LIMITED

Limited intelligence creatures have some brainpower, but are constrained in its use. They may be under a mind-controlling spell, be a well-trained pet, a summoned spirit bound by magic, or simply be loyal soldiers under strict orders. Their behavior may change when ordered, or based on certain stimuli, but a Limited creature rarely, if ever, sacrifices an immediate gain for a later victory – making them vulnerable to clever strategies and tactics.

Creatures of Limited intelligence may use Reactions in combat, but will typically use them at the first available opportunity, which may leave them vulnerable to attacks later in the round. They rarely seek out new items (and only if doing so provides an obvious, self-evident advantage), and they may need training from a Rational creature to use them.

Limited creatures will change strategy if their master commands it, or if circumstances strongly suggest it's a good idea. If a mind-controlled creature's master is defeated, or its method of control is disabled, then the Limited creature reverts to either Instinctive or Rational intelligence, as per its nature.

RATIONAL

Rational creatures have their own will, and can devise their own plans to further their goals. They may decide to sacrifice short-term profit for long-term gain, or be convinced to change their ways – in some cases, a few wise words may change a Rational foe into a friend. Heroes, evil wizards, great spirits, and simple townspeople are all considered Rational, however logical or crazed they may be.

Rational creatures may use Reactions in combat freely, and may choose to not use them for strategic or personal reasons. A Rational creature may call out strategies to its compatriots, make feints, and generally fight to the fullest of their strategic acumen. Rational foes are the most likely to have additional equipment, such as Tools and Elixirs, to use in battle. They are also likely to have prepared for the fight, wearing Armor that helps in the local terrain, or having eaten a Dish to grant themselves a boon.

MONSTERS AND EQUIPMENT

All Monsters start with one piece of gear, of their Rank – usually a weapon. You can grant them additional weapons or tools as you like, of a Rank up to (but not above) their own.

When a monster is defeated, they drop their equipment, in addition to whatever Materials they would normally drop. However, the GM may deign to “pre-deconstruct” any or all of a monster’s dropped equipment, to simplify the process of granting loot to heroes.

NATURAL EQUIPMENT

Monsters may have Natural Equipment – be they Weapons, Tools, or other Items. This allows you to take one item the Monster owns and work it into its anatomy.

Natural Items retain their own individual Rank, and are unaffected by the Rank of the Monster they are attached to – a Rank 3 Monster could have a weak Rank 1 Lantern built into its biology, for instance, enabling it to cast a light as it sees fit.

A Monster with a Natural Item will either drop that Natural Item on its death, as if it was a typical piece of equipment or loot; or, the monster will grant one additional Material when defeated. The Material in question may either be a Monster Part, or some other type of Material, depending on the nature of the Natural Item and the creature’s biology. The GM determines whether the item or its replacement material drops, and may base this decision on the monster’s biology, or the way the battle was fought.



NATURAL WEAPONS

Natural Weapons cover naturally razor-sharp claws, a mace-like tail, or eyes that shoot lasers. Natural Weapons typically do not rust, catch fire, or attract lightning. Monsters cannot be disarmed of Natural Weapons, unless a Weak Point or Passive allows it.

Natural Weapons regain 2 Durability from an Extended Rest, while they are still attached to the living monster.

(This typically only matters for Companions; most foes will not last long enough for this to be an issue.)

When designing a monster with a Natural Weapon, the GM may choose to treat it like the 'Armed' Talking Animal Racial Bonus. Calculate the weapon's Attack, Durability, Accuracy, and rate of Durability restoration under those rules.

DEFENSE & ARMOR

Rank	Civilian	Light	Medium	Heavy	Extreme	Impervious
Rank 0	0	2	4	6	8	10
Rank 1	2	4	6	8	12	18
Rank 2	3	6	8	10	16	26
Rank 3	4	8	10	13	20	34
Rank 4	5	10	12	16	24	42
Rank 5	6	12	14	20	32	50
Evasion Penalty:	0	0	-2	-4	-6	Set to 0

Monsters typically do not wear pieces of Armor like Heroes do. Instead, Monsters are assigned a Defense score, based on how tough they should be.

Select one of the levels of armor from the chart above: Unarmored, Civilian, Light, Medium, Heavy, Extreme, or Impervious. The Monster gains a penalty to their Evasion based on their armor level, and Defense based on their Rank, per the chart above. (Unarmored foes always have 0 Defense.)

You can then further tweak their defenses: for every point of Defense added, increase their Evasion Penalty (or vice-versa).

(As a note on balance: Extreme armor will likely require their foes to use attacks that deal (2 x Trait) damage to harm them, while Impervious foes require (3 x Trait) attacks.)

When a (non-Unarmored!) Monster puts on additional Armor, that Armor provides only half its usual Defense (rounding down). The Armor's full Evasion penalty still applies.

PARTIAL ARMOR

Some monsters' armor might only cover *most* of their body. If struck in an unarmored spot, they only apply half Defense to the damage!

For each unarmored spot, select one square that is adjacent to the foe, relative to them: Melee attacks from that square, or Ranged attacks that pass directly through that square, hit the Monster's unarmored spot. Unarmored spots are typically Hard to Hit, and/or must be revealed in some way.

When the Monster ends their turn, they decide their facing, and thus, the position of their unarmored spots. This choice lasts until their next turn, unless the creature is moved.

ENCHANTMENTS

Monsters may have Enchantments on their weapons or armor (whether or not they are Natural). Monsters may have up to 3 Armor Enchantments applied to them in total, as if they were wearing Armor.

Each Enchantment counts as another item, meaning that the Monster drops one more Material than otherwise – typically, a Gem of the type used to cast the Enchantment, or an additional Monster Part.

Enchantments may only be of a Rank up to the Monster's Rank.

As a rough guideline, we recommend Monsters only have (Monster's Rank) many Enchantments applied to them, at most.



ENRAGE MECHANICS

Some foes may have an Enrage mechanic – under certain circumstances, they become even more dangerous.

While Enraged, you might increase any number of a foe's Traits by up to +2, or just a few Traits by up to +4. You might increase its Movement, grant it new Elemental or Status Resistances or Immunities, change its Defense category, or grant it access to new Spells or Techniques.

During some Enrage mechanics, the Monster might *lose* Traits – for instance, they might be blinded with rage, losing Perception.

Whatever Traits or stats are changed, it's important to make it clear to Heroes that the Monster's become Enraged. Be sure to show that the foe has gotten meaner or stronger!

All Enrage mechanics must have a trigger, and that trigger typically requires external input – a Hero's actions, or environmental factors, have to be the cause of the monster's increased power. Some Enrage mechanics may also have means to un-enrage the monster, at least for a time; this is more common with Bosses, where they may cycle through calm and Enraged states multiple times throughout a fight.

Giving enemies Enrage mechanics is a fun way to keep players engaged and on their toes, and make sure a battle doesn't become rote or predictable. It's encouraged to give difficult foes this extra wrinkle in their battle plans!

FOES AND HERO RACES

Some foes may simply be other members of the sentient races of Hyrule, rather than a monster proper. For instance, the Heroes may have to fight their way into a castle, past some Hylian guards; they may have to deal with Gerudo pirates on their sailing ship; or they may have to deal with Deku guerilla fighters deep in the jungle.

Monsters can be assigned one (and only one) Race, for free, granting that foe the strengths and weaknesses of that Race.



TRAPS

Traps such as Beamos, Blade Traps, and Thwomps can be built just like Monsters.

Traps can only activate under certain circumstances, often having an Instinctive intelligence – their tactics are set in stone.

Traps suffer half the Evasion penalty for their Defense. Traps also never use up their MP and SP. Unlike creatures, they never tire. However, they must still have enough MP or SP to use their Spells or Techniques.

Typically, Traps are defeated not by beating them into submission (like Monsters), but by deactivating them. Consider how Heroes might stop your Traps from firing – be it temporarily or permanently – and incorporate those mechanisms into your encounters!



AWARENESS RANGE

By default, Monsters have the same sight that Heroes do – they can only see things that are illuminated and in front of them.

In addition to this, Monsters may have:

- **Darkvision.** The creature can see just as well in the dark as they can in the light.
- **Eagle-Eyed.** The Monster's awareness range is limited only by the horizon.
- **Magic Sense.** The foe can feel when magic is being cast, when enchanted (or invisible) things are nearby, or when a Song is being performed.
- **Omnidirectional.** The Monster's vision is not merely forward-facing – they are aware in all directions at all times, making it much harder to sneak up on them.
- **Scent Sense.** The creature can 'see' using scent, rather than their eyes.
- **Truthsight.** The creature has the Lens of Truth spell active at all times.
- **X-Ray.** The Monster can see through wood or stone walls up to a square thick.

ATTACKS & FEATS

Monsters don't just use Basic Attacks to accomplish their goals – they can use Feats, Spells, and Techniques, just like Heroes.

While Monsters do not use Tokens to determine what they can use, there are some guidelines for what creatures should have.

Most Normal monsters should have no more than three Spells or Techniques. Heavy and Miniboss Monsters might have one more; true Boss Monsters might have up to half a dozen Spells or Techniques to bring to bear.

Generally, Monsters should have Feats, Spells, or Techniques that befit their Rank.

- All Monsters can have Feats, Spells, or Techniques that cost 3 Tokens.
- Feats, Spells, and Techniques that cost 6 Tokens should generally be kept to foes of Rank 2 or more.
- Feats, Spells, and Techniques that cost 9 Tokens should generally be kept to foes of Rank 4 or more.



STATUS PROTECTION

Monsters may be resistant to certain Weather, Status Effects, or Combat Maneuvers, or even be immune to them!

Monsters may be Resistant to a specific Status Effect or Combat Maneuver. Resistances to Status Effects and Combat Maneuvers have Ranks, and provide a bonus of (Rank) to the Monster's Concentration, Evasion, and Vitality to resist the effect.

Monsters may also be Immune to a Status Effect or Combat Maneuver. A Monster that is Immune to a Status Effect or Combat Maneuver simply cannot be hit by it.

If a combatant attempts to use a Status Effect or Combat Maneuver on a Monster that has protection against it, they should be informed of that fact after resolving the attempt – they should only need to make the mistake once to learn their folly.

ELEMENTS AND MONSTERS

Monsters may have a Weakness, Resistance, or Immunity to a damage type, like an element (Darkness, Earth, Fire, Ice, Light, Shock, or Water), or a type of physical damage (Blunt, Sharp, or Piercing).

A Weakness means the creature takes an extra 4 damage when struck by that element.

Resistances to a damage type come in Ranks; every Rank of Resistance grants +2 Defense against attacks of that type.

Immunity to a type of damage means that all attacks of that type deal 0 damage to the creature. No creature should be Immune to more than a single type of damage!

As a guideline, most Monsters should only have up to three kinds of Weaknesses or Resistances, in total.

MONSTERS AND MOVEMENT

HOW MUCH MOVEMENT?

Monsters may have up to 10 Movement. However, we recommend you *not* grant that much Movement to every Monster!

Some Monsters will have 0 Movement – stationary foes and traps, like Beamos, Deku Babas, and Derelict Guardians.

Particularly slow foes will have 1-3 Movement. This allows Heroes to easily outpace them, and even pelt them with long-ranged attacks while staying out of melee range with the Monster.

A typical Monster will have about 4-6 Movement. That's enough to keep up with a Hero in a hectic fight, but not quite enough to outrun them over open ground. This also allows Heroes to cleverly place obstacles to keep the foe out of melee range, at least for a time. (Remember that Heroes, by default, have 6 Movement.)

Particularly quick-footed foes will have 7 or more Movement. This allows them to keep up with any Hero (or even most Mounts!), even if their path has a few obstructions.

OTHER CONSIDERATIONS

Monsters start as only Natural Walkers: if they fall into the water, they will drown. However, you may designate a Monster as able to Swim, Glide, or Fly. Unless you also designate the Monster as a Natural at a given mode of movement, though, they will travel only half as fast in these modes of movement as they would by Walking.

Monsters can also be Mounts. This allows another creature, of the Monster's size or smaller, to utilize it as a Mount.



Finally, Monsters may be immune to a given type of Terrain, such as “slick terrain” or “lava”. This works just like making them immune to a Status Effect. Monsters can’t be Resistant to Terrain – it’s all or nothing.

WEAK POINTS

As is Zelda tradition, Bosses and Minibosses almost always have at least one Weak Point. Lesser foes might have Weak Points too!

A foe's Weak Point might first need to be revealed; only then can it be struck! Each foe has a unique method to have its Weak Point revealed, different from all others. It may be one of the common Zelda strategies to the right, a combination of them, or an entirely unique method devised by the GM!

When a Weak Point is struck, the attack ignores all Defense, statuses, weapons, resistances, and all other factors on the foe that might lessen the damage. The foe cannot use Reactions to mitigate the damage. The attack is also considered to have struck a Weakness (adding 4 damage to the attack flat-out).

Typically, once the Weak Point has been struck, the Heroes will not be able to strike it again immediately. The Weak Point may disappear, the foe may move the Heroes or manipulate the battlefield, or the foe may enter a state where their Weak Point cannot be revealed or struck until their next turn.

WEAK POINT EXAMPLES

- Revealing the Weak Point may require striking the foe with a specific Tool, Spell, Technique, or other means.
- The Weak Point might just be a specific location on the foe's body. This Achilles Heel is Hard to Hit; if the Roll To-Hit the Weak Point misses by more than 2, the attack misses the foe entirely.
- The foe may have minions whose life force protects it. The minions must be dispatched in order to reveal the Weak Point. When the Weak Point is struck, the minions reappear, ready to fight yet again (possibly powered up, or with additional tricks up their sleeves).
- The foe's environment may need to be manipulated - switches pressed, levers pulled, or targets shot. When the Weak Point disappears, the previously-used switches or levers no longer function, requiring the Heroes to find other objects in the environment to manipulate.
- The Heroes may simply have to wait for the foe to use a certain attack, or even goad them into using it.

Once revealed, a Weak Point stays revealed for one full round (until the end of the next turn of the combatant that revealed it), or until it is exploited. Some (but not all!) Bosses or Minibosses may become stunned when their Weak Point is revealed, allowing for an easy attack.

DESIGNING BOSSES

Consider the stakes.

Heroes do not solely build their legend by fighting *powerful* foes; the best-remembered, most talked-about battles happen on both a tactical and an emotional level.

When designing a Boss, think about what the stakes are for your Heroes. Don't be afraid to use emotional bonds, innocent bystanders, or difficult choices, to make the battle memorable – and a problem that can't be solved solely with brute force.

Make the battlefield part of the fight.

Boss fights are intended to be epic and memorable set pieces, and should take place on an impressive stage.

Consider making the arena interactive – perhaps it has traps and hazards that the Heroes must deal with while fighting the Boss, or weather that inconveniences both friend and foe. Alternatively, perhaps the battlefield can be used against the Boss, weakening them, or preventing them from using their full power (giving the Boss a chance to be a memorable, recurring foe!)

Consider giving them a Backup Weapon.

When faced with a powerful foe using a powerful weapon, Heroes are liable to try and disarm their foe with the Disarm Combat Maneuver. By giving your Boss or Miniboss a backup weapon (one less powerful than their preferred weapon), you allow this tactic to still be effective, without neutering it outright.

If you make the backup weapon a Natural Weapon, you also prevent Heroes from disarming the Boss repeatedly: they may remove the foe's more powerful preferred weapon, but still need to deal with them using their less-powerful Natural Weapon.



There's more to a Boss than statistics.

Bosses and Minibosses, moreso than other foes, might have enchanted equipment, and multiple Spells and Techniques, to bring to bear. They might also have minions and traps at their disposal. Truly calculating Bosses might even spy on the Heroes, tailoring their kit and defenses to counter what they observe.

Don't forget that intelligent enemies (including Bosses and Minibosses) can use items, Combat Maneuvers, and many other unorthodox strategies, to try and win the day. Perhaps the bandit warlord orders his men to try and disarm the Heroes, and has his lieutenant stay behind him – with a hostage he can use as a human shield or a bargaining chip, if the tides turn against him.

CREATING NEW ATTACKS

In some cases, you may want to create a new Technique, Spell, or other special attacks for your monstrous creations to use.

First, consider if an existing attack could simply be tweaked to serve a new purpose. You can change an attack's Element, inflicted Status, or from a Spell to a Technique (or vice-versa) with little worry.

If that won't do, however, you can get a feel for the balance of a new attack like so:

- Start with the number of targets the attack would usually hit when using [Abstract Combat Ranges](#).
- Then, multiply by the attack's damage multiplier. If it's a Weapon + Combat attack, multiply by 1; if it's Weapon + (3 x Combat), you multiply by 3, etc.
- If the attack has additional beneficial effects, such as inflicting a status effect, multiply by 1.25. If it has a downside or can only be used in some circumstances, multiply by 0.9. If both, then do nothing.
- Finally, divide by Magic or Stamina cost.

Ideally, your result will be about 0.33 – this indicates that your new attack is (probably) balanced. If your result is less than that, then your attack might be too weak or costly. If the number is higher, it may be too powerful.

ELEMENTS AND ASSOCIATED EPHEMERA

Below is a table of common pairings of Elements, their Weaknesses, Gems, Terrain, and Statuses.

Element	Gemstone	Weakness	Common Status Effects	Terrain
Darkness	Onyx	Light	Blinded, Sick	Mire, Pit
Earth	Emerald	Ice	Knock Prone, Sand-Covered	Sand
Fire	Ruby	Water	Burning, Oil-Soaked, On Fire	Brushfire, Lava, Oiled
Ice	Sapphire	Fire	Frozen, Halted, Slowed	Ice, Snow
Light	Diamond	Darkness	Cursed, Hard to Hit, Invisible	Tall Grass
Shock	Topaz	Earth	Electrified, Off-Balance	Electrified
Water	Opal	Shock	Rusted, Soaked	Water



CONCENTRATION OR VITALITY?

When an attack has a secondary effect, that effect often targets either Concentration or Vitality. But which one should you use?

Concentration is used to defend against attacks that require quick thinking, keeping your cool, or might distract or mislead you.

Vitality is used to defend against attacks where you have to grit your teeth, stand your ground, or tough it out.

APPLYING PASSIVES

One of the most powerful and versatile ways to make a Monster a unique, interesting, and thematically appropriate threat is through Passive abilities.

Passive abilities are special properties of a Monster that are always in play, similar to Feats for Heroes. Monsters don't need to spend time activating Passives, and may not even need to be conscious for them to cause Heroes problems. If an effect requires the Monster to take an action to activate, it's better off as a custom Spell or Technique.

Most Passives only work in certain circumstances – for instance, when someone touches the Monster, while it's trying to hide, or when it's shrouded in darkness. This allows the Monster to be very good (or very bad) at a skill in a particular circumstance, or for it to have innate effects that are otherwise impossible to replicate with existing Traits and Feats.

Passives should work to make a Monster better fit its theme, or to better fulfill its Role. Passives should not be used as a way to simply boost a Monster's destructive power. For example, a Passive that causes a Monster to Distract all foes adjacent to it is a great way to reinforce its Role as a Protector, while a Passive that causes anyone who touches a Monster to catch On Fire helps reinforce that this creature is wreathed in flames.

Because Passives can cover a wide range of potential effects, require broad or narrow circumstances, and are otherwise difficult to quantify, GMs are advised to limit Monsters to possessing only about 3 Passive abilities – but remember that 'more' is not always 'more fun', just 'more complicated'.



THE TRICK

Finally, in order to make a proper *Zelda*-style foe, you must consider: what's the "trick" to beating this enemy? **Nearly every enemy should have some kind of trick, strategy, or weakness that Heroes can learn and use to help beat them.**

This trick might take one of any number of forms, such as:

- A Weakness to a type of damage (such as "Fire" or "Sharp" damage).
- A Weak Point, which when exposed and struck, allows you to ignore the foe's Defense or hinder their assault.
- A defect in their strategy that, when noticed, the enemy cannot easily compensate for.
- A way to remove some otherwise-innate power or capability that the enemy depends upon.

For Normal monsters, Heroes shouldn't be required to discover and utilize the "trick" in order to beat the bad guy. While it would certainly make life easier to do so, Heroes should be able to brute-force their way through almost as well.

For Heavies and Minibosses, the trick should be very useful, but still not strictly required. Heroes should be encouraged to seek it out, but if they're willing to expend lots of time and resources, they should still be able to defeat their enemy without it. Afterwards, they should take the lesson to heart, and want to discover this foe's Achilles heel.

For Bosses, the trick might be (but is not necessarily always) strictly required. In most cases where a Boss's trick *is* strictly required, the Boss is totally invulnerable unless its Weak Point is exposed.



Heroes should be able to uncover an enemy's trick through observation and clever reasoning, but they can also always fall back on the Learn Lore Combat Maneuver.

If Heroes are attacking a foe who is invulnerable, or whom it isn't advisable to attack without discovering their trick first, the GM should be sure to tell the players! Inform them that their attacks "seem to have no effect" or that "there must be a better way to do this". It's no fun for the players if they waste their turns and resources when there's no chance of success.

And one final piece of advice: a GM shouldn't be afraid to let their Heroes use unconventional methods to expose Weak Points, exploit Weaknesses, or take advantage of a foe's foibles – especially if it's the kind of thing they can only do once. The fights in every *Zelda* game strive to be unique, interesting, and entertaining; so too should the fights in *Reclaim the Wild*.



CREATING AN ENCOUNTER

Now that you have your monsters, you need to put them in front of the Heroes in an encounter. But there's more to an encounter than simply putting a bunch of baddies in a big, empty room.

HOW MANY FOES?

The first thing to consider is how many foes you should have in the encounter. As a general rule, a fight that has an equal number of Heroes to Normal foes will be a decent challenge, lasting the Heroes about 3 rounds of combat.

However, not all foes are equal! There's a big difference between fighting five puny Bokoblin, and fighting five hulking Talus.

Monster Type	# Heroes Equal To
Normal	1 Hero
Swarm	8 HP per Hero
Heavy	1.5 Heroes
Miniboss	2 Heroes
Boss	4 Heroes

A Boss, for instance, is the equal of a full group of 4 Heroes. These fierce foes are a deadly challenge all on their own!

A Miniboss is the equal of two Heroes; as such, it's common to find Minibosses paired together, with a small retinue of Normal foes or a Swarm, or in a room full of traps.

A Heavy monster is equal to about one and a half Heroes. They'll often be paired with a crew of Normal foes.

A Swarm is typically a fair match for a Hero per every 8 Hit Points it has. Thus, a Swarm of Keese with 16 Hit Points is a fair fight for a pair of Heroes.

WHAT RANK ARE THE FOES?

It's a little harder to decide what Rank your foes should be – after all, Heroes don't have a Rank to base your decision off of!

Instead, you should consider the Heroes' equipment. If your Heroes are packing all Rank 2 weapons and armor, then they are probably up to the task of fighting a full complement of Rank 2 foes.



Don't be afraid to vary this, especially when Heroes are comfortable with foes and equipment of a particular Rank... but you may want to do this slowly. One or two Rank 3 enemies, with some Rank 2 backup, will challenge Heroes in Rank 2 gear – and give them a start on getting Rank 3 items. No need to jump to a full group of Rank 3 foes right out; that could be a very difficult fight.

In general, a single Normal foe of Rank (N) is equal to about 2 Normal foes of Rank (N-1), in terms of difficulty.

WHAT ROLES DO THE FOES HAVE?

A battle against five of the same Monster is much less challenging, interesting, and fun, than a fight against a varied set of foes.

We recommend an encounter (that isn't just a single Boss monster) have at least two different Monster Roles represented. Having different Roles ensures that the foes the Heroes fight aren't all just clones of the same guy, and gives them something to chew on while they plan their tactics!

A Rallier might help keep a Warrior healthy during a fight, or assist a Hunter in side-stepping the Heroes; Protectors help keep Blasters safe, or keep Heroes from escaping the grasp of a Swarm of lesser foes.

Exactly how the Roles help one another varies from one Monster to the next, but that interplay gives Heroes an interesting dynamic to suffer from, observe, and then interrupt to their own advantage.

WHAT TERRAIN IS THE FIGHT IN?

Even once you have your baddies lined up and ready to fight, there's still an important thing to consider: the terrain! Things that block line of sight, slow combatants down, or force them to consider the terrain in their strategies, all serve to make the fight more challenging and dynamic.

Be sure to consider how the Heroes and the foes might interact with the terrain. Can they set it on fire? Push it around? Activate it with a switch? Climb it, break through it, dig under it, fly over it, swim through it? Terrain that's interactive is more interesting than obstacles that simply sit there, after all.

In general, neither the Heroes nor their foes should be right up against a map's edge, unless one side is backed up against a literal wall. It's important to give both sides room to maneuver, in whatever direction they choose, at the fight's outset. Also, keep in mind that bigger foes require more open space to maneuver in!

WHY DO THE FOES WANT TO FIGHT?

It's easy to say "the bad guys want to fight the Heroes because they're bad guys." However, this robs you of an opportunity to tell a story with the encounter, or to inspire you with new tricks and tidbits to make the fight more interesting.

For instance, if bandits are defending their territory from invading Heroes, they might be ensconced in defensive positions on the high ground, or have placed traps in strategic locations. If ravenous monsters are attacking the Heroes in the hopes of a filling meal, they may try to flank them to prevent their escape, or intimidate them by howling.

In both cases, you tell a story about the Heroes' enemies, without them standing up and giving a speech about their motivations.

WHAT'S THE TWIST?

Finally, consider what, if anything, you may want to do to give the encounter its own unique spin. Twists help keep encounters from feeling 'same-y' – two fights against similar foes can *feel* very different, if their twists help separate them.

One common way to do this in *Reclaim the Wild* is to give the foes equipment that differs from their typical listed loadout – whether it's better or worse for them.

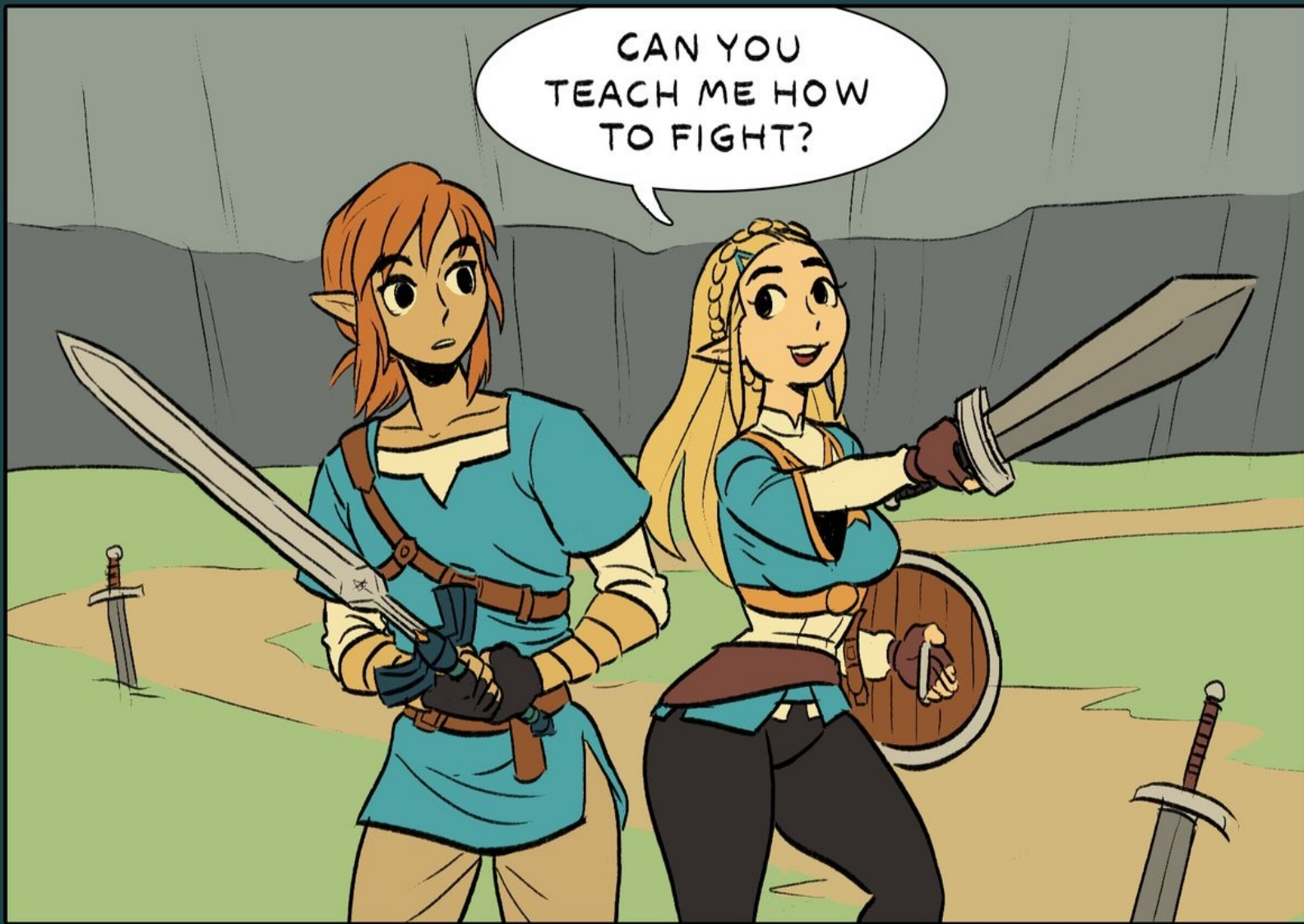
A brigand with a Fairy Dagger might have something interesting to say about how he got it, while a Darknut wearing tattered scraps of cloth instead of their typical heavy plate armor might belie a past they would prefer be forgotten.

Another way to do this is to have something happen during or after the fight begins. For instance, if the ceiling cave begins to collapse, or lava begins to rise, that livens the fight up and keeps Heroes on their toes.



Finally, the twist might come at the end of the fight. Perhaps the foes were an illusion, or were keeping some larger foe in check.

Not every fight needs a twist! In fact, if every fight has a twist, then nothing will be surprising anymore. Use them sparingly, and they'll keep their power to perk up a Hero's ears – and send chills through their heart.



ASSIST MODE

Assist Mode is a collection of optional rules for *Reclaim the Wild*. These rules are intended to make the game less complex or difficult.

Be warned that using these rules may result in a less engaging experience, as they essentially *remove* systems, like crafting, resource gathering, or weapon durability. While we believe these systems are integral to the experience of *Reclaim the Wild*, we recognize that some players or GMs may want or need to remove them.

These rules are not intended for every game – rather, they’re intended to be used only after the GM and the players have discussed the additional rules, and their ramifications.

By default, games run in *Reclaim the Wild* do NOT use Assist Mode rules.

Assist Mode rules can be applied to a game as a whole, or the GM may choose to use some rules, and discard others. GMs should be very clear with their players about which rules are or are not in use!

AUTOMATIC SCAVENGING

Reclaim the Wild is built on the idea that Heroes will want to explore and fight enemies for the sake of the Materials they can earn by doing so. However, some groups may prefer to keep players focused on the plot, guarantee a steady income of Materials or Rupees, or simply not wish to spend lots of time foraging for Materials.

If the GM prefers that their game move quickly, and not have the Heroes distracted by sparkling ore, tasty plants, and fluttering insects, we present this rule.

At the end of each Extended Rest, each Hero automatically gains a stipend, based on their Arcana, Civilization, or Nature Trait (depending on the environment they were in), and the chart below.

If the Heroes are in a situation that prevents them from gathering resources (such as being in a town under siege, stuck in prison, or trapped between dimensions), they do not gain their stipend of Materials or Rupees.

Note that the below chart is for most types of Materials; if Food Ingredients are received, multiply the Materials received by 5.

The Heroes may choose which type(s) of Material they receive, within reason, and may split their yield between multiple Material types. The GM may state that some types of Materials are unavailable.

MATERIALS OR RUPEES?

The GM and the players should decide before the game begins whether their daily stipend will be in Materials, or simply a payout of Rupees.

If the group wants to still participate in crafting, or worry about which environment they're in and the Materials available to them, then they should receive their stipend in Materials. This still enables and encourages crafting, while obviating the need to seek out and gather resources.

If the group wants to ignore crafting altogether, and simply obtain their needed supplies from vendors, they should receive their stipend in Rupees. (In this case, the GM should make sure that vendors are plentiful and well-stocked!) This removes both gathering *and* crafting from the game, and results in a much leaner, simpler kind of gaming experience – and as such, should be done with care.

Trait Rank	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	...OR Rupees
1	0	0	0	0	0	0	0
2	2	1	0	0	0	0	40
3	4	2	1	0	0	0	120
4	6	4	2	0	0	0	220
5	8	6	4	1	0	0	440
6	10	8	6	2	0	0	660
7	12	10	8	4	1	0	1,160
8	15	12	10	6	2	0	1,670
9	20	15	12	8	4	1	2,820
10	30	20	15	10	6	2	4,100

ENDLESS MAGIC & STAMINA

Some players or groups may not want to actively track their Bound, Burnt, and Spent Magic and Stamina. If that's the case for you, we present these rules.

First, halve the listed cost for all Techniques and Spells, rounding down.

For example, the Spin Attack Technique, which has a listed cost of 8 Stamina, would now have a listed cost of 4 Stamina.

Feats and Racial Bonuses that reduce Spell and Technique costs function as written, and their values are NOT halved. They reduce the adjusted listed cost of Spells or Techniques.

Heroes may now use any Spell or Technique they know that has a listed cost equal to, or less than, their Stamina or Magic Trait.

For instance, a Hero with 5 points in their Stamina Trait can use Spin Attack as much as they like, while a character with a 3 in their Stamina Trait would be unable to use Spin Attack at all.

You may only have a single Bound Spell or Technique active at a time. Having a Spell or Technique Bound does not alter your Stamina or Magic Traits, allowing you to still use high-cost Techniques and Spells while you have your Bound effect active.

If a Spell or Technique Burns Stamina or Magic, instead, simply cross it out – that Spell or Technique cannot be used again until you take an Extended Rest. This applies to features like a Demon's transformation, as well: they may transform once a day, for the duration of a single fight.

When you consume a Dish or Elixir that restores Stamina or Magic, instead restore the use of *one* Burned Spell or Technique.





FAIR MARKET PRICES

In *Reclaim the Wild*, shopkeepers buy low, and sell high. This simple economic strategy can be rough on Heroes: unless they haggle, they'll find that their goods sell for half the Market Price, and that they buy goods at twice the Market Price.

This disparity means that Heroes are encouraged to seek out the specific Materials and items that they need, and to craft their own equipment. Buying things from a merchant is a way to get around shortfalls, or to profit from items that you otherwise won't use, but shouldn't be your first choice to source your gear.

However, this economic system adds complexity and difficulty to shopping trips. It expects Heroes to haggle for their goods, which can take valuable time away from a session of play. It also encourages Heroes to seek out one-for-one trades instead of simply accepting and using Rupees, which can add complexity to trade interactions.

If you want a kinder, gentler economy for your game, then consider the following rule:

All Equipment, Items, and Materials are bought and sold for their Market Price. Further, **we recommend that you disallow further Hagglng over prices.**

This means that you can easily trade Materials one-for-one using Rupees – for example, Washed Wool sells for 20 Rupees, and Tykogi Iron costs 20 Rupees. An easy – and now, lossless – swap to make!

This does not preclude Heroes from using their Influence to try and get better rewards from people seeking help. At the GM's discretion, it may not even prevent Heroes from Hagglng over prices at all. However, be aware that if you allow Heroes to sell items for more than their Market Price, or to buy them for less, less-scrupulous players may attempt to make infinite money.

REPAIRING AND UPGRADING MUNDANE WEAPONS

Normally, only weapons inhabited by a Weapon Spirit can be repaired or upgraded - attempting to repair or upgrade a mundane weapon simply weakens it by introducing structural flaws, making it unfit for combat.

However, some people find that having their weapons gradually degrade, and eventually break apart in their hands, is unsatisfying. They may wish to enjoy their weapons forever, without having to worry about finding, buying, or crafting new ones to replace them. Alternatively, the GM may want to run their game more like a traditional fantasy tabletop game, where crafting and resource gathering take a back seat to adventure and derring-do.

Alternatively, a particular mundane weapon may be important to the campaign's plot or to a Hero's character. Perhaps a weapon was gifted to a Hero by their dying father, or is proof of a lost prince's lineage. Even though these weapons do not have a Weapon Spirit in them, the GM may decide to allow them to be repaired and reforged, without allowing *all* mundane weapons the same treatment. This should only be done on a case-by-case basis, after discussion with all players - if one player has access to a repairable weapon, other players may see it as an unfair advantage.

While *Reclaim the Wild* is built on (and, in fact, inspired by) the idea that weapons are finite resources, we acknowledge that this system was controversial among some fans of *Breath of the Wild*. However, as weapon durability is so integral to the rules of *Reclaim the Wild*, it cannot simply be removed entirely.



Thus, for those people who prefer their weapons never break, for whatever reason, we present the below rules:

Mundane weapons can be repaired and upgraded, just like those weapons imbued with Weapon Spirits. Be sure to specify whether this applies to all mundane weapons, or solely those few that the GM deems as particularly important or deserving.

If all mundane weapons can be repaired and upgraded (and not just a rare few weapons that are important to a character or to the plot), **the GM should reduce the Materials gained from Monsters or resources by 1.**



MASTER MODE

Master Mode is a collection of optional rules for *Reclaim the Wild*, much like Assist Mode – however, these rules are intended to make the game *more* complex or difficult.

These rules are not intended for every game – rather, they're intended to be used only after the GM and the players have discussed the additional rules, and their ramifications.

By default, games run in *Reclaim the Wild* do NOT use Master Mode rules.

Master Mode rules can be applied to a game as a whole, or the GM may choose to use some rules, and discard others. Some can even be combined with Assist Mode rules, to make your game truly unique. GMs should be very clear with their players about which optional rules are (or are not) in use!

In general, Master Mode rules allow the game to take on a stronger aspect of survival: they require Heroes to eat to keep up their strength, to display cohesive tactics when in combat, to tend to their wounds after a battle, and to seek out more resources than they otherwise would need in a non-Master Mode game.

MORE COMBAT MANEUVERS

Some games may want to have more luck-based battles, where characters will gain and lose the upper hand more frequently, owing to the vagaries of the tide of battle.

Under this rule, Roll To-Hit Evasion for *all* attacks, whether or not they would normally hit automatically. Whenever a combatant rolls *doubles* on a To-Hit Roll – be it a Basic Attack, or a Spell or Technique's special effect – they may then, as a Free Action, attempt a Combat Maneuver of their choice against the target of their attack. This Combat Maneuver attempt occurs even if the To-Hit Roll misses, or the target uses a Reaction to blunt the attack.

The target of the attack must be within the Combat Maneuver's range in order for the attacker to choose to use it, and the attacker must otherwise be capable of attempting the Combat Maneuver.



SIZE MATTERS

Some characters, depending on their Race, might be smaller or larger than most. For instance, a Fairy Hero might be the size of another Hero's hand, while a Talking Animal Hero based on a bear or elephant might be as big as two other Heroes put together.

As part of Master Mode, these differences in size are made more distinct and impactful.

To wit:

- For every size category below Medium, a creature gains 1 Evasion, and your weapons' Attack Power decreases by 2.
- For every size category above Medium, a creature loses 1 Evasion, and your weapons' Attack Power increases by 2.
- In addition, if you are Diminutive or Tiny, each point in your Hearts score grants only 3 HP. If you are Huge or Gigantic, each point in your Hearts score grants 5 HP. If you are Colossal, each point in your Hearts score grants 6 HP.

Note that these rules, if used, apply equally to both Heroes and monsters alike.

Regardless of their size, all creatures can still use weapons and armor equally – no matter their size, Heroes and monsters should not have more or less trouble finding equipment.

FRIENDLY FIRE

By default, “friendly fire” is not active in *Reclaim the Wild*: a Hero’s attacks will not harm another Hero, and a Monster’s attacks will not harm another Monster, even if their fiendish friends are well within an attack’s range. (They may, of course, specifically decide to hit an ally, out of spite.)

In Master Mode, however, friendly fire is turned on. All combatants, friend and foe alike, are subject to *all* attacks, no matter their source! This means that combat becomes more strenuous and tactical – as well as more difficult and deadly. Heroes will want to coordinate their attacks and strategies, particularly if they enjoy using large area-of-effect spells. However, it also means that enemies will need to coordinate their attacks, or they may defeat themselves before the Heroes even have a chance.



HUNGER & STAYING FED

By default, Heroes in *Reclaim the Wild* do not have to worry about starvation. Though they may want proper Dishes of delicious food in order to recover their Health, Stamina, and Magic, they do not *need* to eat if they are otherwise in good health.

In Master Mode, however, that changes. Whenever a Hero takes a Short or Extended Rest, they *must* eat, even if they are otherwise in good health, or they will risk going hungry.

During a Short or Extended Rest, a Hero must consume a Dish to stave off Hunger. The Dish may have any kind of effect, or no effect at all, but it must be a cooked Dish and not simply a single raw Ingredient – when it comes to staving off Hunger, any cooked food is good food.

Whenever a Hero fails to eat the necessary amount of food during a Short or Extended Rest, they gain a Rank of Hunger. At the end of an Extended Rest, Heroes lose (Hunger Rank) HP.

Hunger does not have a maximum Rank.

While Hungry, it takes more effort to do things in combat. All Spells, Techniques, and Combat Maneuvers have their Stamina and Magic cost increased by (Hunger Rank).

Further, your body and mind cannot act to their fullest, and you suffer a penalty to all Trait checks equal to (Hunger Rank / 2).

If a Hero was already Hungry, and they consume the required amount of food for a Short or Extended Rest, then their Hunger goes *down* a Rank. If a Hero’s Hunger reaches Rank 0, they are no longer Hungry. Hunger can’t be cured by any other means.

INJURY

By default, Heroes in *Reclaim the Wild* do not need to worry about long-lasting injury. So long as their HP remains above 0, Heroes are just as capable in their hundredth fight as in their first.

In Master Mode, Heroes (and all characters) need to worry about Injuries. Heroes sustain an Injury whenever any of the following occurs:

- They reach 0 Hit Points.
- They take damage equal to or greater than 50% of their maximum Hit Points from a single attack.
- They enter Peril.

(Going into Peril can only inflict an Injury once per combat encounter – entering and exiting Peril multiple times in a single battle does not incur multiple Injuries.)

The above ways to gain an Injury may all stack, even within a single attack. For instance, if a foolhardy Hero takes enough damage to go from full health to none in a single blow, they will receive 3 Injuries: one for taking more than half their maximum Hit Points in damage from a single attack, one for entering Peril for the first time in the battle, and another for reaching 0 Hit Points.

When a Hero suffers an Injury, they suffer a -1 penalty to all Trait checks in a given Aspect of the Triforce (Power, Wisdom, or Courage). The afflicted Aspect should be chosen randomly with a d6: 1-2 = Power, 3-4 = Wisdom, 5-6 = Courage. However, if the GM and player agree on the Aspect that should be damaged (based on the attack and its description), then they may jointly choose the injured Aspect.

There is no limit to the number of Injuries a Hero can have on them at a given time.



During an Extended Rest, if a Hero is fed enough to stave off Hunger (or if the Hunger rules, above, are not being used in your game), they may remove one Injury of their choice. Then, a Hero may attempt to have one additional Injury of their choice removed from them by *one* of the methods below.

- Any *one* person can perform a Nature check on the injured Hero (including the Hero themselves).
- OR, the Hero in question can perform a Fortitude check.

Regardless of the Trait Check attempted, the DC is equal to (10 + (Number of Injuries the Hero has in total)).

In addition, a Small Fairy may be used to remove a single Injury from a Hero. This does not have any check – the Small Fairy succeeds automatically. This can be done even if the Hero has already attempted to heal an Injury via one of the above methods.



FORGE QUALITY

By default, all Forges are equal in *Reclaim the Wild* – you can craft as well at one as at any other. In Master Mode, however, you can only craft high-quality items at high-quality Forges.

When you craft Weapons, Armor, or Tools at a Forge, their Rank cannot exceed the Rank of the Forge itself. For instance, you can craft a Rank 3 sword at a Rank 3 Forge, but you would not be able to craft a Rank 4 sword at that same forge.

In general, the more impressive the Forge, the higher its Rank. For instance, a Forge in a small town might only be Rank 1 or 2, a Forge in a large city might be Rank 3 or 4, while a legendary Forge found in a hidden grotto might be Rank 5.

Note that this rule does *not* apply to Dishes or Elixirs, or any other kinds of crafting that do not use a Forge.

If you are also using the *Rebuild the Wild* supplement, you may build or upgrade Forges using your Materials to help enable you to craft higher-quality items – if the Forge's proprietor allows.

WALLETS AND QUIVERS

Traditionally, Zelda games have limited the amount of rupees and arrows Link can carry at one time. However, ignoring the weight of money and ammunition is increasingly standard in both video games and in tabletop RPGs. By default, *Reclaim the Wild* has few limits on how many Rupees, arrows, or bombs can be carried at once – but for those who want that element and extra challenge of inventory management, Master Mode provides.

First, add a Wallet to the Hero's Pack. Wallets act like any other Inventory type, except they can only carry a single type of thing: Rupees. The Wallet begins with only a single slot, and can be upgraded as any other Inventory type could be. Each slot in the Wallet can carry 100 Rupees – meaning a Hero with the maximum size of Wallet can carry up to 3,000 Rupees on their person. (It is suggested that Heroes who wish to deal with large amounts of money in this scenario seek out, or establish, a Bank or other safe place to store any money they cannot carry.)

Second, the Ammunition inventory is slightly altered: each slot in the Ammunition inventory can now only carry 20 of a given type of ammunition. If a Hero has 40 Arrows, they would take up 2 slots – and if they have 41 Arrows, they would take up 3 slots.

Slots in a Hero's overflow Inventory also follow these rules: a single slot in the overflow Inventory can carry 100 Rupees, or 20 units of an Ammunition type.

EVERYTHING BREAKS

By default, only Weapons have Durability in *Reclaim the Wild*. Armor and Tools can be used infinitely, assuming they aren't abused.



However, some groups or GMs may prefer that all equipment wear down with repeated use, and eventually break. They may want all of a player's equipment to work the same way, or they may want players to have that extra concern of durability when using their tools or getting into battles.

While having all equipment use Durability increases the amount of bookkeeping players have to do, it can add an extra survivalist edge to the Heroes' adventures.

Under this rule, Tools and Armors have the following Durability.

Rank	Armor	Clothing & Tools
0	6	3
1	12	6
2	18	9
3	24	12
4	32	16
5	40	20

Armor (including Clothing) loses one point of Durability after every combat encounter they are used in, just as weapons do. An Armor or Clothing is considered to have been used if the Hero wearing it was struck and damaged by anything, including terrain hazards. Simply benefitting from an Armor's Enchantment does *not* count as being 'used' for the purposes of Durability.

Tools lose one point of Durability whenever they are used for their intended purpose. When used for an unintended purpose – a use that would destroy the Tool in the base rules – they instead lose *two* points of Durability. In this way, this particular Master Mode rule is friendlier to clever players and imaginative use of Tools.

Since players will be using more Materials over the long run, **the GM should increase the Materials gained from Monsters or resources by 1.**

This rule pairs well with the [Repairing and Upgrading Mundane Weapons](#) Assist Mode rule. Using these two rules together help balance their changes against one another, resulting in a fulfilling experience: everything breaks, but everything can be repaired, too. **When these rules are used together, their adjustments to Material gain rates cancel each other out.**

APPENDICES

These Appendices contain lists that GMs and players alike might find useful, particularly as a quick reference.

ADDITIONAL RESOURCES

BOOKS

[*Legend of the Hero*](#) – A book of illustrations and overviews of elements found in many Zelda games. Good for inspiration, or to provide players with a level of in-universe “common knowledge” about a subject.

[*The Legend of Zelda: Hyrule Historia*](#) – Contains concept art, histories, insights, and an official timeline of all Zelda games, published as an official resource by Nintendo.

FAN FICTION

[*The Legend of Zelda: The Demon Road*](#) – A fan-made webcomic, detailing a new set of Zelda adventures. A great example of a new story told in the Zelda universe, with Zelda characters.

[*Zelda. Don't be Racist*](#) – A fanfic about *Ocarina of Time's* Zelda spending a sojourn among the Gerudo. A fun example of a Hero's origin story, and a good setup for a “what if?” campaign.

MUSIC

[OCRemix](#) – A site dedicated to remixing the music of games both classic and new, with, of course, [plenty of Zelda remixes](#) to use as background music for your game sessions.

VIDEO GAMES

[ALttP Randomizer](#) – Take the familiar elements of *A Link to the Past*, and shuffle them around. Reveals many interesting uses of the game's familiar tools and techniques, and generally just fun to watch people play.

WEBSITES

[North Castle](#) – The oldest surviving Zelda fan site to-date, stretching back over 20 years. Includes a huge library of fan fiction and fan art that might serve to inspire.

[Zelda Wiki](#) – A fan-curated wiki containing information on all aspects of Zelda lore, gameplay, and common design elements.

ARMOR LISTING

The armor presented below is unenchanted, and without any particular cultural flavor. Feel free to add your own unique spin on the names of armor pieces!

RANK 0 ARMOR

Name	Defense	Rank	Weight	Slot	Sell to Vendor...	Market Price...	Buy from Vendor...
Makeshift Cap	0	0	Civilian	Head	25	50	100
Makeshift Shirt	0	0	Civilian	Torso	25	50	100
Makeshift Trousers	0	0	Civilian	Legs	25	50	100
Makeshift Mask	1	0	Light	Head	50	100	200
Makeshift Tunic	1	0	Light	Torso	50	100	200
Makeshift Tights	1	0	Light	Legs	50	100	200
Makeshift Hood	2	0	Medium	Head	50	100	200
Makeshift Guard	2	0	Medium	Torso	50	100	200
Makeshift Breeches	2	0	Medium	Legs	50	100	200
Makeshift Helm	3	0	Heavy	Head	50	100	200
Makeshift Cuirass	3	0	Heavy	Torso	50	100	200
Makeshift Greaves	3	0	Heavy	Legs	50	100	200

RANK 1 ARMOR

Name	Defense	Rank	Weight	Slot	Sell to Vendor...	Market Price...	Buy from Vendor...
Traveler's Cap	1	1	Civilian	Head	50	100	200
Traveler's Shirt	1	1	Civilian	Torso	50	100	200
Traveler's Trousers	1	1	Civilian	Legs	50	100	200
Traveler's Mask	2	1	Light	Head	100	200	400
Traveler's Tunic	2	1	Light	Torso	100	200	400
Traveler's Tights	2	1	Light	Legs	100	200	400
Traveler's Hood	3	1	Medium	Head	100	200	400
Traveler's Guard	3	1	Medium	Torso	100	200	400
Traveler's Breeches	3	1	Medium	Legs	100	200	400
Traveler's Helm	4	1	Heavy	Head	100	200	400
Traveler's Cuirass	4	1	Heavy	Torso	100	200	400
Traveler's Greaves	4	1	Heavy	Legs	100	200	400

RANK 2 ARMOR

Name	Defense	Rank	Weight	Slot	Sell to Vendor...	Market Price...	Buy from Vendor...
Soldier's Cap	2	2	Civilian	Head	100	200	400
Soldier's Shirt	2	2	Civilian	Torso	100	200	400
Soldier's Trousers	2	2	Civilian	Legs	100	200	400
Soldier's Mask	3	2	Light	Head	200	400	800
Soldier's Tunic	3	2	Light	Torso	200	400	800
Soldier's Tights	3	2	Light	Legs	200	400	800
Soldier's Hood	4	2	Medium	Head	200	400	800
Soldier's Guard	4	2	Medium	Torso	200	400	800
Soldier's Breeches	4	2	Medium	Legs	200	400	800
Soldier's Helm	5	2	Heavy	Head	200	400	800
Soldier's Cuirass	5	2	Heavy	Torso	200	400	800
Soldier's Greaves	5	2	Heavy	Legs	200	400	800

RANK 3 ARMOR

Name	Defense	Rank	Weight	Slot	Sell to Vendor...	Market Price...	Buy from Vendor...
Knight's Cap	3	3	Civilian	Head	200	400	800
Knight's Shirt	3	3	Civilian	Torso	200	400	800
Knight's Trousers	3	3	Civilian	Legs	200	400	800
Knight's Mask	4	3	Light	Head	400	800	1600
Knight's Tunic	4	3	Light	Torso	400	800	1600
Knight's Tights	4	3	Light	Legs	400	800	1600
Knight's Hood	5	3	Medium	Head	400	800	1600
Knight's Guard	5	3	Medium	Torso	400	800	1600
Knight's Breeches	5	3	Medium	Legs	400	800	1600
Knight's Helm	6	3	Heavy	Head	400	800	1600
Knight's Cuirass	6	3	Heavy	Torso	400	800	1600
Knight's Greaves	6	3	Heavy	Legs	400	800	1600

RANK 4 ARMOR

Name	Defense	Rank	Weight	Slot	Sell to Vendor...	Market Price...	Buy from Vendor...
Royal Cap	4	4	Civilian	Head	500	1000	2000
Royal Shirt	4	4	Civilian	Torso	500	1000	2000
Royal Trousers	4	4	Civilian	Legs	500	1000	2000
Royal Mask	5	4	Light	Head	1000	2000	4000
Royal Tunic	5	4	Light	Torso	1000	2000	4000
Royal Tights	5	4	Light	Legs	1000	2000	4000
Royal Hood	6	4	Medium	Head	1000	2000	4000
Royal Guard	6	4	Medium	Torso	1000	2000	4000
Royal Breeches	6	4	Medium	Legs	1000	2000	4000
Royal Helm	7	4	Heavy	Head	1000	2000	4000
Royal Cuirass	7	4	Heavy	Torso	1000	2000	4000
Royal Greaves	7	4	Heavy	Legs	1000	2000	4000

RANK 5 ARMOR

Name	Defense	Rank	Weight	Slot	Sell to Vendor...	Market Price...	Buy from Vendor...
Hero's Cap	5	5	Civilian	Head	1000	2000	4000
Hero's Shirt	5	5	Civilian	Torso	1000	2000	4000
Hero's Trousers	5	5	Civilian	Legs	1000	2000	4000
Hero's Mask	6	5	Light	Head	2000	4000	8000
Hero's Tunic	6	5	Light	Torso	2000	4000	8000
Hero's Tights	6	5	Light	Legs	2000	4000	8000
Hero's Hood	7	5	Medium	Head	2000	4000	8000
Hero's Guard	7	5	Medium	Torso	2000	4000	8000
Hero's Breeches	7	5	Medium	Legs	2000	4000	8000
Hero's Helm	8	5	Heavy	Head	2000	4000	8000
Hero's Cuirass	8	5	Heavy	Torso	2000	4000	8000
Hero's Greaves	8	5	Heavy	Legs	2000	4000	8000

CRITTER LISTING BY HABITAT

This list of Critters should be considered only partial. There may be many more insects in your game world than these, and we encourage GMs to create new Critters to fill their worlds with life!

CAVES

Rank	Critters
1	Mimic Beetle, Witchery Grub
2	Cave Cricket, Sulfur Caterpillar
3	Cave Frog, Headlamp Beetle
4	Glowworm, Hermit Spider
5	Bejeweled Damselfly, Magma Lacewing

COLD

Rank	Critters
1	Tundra-Tunnel Ant Worker, Winterwing Butterfly
2	Hollyleaf Beetle, Tundra-Tunnel Ant Soldier
3	Ponderous Darner, Red-Ringed Wasp
4	Tundra-Tunnel Ant Queen, Wolf Spider
5	Aurora Lacewing, Ice-Armor Rhino Beetle, Ice-Lensed Damselfly

DESERT

Rank	Critters
1	Burnfly, Sandfly
2	Maguey Worm, Redworm
3	Bluebottle Wasp, Electric Darner, Sandy Darner
4	Sun Spider, Tomb Scarab
5	Charcoal Rhino Beetle, Dew-Draped Rhino Beetle, Mirage Lacewing

FOREST

Rank	Critters
1	Carpenter Bee, Thunderwing Butterfly, Wood Ant Worker
2	Hightail Lizard, Hissing Cockroach, Pretty Pinion Moth, Wood Ant Soldier
3	Bark Mantis, Cool Darner, Hot-Footed Frog, Paper Wasp
4	Bloodhound Beetle, Maraca Rattlesnake, Wood Ant Queen
5	Emerald Siege-Borer, Energetic Rhino Beetle, Green Lacewing

FRESHWATER

Rank	Critters
1	Faux-Fairy Firefly, Turtlegrass Bee
2	Depth-Diver Beetle, Whirligig Beetle
3	Tireless Frog, Wizeneg Frog
4	Nerite Snail, Spearfisher Spider, Tumbling Creek Snail
5	Reed-Skulking Damselfly, Stormdancer Damselfly

GRASSLAND

Rank	Critters
1	Courser Bee, Cutworm, Sunset Firefly, Temple Ant Worker
2	Ladybug, Leafroller Caterpillar, Restless Cricket, Temple Ant Soldier
3	Blister Beetle, Dung Beetle, Locust, Warm Darner
4	Burgundy Snail, Coachwhip Snake, Garden Snail, Temple Ant Queen
5	Bladed Rhino Beetle, Red Lacewing, Shadow Lacewing

JUNGLE

Rank	Critters
1	Hammock Ant Worker, Swallowtail Butterfly, Tiger Beetle
2	Hammock Ant Soldier, Railroad Worm
3	Boxer Mantis, Dead Leaf Mantis, Flower Mantis, Mini-Mamu Frog
4	Blackfire Snake, Hammock Ant Queen, Tarantula, Trapdoor Spider
5	Chameleon, Plated Rhino Beetle, Titan Beetle

MOUNTAINS

Rank	Critters
1	Smotherwing Butterfly, Summerwing Butterfly
2	Fireproof Lizard, Rugged Beetle, Selene's Moth
3	Weklu Bug, Yellow-Legged Frog
4	Patient Viper, Sunbasker Snake
5	Blue Lacewing, Spiced Rhino Beetle, Summit Damselfly

SHORELINE

Rank	Critters
1	Dawn's Herald Firefly, Kelp Fly, Squeak Beetle
2	Eventide Moth, Sandhopper, Sea-Breeze Caterpillar
3	Dawnclad Frog, Sirensong Darner
4	Bird-Racer Snake, Reefsnake
5	Dune-Rider Rhino Beetle, Fishing-Net Lacewing, Sandcastle Lacewing

URBAN

Rank	Critters
1	Cobblestone Ant Worker, Mason Bee, Shieldbug
2	Cobblestone Ant Soldier, Bookworm, Enduring Roach
3	Mason Wasp, Waterbug
4	Cobblestone Ant Queen, Clever Spider, Heavy-Horned Snail
5	Learned Damselfly, Technical Damselfly

WETLANDS

Rank	Critters
1	Caddisfly, Contemplative Firefly, Spittlebug
2	Electro Gecko, Mage's Hand Moth
3	Rain Beetle, Shield Mantis
4	Deathdealer Viper, Statitik
5	Everdry Damselfly, Sparkling Rhino Beetle

CRITTER LISTING BY RANK

RANK 0

Ingredient Name	Rank	Effect
Modest Midge	0	(None)

RANK 1

Ingredient Name	Rank	Effect
Burnfly	1	Toasty
Caddisfly	1	Steamed
Carpenter Bee	1	Crafty
Cobblestone Ant Worker	1	Eye-Opening
Contemplative Firefly	1	Thoughtful
Courser Bee	1	Scholarly
Cutworm	1	Dusky
Dawn's Herald Firefly	1	Bright
Faux-Fairy Firefly	1	Subtle
Hammock Ant Worker	1	Mighty
Kelp Fly	1	Spongy
Mason Bee	1	Dried
Mimic Beetle	1	Commanding
Sandfly	1	Coarse
Shieldbug	1	Enduring

Ingredient Name	Rank	Effect
Smotherwing Butterfly	1	Fireproof
Spittlebug	1	Moist
Squeak Beetle	1	Musical
Summerwing Butterfly	1	Spicy
Sunset Firefly	1	Sneaky
Swallowtail Butterfly	1	Tough
Temple Ant Worker	1	Energizing
Thunderwing Butterfly	1	Electro
Tiger Beetle	1	Hasty
Tundra-Tunnel Ant Worker	1	Hearty
Turtlegrass Bee	1	Fortified
Winterwing Butterfly	1	Chilly
Witchery Grub	1	Magical
Wood Ant Worker	1	Strong

RANK 2

Ingredient Name	Rank	Effect
Bookworm	2	Scholarly
Cave Cricket	2	Sneaky
Cobblestone Ant Soldier	2	Mighty
Depth-Diver Beetle	2	Spongy
Electro Gecko	2	Electro
Enduring Roach	2	Enduring
Eventide Moth	2	Dusky
Fireproof Lizard	2	Fireproof
Hammock Ant Soldier	2	Fortified
Hightail Lizard	2	Hasty
Hissing Cockroach	2	Commanding
Hollyleaf Beetle	2	Eye-Opening
Ladybug	2	Musical
Leafroller Caterpillar	2	Crafty
Mage's Hand Moth	2	Magical

Ingredient Name	Rank	Effect
Maguey Worm	2	Hearty
Pretty Pinion Moth	2	Subtle
Railroad Worm	2	Steamed
Redworm	2	Spicy
Restless Cricket	2	Energizing
Rugged Beetle	2	Tough
Sandhopper	2	Coarse
Sea-Breeze Caterpillar	2	Chilly
Selene's Moth	2	Bright
Sulfur Caterpillar	2	Toasty
Temple Ant Soldier	2	Strong
Tundra-Tunnel Ant Soldier	2	Thoughtful
Whirligig Beetle	2	Moist
Wood Ant Soldier	2	Dried

RANK 3

Ingredient Name	Rank	Effect
Bark Mantis	3	Sneaky
Blister Beetle	3	Fortified
Bluebottle Wasp	3	Magical
Boxer Mantis	3	Mighty
Cave Frog	3	Eye-Opening
Cool Darner	3	Chilly
Dawnclad Frog	3	Bright
Dead Leaf Mantis	3	Dusky
Dung Beetle	3	Strong
Electric Darner	3	Electro
Flower Mantis	3	Subtle
Headlamp Beetle	3	Steamed
Hot-Footed Frog	3	Hasty
Locust	3	Energizing
Mason Wasp	3	Dried

Ingredient Name	Rank	Effect
Mini-Mamu Frog	3	Musical
Paper Wasp	3	Crafty
Ponderous Darner	3	Scholarly
Rain Beetle	3	Moist
Red-Ringed Wasp	3	Toasty
Sandy Darner	3	Coarse
Shield Mantis	3	Tough
Sirensong Darner	3	Commanding
Tireless Frog	3	Enduring
Warm Darner	3	Spicy
Waterbug	3	Spongy
Weklu Bug	3	Fireproof
Wizened Frog	3	Thoughtful
Yellow-Legged Frog	3	Hearty

RANK 4

Ingredient Name	Rank	Effect
Bird-Racer Snake	4	Hasty
Blackfire Snake	4	Fireproof
Bloodhound Beetle	4	Scholarly
Burgundy Snail	4	Chilly
Clever Spider	4	Magical
Coachwhip Snake	4	Coarse
Cobblestone Ant Queen	4	Hearty
Deathdealer Viper	4	Mighty
Garden Snail	4	Tough
Glowworm	4	Bright
Hammock Ant Queen	4	Dried
Heavy-Homed Snail	4	Subtle
Hermit Spider	4	Thoughtful
Maraca Rattlesnake	4	Musical
Nerite Snail	4	Moist

Ingredient Name	Rank	Effect
Patient Viper	4	Fortified
Reefsnake	4	Energizing
Spearfisher Spider	4	Eye-Opening
Statitik	4	Electro
Sun Spider	4	Spicy
Sunbasker Snake	4	Toasty
Tarantula	4	Sneaky
Temple Ant Queen	4	Commanding
Tomb Scarab	4	Dusky
Trapdoor Spider	4	Crafty
Tumbling Creek Snail	4	Spongy
Tundra-Tunnel Ant Queen	4	Enduring
Wolf Spider	4	Strong
Wood Ant Queen	4	Steamed

RANK 5

Ingredient Name	Rank	Effect
Aurora Lacewing	5	Hasty
Bejeweled Damselfly	5	Commanding
Bladed Rhino Beetle	5	Mighty
Blue Lacewing	5	Thoughtful
Chameleon	5	Subtle
Charcoal Rhino Beetle	5	Toasty
Dew-Draped Rhino Beetle	5	Moist
Dune-Rider Rhino Beetle	5	Coarse
Emerald Seige-Borer	5	Fortified
Energetic Rhino Beetle	5	Energizing
Everdry Damselfly	5	Dried
Fishing-Net Lacewing	5	Spongy
Green Lacewing	5	Enduring
Ice-Armor Rhino Beetle	5	Chilly
Ice-Lensed Damselfly	5	Eye-Opening

Ingredient Name	Rank	Effect
Learned Damselfly	5	Scholarly
Magma Lacewing	5	Fireproof
Mirage Lacewing	5	Bright
Plated Rhino Beetle	5	Tough
Red Lacewing	5	Hearty
Reed-Skulking Damselfly	5	Sneaky
Sandcastle Lacewing	5	Crafty
Shadow Lacewing	5	Dusky
Sparkling Rhino Beetle	5	Magical
Spiced Rhino Beetle	5	Spicy
Stormdancer Damselfly	5	Electro
Summit Damselfly	5	Musical
Technical Damselfly	5	Steamed
Titan Beetle	5	Strong

INGREDIENT LISTING BY HABITAT

This list of Ingredients should be considered only partial. Your game world may have many more foods with which to cook. GMs are encouraged to invent new foods to flavor their worlds!

CAVES

Rank	Ingredients
1	Duskslime, Magic Mushroom
2	Ponderous Morel, Silent Shroom, Whistling Fern
3	Glowing Lichen, Red Cave Fern
4	Coarse Cavemoss, Undercroft Algae
5	Frozen Tear Berry, Plutogranate, Tombmoss

COLD

Rank	Ingredients
1	Holly Leaf, Strong Sorrel
2	Chillshroom, Rhubarb, Spicy Pepper
3	Blackberry, Maple Syrup, Static Sumac
4	Crystal Berry, Icicle Vine
5	Frozen Fruit, Mooshberry, Skaldsmead Honey

DESERT

Rank	Ingredients
1	Electric Safflina, Soapgrass, Warm Safflina
2	Coconut, Voltfruit
3	Hydromelon, Pyroproof Pricklepear
4	Agave Aqua, Shadow Mesquite, Zapshroom
5	Manna, Nabooru's Amrita Nectar, Sage

FOREST

Rank	Ingredients
1	Carpenter Bee Honey, Chamomile, Crowthistle
2	Hearty Radish, Mighty Thistle, Stamella Shroom
3	Blue Nightshade, Hearty Truffle
4	Big Hearty Radish, Guardian Acorn, Razorshroom
5	Baneberry, Big Hearty Truffle, Fern Flower

FRESHWATER

Rank	Ingredients
1	Pickerelweed, Turtlegrass Bee Honey, Watermint
2	Fleet Lotus Seed, Water Hawthorne
3	Arrowhead Leaf, Peace Lilly, Water Chestnut
4	Grace Hyssop, Hermit Crabgrass, Inspiring Freshmint
5	Great Lilypad Seed, Sacred Lotus

GRASSLAND

Rank	Ingredients
1	Courser Bee Honey, Chickweed, Sunflower Seed
2	Armoranth, Endura Shroom, Sunburst Corn
3	Endura Carrot, Fortified Pumpkin, Lover's Rose
4	Milkweed, Plantain, Swift Carrot
5	Immortal Peach, Muse Ambrosia

JUNGLE

Rank	Ingredients
1	Bamboo Shoot, Hearty Durian, Taro
2	Aloe Leaf, Blood Orange
3	Cinnamon, Mighty Banana, Windfall Coffee
4	Island Lime, Passionfruit, Sunlight Orange
5	Blue-Dragon Fruit, Duelist's Loquat, White-Dragon Fruit

MOUNTAINS

Rank	Ingredients
1	Cool Safflina, Swift Violet
2	Pine Nut, Sunset Tomato, Sunshroom
3	Rosemary, Rushroom, Silent Princess
4	Mountaineer's Moss, Ropevine
5	Goron Spice, Haoma Leaf, Soma Drop

SHORELINE

Rank	Ingredients
1	Fireproof Fennel, Frost Grapes, Steaming Kelp
2	Bok Choy, Breadfruit, Camu Camu
3	Beach Strawberry, Ironshroom, Sailor's Spinach
4	Lava Laver, Sea Kale
5	Glasswort, Silphium Flower

URBAN

Rank	Ingredients
1	Dandelynel, Mason Bee Honey, Nettlethorn
2	Hanging Moss, Knotweed
3	Chimneyvine, Novice's Nettle, Rito-Down Yarrow
4	Black Stone Flower, Pricklepoppy
5	Baby's Breath Bloom, Runner's Radish

WETLANDS

Rank	Ingredients
1	Celery, Horse Grass
2	Coarse Cattail, Dried Fern, Mulberry
3	Cattail, Steam Orach
4	Bluebead Berry, Crone-Reed, Mud Pepper
5	Nine-Lives Cattail, Wise Wapato, Witchmarsh Apple

INGREDIENT LISTING BY RANK

RANK 1

Ingredient Name	Rank	Effect
Bamboo Shoot	1	Enduring
Carpenter Bee Honey	1	Crafty
Celery	1	Moist
Chamomile	1	Subtle
Chickweed	1	Thoughtful
Cool Safflina	1	Chilly
Courseer Bee Honey	1	Energizing
Crowthistle	1	Scholarly
Dandelynel	1	Mighty
Dusk slime	1	Dusky
Electric Safflina	1	Electro
Fireproof Fennel	1	Fireproof
Frost Grapes	1	Toasty
Hearty Durian	1	Hearty
Holly Leaf	1	Eye-Opening

Ingredient Name	Rank	Effect
Horse Grass	1	Musical
Magic Mushroom	1	Magical
Mason Bee Honey	1	Dried
Nettlethorn	1	Tough
Pickereelweed	1	Sneaky
Soapgrass	1	Commanding
Steaming Kelp	1	Steamed
Strong Sorrel	1	Strong
Sunflower Seeds	1	Bright
Swift Violet	1	Hasty
Taro	1	Spongy
Turtlegrass Bee Honey	1	Fortified
Warm Safflina	1	Spicy
Watermint	1	Coarse

RANK 2

Ingredient Name	Rank	Effect
Aloe Leaf	2	Subtle
Armoranth	2	Tough
Blood Orange	2	Dusky
Bok Choy	2	Magical
Breadfruit	2	Spongy
Camu Camu	2	Steamed
Chillshroom	2	Chilly
Coarse Cattail	2	Coarse
Coconut	2	Moist
Dried Fern	2	Dried
Endura Shroom	2	Enduring
Fleet Lotus Seeds	2	Hasty
Hanging Moss	2	Strong
Hearty Radish	2	Hearty
Knotweed	2	Crafty

Ingredient Name	Rank	Effect
Mighty Thistle	2	Mighty
Mulberry	2	Thoughtful
Pine Nut	2	Commanding
Ponderous Morel	2	Scholarly
Rhubarb	2	Fortified
Silent Shroom	2	Sneaky
Spicy Pepper	2	Spicy
Stamella Shroom	2	Energizing
Sunburst Corn	2	Fireproof
Sunset Tomato	2	Bright
Sunshroom	2	Toasty
Voltfruit	2	Electro
Water Hawthorne	2	Eye-Opening
Whistling Fern	2	Musical

RANK 3

Ingredient Name	Rank	Effect
Arrowhead Leaf	3	Crafty
Beach Strawberry	3	Dried
Blackberry	3	Dusky
Blue Nightshade	3	Sneaky
Cattail	3	Spongy
Chimneyvine	3	Toasty
Cinnamon	3	Coarse
Endura Carrot	3	Enduring
Fortified Pumpkin	3	Fortified
Glowing Lichen	3	Bright
Hearty Truffle	3	Hearty
Hydromelon	3	Chilly
Ironshroom	3	Tough
Lover's Rose	3	Commanding
Maple Syrup	3	Energizing

Ingredient Name	Rank	Effect
Mighty Bananas	3	Mighty
Novice's Nettle	3	Magical
Peace Lilly	3	Subtle
Pyroproof Pricklepear	3	Fireproof
Red Cave Fern	3	Spicy
Rito-Down Yarrow	3	Musical
Rosemary	3	Thoughtful
Rushroom	3	Hasty
Sailor's Spinach	3	Strong
Silent Princess	3	Scholarly
Static Sumac	3	Electro
Steam Orach	3	Steamed
Water Chestnut	3	Moist
Windfall Coffee	3	Eye-Opening

RANK 4

Ingredient Name	Rank	Effect
Agave Aqua	4	Spongy
Big Hearty Radish	4	Hearty
Black Stone Flower	4	Fortified
Bluebead Berry	4	Fireproof
Coarse Cavemoss	4	Coarse
Crone-Reed	4	Subtle
Crystal Berry	4	Magical
Grace Hyssop	4	Musical
Guardian Acorn	4	Tough
Hermit Crabgrass	4	Scholarly
Icicle Vine	4	Crafty
Inspiring Freshmint	4	Steamed
Island Lime	4	Dried
Lava Laver	4	Spicy
Milkweed	4	Eye-Opening

Ingredient Name	Rank	Effect
Mountaineer's Moss	4	Energizing
Mud Pepper	4	Toasty
Passionfruit	4	Commanding
Plantain	4	Thoughtful
Pricklepoppy	4	Sneaky
Razorshroom	4	Mighty
Ropevine	4	Strong
Sea Kale	4	Enduring
Shadow Mesquite	4	Dusky
Sunlight Orange	4	Bright
Swift Carrot	4	Hasty
Undercroft Algae	4	Moist
Wine Cellar Moss	4	Chilly
Zapshroom	4	Electro

RANK 5

Ingredient Name	Rank	Effect
Baby's Breath Bloom	5	Coarse
Baneberry	5	Sneaky
Big Hearty Truffle	5	Hearty
Blue-Dragon Fruit	5	Moist
Duelist's Loquat	5	Hasty
Fern Flower	5	Subtle
Frozen Fruit	5	Fireproof
Frozen Tear Berry	5	Chilly
Glasswort	5	Electro
Goron Spice	5	Spicy
Great Lilypad Seed	5	Strong
Haoma Leaf	5	Eye-Opening
Immortal Peach	5	Tough
Manna	5	Magical
Mooshberry	5	Spongy

Ingredient Name	Rank	Effect
Muse Ambrosia	5	Musical
Nabooru's Amrita Nectar	5	Toasty
Nine-Lives Cattail	5	Energizing
Plutogranate	5	Dusky
Runner's Radish	5	Enduring
Sacred Lotus	5	Bright
Sage	5	Thoughtful
Silphium Flower	5	Commanding
Skaldsmead Honey	5	Scholarly
Soma Drop	5	Mighty
Tombmoss	5	Dried
White-Dragon Fruit	5	Fortified
Wise Wapato	5	Steamed
Witchmarsh Apple	5	Crafty

ITEM PRICING INFORMATION

Modification for all Prices from Haggling (Passive or Active)

Your Influence – Their Discipline	Sell to Vendor...	Buy from Vendor markup...
0 or less	50%	200%
1	55%	190%
2	60%	180%
3	65%	170%
4	70%	160%
5	75%	150%
6	80%	140%
7	85%	130%
8	90%	120%
9	95%	110%
10 or More	(Market Price) 100%	(Market Price) 100%

Prices for most Materials – buying from Heroes, Market Value, and selling to Heroes.

Material Rank	Will buy from you for...	Market Value	Will sell to you for...
Rank 0	5	10	20
Rank 1	10	20	40
Rank 2	20	40	80
Rank 3	40	80	160
Rank 4	100	200	400
Rank 5	200	400	800

Prices for Food Ingredient and Critter Materials only.

Material Rank	Will buy from you for...	Market Value	Will sell to you for...
Rank 0	1	2	4
Rank 1	2	4	8
Rank 2	4	8	16
Rank 3	8	16	32
Rank 4	20	40	80
Rank 5	40	80	160

Prices for Miscellaneous Tools.

Will buy from you for...	Market Value	Will sell to you for...
3 Rupees	6 Rupees	12 Rupees

Prices for buying and selling Dishes and Elixirs.

Item Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	5	10	20
Rank 1	10	20	40
Rank 2	20	40	80
Rank 3	40	80	160
Rank 4	100	200	400
Rank 5	200	400	800

Prices for buying & selling Armor.

Armor Rank	Merchants will buy from you for...	Market Value	Will sell to you for...
Rank 0	50	100	200
Rank 1	100	200	400
Rank 2	200	400	800
Rank 3	400	800	1600
Rank 4	1000	2000	4000
Rank 5	2000	4000	8000

Prices for buying & selling Clothing (Civilian armor).

Civilian Rank	Merchants will buy from you for...	Market Value	Will sell to you for...
Rank 0	25	50	100
Rank 1	50	100	200
Rank 2	100	200	400
Rank 3	200	400	800
Rank 4	500	1000	2000
Rank 5	1000	2000	4000

Prices for buying and selling Weapons and Mundane Tools.

Weapon Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	25	50	100
Rank 1	50	100	200
Rank 2	100	200	400
Rank 3	200	400	800
Rank 4	500	1000	2000
Rank 5	1000	2000	4000

Weapons made in Crafting Styles that use more or fewer Materials have their prices adjusted +/-20% per Material used or unused. Weapons may also have their prices adjusted based on their remaining Durability.

Added Enchantment Cost (Armor).

Weapon Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	20	40	80
Rank 1	40	80	160
Rank 2	80	160	320
Rank 3	160	320	640
Rank 4	400	800	1600
Rank 5	800	1600	3200

Added Enchantment Cost (Weapons & Civilian Clothing).

Weapon Rank	Merchant will buy from you for...	Market Value	Will sell to you for...
Rank 0	10	20	40
Rank 1	20	40	80
Rank 2	40	80	160
Rank 3	80	160	320
Rank 4	200	400	800
Rank 5	400	800	1600

Prices for Arrows.

Item	Desc.	Market Price
Arrow	No special effect (deals Piercing damage)	5
Broadhead Arrow	Deals Sharp damage	10
Hammerhead Arrow	Deals Blunt damage	10
Bomb Arrow	Deals Blunt damage; on hit, push target 1 square	25
Elemental Arrow	When made, select an Element. Any attack made with this Arrow is of that Element.	25
Showstopper Arrow	While flying, makes a loud whistling noise and sparkles brightly. Damage as normal.	25
Snag Arrow	When fired into a solid surface, is sturdy enough to act as a handhold. When fired into the ground, acts as a Slightly Slick square. Damage as normal.	25
Guardian Arrow	Counts as an Ancient weapon; see Guardian Arrows	400
Silver Arrow	Effective against great evils; see Silver Arrows	400

Prices for Bombs.

Item	Desc.	Market Price
Bomb	No special effects.	20
Bombchu	Travels up to 10 squares in a straight line when placed, even up walls and onto ceilings. Detonates immediately if it runs into a creature or something it cannot climb up.	40
Brushfire Bomb	Deals Fire damage. All squares affected become Brushfire terrain. Roll To-Hit target's Vitality; on success, target is On Fire.	40
Fireproof Bomb	Can be safely used in Heatwave weather. Does not detonate from exposure to fire.	40
Firework	Upon detonation, flies 16 squares in a straight line before exploding. When placed, can be aimed in any direction (even straight up). Two-handed. If held during detonation, user is set On Fire. Comes in myriad colors.	40
Flashbang	Deals no damage. Makes a blinding flash. Roll To-Hit target's Vitality; on success, target is Blinded until the end of their next turn.	40
Magneto-Bomb	Deals Electric damage. Roll To-Hit target's Vitality; on success, if they are currently using a Metal weapon or Metal armor, they are pushed out of the radius of the bomb.	40
Remote Bomb	Does not detonate on its own; only detonates when the user activates it (Range 20, Minor Action). Goes inert after 24 hours.	40
Sand Bomb	Deals no damage. Expels a thick layer of sand. All flames in affected squares are put out, and Oiled or Slick terrain becomes normal. Roll To-Hit target's Vitality; on success, target is Sand-Covered.	40
Step-Mine	Cannot be thrown. Once placed, will detonate when stepped on by a creature or heavy object.	40
Tamper-Proof Bomb	Will not detonate when struck with an attack.	40
Water Bomb	Can be used underwater; is immune to water attacks.	40
Super Bomb	Burst 2, 20 damage	250
Powder Keg	Takes 3 turns to detonate; Burst 2, 50 damage. Two-handed. Does not explode when struck.	500

WEAPON LISTING

Note that these Weapons are all unenchanted, and “sans Crafting Style”. To make weapons of a given Crafting Style, apply that Crafting Style's modifications to the weapons presented below.

RANK 0 WEAPONS

Weapon Name	ATK	DUR	ACC	Weapon Type	Sell to Vendor	Market Value	Buy from Vendor
Makeshift Axe	5	1	2	Axe	25	50	100
Makeshift Bat	4	1	3	Bat	25	50	100
Makeshift Boomerang	2	2	4	Boomerang	25	50	100
Makeshift Bow	3	4	3	Bow	25	50	100
Makeshift Club	3	1	4	Club	25	50	100
Makeshift Crossbow	2	3	4	Crossbow	25	50	100
Makeshift Dagger	2	3	4	Dagger	25	50	100
Makeshift Fist	2	2	5	Fist	25	50	100
Makeshift Greatsword	4	3	2	Greatsword	25	50	100
Makeshift Hammer	1	5	3	Hammer	25	50	100
Makeshift Hand Axe	4	2	3	Hand Axe	25	50	100
Makeshift Rod	2	2	4	Rod	25	50	100
Makeshift Shield	1	2	4	Shield	25	50	100
Makeshift Sledge	2	5	2	Sledge	25	50	100
Makeshift Spear	2	4	4	Spear	25	50	100
Makeshift Staff	3	4	2	Staff	25	50	100
Makeshift Sword	3	3	3	Sword	25	50	100

RANK 1 WEAPONS

Weapon Name	ATK	DUR	ACC	Weapon Type	Sell to Vendor	Market Value	Buy from Vendor
Traveler's Axe	8	4	2	Axe	50	100	200
Traveler's Bat	7	4	3	Bat	50	100	200
Traveler's Boomerang	5	5	4	Boomerang	50	100	200
Traveler's Bow	6	7	3	Bow	50	100	200
Traveler's Club	6	4	4	Club	50	100	200
Traveler's Crossbow	5	6	4	Crossbow	50	100	200
Traveler's Dagger	5	6	4	Dagger	50	100	200
Traveler's Fist	5	5	5	Fist	50	100	200
Traveler's Greatsword	7	6	2	Greatsword	50	100	200
Traveler's Hammer	4	8	3	Hammer	50	100	200
Traveler's Hand Axe	7	5	3	Hand Axe	50	100	200
Traveler's Rod	5	5	4	Rod	50	100	200
Traveler's Shield	4	5	4	Shield	50	100	200
Traveler's Sledge	5	8	2	Sledge	50	100	200
Traveler's Spear	5	7	4	Spear	50	100	200
Traveler's Staff	6	7	2	Staff	50	100	200
Traveler's Sword	6	6	3	Sword	50	100	200

RANK 2 WEAPONS

Weapon Name	ATK	DUR	ACC	Weapon Type	Sell to Vendor	Market Value	Buy from Vendor
Soldier's Axe	11	7	2	Axe	100	200	400
Soldier's Bat	10	7	3	Bat	100	200	400
Soldier's Boomerang	8	8	4	Boomerang	100	200	400
Soldier's Bow	9	10	3	Bow	100	200	400
Soldier's Club	9	7	4	Club	100	200	400
Soldier's Crossbow	8	9	4	Crossbow	100	200	400
Soldier's Dagger	8	9	4	Dagger	100	200	400
Soldier's Fist	8	8	5	Fist	100	200	400
Soldier's Greatsword	10	9	2	Greatsword	100	200	400
Soldier's Hammer	7	11	3	Hammer	100	200	400
Soldier's Hand Axe	10	8	3	Hand Axe	100	200	400
Soldier's Rod	8	8	4	Rod	100	200	400
Soldier's Shield	7	8	4	Shield	100	200	400
Soldier's Sledge	8	11	2	Sledge	100	200	400
Soldier's Spear	8	10	4	Spear	100	200	400
Soldier's Staff	9	10	2	Staff	100	200	400
Soldier's Sword	9	9	3	Sword	100	200	400

RANK 3 WEAPONS

Weapon Name	ATK	DUR	ACC	Weapon Type	Sell to Vendor	Market Value	Buy from Vendor
Knight's Axe	14	10	2	Axe	200	400	800
Knight's Bat	13	10	3	Bat	200	400	800
Knight's Boomerang	11	11	4	Boomerang	200	400	800
Knight's Bow	12	13	3	Bow	200	400	800
Knight's Club	12	10	4	Club	200	400	800
Knight's Crossbow	11	12	4	Crossbow	200	400	800
Knight's Dagger	11	12	4	Dagger	200	400	800
Knight's Fist	11	11	5	Fist	200	400	800
Knight's Greatsword	13	12	2	Greatsword	200	400	800
Knight's Hammer	10	14	3	Hammer	200	400	800
Knight's Hand Axe	13	11	3	Hand Axe	200	400	800
Knight's Rod	11	11	4	Rod	200	400	800
Knight's Shield	10	11	4	Shield	200	400	800
Knight's Sledge	11	14	2	Sledge	200	400	800
Knight's Spear	11	13	4	Spear	200	400	800
Knight's Staff	12	13	2	Staff	200	400	800
Knight's Sword	12	12	3	Sword	200	400	800

RANK 4 WEAPONS

Weapon Name	ATK	DUR	ACC	Weapon Type	Sell to Vendor	Market Value	Buy from Vendor
Royal Axe	17	13	2	Axe	500	1000	2000
Royal Bat	16	13	3	Bat	500	1000	2000
Royal Boomerang	14	14	4	Boomerang	500	1000	2000
Royal Bow	15	16	3	Bow	500	1000	2000
Royal Club	15	13	4	Club	500	1000	2000
Royal Crossbow	14	15	4	Crossbow	500	1000	2000
Royal Dagger	14	15	4	Dagger	500	1000	2000
Royal Fist	14	14	5	Fist	500	1000	2000
Royal Greatsword	16	15	2	Greatsword	500	1000	2000
Royal Hammer	13	17	3	Hammer	500	1000	2000
Royal Hand Axe	16	14	3	Hand Axe	500	1000	2000
Royal Rod	14	14	4	Rod	500	1000	2000
Royal Shield	13	14	4	Shield	500	1000	2000
Royal Sledge	14	17	2	Sledge	500	1000	2000
Royal Spear	14	16	4	Spear	500	1000	2000
Royal Staff	15	16	2	Staff	500	1000	2000
Royal Sword	15	15	3	Sword	500	1000	2000

RANK 5 WEAPONS

Weapon Name	ATK	DUR	ACC	Weapon Type	Sell to Vendor	Market Value	Buy from Vendor
Hero's Axe	22	18	2	Axe	1000	2000	4000
Hero's Bat	21	18	3	Bat	1000	2000	4000
Hero's Boomerang	19	19	4	Boomerang	1000	2000	4000
Hero's Bow	20	21	3	Bow	1000	2000	4000
Hero's Club	20	18	4	Club	1000	2000	4000
Hero's Crossbow	19	20	4	Crossbow	1000	2000	4000
Hero's Dagger	19	20	4	Dagger	1000	2000	4000
Hero's Fist	19	19	5	Fist	1000	2000	4000
Hero's Greatsword	21	20	2	Greatsword	1000	2000	4000
Hero's Hammer	18	22	3	Hammer	1000	2000	4000
Hero's Hand Axe	21	19	3	Hand Axe	1000	2000	4000
Hero's Rod	19	19	4	Rod	1000	2000	4000
Hero's Shield	18	19	4	Shield	1000	2000	4000
Hero's Sledge	19	22	2	Sledge	1000	2000	4000
Hero's Spear	19	21	4	Spear	1000	2000	4000
Hero's Staff	20	21	2	Staff	1000	2000	4000
Hero's Sword	20	20	3	Sword	1000	2000	4000

WEAPON CRAFTING STYLES

Reprinted from the [Crafting Styles](#) section.

Style	ATK	DUR	ACC	Material Cost	Additional Effect
Bokoblin	-2	$-(\text{Rank}+1)\times 2$		-3	
Darknut	+2	+2	-1	+1	
Deku		$-(\text{Rank}+1)$		-2	
Demon			-1		May use Combat in place of Willpower
Fairy	-1				May use Willpower in place of Combat
Gerudo	+2			+1	
Goddess-Forged		+2	+2	+5	Place of Power only; Weapon can't be harmed
Goron	-1	+2			
Guardian	+2	+2	+2	+3	Ancient Materials only
Kokiri	-1		+2		
Lynel	+4			+2	
Neglected		$-(\text{Rank}+1)\times 2$		-2	Metal only; can't rust, doesn't conduct electricity
Rito	-1				No penalty when Flying/Gliding
Royal Guard	+4	$-(\text{Rank}+1)$		+1	
Sheikah	+2	$-(\text{Rank}+1)$			
Subrosian		+2	-1		
Talking Animal	+2		-1		
Twili		$-(\text{Rank}+1)$	+2		
Zora				+1	Can't rust; no penalty while Swimming

