Stuff to finish:

Vision Henge- have it so Vision Henge can't be exited until both the sword and shield are found; must lay down the shield somewhere

VH east- have chest spawn when crystal switch is hit

Moblin Inn- add shop item to innkeeper

Ad24- complete chest spawning script

Ae20- add way to collect water

Aj21- add teleporter once destination has been made

Aj22- complete hungry lady quest

Aj24- add thirsty lady quest

Ag25- complete shop

Ag32- make entry to secret cave bombable

Ah29- make witch summon monsters first time talked to, then become a green potion shop after

Cb07- if I knew how to make moving platforms I would edit this room, but for the sake of testing it will stay this way

Cc07- complete chest spawning script

Ce07- complete chest spawning script

Ce09- complete chest spawning script

Cg01- add the celestial sign, which finishes the dungeon, triggers a cutscene and warps Zelda back to the entrance

Cg02- add Llort boss battle

Cg07- complete chest spawning script

Still a work in progress...