The Legend of Zelda: Four Swords Board Game

This role playing board game is based of the game The Legend of Zelda: Four Swords. Players can choose up to one of the four link “classes”, red Link, green Link, purple Link, and blue Link. The classes different base starts and receive different combat bonuses depending on the type of terrain they are located on. The campaign of this game is to travel across Hyrule freeing the six maidens. The players must gather information of where each temple or dungeon each maiden is located. Once all six maidens have been freed, they must use additional information to find out where the Shadow Link is hidden.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **CLASS** | Strength | Magic Power | Dexterity | Item Knowledge | Hearts | Combat Bonus |
| C:\Users\Meta Alex\Desktop\LOZRPG\Blue_Link_(Four_Swords).pngBlue Link | 12 | 14 | 16 | 15 | 3 | Receives a +2 on a roll for defense and attack when on a water terrain or dungeon |
| **C:\Users\Meta Alex\Desktop\LOZRPG\GreenLinkFourSwords.png**Green Link | 14 | 12 | 13 | 13 | 4 | Receives a +2 on a roll for defense and attack when on a forest terrain or dungeon |
| Red Link  C:\Users\Meta Alex\Desktop\LOZRPG\169px-Red_Link_(Four_Swords).png | 16 | 10 | 15 | 10 | 5 | Receives a +2 on a roll for defense and attack when on a fire terrain or dungeon |
| Purple Link  C:\Users\Meta Alex\Desktop\LOZRPG\Purple_Link_(Four_Swords).png | 11 | 15 | 12 | 16 | 3 | Receives a +2 on a roll for defense and attack when on a magic terrain or dungeon |

**Character Base Stats:**

**Strength:** Determines melee attack damage as well as physical resistance. Armor and weapons will also have a strength requirement.

**Magic Power:** The attack bonus on magical items and spells. Magical items and spells will have a magic power requirement.

**Dexterity:** Determines movement speed and attack speed as well as accuracy. Also, how well and fast you can evade an opponent’s attack and/or draw your shield.

**Item Knowledge**: Number required to wield certain dungeon items, as well as determining how effective you are able to use them.

**Hearts:** Number of hit points you take before you die. The lowest possible damage done to a player is .25 or a quarter of a heart.

## Enemies:

Here is a model of some basic enemies players will encounter in the beginning of the game.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Enemy | Hearts | Attack | Magic Ability | Dexterity | Strength | Dice Roll |
| C:\Users\Meta Alex\Desktop\LOZRPG\200px-Keese_SSword.pngKeese | 1 | .25 | N/A | 9 | 2 | D6 |
| C:\Users\Meta Alex\Desktop\LOZRPG\Rupee_Like_PH.png  Rupee Like | 1 | .25 | Engulfs rupees depending on color | 3 | 3 | D6 |
| C:\Users\Meta Alex\Desktop\LOZRPG\Tektite_TP.pngTektite | 2 | .50 | Moves quicker when on water | 8 | 3 | D6 |
| C:\Users\Meta Alex\Desktop\LOZRPG\Zola.pngRiver Zora | 3 | .75 | Can submerge underwater for 3 turns | 7 | 6 | D6 |

## Mechanics of a Dungeon:

Just like any Zelda game, what would it be without its clever puzzles. A challenge for the DM would have to be coming up with creative, fun and challenging dungeons. The maximum number of dungeons in a campaign is 6, and the minimum being 3, since there are 6 maidens and they can be divided evenly per dungeon. The following are expected to be found in a dungeon:

1. Compass and map to help the players further explore the dungeons
2. Keys to open up locked doors
3. Boss Key
4. Loot. Either from enemy drops or chests. e.g.
   1. Armor
   2. Weapons
   3. Rupees
   4. Hearts
   5. Heart Pieces
      1. A heart piece only applies to one player
   6. Ammo
5. Key Items
   1. Key Items are different than regular loot, as there will only be one in the dungeon for all for players and it will help the players progress through the dungeon.
6. Players can also expect to find mini quests.
7. 1 Mini Boss
   1. Medium Size loot
   2. Drops only 1 heart piece
8. 1 Big Boss
   1. Big size loot
   2. Has to drop at least 3Heart Pieces

## Armor and Weapon Types:

Armor:

1. Light *(Strength required 1+)*
   1. Helm
   2. Chest
   3. Leggings
   4. Boots
   5. Gloves
2. Medium *(Strength required 25+)*
   1. Helm
   2. Chest
   3. Leggings
   4. Boots
   5. Gloves
3. Heavy *(Strength required 45+)*
   1. Helm
   2. Chest
   3. Leggings
   4. Boots
   5. Gloves
4. Magic (light) *(Strength required 1+)*
   1. Robes
   2. Hood
   3. Gloves
   4. Relic

Weapons:

1. Swords (Light One-Handed and Heavy Two-Handed)

Notable Swords:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sword Name | Attack Dmg. | Dexterity Bonus | | Dice Roll | Strength Required and/or Magic Power required | Special |
| C:\Users\Meta Alex\Desktop\LOZRPG\Kokiri_Sword_(Majora's_Mask).png  Kokiri Sword | .50 | 7 | | D6 | 1 (Light) | N/A |
| C:\Users\Meta Alex\Desktop\LOZRPG\Master_Sword_(Ocarina_of_Time).pngMaster Sword | 3 | | 5 | D6 | 15 (Light)  15 (Magic Power) | Shoots beams 30 yards away when heart meter is full |
| C:\Users\Meta Alex\Desktop\LOZRPG\Biggoron's_Sword.png  Biggoron’s Sword | 5 | | 1 | D8 | 45 (Heavy-Two Handed) | Can attack enemies 10 yards away |

1. Hammers (Heavy-Two Handed)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| C:\Users\Meta Alex\Desktop\LOZRPG\Megaton_Hammer.png  Megaton Hammer | 9 | 0 | D8 | 55 (Heavy – Two Handed) | Can activate metal plates/switches. Also creates a shockwave that stuns enemies in a 10 yard radius. | |
| C:\Users\Meta Alex\Desktop\LOZRPG\Skull_Hammer.png  Skull Hammer | 8 | 0 | D8 | 50 (Heavy) | | Deals double damage if player rolls an 8 |

1. Shields

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Dexterity Bonus | | Defense Bonus | Strength Required and/or Magic Power Required | | Special Ability |
| C:\Users\Meta Alex\Desktop\LOZRPG\Deku_Shield.pngDeku Shield | | 2 | 1 | | 1 Strength | None |
| C:\Users\Meta Alex\Desktop\LOZRPG\Mirror_Shield_(Link's_Awakening).pngMirror Shield | 6 | | 4 | | 13 strength  25 Magic Power | Can deflect enemy magic projectiles directly back at enemies |
| C:\Users\Meta Alex\Desktop\LOZRPG\Fortified_Shield_(Skyward_Sword).pngFortified Shield | 2 | | 9 | | 45 strength | Can block heavy attacks. Can also lay down on floor to cover two players |

1. Bow and Arrows