

LEGEND OF TRIANGLES

Step into the world of Hyrule, a realm of courageous heroes, labyrinthine dungeons, ingenious treasures, and unforgettable characters. You and your friends will play the roles of heroes hailing from a diverse tapestry of people, each with their own tale to tell. With the direction of a Game Master, you will confront cunning trials and fearsome beasts as you take on an adventure that will test your mind, body, and spirit.

The Legend of Triangles is a tabletop roleplaying game tailored for enthusiasts of classic video games. Embracing the beloved tropes of its digital inspiration, this game leans into improvisation and imagination, offering a canvas where the boundaries of creativity are bound only by the players' ingenuity. It is purposefully designed with minimalist details to provide a foundation that encourages a memorable collaborative storytelling experience.

BUILDING CHARACTERS

The people of Hyrule have close ties to their homes: city, forest, mountain, water, desert, and air. Within each society, these people have a job that describes a skill set. Combined, a player character's race and job will define their expertise when rolling the dice.

Pick a Race

Choose from one of the following races.

Gerudo: A bronze skinned race of desert dwellers with a warrior culture.

Goron: Rock skinned giants that live in the mountains. They are strong and peaceful.

Hylia: The most common race in the land. They are very brave.

Kokiri: Childlike forest dwellers with strong bonds to fairies and nature.

Rito: A race of flying, music inclined bird people who live on mountain tops and tall trees.

Sheikah: A mysterious people who train in ninjutsu and have strong ties to shadow magic.

Zora: A long lived race of blue skinned fish people who can use water magic.

Pick a Job

Choose from: commoner, craftsman, farmer, mage, merchant, noble, sage, thief, warrior, or something else.

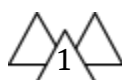
Pick your Courage, Power, and Wisdom numbers

These three attributes determine your threshold for success when rolling dice. Choose 2, 3, 4, or 5 for each.

Courage: A lower number means you are better at being sneaky, A higher number means you are better at fighting.

Power: A lower number means you are better at magic. A higher number means you are physically stronger.

Wisdom: A lower number means you have more charisma. A higher number means you have studied more.



Record Your Hearts

You start with a number of Hearts equal to your Power number. Anytime you suffer harm, you lose a heart. If you run out of hearts, you are taken out of the conflict. That usually means you are unconscious. After appropriate rest and treatment, you recover all hearts.

List Your Equipment

You start the game with a weapon or wand, a map of the world, a bag for your stuff, and one d20 roll on the Special Equipment Table at the end of this document.

Give yourself a name

As a group, pick connections between the characters

Forming bonds is important to encourage teamwork during the adventure.

ROLLING THE DICE

When you want to do something risky, roll 1d6 to determine what happens. Roll +1d6 if you're prepared and +1d6 if your race or job would improve your chances. The GM will determine how many dice to roll. Compare each die result to your Courage, Power, and Wisdom numbers.

If you're **Using Stealth**, **Using Magic** or checking if you **Know Something**, you want to roll your number or over. If you're **Fighting**, performing a **Feat of Strength**, or **Talking to Someone**, you want to roll your number or under.

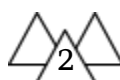
- 0** - If none of your dice succeed, you fumble. The GM describes how things get worse.
- 1** - If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
- 2** - If two dice succeed, you do what you intended to without issue.
- 3** - If three dice or more succeed, you go above and beyond! The GM adds an extra benefit.

Hero Points

If you roll your number exactly, you earn a **Hero Point**. A Hero Point can be spent for +1d6 on a future roll or ask a question of the GM. Characters can give their Hero Point to another character but each character can only have one Hero Point at a time.

Helping

You can help another character improve their chance of success. To do this, say how you help and the GM will tell you what to roll. If you succeed, grant +1d6. You still might suffer harm or a cost on a fumble or partial success.



RUNNING THE GAME

Set up the Story

The adventure needs to begin with a hook. There should be a person giving a quest to save someone, collect something, or defeat a monster. The quest might take the characters to the different areas of Orithia or focus on one place, like a dungeon. Keep an idea in mind of an interesting complication to toss in along the way. There are some examples in the Adventure Seeds section.

Let the Players Lead

As the story unfolds, the GM will set up the scene and then let the players declare how they are reacting. If the chance of failure is interesting to the story, the GM will call for a roll. The GM does not roll any dice. The GM only sets up the scenario and describes the consequences, which in turn leads the players to their next actions.

Go Somewhere Exciting

A monster lair or dungeon should feed everyone's imagination: a haunted forest castle, an underwater temple, a desert shrine within a dragon's skull, something that hints at what's to come. Use the theme and location to describe rooms and corridors. It might be slimy, sandy, or haunted. There could be pottery, carvings, tapestries, bugs, or electrical lights. Think about sight, sound, smell, and feel.

Introduce Obstacles

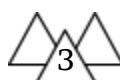
An obstacle is anything that prevents the PCs from advancing to their goal: monsters, traps, locked doors, riddles. Some obstacles might be overcome with a single check, like sprinting past a swinging blade. Other obstacles might form a trial with multiple simultaneous objectives (someone holds a switch while another lights a torch...) which the PCs can attempt to do independently or help each other. Have the players roll together and form a resolution based on the different successes and consequences into one combined outcome. Perhaps they made it past the swinging blade but dropped something important, or maybe the puzzle was solved but a portcullis splits the party.

Running the Opposition

When in a group conflict, take turns and go around the table. The GM should describe the intention of the opposition. "The skeletons begin shooting arrows at you," "A rolling boulder crashes towards you." Let each player announce how they are going to react and let them roll. On a failure or partial success, deal one or more hearts of damage. Bad guys and monsters also have hearts. Normal monsters only have one heart. One hit is enough to take them out. More challenging monsters, like bosses, have more hearts, at least one per player so each character has a chance to contribute.

Giving Rewards

Along the way, the PCs should find things that incentivize them to push further. A chest with arrows or a health potion, for example. If a dungeon has locked doors, keys should be hidden among chests or monsters. Some characters are in it for the money, so be sure to include caches of gold coins. A



significant reward might include something new from the Special Equipment table, especially if it is useful within a dungeon.

Concluding the adventure

Keep an eye on time as you let the story unfold. About halfway through your playtime, you should introduce a path to the climax. After the final confrontation, describe how the main non-player characters and other people of Orithia accept the resolution. Then allow each character to narrate their outro.

ADVENTURE SEEDS

A Trapped Hero. The famous knight Link was captured on his quest to defeat the evil sorcerer Ganondorf. Now Princess Zelda is relying on you to save Link.

Map Making. A cartographer named Tingle needs help mapping out a dungeon. He needs you to guard him while he works. He promises there is a great treasure within.

The Evil Spell. The twin witches Kotake and Koume have cast a devious spell that has transformed the people of Hyrule Castle into animals. You need to find the cure.

Opening the Door. A mechanically inclined inventor named Robbie needs three pieces of an ancient machine that opens the door to a dungeon. Who knows what lies within?

Bug Collecting. A shopkeeper's daughter named Agitha is collecting rare bugs. She will pay well for the glowing fire beetles said to be in the caves below Death Mountain.

SPECIAL EQUIPMENT TABLE

1d20	Item	Use
1	Boomerang	Stuns struck enemies and retrieves small items.
2	Mirrored Shield	Blocks magic spells.
3	Bombs	Damages nearby foes and shatters breakable objects.
4	Bottle	Has a potion or fairy in it.
5	Magic Sword	Deals extra damage.
6	Power Gloves	Allows you to lift very heavy things.
7	Lens of Truth	Allows you to see through objects and illusions.
8	Pegasus Boots	Allows you to dash very quickly.
9	Feather	Allows you to jump very high.

10	Hookshot	Pulls something to you or you to something else.
11	Iron Boots	Makes you very heavy and difficult to move.
12	Magic Mask	Turns you into an animal when worn.
13	Magic Arrows	Deal fire, ice, lightning, or light damage.
14	Silver Scale	Allows you to swim like a fish.
15	Rod of Fire	Controls and shoots fire.
16	Wind Leaf	Creates gusts of wind or can be used as a parasail.
17	Blue Armor	Protects against ice attacks.
18	Fishing Rod	Used to go fishing.
19	Bug Catching Net	Useful for collecting bugs or fairies.
20	Ocarina	Used to play magic songs.

CREDITS

Legend of Triangles was created by Anthony Castillo, polyhedronsprobabilities@gmail.com

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