

# THE LEGEND OF ZELDA

## Role-Playing Game

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### Expedition Into the Halno Woods

by Glen K. Straughn

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## Campaign Overview

This campaign is written for the unofficial *The Legend of Zelda Role-Playing Game*, the rules for which can be accessed online for free on the [1D4chan wiki](#). It is designed to emulate the feel of *The Legend of Zelda* series, with a straight-forward plot, emphasis on exploration, and a good mix of puzzles and combat as well as provide an example adventure for sages new to *The Legend of Zelda R.P.G.*

## Plot

At the head waters of the Halno River is the ancient Spring Shrine. Until recently, an ancient artifact of immense power was hidden in the caverns beneath the shrine. One seeking the relic's frightful power has blocked the spring and drained the waters that concealed the artifact's resting place.

With the spring blocked, the Halno river is beginning to slowly dry up. This means trouble for the people of Addalet, a small logging town that depends on the river for survival. It's up to the player characters to travel to the river's head waters and figure out how to save the village.

## Campaign Structure

Much like a segment from a *Legend of Zelda* game, this adventure is comprised of three parts: a town segment, a task to gain entry into the dungeon, and finally the dungeon itself. In the first part, players explore the village of Addalet, looking for supplies and equipment, engaging in side quests, and gathering information to help them on their journey. The second part has the players crossing the wilderness of the Halno Valley, either through the woods or along the river, to reach the spring. Lastly, the dungeon pits them against puzzles and perils as they look for a way to reach the spring itself.

Each of these segments are intended to be completed in one three-to-four hour session, though results may vary depending on your group's play style.

## Incorporating This Adventure in Your Campaign

This module is intended to serve as an introductory adventure for a party of new characters. The plot details are kept scarce, with the backstory mentioned in the *Plot* section never being referenced directly. Sages should fill in the blanks themselves to serve the purpose of the stories they wish to tell or craft a new back-story whole-cloth.

The adventure begins with the mayor calling an emergency meeting to inform the townsfolk that the river they depend on is drying up. It's recommended that the players create characters who have some connection to the community, either as denizens or having friends or family who reside in Addalet. Additionally, much like the opening act of a *Zelda* game, this module allows players to obtain weapons and armor from the townsfolk. Be sure to inform your players that they do not need to purchase weapons or armor during character creation.

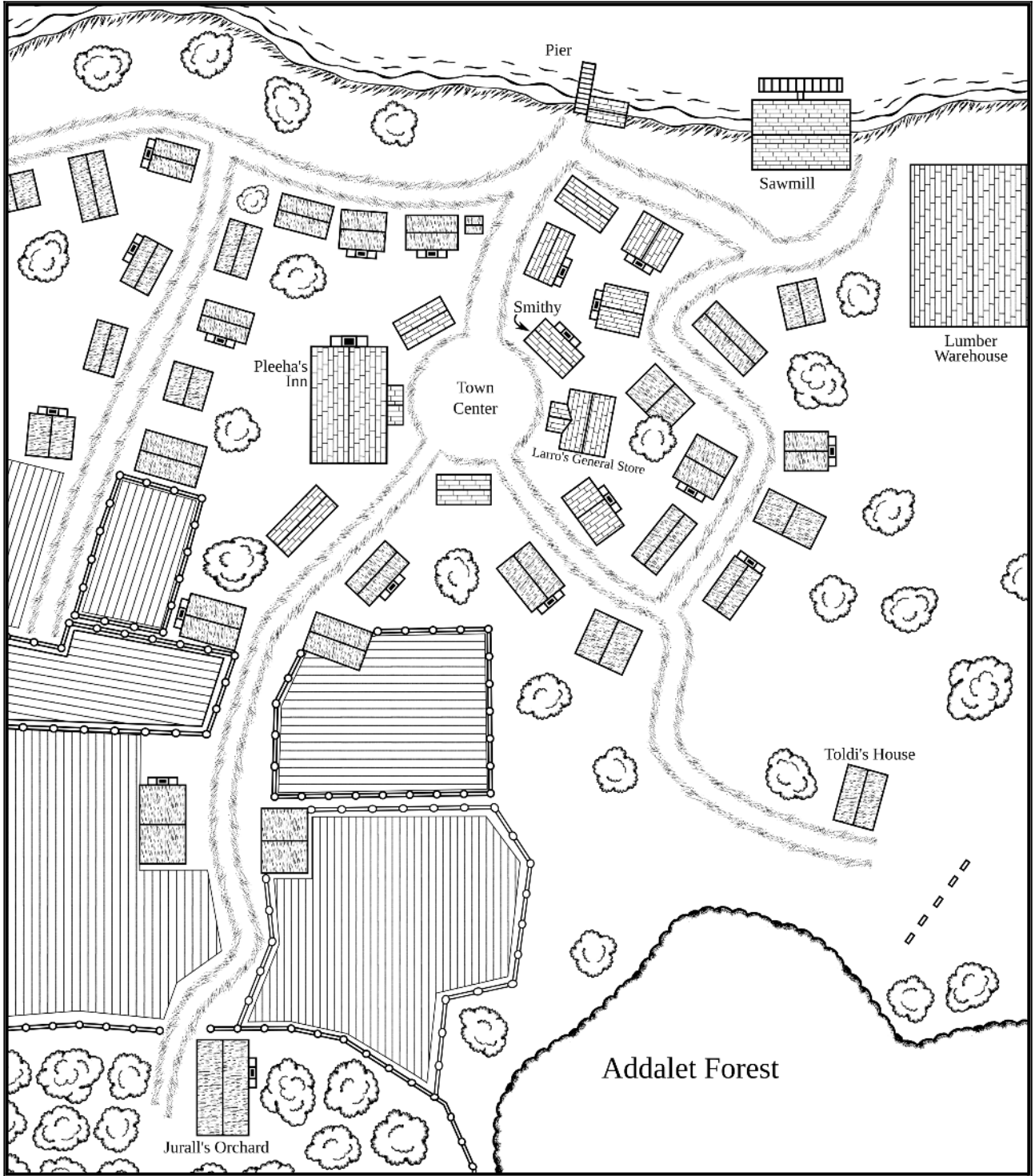
## As Part of an Ongoing Campaign

If this adventure module is being inserted into an ongoing campaign, alter the opening so that the player characters arrive by ferry just as the villagers are gathering in the center of town. If asked, passing townsfolk will inform the players that the mayor has called for an emergency town assembly.

Depending on the quality of the party's equipment, sages may wish to increase the strength of the weapons and armor available in town to keep the side quests relevant.

**Sage Advice:** Keep an eye out for “Sage Advice” boxes like this one for tips, rule clarifications, or additional context.

# Chapter 1: Addalet



## Chapter Overview

In this chapter, the mayor informs the party that the river is drying up and tasks them with investigating the issue. The mayor will have a canoe ready for the party the next morning.

In the meantime, the players can search the town for supplies, equipment, and information to aid them on their quest. There are several points of interest in town where the players can converse with non-player characters and accept side quests. While some basic equipment will be given to them freely, better equipment can be earned either by completing side quests or mini games.

While out and about, the players may ask passing townsfolk for advice. A list of rumors and hints can be found on page 9.

How much time the players have to gather supplies is up to you the sage. The next day, the mayor meets the party by the river side and provides them with a canoe. See page 12 for more details.

## Players Start

*You stand in a large crowd gathered in the center of town. As the assembly waits for the mayor, a sense of foreboding fills the air. It's not long before he arrives. Without hesitation, the mayor steps onto a bench and looks over the crowd.*

*"I apologize for calling you away from your work, but this is a matter that affects us all," the mayor says grimly. "As I'm sure many of you have already noticed, the river that is so integral to our livelihoods is beginning to dry up. Someone needs to go investigate the headwaters to get to the bottom of this. Any volunteers?"*

**Sage Advice:** If your players are hesitant to volunteer for whatever reason, have the mayor put the names of the townsfolk into a basket and pull out the player characters' names.

After the party agrees to investigate what's blocking the river, the mayor informs the player characters that he'll have a canoe and some supplies ready for them tomorrow morning and that they

should spend the rest of the day making preparations.

## The Village of Addalet

Addalet is a small logging town nestled in the Halno Woods, near the base of the Kirghi Mountains. The Halno River is an essential part of the village's timber trade. The river is used to transport logs from the lumber camps upstream, power the sawmill, and as a means of shipping cargo to and from the town. The town's population is primarily Hylian, but due to its proximity to both mountains and a river, it's home to a number of Goron and Zora, as well.

## Notable People

Below are brief summaries of notable members of the community. For more detailed summaries, see the character bios on page 39.

- **Mayor Graddil:** The stoic leader of the community and foreman of the lumber mill.
- **Nassu:** The town's slightly eccentric blacksmith.
- **Toldi:** Makes bows for the town's hunters.
- **Larro:** The obsequious proprietor of the general store.
- **Pleeha:** The elderly owner of the town's inn.
- **Jurall:** A jittery man who tends an apple orchard on the edge of town.

## Notable Locations

- Smithy: page 3
- Pleeha's Inn: page 4
- Toldi's House: page 6
- Sawmill: page 6
- Jurall's Orchard: page 7
- General Store: page 8

## Smithy

*The smithy is a small stone building near the center of town. As you approach, you can see Nassu, the village smith, stoking his outdoor forge.*

## Notable Characters Here

- **Nassu:** Nassu is the town's smith. He's known for his light-hearted demeanor and occasional frivolity.

## Getting Weapons

Upon noticing you, Nassu waves and beckons you inside. He leads you to the back of his shop to a small collection of swords, shields, and spears. "The missus thought I was being ridiculous when I made these," he says with a wide grin. Making a sweeping gesture of his arm, he says, "take what you need!"

After entering Nassu's shop, Nassu offers the player characters the following items for free:

- 3 short swords ( $\frac{3}{4}$ ♥ damage)
- 2 short spears ( $\frac{3}{4}$ ♥ damage, reach)
- 3 wooden shields ( $-\frac{1}{4}$ ♥ damage, destroyed if it receives  $\frac{1}{2}$ ♥ of fire damage)

Additionally, there is a long sword (1♥ damage) off to one side. If asked about it, Nassu informs the players that it hasn't been sharpened yet (see Side Quest: The Wet Stone for more details). Additionally, Nassu is willing to part with one of his old smithing hammers should the players ask for one (iron hammer:  $\frac{1}{2}$ ♥ damage, knock back 1 square).

## Side Quest: The Wet Stone

If the players ask about the long sword, Nassu asserts that particular sword is some of his finest work, but it sadly remains unfinished. He elaborates that he's heard Hyrule's best smiths use a special type of whetstone for their swords. He had Larro order one so he could finish the job right, but the porters who were unloading the crate it was in accidentally dropped it in the river.

He then informs the player characters if they can fish it out of the river, he could have the long sword ready by tomorrow morning before they set off.

The whetstone rests within a crate at the bottom of the river, roughly 2 meters beneath the surface. Characters who can breathe underwater, such as Zoras, can reach it without making a skill check. Other characters must make a 1-success guts + athletics check to swim down to it. Tying a

rope securely around the crate before having to come up for air takes a 1-success guts + tools check. The crate is a large object and requires a cumulative brawn score of 2 to haul out of the water.

The crate is nailed shut and requires a crowbar or other such tool to open. Attempting to do so while underwater requires a brawn + tools check with at least 2 successes for characters who have no way to root themselves to the ground (such as iron boots) and only 1 for characters who can firmly plant their feet.

**Sage Advice:** These are just two possible solutions. This challenge is intentionally open-ended, so be flexible and use your best judgement if your players come up with a novel solution.

If the players succeed in getting Nassu's whetstone, Nassu thanks them and assures them the long sword will be ready by tomorrow morning. The following day, Nassu meets the party at the pier with the now sharp long sword.

## Pleeha's Inn

*In addition to providing room and board, the inn serves as the local watering hole and is a favorite destination for the town's laborers after a hard day's work. It's run by Pleeha, an elderly Hylian woman, and her granddaughter, Klesha.*

Unlike most places in the village, the inn is more active at night than during the day. Please refer to each time of day's subsection for more information. The side quest Apples for Armor can be started regardless of whether the players show up during the day or evening.

## Notable Characters Here

- **Pleeha:** Pleeha is an elderly Hylian woman who runs the inn. While generally courteous towards customers, all the locals know to stay on her good side.
- **Klesha:** Pleeha's granddaughter. She helps her grandmother with running the inn.

## Goods and Services

The inn offers the following goods and services:

Item	Price
Room for one night	15♦
Dinner	5♦
Cider (1 serving)	2♦
Pitcher of Cider (4 servings)	6♦
Halno Reserve Cider (1 serving)	10♦

### Side Quest: Apples for Armor

Pleeha's late son had a piece of cloth armor he kept from his time in the army. If asked, Pleeha is hesitant to lend her son's armor to the player characters but after some thought offers the party a deal.

Jurall grows the apples that Pleeha uses to make her signature cider. Recently, however, Pleeha hasn't been receiving any shipments from his orchard and she's starting to run low on cider. Pleeha asks the player characters to go to Jurall's orchard and get Jurall to resume his shipments.

Continued on page 7.

### During the Day

*The atmosphere of the inn is quiet—tranquil even—as most of the inn's regulars are still preoccupied with their day's work. Presently, Pleeha is preparing a large pot of stew for the evening. Klesha, meanwhile, is sweeping while intermittently checking on the few customers who are present.*

There is little of interest at the inn during the day outside of the services they provide and the option to learn of the side quest Apples for Armor.

### After Dark

*The scene at the inn is a raucous one, full of singing, games, and merriment. After a long, hard day's work, many of the town's lumberjacks and mill workers have come here to let loose and enjoy a pint or two.*

## Notable Characters Here

- **Harrick:** Harrick is a Goron who works at the sawmill by day. At night, he's the town's arm wrestling champion.

### Side Quest: Arm Wrestling

Harrick is bored and would like to arm wrestle. If one of the player characters accepts his challenge, he suggests they make it more interesting with a wager. If the character bets 10♦, Harrick wagers a piece of heart.

To play, the player must make a contested brawn roll against Harrick, who has a brawn of 3. This roll qualifies for a power virtue bonus, and if the player is size medium or smaller, it qualifies for a courage virtue bonus. The contestant who gets more successes wins the match. Reroll in the case of a tie until one contestant wins.

Players can soften Harrick up before challenging him by buying him a pitcher of cider. Once tipsy, Harrick only rolls 2 dice.

**NOTE:** Each roll of the dice counts as one turn for the sake of magical effects from spells, songs, potions, etc. that have a limited duration.

### Opportunity: Learn "The Team Song"

One side of the pub is singing a humorous song about working together. Players who join in—or just sit back and listen carefully—can learn the Team Song. The Team Song follows the rules for the Companion's Song (Songs: row 8) but exclusively targets members of the player's party.

### Side Quest: Live Music

Pleeha is willing to pay the player characters for live music. She'll pay each character 10♦ for performing a 2-hour set. Characters who choose to perform make an instruments + wits check (be sure to factor in harmonic penalties if multiple characters play together). For each success they get, the performers collectively earn an additional 5♦ in tips. Rolling 3 or more successes impresses the patrons enough that one of them gifts the performer a bottle full of "Halno Reserve" cider.

The player characters can play as many sets as they like until the pub closes at 12 A.M. They only receive a bottle the first time they roll 3+ successes.

**Sage Advice:** You can kill two birds with one stone by having the patrons request the player characters play the Team Song. The audience will hum a few bars for the characters if they don't know it.

## Toldi's House

*Toldi's house is a humble log structure on the edge of the woods. The cottage adjoins a small bowyer's workshop where Toldi crafts bows for the town's hunters. A small practice range has been erected nearby for patrons who wish to test their new bows.*

Once the players approach the cottage, Toldi notices them from her workshop, gives them a cheerful greeting, and sets out an array of 3 short bows (¾♥ damage) and quivers which each hold 20 arrows for them to choose from. From where they're standing, the players can also see that there is a long bow (1♥ damage) inside Toldi's shop. See Side Quest: Get Long Bow if the players ask for the long bow.

### Notable Characters Here

- **Toldi:** Toldi is a Hylian woman with a sunny disposition. She works as a bowyer crafting bows for the local hunters.
- **Kolmi:** Kolmi is a Hylian archer practicing with his new longbow at the archery range. He is always looking for ways to sharpen his skills.

### Side Quest: Get Long Bow

Toldi warns the player characters that long bows require a lot of skill to use and requests they demonstrate they can use one before she lets them take the one in the shop.

Toldi gives any character willing to attempt her trial 5 arrows and tells him that he must hit one of the targets on the practice range at least 3 times. The player must make a successful ranged attack roll to hit the target. Getting at least 2 successes nets the character a bullseye.

Should the player succeed, Toldi acquiesces and let the character take the long bow (1♥ damage). Additionally, Kolmi takes notice of the player character's skill and challenge them to an archery competition (see Side Quest: Archery Showdown).

### Side Quest: Archery Showdown

Should a bow-toting player character speak to Kolmi, Kolmi notices the player character's bow and asks if he would like to compete in a quick archery contest. Alternatively, if a player completes Toldi's challenge, Kolmi preemptively challenges him to a competition.

The rules of the game are simple, each contender gets 5 arrows. For each arrow that hits the target, the contender gets 1 point. Every bullseye grants the contestant 3 points. Kolmi rolls 3 dice to make his ranged check.

If the player character wins, Kolmi gives him a piece of heart.

### Training

Toldi can teach player characters who have at least 1 level in ranged the technique bleeding shot for 60♦.

## The Sawmill

*The sawmill is a plain, wooden building located on the bank of the Halno River. A large water wheel extends from the structure's side down into the river.*

*As you arrive, there is some commotion over by the riverbank. A group of people are cheering as two mill workers engage in a log rolling competition. Soon enough, one of the men topples off of the log and into the water as the spectators erupt into cheers.*

Players can participate in log rolling here. Additionally, if they ask the mill workers for supplies, the workers will lend the party a woodcutting axe (¼♥ piercing damage, ¾♥ damage) and a carpenter's saw (¼♥ piercing damage).

### Notable Characters Here

- **Tolar:** Tolar is a Zora log driver and the town's log rolling champion.





### Side Quest: Log Rolling

If one of the player characters wishes to challenge Tolar, Tolar asks the character if he would like to wager 10♦. Once the contest begins, the player character and Tolar stand on the log and begin running in place to make it spin. Each contestant must make an agility + athletics roll to maintain his balance on the log. If a contender rolls no successes, he falls off the log, and loses the match. Both participants roll until one of them loses. Tolar rolls 4 dice on his balance check.

The player can attempt to “snub” Tolar by stopping the log suddenly. To do so, he makes a brawn + athletics roll. If the player rolls more successes than Tolar, Tolar loses his balance and falls over. If Tolar succeeds in keeping his balance, the player must make his next roll with 1 less die.

If the player character agreed to the wager before beginning the competition and beat Tolar,

Tolar gives the character a piece of heart. Subsequent wagers yield a payout equal to the wager.

### Jurall's Orchard

*The apple orchard sits on the southern edge of town. As you draw near, you can see that it is comprised of a modestly-sized cottage, a shed connected to a small stable, and many, many apple trees. You also spy the orchard's proprietor, Jurall, mending a fence near the edge of the woods.*

### Notable Characters Here

- **Jurall:** Jurall is a weedy Hylian man with a perpetually pensive demeanor.

### Side Quest: Apples for Armor (Cont.)

Jurall becomes visibly uneasy at the mention of Pleeha's name. He proceeds to nervously explain that the deliveries have ceased because a band of

Bokoblins keep stealing all of his apples. If asked where the Bokoblins live, he points the player characters toward the woods to the southeast.

Should the players investigate where Jurall was pointing, they find the Bokoblin camp with little difficulty. Here, 4 Bokoblins guard their stash of apples. 3 of the Bokoblins are brandishing wooden clubs (½♥ damage, 1 square knock back) while the last one is carrying a crude bow (½♥ damage).

If the players defeat the Bokoblins, they are free to take the apples and return them either to Jurall, or deliver them straight to Pleeha. Once Pleeha either has the apples or is assured that Jurall will resume his deliveries, she lets the player characters borrow her son's cloth armor (-¼♥ damage).

**Sage Advice:** Feel free to play up Jurall's reaction to hearing Pleeha's name. Whether or not Jurall's fear of Pleeha is well-founded depends on whichever you think is funnier.

## General Store

*You enter a cluttered space filled with many shelves crammed full of all manner of odds and ends. Larro, the shop keeper, beams at you from behind the counter with his shining, rosy cheeks and a broad smile.*

## Notable Characters Here

- **Larro:** Larro is an enterprising Hylian man. He has a warm and friendly demeanor, especially towards customers, though some would say he comes across as smarmy.

## Items for Sale

Larro's shop sells the following goods:

Item	Price
Arrows (10)	20♦
Bedroll	40♦
Bottle	100♦
Bug Net	40♦
Carpenter's Saw (¼♥ pierce damage)	30♦
Fishing Rod	10♦
Frying Pan (¼♥ damage)	50♦
Harmonica	25♦
Knife (¼♥)	5♦
Lantern	20♦
Lantern Oil (1L)	7♦
Rations (14 days worth per unit)	5♦
Rope (20 meters, 10 spaces)	20♦
Tinderbox	5♦
Wooden Hammer (¼♥ damage, 1 square knock back)	15♦

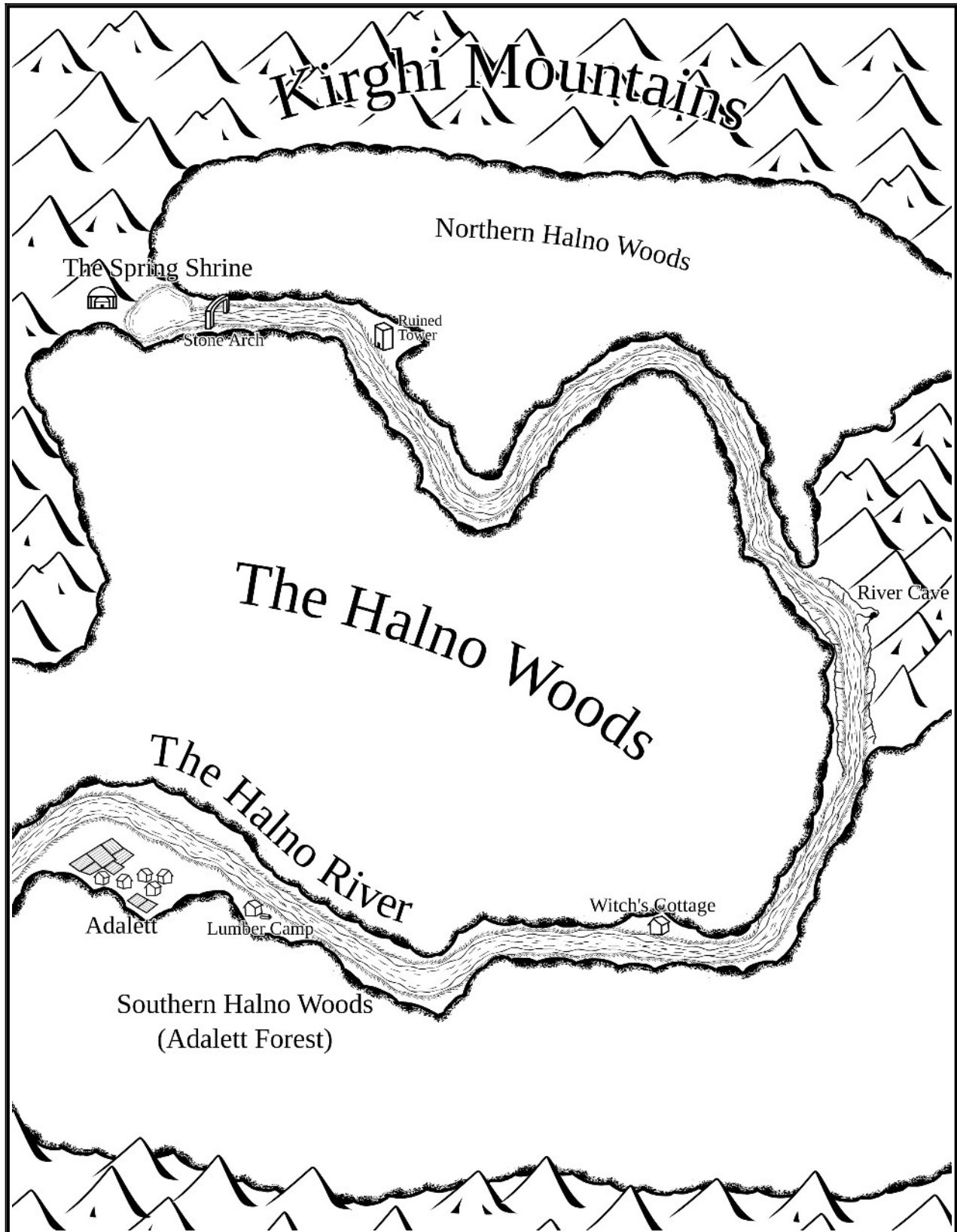
## Rumor Table

The following table contains a list of rumors and hints that the players may hear when talking to people around town. You may either roll them with 2 dice or select them as you see fit.

1 <sup>st</sup> Die	2 <sup>nd</sup> Die	Rumor
1	1	I wouldn't wander too far into the forest if I were you: it's really easy to get lost out there.
	2	I once saw the foreman of the lumber camp swat aside a falling tree!
	3	Pleeha's son was in the army. He brought back a lot of souvenirs when his tour of duty was up.
	4	Being mayor of a town this size isn't really that much work, so Graddil also works as the foreman of the sawmill.
	5	Plenty of tasty fish in the river! You can buy a fishing rod at Larro's shop if you want to try to catch some.
	6	I've heard that the leaves in the forest don't sway in the breeze.
2	1	I'd like to learn to play an instrument, but which one? Oh, I know! Larro sells harmonicas for a pittance.
	2	My friend's cousin claims to have heard a raccoon talk while exploring the woods.
	3	There's a lot of good potion ingredients in the woods: mushrooms, herbs, seeds...
	4	Is it just me, or does Jurall seem extra nervous of late?
	5	After dark, the inn is the place to be! Singing, games, and the best cider in Hyrule!
	6	I wouldn't wander the forest at night. It could be haunted for all we know!
3	1	My grandfather always told me, "if you ever get lost in the woods, let the trees point the way."
	2	Nothing like a tankard of cider at Pleeha's Inn after a long day's work!
	3	I hear there's a witch living in the woods. Be careful!
	4	Wives tales for how to navigate forests seem to be a tradition in Hyrule. Who knows, maybe there's some truth to a few of them?
	5	I went fishing a little ways upstream and noticed some really weird looking smoke coming from the woods.
	6	Harrick hasn't lost an arm wrestling match in months. That guy's unbeatable!
4	1	The wilderness north of town is full of monsters. Don't leave without a means of protecting yourself.
	2	If you ever get lost in the woods, just grab a branch and...wait, what was the next part?
	3	Sleeping on the cold, hard ground isn't any fun. Be sure to pick up a bedroll if you have to rough it out in the woods.
	4	A friend of mine got lost in the Halno Woods once. He said he found his way home using a tree branch.
	5	Rumor has it the river is home to a fish that brings fortune to those who find it.
	6	I've heard tales of a stone that'll reward anyone who plays its favorite song.
5	1	Toldi may be best known as a bowyer, but she's a more than capable hunter in her own right. I bet you could learn a thing or two from her.
	2	If the river ever gets too tricky to navigate, you could always carry your boat over land until you find calmer waters.

1 <sup>st</sup> Die	2 <sup>nd</sup> Die	Rumor
	3	A lot of the regulars at Pleeha's have taken a liking to this one song. What did they call it again? The "Team Song", I think.
	4	The dried rations Larro sells are filling but tough to chew and not that tasty...
	5	A woodcutter's axe might make a good weapon in a pinch, if you can handle something that heavy.
	6	The river winds all over the place. I don't know where its source is, but I'd bet it'd be faster just to cut through the woods.
6	1	Word is that there's a gang of thieves hiding out in the woods.
	2	If you need a bow, Toldi's who you want to talk to. All of the hunters in town use her bows!
	3	They say a skilled woodsman can find his way through the woods just by observing how the wind blows through the leaves.
	4	Log rolling is a lot of fun. You should head down to the sawmill and try it some time.
	5	Nassu's a strange fellow. He likes making swords and spears even though there's practically no use for them here.
	6	There's an old legend that a giant Snapper lives in the deepest part of the woods.

# Chapter 2: The Halno Woods



## Chapter Overview

After completing their preparations, the party must set out into the Halno Woods and find the source of the river. The players have the option of either following the river or hiking through the forest, with each approach presenting advantages and disadvantages. The river plays out in a linear manner, with set-pieces in predetermined locations. The forest, on the other hand, is far less predictable, with the locations the players encounter themselves being randomized. Additionally, when traversing the woods, players have to make skill rolls to successfully navigate through the forest or—in traditional *Zelda* fashion—uncover the trick to navigating the woods. Regardless of which path the players choose, the party will eventually reach Snapper Swamp. From there, it's only a short hike up the mountain to reach the Spring Shrine.

## Players Start

After a day of preparations, Mayor Graddil waits for the party by the pier the next morning. While the player characters were busy procuring equipment and supplies, Graddil managed to obtain a canoe with enough paddles for each party member, a hatchet, 2 shovels, and one unit of rations.

The mayor informs the party that there are two paths to the head waters: canoe up the river or hike through the woods. He proceeds to tell the players that the river is easier to navigate. The downside is that following the river takes longer, roughly 5 days. Cutting through the woods is faster, in theory, but the woods are dangerous and easy to get lost in.

**Sage Advice:** A more organic way to present these options to the players is to have another, less cautious character insist that cutting through the woods would be faster. For instance, if the players completed the side quest The Wet Stone, Nassu could arrive to deliver the long sword to the players before they leave and assert that canoeing upstream will take too long.

## Survival Rules

The following sections detail optional rules for roughing it in the Hyrulian countryside.

### Food

Player characters need to have at least 1 good meal a day. Food can either be brought with the party in the form of rations or gathered from the wild. 1 unit of rations provides 1 fortnight's (2 weeks') worth of meals for 1 character.

Characters who go a day without eating receive the fatigued status condition until the next time they eat. If a character does not eat for 2 days straight, his maximum stamina is decreased by 4 S.P. to a minimum of 4 S.P. Eating reverts the effects of hunger to the previous stage: stamina penalty and fatigue → just fatigue → no penalties.

### Foraging, Fishing, and Hunting

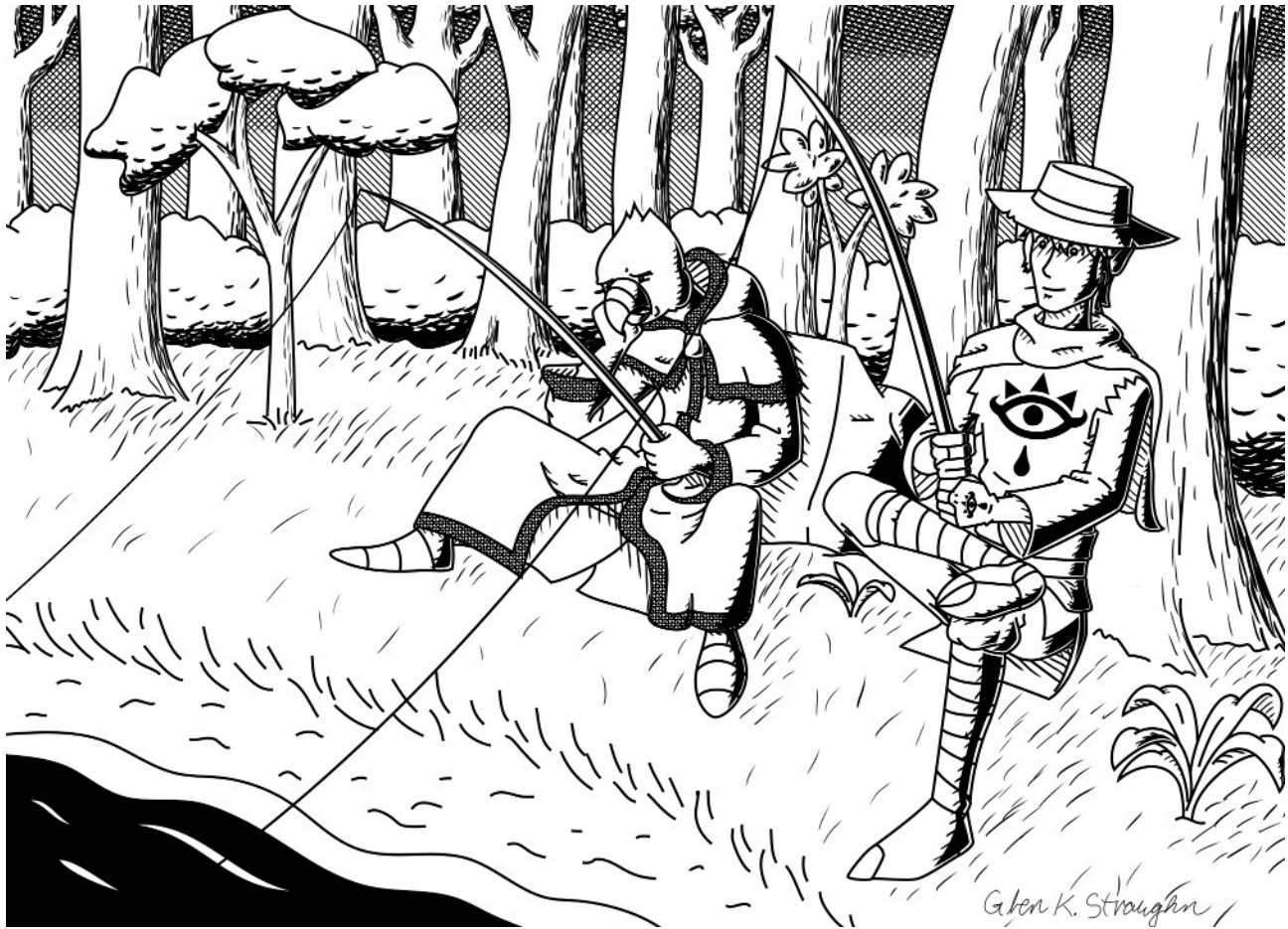
Player characters can forage for fruit, nuts, roots, herbs, and other botanical forms of sustenance using a survival + smarts check. Each success provides 1 meal's worth of edible plants. Similarly, characters who possess a fishing rod can make a survival + wits roll, with each success producing 1 fish, which provides a character with 1 meal.

Lastly, players equipped with a ranged weapon can attempt to hunt larger game, such as pheasants or boars. To hunt, player characters must first track their prey by making a survival + wits check with at least 2 successes. A successful hunt yields enough food to provide 1 meal for the entire party.

Gathering food takes 2 hours. Eating more than meal in a day restores 1♥. Characters with a frying pan or other cooking utensils can make a survival + wits check to prepare a hearty meal. 1 or more successes increase the healing bonus to 2♥. Rations cannot be cooked.

### Sleep

Player characters require at least 6 hours of sleep per day. Any character who goes a night without sleep is afflicted with the fatigued status. Forgoing sleep for more than 1 day decreases the character's



maximum S.P. by 4 points (1 block) to a minimum of 4 S.P. Getting at least 6 hours of sleep resets a character to fully rested status regardless of which penalty he is currently afflicted with.

Sleeping outside without a bedroll requires either a composure + guts check or a survival + guts check. If the player fails to get at least 1 success, his character cannot get to sleep that night and suffers the penalties.

## The Halno River

The party travels along the Halno River linearly. The journey is segmented into discrete steps. 4 hours of in-game time pass after each step is completed. There are 12 steps in total, making for 6 8-hour days of travel or 4 12-hour days. See the following table for a list of these steps and the location or action associated with them.

For each spot labeled “Roll Encounter Table”, roll 2 dice and use the sum to select from the

following table. For night travel, make a second roll; if the first roll is a noncombat encounter and the second isn’t, use the second result.

Step	Location/Event	Page
1	Lumber Camp	14
2	Roll Encounter Table	16
3	Roll Encounter Table	16
4	Witch’s Cottage	14
5	Roll Encounter Table	16
6	River-Side Cave	15
7	Roll Encounter Table	16
8	Roll Encounter Table	16
9	Rapids	16
10	Roll Encounter Table	16
11	Ruined Tower	16
12	Stone Arch	16

Roll	Encounter	Page
2	Catfish <sup>1</sup>	16
3	4 Deku Scrubs	17
4	4 Octorocs	17
5	3 Blue Tektites	17
6	Nothing <sup>1</sup>	-
7	Nothing <sup>1</sup>	-
8	Nothing <sup>1</sup>	-
9	3 Octorocs	17
10	Nothing <sup>1</sup>	-
11	Skull Kid <sup>1</sup>	17
12	Fairies <sup>1</sup>	17

1. Noncombat encounter

## Locations

The party pass the following landmarks as they travel along the river.

## Lumber Camp

*Not far from the riverbank, you see the lumber camp. Many Hylian and Goron lumberjacks are hard at work moving logs, while Zora log drivers wait in the water to prevent log jams.*

### Notable Characters Here

- **Danmoro:** The foreman of the lumber camp. He's very driven and gets irate when he sees others slacking off.

### Opportunity: Ask for an Axe

Players may acquire a spare wood cutter's axe (¼♥ piercing damage, ¾♥ damage) here if they ask for one nicely.

### Opportunity: Training

Danmoro can teach player characters the technique It's Not That Heavy! (Techniques: row 26) For 40♦.

## Witch's Cottage

*Off in the distance, a pillar of dark smoke rises up above the treetops. The light reflects off the thick miasma with a colorful, opalescent shimmer, much like oil on water. A sickly sweet, unnatural smell lingers in the air. As you draw closer, you see the*

*source of this odd plume is the chimney of a cottage nestled in the trees.*

The following text describes the cottage's interior:

*Inside the cottage is a cramped potion brewer's workshop. The air is thick with a confusing assortment of smells, no doubt the vaporous remnants of many different potions. Standing at the hearth over a large cauldron is a frazzled-looking young woman.*

### Notable Characters Here

- **Praline:** Praline is a young, inexperienced witch who recently inherited her grandmother's potion brewery.

### Items for Sale

Item	Price
Pink Potion (Heals 2♥)	20♦
Pale Yellow Potion (Restores 8 S.P.)	16♦
Pale Green Potion (Restores 8 M.P.) <sup>1</sup>	20♦
Singed Spell Book (see page 36)	75♦

1. The pale green potion is not available until the players complete the side quest Mushroom Run.

### Side Quest: Mushroom Run

Praline wishes to attempt a recipe for a potion that revitalizes one's magic energy. Unfortunately, she's short one of the ingredients: emerald cap mushrooms. She's too busy at the moment to go looking for them and would appreciate any help the player characters can offer. Emerald caps can be found at the Mushroom Patch (see page 19) or foraged from the woods (see the ingredient table on page 37).

Upon receiving an emerald cap, Praline rewards the party with a green potion (Example Items: row 31), with complementary bottle.

**Sage Advice:** Go ahead and introduce this quest and the next one, Fairy Water Run, at the same time to prevent the players from having to make two expeditions into the woods.

### Side Quest: Fairy Water Run

Praline informs the player characters that if she can get both emerald caps and water from a fairy



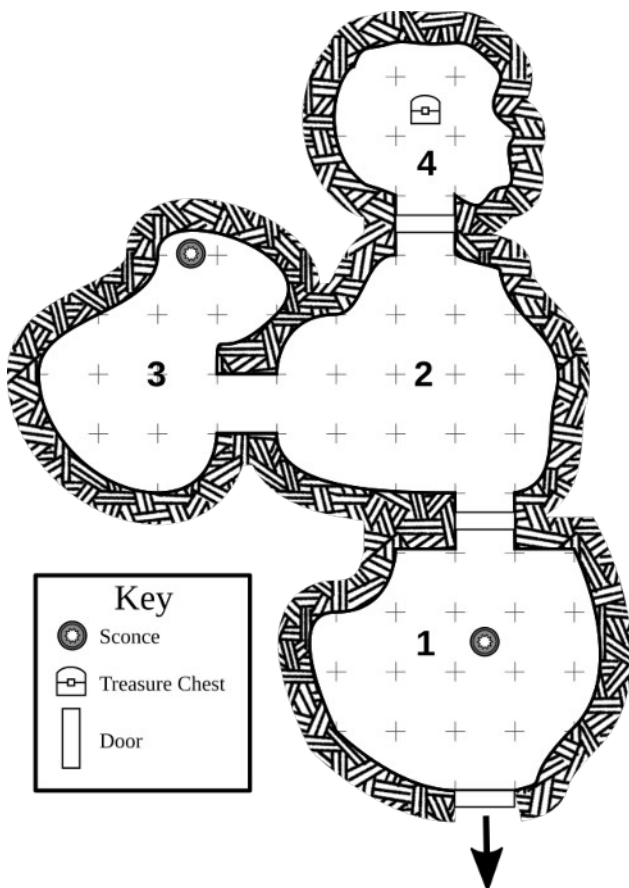
fountain, she can brew an even more powerful magic potion. Fairy fountain water can be found at the fairy fountain in the forest (see page 21).

After receiving both the emerald caps and fairy fountain water, Praline offers one of the player characters a magic potion that permanently increases his magic capacity by 4 M.P.

If asked if she can make more than one serving, she explains that it requires another secret ingredient and she only had enough for one serving.

**Sage Advice:** This quest is included to exhibit the rules for upgrading character stats via magic or items. If you're opting to let players upgrade their M.P. and S.P. capacity after collecting heart containers instead of just hearts, you may wish to replace the reward with a piece of heart.

## River-Side Cave



*As you approach the base of the Kirghi Mountains, the surrounding terrain gets increasingly rocky. It's not long before you find yourself paddling*

*through a small canyon of sorts. The walls on either side extend up four meters, five in some places.*

*As you continue to follow the river, you spy the entrance to a cave. It is wide and arch shaped, almost like an open doorway.*

### Room 1

The mouth of the cave leads into a darkened chamber. An unlit brazier stands in the middle of the room, illuminated by the light pouring in from the entryway. Through the darkness, you can just barely discern what appears to be a sealed passageway.

The northern passage is locked until the players light the brazier. Once it's lit, the door opens and a swarm of 4 keese awaken and attack the party.

### Room 2

This room is almost completely dark. The following read-aloud text only applies if the player characters have a light source.

*You stand in a dark, empty chamber. On the northern wall is a sealed passageway, above which is a stone eye. Its cold gaze follows you as you move about.*

The northern door is sealed until the players defeat the stone eye. Pointing a weapon at the stone eye causes it to quickly shut. To defeat the eye, players must stun it with a Deku nut. Once stunned, the eye slams shut, and the door slides open.

There are 2 pots in this room. Breaking these produces a random item from the forest drop table (see page 23).

### Room 3

*The room is dimly lit by a flickering torch on the far side of the chamber. Next to the torch sits a small bush. After a brief moment, the bush begins to rustle before revealing itself to be a Deku scrub.*

Once the players enter the room, they are attacked by a business scrub (see Deku Scrub on page 30). The business scrub fights using normal Deku scrub tactics.

The scrub surrenders the second he is wounded. In true business scrub fashion, he apologizes profusely and offers to sell the party Deku nuts (see

page 36). Characters may purchase 5 Deku nuts for 15♦.

**Sage Advice:** Depending on your group, the players may wish to reason with the business scrub instead of attacking it. Don't be afraid to let them role-play it.

## Room 4

*The room is small, with rough-hewed walls. A wooden chest rests on a raised platform in the center of the room.*

Inside the chest is a piece of heart.

## Rapids

*The current quickens and the water becomes tumultuous. Up ahead, large rocks jut from the river.*

The party may either attempt to navigate through the rapids or draw their canoe out of the river and carry it past the rapids. Paddling through the rapids requires each character who's paddling to make a riding + brawn check. The players need to get 2 successes to overpower the force of the current. Going downstream instead requires a 2-success riding + agility check. Failing in either situation damages the party's boat, rendering it unusable until repaired. Repairing the boat takes 2 hours and requires a hammer.

Due to the steep, rocky terrain in this part of the woods, carrying the canoe slows the party down significantly. Passing the rapids on foot and finding a place where the grade of the riverbank is shallow enough to safely put the canoe back in the water takes 8 hours.

**Sage Advice:** The previous section demonstrates the sailing rules listed in the Situational Rules: Sailing section of the core rules. The current is 3 and the canoe has a size modifier of 2 (large). After subtracting the size modifier from the current, the players have to get 1 success to resist knock back and 2 to overpower the current.

## Ruined Tower

*An ancient tower peaks out above the treetops. Cloaked in vines and standing a short way from the*

*riverbank, it faithfully watches over the stream long after its builders abandoned it.*

The tower is 6 meters tall and roughly 3 meters across at its base.

Searching inside the tower reveals a chest containing 20 arrows. No ladder to the top of the tower remains; to reach the top, players must roll an athletics + brawn check with at least 1 success to climb the vines growing on the sides. On top of the tower is a box containing a rusty lantern and a telescope (Gear and Ingredients: row 37 and 45 respectively).

If a character uses the telescope to peer upstream from on top of the tower, he may make a wits + perception roll (with the telescope's bonus) to spot the chest on top of the Stone Arch (see next section). The player only needs to get 1 success to see the chest.

## Stone Arch

*A large stone arch spans across the river. Old and weathered, it's clearly stood here for centuries. The remnants of relief sculptures adorn its surface, the finer details of which have been lost to the ravages of time.*

A chest rests on top of the archway. To spot it, players must make a perception + wits roll with at least 2 successes. Climbing the side of the archway requires an athletics + brawn check with at least 2 successes. The chest contains a purple rupee (50♦).

The arch itself is 4 meters tall.

## Encounters

The following random encounters may occur while traveling along the Halno River. If the players are traversing the river by boat, their characters start combat in their canoe.

### Catfish

*A large catfish skims the surface of the water upstream from you. Its scales shine with a brilliant bronze sheen.*

The catfish takes an interest in the party's canoe and swim next to it for a time. If any of the player characters toss it food, it quickly gobbles it up, dives

to the bottom of the stream, and resurfaces with a purple rupee (50♦) in its mouth. After tossing the rupee into the party's canoe, the fish leaves.

## Deku Scrubs

The player characters are attacked by 4 Deku Scrubs. The Deku Scrubs lie in wait not far from the riverbanks and begin pelting the player characters with seeds when they are within range using Spit Attack (Basic) (Techniques: row 146). See page 30 for full details on Deku Scrubs.

## Octorocs

The player characters are attacked by 3-4 Octorocs. The Octorocs wait in the river and spit rocks (Spit Attack (Basic), Techniques: row 146) at the player characters when they get within range. Octorocs are a rank 1 mook. See page 31 for full details on Octorocs.

## Blue Tektites

The player characters are attacked by 3 Blue Tektites floating on the water. Blue Tektites are a rank 2 mook and prefer to use Jump Attack (Techniques: row 35) to lunge at their opponents. For full details on blue Tektites, see page 31.

## Skull Kid

*The tranquil silence of the forest is disrupted by a lively flute melody. The song is catchy beyond what you thought possible. You begin to feel an overwhelming urge to stand up and dance.*

A Skull Kid plays a song on his flute that compels the player characters to dance. Players must make a composure + guts check and get at least 1 success to resist. Any players who dance in the canoe must get 3 successes on an athletics + agility check to avoid capsizing the boat.

If the boat capsizes, the Skull Kid laughs at the player characters' misfortune and promptly leaves. If the party avoids falling in the water, the Skull Kid expresses his frustration and leaves to find his fun elsewhere.

## Fairies

*Two points of ethereal, pink light daintily float above the water, occasionally skimming its surface.*

The party sees two fairies playing in the river. If asked, they can heal 1 player character to full hearts. Additionally, they can lead the player characters to the Halno Fairy Fountain (see page 21).

A character can attempt to catch a fairy using a bug net. To do so, roll tools + agility against the fairy's 3 D.D.

## The Halno Woods

The forest north of Addalet is a dark, mysterious, and wild place. Most of the townsfolk avoid venturing too deep into this part of the woods, preferring the comparatively safer southern and eastern forest. Due to their proximity to the Kirghi Mountains, the Halno Woods are fairly hilly. Because of this, the Halno River winds around the woods instead of flowing through it. Hiking through the woods is quicker, assuming one does not get lost along the way.

## Exploring the Woods

Similar to the Lost Woods of past *Legend of Zelda* games, player characters can easily get lost in the Halno Woods. This module provides a simplified version of the exploration rules listed in the Situational Rules: Lost section of the core rules as well advice on implementing the standard rules.

Whichever method you choose, reaching the headwaters requires finding 4 landmarks, with the last one being the river source itself. Additionally, the player characters may explore the woods further even after finding the path to the river's source.

Due to the thickness of the forest canopy, characters on the forest floor can't see characters on or above the trees and thus can't follow flying characters or characters navigating the tree tops.

## Simplified Rules

To blaze a trail through the forest, one character takes the lead and rolls a survival + wits check to find the landmark. If the player rolls at least 3

successes, the party safely arrives at the next landmark. For a list of landmarks, see the table on page 18.

If the player fails his navigation check, select an encounter from the “Encounter” table on page 21. After the encounter, the player characters wind up at the landmark from which they initiated the navigation check or—if the Sage is a traditionalist—on the outskirts of Addalet. Traveling back to found landmarks does not require navigation checks.

Looking for an undiscovered landmark takes 2 hours. Traveling from one known location to another takes only 30 minutes.

## Standard Rules

For standard navigation rules, the Halno Woods have a range interval of 5. On a piece of grid paper, map out where each landmark is, as well as the position of Addalet and the Spring Shrine. Each landmark should be roughly 2 or 3 range intervals from each other. As players find landmarks, note which landmarks have known paths between them.

**Sage Advice:** The way the “Lost” rules are written in the core rules is pretty confusing. Here’s an example using the Halno Woods to illustrate. If a character finds a landmark, he can move 5 spaces (the range interval) away from it without having to make a check. After that, he must make a survival + wits check with 1 success to move into the next range interval (6-10 squares away), which he can then move within freely. To move into the next range interval (11-15 squares) requires 2 successes and so on. Failing to make the check results in the character being sent back to the start or the previous landmark.

## The Secret of the Forest

True to *Zelda* tradition, there’s a trick to navigating the Halno Woods without the hassle of making survival checks. If a character grabs a stick with leaves on it and holds it up, its leaves point in the direction of the next landmark. After grabbing a stick, the character may make a wits + perception check to see if he notices that the leaves don’t wave with the wind. He succeeds if he rolls 2 or more successes. Rito characters—having

the racial ability Wind Sense—notice this automatically.

The branch only leads the characters to the next landmark on the way to the Spring Shrine. The branch trick cannot be used to find specific landmarks nor does work after finding the river’s source.

## Landmarks

These are the landmarks the player characters can find in the forest. Roll 2 dice to select a landmark from the table. If you roll a landmark that the party has already found a path to (as opposed to accidentally discovered), re-roll until you get a result that hasn’t been found.

Roll	Location	Page
2	Korok Tree	18
3	Sword in a Stone	19
4	Weird Sign	19
5	Mushroom Patch	19
6	Spooky Tree	19
7	‘Blin Camp	19
8	A Tall Rock	20
9	Big Stone Cube	20
10	Old Cabin	20
11	Berry Patch	20
12	Fairy Fountain	21

## Korok Tree

*You see before you a large, stout tree. Reclining in its branches are three Koroks. Noticing you, they greet you with a lethargic, nonchalant wave.*

The three Koroks regard the player characters warmly but are incredibly lazy. They are unwilling to move from their perch and will refuse any request that requires them to do so. The Koroks are willing to answer questions, however, including the secret to safely navigating to the other side of the woods (see page 18).

As the players leave, the Koroks offer them a Korok leaf (knock back 2 spaces, range of 3).

## Sword in a Stone

*An old, rusted long sword stands before you, its blade wedged in a stone.*

Characters can quickly dislodge the sword using an athletics + brawn check with 4 successes. Players can apply their characters' power virtue bonuses to their rolls. If the player characters fail in their initial attempt to dislodge the sword, they can spend 2 hours of in-game time to dislodge the sword slowly.

Due to its time exposed to the elements, the long sword has dulled and rusted, reducing its damage to  $\frac{3}{4}\heartsuit$ . Characters can restore it either with a whetstone or taking it to a smith to be repaired.

## Weird Sign

*You come across a sign. Written on it are the words, "you are here."*

There is nothing here except a very unhelpful sign.

## Mushroom Patch

*A large clearing opens up ahead. It is filled with many, many colorful mushrooms of all shapes and sizes.*

Characters can make a forage check (survival + wits) to gather any type of mushrooms the players specify listed in the ingredients table on page 37. This includes the emerald cap needed for the side quest Mushroom Run (page 14).

## Spooky Tree

*The gnarled remains of a large tree stand solemnly in a dark and shady glen. Its leafless branches twist and crook like the withered limbs of a corpse in rigor mortis. Cobwebs hang like a tattered portiere over an opening in the tree's broad trunk.*

The inside of the tree is a circular area 2 squares across. Unless the players have a light source, the inside of the tree is affected by the dim light environmental hazard. A chest containing a red rupee (20♦) sits across from the entrance.

When the player characters approach the chest, two giant skulltulas (page 31) drop from the ceiling and attack them. The skulltulas take full advantage of the terrain, climbing the walls and ceiling.

## 'Blin Camp

*A Moblin and three Bokoblins have made camp in a small clearing. Meats cook on a spit over an*



open fire, and simple beds made of leaves are scattered around the clearing. It would appear the creatures have not yet spotted you.

2 of the Bokoblins are armed with wooden clubs (½♥ damage) and the last one brandishes a crude bow (½♥ damage). The Moblin wields a short spear (¾♥ damage, reach) and a wooden shield (¼♥ damage reduction).

In combat, the Moblin starts the fight by standing back and letting its Bokoblin lackeys do the fighting. The 2 club-wielding Bokoblins rush the player characters, while the archer attacks from a distance.

If the player characters approach or attack the Moblin or defeat one of the Bokoblins, the Moblin will engage the party. If the Moblin is defeated, any remaining Bokoblins must make a composure + guts check. Any Bokoblin that fails to roll at least 1 success immediately turns and runs from combat.

For the Bokoblins' stats, see page 32. For the Moblin's stats, see page 33.

## A Tall Rock

*A large, imposing stone, perhaps four or five meters tall, protrudes from the earth. A small pond borders one side of its base. A glinting object can be seen atop the rock.*

A purple rupee (50♦) sits on top of the rock. A character can make an athletics + brawn check to attempt to scale the rock, with 3 successes being required to scale the boulder. Alternatively, a Rito character can fly to the top of the stone. Characters can also use the Geyser Rod (page 26) on the pond to reach the top.

## Big Stone Cube

*A ray of light breaks through the dense canopy, illuminating a large, stone cube half buried in the earth. The object's surface is decorated with relief carvings depicting sylvan scenes of frolicking animals and minstrels playing musical instruments.*

Playing the song the Minuet of the Forest in the presence of the stone block causes it to disappear in a flash of light, leaving behind a piece of heart.

## Old Cabin

*An old log cabin stands nestled in the trees. Its front door hangs open with one of its hinges detached from the door. Based on its dilapidated state, it's evident that this cabin hasn't been inhabited in a very long time.*

The following read-aloud text is for if the characters enter the cabin:

*The cabin's interior is sparsely furnished. An old cot sits in one corner of the room, next to a simple stool and small desk. On the desk rests a leather bound journal. At the foot of the cot is a small wooden chest. A hearth occupies the opposite wall. Lastly, a woodcutter's axe rests against the wall next to the entryway.*

Inside the chest is a cloth tunic (-¼♥ damage) sized for a medium human (Hylian, Sheikah, Gerudo, etc.), 20♦, 10 arrows, and the Loner's Ring (+1 D.D. and O.D. when no allies are present). Searching under the cot reveals a bottle. The woodcutter's axe can be wielded as a heavy/melee weapon (¼♥ piercing damage, ¾♥ damage, size large). Inspecting the hearth reveals a frying pan (¼♥ damage).

## The Journal

The journal contains little information on the cabin's former resident, not even a name, nor does it offer any hints to where he may have gone. It does, however, contain detailed notes on woodcutting techniques, including how to cleave multiple smaller trees in a single swing.

Players can learn the technique Cleave (Techniques: row 40) from the journal.

## Berry Patch

*The trees part to reveal a glade full of berry bushes, their branches heavy with ripe fruit.*

The player characters can gather enough food to provide each of them with a full meal without having to make a forage check. Doing so takes less than 30 minutes.

## Fairy Fountain

*Small, colorful dots of light dart above a shimmering pool of clear, pristine water. The fairies sing and hum a song in unison as they flit about the clearing. An ethereal atmosphere emanates from the pond as a faint, iridescent light illuminates the surrounding trees and rocks.*

The fairies welcome the player characters and offer to heal their wounds. Should the party ask for the fairies' assistance with navigating the woods, the fairies reveal how to navigate the forest (see page 18). Additionally, player characters can learn the song Minuet of the Forest (Songs: row 17) from the fairies.

The player characters can retrieve fairy fountain water from here for the side quest Fairy Water Run (page 14).

## Encounters

The following encounters occur when the players fail a navigation check. Roll 1 die to select from the following table.

Roll	Encounter
1	Deku Babas
2	Deku Scrubs
3	Bokoblins
4	Skulltula
5	Skull Kid
6	Roll Landmark Table

### Deku Babas

The party encounters 5 Deku Babas. At the start of the encounter, have the players roll lore + smarts to recognize the scraggly plants on the path ahead of them. Characters who get at least 1 success recognize the plants before it's too late and the party starts the fight shortly out of reach of the Deku Babas. If no characters succeed, the party walks into the midst of the Deku Babas and starts the fight surrounded.

Deku Babas are rank 1 mooks and can attack with the technique Forward Thrust (Techniques: row 42). See page 30 for more information on Deku Babas.

## Deku Scrubs

The player characters are attacked by 4 Deku Scrubs. Deku Scrubs are rank 1 mooks that prefer to attack with Spit Attack (Basic) (Techniques: row 147). For more information on Deku Scrubs and their tactics, see page 30.

## Bokoblins

The player characters encounter 3 Bokoblins. One is armed with a Wooden Club (½♥ damage, knock back one space), one a Boko Stick (¾♥ damage, reach) and the last one wields a Crude Bow (½♥ damage). The 2 armed with melee weapons rush the player characters, while the one with a bow stays back and attempts to shoot the party from a distance.

Bokoblin stats can be found on page 32.

## Skulltulas

On entering the encounter, have the players roll perception + wits. With 1 or more successes, the player characters see the Skulltulas waiting in the trees and can roll initiative. If none of the characters succeed, then the Skulltulas ambush them and get a full round to attack them. There are 4 Skulltulas in total.

Skulltulas are rank 1 mooks. More details can be found on page 31.

## Skull Kid

*A soothing melody wafts through the air. Listening to the tranquil tune, you begin to feel drowsy.*

Characters who are not immune to sleeping effects, such as those wearing the All-Nighter's Mask, must make a composure + guts check to avoid falling asleep. Characters only need to get 1 success to maintain consciousness.

If all characters fall asleep, they wake up 1 hour later to find the Skull Kid replaced 1 character's rations with a note saying:

*Did you like my song? No need to thank me, I've already collected my performance fee.*

*~ Skull Kid*

If 1 or more player characters resist the Skull Kid's lullaby, the Skull Kid expresses his frustration and attacks the party.

In combat, the Skull Kid opens by playing the Song of Birds (Songs: row 47) to summon a number of crows equal to the number of successes he rolls. Afterward, he keeps his distance from the player characters and shoots at them with his blow gun. If the player characters defeat all of the crows, the Skull Kid will use the Song of Birds again.

The Skull Kid flees after taking 1♥ or more damage. The party will not encounter the Skull Kid again after he has been defeated; rolling this space on the table yields no encounter.

The stats for crows can be found on page 30. The Skull Kid's stats are on page 34.

## Roll Landmark Table

The player characters accidentally discover one of the woods' landmarks. Roll a landmark from the table on page 18. This does not mean that the landmark is "found", however. Once the party leaves, they cannot return without finding it using the exploration rules on page 17 or by playing Minuet of the Forest.

## Outside the Spring Shrine

Once the player characters have successfully navigated either the forest or the river, they arrive at the base of the mountain. From there, it's just a short hike to reach the Spring Shrine.

## Snapper Swamp

*A swamp spreads out before you. Scattered among the trees are the remnants of ancient structures built by a long-forgotten civilization. The peculiar cries of swamp creatures can be heard in the distance.*

The water in the area is fairly shallow, only reaching a medium sized character's waist in most places. These regions count as having the light debris environmental hazard.

Player characters who attempt to identify the animal calls can make a lore + smarts check.

Characters who get at least 1 success recognize the calls as being from Snappers (see page 31).

## Mountain Path

*The ground begins to slope upward and becomes rocky. An old, neglected pathway—flanked by two dilapidated, stone columns—begins at the base of the incline.*

The mountain path is a narrow, winding trail full of switch backs. Roughly two thirds of the way up, a large gap spanning 2 meters (1 square) interrupts the path. Jumping across the gap requires an athletics + brawn check. Player characters who roll 2 or more successes make it across safely. If a player character only gets 1 success, he just barely makes it across. As he lands, the ground beneath him begins to crumble, widening the gap. All characters afterward must roll 2 successes to cross the gap.

The drop is 6 meters (3 squares) high. Characters who fail the jump tumble down to a previous part of the trail from which they can quickly retrace their steps.

## The Shrine

*The path leads up to a plateau. Before you is not a simple mountain spring, but an ancient stone structure. A canal wraps around the structure and continues off to the side of the mountain. Spouts from which the river's water normally would flow extend from the building's base. Presently, only a meager trickle pours from them.*

For the inside of the Spring Shrine, see Chapter 3: The Spring Shrine on page 24.



## Enemy and Pot Drop Table

Roll on the following table for every enemy defeated or pot broken.

Roll	Item
2	Yellow Rupee (10♦)
3	Blue Rupee (5♦)
4	Green Rupee (1♦)
5	5 Ammo <sup>1</sup>
6	Heart
7	Heart
8	Small Magic Jar (Restores 4 M.P.)
9	Small Magic Jar (Restores 4 M.P.)
10	Large Magic Jar (Restores 12 M.P.)
11	3 Hearts
12	Roll two more times!

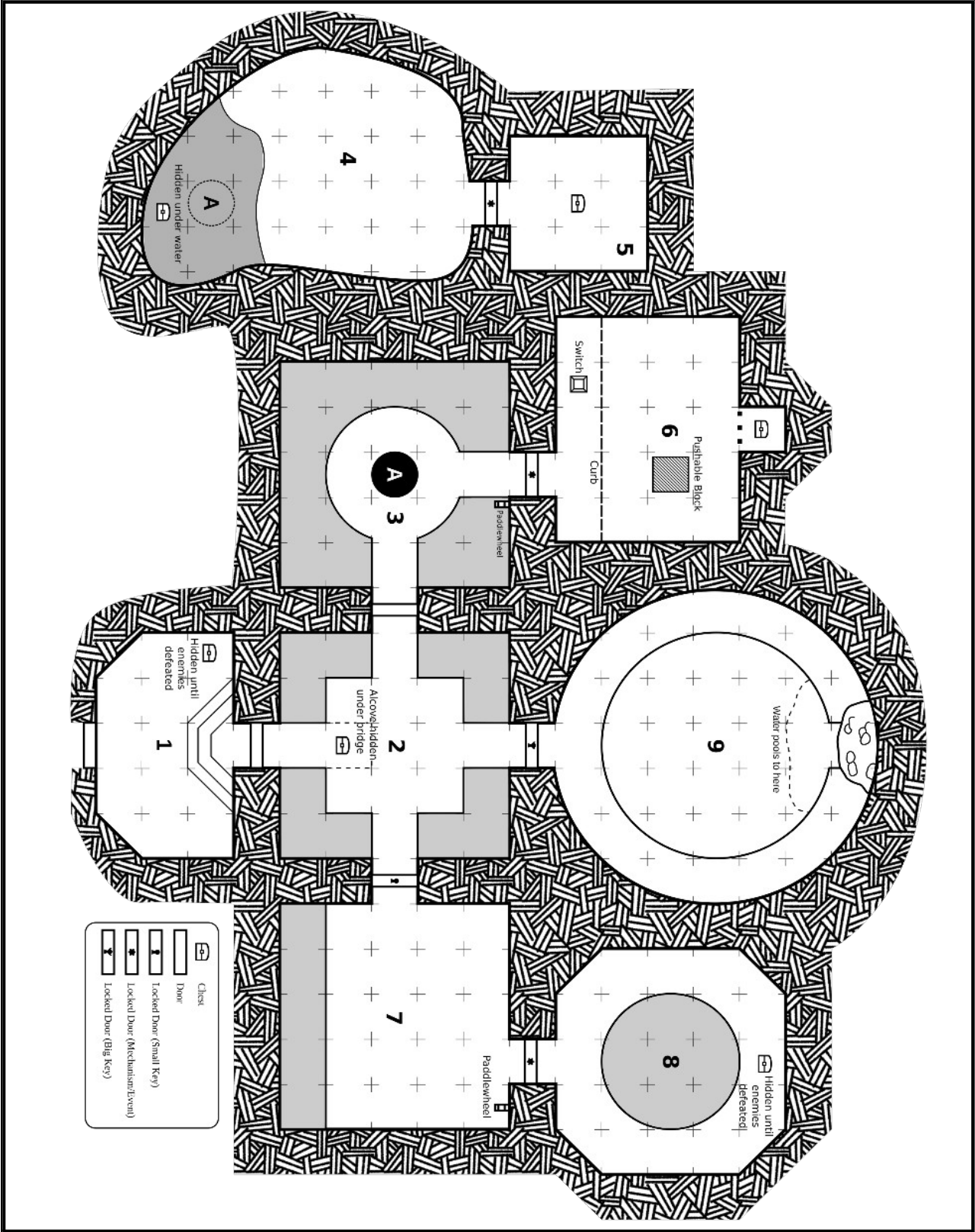
1. Depends on the weapon the character has equipped.

## Search Check Table

Whenever a player makes a search check, use their results to select from the following table.

Roll	Item
1	Heart
2	Small Magic Jar (4 M.P.)
3	Green Rupee (1♦)
4	Green Rupee (1♦)
5	Blue Rupee (5♦)
6	Deku Nut (See page 36)

# Chapter 3: The Spring Shrine



## Chapter Overview

The Spring Shrine is the final act of this adventure. Here, the party will solve puzzles and fight monsters as they search for a means to enter the spring chamber. Along the way, they'll discover the magical Geyser Rod, which they'll use to open doors and defeat the dungeon's boss.

Some rooms have the number of pots they hold listed. When broken, these pots drop a random item from the table on page 29.

## Rooms

### Room 1: Antechamber

When the player characters walk into the center of the room, 3 Chuchus drop from the ceiling and attack the party. Chuchus are rank 1 mooks and only have a move speed of 2 squares. See page 30 for more information on Chuchus. If the party defeats the Chuchus, a small chest appears in the northwest corner of the room. The chest contains a red rupee (20♦).

This room contains 2 pots.

### Room 2: Main Hall

*A large chamber opens before you. In the center is a stone platform connected to the room's four entrances by stone bridges. Below you is a two meter deep trough filled with shallow water.*

*Two Lizalfos stand on the central platform. Upon noticing you, they draw their weapons.*

This room contains 2 Lizalfos, each armed with a short sword and a wooden shield. For stats and battle tactics, see page 33.

The southern and western doors are unlocked. The eastern door requires a small key to unlock, while the northern door requires the dungeon's big key.

Under the southern bridge is a small alcove in the central platform. A small chest occupies this niche, inside which is a purple rupee (50♦).

There are 4 pots in this room.

### Room 3: Well Room

*A round platform occupies the center of this room, in the middle of which is wide, dark hole. The platform is connected to the northern and eastern entrances by narrow stone bridges.*

*A large paddle wheel is embedded in the wall next to the northern door. The door itself is barred.*

The hole in the center of the room leads to room 4. Characters who inspect the well can see light flickering off the surface of water at the bottom.

The door to the north is barred until the players turn the paddle wheel with the Geyser Rod. The wheel locks into place once activated.

The rest of the floor sits 2 meters (1 square) below the platform and is covered in knee-high water.

### Room 4: Mini-Boss Chamber

The player characters drop into a pool of water below the hole in room 3. Characters get to make a perception + wits check when they hit the water. If a character gets 2 or more successes, he notices a chest at the bottom of the pool. The chest contains a Swimmers Ring (Example Masks and Rings: row 23, column D). Once the player characters surface, read the following descriptive text:

*You are now in a damp, dank cave. In the flickering torch light, you can see the form of a large, crocodilian creature brandishing a battle axe. It sees you and lets loose a loud roar.*

Upon entering the room, the Daira attacks the party. If the player characters cluster together, the Daira attacks as many as possible using cleave. Otherwise, it attacks whichever character it perceives as the greatest threat. The Daira prefers to block with its shield when defending.

The door to the next room is barred until the party defeats the Daira. After the fight, the door to Room 5 unlocks. The Daira drops a small essence once slain (increase 2 skills by 1 rank each).

Players can return to Room 3 using the Geyser Rod to propel themselves up.

This room contain 3 pots.

## Daira

Attribute	Score	Skill	Rank
Brawn	3	Athletics	1
Agility	1	Melee	1
Wits	1	Shield	1
Guts	2	Composure	2
Smarts	1		
<b>Hearts</b>	6		
<b>Stamina</b>	8		
<b>Magic</b>	0		

Size: Large

Equipment:

- Battle Axe ( $\frac{3}{4}$ ♥ damage +  $\frac{1}{4}$ ♥ pierce damage)
- Daira Shield ( $-\frac{1}{4}$ ♥ damage, size large)

**Abilities:**

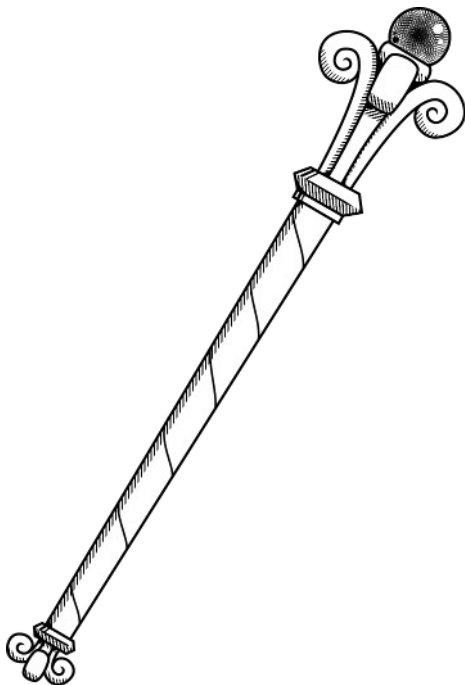
- **Cleave:** Threaten 3 continuous, adjacent squares.

**Rolls:**

- **Melee O.D.:** 4 Dice
- **Block D.D.:** 3 Dice

## Room 5: Item Room

*You find yourselves in small, stone chamber. A large, ornate chest stands ostentatiously in the center of the room.*



Inside of the chest is the Geyser Rod. For the cost of 1 M.P., the Geyser Rod can create a 4 meter (2 squares) tall column of water that shoots forth from the surface of any substantial body of water. Using the Geyser Rod requires a spellcraft + smarts roll. The spout can lift one massive object or multiple medium or large characters or objects.

This geyser flows continuously for 2 turns. Only 1 geyser can be active at a time; attempting to create another geyser dispels the first one. Characters can dispel the geyser as a free action on their turn or declare it as a prepared reaction.

Using the Geyser Rod to slam characters or monsters into hard surfaces does  $\frac{1}{2}$ ♥ base damage.

**Sage Advice:** In the original podcast this scenario was first written for, the Geyser Rod was found discarded on the floor next an empty box. The idea was a powerful artifact was hidden beneath the shrine, and the villain used the rod to drain the caves so he could steal the artifact before discarding it.

## Room 6: Block Room

*Two meters from the door you entered from is a ledge that spans the width of the room. On the other side is an approximately 25 cm step down.*

*A chest sits in an alcove in the room's north wall, imprisoned behind iron bars. In the center of the lower half of the room is a large, granite cube. To your left on the raised walkway is a protruding floor panel. It looks like it could be pressed down with enough weight.*

The switch near the door opens the bars blocking the chest but will not remain pressed without a weight on top of it. It can be pressed down with the weight of 2 medium characters or 1 large character. The switch will press down partially if an insufficient amount of weight is applied.

The stone block cannot be pushed onto the switch because of the ledge. The block is a massive object and therefore very difficult to lift.

The goal is for 1 or more players to stand on the switch while another grabs the key. Change the required weights if the party configuration doesn't allow for that.

This room contains 2 pots.

**Sage Advice:** This puzzle is intended to make the players think outside of the box. It presents a classic box-and-switch puzzle that's ultimately impractical to solve.

## Room 7: Channel Room

*A long channel of knee-high water runs along the southern wall of the room. A barred door is in the northeast corner of the room. A paddle wheel is embedded in the wall next to the door.*

Characters who approach the water must make a perception + wits roll. With 1 or more successes, the character notices the water has started to move unnaturally, after which a Kyameron emerges from the water and attacks the party. If the characters fail their perception checks, the Kyameron gets an ambush round. If a character attempts to fill one of the room's pots with water, the Kyameron breaks the pot, spoiling its ambush.

The Kyameron attacks whoever is closest to it. If defeated, it will reform in the water after a round. Because its body is made of water, players can use the Geyser Rod on it to turn it into a geyser which can be used to turn the paddle wheel. More information on Kyamérons can be found on page 30.

This room contains 2 pots.

## Room 8: Big Key Room

*You walk into an octagonal room in the center of which is a pool of water. Standing around the edges of the room are two Lizalfos and a big Chuchu. Suddenly, a gate slams shut behind you, barring the door.*

The ceiling of the room is lined with stone spikes. These spikes will impale any character hoisted by the Geyser Rod, inflicting 2♥ of base damage instead of the usual ½♥.

The Lizalfos (page 33) each carry a short sword and a wooden shield and use normal Lizalfos tactics. If the characters use the Geyser Rod to impale one of the monsters, the Lizalfos will avoid the water at all costs from then on.

The Big Chuchu (page 30) does not use any sophisticated tactics, nor will it have the sense to avoid the water should it witness the party use the Geyser Rod. It splits into 2 Chuchus upon defeat unless it was defeated by the spikes on the ceiling.

Once the enemies are defeated, a chest containing the dungeon's large key appears and the iron bars covering the door retract.

## Room 9: Boss Chamber

*You stand in a large circular chamber. Scattered rays of light peak through the vine-entangled, latticed windows that line the base of the domed ceiling. The floor of the room forms a large basin. On the far end of the room is a mound of rubble. You can see water just barely trickling from between the stones.*

*Suddenly, iron bars cover the door, locking you inside the chamber. Just then, one of the boulders begins to shake. From within a dark cavity, you see two gleaming eyes open and focus on you. Then, four legs and a terrapin head emerge from the rock. The monstrous turtle glares at you before throwing its head back and letting out a thunderous roar.*

King Snapper starts by biting at whichever player character is closest. If surrounded, it withdraws into its shell and strikes at the characters with a spin attack. If the player characters move far enough away that the boss can't reach them in its turn, King Snapper tries to strike them with a shell spin attack.

At the start of the fight, the basin does not contain enough water to activate the Geyser Rod. Players can bait the boss into striking the mound of rubble with its shell spin attack, which dislodges enough of the debris to allow water to begin to pool at the base of the rubble. Alternatively, they can clear it by hand. Doing so takes a total of 6 actions. More than 1 of a character's actions can be spent per turn.

King Snapper is weak to being flipped by the Geyser Rod. When flipped onto its back, King Snapper is stunned for 1 round but will right itself as soon as it is able. While flipping onto its feet, it attempts to crush nearby player characters. This is

an unarmed attack that threatens the squares King Snapper is moving into but King Snapper only rolls 1 O.D.

King Snapper			
Attribute	Score	Skill	Rank
Brawn	3		
Agility	1		
Wits	1		
Guts	3		
Smarts	1		
<b>Hearts</b>	8		
<b>Stamina</b>	20		
<b>Magic</b>	0		

**Size:** Massive, occupies four squares. Defensive dice are evenly divided across all squares.

**Abilities:**

- **Boss Monster:** XL, Immune to stun, immune to poison, stunned for 1 round after critical damage while unstunned, 4 actions per turn.
- **Armored:** Double defensive dice, half speed (2)
- **Spin Attack:** Threaten all adjacent squares. (must be in shell) [5 S.P.]
- **Giant Shell Spin:** Use an action to pull into shell and 1 action to rev up. Only able to move straight, but movement speed is tripled. Counts as a heavy attack and causes knock-back, even when blocked. The attacker can continue moving after striking an opponent if the opponent is knocked aside. The King Snapper can remain in its shell after spinning, but must rev up again to launch another Giant Shell Spin. Exiting its shell takes an action. Damage done is unarmed damage. [6 S.P.]

**Rolls:**

- **Melee O.D.:** 3 dice, 1 die when flipping over
- **Block D.D.:** 6 dice per square, pulls into shell

## Conclusion

After defeating King Snapper, the boss drops a heart container and a large essence.

The player characters can use the Geyser Rod on the spring to blast through the remaining rubble or clear it by hand. After successfully saving the river, the people of Addalet will throw a celebration in the party's honor upon their return.

## Continuing the Campaign

Many details were kept sparse in this campaign so that sages can fit it into whatever stories they wish to tell. If this module is used as the beginning of a longer campaign, sages will have to decide who or what blocked the spring and why. Perhaps it was a sorcerer in search of a powerful artifact. Maybe it was the work of a saboteur who harbors a grudge against the people of Addalet. Or possibly a festering dark power possessed a Snapper who then became King Snapper and destroyed the spring.

Sages will also need to decide on an adventure hook to segue into the campaign at large. Some suggestions:

- Upon returning to town, a Sheikah agent approaches the party, informs them the blocking of the spring was the work of an enemy of the royal family, and recruits the player characters to help stop them.
- After leaving the shrine, the party meets a talking owl who warns them a great evil will soon envelope the land if they don't put a stop to it.
- The player characters encounter the one who blocked the spring and learn of his—or his master's—nefarious plot.

Alternatively, the story may continue as a sequence of standalone, episodic adventures, with the party becoming freelance problem solvers aiding the people of Hyrule.

## Enemy and Pot Drop Table

Roll on the following table whenever a player character defeats a regular enemy or breaks a pot.

Roll	Item
2	Red Rupee (20♦)
3	Yellow Rupee (10♦)
4	Green Rupee (1♦)
5	Blue Rupee (5♦)
6	Heart
7	Heart
8	5 Ammo <sup>1</sup>
9	Small Magic Jar (restores 4 M.P.)
10	Small Magic Jar (restores 4 M.P.)
11	Three Hearts
12	Large Magic Jar (restores 12 M.P.)

1. Ammunition is for whatever weapon the player who landed the killing blow is wielding. Arrows or by player need, otherwise.

# Appendix A: Bestiary

## Mooks

## Chuchu

**Rank:** 1

**Size:** Small

**Features:**

- **Move Speed:** 2

Small slime creatures known to inhabit caves, damp environments, and damp caves. They move slowly and attack by tackling their opponents. Chuchus aren't very bright and consequently do not make use of any sophisticated tactics.

## Chuchu, Big

**Rank:** 2

**Size:** Medium

**Features:**

- **Mitosis:** Splits into 2 Chuchus when defeated.
- **Move Speed:** 2

A larger Chuchu created when two Chuchu fuse together.

## Crow

**Rank:** 1

**Size:** Tiny

**Features:**

- **Flight (Advanced):** Can use an action to fly its total movement in any direction if unencumbered.

A bird commonly found in the woods. Normally minds its own business but known to have a foul temper when provoked. In combat, crows circle players and use hit-and-run tactics.

## Deku Baba

**Rank:** 1

**Size:** Small

**Features:**

- **Forward Thrust:** Attack with reach. Requires 2 actions. [2 S.P.]
- **Move Speed:** 0

At a distance, a Deku Baba appears to be a scraggly weed with rough, broad leaves. While waiting for prey, a Deku Baba hides its head in its

leaves. Its head resembles a flower bud with a mouth full of teeth mounted on a long, slender, and woody stalk.

This carnivorous plant attacks any player who gets within 2 squares of it.

## Deku Scrub

**Rank:** 1

**Size:** Small

**Features:**

- **Spit Attack (Basic):** Ranged unarmed attack. Range 5. [1 S.P.]
- Cannot leave burrow flower.

Deku scrubs are small plant creatures with round, woody bodies. Deku scrubs attack by spitting seeds at foes. These seeds can be reflected back at the scrub with a successful parry or with a successful shield + brawn reaction to swat it back with the character's shield.

## Keese

**Rank:** 1

**Size:** Tiny

**Features:**

- **Flight (Advanced):** Can use an action to fly its total movement in any direction if unencumbered.

Keese are small, bat-like monsters commonly found in caves. Keese attack by swooping down from ceilings and striking their opponents before flying away.

## Kyameron

**Rank:** 1

**Size:** Small

**Features:**

- Revives in the nearest body of water 1 turn after defeat.
- Must move on its turn if able.

Kyamérons are water spirits that manifest as amorphous, floating bodies of water. They attack by tackling their targets. Kyamérons display little in terms of tactics, instead flying directly toward the nearest opponent. If defeated, the Kyameron's spirit returns to the nearest body of water and regenerates its physical form.



## Octoroc

**Rank:** 1

**Size:** Small

**Features:**

- **Spit Attack (Basic):** Ranged unarmed attack. Range 5. [1 S.P.]
- **Water Breathing**

Octorocs are freshwater octopus-like creatures that inhabit the rivers and lakes of Hyrule. They spend most of their time underwater but surface to attack passersby. They attack by spitting rocks.

## Skulltula

**Rank:** 1

**Size:** Tiny

A spider with a distinctive skull pattern on its abdomen. Skulltulas surprise opponents by dropping down from above. Afterward, they continue fighting from the ground.

## Skulltula, Giant

**Rank:** 2

**Size:** Small

**Features:**

- **Down Thrust:** Jump down to a threatened square, half OD, double base damage. [2 S.P.]
- **Cleave:** Threaten 3 continuous, adjacent squares. [2 S.P.]

A very large Skulltula. It surprises opponents by using the technique Down Thrust to attack from above. Giant Skulltulas take greater advantage of their surroundings than regular-sized Skulltula, climbing out of reach if near a wall or tree to set up another Down Thrust.

## Snapper

**Rank:** 2

**Size:** Medium

**Features:**

- **Shell Spin:** Use an action to rev up. Only able to move straight, but movement speed is tripled. Opponents hit must defend against knockback. Exiting its shell takes an action. Damage done is unarmed damage. [6 S.P.]
- **Armored:** Double defensive dice, half speed (2)
- **Move Speed:** 2

Snappers are large, highly territorial turtles that reside in Hyrule's swamps. They prefer to attack by pulling into their shells, spinning with their claws extended, and launching toward opponents at high speeds.

## Tektite, Blue

**Rank:** 2

**Size:** Small

**Features:**

- **Jump Attack:** Jump forward 1 space and attack the next square. [2 S.P.]
- **Water Walking (Constant):** Walk across water.

Tektites are large, four-legged, arachnid-like creatures known for their jumping capabilities. Blue tektites dwell near rivers and lakes and possess the ability to stand on top of water. They attack by lunging at their targets.

# Foes

## Bokoblin

Attribute	Score	Skill	Rank
Brawn	1	Melee	1
Agility	2		
Wits	1		
Guts	1		
Smarts	1		
<b>Hearts</b>	2		
<b>Stamina</b>	8		
<b>Magic</b>	0		

**Size:** Medium

**Equipment:** Either a Boko Club (½♥ damage, knocks back target 1 space) or Crude Bow (½♥ damage).

**Abilities:**

- **Jump Attack:** Jump forward 1 space and attack the next square. [2 S.P.]
- **Movement Speed:** 4

**Rolls:**

- **Melee and Ranged O.D.:** 2 dice
- **Dodge D.D.:** 2 dice

Bokoblin are medium-sized, goblin-like creatures. They typically live off of the land in small hunter-gatherer bands but do not hesitate to loot and pillage when they have a clear advantage. They possess enough intelligence to use tools, weapons, and rudimentary tactics.

## Daira

Attribute	Score	Skill	Rank
Brawn	3	Athletics	1
Agility	1	Melee	1
Wits	1	Shield	1
Guts	2	Composure	2
Smarts	1		
<b>Hearts</b>	5		
<b>Stamina</b>	8		
<b>Magic</b>	0		

**Size:** Large

**Equipment:**

- Battle Axe (¾♥ damage + ¼♥ pierce damage)
- Daira Shield (-¼♥, size large)

**Abilities:**

- **Cleave:** Threaten 3 continuous, adjacent squares. [2 S.P.]

**Rolls:**

- **Melee O.D.:** 4 dice
- **Block D.D.:** 3 dice

Daira are large, crocodilian humanoids. Fierce in combat, their immense size and strength makes them formidable adversaries, capable of striking many opponents with a single swing of their weapons. They fight aggressively, using their skill with shields to avoid giving up even an inch of ground.

## Lizalfos

Attribute	Score	Skill	Rank
Brawn	2	Athletics	1
Agility	2	Melee	1
Wits	1	Shield	1
Guts	1		
Smarts	1		
<b>Hearts</b>	3		
<b>Stamina</b>	8		
<b>Magic</b>	0		

**Size:** Medium

**Equipment:**

- short sword (¾♥ damage)
- wooden shield (-¼♥ damage)

**Abilities:**

- **Jump Attack:** Jump forward 1 space and attack the next square. [2 S.P.]
- **Side Jump:** Dodge becomes 2 squares left or right. [1 S.P.]
- **Ice Vulnerability:** Receives double damage from ice attacks.

**Rolls:**

- **Melee O.D.:** 3 dice
- **Dodge D.D.:** 3 dice
- **Block D.D.:** 2 dice

Lizalfos are humanoid lizard creatures. They live in small tribes which subsist off of hunting and banditry. They are capable of using weapons and tactics and are fond of flanking maneuvers.

In combat, they are highly agile fighters, able to deftly dodge incoming blows. They often carry shields for when evasion is not an option.

The Lizalfos found in the Halno Valley are *River Lizalfos*, who differ from the variety commonly found in volcanic regions. Due to the difference in habitats, they do not possess the fire resistance of their mountainous counterparts.

## Moblin

Attribute	Score	Skill	Rank
Brawn	2	Athletics	1
Agility	1	Melee	1
Wits	1	Shield	1
Guts	2	Composure	1
Smarts	1		
<b>Hearts</b>	4		
<b>Stamina</b>	12		
<b>Magic</b>	0		

**Size:** Large

**Equipment:**

- Short Spear (¾♥ damage, reach)
- wooden shield (-¼♥ damage)

**Abilities:**

- **Dash Attack:** Attack without taking an action when sprinting. [4 S.P.]

**Rolls:**

- **Melee O.D.:** 3 dice
- **Dodge D.D.:** 2 dice
- **Block D.D.:** 3 dice

Moblins are large, muscular, porcine humanoids related to Bokoblins. They are marginally more intelligent than Bokoblins, which when combined with their large stature, leads many Bokoblin tribes looking to Moblins for leadership.

In combat, Moblins prefer the direct approach, charging into combat head on and relying on shields to turn aside their opponents' blows.

## Skull Kid

Attribute	Score	Skill	Rank
Brawn	1	Athletics	2
Agility	2	Ranged	1
Wits	2	Instruments	2
Guts	1		
Smarts	1		
<b>Hearts</b>	3		
<b>Stamina</b>	8		
<b>Magic</b>	8		

**Size:** Small

**Equipment:**

- Flute Blowgun (¼♥ damage)

**Abilities:**

- **Song of Birds:** Summons bird allies.
- +1 to instruments
- Prank cantrip for -1 M.P. (magically pranking someone nets 1 mana back).

**Rolls:**

- **Ranged O.D.:** 3 dice
- **Dodge D.D.:** 4 dice
- **Instruments:** 5 dice

Skull Kids are impish, child-like creatures who reside deep in the forests of Hyrule. They are mischievous by nature and enjoy playing tricks on travelers. They also have a penchant for petty theft and often steal food, trinkets, and money.

Skull Kids are not particularly strong, having the physique of a child, and as such avoid direct confrontation whenever possible. They prefer to fight at a distance with slingshots or blowguns or, even better, have others do their fighting for them.

Most Skull Kids are musically gifted and use wave magic to aid their mischief.

# King Snapper

Attribute	Score	Skill	Rank
Brawn	3		
Agility	1		
Wits	1		
Guts	3		
Smarts	1		
<b>Hearts</b>	8		
<b>Stamina</b>	20		
<b>Magic</b>	0		

**Size:** Massive, occupies 4 squares. Defensive dice are evenly divided across all squares.

**Abilities:**

- **Boss Monster:** XL, Immune to stun, immune to poison, stunned for 1 round after critical damage while unstunned, 4 actions per turn.
- **Armored:** Double defensive dice, half speed (2)
- **Spin Attack:** Threaten all adjacent squares. [5 S.P.]
- **Giant Shell Spin:** Use an action to pull into shell and 1 action to rev up. Only able to move straight, but movement speed is tripled. Counts as a heavy attack and causes knock-back, even when blocked. The attacker can

continue moving after striking an opponent if the opponent is knocked aside. The King Snapper can remain in its shell after spinning, but must rev up again to launch another Giant Shell Spin. Exiting its shell takes an action.

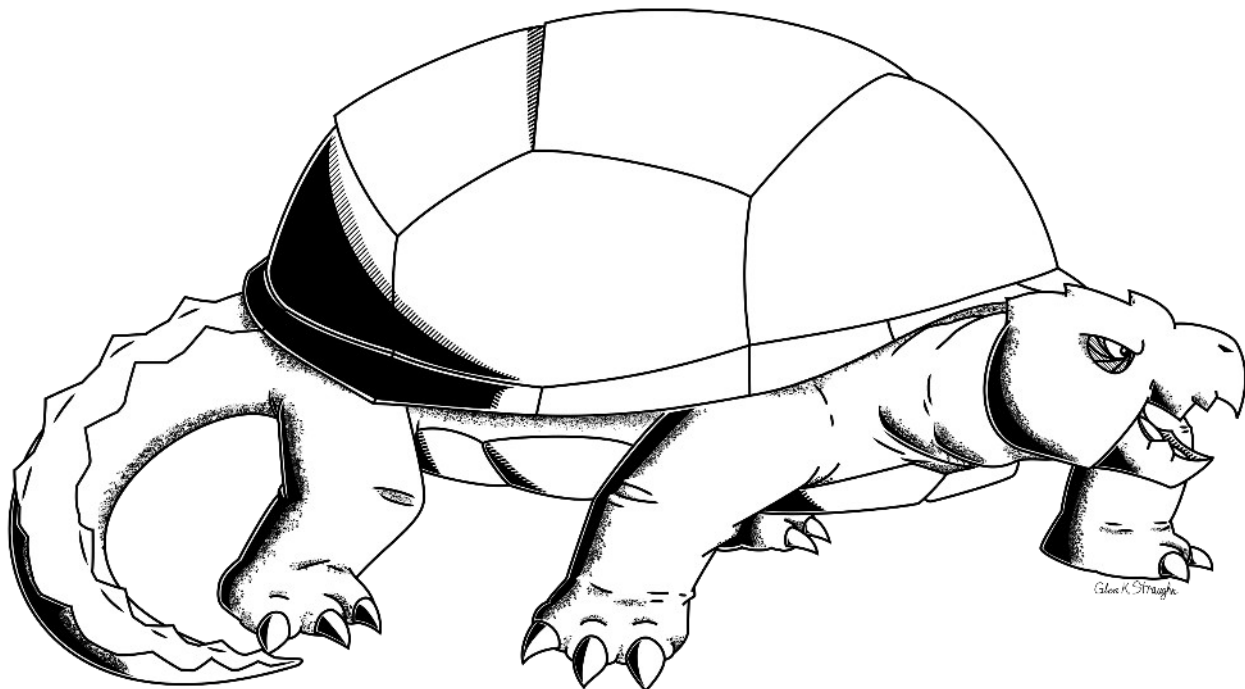
Damage done is unarmed damage. [6 S.P.]

**Rolls:**

- **Melee O.D.:** 3 dice, 1 die when flipping over
- **Block D.D.:** 6 dice per square

The King Snapper is a very large, powerful, and fearsome Snapper that has taken up residence in the Spring Shrine. How it got so large is unknown. Do Snappers grow that large once they reach a certain age? Is it magic? Perhaps there's an entire species of giant Snappers that lives in the woods.

In combat, the King Snapper attacks by biting and by spinning while in its shell to use its sharp claws like a buzz saw. It is vulnerable when flipped on its back, which can be done by using the Geyser Rod on any water beneath it. This leaves it stunned for an entire round. When righting itself, it will attempt to crush opponents by flipping onto them.



# Appendix B: Items and Equipment

Below is a quick-reference list for all items introduced in this module. Items not listed here can be found in the [items Google sheet](#) linked to at the bottom of the core rule's wiki page.

Item	Size	Attributes	Description
Crude Bow	Small	½♥ damage, range 10	A crude bow crafted by Bokoblins.
Bug Net	Small	<u>tools + agility</u> check against a bug or fairy's dodge to catch them.	A small net attached to the end of a stick used to catch small creatures.
Daira Shield	Large	-¼♥ damage	A large, heavy shield wielded by Daira.
Deku Nut	Weightless	Proximity 1, stuns 3. Use <u>tools + brawn</u> vs. opponent's D.D. or <u>composure + guts</u> .	A seed found in the forests of Hyrule. Cracking it open creates a bright, disorientating flash.
Korok Leaf	Weightless	When used, knock back 2 spaces, range of 3	A large leaf that creates gusts of wind when swung.
Fishing Rod	Small	Players can roll <u>survival + wits</u> to catch fish.	A humble fishing rod.
Flute Blowgun	Weightless	¼♥ damage. Can be played with the <u>instrument</u> skill.	A flute that doubles as a blowgun.
Geyser Rod	Weightless	Costs 1 M.P. to use. Range 5. Deals base ½♥ of damage when used to slam opponents against surfaces.	Can create a 4-meter-tall geyser that rises from the surface of a body of water and persists for 2 rounds.
Harmonica	Weightless	Can be played with the <u>instrument</u> skill.	A small musical instrument.
Lantern	Tiny	Lights dark areas.	A shiny new lantern.
Loner's Ring (Lv. 1)	Weightless	1+ O.D. and D.D. when no allies are present.	Wearing it gives you a sense of independence.
Potion, Pale Green	Weightless	Restores 8 M.P. (2 blocks) when consumed.	A weak potion that slightly rejuvenates one's magic power.
Potion, Pink	Weightless	Restores 2♥ when consumed.	A weak potion that restores a little of the user's vitality.
Potion, Pale Yellow	Weightless	Restores 8 S.P. (2 blocks) when consumed.	A weak potion that restores a little of the drinker's stamina.
Singed Spell Book	Weightless	Characters who have at least 1 rank in <u>spellcraft</u> can learn from this book: <ul style="list-style-type: none"> <li>• <u>Imbue Fire 1</u></li> <li>• <u>Blast 1</u></li> </ul>	An introductory text on pyromancy. It appears to have seen some use.
Shovel	Medium	¼♥ damage, reach. Can be used to dig.	A common shovel.
Tinderbox	Weightless	No <u>survival + smarts</u> check to start a campfire.	Useful for starting fires when out in the woods.
Woodcutting Axe	Large	¾♥ damage, ¼♥ piercing damage.	An axe for cutting wood. It's quite heavy and unwieldy.
Wooden Shield	Small	-¼♥ damage, destroyed if it receives ½♥ fire damage.	A simple wooden shield.

# Appendix C: Brewing

The following ingredients can be found in the Halno Woods. To forage for ingredients, a player must make a survival + wits check. For each success the player receives, roll 2 dice to select from the table below. For ingredients the player characters haven't yet identified, only give the players the item's description. To identify an ingredient, characters must make a lore + smarts check. The item's rarity is the number of successes needed to identify it.

## Ingredient Table

Die 1	Die 2	Item	Description	Effect	Extraction	Denature	Rarity
1	1	Emerald Cap	Green Mushroom	Restore 4 M.P.	Boil	Acid	2
	2	Wizard's Beard	Glowing, Spiky Moss	Restore 8 M.P.	Acid		3
	3	Limpwort	Speckled Leaf	Reduce movement by 1 for 5 turns.	Raw	Boiled	2
	4	Heartweed Seed	Red Seed	Restore 1♥.	Raw	Acid	3
	5	Halno Spotted Plum	Speckled, Large Drupe	Inflict <u>sleep</u> for 2 turns.	Raw	Acid	3
	6	Opal Root	Iridescent Root	Increases damage dealt by ¼♥ for 5 turns	Raw		3
2	1	Musk Morel	Pungent Mushroom	Restores ½♥.	Boiled		2
	2	Silver Grisette	Shiny Mushroom	Increase other effect durations by 50%.	Acid		2
	3	Chick Root	Fragrant, Speckled, Shiny Root	Decreases damage received by ¼♥ for 5 turns.	Acid	Boiled	2
	4	Milk Root	White Root	Increase move speed by 1 for 3 turns.	Raw	Acid	2
	5	Faron Chile	Oblong, Large Berry	Increases damage dealt by ½♥ for 5 turns but enrages target.	Raw		2
	6	Kirghi Caviar	Round, Soft, Moist Seed	Stamina cost reduced by 2 for 5 turns. Fatigued for the rest of the fight.	Acid	Boiled	2
3-4	1	Hylia Puffball	Soft Mushroom	Inflict fatigue for 5 turns.	Boiled	Acid	1
	2	Kite Leaf	Oblong, Huge Leaf	Increase other effect durations by 25%.	Acid		1

	3	Stew Cap	Black, Fragrant, Large Mushroom	Restores 2 S.P.	Boiled		1
	4	Cat's Tongue	Rough Leaf	Inflict fatigue for 5 turns.	Boiled		1
	5	Minish Tulip	Tiny Flower	Restores ¼♥.	Acid		1
	6	Pucker Berry	Green, Marbled Berry	Restores 4 M.P.	Raw	Boiled	1
5-6	1	Night Root	Black Root	Low-light vision for 1 hr.	Acid		1
	2	Halno Mushroom	Small Mushroom	Increase other effect durations by 25%.	Acid		1
	3	Hyrulian Chamomile	Small, Round Flower	+1 Composure for one hour.	Boiled	Acid	1
	4	Dilgoram Leaf	Pungent, Blue Leaf	Increase move speed by 1 for 2 turns.	Raw		1
	5	Orange Stalk	Orange Mushroom	Restores 2 S.P.	Raw		1
	6	Juniper	Fragrant Berry	Restores ½♥.	Boiled	Boiled	1

## Alternate Brewing Rules

The following alternative rules are intended to simplify potion brewing as well as reflect the way brewing works in *Breath of the Wild*.

Much like in the core rules, characters can discover potion ingredients which each have an effect they can extract via brewing. Characters must roll lore + smarts to identify an ingredient and its effect. Brewing is done by slowly cooking these ingredients in a solvent (usually water) to distill their essence into liquid form. Ingredients can affect potions in one of two ways. They either possess an effect—such as restoring hearts—or increase the potion's duration.

Potions can only have one effect; attempting to brew a potion with multiple effects denatures the ingredients. If a character brews multiple ingredients with the same effect together, the magnitudes of the effects are added together. A potion can be successfully brewed from ingredients that have the same effect, but different magnitudes. For example, an ingredient that restores 1♥ and one that restores 2♥ can be combined to make a potion that restores 3♥.

Some effects work for a period of time. Adding these ingredients does not increase the duration of the effect, only the magnitude. To increase the number of turns the potion's effect is active, the character must add duration-increasing ingredients. Like effects, brewing a potion with multiple duration-increasing ingredients adds the duration increases together.

Characters can only brew 5 ingredients together for 1 serving of potion. Any quantity more than that produces more than 1 serving of potion with the effects evenly split between each serving. Players must have an empty bottle to place each serving of potion in.



# Appendix D: Character Bios

## Chapter 1

### Graddil

**Age:** 56

**Sex:** Male

**Race:** Hylian

**Personality:** Stoic, Taciturn, Mildly Melancholic

Graddil is the mayor of Addalet and the foreman of the sawmill. He is stoic, if not a bit grim, and keeps a level head in times of trouble.

A town the size of Addalet requires little in terms of administration. Because of this, Graddil pulls double duty working as the foreman of the sawmill and can usually be found overseeing the workers. During the first day of the adventure, he is absent, however, as he is busy cobbling together what few supplies the town can spare.

### Harrick

**Age:** 31

**Sex:** Male

**Race:** Goron

**Personality:** Competitive, Self-Assured

Harrick is one of the sawmill's many workers. He's strong, even by Goron standards, and enjoys flaunting it. He's recently taken to arm wrestling at Pleeha's Inn after work.

### Jurall

**Age:** 35

**Sex:** Male

**Race:** Hylian

**Personality:** Timid, Nervous, Jumpy

Jurall tends the town's apple orchard. He is a timid and easily startled man. He sells most of his apples to Pleeha which she uses for her signature cider. He seems to be afraid of her for some reason.

### Klesha

**Age:** 17

**Sex:** Female

**Race:** Hylian

**Personality:** Dutiful, Aloof, Slightly Sarcastic

Klesha is Pleeha's granddaughter. She lives with her grandmother and helps tend the family inn. Klesha is dedicated to her work but does it with an air of reserved professionalism, lacking the warmth expected from a waitress.

### Kolmi

**Age:** 21

**Sex:** Male

**Race:** Hylian

**Personality:** Focused, Analytical

Kolmi is a hunter and avid marksman. He spends most of his spare time perfecting his technique. He frequently challenges others to archery contests in hopes of discovering new techniques and testing them against his own. He hopes to organize an archery festival come summertime.

### Larro

**Age:** 44

**Sex:** Male

**Race:** Hylian

**Personality:** Unctuous, Enterprising

Larro is the proprietor of the general store. He is an enterprising and agreeable fellow, though many in town think he comes across as obsequious. Despite what his smarmy disposition may suggest, he is an honest man who takes great pride in providing his community with quality goods.

## Nassu

**Age:** 52

**Sex:** Male

**Race:** Hylian

**Personality:** Outgoing, Fanciful

Nassu is the village blacksmith and is responsible for crafting and maintaining the village's tools. Despite the very practical nature of his job—or perhaps because of it—he is prone to indulging in creative projects that don't have much use to the town's day-to-day operations, such as swords.

## Pleeha

**Age:** 73

**Sex:** Female

**Race:** Hylian

**Personality:** Shrewd, Short Tempered, Tough

Pleeha is the elderly proprietor of the town's inn. While cordial to her customers, she has little tolerance for tomfoolery or rowdiness. Moreover, she's a shrewd businesswoman and not one to yield in a negotiation.

## Tolar

**Age:** 19

**Sex:** Male

**Race:** Zora

**Personality:** Competitive

Tolar is a log driver and a skilled log roller. He's highly competitive and a little full of himself.

## Toldi

**Age:** 36

**Sex:** Female

**Race:** Hylian

**Personality:** Chipper, Helpful

Toldi is the town's bowyer. She's a cheerful and compassionate woman who seeks to help those around her. She can, however, be overprotective and often tries to protect others from their own mistakes.

She used to be a skilled huntress but took up bow making so that she could look after her children.

## Chapter 2

### Danmoro

**Age:** 50

**Sex:** Male

**Race:** Goron

**Personality:** Imposing, Impatient

Danmoro is the foreman of the lumber camp. He has high expectations for his workers and little patience for slackers. He possesses immense strength, so much so that he can swat aside falling trees.

### Praline

**Age:** 19

**Sex:** Female

**Race:** Hylian

**Personality:** Overwhelmed, Scattered

Praline is a self-taught witch living on the bank of the Halno River. Until recently, she was living in Hyrule Castle Town but moved to the woods after inheriting her late grandmother's potion shop. Without a mentor, she understandably feels overwhelmed.

# Appendix E: Pre-Made Characters

## Cephie

Attribute	Score	Skill	Rank
Brawn	2	Melee	2
Agility	2	Shields	2
Wits	1	Athletics	2
Guts	1	Perception	1
Smarts	1	Tools	2
<b>Hearts</b>	3	Survival	1
<b>Stamina</b>	8	Riding	1
<b>Magic</b>	8		

**Virtue:** Courage 1

**Race:** Hylian

**Sex:** Female

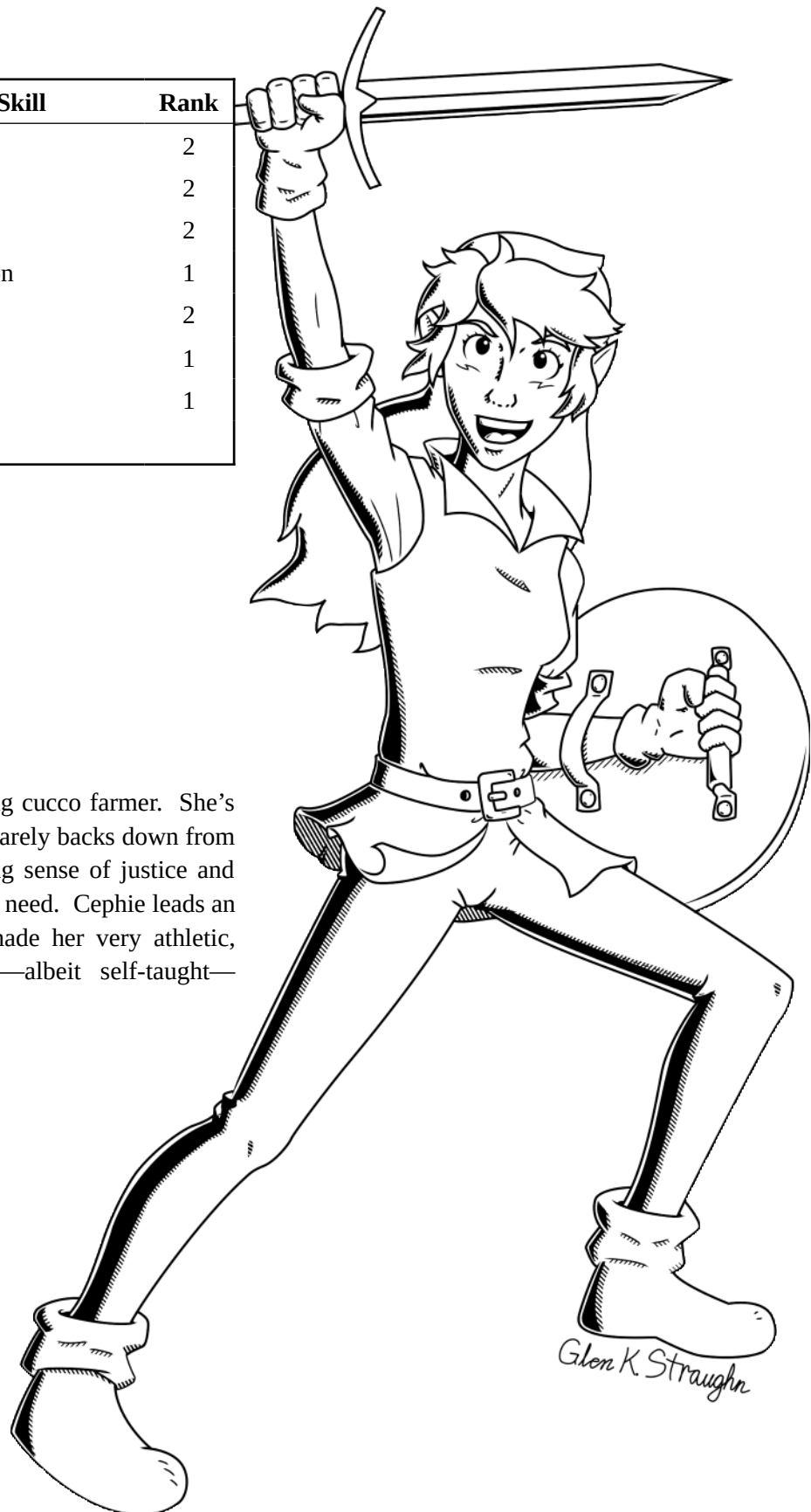
**Starting Equipment:**

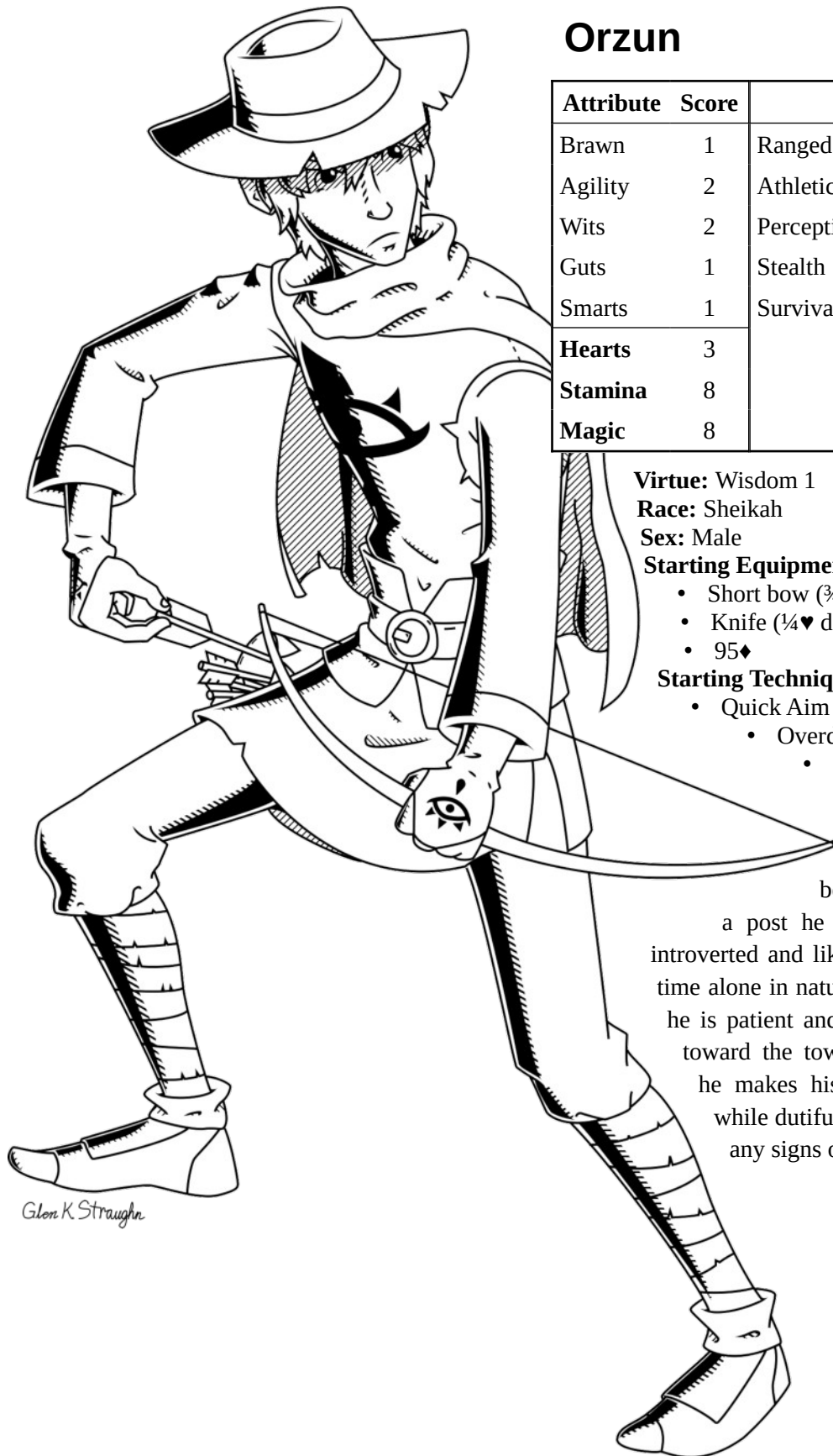
- Dagger (½♥ damage)
- 40♦

**Starting Techniques:**

- Spin Attack
- Jump Attack

Cephie is a spirited, young cucco farmer. She's outgoing, rambunctious, and rarely backs down from a challenge. She has a strong sense of justice and won't hesitate to help those in need. Cephie leads an active lifestyle, which has made her very athletic, coordinated, and a capable—albeit self-taught—swordswoman.





## Orzun

Attribute	Score	Skill	Rank
Brawn	1	Ranged	2
Agility	2	Athletics	2
Wits	2	Perception	2
Guts	1	Stealth	2
Smarts	1	Survival	2
<b>Hearts</b>	3		
<b>Stamina</b>	8		
<b>Magic</b>	8		

**Virtue:** Wisdom 1

**Race:** Sheikah

**Sex:** Male

**Starting Equipment:**

- Short bow (¾♥ damage)
- Knife (¼♥ damage)
- 95♦

**Starting Techniques:**

- Quick Aim
  - Overdraw
    - Back Hand Spring

Orzun keeps watch over Hyrule's border on behalf of the Sheikah clan, a post he volunteered for. He is introverted and likes to spend much of his time alone in nature. When around others, he is patient and kind-hearted, especially toward the town's children. Presently, he makes his living as a hunter, all while dutifully keeping an eye out for any signs of trouble.

*Glen K. Straughn*

# Namarnu

**Virtue:** Power 1

**Race:** Goron

**Sex:** Male

**Starting Equipment:**

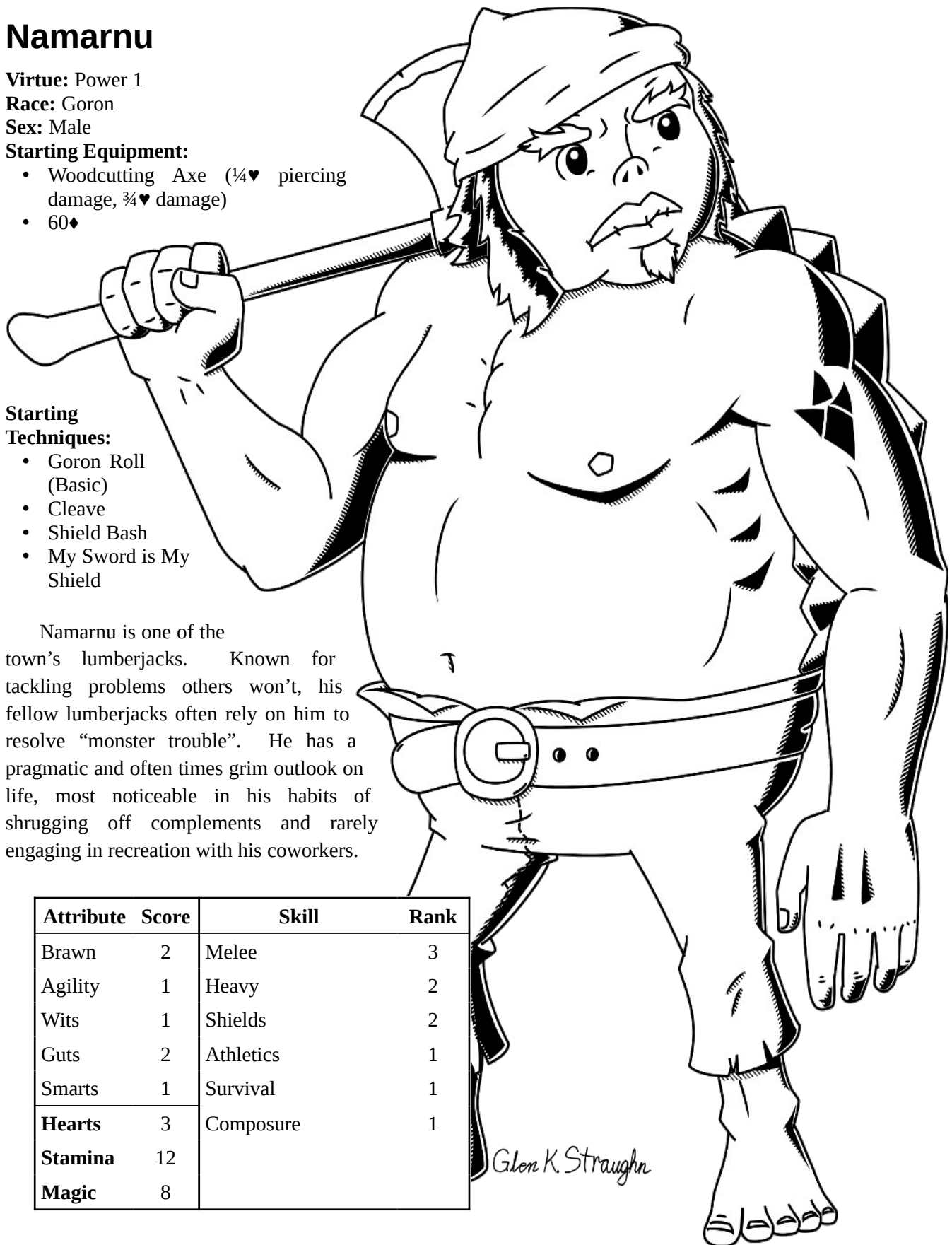
- Woodcutting Axe (¼♥ piercing damage, ¾♥ damage)
- 60♦

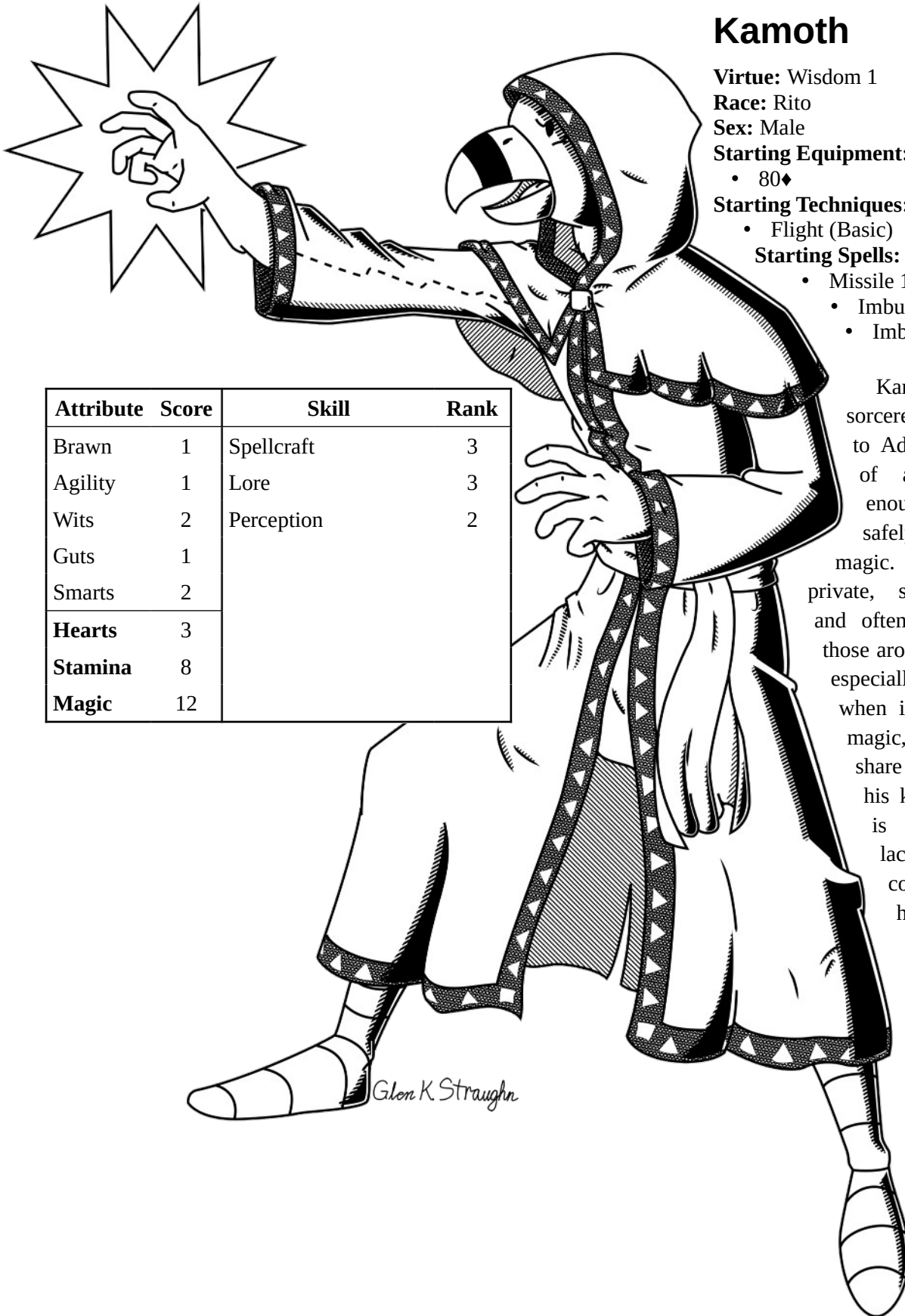
**Starting Techniques:**

- Goron Roll (Basic)
- Cleave
- Shield Bash
- My Sword is My Shield

Namarnu is one of the town's lumberjacks. Known for tackling problems others won't, his fellow lumberjacks often rely on him to resolve "monster trouble". He has a pragmatic and often times grim outlook on life, most noticeable in his habits of shrugging off compliments and rarely engaging in recreation with his coworkers.

Attribute	Score	Skill	Rank
Brawn	2	Melee	3
Agility	1	Heavy	2
Wits	1	Shields	2
Guts	2	Athletics	1
Smarts	1	Survival	1
<b>Hearts</b>	3	Composure	1
<b>Stamina</b>	12		
<b>Magic</b>	8		





## Kamoth

**Virtue:** Wisdom 1

**Race:** Rito

**Sex:** Male

**Starting Equipment:**

- 80♦

**Starting Techniques:**

- Flight (Basic)

**Starting Spells:**

- Missile 1
- Imbue Ice 1
- Imbue Lightning 1

Attribute	Score	Skill	Rank
Brawn	1	Spellcraft	3
Agility	1	Lore	3
Wits	2	Perception	2
Guts	1		
Smarts	2		
<b>Hearts</b>	3		
<b>Stamina</b>	8		
<b>Magic</b>	12		

Kamoth is a Rito sorcerer who relocated to Addalet in search of a place with enough space to safely practice his magic. He is very private, secretive even, and often suspicious of those around him. He is especially guarded when it comes to his magic, refusing to share even a shred of his knowledge. He is by no means lacking in confidence, however, placing immense faith in his magical aptitude and scholarship.

# Fura

Attribute	Score	Skill	Rank
Brawn	1	Instruments	3
Agility	1	Lore	2
Wits	2	Perception	2
Guts	1	Composure	1
Smarts	2	Riding	1
<b>Hearts</b>	3	Melee	1
<b>Stamina</b>	8		
<b>Magic</b>	12		

**Virtue:** Courage 1

**Race:** Zora

**Sex:** Female

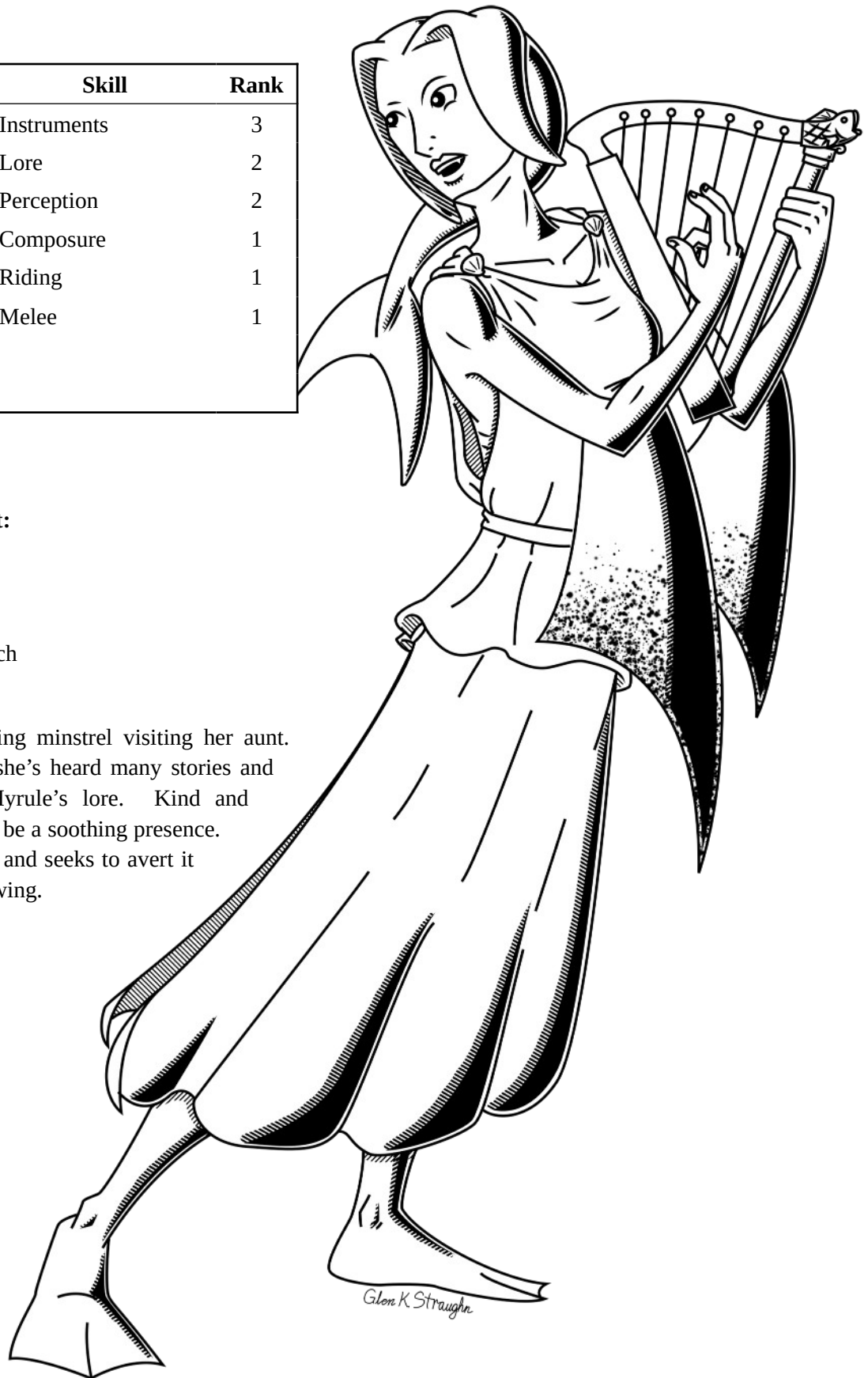
**Starting Equipment:**

- Harp
- 20♦

**Starting Songs:**

- Battle Hymn
- Breman's March
- Sun's Song

Fura is a traveling minstrel visiting her aunt. During her travels, she's heard many stories and learned much of Hyrule's lore. Kind and gentle, Fura seeks to be a soothing presence. She dislikes conflict and seeks to avert it when she sees it brewing.



# Appendix F: A Brief Summary of Logging

The following is a brief overview of logging provided for the Sage's reference. The information presented here mostly pertains to American logging practices during the 18<sup>th</sup> and 19<sup>th</sup> centuries.

The logging season started in autumn with the construction of a lumber camp. Camps were built quickly and cheaply and consisted of a bunkhouse for the workers, facilities to house horses and oxen, and a cookhouse consisting of a kitchen and dining hall. Larger camps may also have a blacksmith, an office for the foreman, and a camp store—purchases from which were subtracted from the worker's pay at the end of the lumber season.

Lumberjacks cut down trees using axes and saws. After a tree was toppled, its branches were removed and its trunk was cut into logs, usually 16 feet (5 meters) long. Oxen then dragged the logs—a process known as “skidding”—to camp. In later years, log flumes replaced skidding as the preferred means of transporting logs from work sites to camp or even directly to the sawmill, as they could be built to pass over difficult terrain that was dangerous for oxen or horses.

The lumberjacks would fell trees throughout the winter and gather them at camp until spring. After winter, most lumberjacks then retired for the season, often leaving to tend farms during the spring and summer. Those that remained would then transport the logs to the sawmill to be processed into timber, a task that frequently lasted until the end of summer.

Workers known as log drivers or “river pigs” transported logs by floating them down nearby rivers. The runoff from the melting winter snow would flood these rivers, thus enabling the log drivers to transport more logs at a time and more easily. In particularly wide rivers or when floating logs across lakes, workers would even fasten the logs together into rafts.

One of a log driver's primary responsibilities was to prevent log jams. The most experienced log

drivers would walk on top of the floating logs and use cant hooks to prevent jams as the logs floated downstream. As one can easily imagine, this was an inordinately dangerous job. It was necessary, however, as log jams could take weeks to break up. The less experienced drivers would bring up the rear and guide logs that were straggling behind or move beached logs back into the water.

Once at the mill, the logs would be caught in a log boom, which is a floating barrier created by chaining large logs together. This net of sorts catches the logs and guides them to the mill. After drawing the logs out of the water, the mill workers inspected them for markings to determine each log's owner, much like brands on cattle.

The earliest record of a water-powered sawmill dates back to the 3<sup>rd</sup> century A.D. and records show water-powered sawmills being used in medieval Europe as early as the 13<sup>th</sup> century.

Sawmills were built next to rivers with a large paddle wheel protruding from their side, either resting over or in the water. The wheel was turned by the flow of water, which could either be from the river itself or a spout that siphoned water from a higher elevation and poured it over the top of the wheel. The motion of the wheel then powered the saw inside through a mechanical process. For most of their history, sawmills used vertically oriented band saws that would move up and down. The now iconic circular saw wouldn't be introduced until the late 19<sup>th</sup> century.

Early sawmills required the logs be moved through the saw by hand, but later models would feature a movable carriage for the logs which was also water-powered. These mills worked very slowly, and, as such, mill workers carried out their duties at a leisurely pace. It was not uncommon for the mill workers to spend much of their time playing cards while they waited for the mill to finish sawing a log.



# Acknowledgments

## Rules

- **Core Rules:** 1d4 Chan Wiki: [1d4chan.org/wiki/Legend\\_of\\_Zelda\\_RPG](http://1d4chan.org/wiki/Legend_of_Zelda_RPG)
  - Backup Archive: [web.archive.org/web/\\*/https://1d4chan.org/wiki/Legend\\_of\\_Zelda\\_RPG](http://web.archive.org/web/*/https://1d4chan.org/wiki/Legend_of_Zelda_RPG)
- **Spells, Techniques, Items, etc.:**  
[docs.google.com/spreadsheets/d/1r2wx\\_1jHrOFdtQOWBI92ZP6yAJw-osF0yxAq7Zow7U/](https://docs.google.com/spreadsheets/d/1r2wx_1jHrOFdtQOWBI92ZP6yAJw-osF0yxAq7Zow7U/)

## Series Reference

- Zelda Wiki: [zelda.fandom.com/wiki/Main\\_Page](http://zelda.fandom.com/wiki/Main_Page)

## Appendix F Reference

- “Life in a Lumber Camp” by George Austin Woodward, *Musey’s Magazine* (September 1894). Retrieved from the University of Northern Iowa.
- *Lumbermen on the Chippewa* by Malcom Rosholt. Retrieved from McMillan Memorial Library.
- Wikipedia.

## Miscellaneous

- **Name Assistance:** Fantasy Name Generators: [www.fantasynamgenerators.com](http://www.fantasynamgenerators.com)
- **Special Thanks:** Radio Hyrule for keeping me from going insane from listening to the same old songs over and over: [radiohyrule.com](http://radiohyrule.com)

This scenario was originally created for an actual-play podcast by Two Button Crew. The original podcast can be found at [TwoButtonCrew.com](http://TwoButtonCrew.com) or [YouTube.com/TwoButtonCrew](http://YouTube.com/TwoButtonCrew).

# Embark on an adventure through the backwoods of Hyrule!

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