



ZELDA SWORD SKILLS

Complete Manual and Guide

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Introduction

Welcome to Zelda Sword Skills! Please take some time to read through this manual before playing the mod, especially the section on 'Sword Skills' and 'Configuration Settings'. This will vastly improve your experience and drastically reduce the possibility of encountering any problems.

The goal of this mod is to add as much of Link's adventures as possible into Minecraft in a way that is true to both the Zelda franchise and to Minecraft. To that end, a huge array of new items, blocks, mobs, and structures have been added, all with unique and interesting uses, as well as many of the amazing sword skills used by Link himself, seamlessly integrated into Survival Mode.

ZSS also provides a massive framework and API for fellow modders and map-makers alike, in the hopes that some faithful recreations of full Zelda games can be developed as well as add-ons for ZSS.

What You Will NOT Find

ZSS does not add any ores or special crafting materials, and only a scant few recipes. Everything in this mod must be discovered through exploration, combat, and quests, just like in the Zelda games. If you only like mods which allow you to craft everything, then you will be sorely disappointed.

If, however, you enjoy the excitement of finally discovering a great item after much exploring and adventuring and are thrilled by using your newly acquired item to go back to that spot you marked that you were not able to access before but can now and thanks to your awesome memory and skills of perception you are able to gain yet more awesome loot with which you can then finally defeat that super difficult boss that annihilated you several times before, then this is certainly the mod for you.

Good luck, and enjoy the mod!

Sword Skills

A unique feature of ZSS is the ability of the player to learn a variety of sword skills similar to those that Link learns in his many adventures. Skills are learned from special orbs - these may be found in special chests, earned as rewards for completing quests, and gained as loot when fighting mobs.

In order to use any of the sword skills, the player must first use 'Basic Sword Technique' to lock on to the target; by default, all players begin with an orb of basic technique. At any time, the player may view their current skills with a full description of their effects and activation requirements by pressing 'p'.

Most skills require the player to be using some type of sword, though some may be used with other weapons types as well. Weapons from other mods will work as long as they extend ItemSword or implement one of either the ISword or ISkillItem interfaces from the API.

Using skills adds to the player's exhaustion, with more demanding skills resulting in greater fatigue. Once the hunger bar becomes depleted, skills may no longer be used.

There are many settings which affect skills - see the [Configuration Settings](#) section below.

SKILL BOOK

There is an in-game interface which provides full descriptions of each skill the player has, accessible at any time by pressing 'p'. To see a skill's description, click on the appropriate orb; hovering over the orb will give a brief summary as if it were an item. Remember to use the scroll bar on the side!



SKILL DESCRIPTIONS

Basic Sword Technique

Activation: Press x while looking at a target

Effect: Locks view on to target and allows chaining attacks into deadly combos

Exhaustion: None

Range: 6 blocks plus one per level

Special: Each successive attack inflicts one extra point of damage, cumulative

Notes:

- Using this skill to lock on to a target is a prerequisite for using ALL other skills
- While locked on, special controls become available: see the [Basic Controls](#) section
- Deactivate by pressing X once more, moving out of range, or killing everything in sight

Armor Break

Activation: Charge up by holding the attack key; the skill will trigger when the charge is sufficient

Effect: This powerful blow ignores the target's armor value when inflicting damage

Exhaustion: High (2.0 minus 0.1 per level)

Damage: Same as a normal attack, including enchantment bonuses, but ignoring the target's armor

Charge Time: 20 ticks minus one tick per level

Notes: Wielding a Master Sword decreases the charge time by another 5 ticks

Back Slice

Activation: Hold left or right then tap forward twice; attack at the right time to deal extra damage

Effect: Circle around a foe to strike at its vulnerable backside!

Exhaustion: Moderate (1.0 minus 0.05 per level)

Damage: Adds +10% to the damage per level, possibly more against vulnerable enemies

Effective Angle: 40 degrees plus 20 per level

Special: 5% base chance per level to knock off the opponent's chest armor

Dash Attack

Activation: Attack while blocking with a sword

Effect: Charges towards target, inflicting minor damage and knocking the target back

Exhaustion: Moderate (1.0 minus 0.05 per level)

Damage: 4 + level

Notes:

- Standing too close to the target will not build up enough momentum to cause any damage
- Footwear can be an important factor when using this skill

Dodge

Activation: Double-tap left or right to dodge in that direction

Effect: Quickly dodge out of the way of incoming attacks

Exhaustion: Very Low (0.05)

Chance to Dodge: 10% per level plus a time bonus of up to 20%

Notes:

- The amount of time during which the player is considered 'dodging' increases with skill level
- Footwear can be an important factor when using this skill
- Can be configured to activate with a single tap only when using the arrow keys

Ending Blow

Activation: Forward, forward, and attack during combo

Effect: Build up combo momentum and then finish off your enemy with a decisive strike, gaining bonus xp if successful or becoming flat-footed if not

Damage: $+(\text{level} * 20)$ percent

Duration of vulnerability: $45 - (\text{level} * 5)$ ticks

Exhaustion: High (2.0 minus 0.1 per level)

XP Bonus: level + (value between 1 and the opponent's last remaining health)

Special:

- May only be used after two or more consecutive strikes on the same target
- Slaying an opponent with this move grants additional experience
- Failure to slay the target results in a -50% defense penalty for the duration

Leaping Blow

Activation: Jump while blocking

Effect: Upon landing, unleashes a devastating AoE attack that damages all in its path in addition to temporarily causing weakness

Exhaustion: High (2.0 minus 0.1 per level)

Damage: Base sword damage, plus 1.0F per level, plus weakness for $(50 + (10 * \text{level}))$ ticks

Notes:

- Range and area of effect increase with level.
- Damage caused by Leaping Blow contributes only to Combo damage, not size.
- Wielding a Master Sword at full health doubles the bonus damage and weakness duration

Mortal Draw

Activation: While empty-handed and locked on, hold the block key and attack

Effect: The art of drawing the sword, or Battoujutsu, is a risky but deadly move, capable of inflicting mortal wounds on unsuspecting opponents with a lightning-fast blade strike

Exhaustion: Very High (3.0 minus 0.2 per level)

Damage: Inflicts double damage when successful

Duration: Window of attack opportunity is $(\text{level} + 2)$ ticks

Notes:

- Only works as a counterattack, so it must be timed according to your opponent's strike
- The first sword found in the action bar will be used for the strike; plan accordingly
- There is a 1.5s cooldown between uses, representing re-sheathing of the sword

Parry

Activation: Double-tap back / down

Effect: Parries an incoming blow when being attacked; cannot parry unarmed attacks.

Exhaustion: Low (0.3 minus 0.02 per level)

Chance to Disarm: 10% per level plus a timing bonus of up to 20%

Notes:

- Successfully parrying an attack will knock the aggressor back slightly, even if not disarmed
- For players of equal parry skill, chance to disarm is determined solely by timing
- Can be configured to activate with a single tap only when using the arrow keys

Rising Cut

Activation: Jump while sneaking and attack

Effect: Rising slash flings enemy upward, inflicting standard sword damage, providing the opportunity for a second strike, and likely inflicting fall damage as well

Range: 2 + level blocks

Exhaustion: Very High (3.0 minus 0.2 per level)

Special: May only be used while locked on to a target

Spin Attack

Activation: Press left then right or right then left and hold both until spin attack commences

Effect: Link's signature move – hit every enemy as you spin 360 degrees!

Range: Hits enemies within 3 blocks, plus 0.5 blocks per level

Exhaustion: Very High (3.0 minus 0.2 per level)

Notes: If using the arrow keys, only one key (left or right arrow key) needs to be held to activate, and the spin will be in that direction

Super Spin Attack

Activation: Automatic while performing a regular Spin Attack and at full health; quickly tap <attack> to continue spinning

Effect: Same as the regular spin attack, but you can spin up to one extra time per level

Range: Adds an additional 0.5 blocks per level above and beyond regular Spin Attack range

Exhaustion: Same as the spin attack, applied each spin

Sword Beam

Activation: Attack while sneaking to unleash a beam of energy; must have nearly full health

Effect: Shoots a beam of energy capable of damaging one or possibly more targets

Damage: base sword damage + level

Exhaustion: Very High (3.0 minus 0.2 per level)

Range: Approximately 12 blocks plus one per level

Special: Link can use Sword Beam while missing up to 0.3 hearts per level (1.5 hearts at level 5)

Notes:

- Hitting a target with the beam counts as a direct strike for combos
- While wielding a Master Sword, the beam is able to travel through and damage multiple targets

Sword Break

Activation: Double-tap back while blocking

Effect: A fierce block that is capable of destroying the opponent's blade

Exhaustion: High (2.0 minus 0.1 per level)

Damage: Up to 90 durability damage to the opponent's held item ($15 * (\text{level} + 1)$)

Duration: Time allowed before skill fails is 2 ticks at level 1, up to 8 ticks at max level

Notes:

- Only works when being attacked by an enemy holding an item
- Has no effect other than blocking the attack if the attacker's held item can not be damaged
- Must release the block key in between uses

Basic Controls

The default control settings are described below, and may be accessed and changed in the in-game control settings available from the options menu.

While using Basic Sword Technique to lock on to a target, certain keys become available for use in lieu of using the mouse, although the mouse may also be used and is, in fact, recommended.

In the game options menu under control settings for 'Zelda Sword Skills Keys', you will find all of the key bindings used by ZSS; **DO NOT assign any of these to WASD or LMB / RMB** - those are vanilla controls which may be used *as alternates* to some of the mod keys, provided that the config setting is set to allow skill activation via vanilla controls (which it is by default).

What this means is if vanilla controls are enabled, you can use either the ZSS 'Attack' key [up arrow], OR the vanilla attack key [LMB] to perform an attack while locked on to a target, but assigning the LMB to be the ZSS 'Attack' key would likely not give you the desired result.

Gamepad Users: you may want to assign the left and right arrow keys to buttons on your controller, otherwise you may not be able to activate Spin Attack.

| Key | Effect |
|------------|---|
| <i>x</i> | Activate or deactivate Basic Sword Technique's targeting system |
| <i>Tab</i> | Switches targeting to the next available target |
| <i>.</i> | Toggle auto-targeting: when on, next available opponent will automatically be targeted when the current target is no longer valid; press while sneaking to toggle player-targeting. |
| <i>v</i> | Toggles the Buff Bar on or off; press while sneaking to toggle the combo display |
| <i>b</i> | Swaps current item for a bomb if available; activates Bomb Mask when worn |
| <i>p</i> | Opens or closes the Skill Book (no item required) |

Arrow Keys (only usable while locked on to a target)

| | |
|--------------|--|
| <i>Up</i> | Interchangeable with the 'attack' key (LMB by default) |
| <i>Down</i> | Interchangeable with the 'back' key ('s' by default) |
| <i>Left</i> | Interchangeable with the 'left' key ('a' by default) |
| <i>Right</i> | Interchangeable with the 'right' key ('d' by default) |
| <i>RCtrl</i> | Interchangeable with the 'use item' key (RMB by default) |

Note that using the arrow keys is the only way possible to use certain skills with a single keystroke - using WASD always requires a 'double-tap', i.e. tapping the same key twice in quick succession.

Note also that there is no equivalent of 'forward' when using the arrow keys, so the vanilla keybinding ('w' by default) must always be used when called for in a skill's activation requirements.

Items

A wide variety of special items may be found scattered throughout the world, each of which is detailed below. Some items have secret upgrades, effects, and / or means of being obtained - if such is the case, there will be a note to check out the spoilers section for further details.

All of the items below have a stack size of one and are not damaged by use, unless otherwise noted. Similarly, with the major exception of swords, left-clicking with any of these items will not inflict damage (unless it is a sword!!!), and is instead a useful way of interacting with villagers. Some of them will even offer to buy your unwanted stuff! Salable items are indicated with a money symbol [\$].

Be sure to make friends with the villager first by trading frequently, or they probably won't have anything for you. Certain types of villagers are also known to react to only certain kinds of items.

SWORDS

There are many swords that will become available throughout Link's adventures. As each one becomes available, it will be listed here with the total attack damage in parentheses.

[**breakable**] indicates a sword which, when it breaks, returns a broken sword hilt that can be repaired by any blacksmith. Note that any enchantments will be lost when the sword is broken.

[**master**] indicates a type of master sword; these can neither be broken, nor can they be enchanted, but using a master sword sometimes provides additional benefits.

Kokiri Sword (+5) [**breakable**]

The default sword available from the beginning. Though made from iron, it has a rather dull blade. Many blacksmiths will sell this sword for fairly cheap.

Ordon Sword (+7) [**breakable**]

This is a fine blade made of sturdy steel. While most blacksmiths can repair a broken one, they do not seem able to craft one from scratch.

Heavy Broadsword (+7) [**breakable**]

A very large sword wielded by Darknuts; it requires two hands to wield and is more durable than the Ordon Sword.

Giant's Knife (+12) [**breakable**]

A huge blade in the hands of Link, this is but a small knife in the hands of a Goron. Despite the amazing attack power, this blade is extremely fragile, so best to aim carefully.

Biggoron's Sword (+12)

A much more finely-crafted blade than the one by Medigoron, this sword is completely unbreakable while still retaining the ability to become enchanted, making it one of the most powerful swords available. It will take quite a lot of work to convince the owner to part ways with such a weapon.

Master Sword (+9) [master]

The legendary blade crafted by the goddess Hylia, this sword will only allow a true hero to wield it. A hero can prove his or her worth by gathering all three Pendants of Virtue and placing them into the pedestal, thereby vowing to embark on a quest to vanquish evil in the land.

Tempered Master Sword (+11) [master]

Using remnants of the Master Ore, a skilled blacksmith is able to temper and hone the edge of the Master Sword, making it more powerful.

Golden Master Sword (+13) [master]

Only a hero who has truly proven his or her worth by vanquishing the hordes of evil will be able to receive the Great Fairy's blessing, further improving the Master Sword.

True Master Sword (+15) [master]

The final version of the Master Sword requires bathing the blade in all three of the Sacred Flames, then placing it back in a sword pedestal to unleash the full power of the Triforce.

SHIELDS

A hero would not be complete without a trusty shield, capable both of blocking attacks and bashing enemies away. With Battlegear2 installed, shields can even be wielded in the off hand, allowing for a much more effective fighting style, but the shields are still useful even if held in the main hand.

Deku Shield

Crafted from the bark of the Great Deku Tree, this shield is highly susceptible to fire but otherwise effective against most typical attacks. As the only breakable shield, it is also the most common, often found as loot and purchasable from blacksmiths. Due to its wooden nature, arrows often stick in the Deku shield, making it a risky but useful method of obtaining arrows when other sources are scarce. (Note that arrow-catching requires Battlegear2)

Hylian Shield

Standard equipment for any Knight of Hyrule, this shield provides an impregnable barrier against most attacks and itself is impervious to damage. It also is the most ergonomic of the shields, having the smallest effect on stamina and quickest recovery time.

Mirror Shield

While often considered the most powerful of the shields, the mirror shield is not actually as effective in pure melee combat as the Hylian shield; however, it is imbued with powerful magic that reflects many types of ranged attacks back at the enemy, making it extremely coveted by adventurers.

ARMOR / CLOTHING

The iconic clothing worn by the Hero of Time is not only stylish and comfortable, but affords decent protection (all are equivalent to chainmail).

Kokiri Clothing Set

- Standard green clothes worn by Link
- Repair with any color wool
- Can be found in locked chests as well as purchased from villagers (farmers and butchers)

Goron Tunic

- This special tunic is made from lava-dwelling Dodongos, granting fire resistance
- The tunic takes damage from fire or lava in place of the player, so it may wear out quickly
- Dodongo scales need to be polished to maintain their fire-resistant sheen; magma cream is perfect
- Found exclusively in Lava Dungeons

Zora Tunic

- A rare tunic of the Zora tribe that allows the wearer to breathe underwater
- Durability wears out slowly while in the water; patch it up with any color wool
- Found exclusively in Ocean Dungeons

Goron and Zora Hat / Trousers

- Found in lava / ocean locked chests or crafted from a Kokiri piece plus an appropriate dye
- These have no special abilities other than looking cool with the Goron or Zora Tunic

BOOTS [\$]

Link will find various boots throughout his journey, each with specific helpful qualities. As more boots are discovered, they will be described here.

Heavy Boots

These boots are extremely heavy, making normal movement difficult – do not expect to use any skills that rely on movement! They are useful, however, for moving in liquids or for standing your ground in the face of an explosion... Made of sturdy iron, the boots themselves are totally impervious to any type of damage, but neither can they be enchanted.

Hover Boots

Mysterious boots that allow Link to dash across chasms, ice, slow sand, and other obstacles unimpeded.

Pegasus Boots

These fine boots give the gift of speed, allowing Link to run faster and even jump a little farther, as well as granting bonuses to Dash and Dodge. Used in conjunction with the Roc's Feather, Link will be able to jump very far indeed. Like the Heavy Boots, these can neither be enchanted nor damaged.

Rubber Boots

Wearing these greatly lowers Link's conductivity, reducing all shock damage by half.

BOMBS

Bombs are found throughout the land and are very dangerous. Holding one in your hand will activate it, and it should be thrown (right-click) quickly to avoid damage. Showing villagers your ticking bomb (left-click) may open up trades, or may simply cause them to fear for their lives.

Standard Bomb

This is the standard bomb, useful for blowing holes in otherwise impenetrable obstacles. Should one come into contact with water, it will not detonate and can be retrieved for later use. Likewise, these bombs will immediately explode if they come into contact with lava, fire, or extremely hot conditions.

Water Bomb

Water bombs have a slightly smaller blast radius than the standard bomb, but continue to function normally underwater. On the other hand, they become inert when in contact with any type of flame or other hot conditions.

Fire Bomb

Fire Bombs are very useful, fearing neither fire nor lava. These are the only bombs that function normally in the Nether, yet they can also be used just like regular bombs in the Overworld.

BOMB BAG [\$]

These handy bags can be found in secret chests as well as purchased from friendly priests. The standard bag can hold 10 bombs; combine with other bags by right-clicking while sneaking to increase the capacity up to a maximum of 50. While held, any bombs in your inventory will move automatically to the bag, and any bombs picked up will go into a bomb bag if it is anywhere in your inventory.

If carrying fire or water bombs, capacity is halved. Empty out a bag to store a different kind of bomb.

Press the b key to swap your current item with a bomb from your bomb bag at any time, but be sure to pick your item back up if it falls to the ground! Press 'b' while sneaking to empty all bag contents.

BOOMERANG

One of the most diverse weapon-tools in Link's arsenal, the boomerang temporarily stuns enemies in addition to causing some damage, can snag far-away items, and is the only projectile capable of activating all kinds of buttons and levers. The boomerang is also a handy way to cut all sorts of plants such as grass and vines, and also breaks ceramic jars.

Once upgraded to the Magic Boomerang, it flies twice as far, inflicts more damage, and can retrieve any number of items. See the spoilers below for how to upgrade the boomerang.

CHU JELLY

Drops from Chus in four different colors. Bring as many as you can to the Doc (any librarian villager) to open up special potion trades depending on the jelly type.

DEKU LEAF

The leaf of the Great Deku Tree has many uses, from creating a powerful gust of wind that blows away everything in its path to gliding great distances. Using these abilities requires high stamina, however, and can tire Link out quickly if used recklessly.

FAIRY BOTTLE

Obtained by right-clicking on a fairy with an empty bottle, when used these will completely restore the health bar. If there is a fairy bottle in an action bar slot when the health bar reaches zero, the fairy will automatically lend her aid, restoring a full 5 hearts.

Note that if the bottle is deep within Link's backpack, the fairy will be unable to come to his aid.

To release the fairy, right-click while sneaking. If released near a fairy pool, the fairy will make itself at home; otherwise, it will wander off as it pleases until it fades in the dawn.

GAUNTLETS

Both the Silver and Golden gauntlets grant massive strength when held (not worn), allowing the wielder to pick up nearly any solid block by right-clicking. Blocks picked up in this manner are actually heavy, slowing Link considerably. They can be placed as normal, and will drop automatically if no longer held.

HAMMERS

Both an important tool and a powerful weapon, the hammer is not to be taken lightly. Each blow is crushing, with half the damage ignoring armor completely, though they cannot be swung quickly.

Hammer

The weakest hammer is capable only of pounding in wooden pegs, though it is still a decent weapon. By default, this hammer (and only this one) may be [crafted](#), but the recipe may be disabled.

Skull Hammer

A medium-weight hammer capable of pounding in rusty pegs as well as crushing most blocks, the skull hammer also is the only hammer with a special attack. Charge up with the right mouse button to unleash a ground-shaking smash, stunning and damaging anything nearby.

Megaton Hammer

This beast can smash pretty much everything to smithereens, as well as inflicting high damage.

HEART PIECES AND CONTAINERS [\$]

Pieces of heart can be found in most dungeons; collecting and crafting four of them will yield a Heart Container which, when used, grants a Link a full and permanent extra heart. Spare or otherwise unwanted heart pieces or containers may be sold.

Small hearts drop occasionally from grass; these only heal 1/2 heart when walked over, and cannot be gathered or stored for later use.

HOOKSHOTS [\$]

The hookshot can latch on to various blocks, allowing Link to travel across chasms and the like. Hold right-click to reel yourself in, and sneak to rappel down. A variety of upgrades can be found throughout the land, each one adding a new kind of ability.

Hookshot

The most basic hookshot has a range of 8 blocks and is only able to hook wooden objects. It can be improved with various upgrades.

Clawshot

Upon acquiring the Stone Claw, Link can upgrade his wooden hookshot to a Clawshot. This allows Link to hook objects made of stone, but is much too powerful for anything made of wood.

Multishot

The Multishot can be acquired by upgrading the Clawshot with a Multi component. This makes the shot much more versatile, able to hook on to a wide variety of materials.

Extended

The Extender upgrade can be applied to any type of hookshot, doubling its effective range.

Upgrading

To use an upgrade component, you must first have the component and the previous hookshot version in your inventory, then find a friendly **blacksmith** to help you assemble it. This is done by left-clicking on the friendly smith while holding the desired **upgrade component**. Extender upgrades may be applied to any type of hookshot and are carried over to subsequent versions.

Special Notes

When Link is wearing Heavy Boots and using any version of the Hookshot, he is able to pull living entities to him; otherwise the entity will simply take a small amount of damage when struck.

KEYS [\$]

During his adventures, Link will come across keys of various types. These will surely be useful.

Small Key

The most common key, these can be used to open any locked chest.

Big Key

Also known as a Boss Key, each key can only be found in the same locale as the matching Boss Dungeon, and only in a locked chest. A Big Key is only able to open a door of matching color.

Skeleton Key

Ah, the Skeleton Key. This can open any number of locked chests, as well as any Boss Door. Note that using it to open a Boss Door will destroy the Skeleton Key, so use it wisely.

MAGIC MIRROR [\$]

This incredible mirror helps Link find his way home even when lost in the darkest of dungeons. Gaze into it (hold right-click) until it shines brightly, returning you to the last place at which you were under open sky. Each use will take its toll on the mirror, however, and it will eventually break.

MAGIC RODS

A variety of magical rods are available throughout Link's adventures. Each rod has two abilities: the first is a continuous effect activated while the rod is in use - note that exhaustion will be added each tick; the second is activated by using the item while sneaking, shooting a single projectile per use.

All magic rods can be upgraded and can only be found in specific boss dungeons. See the spoilers section for details.

Fire Rod

Ability 1: Shoots a stream of flames that can melt ice, start fires and incinerate enemies; damage and range are proportional to the time in use.

Ability 2: Shoots a deadly fireball; the fireball's damage and effect radius are noted in the item tooltip.

Upgrade: Improves the damage and range of both effects.

Ice Rod

Ability 1: Shoots a stream of ice crystals that can freeze water, solidify lava, extinguish flames, and slow enemies; damage and range are proportional to the time in use.

Ability 2: Shoots an icy blast capable of encasing enemies in ice; the ice blast's damage and effect radius are noted in the item tooltip.

Upgrade: Improves the damage and range of both effects.

Tornado Rod

Ability 1: Propel yourself to the sky with the power of wind, but take care coming down! Grants a slight fall damage buffer, lessening the impact of mishaps caused by the fickle nature of wind.

Ability 2: Shoots a powerful tornado capable of damaging enemies.

Upgrade: Doubles the fall damage buffer and increases tornado damage.

MASKS

A wide variety of masks appear throughout the land, but most of them are only available after helping the Happy Mask Salesman sell all of his masks. Speaking with villagers while wearing a mask will elicit different reactions depending on the villager and the mask worn.

See the spoilers section for details on each mask and the Mask Trading Sequence.

MASTER ORE [\$]

Pieces of the sacred ore used to forge the Master Sword, these are found by only the most fortunate of miners, and only while mining iron.

OCARINA

Ocarinas may be used to play music, but their real power is only unlocked by learning songs, whether from NPCs, quests, or finding ancient inscriptions. Songs played on the Fairy Ocarina usually do not have any effect, but the Ocarina of Time can produce very useful results.

The Fairy Ocarina may be crafted - see the [Crafting Recipes](#) section.

Controls

Notes are played using the arrow keys (equivalent to the C keys from OoT) and space bar (equivalent to the A button), and may also be modified by WASD as follows:

W - Increase the pitch by two steps

A - Increase the pitch by one step

S - Decrease the pitch by two steps

D - Decrease the pitch by one step

Song List

Zelda's Lullaby [< ^ > < ^ >]

A song related to the Royal Family; often used to solve puzzles or reveal secrets.

Epona's Song [^ < > ^ < >]

Tames nearby wild horses, even when played on the Fairy Ocarina. Using the Ocarina of Time, it also teleports your last ridden horse to you, provided that the chunk where it exists is currently loaded.

Saria's Song [v > < v > <]

This uplifting and soothing song of friendship may affect certain NPCs and entities.

Song of Storms [A v ^ A v ^]

Changes the weather from sunny to stormy or vice versa.

Sun's Song [> v ^ > v ^]

Moves time forward to the next dawn or dusk, whichever is next.

Song of Time [> A v > A v]

A sacred song surrounded in mystery; often used to solve puzzles or reveal secrets.

Scarecrow's Song [User-defined]

Currently unimplemented effect.

Song of Healing [< > v < > v]

Usable once per day to recover full health and status.

Song of Soaring [v < ^ v < ^]

Allows Link to return to the world spawn point or the last bed used; only usable on the surface world.

WARPING SONGS*

Bolero of Fire [v A v A > v > v] - Warp to Fire Temple.

Minuet of Forest [A ^ < > < >] - Warp to Forest Temple.

Nocturne of Shadow [< > > A < > v] - Warp to Wind Temple.

Oath to Order [> v A v > ^] - Warp to Earth Temple.

Prelude of Light [^ > ^ > < ^] - Warp to Ice Temple.

Requiem of Spirit [A v A > v A] - Warp to Desert Temple.

Serenade of Water [A v > > <] - Warp to Water Temple.

* Note that you may not teleport from the End except by using the End Portal; other than this exception, all of the warping songs may be used across dimensions.

PENDANTS OF VIRTUE

Obtaining all three Pendants of Virtue proves the Hero worthy of wielding the Master Sword.

The Pendant of Courage is green, found in the deserts of the far Eastern Lands.

The Pendant of Power is red, found on Death Mountain.

The Pendant of Wisdom is blue, like the waters of Lake Hylia in which it resides.

PIECE OF POWER

A rare drop from mobs, this will immediately grant a huge powerup, doubling your damage output and providing complete immunity to stun effects. Like small hearts, it cannot be picked up and put in inventory.

ROC'S FEATHER [\$]

A magic feather from the fabled Roc, when held it provides a significant boost to jump as well as slowing the rate at which Link falls. Combined with the Pegasus Boots, Link is able to jump over four blocks high when sprinting.

SKILL ORBS [\$]

Skill orbs can be found by battling enemies throughout the land, each one granting the next level for one of the above sword skills. Learning a skill consumes the orb in the process, but orbs may be stacked for easy portability. The Looting enchantment has a significant effect on the rate of orb drops, as does finding the correct type of enemy.

SLINGSHOT [\$]

More of a toy than a weapon, the Slingshot nevertheless has its uses. It can shoot any kind of seed, inflicting minor damage to mobs as well as being capable of activating wooden buttons. More powerful versions of the slingshot are capable of firing multiple seed fragments per shot.

Seeds are consumed based on inventory position (starting in the action bar), with those found first being used first. Some seeds have secondary effects, such as knocking the target back or inducing combustion. See the spoilers section for specific seed effects as well as how to upgrade the slingshot.

SPIRIT CRYSTALS

Once found, a spirit crystal may be used by left-clicking on any of the Sacred Flames to absorb the spirit within, allowing Link to use a variety of impressive magical spells. Each use consumes some of the spirit's energy, leaving an empty spirit crystal when fully consumed. When running low on energy, they may be recharged at the appropriate Sacred Flame, or changed to another type after fully drained.

Din's Fire

By charging up briefly with right-click, unleash a devastating fire attack that will leave most foes charred to cinders. Can be used up to 16 times before needing to be recharged.

Farore's Wind

This crystal grants Link the ability to quickly travel to any previously stored location, so long as it is within the same dimension. Mark a location with a single right-click while sneaking; teleport to a stored location by holding right-click until the final sounds of Farore fade. Only one location may be stored at a time per crystal.

Nayru's Love

Using the powers of Nayru, become temporarily invulnerable to all types of damage by right-clicking once. No other magic powers or magic arrows may be used while under the effects, and the effects only wear off once the hunger bar reaches zero, so use with caution. Hunger will be consumed rapidly while this is in effect.

POTIONS

The classic Zelda potions finally make their appearance; red and green potions are frequently found in jars and chests, while the rare blue potion is found only occasionally in locked chests. These may be purchased from the Doc (librarian villager) after bringing him enough of the associated Chu Jelly.

Red: Restores 10 full hearts.

Green: Completely replenishes the hunger bar.

Blue: Replenishes both the hunger bar and heals 20 full hearts.

Yellow: Grants immunity to shock damage for 5 minutes.

TREASURE

Various treasures will be found along the way, none of which have any real effect, but may yet be useful. Maybe. Some may be sold, others may be traded for unique items. See the spoilers section below for all the details about treasure.

WHIPS

Whips are great for swinging, pulling levers, and even disarming opponents and stealing items. They do not inflict much damage, but are capable of stunning unarmored critters for a short time.

Short Whip: Standard whip; default range is only 6 blocks.

Long Whip: Bring the short whip to a butcher to upgrade the range to 9 blocks (1.5x short whip range).

Magic Whip: Capable of attaching to a wide variety of materials, with the same range as the long whip.

Blocks

Blocks which are craftable are noted as such; recipes can be found in the [Crafting Recipes](#) section.

Barriers [liftable, smashable]

Barrier blocks cannot be destroyed or moved by any normal means, making them ideal for restricting access. They can be picked up by right-clicking on them with an appropriately powerful pair of Gauntlets, and the Megaton Hammer is capable of destroying barrier blocks, although one must also have the Golden Gauntlets in the inventory in order to destroy Heavy Barriers.

Ceramic Jars [craftable, hookable, smashable, whippable]

Jars can be found all over the place and often yield an item when smashed. Right-click with an empty hand to pick one up, and right-click again to throw it. Right-clicking on a tile while sneaking will place the jar back down. They can also be broken by sword, arrow, hookshot, explosion, and other methods such as pulling with the whip.

Any item dropped near a jar may be sucked into the jar, and breaking the jar is the only way to retrieve it. Empty jars have a chance to drop some random item, such as an arrow or rupee.

Fairy Spawner

This block comes in two versions: one can be mined using normal tools such as a pickaxe, and the other is completely unbreakable. Both versions act as fairy spawners when placed, but do not currently provide any of the other functionality associated with the Zelda dungeons. In the same manner as Dungeon Stone, this block is able to assume different block textures by right-clicking on any simple cubic block while sneaking.

Dungeon Stone [smashable]

Dungeon Stone is exactly like Secret Stone in all respects, except it has the additional ability to assume any cubic block texture simply by right-clicking on a block while sneaking. Whatever texture is assumed, that is the block that will drop should the Dungeon Stone be destroyed.

Do note that the block uses a tile entity to provide the texture, so restraint should be used in the quantity of Dungeon Stone blocks placed; too many will create significant lag when loading chunks, just like any other tile entity providing block.

The breakable version of this block may be smashed using the Megaton Hammer.

Giant Lever [whippable]

This special lever may only be activated with a whip; it is unbreakable unless active, though it always drops if its anchoring block is destroyed. Be sure to place it on another unbreakable block if you anticipate this form of attrition.

Hookshot Target [craftable, hookable]

A block made specifically for hookshots: all hookshots are able to hook onto the face of this block. It may be placed in any direction, including up and down.

Locked Doors

Otherwise known as Boss or Dungeon Doors, these can only be removed by activating them with the appropriate key.

Locked Chests

These chests can be opened with a Small Key; once unlocked, they behave identically to vanilla chests.

Locked chest contents are accessible in Creative Mode simply by activating the chest.

Wooden Beam [craftable, whippable]

A sturdy beam suitable for swinging from with a whip. It may be placed in any direction, including up and down, so long as it is attached to a solid block.

Wooden and Rusty Pegs [hookable, whippable]

Another obstacle convenient for blocking off areas, pegs must be hammered into the ground with an appropriately powerful hammer, and can even be destroyed if the hammer is strong enough. If not destroyed, pegs will pop back up over time and must be hammered down again in order to pass.

Pegs may be used to swing with the whip or grappled with the hookshot when not smashed into the ground; only the Multishot is capable of hooking on to the Rusty Peg.

Sacred Flames

There are three sacred flames: Din, Farore, and Naryu. These blocks cannot be broken or moved, though they may be extinguished depending on configuration settings. Each flame is located in a different Boss Dungeon and has similar uses - find them yourself or check the content spoilers below.

Secret Stone [smashable]

While Secret Stone appears to be a standard block, it can not be broken with normal tools and is the main building block of all secret rooms and boss dungeons. The standard version can be destroyed using any explosive or smashed with the Megaton Hammer, but the boss version can not be destroyed by any means. Typically, gaining entry to a boss dungeon will revert the unbreakable blocks back to normal stone.

Sword Pedestal [duplicable]

These blocks can contain any one sword at a time, though they require that the three Pendants of Virtue be ensconced within in order to remove the blade. When home to the Master Sword, sword pedestals put out a constant redstone signal. See the 'Crafting Recipes' section for how to duplicate pedestals.

Block of Time

A block engraved with the symbol of time; functions as in the original Ocarina of Time game. The block is unbreakable, but other blocks may be put in its place depending on its current state.

Royal Family Block

A block with the markings of the Hyrulean royal family. The block is unbreakable, but other blocks may be put in its place depending on its current state.

Song Inscription Block

A block inscribed with the notes to a song, these can sometimes be found in old ruins or crypts. These blocks only respond to musical instruments, so be sure to have one in hand. This block may be broken, but does not drop any item.

In Creative Mode, sneak and right-click on an inscription block to change the song which it will teach.

Warp Stones

These blocks appear after defeating each Boss Dungeon. Activate it while holding an instrument to learn the appropriate warping song and set the warp coordinates. If you just want to set warp coordinates without opening the song gui, activate it while sneaking (and still holding an instrument).

???

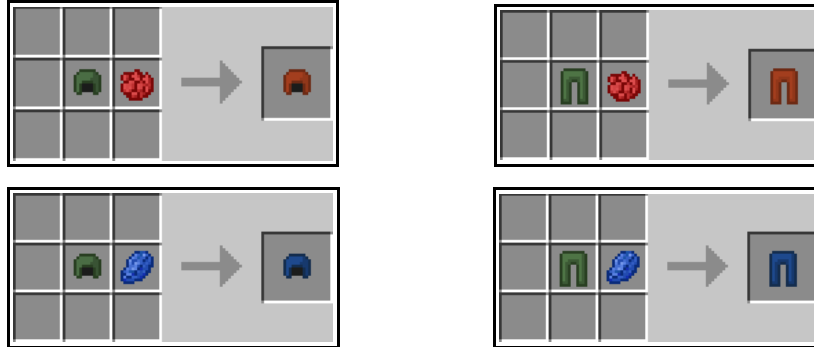
You will have to be extra observant to find this one, but it will be worth it!

Crafting Recipes

The few crafting recipes that exist in ZSS are shaped unless otherwise noted.

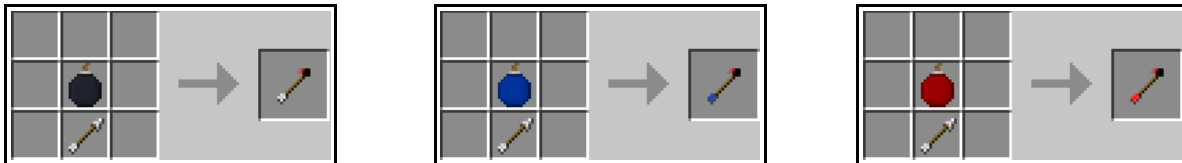
ARMOR [shapeless]

The Kokiri Hat and Kokiri Trousers can be dyed red or blue to become the Goron or Zora versions:



ARROWS [shapeless]

A bomb plus a vanilla arrow can be crafted into a bomb arrow of the bomb's type:



CERAMIC JARS

Jars are easy and plentiful to make out of regular bricks.



FAIRY OCARINA

Three balls of clay plus reeds (sugar cane):

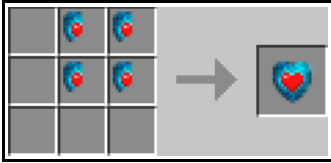


WOODEN HAMMER (optional)



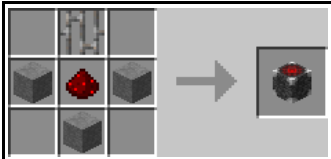
* Any vanilla log may be used

HEART CONTAINER



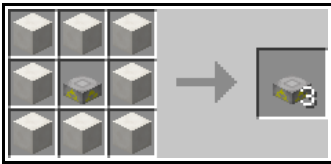
HOOKSHOT TARGET

Hookshot targets are made out of stone, iron bars, and redstone.



SWORD PEDESTAL

While not truly craftable, sword pedestals may be duplicated once they are unlocked by placing one in the center surrounded by quartz blocks.



WOODEN BEAM

Any type of wooden plank may be used to craft a wooden beam.



Mobs

WARNING: This section contains massive spoilers about the mobs which can be found in ZSS - only read this if you are already familiar with the mod or do not mind spoilers!

FRIENDS

All friendly mobs and NPCs are detailed below; many NPCs require naming a villager with a name tag and then interacting with them in some way, usually with a specific item, in order to turn them into the actual NPC version. All NPCs have spawn eggs for use by map-makers.

BARNES [NPC]

Barnes is the owner of Kakariko's Bomb Shop and always has a steady supply. Right-click on any villager named "Barnes" while holding gunpowder to activate the Bomb Shop. See the Secrets and Spoilers section for details on unlocking all of the Bomb Shop items.

FAIRIES

Fairies are magical flying creatures with incredible healing powers. Just touching one will partially heal Link, and they can be captured in empty bottles by right-clicking on them with a bottle in hand, storing their powers for later.

Fairies only spawn in swamps at night, but may rarely spawn during the day in secret fairy pools. These pools are very precious, as the fairies make it their home and never stray far, making them perfect for healing up in a time of need or as a renewable source of fairy bottles.

NAVI

Link's erstwhile companion has astute powers of observation, alerting Link whenever there are secret rooms nearby. Detection range and frequency may be set in the configuration file.

Should Navi become too bothersome, she may safely be stored inside of any empty bottle; when needed once again, she may be released like any other fairy: by activating the bottle while sneaking.

Navi may optionally begin the game with Link but, if not, can be obtained simply by renaming any fairy bottle in an anvil - to any name, not just "Navi."

GORONS

One of the friendly races, Gorons are typically willing to trade a variety of goods and may be found mingling amongst regular villagers. Their large size, tough skin, and hardy nature are a welcome asset to any village, helping to protect against the hordes of enemies. Alone, however, a single Goron can quickly become overwhelmed, and they are too large to fit in traditional dwellings, making it crucial to provide backup or some other form of assistance. An angry Goron will not hesitate to fight back, but will not pursue conflict if the opponent ceases all aggression.

HAPPY MASK SALESMAN [NPC]

The Happy Mask Salesman is created by *left*-clicking on any villager whose name contains "Mask Salesman" while holding Zelda's Letter, at which point Link will be able to embark upon the mask salesman's epic mask trading quest.

ORCA [NPC]

While already an old man, Orca has many hidden skills that he may be willing to teach Link, for a price. Orca is activated by *left*-clicking a villager named “Orca” while holding a Knight's Crest.

ENEMIES

CHUS

The lowly chu is typically easy to deal with in a few sword swipes, but in greater numbers or large size, they can be a force to be reckoned with. Rarer chu types are known to create an electrical aura when threatened, rendering them immune to damage and causing a significant amount of damage to and stunning any foolish enough to attack at that time.

All Chus are capable of merging together when their health is low and another chu is about, as well as split apart like slimes when killed, making them a sometimes surprising opponent.

Red Chu

This is the weakest chu. It is often found in swamps, and drops red chu jelly. Fairly resistant to fire.

Green Chu

Slightly stronger than the red chu, it is not resistant to any particular damage, but its attack may severely weaken any target struck. Drops green chu jelly and is most often found in plains.

Yellow Chu

This is the strongest chu, as well as a highly electrified one. Caution must be used in dealing with this chu whenever its electrical field is up, as striking it directly will instead both damage and stun the attacker. Stun effects, explosions, and waiting are all valid strategies for bringing down the electrical field, though magic damage can penetrate it directly. Yellow chus are of course immune to shock damage and drop yellow chu jelly; they are most often found in the dry deserts.

Blue Chu

The rarest chu type, blue chus are highly resistant to magic, fairly resistant to shock, and totally immune to cold damage, and are known to occasionally generate electric fields much like their yellow cousins. Blue chus cause cold damage, as well as weakening the target against cold. These are highly sought after for their blue chu jelly, and they are most often found in taiga biomes.

DARKNUTS

Darknuts are Ganon's most elite soldiers: heavily armored, well trained, and devastatingly effective. While armored, Darknuts fear almost nothing and will use Armor Break to great effect. Should their armor be removed, they will tenaciously parry incoming attacks and use Spin Attack if threatened.

Striking a Darknut's weak backside, especially with Back Slice, will eventually destroy their armor; bombs and other explosions are also effective, whereas magic can hurt them directly.

Mighty Darknuts are a stronger, cape-wearing version - so long as their cape is intact, their armor is

untouchable. Capes are susceptible to fire of any kind, though they take some time to burn away.

KEESE

Keese are bat-like creatures common throughout the land. Weak individually, they can become a danger in swarms, especially to the unarmored.

Common

The common Keese has no real special abilities, but like all Keese is capable of evading attacks.

Fire

Fire Keese inhabit the Nether region; as such they are immune to fire and can ignite anyone they touch.

Ice

Ice Keese are native to all cold regions; they are immune to cold and their cold touch causes slowness.

Thunder

Thunder Keese can appear anywhere, albeit rarely. Beware, as they often become electrified.

Dark

Dark Keese are the rarest, and their cursed touch can cause any number of ill effects.

OCTOROKS

This Zelda classic has the honor of being the first mob added. The Octorok spawns in most watery biomes and comes in two varieties: the regular purple version spits rocks, while the rarer pink version spits bombs and may occasionally drop water bombs when killed.

WIZZROBES

The classic teleporting, spell-slinging Zelda mob has made it to ZSS in style, with four different types of magic and a boss version. Their custom AI and armor-piercing magic make them significantly more challenging than the regular Minecraft mobs.

Commands

There are several server commands which can be used by admins or players in Creative Mode.

GRANT SKILL

Usage: grantskill <player> <skill> <level> OR grantskill <player> all

Effect: Grants the skill at the designated level to the designated player, or grants the player all skills at max level.

Required Permission Level: 2

REMOVE SKILL

Usage: removeskill <skill> OR removeskill all

Effect: Removes all levels in the designated skill from the command sender, or clears all skills.

Required Permission Level: 2

Configuration Settings

The default settings for ZSS should provide a balanced and fun experience for the vast majority of users, and it is recommended for first time users to try out the mod without making any changes; however, many settings may be altered in the configuration file to provide a better experience.

Note that some settings require generating a new world to take effect, while others may be changed at any time and some may even be changed in-game. Any such requirements are noted in the individual settings sections below.

Please note that the settings described below are not all-inclusive - please check the configuration file.

How to Find and Edit the Configuration File

1. Install the latest version of the mod and Forge
2. For best results, delete any previous configuration file
3. Run Minecraft with Forge and the mod installed to generate a new configuration file
4. Don't start a world - simply quit
5. Open the /config folder, which should be located in the same directory as the /mods folder
 - default folder for Windows users is /user/AppData/Roaming/.minecraft/config
6. Open "zeldaswordskills.cfg" using any text editor such as Notepad
7. Change settings as desired, then save
8. Launch Minecraft to play ZSS with the new settings

World Generation Settings

Each of the following settings affects world generation in some way; these may technically be changed after starting a world, but will then only affect new chunks. It is always recommended to start a new world whenever making changes to these settings.

DUNGEON GENERATION

The following settings apply to both [Nether] and [Overworld] unless otherwise noted.

I:"Adjust secret rooms so they are more hidden [1 = less, 3 = most]"=2

This setting determines how much of a secret room is allowed to be revealed should a room generate near the surface - 1 allows for many blocks to show, 3 allows for only one or two blocks.

I:"Secret room generation attempts per chunk (0 to disable) [0-20]"=12

The number of secret rooms that attempt to generate per chunk; note that some will not generate due to randomness (see the next setting), and others will fail due to unsuitable terrain or proximity to other secret rooms (see the setting after next).

I:"Chance (as a percent) per iteration of secret room generating [1-100]"=80

Makes the number of secret rooms per chunk more or less random, with a lower chance of generation resulting in more randomness. A setting of 100 means that every single secret room will attempt to generate, though some will still fail for the reasons noted above.

I:"Minimum number of blocks between land-based secret rooms [2-16]"=6

A higher setting results in fewer secret rooms overall, with more space between each, whereas a lower setting allows rooms to pack more closely together and thus succeed at generating more often.

I:"[Overworld] Minimum number of blocks between ocean-based secret rooms [2-32]"=6

Same as above, but specifically for secret rooms that generate along the ocean floors.

I:"Chance (as a percent) for certain dungeons to have fairy spawners [0-100]"=10

Determines how many secret rooms which qualify to become fairy spawners actually become one.

Note that even at 100%, many secret rooms will still not be fairy spawners.

I:"Minimum number of chunks between Boss Dungeons [8-64]"=12

Same as above, but for boss dungeons with the distance measured in chunks. Larger values mean dungeons will be farther apart, though dungeons of different types may be slightly closer.

S:"[Boss Dungeon] List of biomes in which {TEMPLE NAME} Temples can generate"

A list of biome names, one per line, in which the specified boss dungeon may generate. These values are mutually exclusive, meaning that no two lists are allowed to contain the same biome. An empty list will completely prevent that boss dungeon from generating.

WORLD GENERATION

Settings affecting distribution of ceramic jars, song pillars, and other such decorative structures are found in this section. These settings are all self-explanatory - please see the configuration file.

LOOT

I:"Chance (as a percent) a chest will be locked [10-50]"=33

Locked chests require small keys to open, so be mindful of both values when changing the settings.

I:"Chance that a secret room's entrance will be barred by some obstacle [1-50]"=25

Secret rooms that are barred cannot be destroyed with bombs - special items such as the Hammer or Gauntlets are required to gain entry.

I:"Weight: Key, Big [1-10]"=3

Big keys are added completely independently of other loot, but only in locked chests. Each point of weight corresponds to a 5% chance of generating (max is 50% chance per locked chest). Note that big keys ONLY generate in the same biome(s) for their corresponding dungeon door.

I:"Weight: Key, Small [1-10]"=4

If you increased the chance of chests being locked, you will want to increase the weight of small keys.

I:"Weight: Locked Chest Content [1-10]"=3

Affects the distribution of certain items in locked chests; higher values favor some items, such as ice arrows, at the expense of others, such as blue potions.

Game-Play Settings

The following settings all affect game-play in some way. They may be changed at any time.

Remember, this is not an exhaustive list of settings - please check the configuration file.

BONUS GEAR

B:"Enable bonus starting equipment"=false

Set this to true to receive bonus starting gear, but gear can only be received once per world save; changing settings after receiving gear will not have any further effect.

B:"Begin the game with Link's House - place it anywhere you like!"=true

Provides a seed item which can be used to generate a small structure; if the Kokiri sword and bonus Basic Sword Skill orb are enabled, they will be inside the house instead of the player's inventory.

B:"Automatically equip starting equipment"=true

If starting equipment is enabled, any armor pieces will be automatically equipped if this setting is true; otherwise, they are placed in the inventory slots.

DROPS

I:"Chance (as a percent) for specified mobs to drop a random orb [0-100]"=10

Certain mobs, when they drop an orb, will always drop the same orb, allowing for more predictable game play; however, this setting defines the chance that the mob will instead drop a randomized orb. Setting this to 100 will completely negate any association of mob to orb, meaning the drops will be completely random.

I:"Chance (as a percent) for random mobs to drop a random orb [0-100]"=1

For mobs that do NOT drop a specific orb, such as sheep, this setting defines the chance that they will attempt to drop an orb of some kind when killed. Setting this to 100 means that ALL mobs will always try to drop an orb, whereas setting this to 0 means only designated orb-droppers can drop orbs.

I:"Chance (in tenths of a percent) for {SKILL NAME} [0-10]"=5

When a mob determines that it should drop an orb, this is the chance that the orb will ACTUALLY drop, per individual orb. This chance is further modified by weapon looting level at 0.5% per level, and up to another 1% can be gained from a special item, resulting in a maximum chance of 3.5%, at which roughly one orb would drop per 28.5 orb-dropping mobs killed. A setting of zero simply means that looting or other gear is required for the orb to drop - it does not disable it entirely.

B:"[Skill Orbs] Enable skill orbs to drop as loot from mobs"=true

Set this to false to completely disable skill orbs dropping from mobs.

I:"[Whip] Chance that loot may be snatched from various vanilla mobs, using a whip (0 to disable)[0-100]"=15

Base chance of stealing an item from any mob registered as a loot-holder using the API, which includes all vanilla mobs by default. IEntityLootable entities define the loot chance independently.

I:"[Whip] All whip-stealing chances are multiplied by this value, as a percentage, including any added by other mods (0 disables ALL whip stealing!)[0-500]"=100
Affects all stealing chances, including IdentityLootable and other mods which have registered entities. Default setting does not modify the base chance at all. Set to zero to completely disable stealing.

ITEMS

This section contains many settings related to item functionality and upgrades. All bomb-related settings apply to all types of bombs (added by this mod), including bomb arrows.

I:"[Bombs] Minimum fuse time; set to 0 to disable held bomb ticks [0-128]"=56
Sick of bombs blowing up in your hands? Extend the fuse time or disable it altogether.

B:"[Bombs] Whether bombs are non-griefing, i.e. can only destroy secret stone"=false
If you find your world is getting obliterated, you may want to set this to true, which will restrict bombs to blowing up specific modded blocks only, including secret stone and ceramic jars.

B:"[Hero's Bow] Whether the fire arrow can melt unbreakable ice blocks"=false
B:"[Din's Fire] Whether Din's Fire can melt unbreakable ice blocks"=true
These two settings determine whether their respective item can melt (i.e. break) unbreakable ice blocks, such as those used in the Ice Temple boss dungeon.

MOB SPAWNS

S:"[Biome Types] List of { type } type biomes - certain mobs spawn differently depending on the biome type"

Certain mobs spawn different subtypes based on the generic type of biome in which they are spawned. Yellow Chus, for example, typically spawn in Arid and Jungle type biomes. Adding or removing biomes from those two types will affect where Yellow Chus (and certain other mobs) spawn.

I:"Chance that mobs with subtypes spawn with a random variation instead of being determined solely by BiomeType [0-100]"=20
If a mob has subtypes which spawn based on biome type, such as Chus, this is the chance that the mob variation will be determined randomly instead of by biome type. Set to 100 to ignore biome type completely, or 0 to prevent any variation at all (e.g. only Yellow Chus will spawn in Arid biomes).

S:"[Spawn Biomes] List of biomes in which { mob } are allowed to spawn" < ... >
Provides fine control over each mob and the biomes in which it may spawn. One biome per line.

I:"[Spawn Rate] { mob } spawn rate (0 to disable)[0+]"=10
Weight given to this mob when determining spawns. Set to zero to prevent this mob from spawning naturally.

I:"[Spawn Rate] Goron spawn rate, as a ratio of regular villagers to Gorons (0 to disable)[0+]"=4
Gorons have a chance of spawning each time a vanilla villager spawns, but do not otherwise spawn. Setting this to zero will result in no Gorons at all in the world.

GENERAL

I:"Default swing speed (anti-left-click-spam): Sets base number of ticks between each left-click (0 to disable)[0-20]"=0

If enabled, players will only be able to left click once per number of ticks, making combat much more intense. Does not affect players in Creative Mode.

I:"Boss health multiplier, as a percent increase per difficulty level [100-500]"=250

This only applies to bosses that spawn as a part of Boss Dungeons (temples), and only to those that are not already boss-level mobs (e.g. zombies).

I:"[Mobs][Keese] Chance of Keese spawning in a swarm (0 to disable)[0-100]"=25

The chance that each naturally-spawning Keese spawns in an entire swarm; additionally spawned Keese cannot spawn in further Keese.

I:"[Mobs][Keese] Maximum number of Keese that can spawn in a swarm [4-16]"=6

The maximum number of additional Keese that a single Keese can spawn when swarming.

B:"[Mob Buff] Disable all buffs (resistances and weaknesses) for vanilla mobs"=false

Set to true to disable the various resistances and weaknesses that I applied to vanilla mobs, such as slight weakness to fire and strong weakness to holy for zombies.

RECIPES

B:"Smelt all those disarmed pigmen swords into gold ingots"=false

If you go on a disarming rampage amongst the pigmen, fear not! Set this to true at any time to enable a smelting recipe to reclaim the gold that should by all rights be yours.

SECRETS and SPOILERS

WARNING

The following pages contain massive spoilers that may ruin the sense of discovery and accomplishment that comes from figuring things out on your own - read at your own peril!

General Hints

Following are some generic tips and hints that may help in getting oriented with the mod, but do not really spoil anything in particular. Still, for purists, it is probably best to skip this section.

TIP: If you are stuck, check out the **Achievements** page in-game! It contains many hints on the general progression of the mod as well as more specific hints on what to do next and sometimes even how to go about doing it. If you still can't figure it out, continue reading.

Finding Secret Rooms

Secret rooms are scattered about the world and are noticeable by the distinctive sound heard when striking the unbreakable blocks with a normal tool. Once discovered, the typical way of gaining entrance is to use explosives, though some secret rooms are impervious even to those.

Finding secret rooms depends very much on the configuration settings; default values will generate 4-6 rooms per chunk, on average. That sounds like a lot, but they can be tough to find, and if host a busy server that will be far too few.

If you find that you simply are not finding enough secret rooms following your normal play style, I highly recommend editing the configuration file to increase the number of rooms per chunk, as well as decrease the minimum distance allowed between rooms. Starting a new world after editing the configuration settings will provide the best results.

Finding Fairy Spawners

Fairy spawners only appear in partially flooded secret rooms, though not all such rooms. The chance that a particular room will become a fairy spawner can be changed in the configuration file, and secret rooms located in hilly or mountainous biomes always have the highest chance of fairies.

Do note that a partially-flooded room with no fairies does not necessarily mean that it is not a fairy spawner; fairies spawn most frequently at night, so you may need to wait around for a little while before any fairies appear.

Finding Boss Keys

When looking for that elusive Boss-Key, there are several things to keep in mind:

1. Boss keys only appear in the same biome as the Boss Dungeon (see Config settings)
2. This means the key for the Forest Temple will only be found in forest biome secret rooms
3. Boss keys are only found inside of locked chests, not regular chests

If you are still finding it too difficult, there are several configuration settings that play a critical role in determining how easy or difficult it is to find a boss key:

1. Loot, Weight: Key, Big [1-10] – default is 5; set it higher for more Boss Keys
2. Loot, Chance a chest will be locked [10-50] – default is 33, set it higher for more locked chests; more locked chests means more chances for Boss Keys to spawn
3. Dungeon Generation: allowing more secret rooms to generate will greatly increase the ease with which you will find Boss Keys; for maximum secret room generation:

- Set the minimum number of blocks between rooms to the minimum value (2)
- Set the chance per iteration of generating a secret room to 100
- Set the number of secret room generation attempts per chunk to 20

Villager Trading

To activate most of the special Zelda item trades, you first need to become "friends" with the villager. This is accomplished by trading with them until a certain number of trade options have opened up (the default is six).

Once enough trade options are available, left-clicking on the villager while holding the Zelda Item you wish to trade will typically activate a trade; if not, the villager will let you know they are not interested.

Selling some items such as spare boots or keys usually requires clicking multiple times, but can also usually be sold even to villagers with whom you have never traded before.

Item Spoilers

This section contains highly detailed spoilers related to items.

TIP: If you are stuck, check out the **Achievements** page in-game! It contains many hints on the general progression of the mod as well as more specific hints on what to do next and sometimes even how to go about doing it. If you still can't figure it out, continue reading.

TRUE MASTER SWORD

Obtaining the True Master Sword is an endeavor of epic proportions, requiring the player to first obtain the Master Sword, reforge it into the Tempered Sword, upgrade that to the Golden Sword, and finally transform that into the True Master Sword. Each step is outlined below.

Obtaining the Master Sword

1. Find an Ocean boss dungeon to get the Pendant of Wisdom.
2. Find a Desert boss dungeon to get the Pendant of Courage.
3. Find a Mountain boss dungeon to get the Pendant of Power.
4. Take all 3 pendants to a Forest dungeon and place them in the Triforce pedestal.

Upgrading to the Tempered Sword

1. Collect 2 pieces of Master Ore
2. Left click on a friendly blacksmith with the Master Ore while a Master Sword is in your inventory
3. Give the smith your Master Sword and 2 pieces of Master Ore; he will reforge it into the Tempered Sword

Upgrading to the Golden Sword

1. Defeat 100-1000 mobs, as set in the config file, with your Tempered Sword
2. Throw the sword into a fairy pool while fairies are about to receive the Golden Sword

Upgrading to the True Master Sword

1. Swing your Golden Sword (left click) through each of the 3 Sacred Flames
2. Each Sacred Flame will grant an enchantment on the Golden Sword
3. Once all 3 have been absorbed, place the Golden Sword in the Triforce Sword Pedestal to reveal the True Master Sword

MIRROR SHIELD

Toss a Hylian Shield into a fairy pool while the True Master Sword is in your inventory.

BOOMERANG

Upgrading the Boomerang

Once you have achieved at least half of the total bonus hearts available, bring the boomerang to the Great Fairy at the Waterfall of Wishing for an upgrade! (At this time, any fairy pool will work)

HERO'S BOW

Upgrading the Bow

To upgrade to a level 2 bow, toss 6 full stacks of 64 emeralds into an active fairy pool, followed by a level 1 bow. For level 3, toss in 9 full stacks and a level 2 bow.

MAGIC RODS

Locations

Fire Rod: Often found in Desert Temple boss dungeons (not vanilla desert temples!)

Ice Rod: Often found in Ice Temple boss dungeons

Tornado Rod: Often found in Wind Temple boss dungeons

Upgrades

To upgrade a magic rod, first find a Sacred Flame that matches the Rod's element, then swing the Rod through the flames, absorbing its power. Once this is done, travel to the nearest fairy pool and be prepared to spend a hefty sum! Prices are proportional to the original costs in *A Link Between Worlds* [800 for the Tornado Rod, 1200 for the others], requiring a number of full emerald stacks (64 emeralds per stack) equal to 1/100 of the original cost, i.e. 8 or 12 full stacks.

MASKS

Blast Mask: Found as treasure, this mask is a blast! Press b for a good time.

Bunny Hood: Part of the mask trading sequence; increases your speed, jump, and agility

Couple's Mask: Part of the mask trading sequence; a sure way to make villagers frisky

Gerudo Mask: Can be borrowed from the Happy Mask Salesman; wear it to look like a Gerudo girl

Giant's Mask: Found as treasure, turns you into a Giant (other players will not see any change in size)

Gibdo Mask: Found as treasure (currently no use)

Hawkeye Mask: Found as treasure; grants exceptionally keen sight and uncanny accuracy

Keaton Mask: Part of the mask trading sequence (currently no use)

Mask of Scents: Part of the mask trading sequence; dig around in the dirt to find mushrooms

Mask of Truth: Reward for completing the mask trading sequence; increases chance of skill orb drops

Skull Mask: Part of the mask trading sequence; makes you look tough

Spooky Mask: Part of the mask trading sequence; blend in with the spooky folks

Stone Mask: Found as treasure; become plain as stone (i.e. invisible)

Deku Mask: Can be borrowed from the Happy Mask Salesman; grants jump boost and slow-falling

Goron Mask: Can be borrowed from the Happy Mask Salesman; grants fire immunity

Zora Mask: Can be borrowed from the Happy Mask Salesman; grants water breathing

Fierce Deity's Mask: Can be borrowed from the Happy Mask Salesman; +25% Sword Beam damage

Majora's Mask: An evil mask granting the wearer immense power, but at a price.

OCARINA

Zelda's Lullaby: Learned by speaking to "Impa" (a named villager) while holding an ocarina.

Epona's Song: Learned by speaking to "Malon" (a named villager) while holding an ocarina.

Saria's Song: Learned by speaking to "Saria" (a named villager) while holding an ocarina.

Song of Storms: Learned by speaking to "Guru-Guru" (a named villager) while holding an ocarina.

Sun's Song: Not currently learnable in Survival.

Song of Time: Learned by speaking to "Zelda" (a named villager) while holding the Ocarina of Time.

Scarecrow's Song: Learned by speaking to a scarecrow (made of hay and a pumpkin) with an ocarina.

Song of Healing: Learned from the Happy Mask Salesman after finding the Ocarina of Time.

Song of Soaring: Learned from a song inscription found on an old pillar in the Southern Swamp.

Warp songs are learned from blocks that appear upon defeating their respective boss dungeons.

SKILL ORBS

Most skill orbs have assigned mob types which drop them more frequently or even exclusively. Mobs which do not appear on this list typically have a much lower chance of dropping orbs. There are many configuration settings which can be tweaked, but the default settings are recommended for balance.

The chance for any given orb to drop by default 0.5% (configurable on a per-orb basis), plus 0.5% per Looting level of the player's weapon. Wearing the Mask of Truth further increases the chance by 1% (equivalent to an additional two levels of Looting).

Boss mobs are special in that they always drop Mortal Draw until the player has maxed that skill, at which point they drop a random orb.

| Skill Orb | Drops From |
|------------------------------|---------------------------|
| <i>Armor Break</i> | Creepers, Iron Golems |
| <i>Back Slice</i> | NEVER DROPS |
| <i>Basic Sword Technique</i> | Skeletons, Zombies |
| <i>Dash</i> | Horses, Silverfish |
| <i>Dodge</i> | Endermen, Keese |
| <i>Ending Blow</i> | Spiders |
| <i>Leaping Blow</i> | Cave Spiders, Magma Cubes |
| <i>Mortal Draw</i> | All Boss Mobs |
| <i>Parry</i> | Ocelots, Pig Zombies |
| <i>Rising Cut</i> | Octoroks |
| <i>Spin Attack</i> | Blazes, Darknuts |
| <i>Super Spin Attack</i> | NEVER DROPS |
| <i>Sword Beam</i> | Ghasts, Witches |
| <i>Sword Break</i> | Wizzrobes |

SLINGSHOT

Upgrading the Slingshot

To upgrade the slingshot, first Link must throw emeralds into a fairy pond, followed by a slingshot. Note that any enchantments on the original slingshot DO NOT carry over to the upgraded version.

Fairy Slingshot: 128 emeralds => *Scattershot*

Scattershot: 320 emeralds => *Super Slingshot*

Enchanting the Slingshot

Each type of slingshot may be enchanted with *Power* by visiting a fairy pool and tossing in emeralds. Maximum enchantment level is restricted by the player's current number of bonus hearts (only ZSS bonus hearts count).

Fairy Slingshot: 10 emeralds and 5 bonus hearts required per enchantment level

Scattershot: 14 emeralds and 7 bonus hearts required per enchantment level

Super Slingshot: 20 emeralds and 10 bonus hearts required per enchantment level

Note that enchanting need not be accomplished all at once - a slingshot with *Power I* may be upgraded to *Power II* simply by tossing in enough emeralds and having enough hearts.

Slingshot Seed Effects

Wheat: No special effect, weakest damage

Melon: Knockback, medium damage

Pumpkin: Slow, medium damage

Cocoa Beans: Weakness, medium damage

Deku Nut: Stuns enemies, best damage (may also be thrown)

Netherwart: Fire, best damage

TREASURES

There are a variety of treasures to be found, many of which are used in special trades.

Claim Check: Part of Biggoron's Trading Sequence.

Cojiro: Part of Biggoron's Trading Sequence.

Evil Crystal: Rare drop from Wizzrobes and Cursed Keese; may be sold to a Hunter; may be traded to priests for an empty Spirit Crystal.

Eye Drops: Part of Biggoron's Trading Sequence.

Eyeball Frog: Part of Biggoron's Trading Sequence.

Goron Sword: Part of Biggoron's Trading Sequence.

Jelly Blob: Rare drop from Chus; may be traded to 'Doc' the librarian for rare potions

Knight's Crest: Rare drop from Darknuts; may be sold to a Hunter; used in Orca's quest.

Monster Claw: Rare drop from Keese; may be sold to a Hunter

Odd Mushroom: Part of Biggoron's Trading Sequence.

Odd Potion: Part of Biggoron's Trading Sequence.

Poacher Saw: Part of Biggoron's Trading Sequence.

Pocket Egg: Part of Biggoron's Trading Sequence.

Prescription: Part of Biggoron's Trading Sequence.

Tentacle: Rare drop from Octoroks - begins Biggoron's Trading Sequence; may be sold to a Hunter

Zelda's Letter: Found rarely in Boss Dungeon chests - used to begin the Mask Trading Sequence.

Trade Secrets

TIP: If you are stuck, check out the **Achievements** page in-game! It contains many hints on the general progression of the mod as well as more specific hints on what to do next and sometimes even how to go about doing it. If you still can't figure it out, continue reading.

Bomb Trades

Name any villager “Barnes” and right click on him with gunpowder to activate Barnes' Bomb Shop.
Bring Barnes a fish to unlock the Water Bomb trade.
Bring Barnes some magma cream to unlock the Fire Bomb trade.
Left click on Barnes while holding any bomb to get him to sell Bomb Bags.

Better Hunter Trade

You can get a better price for your monster part treasures by naming the butcher to Monster Hunter instead of just Hunter. The price will only apply to new trades, of course.

Biggoron Sword Trading Sequence

All trades involve first naming the correct type of villager with a name tag to the appropriate name from Ocarina of Time, and then presenting them with the correct treasure item. The sequence is not exactly the same, but quite close.

Each entry follows the format [villager profession][custom name][treasure required]

1. Child Farmer, *Talon*, Tentacle [Talon MUST be a child villager!]
2. Farmer, *Cucco Lady*, Pocket Egg
3. Farmer, *Grog*, Cojiro
4. Librarian, *Old Hag*, Odd Mushroom
5. Farmer, *Grog*, Odd Potion
6. Blacksmith, *Mutoh*, Poacher's Saw
7. Blacksmith, *Biggoron**, Broken Goron's Sword
8. Priest**, *King Zora*, Prescription
9. Librarian**, *Lake Scientist*, Eyeball Frog
10. Blacksmith, *Biggoron**, Eye Drops
11. Blacksmith, *Biggoron**, Claim Check***

* Note that Biggoron must be a Goron, not a regular villager

** Will eventually be a Zora and not a regular villager

*** Claim Check may only be redeemed after several days have passed.

*** Redeeming the Claim Check adds a permanent trade option for Biggoron's Sword

Note that the trades do not necessarily require the previous trade to be completed, meaning that in Creative Mode you can cheat by skipping to the last trade. In survival, the only way to do so would be if another player gave you one of the items further into the sequence, and you could then start from that trade rather than the beginning.

Note also that you must still wait for several days after speaking to Biggoron before redeeming the claim check.

Hookshot Trades

See the Hookshot Upgrade descriptions in the [Items](#) section for details.

Mask Trading Sequence

To get started on the mask trading sequence, first you must find Zelda's Letter in a boss dungeon. Then, rename any villager to Mask Salesman and left-click on him with the letter in hand to turn him into the Happy Mask Salesman. Talk to the Mask Salesman and he will lend you your first mask.

While wearing your newly acquired mask, speak to villagers to see if they want to purchase it; if so, take it off and hand it the villager by left-clicking with the mask in hand. They will take it from you and give you some emeralds in return. Use the emeralds to pay back the Mask Salesman, and speak to him again to receive the next mask.

Once you have sold all six masks, the Mask Salesman will let you borrow any one mask indefinitely. To borrow another, simply return the first mask to him.

Note that you CAN configure the chance that a villager will be interested in a random mask, making the trading sequence more or less difficult to complete.

Orca the Skill Trainer's Quest

To get started on Orca's quest, first obtain a *Knight's Crest* from a Darknut, then name any villager 'Orca' and left-click on them with the crest, transforming the villager into Orca.

In order to truly begin the quest, the player must have at least one level of Spin Attack. For every 10 crests, Orca will give the player a skill orb: Back Slice on odd tens (10, 30, etc.) and Super Spin Attack on evens (20, 40, etc.). To continue the quest, the player's Back Slice and Super Spin Attack levels must be on par with the number of crests given, such that at 100 crests, the player has max level in each.

Miscellaneous Spoilers

What is the ??? Block?

An invisible chest, which generates occasionally in secret rooms. They can be spotted by observing void particles floating in the block's space, but can only be revealed by playing Zelda's Lullaby on the Ocarina of Time. In Creative Mode, items may be placed inside by carefully finding the hit box and interacting with the block.

Where are the Sacred Flames?

1. Din's Flame can be found in a Nether boss dungeon
2. Farore's Flame can be found in a Swamp boss dungeon
3. Nayru's Flame can be found in a Taiga boss dungeon