

# The Legend of Zelda: A Link to the Past Monster/Attack Stats Guide

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Monster/Attack Stats Guide, The Legend of Zelda: A Link to the Past  
Version 0.73, 03/02/08  
by Assassin

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|| Table of Contents ||  
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1. Introduction
  2. Link's HP and MP
  3. Enemy Prizes and Luck
  4. Bump Damages
  5. Link's Attack Classes
  6. Monster List
  7. Bugs Pertaining to Monsters
  8. Hacking Info
  9. Credits
  10. Revision History
  11. Contact
- no number or title: Legalities

(CTRL+F ALERT: If you're looking for "fairy", it's spelled as "faerie"  
throughout the guide.)

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## 1. INTRODUCTION

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This is a guide to all of the stats I know of (hopefully) every monster in The Legend of Zelda: A Link to the Past (henceforth abbreviated as LttP, Zelda 3, or "the game". hell, I'll even call it "Bob" or "Mary" just to avoid spelling it out again; a few more words in that title, and Hugh Grant would be forced to make a cameo. TEWWUaHaCDaM!). It also provides information on Link's HP and MP, the MP consumed by his various items, the strength of his many attacks (whose damages are grouped into "classes"), and the purpose of Luck given by the Pond of Happiness (finally!!). HP and MP capacities may seem like a trivial topic, but the game obscures the true numbers from the player, and knowing the numbers is important to bring context to items' MP costs or the bump damages inflicted by enemies. One thing that's notably absent are monster locations. I could take a stab at most of them, but because I'm still somewhat rusty at this game, I wouldn't be too thorough. If you want to contribute locations, that'd be quite appreciated, as long as you're complete for a given enemy.

This is mainly intended as a reference guide rather than something you read straight through, though I *strongly* recommend you read Sections 2-5 before venturing into Section 6. They explain the terminology and arrangement you'll see in that section, and give you a good idea of the overall capabilities of Link and the enemies. In fact, they introduce things so well that I don't (yet) need a "Key" section for the guide.

The monsters are listed in the order in which their stat blocks are located in

the ROM. It's not like alphabetization would be realistic anyway, as there are many foes whose English names are either unknown or subjective. And remember, Ctrl+F conquers all.

As of the v0.7 update, this guide should cover every version of the game. However, the majority of my playing and analyzing was done on a version 1.0 USA SNES ROM. I haven't verified that things like Section 2's contents, Luck, or which weapons/items belong to which damage classes hold up across different game versions and languages. My suspicion is they do, especially given how much else is the same, but there's no guarantee. If you're playing a different release of the game and find something contradictory to what's presented here, please inform me.

This game has more special cases than other ones whose innards I'm familiar with, and it pulls its share of switcheroos (i.e. altering an enemy's stats in RAM to be something different than what the ROM data indicates). Thus, I had to do a bit of manual labor and retrospecting to hunt down the actual in-battle stats. It's possible I overlooked or flubbed something, so don't let my "official" lists tell you your gaming experiences are wrong. If information presented in this guide (particularly that of Section 6) seems incorrect and isn't accounted for by a Special Property or clarified by a footnote, doublecheck the game and give me a holler if necessary (see Section 11 for Contact info). Section 6's introduction gets into these discrepancies and concerns more.

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## 2. LINK'S HP AND MP

---

Yes, that's right, I said HP and MP. Ever notice how when Link is hit by a really weak enemy, there won't be any visual change in hearts? But if he gets hit again, it magically does change? That's because the heart gauge is just a pretty device concocted by Nintendo and Hallmark to blind you to what's really happening. I'm not too hot on the similarly imprecise magic meter, either. Give me a cold numeric display over those whizzbangs anyday. On the plus side, exclaiming "Half a heart!" when Link is near death is an amusing cry for enemy sympathy.

Each heart actually represents 8 HP. Thus, Link will have a maximum of 160 HP if he finds all the heart containers. The display is in units of 4 HP (i.e. precise to half of a heart), and it rounds up to the nearest unit. From here forward, I will speak only in terms of HP; I'll discard that "heart" metric as if it was nothin' at all.

The hearts and apples Link can find each refill 8 HP.

Meanwhile, the magic meter holds a maximum of 128 MP. The small magic vial replenishes it by 16 MP, while the large one obviously fills it all the way. If you're wondering, the gauge display is in units of 8 MP, rounding up to the nearest unit.

Here's the MP consumed by the various magical items Link can use:

-----  
Magic Powder: 8  
Fire Rod: 16  
Ice Rod: 16  
Bombos: 32  
Ether: 32

Quake: 32

Lamp: 4

Create block with Cane of Somaria: 8 (no cost to explode it)

Cane of Byrna: 16 MP to activate, then 4 MP every 24th frame. (There are 60 frames in a second. Or if you want to track it visually, 24 frames is roughly every 9/8 full-circle revolutions the glowing light makes, as 3 full-circle revolutions take 64 frames.)

Magic Cape: 1 MP every 4th frame. (There are 60 frames in a second.)

-----

When that enigmatic, passive-aggressive bat halves your magic meter, the items' MP costs are cut in half (or in Magic Cape's case, the frequency of its depletion). The capacity of the overall magic meter and the vials are unchanged.

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### 3. ENEMY PRIZES AND LUCK

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Upon defeat, an enemy can drop an item from one of the seven prize packs below, or if it has no prize pack, it will always drop Nothing. Even when the enemy has a prize pack, it might randomly leave nothing instead.

There are several exceptions to this system. Some enemies in dungeons drop keys and such (which are guaranteed), enemies drop nothing when killed with the dash attack, and enemies always drop a green rupee when they're killed while stunned or frozen (this overrides dashing), with the exception that they always drop something from Prize Pack #2 when they're crushed with the hammer after being frozen (note the drop chances in this case are 100% as opposed to 50%). If the Pikit enemy (#170) has robbed Link, then it will always drop the last thing it stole (unless you defeat it by freezing and hammering it). If the swamp hare (enemy #77) is stranded by cutting the grass under it, then it will give you something from Prize Pack #6 (100% of the time) when approached.

Each prize pack has its own counter, eight prize slots, and a probability that you'll get any prize at all. After any enemy drops a prize from a given pack, that pack's counter is incremented to point to its next slot (if it passes the eighth slot, it moves back to the first one).

For convenience, I also list a prize pack's drop chances in Section 6, but remember that the chances are tied to the pack itself rather than to the monster that yields it.

Here are the packs:

+++++

-----  
PRIZE PACK 0  
-----

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee

This prize pack has a 1/2 chance of being dropped.

-----  
PRIZE PACK 1

-----  
Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee

This prize pack has a 1/2 chance of being dropped.

-----  
PRIZE PACK 2  
-----

Full Magic, Partial Magic, Partial Magic, Blue Rupee,  
Full Magic, Partial Magic, Heart, Partial Magic

This prize pack has a 1/2 chance of being dropped.

-----  
PRIZE PACK 3  
-----

Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1

This prize pack has a 100% chance of being dropped.

-----  
PRIZE PACK 4  
-----

Arrow x 5, Heart, Arrow x 5, Arrow x 10,  
Arrow x 5, Heart, Arrow x 5, Arrow x 10

This prize pack has a 1/2 chance of being dropped.

-----  
PRIZE PACK 5  
-----

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart

This prize pack has a 1/2 chance of being dropped.

-----  
PRIZE PACK 6  
-----

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10

This prize pack has a 1/2 chance of being dropped.

+++++

Note that none of the probabilities in this list account for Luck, which is set randomly after you throw rupees into the Pond of Happiness (except in instances where doing so makes the Faerie appear). Each kind of Luck has the same chance of being chosen, and has a "Luck Value" assigned to it (which is what the game really looks at after you get the message):

Luck		Luck Value
Great Luck		1
Good Luck		0
A Little Luck		0
Big Trouble		2

Your Luck Value affects random prize drops from enemies. 0 is the same as normal. 1 guarantees the prize drop. 2 skips the prize drop. Altered luck only lasts for 10 prize drop possibilities, then is restored to the normal value of zero. Situations with guaranteed prize drops (i.e. a key drop, stunning/freezing and defeating an enemy, freezing and smashing an enemy with the hammer, defeating a Pikit who's robbed you, and the stranded swamp hare) or with no possible prize drops (i.e. dash attacks, enemies who have no prize pack) are not affected by Luck, nor do they count towards the ten potential prize drops that make Luck wear off. In other words, Luck is only a factor with normal, random prize drops, as it can only override the probabilities in the Prize Pack list above.

Unfortunately, Luck is not retained through a system reset or powerdown even if you save your game: the luck value and its accompanying potential prize drop counter are reinitialized to 0. They are retained after Saving, Quitting, and reloading on the SNES (and you can even copy them between save slots by saving on one, then loading another), but not on the GBA.

---

#### 4. BUMP DAMAGES

---

When a monster bumps Link (or he bumps it), he'll sustain damage. An enemy has 1 of 10 bump damage categories assigned to it, and the actual HP damage Link takes is determined by that category and his tunic.

POSSIBLE HP DAMAGE TO LINK WHEN BUMPED (by tunic):

Category 0: 2 (Green), 1 (Blue), 1 (Red)  
 Category 1: 4 (Green), 4 (Blue), 4 (Red)  
 Category 2: 0 (Green), 0 (Blue), 0 (Red)  
 Category 3: 8 (Green), 4 (Blue), 2 (Red)  
 Category 4: 8 (Green), 8 (Blue), 8 (Red)  
 Category 5: 16 (Green), 8 (Blue), 4 (Red)  
 Category 6: 32 (Green), 16 (Blue), 8 (Red)  
 Category 7: 32 (Green), 24 (Blue), 16 (Red)  
 Category 8: 24 (Green), 16 (Blue), 8 (Red)  
 Category 9: 64 (Green), 48 (Blue), 24 (Red)

At least one enemy (the fire faerie) also inflicts MP damage when bumping Link, and I'll note that in Section 6.

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#### 5. LINK'S ATTACK CLASSES

---

Link, the ever-resourceful elf, has as many attacks at his disposal as the Keeblers do cookies. For purposes of damaging monsters, each attack belongs to

1 of 16 classes. Each class supports up to 8 different damages, and which of those is inflicted depends on the monster target.

Below are the classes for Link's various attacks, and the possible HP damages enemies will sustain from them. Note that values of 249 and up are special cases handled by the game's code, and that amount of damage isn't actually inflicted, but I still provide the numbers in this guide because I want to convey as much game data as possible.

In Section 6, I'll give the name of the attack along with its damage class, provided there's only one attack in that class. In the interest of space, damage classes with multiple attacks won't have those attacks listed out.

Anyway, onto the classes.

-----  
DAMAGE CLASS 0  
-----

Boomerang (Blue or Red)

Possible damages =

0, 1, 32, 255 (Stun), 252 (Shorter stun), 251 (Very short stun), 0, 0

-----  
DAMAGE CLASS 1  
-----

Drawn Level 1 sword,  
Level 1 sword swing/Pegasus charge,  
Drawn Level 2 sword,  
Level 2+ sword light beam,  
Cane of Somaria block,  
Cane of Somaria missile,  
Cane of Byrna force field,  
Bee attack,  
Lamp/Lantern (GBA only),  
Throw:  
    Purple bush,  
    Normal green bush

Possible damages =

0, 2, 64, 4, 0, 0, 0, 0

-----  
DAMAGE CLASS 2  
-----

Level 1 sword spin attack,  
Level 2 sword swing/Pegasus charge,  
Drawn level 3 sword

Possible damages =

0, 4, 64, 2, 3, 0, 0, 0

-----  
DAMAGE CLASS 3  
-----

Level 2 sword spin attack,

Level 3 sword swing/Pegasus charge,

Drawn Level 4 sword,

Hammer,

Throw:

Light gray "8" stone, Dark "8" stone,

Big gray-edged rock (LW), Big black-edged rock (LW),

Gray skull rock, Black skull rock,

Big gray-edged rock (DW), Big black-edged rock (DW),

Brown pot, Skull pot,

Brown sign, Yellow sign,

Brownish green bush,

Fake Master Sword,

Big gray square block,

Frozen enemy

Possible damages =

0, 8, 64, 4, 0, 0, 0, 0

-----  
DAMAGE CLASS 4  
-----

Level 3 sword spin attack,

Level 4 sword swing/Pegasus charge

Possible damages =

0, 16, 64, 8, 0, 0, 0, 0

-----  
DAMAGE CLASS 5  
-----

Level 4 sword spin attack

Possible damages =

0, 16, 64, 8, 0, 0, 0, 0

-----  
DAMAGE CLASS 6  
-----

Normal bow + arrow

Possible damages =

0, 4, 64, 16, 0, 0, 0, 0

-----  
DAMAGE CLASS 7  
-----

Hookshot

Possible damages =

0, 255 (Stun), 64, 255 (Stun), 252 (Shorter stun), 251 (Very short stun), 0, 0

-----  
DAMAGE CLASS 8  
-----

Bomb

Possible damages =

0, 4, 64, 255 (Stun), 252 (Shorter stun), 251 (Very short stun), 32, 0

Note: Bombs dropped or thrown by enemies also use this attack class when  
damaging other enemies.

-----  
DAMAGE CLASS 9  
-----

Bow + silver arrow

Possible damages =

0, 100, 24, 100, 0, 0, 0, 0

-----  
DAMAGE CLASS 10  
-----

Magic powder

Possible damages =

0, 249 (Make faerie \*), 250 (Make 0-HP yellow slime), 255 (Stun), 100, 0, 0, 0

\* Due to a hardcoded check, enemy #13 (Buzz Blob) will instead become a talking  
blob.

-----  
DAMAGE CLASS 11  
-----

Fire rod

Possible damages =

0, 8, 64, 253 (Incinerate), 4, 16, 0, 0

-----  
DAMAGE CLASS 12  
-----

Ice rod

Possible damages =

0, 8, 64, 254 (Freeze), 4, 0, 0, 0

-----  
DAMAGE CLASS 13  
-----

Bombos medallion

Possible damages =

0, 16, 64, 253 (Incinerate), 0, 0, 0, 0

-----  
DAMAGE CLASS 14  
-----

Ether medallion

Possible damages =  
0, 254 (Freeze), 64, 16, 0, 0, 0, 0

-----  
DAMAGE CLASS 15  
-----

Quake medallion

Possible damages =  
0, 32, 64, 255 (Stun), 0, 0, 0, 250 (Make 0-HP yellow slime)

---

## 6. MONSTER LIST

---

This should be a list of every known monster in the game. The game doesn't actually tell you the blasted enemy names, so I've had to rely on other sources: webpages, the Hyrule Magic utility, the instruction booklet. I try to list as many coherent versions of an enemy's name as possible to aid Ctrl+F'ers, and will often tack on a description where the "official" name is missing or not self-explanatory.

You'll notice a fair share of gaps in the monster numbering. That's because this game uses the 0-255 number range as IDs for its "sprites". Sprites can be lots of things: monsters, non-playable characters, elements of a dungeon (such as crystal switches, statues, and rotating firebars), prizes like hearts and rupees, etc. To my knowledge, nothing after ID #215 is a monster, and there are all sorts of non-enemies inhabiting the 0-215 range.

If there's a dungeon element that can hurt Link or be destroyed by him, and it actually has some relevant data I've deciphered, I'll list it. (The latter is why the spiked rollers made it into the guide, but the wall cannons didn't.) Just realize it'll also have its share of bogus data listed because it's not a real monster.

Currently, there are 132 entries altogether.

Almost all of the information in this section is generated from a program reading the ROM (specifically, version 1.0 of the USA SNES ROM). There are various things this method misses, such as:

- Enemies who change properties mid-battle.
- Enemies who have a stat replaced in RAM as soon as they're encountered (so the ROM stat is altered or unused).
- Enemies who are hittable by some attacks in a given Damage Class but completely avoid others.
- Multiple enemies who share a single ID. Generally, these enemies are quite similar to each other, having perhaps a few differing properties. Other times, these enemies are mind-bogglingly different, almost to the point that you claw at your head and scream, "Why?! The reasoning burns!!". With most shared enemies, both of the real monster variants are treated as "custom", and after the game loads the default ROM data into memory, it calls special code to overwrite desired stats with custom data of either of the real monsters. Which real monster's data is used depends on the result of some boolean test, such as whether the enemy's starting X or Y coordinate is even or odd, or whether Link is currently in the Light World or the Dark World. With a few other shared enemies, one of the monster variants is treated as



ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze) / 8 on Japanese and GBAs  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 32

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):  
8 (Green), 4 (Blue), 2 (Red)

Crow/Raven BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

Triceratops bird BUMP HP DAMAGE TO LINK (by tunic):  
24 (Green), 16 (Blue), 8 (Red)

Default POSSIBLE PRIZES (replaced by one of the two below):  
Full Magic, Partial Magic, Partial Magic, Blue Rupee,  
Full Magic, Partial Magic, Heart, Partial Magic  
(Prize pack #2 has a 1/2 drop chance.)

Crow/Raven POSSIBLE PRIZES:  
Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

Triceratops bird POSSIBLE PRIZES:  
Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #1 Vulture (Tendoru)

HP = 6

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2

Damage Class 2 : 4  
 Damage Class 3 : 8  
 Damage Class 4 : 16  
 Level 4 sword spin (5) : 16  
 Normal bow + arrow (6) : 4  
 Hookshot (7) : 64  
 Bomb (8) : 4  
 Bow + silver arrow (9) : 100  
 Magic powder (10) : 0  
 Fire rod (11) : 253 (Incinerate)  
 Ice rod (12) : 254 (Freeze) / 8 on Japanese and GBAs  
 Bombos medallion (13) : 253 (Incinerate)  
 Ether medallion (14) : 254 (Freeze)  
 Quake medallion (15) : 32

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
 Partial Magic, Bomb x 1, Green Rupee, Heart  
 (Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #2 Floating Stalfos head (skull)

Comes from enemy #133, and not to be confused with enemy #124.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0) : 1  
 Damage Class 1 : 2  
 Damage Class 2 : 4  
 Damage Class 3 : 8  
 Damage Class 4 : 16  
 Level 4 sword spin (5) : 16  
 Normal bow + arrow (6) : 0  
 Hookshot (7) : 0  
 Bomb (8) : 0  
 Bow + silver arrow (9) : 0  
 Magic powder (10) : 0  
 Fire rod (11) : 0  
 Ice rod (12) : 0  
 Bombos medallion (13) : 0  
 Ether medallion (14) : 0  
 Quake medallion (15) : 0

NOTE: Due to a hardcoded check, if it's struck with a sword or hammer, Link is knocked backwards a decent amount. Also, the enemy will take no damage from such strikes, but still be knocked back a decent amount itself. (The hardcoded check stops the "... pushing Link back a tiny bit" Special Property present below from being checked at all. Sensible enough, as it effectively obsoletes that property anyway.) Finally, note that the damageless knockback of the enemy can result in a bug

(see Section 7, #6).

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

-----

Enemy #8      Shared:   Octorok (Light World)  
                          Slarok (purple rock spitter) (Dark World)

Default HP = 2 (replaced by one of the two below)

Octorok HP = 2

Slarok HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	250 (Make 0-HP yellow slime)
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	254 (Freeze)
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	254 (Freeze)
Quake medallion (15)	:	250 (Make 0-HP yellow slime)

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):  
4 (Green), 4 (Blue), 4 (Red)

Octorok BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

Slarok BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #9 Moldorm

HP = 12

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	2
Damage Class 2	:	2
Damage Class 3	:	4
Damage Class 4	:	8
Level 4 sword spin (5)	:	8
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	8
Ice rod (12)	:	8
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

NOTE: You can't hurt the head, and everything except the sword and hammer just harmlessly passes right through the tail.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects arrows for no harm (just applies to the head)

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

---

Enemy #10 Shared: 4-way Octorok (Light World)  
4-way Slarok (Dark World, purple rock spitter. I'm not even sure this variety exists, but it is valid when put on the map with Hyrule Magic.)

Default HP = 4 (replaced by one of the two below)

Octorok HP = 2

Slarok HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)

Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):  
4 (Green), 4 (Blue), 4 (Red)

Octorok BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

Slarok BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #11 Shared: Chicken/Cucco (Light World)  
Chicken/Cucco skeleton (Dark World)

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: I'm not convinced the above values mean anything, or that chickens even have true HP.

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

NOTE: A normal, relaxed chicken obviously won't hurt you, and nor will a scared one. These damage values are just for the chickens that retaliate when you attack one of their brethren too many times.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #12      Rock shot by Octorok/Slarok

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0)                   : 1  
Damage Class 1                   : 2  
Damage Class 2                   : 4  
Damage Class 3                   : 8  
Damage Class 4                   : 16  
Level 4 sword spin (5)         : 16  
Normal bow + arrow (6)         : 4  
Hookshot (7)                     : 64  
Bomb (8)                         : 4  
Bow + silver arrow (9)         : 100  
Magic powder (10)               : 0  
Fire rod (11)                    : 8  
Ice rod (12)                     : 8  
Bombos medallion (13)         : 16  
Ether medallion (14)            : 16  
Quake medallion (15)           : 32 \*

No idea what the above means here, other than that many of Link's attacks will deflect these projectiles, and unlike with enemy #27 (thrown spears / shot arrow), silver arrows will not keep going after hitting rocks. Once again, I'm unable to touch these things with my sword (aside from its light beam).

\* Oddly, Quake works on this despite it being airborne.

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).

-----  
Enemy #13      Buzz Blob

HP = 3

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0)                   : 255 (Stun)  
Damage Class 1                   : 2  
Damage Class 2                   : 4

Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	249 (Make faerie) - Due to a hardcoded check for enemy #13, it'll instead become a talking blob ("Cukeman").
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	254 (Freeze)
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	254 (Freeze)
Quake medallion (15)	:	255 (Stun)

NOTE: Striking it with a sword of level 1-3 will get Link zapped (for the bump damage listed below) rather than damaging Buzz Blob. As will striking it with the Hammer, but only if Link's sword is level 1-3 (hmm... is this a bug I smell?).

FUN FACT: After transforming it into the talking blob, freeze and smash it with the Hammer for a chuckle.

(In case you're not up to trying: it turns back into Buzz Blob.)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Full Magic, Partial Magic, Partial Magic, Blue Rupee,  
 Full Magic, Partial Magic, Heart, Partial Magic  
 (Prize pack #2 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #14 Snap Dragon

HP = 12

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	250 (Make 0-HP yellow slime)
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	254 (Freeze)
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	254 (Freeze) / 64 on Japanese and GBAs
Quake medallion (15)	:	250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 24 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #15 Octoballoon/Octoblimp

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 8  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 16  
Quake medallion (15) : 64

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

NOTE: I don't take any bump damage from it.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

NOTE: It will explode automatically or upon being "defeated", leaving behind  
several Octoballoon/Octoblimp spawn.

-----  
Enemy #16 Octoballoon/Octoblimp spawn (after explosion)

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4

Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 16  
Ether medallion (14) : 16  
Quake medallion (15) : 32

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

NOTE: This enemy will fade away by itself after a few seconds.

-----  
Enemy #17 Hinox

HP = 20

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 252 (Shorter stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 64  
Normal bow + arrow (6) : 4  
Hookshot (7) : 0  
Bomb (8) : 64 \*  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

\* Has a hardcoded check that makes it invincible to monster-thrown bombs.

BUMP HP DAMAGE TO LINK (by tunic): 24 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES:

Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #18 Pig Spear Man (Moblin?)

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	64
Bow + silver arrow (9)	:	100
Magic powder (10)	:	250 (Make 0-HP yellow slime)
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	254 (Freeze)
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	254 (Freeze)
Quake medallion (15)	:	250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:  
-----

Enemy #19 Mini Helmasaur/Hiploop

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	64
Bow + silver arrow (9)	:	100
Magic powder (10)	:	250 (Make 0-HP yellow slime)
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	253 (Incinerate)

Ether medallion (14) : 254 (Freeze) / 64 on Japanese and GBAs  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

NOTE: Due to a hardcoded check, if it's struck with a sword or the hammer, Link will be knocked backwards a decent amount. And if it's struck with either of those weapons when Link and it are facing in opposite directions, it will take no damage, but still be knocked back a decent amount itself. Also, note that the damageless knockback of the enemy can result in a bug (see Section 7, #6).

NOTE2: The opposite direction check was obviously done to repel head-on attacks, but the spin attack lets you see some unexpected, erroneous things. Stun Mini Helmasaur with the Hookshot, then stand behind it, with Link's back facing its back. Perform a spin attack, and it will cause no harm, despite contacting nowhere near Helmasaur's protective mask. Conversely, stun Helmasaur, stand in front of it with your back facing its face, and perform a spin attack. It'll damage Helmasaur despite contacting its mask.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #21 Fire Faerie / Anti-faerie / Bubble

NOTE: The enemy's initial movement depends on its starting X-coordinate (even = up and right, odd = up and left).

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 249 (Make faerie)  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

Also does 8 MP damage to Link, regardless of tunic. And note that while Link is flashing and invincible after being hit with an attack, he's still susceptible to MP damage from fire faerie.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #23 Bush Spider/Beetle/Crab

After you lift off the bush, it runs around for several seconds, dropping one green rupee at a time, then disappears.

Note that it becomes enemy #62, Rock Spider/Beetle/Crab (sans the rock), after you lift off the bush.

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 64  
Ice rod (12) : 64  
Bombos medallion (13) : 64  
Ether medallion (14) : 64  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 0 (Green), 0 (Blue), 0 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #24 Mini Moldorm / Tail

HP = 3

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2

Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 8  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 16  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #25 Shared: Poe (Ghost) (Light World)  
Hue (Ghost) (Dark World)

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 64  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate) / 8 on Japanese and GBAs  
Ice rod (12) : 8  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 64  
Quake medallion (15) : 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #27 Shared: Spear thrown by Pig Man (Moblin?)  
                  \_Slightly\_ longer spear thrown by Red grass-hiding  
                  Soldier and by Red Knight with horned helmet  
                  Arrow shot by archer soldiers

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 32  
Damage Class 1 : 64  
Damage Class 2 : 64  
Damage Class 3 : 64  
Damage Class 4 : 64  
Level 4 sword spin (5) : 64  
Normal bow + arrow (6) : 64  
Hookshot (7) : 64  
Bomb (8) : 64  
Bow + silver arrow (9) : 24  
Magic powder (10) : 0  
Fire rod (11) : 64  
Ice rod (12) : 64  
Bombos medallion (13) : 64  
Ether medallion (14) : 16  
Quake medallion (15) : 64 \*

No idea what the above means here, other than that many of Link's attacks will deflect these projectiles, and silver arrows will keep going after hitting them, while normal ones are knocked down. Also, I'm unable to touch these things with my sword (aside from its light beam).

\* Oddly, Quake works on this despite it being airborne.

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

Spear thrown by pig man SPECIAL PROPERTIES:

Deflects arrows for no harm (this property apparently makes it so Link's arrows will deflect or continue on impact rather than disappearing.)  
Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

If it's the arrow or the slightly longer spear, SPECIAL PROPERTIES are modified so "Bees won't chase it" is cleared. The other properties remain.

-----  
Enemy #32 Bomb Slug (Nuranuru)

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 0  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES:

Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #34 Ropa (Hopping Bulb Plant)

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze) / 64 on Japanese and GBAs  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee

(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

---

Enemy #35 Red Bari (electric jellyfish)

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	64
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	64
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	64
Quake medallion (15)	:	255 (Stun)

NOTE: Striking it with a sword or hammer while it's flashing will get Link zapped (for the bump damage listed below) rather than damaging Bari.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

NOTE: When it's defeated any way besides incineration, it won't drop its prize, but will instead split into two miniature versions of itself (which have the same stats, and can drop prizes upon defeat).

---

Enemy #36 Blue Bari (dark green on GBA) (electric jellyfish)

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8

Damage Class 4 : 16  
 Level 4 sword spin (5) : 16  
 Normal bow + arrow (6) : 4  
 Hookshot (7) : 64  
 Bomb (8) : 4  
 Bow + silver arrow (9) : 100  
 Magic powder (10) : 0  
 Fire rod (11) : 253 (Incinerate)  
 Ice rod (12) : 64  
 Bombos medallion (13) : 253 (Incinerate)  
 Ether medallion (14) : 64  
 Quake medallion (15) : 255 (Stun)

NOTE: Striking it with a sword or hammer while it's flashing will get Link zapped (for the bump damage listed below) rather than damaging Bari.

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
 Partial Magic, Bomb x 1, Green Rupee, Heart  
 (Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #38 Shared: Red Hardhat Beetle (hard-shelled) (faster than blue one)  
 Blue Hardhat Beetle (hard-shelled)

NOTE: Which beetle it is depends on the starting X-coordinate of the monster on the map (even = red, odd = blue).

Default HP = 3 (replaced by one of the two below)

Red beetle HP = 32

Blue beetle HP = 6

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0) : 0  
 Damage Class 1 : 2  
 Damage Class 2 : 4  
 Damage Class 3 : 8  
 Damage Class 4 : 16  
 Level 4 sword spin (5) : 16  
 Normal bow + arrow (6) : 0  
 Hookshot (7) : 255 (Stun)  
 Bomb (8) : 255 (Stun)  
 Bow + silver arrow (9) : 100  
 Magic powder (10) : 0  
 Fire rod (11) : 0  
 Ice rod (12) : 0  
 Bombos medallion (13) : 253 (Incinerate)  
 Ether medallion (14) : 254 (Freeze)  
 Quake medallion (15) : 255 (Stun)

NOTE: Due to a hardcoded check, if it's struck with the sword or hammer, Link is knocked backwards a decent amount.

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):  
2 (Green), 1 (Blue), 1 (Red)

Red Beetle BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

Blue Beetle BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

Default POSSIBLE PRIZES (replaced by one of the two below): Nothing

Red Beetle POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

Blue Beetle POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #39 Deadrock (Deddorokku) - annoying bugger, turns to stone when hit

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----

Enemy #62 Rock Spider/Beetle/Crab

After you lift off the rock, it runs around for several seconds, dropping one green rupee at a time, then disappears.

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 8  
Ice rod (12) : 64  
Bombos medallion (13) : 64  
Ether medallion (14) : 64  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 0 (Green), 0 (Blue), 0 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #64 Electric Barrier

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 4 \*  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

\* No, a spinning attack with the Level 1 sword won't faze it. Also, striking it with the Level 1 sword or walking into it will get Link zapped.

BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #65 Shared: Blue soldier carrying sword (Light World)  
Blue Taurus (Torosu) - helmeted bull carrying poker/prod  
(Dark World)

HP = 6

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 8  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #66 Green soldier carrying sword

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8

Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #67 Shared: Red Soldier carrying spear (Light World)  
Red Taurus (Torosu) - helmeted bull carrying fork  
(Dark World)

Identical to enemy #69 (the red ones), but slightly subdued.

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 3  
Damage Class 3 : 4  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #68      Warrior - blue, horned helmet, carrying sword, runs fast

HP = 6

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	0
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	254 (Freeze)
Quake medallion (15)	:	250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic):    4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #69      Shared:    Red Soldier carrying spear (Light World)  
                              Red Taurus (Torosu) - helmeted bull carrying fork  
  (Dark World)  
                              Green Soldier carrying spear, summoned by townspeople  
  (Light World)

(Red ones) Identical to enemy #67, but this fuggger doesn't let up!

Red Soldier and Red Bull HP = 8

If it's Green soldier summoned by townspeople, HP is replaced with 4

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	3
Damage Class 3	:	4
Damage Class 4	:	16

Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

Red Soldier and Red Bull POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

If it's Green Soldier, POSSIBLE PRIZES are replaced with: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #70 Blue archer soldier

HP = 6

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Arrow x 5, Heart, Arrow x 5, Arrow x 10,  
Arrow x 5, Heart, Arrow x 5, Arrow x 10  
(Prize pack #4 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #71      Green, grass-hiding, archer soldier

HP = 4

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	8
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	64
Quake medallion (15)	:	250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic):  4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

  Arrow x 5, Heart, Arrow x 5, Arrow x 10,  
  Arrow x 5, Heart, Arrow x 5, Arrow x 10  
(Prize pack #4 has a 1/2 drop chance.)

SPECIAL PROPERTIES:  
-----

Enemy #72      Red knight (has horned helmet), spear-throwing

HP = 8

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	3
Damage Class 3	:	4
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	0
Bombos medallion (13)	:	253 (Incinerate)

Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Full Magic, Partial Magic, Partial Magic, Blue Rupee,  
Full Magic, Partial Magic, Heart, Partial Magic  
(Prize pack #2 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #73 Red, grass-hiding, spear-throwing soldier

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 3  
Damage Class 3 : 4  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 64  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #74 Red bomb-throwing knight

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2

Damage Class 2 : 3  
Damage Class 3 : 4  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #75 Green soldier carrying dagger (in Hyrule Castle, relaxed)

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #76      Geldman

HP = 4

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)                    :    1  
Damage Class 1                   :    2  
Damage Class 2                   :    4  
Damage Class 3                   :    8  
Damage Class 4                   :   16  
Level 4 sword spin (5)          :   16  
Normal bow + arrow (6)          :   64  
Hookshot (7)                     : 255 (Stun)  
Bomb (8)                          :    4  
Bow + silver arrow (9)          : 100  
Magic powder (10)                :    0  
Fire rod (11)                    : 64 / 8 on Japanese and GBAs  
Ice rod (12)                     :    8  
Bombos medallion (13)          : 64 / 253 (Incinerate) on Japanese and GBAs  
Ether medallion (14)            :   16  
Quake medallion (15)            : 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:  
-----

Enemy #77      Swamp hare/bunny/rabbit (Toppo)

HP = 2

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)                    :    1  
Damage Class 1                   :    2  
Damage Class 2                   :    4  
Damage Class 3                   :    8  
Damage Class 4                   :   16  
Level 4 sword spin (5)          :   16  
Normal bow + arrow (6)          :    4  
Hookshot (7)                     : 255 (Stun)  
Bomb (8)                          :    4  
Bow + silver arrow (9)          : 100  
Magic powder (10)                :    0  
Fire rod (11)                    : 253 (Incinerate)  
Ice rod (12)                     :   64  
Bombos medallion (13)          : 253 (Incinerate)

Ether medallion (14) : 64  
Quake medallion (15) : 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

NOTE: If you cut the grass out from under him before he can land, or if he attempts to emerge from an area where the grass has been cut, he'll be stranded. Approach him, and he'll talk to you and give you something from Prize Pack #6 (100% of the time), whose contents are:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10

SPECIAL PROPERTIES:

-----

Enemy #78 Popo - Blue and red tentacle plant

Identical to enemy #79, but this one moves a little faster.

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #79 Popo - Blue and red tentacle plant

Identical to enemy #78, but this one moves a little slower.

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #80 Shared: Black rolling cannon ball (comes from hole in wall)  
Giant black rolling cannon ball (comes from hole in wall)

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0

Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

---

Enemy #81 Armos statue

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	: 255 (Stun)
Damage Class 1	: 2
Damage Class 2	: 4
Damage Class 3	: 8
Damage Class 4	: 16
Level 4 sword spin (5)	: 16
Normal bow + arrow (6)	: 64
Hookshot (7)	: 255 (Stun)
Bomb (8)	: 4
Bow + silver arrow (9)	: 100
Magic powder (10)	: 0
Fire rod (11)	: 8
Ice rod (12)	: 254 (Freeze)
Bombos medallion (13)	: 253 (Incinerate)
Ether medallion (14)	: 16
Quake medallion (15)	: 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Arrow x 5, Heart, Arrow x 5, Arrow x 10,  
Arrow x 5, Heart, Arrow x 5, Arrow x 10  
(Prize pack #4 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

---

Enemy #83 Armos Knight

HP = 48

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	: 1
Damage Class 1	: 4
Damage Class 2	: 2

Damage Class 3 : 4  
Damage Class 4 : 8  
Level 4 sword spin (5) : 8  
Normal bow + arrow (6) : 16  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

Deflects sword and hammer for no harm, pushing Link back a tiny bit (this is just to start the battle).

-----  
Enemy #84 Lanmolas

HP = 16

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 2  
Damage Class 3 : 4  
Damage Class 4 : 8  
Level 4 sword spin (5) : 8  
Normal bow + arrow (6) : 4  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even

if they chase it, and it won't drive them offscreen).

-----

Enemy #85      Shared: Fireball Zora (Light World)  
                            Ku (Dark World equivalent to Fireball Zora)  
                            Small red Fireball shot by: Zora, Ku, Debirando, the  
  small face statue, the 4-way gold shooter, and a few  
  burning torches.  
                            Small blue ball created when the cluster of blue magic  
  balls shot by Agahnim (enemy #123, second variety)  
  collides with something and breaks apart. Looks a lot  
  like the small red fireball.

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0)	:	1
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	8
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	64
Quake medallion (15)	:	32

NOTE: Only the Zora and Ku can be damaged and defeated.

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

Zora, Ku, and Blue Ball POSSIBLE PRIZES:  
Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

NOTE: You can't defeat the blue ball, so you obviously can't win a prize from it despite the data.

If it's Red Fireball, POSSIBLE PRIZES are replaced with: Nothing

Zora and Ku SPECIAL PROPERTIES:  
Bees won't chase it.

If it's Red Fireball, SPECIAL PROPERTIES are replaced with:  
Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

If it's Small blue ball, SPECIAL PROPERTIES are replaced with:

-----  
Enemy #86      Walking Zora

HP = 8

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	8
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	64
Quake medallion (15)	:	32

BUMP HP DAMAGE TO LINK (by tunic):  4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

  Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
  Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

SPECIAL PROPERTIES:

  Can climb stairs (also gives walking Zoras their footing in shallow water).

-----

Enemy #88      Crab (fast, has pincers)

HP = 2

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	255 (Stun)
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	250 (Make 0-HP yellow slime)
Fire rod (11)	:	8

Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #91 Spark (clockwise)

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 0  
Quake medallion (15) : 255 (Stun)

NOTE: Ignore the above - it can't be killed or stunned.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #92 Spark (counterclockwise)

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 0  
Quake medallion (15) : 255 (Stun)

NOTE: Ignore the above - it can't be killed or stunned.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #93 Spike Roller 1 - moves down, then back up

NOTE: The size of the roller depends on its starting Y-coordinate  
(even = short, odd = long).

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 24 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

---

Enemy #94 Spike Roller 2 - moves up, then back down

NOTE: The size of the roller depends on its starting Y-coordinate  
(even = short, odd = long).

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic): 24 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

---

Enemy #95 Spike Roller 3 - moves right, then back left

NOTE: The size of the roller depends on its starting X-coordinate (odd = short,  
even = long).

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0

Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 24 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

-----  
Enemy #96 Spike Roller 4 - moves left, then back right

NOTE: The size of the roller depends on its starting X-coordinate (odd = short, even = long).

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 24 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

-----  
Enemy #97 Shared: Beamos (rotating laser statue)  
Laser beam shot by Beamos

NOTE: While the listed bump damages and special properties are the same for the two "enemies", these stats are set manually in code for the beam, so I list them separately here.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

Beamos BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

If it's Laser beam, BUMP HP DAMAGE TO LINK (by tunic) is replaced with:  
8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

Beamos SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

If it's Laser beam, SPECIAL PROPERTIES are replaced with:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

-----  
Enemy #99

Hyrule Magic has this as the sprite ID of the blue sand crab, but this crab uses enemy #100's data in battle.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0

Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #100 Shared: Debirando (Sand crab) (blue) - emerges from whirl  
Debirando (Sand crab) (red, spits fire) - emerges from  
whirl

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64 / 255 (Stun) on Japanese and GBAs  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 64 / 8 on Japanese and GBAs  
Ice rod (12) : 8  
Bombos medallion (13) : 64 / 253 (Incinerate) on Japanese and GBAs  
Ether medallion (14) : 16  
Quake medallion (15) : 64 / 255 (Stun) on Japanese and GBAs

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----

Enemy #106 Ball and chain trooper (Morning Star)

HP = 16

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 251 (Very short stun)  
Damage Class 1 : 2  
Damage Class 2 : 2  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #107 Shared: Cannon soldier (blue, wears horned helmet, holds red  
cannon, shoots spiked blue cannon ball, stationary  
aside from rotating to face Link and raising arm to  
fire cannon) - I'm told he's never used in the game,  
so take a look at him hacked in here:  
<http://www14.brinkster.com/assassin17/cannon001.png>  
Spiked blue cannon ball shot by Cannon soldier  
Smooth black cannon ball shot by wall cannon

HP = 3

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4

Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 16  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 32

NOTE: None of the above attacks damage or deflect the cannon balls.

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

NOTE: You can't defeat a cannon ball, so you obviously can't win a prize from it despite the data.

Cannon soldier SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).

If it's spiked blue Cannon ball, SPECIAL PROPERTIES are modified to \*:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Deflects sword and hammer for no harm, pushing Link back a tiny bit.

If it's smooth black Cannon ball, SPECIAL PROPERTIES are modified to \*:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Deflects sword and hammer for no harm, pushing Link back a tiny bit.

\* Actually, "Deflects sword and hammer ..." is added to the existing special property of the Cannon soldier, but I felt like listing out all the in-game properties for each enemy anyway.

-----  
Enemy #109 Shared: Rat (Light World)  
Bazu (little green reptile, moves like rat) (Dark World)

Default HP = 2 (replaced by one of the two below)

Rat HP = 2

Bazu HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100

Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):  
2 (Green), 1 (Blue), 1 (Red)

Rat BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

Bazu BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #110 Shared: Rope (Gray Snake) (Light World)  
Skullrope (Green snake with white skull mask)  
(Dark World)

Default HP = 4 (replaced by one of the two below \*)  
Rope HP = 4  
Skullrope HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below \*):  
4 (Green), 4 (Blue), 4 (Red)

Rope BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

Skullrope BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

Default POSSIBLE PRIZES (replaced by one of the two below \*):

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

Rope POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

Skullrope POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

\* The data replacement won't occur if the enemy is dropped into the room by pulling a switch. This is a bug, IMHO. It's not an issue for the Light World Rope, whose stats match enemy #110's default ROM values. It is for the Dark World Skullrope, though, who was apparently meant to be a bit different. Because the only known way to meet Skullropes is by pulling a switch in one room in Blind's Dungeon, players will sadly never get to meet the "true" enemy.

-----  
Enemy #111 Shared: Blue bat (Keese) (Light World)  
Blue big-eyed bat (Patra/Chasupa) (Dark World)

NOTE: The bats you meet in the upper floors of Hyrule Castle while climbing to Agahnim look like Patras, but have all the same stats as Keese.

Default HP = 1 (replaced by one of the two below)

Keese HP = 1

Patra HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 255 (Stun) \*

\* Oddly, Quake even works on this while it's flying.

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):

2 (Green), 1 (Blue), 1 (Red)

Keese BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

Patra BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

Default POSSIBLE PRIZES (Replaced by one of the two below):

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

Keese POSSIBLE PRIZES: Nothing

Patra POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #112 Orange fireball from Helmasaur King's mouth

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0)	: 0
Damage Class 1	: 0
Damage Class 2	: 0
Damage Class 3	: 0
Damage Class 4	: 0
Level 4 sword spin (5)	: 0
Normal bow + arrow (6)	: 0
Hookshot (7)	: 0
Bomb (8)	: 0
Bow + silver arrow (9)	: 0
Magic powder (10)	: 0
Fire rod (11)	: 0
Ice rod (12)	: 0
Bombos medallion (13)	: 0
Ether medallion (14)	: 0
Quake medallion (15)	: 0

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:



Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

Also does 8 MP damage to Link, regardless of tunic. And note that while Link is flashing and invincible after being hit with an attack, he's still susceptible to MP damage from fire faerie.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #121 Bee

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 249 (Make faerie)  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 16  
Ether medallion (14) : 16  
Quake medallion (15) : 32

BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects hookshot and boomerang for no harm. If monster doesn't deflect arrows, they will disappear upon impact, regardless of whether harm is done.

Bees won't chase it.  
-----

Enemy #122 Agahnim

HP = 96

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: The only way to damage him is by deflecting the magic ball he shoots (enemy #123, the first variety) back at him with the Master Sword, the Bug-catching Net, or -- in the second fight -- the Hammer. This will do 16 damage.

NOTE2: Striking him with the sword or hammer will get Link zapped (for the bump damage listed below) rather than damaging Agahnim.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

-----  
Enemy #123 Shared: Large, glowing magic ball shot by Agahnim  
Cluster of small blue magic balls shot by Agahnim

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0

Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: The large glowing ball can be bounced away by hitting it with the Master Sword, the Bug-catching Net, or the Hammer. If it hits Agahnim after the deflection, it will harm him.

NOTE2: The cluster of blue balls will separate into six small blue balls (enemy #85) if it's hit by the Master Sword, the Bug-Catching Net, or the Hammer, or if it collides with a wall. These balls will deflect away from the point of impact, but they won't hurt Agahnim.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:  
Bees won't chase it.

-----  
Enemy #124 Floating Stalfos head (a skull)

HP = 24

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 0  
Bomb (8) : 64  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 16  
Quake medallion (15) : 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES:  
Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #125      Big spike block

HP = 255

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic):    8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES:    Nothing

SPECIAL PROPERTIES:

    Deflects sword and hammer for no harm, pushing Link back a tiny bit.  
    Bees won't chase it.

-----  
Enemy #126      Fire blade (clockwise)

HP = 255

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

---

Enemy #127 Fire blade (counterclockwise)

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

---

Enemy #128 Fire snake

HP = 3

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0

Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #129 Water bug/tektite

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate) / 64 on Japanese and GBAs  
Ether medallion (14) : 16  
Quake medallion (15) : 64

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #130 4 Fire Faeries / Anti-faeries / Bubbles clustered together. When they separate, they turn into enemy #21, with the exception that they're bloody invincible to powder.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #131 Shared: Green Rocklops/Eyegore  
Green Goriya/Copy (large rat, copies your movements)

HP = 16

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 64  
Damage Class 4 : 64  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 64  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 24  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES:

Arrow x 5, Heart, Arrow x 5, Arrow x 10,  
Arrow x 5, Heart, Arrow x 5, Arrow x 10

(Prize pack #4 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit (only applies to the Rocklops/Eyegore, and only before it wakes up).

-----  
Enemy #132      Shared:    Red Rocklops/Eyegore  
                              Red Goriya/Copy (large rat, copies your movements)

HP = 8

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

-----  
Boomerang (0)                    :    0  
Damage Class 1                   :    0  
Damage Class 2                   :    0  
Damage Class 3                   :    0  
Damage Class 4                   :    0  
Level 4 sword spin (5)         :    0  
Normal bow + arrow (6)         :    4  
Hookshot (7)                    :    0  
Bomb (8)                         :    0  
Bow + silver arrow (9)         : 100  
Magic powder (10)               :    0  
Fire rod (11)                    :    0  
Ice rod (12)                     :    0  
Bombos medallion (13)         :    0  
Ether medallion (14)           :    0  
Quake medallion (15)           :    0

BUMP HP DAMAGE TO LINK (by tunic):    8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES:

Arrow x 5, Heart, Arrow x 5, Arrow x 10,  
Arrow x 5, Heart, Arrow x 5, Arrow x 10  
(Prize pack #4 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

-----  
Enemy #133      Head-detaching Stalfos/skeleton

Creates enemy #2.

HP = 8

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

-----  
Boomerang (0)                    :    1  
Damage Class 1                   :    2  
Damage Class 2                   :    4  
Damage Class 3                   :    8  
Damage Class 4                   : 16

Level 4 sword spin (5) : 16  
 Normal bow + arrow (6) : 4  
 Hookshot (7) : 255 (Stun)  
 Bomb (8) : 4  
 Bow + silver arrow (9) : 100  
 Magic powder (10) : 250 (Make 0-HP yellow slime) /  
 0 on Japanese and GBAs  
 Fire rod (11) : 253 (Incinerate) / 8 on Japanese and GBAs  
 Ice rod (12) : 64  
 Bombos medallion (13) : 253 (Incinerate)  
 Ether medallion (14) : 64  
 Quake medallion (15) : 250 (Make 0-HP yellow slime) /  
 255 (Stun) on Japanese and GBAs

NOTE: It will crumple on nonfatal strikes, but only if you don't have the L3  
 or L4 sword. Yes, this means whether a Boomerang strike or Bomb blast  
 makes it crumple depends on the sword in your inventory (!).

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
 Bomb x 8, Heart, Red Rupee, Arrow x 10  
 (Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

Bees won't chase it.

-----

Enemy #134 Kodondo - Fire-breathing triceratops, comes in green and red

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----

Boomerang (0) : 0  
 Damage Class 1 : 2  
 Damage Class 2 : 4  
 Damage Class 3 : 8  
 Damage Class 4 : 16  
 Level 4 sword spin (5) : 16  
 Normal bow + arrow (6) : 4  
 Hookshot (7) : 0  
 Bomb (8) : 0  
 Bow + silver arrow (9) : 100  
 Magic powder (10) : 0  
 Fire rod (11) : 253 (Incinerate) / 8 on Japanese and GBAs  
 Ice rod (12) : 254 (Freeze)  
 Bombos medallion (13) : 253 (Incinerate)  
 Ether medallion (14) : 254 (Freeze)  
 Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,

Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #135      Fireball breathed by Kodondo

HP = 255

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	0
Level 4 sword spin (5)	:	0
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).

-----  
Enemy #136      Mothula

HP = 32

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	0 / 16 on GBAs
Level 4 sword spin (5)	:	0 / 16 on GBAs
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	4

Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container). DOES NOT COEXIST WITH BEES! There is a hardcoded test for Mothula to ignore that property check. It's fitting that one insect take out another. :)

-----  
Enemy #137 Orange laser/fire ring shot by Mothula

HP = 32

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

HP DAMAGE TO LINK WHEN BUMPED (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #138 Trap (Spike block)

HP = 32

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0

Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 8 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.  
Bees won't chase it.

-----  
Enemy #139 Gibdos

HP = 32

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze) / 64 on Japanese and GBAs  
Quake medallion (15) : 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Full Magic, Partial Magic, Partial Magic, Blue Rupee,  
Full Magic, Partial Magic, Heart, Partial Magic  
(Prize pack #2 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #140     Arrghus

HP = 32

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	8
Ice rod (12)	:	8
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

NOTE: It's impervious until you remove and defeat all the Arrghus fuzzes from it.

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

Bees won't chase it.

-----  
Enemy #141     Arrghus fuzz

HP = 8

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0

Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: It can only be damaged when it's detached from Arrghus by the Hookshot.  
(It's easy to tell when it's detached, as it'll have a different color.)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

---

Enemy #142 Turtle Shell

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	: 1
Damage Class 1	: 2
Damage Class 2	: 4
Damage Class 3	: 8
Damage Class 4	: 16
Level 4 sword spin (5)	: 16
Normal bow + arrow (6)	: 4
Hookshot (7)	: 255 (Stun)
Bomb (8)	: 64
Bow + silver arrow (9)	: 100
Magic powder (10)	: 0
Fire rod (11)	: 8
Ice rod (12)	: 254 (Freeze)
Bombos medallion (13)	: 64
Ether medallion (14)	: 254 (Freeze) / 64 on Japanese and GBAs
Quake medallion (15)	: 255 (Stun)

NOTE: Until you flip it over with the hammer, none of your other attacks will hurt it.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

"Deflects sword and hammer for no harm, pushing Link back a tiny bit." is given to the enemy in RAM when you encounter it (then obviously cleared when you flip it). I'm not sure why they didn't just put this in the ROM data.

---



Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	0
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate) / 8 on Japanese and GBAs
Ice rod (12)	:	8
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	16
Quake medallion (15)	:	64

BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

NOTE: I don't believe it hurts you, just snatches you.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----

Enemy #145      Stalfos Knight

HP = 64

ATTACK TYPE (DAMAGE CLASS) :	DAMAGE TAKEN
-----	
Boomerang (0)	: 1
Damage Class 1	: 2
Damage Class 2	: 4
Damage Class 3	: 8
Damage Class 4	: 16
Level 4 sword spin (5)	: 16
Normal bow + arrow (6)	: 0
Hookshot (7)	: 0
Bomb (8)	: 0 *
Bow + silver arrow (9)	: 0
Magic powder (10)	: 0
Fire rod (11)	: 0
Ice rod (12)	: 0
Bombos medallion (13)	: 0
Ether medallion (14)	: 0
Quake medallion (15)	: 0

\* This changes to 64 after you collapse him with another attack (and back to 0 when he recovers). And because the damage class values are stored once per enemy type rather than once per enemy \*instance\*, all Stalfos Knights become bombable when you collapse one. And conversely, all become unbombable when one falls from the ceiling, or one transitions from crumpled to upright.

Also, the sword (aside from its light beam) and the hammer won't touch him while he's collapsed. (This is implemented differently than the bombs,

so it doesn't suffer from the same bug.)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Bomb x 1, Bomb x 1, Bomb x 1, Bomb x 4,  
Bomb x 1, Bomb x 1, Bomb x 8, Bomb x 1  
(Prize pack #3 has a 100% drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #146 Helmasaur King

(This sprite ID is also used for each of the pieces of Helmasaur King's protective mask that fly off when it's broken. But they don't interact with Link and seem to be purely visual, so none of the info below applies to them.)

HP = 48

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: Helmasaur King has a protective mask. Until he loses it entirely, he can only be damaged by hitting his mask with the Hammer (for 1 HP damage) or Bomb blasts (for 4 HP damage). The various stages of his mask's presence depend on his current HP:

48 HP : Full mask  
<= 47 HP : One chip gone from mask (on his right side)  
<= 39 HP : Another chip gone from mask (on his left side)  
<= 31 HP : Mask all gone

Once the mask is gone, the damage he takes (by hitting his green jewel) is in accordance with the above table, with the exception that Bombs will no longer harm him, due to a hardcoded check. (Note that a bomb blast that removes his mask will do the full 4 damage, even if his HP < 35 before the blast.)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

-----  
Enemy #148      Shared:    Pirogusu (Orange fish, jumps out of pipes into water)  
                         Flying floor tile

Pirogusu HP = 2

If it's Flying floor tile, HP is replaced with 0

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

-----  
Boomerang (0)                    :    1  
Damage Class 1                   :    2  
Damage Class 2                   :    4  
Damage Class 3                   :    8  
Damage Class 4                   :  16  
Level 4 sword spin (5)          :  16  
Normal bow + arrow (6)          :    4  
Hookshot (7)                    :  64  
Bomb (8)                         :    4  
Bow + silver arrow (9)          : 100  
Magic powder (10)                :    0  
Fire rod (11)                    : 253 (Incinerate)  
Ice rod (12)                     :    8  
Bombos medallion (13)          : 253 (Incinerate)  
Ether medallion (14)            :    64  
Quake medallion (15)          : 255 (Stun)

Pirogusu BUMP HP DAMAGE TO LINK (by tunic):  16 (Green),  8 (Blue),  4 (Red)

If it's Flying floor tile, BUMP HP DAMAGE TO LINK (by tunic) is replaced with:  
  8 (Green),  8 (Blue),  8 (Red)

Pirogusu POSSIBLE PRIZES:  Nothing

If it's Flying floor tile, POSSIBLE PRIZES are replaced with:  Nothing

SPECIAL PROPERTIES:

If it's Flying floor tile, SPECIAL PROPERTIES are replaced with:

  Can climb stairs (also gives walking Zoras their footing in shallow water).

-----  
Enemy #149      Eye laser (right)

NOTE: The exact nature of the eye depends on its starting Y-coordinate.

  Odd Y: Gets a special property that makes it always appear fully open and shoot at Link whenever he is in its path.

  Even Y: Keeps the default property (appears half-closed, will only open fully and shoot at Link when he is in its path and facing it).

Also, is recessed into the wall several pixels.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

NOTE: There seems to be no bump damage, so these must be the actual laser damages.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

-----  
Enemy #150 Eye laser (left)

NOTE: The exact nature of the eye depends on its starting Y-coordinate.

Odd Y: Gets a special property that makes it always appear fully open and shoot at Link whenever he is in its path.

Even Y: Keeps the default property (appears half-closed, will only open fully and shoot at Link when he is in its path and facing it).

Also, is recessed into the wall several pixels.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0

Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

NOTE: There seems to be no bump damage, so these must be the actual laser damages.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

-----  
Enemy #151 Eye laser (down)

NOTE: The exact nature of the eye depends on its starting X-coordinate.

Even X: Gets a special property that makes it always appear fully open and shoot at Link whenever he is in its path.

Odd X: Keeps the default property (appears half-closed, will only open fully and shoot at Link when he is in its path and facing it).  
Also, is recessed into the wall several pixels.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

NOTE: There seems to be no bump damage, so these must be the actual laser

damages.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

-----  
Enemy #152      Eye laser (up)

NOTE: The exact nature of the eye depends on its starting X-coordinate.

Even X: Gets a special property that makes it always appear fully open  
and shoot at Link whenever he is in its path.

Odd X: Keeps the default property (appears half-closed, will only open  
fully and shoot at Link when he is in its path and facing it).  
Also, is recessed into the wall several pixels.

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0)                   : 0  
Damage Class 1                 : 0  
Damage Class 2                 : 0  
Damage Class 3                 : 0  
Damage Class 4                 : 0  
Level 4 sword spin (5)         : 0  
Normal bow + arrow (6)         : 0  
Hookshot (7)                   : 0  
Bomb (8)                        : 0  
Bow + silver arrow (9)         : 0  
Magic powder (10)               : 0  
Fire rod (11)                   : 0  
Ice rod (12)                    : 0  
Bombos medallion (13)         : 0  
Ether medallion (14)           : 0  
Quake medallion (15)           : 0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

NOTE: There seems to be no bump damage, so these must be the actual laser  
damages.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Can climb stairs (also gives walking Zoras their footing in shallow water).  
Bees won't chase it.

-----  
Enemy #153      Penguin / Pengator

HP = 16

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 64  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 0  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 64

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Full Magic, Partial Magic, Partial Magic, Blue Rupee,  
Full Magic, Partial Magic, Heart, Partial Magic  
(Prize pack #2 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #154 Kyameron - Splash (water blob)

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 64  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 64  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 32

NOTE: Damaging it just makes it dissipate and regenerate again. To truly defeat it, you'll have to freeze it, then smash it with your hammer.

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

NOTE: Because the only way to defeat it is with freeze+hammer, don't expect to get this prize pack anytime soon.

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #155 Wizzrobe

HP = 2

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 64  
Ether medallion (14) : 16  
Quake medallion (15) : 64

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #156 Zoro - Little black spiders / bats / whatever, come out of holes where you bombed

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 64  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 64  
Quake medallion (15) : 64

NOTE: Everything except the swords and the hammer seem to pass right through it for no damage.

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #157 Babusu - black thing with arms and tail, jumps out of pipes

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 64  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 64  
Quake medallion (15) : 64

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #161      Freezor (Ice man)

HP = 16

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	0
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate) / 64 on Japanese and GBAs
Ice rod (12)	:	0
Bombos medallion (13)	:	253 (Incinerate) / 64 on Japanese and GBAs
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

-----

Enemy #162      Kholdstare (cloudy eyeball)

HP = 64 (Note that it splits into 3 eyeballs early in the fight, and each of them has this much HP.)

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	16
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0

Quake medallion (15) : 0

NOTE: It's impervious as long as it's frozen in its block of ice.

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

---

Enemy #163 Kholdstare's big ice block

HP = 64

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	: 0
Damage Class 1	: 0
Damage Class 2	: 0
Damage Class 3	: 0
Damage Class 4	: 0
Level 4 sword spin (5)	: 0
Normal bow + arrow (6)	: 0
Hookshot (7)	: 0
Bomb (8)	: 0
Bow + silver arrow (9)	: 0
Magic powder (10)	: 0
Fire rod (11)	: 8
Ice rod (12)	: 0
Bombos medallion (13)	: 64
Ether medallion (14)	: 0
Quake medallion (15)	: 0

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

NOTE: Touching it never damages me, and it never performs any attacks.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

---

Enemy #164 Falling ice in Kholdstare battle

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 0  
Bombos medallion (13) : 16  
Ether medallion (14) : 16  
Quake medallion (15) : 32

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #165 Shared: Blue mohawk lizard (Zazakku/Daira)  
Large yellow Fireball shot by Red mohawk lizard and  
Lynel

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 255 (Stun)  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 64  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 255 (Stun)

Blue mohawk lizard BUMP HP DAMAGE TO LINK (by tunic):  
16 (Green), 8 (Blue), 4 (Red)

If it's Fireball, BUMP HP DAMAGE TO LINK (by tunic) is replaced with:  
16 (Green), 8 (Blue), 4 (Red)

Blue mohawk lizard POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

If it's Fireball, POSSIBLE PRIZES are replaced with: Nothing

Blue mohawk lizard SPECIAL PROPERTIES:

If it's Fireball, SPECIAL PROPERTIES are replaced with:

-----  
Enemy #166 Red mohawk lizard (shoots fire) (Zazakku/Daira)

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

ATTACK TYPE (DAMAGE CLASS)	DAMAGE TAKEN
Boomerang (0)	: 255 (Stun)
Damage Class 1	: 2
Damage Class 2	: 4
Damage Class 3	: 8
Damage Class 4	: 16
Level 4 sword spin (5)	: 16
Normal bow + arrow (6)	: 4
Hookshot (7)	: 255 (Stun)
Bomb (8)	: 64
Bow + silver arrow (9)	: 100
Magic powder (10)	: 0
Fire rod (11)	: 253 (Incinerate)
Ice rod (12)	: 254 (Freeze)
Bombos medallion (13)	: 253 (Incinerate)
Ether medallion (14)	: 254 (Freeze)
Quake medallion (15)	: 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
Partial Magic, Bomb x 1, Green Rupee, Heart  
(Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #167 Shared: Skeleton/Stalfos (with purplish skull)  
Skeleton/Stalfos (with reddish skull, throws bones)

NOTE: Which Stalfos it is depends on the starting X-coordinate of the monster  
on the map (even = purple, odd = red).

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

```

-----
Boomerang (0)           : 1
Damage Class 1         : 2
Damage Class 2         : 4
Damage Class 3         : 8
Damage Class 4         : 16
Level 4 sword spin (5) : 16
Normal bow + arrow (6) : 4
Hookshot (7)           : 255 (Stun)
Bomb (8)               : 4
Bow + silver arrow (9) : 100
Magic powder (10)      : 250 (Make 0-HP yellow slime)
Fire rod (11)          : 253 (Incinerate) / 8 on Japanese and GBAs
Ice rod (12)           : 64
Bombos medallion (13)  : 253 (Incinerate)
Ether medallion (14)   : 64
Quake medallion (15)   : 250 (Make 0-HP yellow slime)

```

BUMP HP DAMAGE TO LINK (by tunic): 4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES:

Partial Magic, Green Rupee, Heart, Arrow x 5,  
 Partial Magic, Bomb x 1, Green Rupee, Heart  
 (Prize pack #5 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

```

-----
Enemy #168      Green Zirro - mushroom air bomber

```

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

```

-----
Boomerang (0)           : 0
Damage Class 1         : 2
Damage Class 2         : 4
Damage Class 3         : 8
Damage Class 4         : 16
Level 4 sword spin (5) : 16
Normal bow + arrow (6) : 4
Hookshot (7)           : 64
Bomb (8)               : 4
Bow + silver arrow (9) : 100
Magic powder (10)      : 0
Fire rod (11)          : 253 (Incinerate)
Ice rod (12)           : 254 (Freeze)
Bombos medallion (13)  : 253 (Incinerate)
Ether medallion (14)   : 254 (Freeze)
Quake medallion (15)   : 32

```

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
 Green Rupee, Heart, Heart, Green Rupee

(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

---

Enemy #169      Blue Zirro - mushroom air bomber

HP = 8

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	64
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	253 (Incinerate)
Ice rod (12)	:	254 (Freeze)
Bombos medallion (13)	:	253 (Incinerate)
Ether medallion (14)	:	254 (Freeze)
Quake medallion (15)	:	32

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

---

Enemy #170      Pikit

HP = 12

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

---

Boomerang (0)	:	1
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	255 (Stun)
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0

Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 8  
Bombos medallion (13) : 253 (Incinerate)  
Ether medallion (14) : 254 (Freeze)  
Quake medallion (15) : 255 (Stun)

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

NOTE: Pikit can also use its long tongue to steal from Link. The things it can grab are: a green rupee, an arrow, a bomb, the Fighter's Shield, and the Red Shield.

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

NOTE: If it has robbed you, and you don't do something stupid like leaving the screen or freezing and hammering it, your prize will instead be the last thing it stole (100% drop chance).

SPECIAL PROPERTIES:

-----  
Enemy #178 Good Bee

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 64  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 16  
Ether medallion (14) : 16  
Quake medallion (15) : 32

BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects hookshot and boomerang for no harm. If monster doesn't deflect arrows, they will disappear upon impact, regardless of whether harm is

done.

Bees won't chase it.

---

Enemy #189      Vitreous

HP = 128

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	16
Hookshot (7)	:	0
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

NOTE: It's impervious as long as it's submerged in its slime.

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

---

Enemy #190      Small Vitreous eyeball

HP = 48

ATTACK TYPE (DAMAGE CLASS) :    DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	16
Hookshot (7)	:	0
Bomb (8)	:	4
Bow + silver arrow (9)	:	100

Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #191 Lightning (used by Agahnim in the first battle and by Vitreous)

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

NOTE: Actually, it did 16 HP damage regardless of tunic in my tests.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #194 Shared: Falling Boulder  
Small rock shot out by Lanmola when it emerges from sand

HP = 255

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

Falling Boulder BUMP HP DAMAGE TO LINK (by tunic):

8 (Green), 8 (Blue), 8 (Red)

If it's small rock, BUMP HP DAMAGE TO LINK (by tunic) is replaced with:

4 (Green), 4 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

-----  
Enemy #195 Gibo - brown translucent star, spits out glowing red thing

HP = 8

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 16  
Hookshot (7) : 0  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES: Nothing



Normal bow + arrow (6) : 16  
Hookshot (7) : 0  
Bomb (8) : 64  
Bow + silver arrow (9) : 100  
Magic powder (10) : 0  
Fire rod (11) : 253 (Incinerate)  
Ice rod (12) : 254 (Freeze)  
Bombos medallion (13) : 253 (Incinerate) / 16 on Japanese and GBAs  
Ether medallion (14) : 254 (Freeze) / 16 on Japanese and GBAs  
Quake medallion (15) : 250 (Make 0-HP yellow slime) /  
32 on Japanese and GBAs

Default BUMP HP DAMAGE TO LINK (by tunic) (replaced by one of the two below):  
16 (Green), 8 (Blue), 4 (Red)

Blue Tektite BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

Red Tektite BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES:

Blue Rupee, Green Rupee, Blue Rupee, Red Rupee,  
Blue Rupee, Green Rupee, Blue Rupee, Blue Rupee  
(Prize pack #1 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #202 Chain Chomp / BowWow

HP = 5

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 251 (Very short stun) \*  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

\* Doesn't work for me. Too bad.

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects sword and hammer for no harm, pushing Link back a tiny bit.

---

Enemy #203 Trinexx (gray stone part)

HP = 40

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	0
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

NOTE: This enemy is invincible until you've defeated its red and blue heads (enemies #204 and #205). After that, it'll reemerge from explosions in a longer form, and only its head will be damageable, until its midsection begins flashing a couple seconds later. At that point, the head becomes impervious and the midsection becomes damageable.

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

NOTE: These damages are done just by Trinexx's head. Its tail (in the second phase of battle) and its body do only 8 HP of damage, regardless of tunic.

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

Deflects sword and hammer for no harm, pushing Link back a tiny bit (that is, if you hit it while it's invincible or hit it in the wrong place).

---

Enemy #204 Trinexx (red part)

HP = 40

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 4  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: You won't be able to damage it with anything until stunning it with the Ice Rod. So Ice Rod will do damage only if the enemy is currently stunned; otherwise, it'll stun it.

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

Deflects sword and hammer for no harm, pushing Link back a tiny bit (unless it's currently stunned by the Ice Rod).

-----  
Enemy #205 Trinexx (blue part)

HP = 40

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 4  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

NOTE: You won't be able to damage it with anything until stunning it with the Fire Rod. So Fire Rod will do damage only if the enemy is currently stunned; otherwise, it'll stun it.

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

Deflects sword and hammer for no harm, pushing Link back a tiny bit (unless it's currently stunned by the Fire Rod).

---

Enemy #206 Blind

HP = 90

NOTE: This value is apparently meaningless. Instead, Blind has three stages (the initial one after transforming from the girl, one head floating around, and two heads floating around), and he takes three hits in each stage. That's a total of 9 hits to defeat.

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

---

Boomerang (0)	: 0
Damage Class 1	: 2
Damage Class 2	: 4
Damage Class 3	: 8
Damage Class 4	: 16
Level 4 sword spin (5)	: 16
Normal bow + arrow (6)	: 0
Hookshot (7)	: 0
Bomb (8)	: 0
Bow + silver arrow (9)	: 0
Magic powder (10)	: 0
Fire rod (11)	: 0
Ice rod (12)	: 0
Bombos medallion (13)	: 0
Ether medallion (14)	: 0
Quake medallion (15)	: 0

NOTE: All that seems to matter about the above values is whether they're zero or nonzero, which decides whether the attack does damage to Blind. The supposed magnitude of the damages doesn't matter, since Blind takes 9 hits (3 per "stage") to defeat no matter what you're harming him with.

BUMP HP DAMAGE TO LINK (by tunic): 16 (Green), 8 (Blue), 4 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

-----  
Enemy #207 Swamola (Swamp snake)

HP = 16

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0)	:	1
Damage Class 1	:	2
Damage Class 2	:	4
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	4
Hookshot (7)	:	64
Bomb (8)	:	4
Bow + silver arrow (9)	:	100
Magic powder (10)	:	0
Fire rod (11)	:	8
Ice rod (12)	:	8
Bombos medallion (13)	:	16
Ether medallion (14)	:	64
Quake medallion (15)	:	32

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 24 (Blue), 16 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:  
-----

Enemy #208 Lynel (mountain lion)

HP = 24

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN  
-----

Boomerang (0)	:	0
Damage Class 1	:	0
Damage Class 2	:	0
Damage Class 3	:	8
Damage Class 4	:	16
Level 4 sword spin (5)	:	16
Normal bow + arrow (6)	:	0
Hookshot (7)	:	0
Bomb (8)	:	0
Bow + silver arrow (9)	:	24
Magic powder (10)	:	0
Fire rod (11)	:	0
Ice rod (12)	:	0
Bombos medallion (13)	:	0
Ether medallion (14)	:	0
Quake medallion (15)	:	0

BUMP HP DAMAGE TO LINK (by tunic): 32 (Green), 16 (Blue), 8 (Red)

POSSIBLE PRIZES:

Heart, Faerie, Full Magic, Red Rupee,  
Bomb x 8, Heart, Red Rupee, Arrow x 10  
(Prize pack #6 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

-----  
Enemy #209 Transform - yellow, spinning, shimmering group of 5 stars that  
turns Link into bunny (on town screens, Sprite ID  
#209 is apparently smoke instead)

HP = 64

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 249 (Make faerie) \*  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 64  
Ether medallion (14) : 64  
Quake medallion (15) : 64

\* In contrast with the Medallions (which work at any time), this only works if  
you sprinkle the powder before the Transform starts chasing you. If you know  
which pot or gray block the Transform is hiding under, you can even sprinkle  
powder on the pot or gray block without lifting it.

BUMP HP DAMAGE TO LINK (by tunic): 2 (Green), 1 (Blue), 1 (Red)

NOTE: It doesn't damage you, but rather turns you into a rabbit temporarily.  
This data was probably just used because it's the default Bump Damage  
category (#0).

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Bees won't chase it.

-----  
Enemy #211 Stal - Alive skull rock

HP = 4

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 1  
Damage Class 1 : 2  
Damage Class 2 : 4  
Damage Class 3 : 8  
Damage Class 4 : 16  
Level 4 sword spin (5) : 16  
Normal bow + arrow (6) : 4  
Hookshot (7) : 255 (Stun)  
Bomb (8) : 4  
Bow + silver arrow (9) : 100  
Magic powder (10) : 250 (Make 0-HP yellow slime)  
Fire rod (11) : 8  
Ice rod (12) : 8  
Bombos medallion (13) : 16  
Ether medallion (14) : 64  
Quake medallion (15) : 250 (Make 0-HP yellow slime)

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES:

Heart, Heart, Heart, Heart,  
Green Rupee, Heart, Heart, Green Rupee  
(Prize pack #0 has a 1/2 drop chance.)

SPECIAL PROPERTIES:

FUN FACT: If you want to be able to distinguish this from a normal skull rock  
without approaching it, just shoot the hookshot at it.

-----  
Enemy #212 Ground bomb (Land mine)

HP = 0

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 8 (Green), 4 (Blue), 2 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

-----  
Enemy #214 Ganon

HP = 255

(NOTE: This is probably meaningless. In parts of the battle, Ganon's HP drops in reaction to your attacks, but in others, attack strength doesn't matter -- X hits with the tempered sword accomplishes the same thing as X hits with the golden sword.)

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 4 \*  
Damage Class 4 : 8  
Level 4 sword spin (5) : 8  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 0  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

\* There's a special hardcoded check that stops the Hammer from touching Ganon.

BUMP HP DAMAGE TO LINK (by tunic): 64 (Green), 48 (Blue), 24 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects arrows for no harm

Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

-----  
Enemy #215 Stunned Ganon

HP = 255

(NOTE: This is probably meaningless because he just needs a set number of silver arrows.)

ATTACK TYPE (DAMAGE CLASS) : DAMAGE TAKEN

-----  
Boomerang (0) : 0  
Damage Class 1 : 0  
Damage Class 2 : 0  
Damage Class 3 : 0  
Damage Class 4 : 0  
Level 4 sword spin (5) : 0  
Normal bow + arrow (6) : 0  
Hookshot (7) : 0  
Bomb (8) : 0  
Bow + silver arrow (9) : 24  
Magic powder (10) : 0  
Fire rod (11) : 0  
Ice rod (12) : 0  
Bombos medallion (13) : 0  
Ether medallion (14) : 0  
Quake medallion (15) : 0

BUMP HP DAMAGE TO LINK (by tunic): 64 (Green), 48 (Blue), 24 (Red)

POSSIBLE PRIZES: Nothing

SPECIAL PROPERTIES:

Deflects arrows for no harm (Either this just applies to normal arrows, or  
it's nonsense)

Dies like a boss (explodes, all other enemies on screen disappear, typically  
leaves heart container) and coexists with bees (they won't attack it even  
if they chase it, and it won't drive them offscreen).

---

7. BUGS PERTAINING TO MONSTERS

---

Here are the enemy-related bugs I've found. Most of these are explained in the  
respective monsters' entries in Section 6, but I decided I'd include them all  
here for convenience (or elaboration).

1. Peer pressure even exists amongst the undead (one Stalfos Knight's  
bombability wrongly influences another's) -  
Stalfos Knight (#145) -

The bomb damage it sustains changes from 0 to 64 after you collapse him with  
another attack (and back to 0 when he recovers). And because the damage  
class values are stored once per enemy type rather than once per enemy  
\*instance\*, all Stalfos Knights become bombable when you collapse one. And  
conversely, all become unbombable when one falls from the ceiling, or one  
transitions from crumpled to upright. You can see this bug in action in  
the Basement2 room in the Ice Palace with two Stalfos Knights and a  
telepathic tile.

2. Mothula's strange invulnerability (Super NES/Famicom only) -  
Mothula (#136) -

It inexplicably takes no damage from attack classes 4 and 5 (in human terms,  
the Level 3 sword spin attack, the Level 4 sword swing/Pegasus charge, and  
the Level 4 sword spin attack). It makes no sense that the Level 1-3 sword

swings would be stronger than the Level 4 sword swing, that the Level 3 spinning attack won't hurt it even though other Level 3 sword strikes do, or that the Level 4 sword swing and spin attack won't hurt it even though a drawn Level 4 sword does. This was fixed on the GBA ports, where Mothula now takes 16 damage from attack classes 4 and 5.

3. Level 4 sword insulates Hammer? -  
Buzz Blob (#13) -

Striking it with a sword of level 1-3 will get Link zapped and harmed rather than damaging Buzz Blob. As will striking it with the Hammer, but only if Link's sword is level 1-3. Perplexing that the Hammer somehow becomes impervious once you get the Level 4 sword. Maybe the bug is that the hammer should still be shockable. Maybe the problem is that it should never have been shockable, but got lumped together with the swords in the game mechanics and the game didn't distinguish them before performing the shock. Either way, there's something amiss.

4. Link so shocked he forgets what he was swinging -  
Buzz Blob (#13), Red Bari (electric jellyfish) (#35), Blue Bari (electric jellyfish) (#36), Electric Barrier (#64), and partially Agahnim (#122) -

When Link strikes these with the sword or hammer, he'll get zapped rather than harming the enemy (certain levels of sword will be effective against certain enemies; Section 6 covers all that). The oddity is that your sword is always pictured in the shocking animation, and with the colors of the original Master Sword for most of the frames (the other frames have the correct sword color). This doesn't make much sense when you have a Level 1, 3, or 4 sword, and is blatantly goofy if you struck the enemy with the Magic Hammer. Note that Agahnim produces the bug where the sword is shown in place of the hammer, yet he curiously doesn't produce an incorrectly-colored sword.

5. Enemies dropped by switches don't get their custom stats put into memory -  
Skullrope (#110) -

ID #110 is a shared enemy that consists of two monsters: the Light World Rope (a gray snake), and the Dark World Skullrope (a green snake with a white skull mask). With shared enemies, the game loads the default ROM data into memory, then calls special code to overwrite desired stats with a real monster's custom data. (In this case, the real monster is determined by which world you're currently in.) The Rope and Skullrope have custom stats for HP, bump damage to Link, and prize drops (see Section 6 for details).

However, the data replacement strangely won't occur if the enemy is dropped into the room by pulling a switch (as opposed to being meetable "in the wild"). It's not an issue for the Light World Rope, whose stats match enemy #110's default ROM values. \* It is for the Dark World Skullrope, though, who was apparently meant to be a bit different (8 HP instead of 4, greater bump damage, and generally better prizes left behind). Because the only known way to meet Skullropes is by pulling a switch in one room in Blind's Dungeon, players will sadly never get to meet the "true" enemy.

\* This fact underscores that there is a bug. Accomodating the Skullrope is likely the only reason the normal Rope\_has\_custom data; such data for shared monsters generally exists in pairs. If both Rope variants were supposed to be identical to enemy #110's default data, then this custom data wouldn't need to exist at all.

6. What doesn't hurt them now can hurt them later -  
Floating skull (#2), Mini Helmasaur (#19) -

Both of these enemies have a hardcoded check that causes them to take no damage from sword and hammer strikes, but still be knocked back a decent amount (see their entries in Section 6 for more detail, and remember that sword "strikes" do not include sword beams). Follow up with an attack that can damage them (e.g. a Level 2+ sword beam, and on the Floating skull, a thrown Boomerang). You'll notice this second attack often does more damage than you'd expect. Specifically, it inflicts whichever damage is greater: the damage the second attack would normally do to the monster, or the damage that, according to the monster's data, the initial sword or hammer strike would've done had it not been repelled!

This bug is difficult to witness against the evasive Floating skull and its staggering 255 HP without emulator tools, so I'll use Mini Helmasaur as an example. Whack it in the head with a sword when Link's life meter isn't full. As expected, the attack won't harm it. In contrast, try whacking it in the head with a Level 2+ sword with full hearts. It is defeated. But wait: the Helmasaur has 4 HP and is impervious to a frontal sword strike, and the sword beam is only supposed to do 2 HP damage. What happened? Thanks to the bug, the sword beam does the damage that the shortly preceding sword strike "tried" to do (4, 8, or 16, depending on sword level).

(If you want to see the same bug unfolding slower, whack the Helmasaur in the head when your hearts aren't full; then either lay down a Somarian block, or heal to full hearts and shoot a sword beam at it.)

Why can this happen? For a hint, look at these enemies in Section 6, and you'll see that despite their special hardcoded check, their data indicates them taking damage from the attack classes which sword and hammer strikes belong to. It might seem logical to zero out all these damage fields, but there are a few reasons I suspect the designers didn't:

- Other attacks (e.g. thrown pots) share attack classes with sword/hammer strikes, and we don't want those doing zero damage.
- Mini Helmasaur can be damaged with sword and hammer strikes when not hit head-on.
- If the intended damage for these attacks were zero, the enemies would no longer be knocked backwards a decent amount by them. My GUESS is that the game "simulates" damaging an enemy in order to knock it back, but skips the actual function to inflict damage.

But apparently, even though an enemy's hardcoded check bypasses the harm for certain attacks against it, the intended damage of the attack remains in memory. Your next successful attack against the enemy somehow uses that damage value instead of its own (provided the former is greater than the latter), effectively allowing you to harm an enemy with an attack that you saw bounce off it. Even if that failed attack was launched ages before the follow-up.

7. Skeleton cowers in the presence of inferior weaponry -  
Head-detaching Stalfos (#133) -

This enemy will crumple on nonfatal strikes, but only if you don't have the Level 3 or Level 4 sword. Yes, this means whether a Boomerang strike or Bomb blast makes it crumple depends on the sword in your inventory (!).

8. Quake hits things it shouldn't -  
Rock shot by Octorok/Slarok (#12), Thrown spears and shot arrow (#27),

The Quake Medallion's attack largely does not hit enemies while they're airborne (e.g. flying, floating, or jumping). However, there are a few strange exceptions. Quake will deflect thrown spears and shot arrows mid-flight, and it will break the rocks shot by Octorok and Slarok, even though all of these projectiles are airborne. Quake will also stun Keese and Patra, even while they're flying. One might surmise that all these entities are low-flying, and Quake can hit them for that reason, but I counter with Exhibit #211: Stal. This awakening skull can evade Quake as it hops along, despite reaching an apex of TWO MILLIMETERS. Hell, I'm an obese, sedentary ROM hacker, and I get more hang time than that. There's simply no good reason for flying creatures and objects to be affected by shaking ground, especially in light of who is unaffected by it. Now, the instruction manual does say, "Such an attack and the fear it creates are bound to affect the enemy." However, inanimate objects like spears and arrows know no fear. Also, I think that excerpt represents more a flair for the dramatic than it does a rational explanation for why the bats are affected.

---

## 8. HACKING INFO

---

All addresses given are in hex. All addresses provided for Super NES/Famicom ROMs assume the ROM is headered. I'm not quite sure on the overall range of monster numbers; it's either 0-D7h or 0-FFh (I don't know of any enemies after D7h).

"Base file address" is where a data structure is located in a v1.0 SNES USA ROM (and in any other Super NES/Famicom ROMs that have the structure in the same place as the USA ROM). "Other SNES base file addresses" covers Super Famicom/NES releases where a data structure is found in a different place than in the USA release. "GBA file addresses" covers the three Gameboy Advance releases of this game.

Here are all of the known ROMs:

- Super Famicom Japanese 1.0
- Super Famicom Japanese 1.1
- Super Famicom Japanese 1.2
- Broadcast Satellaview Super Famicom Japanese
- Super Nintendo USA 1.0
- Super Nintendo French Canadian 1.0
- Super Nintendo English European 1.0
- Super Nintendo French 1.0
- Super Nintendo German 1.0
- GBA USA
- GBA Europe (English, French, German, Spanish, and Italian all supported in the game)
- GBA Japanese

Yes, I got to download, compare, and document TWELVE different ROMs. Three cheers for self-inflicted tedium!

The format of the data structures is the same across all versions of the game, with the exception that the "Indexes for damage the monster sustains" field is no longer compressed on the GBA. (The compression is explained in that field's

subsection below.)

The data values themselves are the same, except for some instances of the "Indexes for damage the monster sustains" field. Nineteen enemies take different damages from attacks in different versions. (These differences are noted in Section 6.) Here's which ROMs match which on this field:

- Super Famicom Japanese 1.0 == Super Famicom Japanese 1.1 ==  
Super Famicom Japanese 1.2 == Broadcast Satellaview Super Famicom Japanese
- SNES USA 1.0 == SNES French Canadian 1.0 == SNES English European 1.0 ==  
SNES French 1.0 == SNES German 1.0
- GBA USA == GBA Europe == GBA Japanese. And the GBA releases match the Japanese Super Famicom releases, with the exception that enemy #136 (Mothula) takes nonzero damage from Attack Classes 4 and 5 on GBA (which I'd call a bugfix).

Now, onto the data.

-----  
Description: Monster's starting HP

Base file address: 06B373

Other SNES base file addresses: France and Germany = 06B2D3

GBA file addresses: USA = 22769D, Europe = 2A2DF9, Japan = 240BA9

Format: 1 byte per monster

Further info: As noted in Section 6, some monsters (e.g. shared ones) get this value replaced in RAM by something else when you encounter them.

-----  
Description: Index for HP damage monster does when bumping Link (only the bottom nibble is used for this; most of the top nibble currently unknown, but see below for Bit 6's use)

Base file address: 06B466

Other SNES base file addresses: France and Germany = 06B3C6

GBA file addresses: USA = 227796, Europe = 2A2EF2, Japan = 240CA2

Format: 1 byte per monster

Further info: Only 0-9 seem to be valid values. This index is multiplied by 3, and a tunic ID (0-2) is added to form an index into the 037627 structure (see below), which holds the actual damage value.

Bit 6 is unrelated to the damage, but it's been deciphered. If set for a sprite, it will cause a released Good Bee (but not a normal Bee) to seek the sprite. You won't see mention of this property in Section 6, as all of the sprites with the property set are non-monsters. So I'll list them here for the curious:

- The Gargoyle's pitchfork in the Village of Outcasts (ID 14h).
- Sprite 1Dh. That's both the buried Flute and the Weathervane bird in Kakariko Village. (Note that if you dig up the Flute but don't grab it, a released Good Bee circles where it was buried rather than the Flute itself a couple tiles over.)
- Waterfall entrances (37h). The only ones I know of are the Waterfall of Wishing, and the hidden door near the end of the Swamp Palace.
- The Kakariko Village merchant (75h).

-----  
Description: HP Damage Link takes by tunic

Base file address: 037627

Other SNES base file addresses: English European, France, and Germany = 037622,  
Japan 1.0 = 03762D

GBA file addresses: USA = 171E70, Europe = 1736D8, Japan = 173270

Format: 10 entries (1 for each bump damage index [see the previous field]),  
3 bytes per entry (1 byte per tunic, in the order: Green, Blue, Red)

-----

Description: Prize pack dropped by monster

Base file address: 06B832

Other SNES base file addresses: France and Germany = 06B792

GBA file addresses: USA = 227B7A, Europe = 2A32D6, Japan = 241086

Format: 1 byte per monster (only the bottom nibble is used for the prize; top  
nibble currently unknown)

Further info: 0 indicates Nothing is always dropped. 1-7 indicates prize pack  
0-6. Any value beyond 7 may produce screwy results.

-----

Description: Prize pack contents

Base file address: 037C72

Other SNES base file addresses: English European, France, and Germany = 037C6D,  
Japan 1.0 = 037C78

GBA file addresses: USA = 17217A, Europe = 1739E2, Japan = 17357A

Format: 7 entries, 8 bytes per entry (as each prize pack holds 8 prizes)

Further info: I'll give the "sprite IDs" of all the dropped prizes for your  
convenience:

D8 = Heart

D9 = Green Rupee

DA = Blue Rupee

DB = Red Rupee

DC = Bomb x 1

DD = Bomb x 4

DE = Bomb x 8

DF = Partial Magic

E0 = Full Magic

E1 = Arrow x 5 (This is also the ID of a lone arrow left when you kill Pikit  
after it steals one. No idea how the game differentiates  
between the two.)

E2 = Arrow x 10

E3 = Faerie

(NOTE: The next three aren't part of any prize pack, but they're included for  
reference, as they can be dropped by enemies in some circumstances.)

E4 = Key

E5 = Big Key

E6 = Shield (Fighter's or Red)

-----

Description: Probability of each prize pack being dropped

Base file address: 037C5C

Other SNES base file addresses: English European, France, and Germany = 037C57,  
Japan 1.0 = 037C62

GBA file addresses: USA = 17216F, Europe = 1739D7, Japan = 17356F

Format: 1 byte for each of the 7 prize packs

Further info: The game will AND a random # with the value here and see if any  
of the bits match; if they do, no prize is dropped. In other

words, Chance of Getting Prize = 1 / (2 ^ num bits set)

-----

Description: A bitfield of monster properties, most of them related to deflection

Base file address: 06B925

Other SNES base file addresses: France and Germany = 06B885

GBA file addresses: USA = 227C73, Europe = 2A33CF, Japan = 24117F

Format: 1 byte per monster

Further info: Bit 0 = Unknown

Bit 1 = Deflects hookshot and boomerang for no harm. If monster doesn't deflect arrows, they will disappear upon impact, regardless of whether harm is done.

Bit 2 = Deflects sword and hammer for no harm, pushing Link back a tiny bit.

Bit 3 = Can climb stairs (also gives walking Zoras their footing in shallow water). There's a few enemies who have this bit set and don't seem to have either property, but I included it anyway.

Bit 4 = If hit from front, deflect Ice Rod, Somarian missile, boomerang, hookshot, and sword beam, and arrows stick in it harmlessly. If bit 1 is also set, frontal arrows will instead disappear harmlessly. No monsters have bit 4 set in the ROM data, but it was functional and interesting enough to include.

Bits 5-7 = Unknown

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Description: A bitfield of miscellaneous monster properties

Base file address: 06B73F

Other SNES base file addresses: France and Germany = 06B69F

GBA file addresses: USA = 227A81, Europe = 2A31DD, Japan = 240F8D

Format: 1 byte per monster

Further info: Bit 0 = Unknown

Bit 1 = Dies like a boss (explodes, all other enemies on screen disappear, typically leaves heart container) and coexists with bees (they won't attack it even if they chase it, and it won't drive them offscreen).

Bit 2 = Unknown

Bit 3 = Deflects arrows for no harm

Bits 4-7 = Unknown

-----

Description: Indexes for damage the monster sustains from the various attack classes

Base SNES RAM address: 7F/6000 (see "Further Info", 3rd paragraph for why I'm not giving a ROM address here.)

GBA file addresses: USA = 17D924, Europe = 17F18C, Japan = 17ED24

Format: 16 bytes per monster (1 byte per damage class, in the obvious order: Damage Class #0, #1, ... , #14, #15). Only the bottom nibbles of these bytes are used; the tops should always be zero.

Further info: 0-7 are the valid values. I say "indexes" above because these aren't the actual damage values. Rather, the value found under a given attack class in the 7F/6000 structure is used as an index under the same attack class in the 06BAF1 data structure (see below) to retrieve the actual damage.

Why not just store the actual damages here? For one, using indexes ensures that we choose from a set group of damages for each attack class -- so making a typo for a monster won't let Fire Rod freeze it, for instance. Also, a group of 0-7 indexes is more readily compressed because they use less space and have more repetition.

SNES-specific:

7F/6000 is copied from the more temporary RAM structure at 7F/4000, which holds two damage indexes in one byte. The nibbles are inverted, so "01 02 01 01 00 03 03 03" is stored as "12 11 03 33", for instance. Ah, and 7F/4000 is copied from a ROM structure that's even more compressed YET: file address 01EA00. There are multiple types of compression in use, and describing them is beyond the scope of this document. See [http://assassin17.home.comcast.net/zelda3\\_guides.htm](http://assassin17.home.comcast.net/zelda3_guides.htm) -OR- [http://www14.brinkster.com/assassin17/zelda3\\_guides.htm](http://www14.brinkster.com/assassin17/zelda3_guides.htm) if you're interested in how it works.

The base address of the compressed data block is as follows:

- USA, Japan 1.1, Japan 1.2, Japan BS = 01EA00
- Japan 1.0 = 027EE0
- English European = 01EA40
- France = 057EF0
- French Canadian = 01EA1E
- Germany = 057EE0

-----

Description: Actual damage values for the various attack classes

Base file address: 06BAF1

Other SNES base file addresses: France and Germany = 06BA51

GBA file addresses: USA = 17E924, Europe = 18018C, Japan = 17FD24

Format: 16 entries (1 for each attack class, ordered class 0 through 15 ascending), 8 bytes per entry (as up to 8 different damages are supported)

Further info: To reiterate what I said under 7F/6000 ("Indexes for damage the monster sustains from the various attack classes"), the value read from there is added to (Damage Class \* 16) to form an index into this structure.

Yeah, I know values of 249 and up aren't actual damages, but special cases handled by the code.

-----

Description: Damage classes for the various attacks that can be performed with Link's swords

Base file address: 036F33

Other SNES base file addresses: English European, France, and Germany = 036F2E,  
Japan 1.0 = 036F39

GBA file addresses: USA = 171FE8, Europe = 173850, Japan = 1733E8

Format: 3 entries (1 for each of the sword attack types, excluding the light beam, in this order: Normal strike or Pegasus charge, Spin attack, Drawn sword), 4 bytes per entry (1 byte for each sword level, in this order: Fighter's Sword, Master Sword, Tempered, Golden)

Further info: 0-15 is the valid range of values. 1 through 5 are the only values used by the game here, though I'm guessing everything in the larger range should work fine.

-----  
Description: A bitfield of properties, including whether released bees ignore  
the monster

Base file address: 06B64C

Other SNES base file addresses: France and Germany = 06B5AC

GBA file addresses: USA = 227988, Europe = 2A30E4, Japan = 240E94

Format: 1 byte per monster

Further info: Bits 0-5 = Unknown

Bit 6 = Bees won't chase it.

Bit 7 = Unknown

-----

Description: Monster/sprite setup function pointers

Base file address: 03085B (SNES CPU address 06/865B)

Other SNES base file addresses: Don't know yet.

GBA file addresses: Don't know yet, and I don't know GBA ASM either.

Format: One 2-byte pointer per monster/sprite. The pointer is into Bank \$06.

Further info: It's used to call a setup function for a monster or "sprite"  
upon meeting it. Most of the functions' contents are beyond  
me. One thing of note that they handle is differentiating  
between most "shared" enemies by loading custom data for the  
enemy variants.

-----

Much of the information in this document, like the MP consumed by items or  
which items/weapons use which damage class, was learned by observation or by  
using emulator tools like debuggers and Cheat Search. I can't provide the ROM  
info, as I never deciphered it.

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## 9. CREDITS

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- Sephiroth3 for making Hyrule Magic. It matched up sprite IDs with enemy names (however terse in some cases), which was vital given that the original game didn't name monsters. Also, I used this fine utility a few times to drop enemies onto the overworld and determine what they were by their appearance or movements. Without Hyrule Magic, my patience for this project would have been seriously tested.

Download it here: <http://desnet.fobby.net/index.php?page=utilities&id=6>

- The Zelda Legends staff for their fine bestiary, with official Japanese and English names for many monsters. This filled in holes where HM's names were missing, inaccurate, or shortened. The abundance of sprites in a quick-to-read table made this most helpful.

Dig it here: <http://www.zeldalegends.net/index.php?n=bestiary>

The site's photo gallery for this game also proved useful.

- MIKAZUKINOYAIBA and all who've contributed to his popular bestiary thread:

<http://forums.nintendo.com/nintendo/board?board.id=zelda>

It has names and in-depth descriptions for many of the game's enemies, along with a number of pictures. Good stuff.

- SRusher for his guide on the game, which alerted me as to how the Cane of Byrna consumed magic. He is accurate on nearly every MP figure, except the values he gives are 1/4 of the actuals (but \*everything's\* quartered, so it works out ^\_\_^). Also, reading him talk about throwing the Fake Master Swords reminded me that I needed to investigate their damage class for Version 0.7 of the guide. See SRusher's and other fine "The Legend of Zelda: A Link to the Past" guides here:

<http://www.gamefaqs.com/console/snes/game/588436.html>

- Euclid from the GameFAQs Zelda 3 board. He made a utility to edit enemies' HP and bump damages that predates this document's release. Get Euclid's Hyrule Add-ons here:

<http://www.angelfire.com/magic2/hyrule2/hao02.zip>

- flagitoius from the GameFAQs Zelda 3 board. He posted how the prize pack counter worked before this document's release, and he reminded me that Vitreous is impervious while in its slime, which made it into Version 0.61 and also inspired my similar note on Kholdstare. Also, flagitoius alerted me to the fact that the bug with the Stalfos Knights works both ways (i.e. when one Stalfos Knight recovers, the damage they all take from bombs is zeroed).
- MathOnNapkins for figuring out and posting how the Cane of Byrna and Magic Cape periodically consume MP, in terms of exact frame counts. A definite improvement over the timed estimates I previously had in the guide. Also for telling me how certain monsters differentiate their "subtypes" in memory (a fact that didn't make it directly into this guide, but is useful). And for providing much needed empathy as we repeatedly encountered elements of this game that its sadistic makers decided to hardcode. :)
- Dwarf Bulbear for figuring out and posting how the Cane of Byrna and Magic Cape periodically consume MP, a few months later. :) I had never saved the thread with MathOnNapkins' posts, so the newer thread came in handy. Also, for using the phrase "to activate" when describing the Cape, better than my wordy "upon activation".
- GoldTorizo for pointing out that sprinkling Magic Powder on the yellow transform enemy (#209) DOES turn it into a faerie. I had previously said the enemy's data must be wrong, because I was sprinkling powder at the wrong time (i.e. after the swirl started chasing me). Further discussion led me to update the guide with skute7's observation (see below), but it wasn't until rereading GoldTorizo's post 10 months later that I realized she was saying you could sprinkle the pot the transform is hiding under without ever lifting it!
- skute7 for confirming that sprinkling Magic Powder on the yellow transform enemy (#209) does turn it into a faerie, adding that it's possible to do when they first appear before they start moving.
- Amazing Ampharos for confirming that sprinkling Magic Powder on the yellow transform enemy (#209) does turn it into a faerie. Also for stating it might be possible to transfer Luck between save files (it is), something I wouldn't have guessed in a million years. And he corroborated that Blind takes the same damage from any weapon.

- Purple Lizard for suggesting I add that Bush and Rock beetles drop rupees at regular intervals after their cover is removed, that Swamp Hare will give a dialogue box and a different prize if approached after cutting the grass out from under it, and that Pikit can steal things from you and your prize upon defeating it is the last thing it stole. Also for asking me if Luck relates to cases that are "supposed to override the random [prize] drop factor, like Ether/Hammer combo, or dash attack, key-drop enemy, or stunned enemy always leaving behind a green rupee". Investigating this no doubt led the description that ended up in my guide to be better than it would have been without the insightful questions.
- radblast for informing me that Keese won't drop prizes (my guide previously claimed they did because I hadn't found the code for loading shared enemy custom data, and I didn't observe every enemy adequately). Also for convincing me that enemies #23 and #62 are spiders rather than crabs (though I kept the latter in just in case some Ctrl+F'ers are as clueless as I once was). In addition, he informed me that the Good Bee will chase the weathervane in Kakariko Village and reminded me that it will chase the merchant, and prompted me to investigate what property makes the Good Bee (but not the normal Bee) seek certain sprites. Told me that enemy #111 appears as a Patra in the upper floors of Hyrule Castle when climbing to Agahnim. Alerted me that the Cannon Soldier (#107) is never actually used in the game; having not played through the game in eons, I had assumed he was used somewhere (maybe Hyrule Castle's upper floors). Asked about the properties of the little red fireballs shot by various enemies, the large yellow fireballs shot by Lynel, the cluster of blue magic balls shot by Agahnim, Beamos' laser blasts, cannonballs, and spinning floor tiles. I had forgotten 2 or 3 of those monsters/sprites even existed, and I lacked the stomach to investigate the rest -- due to them being dreadful "shared" enemies -- until radblast showed curiosity in them. Also, he asked how the game differentiates between docile, scared, and attacking chickens/cuccos; I didn't know, but it led me to make a clarifying note that only the attacking chickens inflict bump damage on Link. Suggested I list the contents of Prize Pack #6 when it's yielded by the Swamp rabbit (enemy #77) by approaching it after cutting the grass; this is more convenient for comparing to the Prize Pack #0 items it gives upon defeat. Also, he asked whether a spin attack done while facing away from Mini-Helmasaur could damage him while still hitting him in the mask, which prompted me to add the answer (yes) to the NOTE under Enemy #19. Finally, for asking about the origins of Enemy #2 (the floating Stalfos head), which prompted me to lengthen my existing descriptions of the subject (under enemies #2 and #133).
- VXPoisonGas (aka erokky, erokdrah) for providing savestates in every dungeon and before every boss battle. This allowed me to document boss properties and add new "sprites"/"monsters" from the boss battles to the guide. These are things that I otherwise wouldn't have done, as I'm far too lazy to play through the whole game. Also for alerting me that Blind only needs 9 strikes to kill (3 per transformation stage), and that the alleged power of the attacks used against him doesn't matter. Also for asking me a couple questions on Helmasaur King's mask that prompted me to figure out how it ties to his HP. Finally, consulting one of his posts helped me tighten up my wording regarding the invincibility and vulnerability of gray Trinexx (enemy #203).
- avengah for informing me that the Crows and Triceratops birds (both Enemy #0) have their aggression level switched on the GBA versions. The Crows with odd starting X-coordinates will do infinite attack passes, while the Triceratops birds with odd starting X-coordinates will do two attack passes. Also for pointing out that there are two varieties of each Eye laser (enemies #149 - #152): one is half-closed, and only opens and fires at Link when he's in

its path and facing it; the other is always open, and fires whenever Link is in its path. Correctly suggested that these differences may hinge on the eye's coordinate.

- super\_bacon807 for pointing out that Agahnim's energy balls can be deflected by the Magic Hammer. I did not know that.
- Kryst711, whose SNES/GBA Changes FAQ informed me that the Lamp/Lantern damages enemies on the GBA versions.
- EarthAdept1, whose guide provided the "cloudy eyeball" wording for enemy #162, Kholdstare.
- Dark Vortex, whose guide provided the "water blob" wording for enemy #154, Kyameron/Splash.
- Gamehiker.com, whose "Legend of Zelda: A Link to the Past" photo gallery I used to add or verify several enemy names. Their encyclopedia is also worth a look.
- Acmlm.org, whose extensive Zelda-based user ranking system has a large list of Zelda enemy names. This list helped me improve one of the names given in this guide, and verify several others.
- Nintendo, whose Top Secrets pamphlet included with the game showed that "Bubble" was an officially-used name for "Fire Faerie".
- Zelda Dimension, as I believe their sprite sheet for this game is what reminded me of the rolling cannon balls in the Eastern Palace. Dig the sprites here:  
  
<http://zeldadimension.net/multimedia/sprites.php>
- Or maybe it was the sprite sheet from Zelda Shrine at FFShrine. Dig that here:  
  
<http://zs.ffshrine.org/link-to-the-past/sprites.php>
- Nitrodon and VXPoisonGas for giving me feedback on a formatting change related to cutting wasted space in the "Attack Type / Damage Taken" tables in Section 6, as well as suggesting another change.
- Imzogelmo for giving me feedback on a proposed formatting change, and suggesting another change (related to listing enemy varieties).
- Zanapher for suggesting I add a monster-related Bugs section to the guide.
- Master ZED and Terii Senshi for .. oops, force of habit. They did absolutely nothing to help! You guys are slipping.

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## 10. REVISION HISTORY

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Version 0.73 : December 2007 through March 2008 (worked on and off)

- December 8-10, 12, 20, and 29 2007; February 5, 7-9, and 28 2008; March 1-2 2008:
  - Credited super\_bacon807 for the information about deflecting Agahnim's

energy balls with the Hammer (and amended Revision History accordingly). By the time I added this information to Version 0.72 of the guide, the GameFAQs thread containing super\_bacon807's post had fallen off, and I couldn't remember who'd made the post.

- Clarified in Introduction (Section 1) and in Section 6's intro that most of my playing and testing was done on an \*SNES\* ROM. Before, I just had "version 1.0 USA ROM", which was ambiguous given this guide also covers the GBA releases.
- radblast suggests I list the contents of Prize Pack #6 when it's yielded by the Swamp rabbit (enemy #77) by approaching it after cutting the grass. This is more convenient for comparing to the Prize Pack #0 items it gives upon defeat. I gladly comply.
- radblast asks whether a spin attack done while facing away from Mini-Helmasaur (enemy #19) could damage him while still hitting him in the mask. I'd suspected it would, though I hadn't included it in the guide because I thought one example of backwards behavior regarding the spin attack and Mini-Helmasaur was enough. But the question prompted me to confirm there would be damage, and to later add this fact to the guide, as there was no reason to be incomplete.
- Added "Floating" to Enemy #124's name for consistency with Enemy #2.
- Nixed "No idea what the format or system for the replacement HP is" comment from "Monster's starting HP" in Hacking Info section, because I've known how it works since Version 0.7.
- Format of the "HP Damage Link takes by tunic" field in the Hacking Info section just says "10 entries", but it doesn't say WHAT each entry is for. I clarified it's for the monster bump damage indexes.
- radblast asks whether the Floating Stalfos head (Enemy #2) is standalone or it detached from a skeleton. The guide had already answered this, but I took the opportunity to improve upon Enemy #2's "See also enemy #133" and Enemy #133's "See also enemy #2", which were terse.
- Removed "?" from "Stunned Ganon?" name for Enemy #215, as I finally verified it was him using Geiger Snes9X.

Version 0.72 : September 2007 through December 2007 (worked on and off)

- September 19 and 21 2007; October 11, 20, and 23 2007; November 5, 11, 16, 25, and 26 2007; December 2-4, 6, and 7 2007:
  - I was going to dedicate Version 0.72 of the guide to Trinexx, as there is so much in this update relating to him. But the update's breadth grew as other findings were made. So I hereby dedicate this release to Truckstop Rhonda; you were long overdue, baby.
  - Noticed that the Red and Blue Trinexx heads (enemies #204 and #205) won't take damage from Ice/Fire Rod unless they are already stunned. Thus, my existing notes "As you know, you won't be able to damage it with swords until stunning it with the [Ice/Fire] Rod" were too narrow; expanded them accordingly.
  - Shortly before or after the Version 0.7 update, I remembered that Gray Trinexx (enemy #203) only takes damage in the second stage of the fight and that I'd never addressed this. Added to guide in this 0.72 update.
  - "Discovered" that gray Trinexx could be damaged by hitting in the head after the explosions but before its midsection started flashing. Also, the midsection can't be damaged before it flashes. This change is related to the above one, so they were added to the guide together in one spectacular paragraph. Also, I say "discovered" in depracquotes because it turns out this fun fact has been known for a LONG time:  
<http://tasvideos.org/forum/viewtopic.php?p=12105&highlight=#12105>
  - Noticed that only gray Trinexx's head does the bump damage listed with the enemy. The body and tail do 1 heart (8 HP) damage regardless of tunic. Added info to guide.

- In the "Deflects sword and hammer for no harm, pushing Link back a tiny bit" property for red and blue Trinexxes (enemies #204 and #205), tweaked tweaked "until you've stunned it with the [Fire/Ice] Rod" to "unless it's currently stunned by the [Fire/Ice] Rod", as that's technically more accurate.
- Added clarification after "Deflects sword and hammer for no harm, pushing Link back a tiny bit" property for gray Trinexx, as that statement obviously doesn't apply in every circumstance (or the enemy'd be indestructible).
- super\_bacon807 posts (in a GameFAQs thread about swordless quest challenges) that the Hammer can be used to deflect Agahnim's energy balls. Verified in battle and added to guide (under both enemy #122 and #123).
- When talking about the big magic ball shot by Agahnim (enemy #123), clarified "If it hits Agahnim, it will harm him." to "If it hits Agahnim after the deflection, it will harm him." Not too long ago, I asked on GameFAQs whether a ghost Agahnim could hurt Agahnim with a direct hit, and was told it wouldn't. Eventually verified it myself in battle and added to guide.
- Decided to bump into Octoblomp (enemy #15) and see what happened. I took no damage, ROM data be damned. Added note to guide.
- While I was in the neighborhood, tussled with Octoblomp some more. Resultedly clarified "It will explode automatically or upon being hit ... " to "It will explode automatically or upon being 'defeated' ...", as a single Boomerang strike won't burst it.
- It dawned on me that striking Agahnim with the hammer should shock Link just like hitting him with the sword does. Confirmed and added to guide.
- Noticed that a Link who is shocked by striking Agahnim will be depicted with the sword even if he used the hammer. Added Agahnim to Bug #4 in the Bugs Section, with the distinction that Link won't be shown with the wrong-colored sword during the shock animation.
- Experimentation of being shocked by other enemies reminded me that not all frames of the shock animation show the wrong-colored (i.e. always Level 2) sword. Tweaked description under Bug #4 in Bugs Section accordingly.
- avengah posts on GameFAQs that the Crow and Triceratops bird foes (both Enemy #0) effectively have their aggression levels switched on the GBA version! Crows with odd starting X-coordinates will do infinite attack passes, while the Triceratops birds with odd starting X-coordinates will do two attack passes. Surprising, given I thought the GBA releases were supposed to be straight ports of the SNES (barring a few add-ons). I confirm this behavior on the GBA version, verify the guide was right on the SNES version, and add appropriate note to Enemy #0 in Section 6.
- avengah points out that there are actually two varieties of each of the Eye lasers (Enemies #149 through #152) -- one half-closed and one always-open -- and surmises that the variety which is used is decided by the enemy coordinates. I confirm this while investigating exactly how it works, and add appropriate notes to Enemies #149, #150, #151, and #152 in Section 6.

Version 0.7 : October 2005 through September 2007 (worked on and off)

- October 25 through November 22 2005: A GameFAQs thread made after the first release of my guide seeks corrections and suggestions, and elicits some good ones. A couple are added to the guide right away and a 0.61 mini-update is released shortly thereafter, but I put off incorporating the rest. Learned that "Coexists with bees" is controlled by the same bit as "Dies like a boss", but wouldn't add to the guide until a year later.
- early to mid November 2005; April 16, 19, 20, 22-24, 27-30 2006; May 2-3

2006:

- Added "Bees won't chase it." special property to Section 6, and added its byte/bit to Hacking Info section.
  - Tweaked Hacking Info section so "Description" is before "Base file address". That makes more sense, especially now that there are multiple file addresses per field due to me covering every version of the game.
  - Acquired every ROM under the sun, located, dumped and compared relevant data blocks (mainly just verified similarities, since I waited a bit to document the differences), and expanded Hacking Info section to include them all.
  - Added "Fake Master Sword" to thrown objects in Damage Class 3 in Section 5.
  - After reading that the Lamp/Lantern damages enemies on the GBA versions (in Kryst711's SNES/GBA Changes FAQ, methinks), investigated how much it damages them, and added the information to Section 5.
- August 2, 14-19, 23, 25, 28, and 31 2006; September 1-3, 5-6, 8-11, 14-16, 20, 22-27 2006; October 16, 17, 19, and 20 2006; November 4-6, 12, 14-20, 22-24, 26-30 2006; December 1-3, 5-8, 11-20, and 22-27 2006; January 2, 4, and 7 2007; April 23, 28, and 29 2007; May 24 2007; August 2, 3, 5, 13, 26, 28, 29, and 31 2007; September 1 2007:

The home stretch. Made a bazillion changes to the guide, many inspired by GameFAQs threads (started by others as well as myself). The changes follow below.

- Caught and fixed typo for bump damage taken from Bazu. It's 16/8/4, not 16/8/1.
- Caught that the Quake/Magic Powder slime has different bump damages than the Zol/Gel enemy. Added those damages to enemy #143.
- Added fun fact about Stal (enemy #211) and hookshot.
- Added "water blob" clarification to enemy #154, as the "Splash" name is only somewhat self-explanatory. Props to Dark Vortex's guide. Also added "Kyameron", its Japanese name.
- Caught that Slarok and Octorok do different bump damages than the default enemies #8 and #10. Added their actual damages to guide.
- Noted that Mothula takes different (i.e. nonzero) damage from Attack Classes 4 and 5 on the GBA game.
- Added note about what prizes swamp hare (#77) gives when grass cut, and that it talks to you when approached. Thanks to Purple Lizard.
- Noticed a green spear-carrying soldier, found where its custom data gets put into memory, and added his info to enemy #69.
- Caught that the Blue Hardhat Beetle's (enemy #38) HP was wrong (it's 6, not 8), and corrected it.
- Expanded note in Section 6's intro about Quake missing flying enemies to also including jumping ones.
- Under enemy #64 (Electric Barrier), noted that any level 1 sword hits get you shocked, and clarified that a spinning attack from the L.1 sword won't defeat the enemy despite that attack belonging to Damage Class 2.
- Said what the yellow Transform (enemy #209) DOES do to Link in lieu of damaging him.
- Fixed my erroneous claim that Magic Powder wouldn't work on the yellow Transform (enemy #209), instead saying when the player has to use the powder for it to work. Thanks to GoldTorizo, skute7, and Amazing Ampharos. Clarified that the Medallions work against the enemy at any time.
- Added note that Mini Helmasaur (enemy #19) knocks Link backward when struck with the sword or hammer, and is knocked backward itself for no damage if the strike is head-on. Then clarified that the latter can also happen in a case where the strike isn't head-on.
- Added notes about electric jellyfish (enemies #35 and #36) shocking Link when hit with the sword or hammer.
- Finally listed different damage values sustained by enemies on the

Japanese Super Famicom and all the GBA releases! This takes the guide to a new strata.

- Finally added GBA addresses for prize pack drop probabilities to Hacking Info section. I hadn't done this in April/May because the probabilities data block is only 7 bytes long, and that sequence of values appear multiple times throughout a GBA ROM.
- Learned from radblast that Keese don't drop prizes. I verify that in-game, find Keese's stat replacements in the ROM code a couple weeks later, then make the appropriate correction to enemy #111.
- Added notes about Pikit (#170) stealing from Link, and how you're able to get one of such items back as a prize.
- Added notes to rock and bush spiders/beetles/crabs (enemy #23 and #62) about them running around and dropping rupees, then disappearing.
- Added that Hardhat Beetles (enemy #38) will knock Link backward when struck with the sword or hammer.
- Added note about Buzz Blob (#13) shocking Link when struck with most swords, as well as commenting on the likely bugginess of the Hammer.
- Added note to Floating skull (enemy #2) that due to a hardcoded check, it'll knock Link backward a decent amount when struck with the sword or hammer, and is knocked backward itself for no damage.
- Added hex codes of Key, Big Key, and Shield (Fighter's or Red) to Hacking Info section.
- Added general note to Section 6's intro clarifying that only sword strikes themselves -- not sword beams -- are affected by properties that cause enemies to take no damage from or have various responses to the swords and the hammer.
- Caught that Dark World Skullropes are supposed to have different properties than default enemy #110 (probably when I was tracing code for normal, non-switch-dropped, Light World Ropes). Realized there was a bug with switch-dropped shared enemies not getting their intended custom data. Added the Skullropes' data to enemy #110, along with a mention of the bug. When I later added a Bugs section, included the bug there in more detail.
- Converted several shared enemies to use a Default / Enemy\_num1 / Enemy\_num2 format for any properties where the in-game enemy varieties use custom data. (Before, I just had whichever variant of the enemy that matched the default listed first. Or if neither was default, I'd put "lies!" or "wrong" in parentheses by the default field name without ever using the word "default". IOW, it was ugly.) The enemies are: Rat/Bazu (#109), Rope/Skullrope (#110), Keese/Patra (#111), Crow/Triceratops bird (#0), Hardhat Beetles (#38), Blue/Red Tektite (#201), and Octorok/Slarok (#8 and #10).
- Noted for several shared enemies that the enemy variety used in the game hinges on whether the monster's starting X-coordinate on the map is even or odd. The enemies are: Hardhat Beetles (#38), Tektites (#201), and purple/red Stalfoses (#167). Then I did a similar thing for the Fire Faerie (#21), though there's really just one such enemy; only its initial movement direction varies.
- Rearranged enemy #143's data listing to better convey that the Zol/Gel has the default data, while the 0-HP yellow slime would be replacing the HP, prizes, and bump damages in RAM when it's created by Quake or Magic Powder.
- Switched order of listing the red and blue Hardhat Beetles under enemy #38, because the red one's custom data is first in the ROM, even if it is far less common than the blue one. Likewise for the Leever (enemy #113); purple has been moved in front of green.
- Was informed that I hadn't listed the stats of the laser fired by Beamos (enemy #97). It turns out they're the same as the statue's, but they \*are\* set separately in code, so I turned enemy #97 into a shared enemy and listed the beam's "custom" stats separately from the statue's.

- Noted for the Spiked Rollers (enemies #93-96) that their starting X or Y coordinate on the map is what determines whether they're long or short.
- Was asked where the Cannon Soldier (#107) can be found. After senilely saying he's somewhere in Hyrule Castle, radblast convinced me I was just imagining things, then kindly helped me into my Cadillac and enrolled me in Medicare. Added a note to the guide that the enemy is unused (thus making it legendary!), provided a more detailed description of its appearance, and even linked to a picture of him hacked into the game on my website, so people without Hyrule Magic can see him.
- VXPoisonGas points out that Blind only needs 9 hits to kill it despite supposedly having 90 HP, and that it needs 3 hits per transformation stage. Also points out that the supposed strength of the attacks you use doesn't matter at all, so long as they're damaging. So I added some much-needed clarifications to Blind's stats under enemy #206.
- Deciphered the once enigmatic Luck issued by the Pond of Happiness! Posted findings on GameFAQs, and after some helpful questions from Purple Lizard, added a Luck explanation to Section 3 (Enemy Prizes) of the guide. Even included Luck in the section's title, because it's just that cool. And thanks to Amazing Ampharos, learned that it can be "copied" between save files after a Save and Quit, and described that.
- In Section 3, added the Pikit (#170) and Swamp Hare (#77) exceptions to the description of the prize-drop algorithm. (They were added earlier to the applicable enemies in Section 6.)
- Added a monster-related Bugs section to the guide at Zanapher's suggestion!
- Added clarification that the Stalfos Knight's (#145) damage sustained from Bombs will revert to 0 when he recovers.
- Added bug with enemy #133 (head-detaching Stalfos) only crumpling in some cases to Section 6.
- Finally included accurate (i.e. frame-based) periodic MP usages for Cane of Byrna and Magic Cape in Section 2. Great improvement over my previous stopwatch estimates. Thanks to MathOnNapkins. Also, changed my wordy "upon activation" for Cape to "to activate" (thanks to Dwarf Bulbear, who posted the MP costs on his own a few months after MoN).
- Was asked about the Flying Floor Tiles. Investigated and learned they shared an ID (#148) with Pirogusu, the orange fish. This represents a new height of nonsense for the game. Found the tile's stats and added them under Section 6.
- Improved explanation of shared enemies in Section 6's intro. From finding code for some of the shared enemies, I learned there are two basic ways the game goes about replacing a shared enemy's default stats with a "real" enemy's stats. Both are now documented in decent detail, whereas what I had before was more vague, as it was just based on observation and/or reading RAM data.
- Learn that the bats in the upper floors of Hyrule Castle appear as Patra (eye bats) despite being in the Light World, but that they still have the stats of Keese. Made appropriate notes under enemy #111.
- Indented and got rid of carriage returns before lines of data for POSSIBLE PRIZES and SPECIAL PROPERTIES. This probably takes a few more bytes, but it stops the monster entries from using up so much vertical space.
- Got rid of extra spaces in ToC so that the "section #. name" could actually be searchable if you copy+pasted it.
- Finally added "and coexists with bees" property to "dies like a boss", throughout the monster list and in the hacking section. Got rid of qualifier in intro to Section 6 (written back when I wasn't sure how bosses avoided it). Moved part of it under Mothula (enemy #136) to explain its exemption, then explain it's due to a hardcoded check.
- In Section 2, covered the precision and rounding of heart gauge, however

- obvious it may be, since I'd done the same for the magic meter.
- Changed "249 (Make talking blob, faerie, etc)" damage type to "249 (Make faerie)", with an exception noted for the enemy (#13) who can be turned into a talking blob due to a hardcoded check. No (known) enemies besides that one can be turned into anything other than a faerie, and "etc" irresponsibly implied additional transformation possibilities.
  - Added note about Red Bari being split into miniature versions upon defeat (except when incinerated).
  - Added note about starting X-coordinate controlling aggression of Crows and Triceratops birds (enemy #0).
  - Added note about deflecting magic ball shot by Agahnim (#123).
  - Found monster setup code pointers! Hurray! Added it to Hacking Info section. Now I won't have to set breakpoints to find where stats are replaced for certain types of shared enemies.
  - Small changes to Hacking section for clarity:  
"damage monster does when bumping Link" ==> "HP damage ..."  
"Damage Link takes by tunic" ==> "HP Damage Link ..."
  - Shortened "HP DAMAGE TO LINK WHEN BUMPED" to "BUMP HP DAMAGE TO LINK" in Section 6. This saved over a KB, and allowed me to get the field on a single text line for the vast majority of enemies.
  - Added small red fireball and its stats to shared enemy #85, along with a list of enemies/dungeon elements that shoot the fireball.
  - Added large yellow Fireball shot by Lynel and by Red Mohawk Lizard to enemy #165, along with its stats, meaning it's a shared enemy.
  - Added smooth cannon ball and spiked cannon ball and their stats to enemy #107, meaning it's a shared enemy.
  - Added note about Octoblimp/Octoballoon exploding to enemy #15.
  - Added note about Octoblimp/Octoballoon spawn fading away on their own to enemy #16.
  - After playing around with a save on the second Lanmolos fight, got curious about the rocks they propelled. Discovered it was shared (shocker) with enemy #194, Boulder, and found out its stats and added to guide.
  - Thanks to erokky's (erokdrah) savestate, fought Helmasaur King and discovered how his mask works. (Its presence is tied to his current HP, and the damage it takes is limited and custom.) Added explanation to guide.
  - Fighting Agahnim, was warmly reminded that hitting him with the sword gets you electrocuted. Noted this and the damage Link sustains under enemy #122.
  - Found out the damage Agahnim's deflected magic ball does to him. Noted this value, while indicating that this deflection is the only way to damage him, as well as how to deflect.
  - Identified sprite ID of fireball breathed by Kodondo -- #135, and added it to Section 6 of guide. Also removed "Fire Keese" from enemy #135, as I fought Ganon in Geiger Sn9X, and 87h was nowhere to be seen in the sprite IDs. Hyrule Magic had it as "FireKeese?", so of course I had ignored the red flag represented by that question mark, and pasted the name into my guide without verifying it.
  - Added notes about Arrghus (#140) being impervious until you remove its fuzz, and the fuzz (#141) being impervious unless they're detached from Arrghus with the Hookshot.
  - Noticed bombs won't hurt Helmasaur after his mask is gone. Think I found the hardcoded check responsible. Made note of that under enemy #146.
  - Investigated damage class for thrown big gray square block, and added to Section 5.
  - Added enemy #112, fireball breathed by Helmasaur King, to guide!
  - Fought Kholdstare, and noticed its ice block (#163) never hurt me on contact. Indicated so in Section 6. Also verified that #164 was the falling ice in Kholdstare battle, and tweaked name to be more definite.

- Added enemy #137, laser ring shot by Mothula, to guide!
- Added what battles Lightning appears in (Agahnim #1 and Vitreous) to enemy #191.
- Added "cluster of small blue balls shot by Agahnim" to enemy #123, meaning it's shared. Also refined the existing enemy #123's description from "single magic ball" to "large, glowing magic ball" to distinguish it from the new one, and because "single" wrongly implied Agahnim shoots only one, when he actually shoots a trail. Also clarified that Agahnim is only hurt by the first variety (under both enemy #122 and #123).
- Added note to Helmasaur King (#146) about the pieces of his mask also having that sprite ID.
- Added CTRL+F note to ToC about "faerie" instead of "fairy" being used.
- Added small blue ball created when the cluster of blue balls Agahnim shoots (#123, second variety) breaks apart to shared enemy #85.
- Broke enemy #27, "Shot arrow , thrown spear", into 3 shared enemies. Did this because I noticed that the soldiers threw a slightly longer spear than the pig man, and that the slightly longer spear and the arrows lacked the "Bees won't chase it" property. Also, the arrow and spear should probably never have been listed on a single line to start.
- Added notes about Quake strangely working on Enemy #12 (Octorok rock), Enemy #27 (shot arrow, thrown spears), and #111 (Keese/Patra), even while they're airborne. Also noted in Section 6's intro that I'd mention these exceptions. Then added it to Bugs section for good measure.
- In Section 6: Got rid of the extra blank line after Special Properties. Got rid of extra blank line after Bump Damages, and after Possible Prizes (except in the cases of enemies who have a "NOTE" after their bump damages or their prizes, and shared enemies who have multiple bump damage or prize fields).
- When listing a field that applies to multiple varieties of a shared enemy, separated the enemy names with commas rather than slashes to remove confusion, as slashes are also used to separate the interchangeable names of a single enemy variety. (enemy #69 and #85)
- Shortened "This prize pack (#N) has a X chance of being dropped." to "(Prize pack #N has a X drop chance.)", then moved left a column and up one line. (Section 6)
- Added "(cloudy eyeball)" note to enemy #162, Kholdstare. Done to clarify vs. enemies #163 and #164, and because I talk about "eyeballs" in the following change, so it makes sense to introduce that beforehand. Thanks EarthAdept1 for the wording.
- Clarified that each of the 3 eyeballs has the 64 HP.
- Moved everything in Revision History over 4 columns, as it was needlessly wasting space.
- Changed formatting of "Attack Type / Damage Taken" tables in Section 6 to get rid of lots of wasted space in lefthand column, saving over 15700 bytes. Before, I had a "|" column divider that ran through the entirety of a table, and it was at the same horizontal position in the table body as it was in the header.
- Decided to add Bit 6 of 06B466 (Good Bee seeks sprite) to that data structure in the Hacking Info section.
- Added note to enemy #11 about normal and scared chickens not damaging you; only the airborne attacking ones do.
- Noticed Blue Bari (enemy #36) is dark green on the GBA, and made note of that.
- Added "Cukeman" name to enemy #13 to identify the talking blob created by sprinkling Magic Powder on Buzz Blob. Also, learned that Cukeman will do something unusual when frozen and hit with the hammer: it turns back into Buzz Blob. Added appropriate note.
- While on a website with sprite sheets, noticed the cannon balls shot in the Eastern Palace, and realized that I had forgotten to include them in the guide. Tracked down their info, and added them as enemy #80.

- Consulting various websites, improved the names and/or descriptions given for numerous enemies in Section 6. Made a greater point to use the official names, even providing the Japanese ones when the English ones were unknown. There are too many changes to list here, and this Revision History is already too big.
- Spent nearly seven months in the stock market attentively turning \$3500 into \$3344. I could have just spent the \$156 on a hooker or at the racetrack, but where would the sense of accomplishment be in that? If I work real hard at it for the next 5+ months, I might break even for the year.
- Renamed from "Monster Stats and Link's Attack Guide" to "Monster/Attack Stats Guide"; the former was needlessly long, and the latter is what GameFAQs calls it.
- September 1 2007: Stopped dilly-dallying, and finally released the updated guide.

Version 0.61 : October 2005

- October 25:
  - Incorporated flagitoius' change:
    - Added that Vitreous (#189) is invulnerable while submerged in slime.
    - Added that Kholdstare (#162) is invulnerable while frozen in the ice block.
    - Added that Turtle Shell (#142) is given the "deflects sword and hammer" property in RAM even though it's not in the ROM data.
    - First version to be uploaded to GameFAQs. Fixed a couple lines to make them <= 79 characters.

Version 0.6 : July 2004 through October 2005

- July thru September 2004: Decoded or observed most of the things you see in this guide. Had a primitive computer-generated monster list, but it wasn't close to ready. Besides being butt-ugly, it lacked monster names and descriptions, and it included every "sprite" in the 0-215 ID range, regardless of whether they even resembled enemies. Also, I still had to do the busy work of figuring out to which damage classes a few of Link's attacks belonged.

The absence of enemy names in the game and multiple enemies sharing single IDs were the real killers. Even with Hyrule Magic's help, I knew I'd have to do my share of grunt work, especially considering I hadn't played through the game in so long. That didn't sound very appealing, so I took a path of less resistance, turning to more FF6/3us and Secret of Evermore projects. See that Monster Statistics Guide for SoE? Its list was a breeze to generate, because the game's creators NAMED their enemies, and didn't lump everything from dragons to helpful old gnomes to light switches to slices of blueberry pie in one friggin' block.

Abandoned the project for the better part of a year, aside from brief stints in Spring 2005 (no idea what I updated then).

- mid September 2005: Honey, I'm home! Ya miss me? Err, that's nothing on my collar.. Resumed work on the guide. Did some manual labor to find out where some shared enemies' stats differed. Then another brief hiatus to pound out an FF6 patch that had been postponed too long.
- early thru mid October 2005: Back again, this time for good. Tested the rest of Link's attacks to see their damage classes. Stopped listing every attack belonging to each damage class for EVERY monster, and finally created

a planned "Attack Classes" section to handle all that detail. That saved gobs of KB. Converted the damage a monster takes from the attack classes into table form; that added back some KB, but saved an immeasurable number of future reader eyeballs. Started writing the other sections of the guide; they didn't take much work because I'd already done most of the needed digging, and the monster list generator could spit out the lists of bump damages and prize packs.

Found the ROM structure of damage classes for the sword attacks -- not vital to the guide because I already knew them by observation, but hackers should like it. Figured out how the ROM structure that holds damages enemies take from the 16 attack classes was compressed, and commented the hell out of it. Once again, mainly just of use to hackers, as I already dumped the relevant data from RAM ages ago.

Continued on the other sections, and finally got around to observing how the Cane of Byrna and Cape eat up MP. Turned my attention back to the monster list, doing my best to verify non-enemy sprite IDs so I could exclude them from the list. Ascertained some more shared enemy stats that I hadn't bothered to record before. All the while, I was honing my enemy names and descriptions, making use of those two fantastic websites listed in the Credits section. When I was convinced the monster list was more or less final, I manually added notes to it (like enemies not taking damage from attacks when the ROM data said they would, or accounting for the alternate stats used by monsters who share an ID with another monster). Made some small visual changes to make the monster entries less tall and easier to read.

- October 23: Released guide.

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## 11. CONTACT

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Find me on the GameFAQs The Legend of Zelda: A Link to the Past message boards, reachable via:

<http://www.gamefaqs.com/console/snes/game/588436.html> (SNES)

<http://www.gamefaqs.com/portable/gbadvance/game/561559.html> (GBA)

or on Mnrogar's Den, whenever it goes back up:

<http://www.mnrogar.com>

Please DON'T mistake the absence of an email address for me not wanting to be contacted! I'm quite likely to see a message posted on a board I frequent. Just give it a clear title ("Funny..." and "Hlep me!@" don't qualify), and I'll be chewing your ear off in no time. ;)

I've been on GameFAQs for over seven years, and it's been up for almost twelve; neither of us is going anywhere. (Impressive for the latter, plain sad for the former.)

Conversely, a listed email address is *\*hardly\** a sign of availability. You just TRY contacting half the FAQ authors about their (abandoned) works, and tell me how many flips of the egg timer are made before you give up waiting for a response...

For FF6/FF3us and SoE goods and a little commented Zelda 3 code, be sure to

visit my website:

<http://www14.brinkster.com/assassin17/> OR

<http://assassin17.home.comcast.net/>

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