

THE LEGEND OF ZELDA

TABLETOP ADVENTURES



An Unofficial Field Guide to the CampFire Lite Adaptation

Enter a world of exploration, puzzle-solving, and courageous combat.
This guide adapts the spirit of Hyrule into a collaborative storytelling engine.

TRANSLATING THE SPIRIT OF ADVENTURE



THE HERO'S TRIUMPH



TABLETOP ADVENTURE SETUP

CORE CONCEPT

This adaptation utilizes the CampFire Lite framework—a lightweight, narrative-driven engine designed to keep the story moving.

THE GOAL

To capture the "Zelda Feel" without complex math:

- ▲ Exploration: Traversing the vast, dangerous Overworld.
- ▲ Puzzle-Solving: Interacting with the environment using logic and items.
- ▲ Heroic Combat: Cinematic battles against Moblins, Lynels, and Bosses.

KEY INSIGHT

We replace the video game controller with your imagination. The limits of the physics engine are replaced by the limits of your creativity.

THE ONTOLOGICAL FRAMEWORK: MYTH & DESTINY



DIN (POWER)

Cultivated the red earth and physical geography.

NAYRU (WISDOM)

Created the laws of science, magic, and order.

FARORE (COURAGE)

Produced the diverse life forms to uphold the law.

THE TRIFORCE & THE ETERNAL CYCLE

The relic left behind reflects the heart of the holder. It grants the wishes of the balanced heart but splits for the unbalanced. The “Curse of Demise” binds three figures to an endless loop of reincarnation: The Spirit of the Hero (Link), The Blood of the Goddess (Zelda), and The Embodiment of Hatred (Ganon).



THE DICE OF DESTINY: CORE RESOLUTION



THE DICE POOL:

The system uses a pool of 5d6 (five six-sided dice). Players roll to overcome obstacles, with results dictating the narrative flow.



THE SPARK

A mechanic allowing players to invoke “Destiny” or “Courage” to reroll or alter outcomes, simulating the favor of the Triforce.

PHILOSOPHY:

The dice do not just say “no”; they say “no, and...” or “yes, but...” driving the story forward even in failure.

RESOLUTION MATRIX

1	Result 5 or 6	Outcome: SUCCESS
2	Narrative Range	From ‘Catastrophe’ (1) to ‘Impossible/Legendary’ (6+ on multiple dice).

ATTRIBUTES OF A HERO



THE HERO'S RESOURCES



VITALITY (HEARTS)

- Represented as Heart Containers. Taking significant damage removes Hearts.
- Players start small (3 Hearts) and grow by finding Heart Pieces or conquering Bosses.



STAMINA

- A spendable resource for special feats (Spin Attacks, extended climbing, paragliding).



ECONOMY (RUPEES)

- The universal currency. Used for buying potions, shields, and bribing information brokers.



SANITY / CORRUPTION

- Tracks resistance to Ganon's Malice or Gloom. High corruption leads to narrative complications or loss of control.

PEOPLES OF HYRULE



HYLIANS

Versatile, balanced.
Affinity for Wisdom
and Courage.



GORONS

Rock-people of
Death Mountain.
High Power/Body,
heat resistance,
rolling traversal.



ZORA

Aquatic guardians.
High Harmony/
Wisdom, swimming
speed, and grace.



RITO

Aerial scouts.
Masters of Precision
and flight (vertical
exploration).



GERUDO

Desert warriors.
High Swordplay
and Fortitude,
resistant to harsh
elements.



SHEIKAH

The shadow folk.
Masters of Stealth,
ancient technology,
and Shadow arts.

THE ARSENAL OF PROGRESSION

ITEM GATING

Growth is tied to gear. Finding the Hookshot isn't just a combat upgrade; it unlocks traversal across chasms. The Boomerang allows remote switch activation.



MAGIC & SONGS

Spells are cast via the Perform attribute (e.g., "Song of Storms") or Lore (Sheikah Runes like Magnesis/Stasis).

DURABILITY (Optional)

Inspired by Breath of the Wild, weapons can break, requiring the Craft or Repair skills to maintain the armory.

THE MASTER SWORD

Not a starting item. A narrative goal that requires a specific threshold of Hearts or Virtue to wield.

THE GAMEPLAY LOOP



EXPLORATION

Traversing regions (Faron Woods, Lanayru). Narrating the journey, survival checks, and discovering hidden Shrines.



DUNGEON DELVING

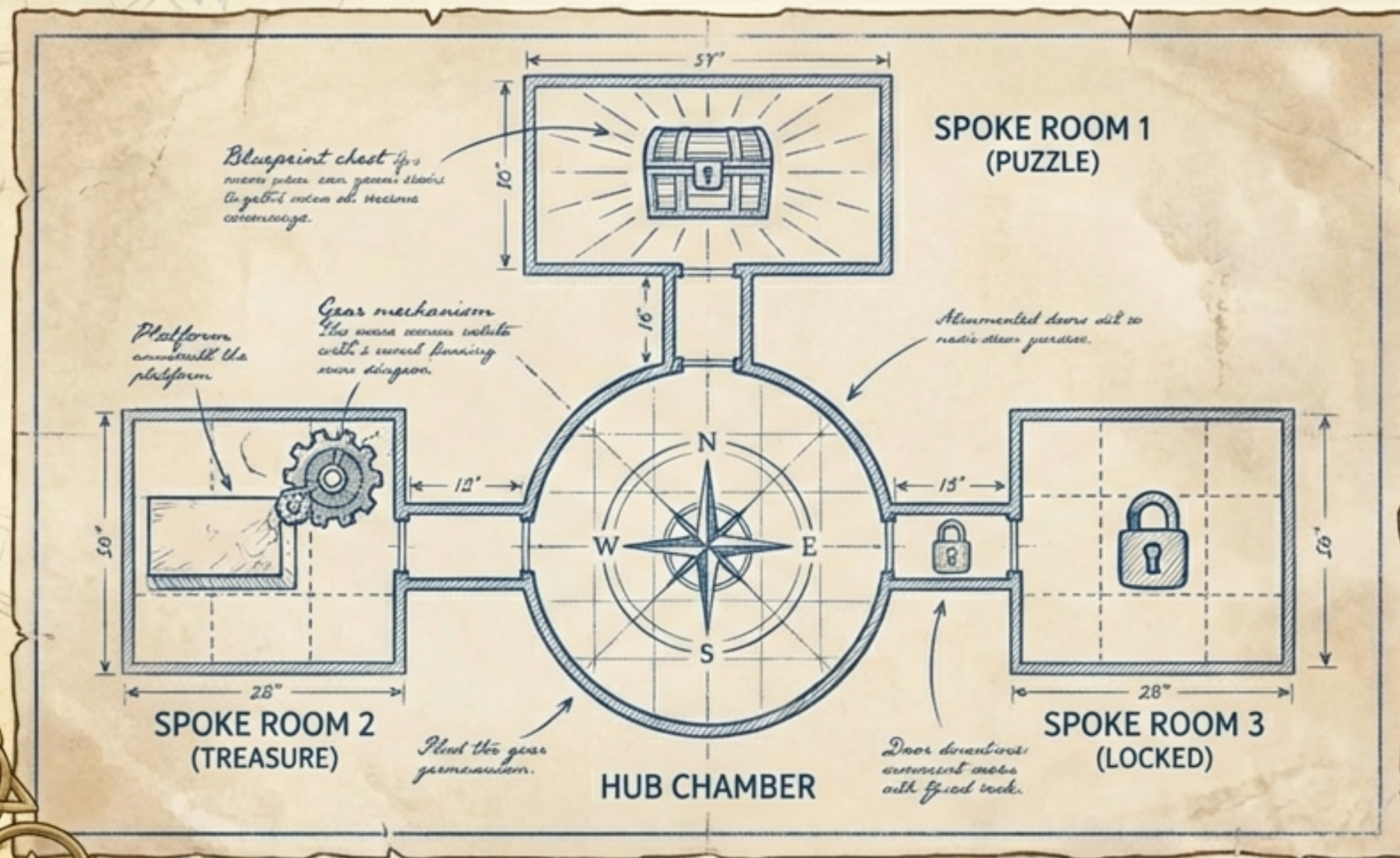
Entering a "Scene Cluster." Pacing slows to focus on room navigation, finding Small Keys, and solving environmental puzzles.



BOSS BATTLES

Cinematic showdowns. Players must identify the weak point and use specific items to expose it before dealing damage.

ARCHITECTURE OF THE MIND: DUNGEON DESIGN



THE PUZZLE

Use Wits and Focus attributes. Puzzles should be logical but open to creative solutions (e.g., using a Fire Rod to melt ice OR carrying a torch).

THE "AHA!" MOMENT

Use color-coded descriptors to link cause and effect without visual aids. Example: "The Blue Hexagon Switch opens the Blue Hexagon Door."

KEYS

Small Keys control pacing. The Big Key (Boss Key) unlocks the climax.

THE BLOOD MOON RISES

THE MECHANIC

A narrative reset timer controlled by the GM.

- RESURRECTION: All defeated monsters respawn, preventing the world from becoming empty.
- REFRESH: Loot, fruit, and ore deposits replenish.
- DANGER: Enemy aggression and Malice influence spike temporarily.
- STRATEGIC PURPOSE: Discourages players from 'turtling' or resting too often. The threats return.

CHOOSING YOUR ERA



THE GM'S TOOLKIT



PACING

Balance the intensity of combat with cerebral puzzles and quiet exploration.



REWARDS

- **Spirit Orbs:** Collectible tokens for minor upgrades.
- **Ancient Tech:** Strange artifacts (Runes, Guardians).
- **Heart Containers:** Major milestones for survivability.



ENVIRONMENTAL STORYTELLING

Hyrule is old. Use ruins, rusted guardians, and ancient scripts to tell the story of the '10,000 years prior' without exposition dumps.

SAMPLE ADVENTURE: THE LOST RELICS OF ELDIN



THE HOOK

Distress call from Goron City regarding disappearing sacred relics.



THE JOURNEY

Traversing Eldin. Managing Heat Resistance or suffering damage.



THE DUNGEON

The Fire Temple. Using Iron Boots to solve gravity/weight puzzles.



THE CLIMAX

Boss Fight requiring the Megaton Hammer to smash armor.

CREATE YOUR LEGEND

This system offers a flexible, narrative-first framework to explore the greatest legend in gaming history.

“It’s dangerous to go alone.”



**Gather your party, grab your d6s, and save Hyrule.
The cycle begins anew with you.**