ZELDA SWORD SKILLS
Complete Manual and Guide

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Introduction

Welcome to ﴾elda % ﴿ord %!ills⁕ lease ta!e some time to read t+rou"+ t+is manual be,ore playin" t+e mod- especially t+e section on .% ﴿ord %!ills. and .Con,i"uration %ettin"s./ 0+is ﴿ill vastly improve your e1perience and drastically reduce t+e possibility o, encounterin" any problems/

0+e "oal o, t+is mod is to add as muc+ o, Lin!.s adventures as possible into Minecra,t in a ﴿ay t+at is true to bot+ t+e ﴾elda ,ranc+ise and to Minecra,t/ 0o t+at end- a +u"e array o, ne﴿ items- bloc!s- mobs- and structures +ave been added- all ﴿it+ uni2ue and interestin" uses- as ﴿ell as many o, t+e ama3in" s﴿ord s!ills used by Lin! +imsel,- seamlessly inte"rated into %urvival Mode/

﴾%% also provides a massive ,rame﴿or! and A ﴩ ,or ,ello﴿ modders and map4ma!ers ali!e- in t+e +opes t+at some ,ait+,ul recreations o, ,ull ﴾elda "ames can be developed as ﴿ell as add4ons ,or ﴾%%/

What You Will NOT Find
﴾%% does not add any ores or special cra,tin" materials- and only a scant ,e﴿ recipes/ Everyt+in" in t+is mod must be discovered t+rou"+ e1ploration- combat- and 2uests- 5ust li!e in t+e ﴾elda "ames/ ﴩ, you only li!e mods ﴿+ic+ allo﴿ you to cra,t everyt+in"- t+en you ﴿ill be sorely disappointed/

ﴩ,- +o﴿ever- you en5oy t+e e1citement o, ,inally discoverin" a "reat item a,ter muc+ e1plorin" and adventurin" and are t+rilled by usin" your ne﴿ly ac2uired item to "o bac! to t+at spot you mar!ed t+at you ﴿ere not able to access be,ore but can no﴿ and t+an!s to your a﴿esome memory and s!ills o, perception you are able to "ain yet more a﴿esome loot ﴿it+ ﴿+ic+ you can t+en ,inally de,eat t+at super di,,icult boss t+at anni+ilated you several times be,ore- t+en t+is is certainly t+e mod ,or you/

Good luc!- and en5oy t+e mod⁕

Basic Controls

0+e de,ault control settin"s are described belo) - and may be accessed and c+an"ed in t+e in4"ame control settin"s available ,rom t+e options menu/

W+ile usin" 7asic %) ord 0ec+ni2ue to loc! on to a tar"et- certain !eys become available ,or use in lieu o, usin" t+e mouse- alt+ou"+ t+e mouse may also be used and is- in ,act- recommended/

$n t+e "ame options menu under control settin"s ,or .(elda %) ord %!ills 8eys.- you) ill ,ind all o, t+e !ey bindin"s used by (%%9 **DO NOT assign any of these to WASD or LMB / RMB** 4 t+ose are vanilla controls) +ic+ may be used *as alternates* to some o, t+e mod !eys- provided t+at t+e con,i" settin" is set to allo) s!ill activation via vanilla controls :) +ic+ it is by de,ault;/

W+at t+is means is i, vanilla controls are enabled- you can use eit+er t+e (%% .Attac!. !ey ‹up arro)=- > ? t+e vanilla attac! !ey ‹LM7= to per,orm an attac!) +ile loc!ed on to a tar"et- but assi"nin" t+e LM7 to be t+e (%% .Attac!. !ey) ould li!ely not "ive you t+e desired result/

Gamepad Users@ you may) ant to assi"n t+e le,t and ri"+t arro) !eys to buttons on your controller- ot+er) ise you may not be able to activate %pin Attac!/

Key	Effect
x	Activate or deactivate 7asic %) ord 0ec+ni2ue.s tar"etin" system
Tab	%) itc+es tar"etin" to t+e ne1t available tar"et
.	0o" "le auto4tar"etin"@) +en on- ne1t available opponent) ill automatically be tar"eted) +en t+e current tar"et is no lon"er valid9 press) +ile snea!in" to to" "le player4tar"etin"/
v	0o" "les t+e 7u,, 7ar on or o,,9 press) +ile snea!in" to to" "le t+e combo display
b	%) aps current item ,or a bomb i, available9 activates 7omb Mas!) +en) orn
p	>pens or closes t+e %!ill 7oo! :no item re2uired;
]	%) itc+es to t+e ne1t item mode :compatible items are noted in t+e items section;
[	%) itc+es to t+e previous item mode :compatible items are noted in t+e items section;

0+e ,ollo) in" !eys +ave special meanin") +ile loc!ed on to a tar"et@

Vanilla Key*	Alternate Key**	Action
LM7	*Up Arrow*	Attac!s :le,t4clic! action;
W	*[no alternate]*	Activates s!ills re2uirin" player to press t+e .,or) ard. !ey
%	*Down Arrow*	Activates s!ills re2uirin" player to press t+e .bac!. !ey
A	*Left Arrow*	Activates s!ills re2uirin" player to press t+e .le,t. !ey
A	*Right Arrow*	Activates s!ills re2uirin" player to press t+e .ri"+t. !ey
?M7	*RCtrl*	7loc!s :ri"+t4clic! action;

B Canilla movement !eys WA%A) ill still move t+e player) +ile loc!ed on9 arro) !eys do not/
BB Dsin" t+e alternate !eys is t+e only) ay to activate certain s!ills) it+ a sin"le !ey stro!e- a!a .sin"le tap. 4 t+e vanilla movement !eys al) ays re2uire a .double4tap. to distin"uis+ ,rom normal movement/ Alternate !eys can be con,i"ured to re2uire .double4tap. in t+e con,i"uration ,ile/

&ote t+at t+ere is no e2uivalent o, .,or) ard.) +en usin" t+e alternate !eys- so t+e vanilla !eybindin" :.) . by de,ault; must al) ays be used) +en called ,or in a s!ill.s activation re2uirements/

Sword Skills

A uni2ue ,eature o, (%% is t+e ability o, t+e player to learn a variety o, s)ord s!ills similar to t+ose t+at Lin! learns in +is many adventures/ %!ills are learned ,rom special orbs 4 t+ese may be ,ound in special c+ests- earned as re)ards ,or completin" 2uests- and "ained as loot)+en ,i"+tin" mobs/

$n order to use any o, t+e s)ord s!ills- t+e player must ,irst use .7asic %)ord 0ec+ni2ue. to loc! on to t+e tar"et⁹ by de,ault- all players be"in)it+ an orb o, basic tec+ni2ue/ At any time- t+e player may vie) t+eir current s!ills)it+ a ,ull description o, t+eir e,,ects and activation re2uirements by pressin" .p./

%ome s!ills re2uire t+e player to be usin" some type o, s)ord- t+ou"+ most may be used)it+ ot+er)eapons types as)ell/ Weapons ,rom ot+er mods)ill)or!)it+ all s!ills automatically i, t+ey e1tend $tem%)ord⁹ ot+er)ise- see t+e Weapon ?e"istry section ,or in,ormation on addin" t+em/

Dsin" s!ills adds to t+e player.s e1+austion-)it+ more demandin" s!ills resultin" in "reater ,ati"ue/ >nce t+e +un"er bar becomes depleted- s!ills may no lon"er be used/ %ome s!ills may also use ma"ic/

0+ere are many settin"s)+ic+ a,,ect s!ills 4 see t+e Con,i"uration %ettin"s section belo)/

%8$LL 7>>8
0+ere is an in4"ame inter,ace)+ic+ provides ,ull descriptions o, eac+ s!ill t+e player +as- accessible at any time by pressin" .p./ 0o see a s!ill.s description- clic! on t+e appropriate orb⁹ +overin" over t+e orb)ill "ive a brie, summary as i, it)ere an item/ ?emember to use t+e scroll bar on t+e side*

Scroll Bar

BASIC TECHNIQUE   Level: 1/10

SUMMARY
Range: 7.0 blocks
Max Combo Size: 3
Time Limit: 22 ticks
Damage Tolerance: 0.5

ACTIVATION
Press the Z-Targeting key,
default 'x', with a target in
clear sight and within the
maximum range.

Basic Sword Technique [No Weapon Required]

Activation@ ress 1)+ile loo!in" at a tar"et

E,,ect@ Loc!s vie) on to tar"et and allo)s c+ainin" attac!s into deadly combos

E1+austion@ &one

?an"e@ F bloc!s plus one per level

%pecial@ Eac+ successive attac! in,licts one e1tra point o, dama"e- cumulative

&otes@

4 Dsin" t+is s!ill to loc! on to a tar"et is a prere2uisite ,or usin" ALL ot+er s!ills

4 W+ile loc!ed on- special controls become available@ see t+e 7asic Controls section

4 Aeactivate by pressin" G once more- movin" out o, ran"e- or !illin" everyt+in" in si"+t

Armor Break

Activation@ C+ar"e up by +oldin" t+e attac! !ey9 t+e s!ill)ill tri""er)+en t+e c+ar"e is su,,icient

E,,ect@ 0+is po)er,ul blo) i"nores t+e tar"et.s armor value)+en in,lictin" dama"e

E1+austion@ #i"+ :2/0 minus 0/1 per level;

Aama"e@ %ame as a normal attac!- includin" enc+antment bonuses- but i"norin" t+e tar"et.s armor

C+ar"e 0ime@ 20 tic!s minus one tic! per level

&otes@ Wieldin" a Master %)ord decreases t+e c+ar"e time by anot+er E tic!s

Back Slice

Activation@ #old le,t or ri"+t t+en tap ,or)ard t)ice9 attac! at t+e ri"+t time to deal e1tra dama"e

E,,ect@ Circle around a ,oe to stri!e at its vulnerable bac!side*

E1+austion@ Moderate :1/0 minus 0/0E per level;

Aama"e@ Adds H10 I to t+e dama"e per level- possibly more a"ainst vulnerable enemies

E,,ective An"le@ 60 de"rees plus 20 per level

%pecial@ E I base c+ance per level to !noc! o,, t+e opponent.s c+est armor

Dash Attack

Activation@ Attac!)+ile bloc!in")it+ a s)ord

E,,ect@ C+ar"es to)ards tar"et- in,lictin" minor dama"e and !noc!in" t+e tar"et bac!

E1+austion@ Moderate :1/0 minus 0/0E per level;

Aama"e@ 6 H level

&otes@

4 %tandin" too close to t+e tar"et)ill not build up enou"+ momentum to cause any dama"e

4 Foot)ear can be an important ,actor)+en usin" t+is s!ill

Dodge [No Weapon Required]

Activation@ Aouble4tap le,t or ri"+t to dod"e in t+at direction

E,,ect@ Juic!ly dod"e out o, t+e)ay o, incomin" attac!s

E1+austion@ Cery Lo) :0/0E;

C+ance to Aod"e@ 10 I per level plus a time bonus o, up to 20 I

&otes@

4 0+e amount o, time durin")+ic+ t+e player is considered .dod"in". increases)it+ s!ill level

4 Foot)ear can be an important ,actor)+en usin" t+is s!ill

4 Can be con,i"ured to activate)it+ a sin"le tap only)+en usin" t+e arro) !eys

Ending Blow

Activation@ For) ard- ,or) ard- and attac! durin" combo
E,,ect@ 7uild up combo momentum and t+en ,inis+ o,, your enemy) it+ a decisive stri!e- "ainin"
bonus 1p i, success,ul or becomin" ,lat4,ooted i, not
Aama"e@ H:level B 20; percent
Auration o, vulnerability@ 6E 4 :level B E; tic!s
E1+austion@ #i"+ :2/0 minus 0/1 per level;
G 7onus@ level H :value bet)een 1 and t+e opponent.s last remainin" +ealt+;
%pecial@
4 May only be used a,ter t) o or more consecutive stri!es on t+e same tar"et
4 %layin" an opponent) it+ t+is move "rants additional e1perience
4 Failure to slay t+e tar"et results in a 4E0 I de,ense penalty ,or t+e duration

Leaping Blow [Sword]

Activation@ Kump) +ile bloc!in"
E,,ect@ Dpon landin"- unleas+es a devastatin" AoE attac! t+at dama"es all in its pat+ in addition to temporarily causin") ea!ness
E1+austion@ #i"+ :2/0 minus 0/1 per level;
Aama"e@ 7ase s) ord dama"e- plus 1/0F per level- plus) ea!ness ,or :E0 H :10 B level;; tic!s
&otes@
4 ?an"e and area o, e,,ect increase) it+ level/
4 Aama"e caused by Leapin" 7lo) contributes only to Combo dama"e- not si3e/
4 Wieldin" a Master %) ord at ,ull +ealt+ doubles t+e bonus dama"e and) ea!ness duration

Mortal Draw [Sword]

Activation@ W+ile empty4+anded and loc!ed on- +old t+e bloc! !ey and attac!
E,,ect@ 0+e art o, dra) in" t+e s) ord- or 7attou5utsu- is a ris!y but deadly move- capable o, in,lictin" mortal) ounds on unsuspectin" opponents) it+ a li"+tnin"4,ast blade stri!e
E1+austion@ Cery #i"+ :'/0 minus 0/2 per level;
Aama"e@ $n,licts double dama"e) +en success,ul
Auration@ Windo) o, attac! opportunity is :level H 2; tic!s
&otes@
4 >nly) or!s as a counterattac!- so it must be timed accordin" to your opponent.s stri!e
4 0+e ,irst s) ord ,ound in t+e action bar) ill be used ,or t+e stri!e9 plan accordin"ly
4 0+ere is a 1/Es cooldo) n bet) een uses- representin" re4s+eat+in" o, t+e s) ord

Parry

Activation@ Aouble4tap bac! L do) n
E,,ect@ arries an incomin" blo)) +en bein" attac!ed9 cannot parry unarmed attac!s/
E1+austion@ Lo) :0/' minus 0/02 per level;
C+ance to Aisarm@ 10 I per level plus a timin" bonus o, up to 20 I
&otes@
4 %uccess,ully parryin" an attac!) ill !noc! t+e a"" ressor bac! sli"+tly- even i, not disarmed
4 For players o, e2ual parry s!ill- c+ance to disarm is determined solely by timin"
4 Can be con,i"ured to activate) it+ a sin"le tap only) +en usin" t+e arro) !eys

Rising Cut [Sword]
Activation@ Kump)+ile snea!in" and attac!
E,,ect@ ?isin" slas+ ,lin"s enemy up)ard- in,lictin" standard s)ord dama"e- providin" t+e opportunity ,or a second stri!e- and li!ely in,lictin" ,all dama"e as)ell
?an"e@ 2 H level bloc!s
E1+austion@ Cery #i"+ : '/0 minus 0/2 per level;
%pecial@ May only be used)+ile loc!ed on to a tar"et

Spin Attack
Activation@ ress le,t t+en ri"+t or ri"+t t+en le,t and +old bot+ until spin attac! commences
E,,ect@ Lin!.s si"nature move N +it every enemy as you spin 'F0 de"rees*
?an"e@ #its enemies)it+in ' bloc!s- plus 0/E bloc!s per level
E1+austion@ Cery #i"+ : '/0 minus 0/2 per level;
&otes@ $, usin" t+e arro) !eys- only one !ey :le,t or ri"+t arro) !ey; needs to be +eld to activate- and t+e spin)ill be in t+at direction

Super Spin Attack [Magic]
Activation@ Automatic)+ile per,ormin" a re"ular %pin Attac! and at ,ull +ealt+9 2uic!ly tap Oattac!P to continue spinnin"
E,,ect@ %ame as t+e re"ular spin attac!- but you can spin up to one e1tra time per level
?an"e@ Adds an additional 0/E bloc!s per level above and beyond re"ular %pin Attac! ran"e
Ma"ic@ E/7E 4 0/7 per level ,or eac+ additional spin

Sword Beam [Magic] [Sword]
Activation@ Attac!)+ile snea!in" to unleas+ a beam o, ener"y9 must +ave nearly ,ull +ealt+
E,,ect@ %+oots a beam o, ener"y capable o, dama"in" one or possibly more tar"ets
Aama"e@ base s)ord dama"e H level
Ma"ic@ 10/0 re"ardless o, level
?an"e@ Appro1imately 12 bloc!s plus one per level
%pecial@ Lin! can use %)ord 7eam)+ile missin" up to 0/' +earts per level :1/E +earts at level E;
&otes@
4 #ittin" a tar"et)it+ t+e beam counts as a direct stri!e ,or combos
4 W+ile)ieldin" a Master %)ord- t+e beam is able to travel t+rou"+ and dama"e multiple tar"ets
4 Cannot unleas+ a second beam until t+e previous beam e1pires or stri!es a tar"et

Sword Break
Activation@ Aouble4tap bac!)+ile bloc!in"
E,,ect@ A ,ierce bloc! t+at is capable o, destroyin" t+e opponent.s blade
E1+austion@ #i"+ :2/0 minus 0/1 per level;
Aama"e@ Dp to Q0 durability dama"e to t+e opponent.s +eld item :1E B :level H 1;;
Auration@ 0ime allo)ed be,ore s!ill ,ails is 2 tic!s at level 1- up to M tic!s at ma1 level
&otes@
4 >nly)or!s)+en bein" attac!ed by an enemy +oldin" an item
4 #as no e,,ect ot+er t+an bloc!in" t+e attac! i, t+e attac!er.s +eld item can not be dama"ed
4 Must release t+e bloc! !ey in bet)een uses

Ma ic

0+ere are many ma"ical items and spells t+at may be ,ound t+rou"+out t+e land- all o,) +ic+ re2uire ma"ic po) er to use/ %ome s !ills- suc+ as %) ord 7eam- are also po) ered by ma"ic/

MAGIC POWER
Ma"ic po) er represents t+e +ero.s capacity ,or) ieldin" ma"ic/ Muc+ li !e p+ysical stamina- every spell or ma"ic item used drains some amount o, ma"ic po) er/ >nce depleted- t+e +ero must rest be,ore underta !in" any ,urt+er ma"ical activities/

0+e +ero.s initial capacity is E0 ma"ic points- but t+is may be increased t+rou"+ various means/ 0+ere is e,,ectively no limit on t+e +ero.s capacity ,or "ro) t+/

MAGIC METER
0+e +ero.s current remainin" ma"ic po) er is visible in t+e #DA via t+e Ma"ic Meter9 t+e ,ollo) in" con,i"uration settin"s allo) you to place t+e meter) +erever you) ould li !e on t+e screen@

Setting	Description
Enable Text	%+o) M as te1t :may be enabled independently o, Ma"ic Meter; 0e1t displays above or belo)) +ere t+e meter) ould appear
Offset: X	Dse t+is to move t+e Meter le,t :4; or ri"+t :H;
Offset: Y	Dse t+is to move t+e Meter up :4; or do) n :H;
Orientation	0rue ,or a +ori3ontal ma"ic meter- or ,alse ,or a vertical one
Position: Centered	0rue to calculate o,,set G ,rom t+e center o, t+e screen False to calculate o,,set G based on t+e settin" ,or osition@ Le,t
Position: Left	0rue to calculate o,,set G ,rom t+e Le,t side o, t+e screen $, False and t+e bar is +ori3ontal- t+e bar) ill deplete ,rom le,t to ri"+t
Position: Top	0rue to calculate o,,set R ,rom t+e top o, t+e screen instead o, t+e bottom

>,,sets o, :0-0; al) ays display t+e Ma"ic Meter in eit+er one o, t+e ,our corners- or i, centered is true- suc+ t+at t+e le,t4most ed"e o, a ma1ed4out meter is at t+e center o, t+e screen.s 1 a1is- eit+er at t+e top or bottom/

Furt+ermore- t+e ma1imum) idt+ o, t+e meter and t+e amount o, ma"ic po) er re2uired ,or t+e meter to reac+ ,ull) idt+ is also con,i"urable/ >ne **increment** is e2uivalent to E0 ma"ic points9 i, you set t+e number o, increments re2uired to 1- t+e ma"ic meter) ill be at ma1imum) idt+ ,or a be"innin" +ero/

A) ider ma"ic bar is better able to appro1imate t+e number o, ma"ic points remainin"- but once t+e ma1imum) idt+ is reac+ed- any ,urt+er "ains to ma"ic capacity) ill not be visible- so ,or best results- it is advised to !eep t+e ma"ic meter in proportion to t+e +ero.s current ma"ic capacity/

0+e e1amples on t+e ne1t pa"e illustrate some common settin"s usin" a ne) +ero) it+ a capacity o, E0 ma"ic points and usin" a ma1imum meter) idt+ o, 7E pi1els :t+is ,its per,ectly over t+e +un"er bar;/

Eac+ e1ample +as 2 pictures@ one at ,ull ma"ic- and one at +al,/ ay close attention to t+e number o, increments used in eac+ e1ample/

Example 1 ‹1S10- yS460- orientationStrue- centeredStrue- le,tStrue- topS,alse- incrementsS1=

Example 2 ‹1SQ1- yS460- orientationStrue- centeredStrue- le,tS,alse- topS,alse- incrementsS2=

Example 3 ‹1S0- yS0- orientationStrue- centeredS,alse- le,tS,alse- topStrue- incrementsS '=

Example 4 ‹1S0- yS0- orientationS,alse- centeredS,alse- le,tStrue- topS,alse- incrementsS2=

It! " s

A) ide variety o, special items may be ,ound scattered t+rou"+out t+e) orld- eac+ o,) +ic+ is detailed belo)/ %ome items +ave secret up"rades- e,,ects- and L or means o, bein" obtained 4 i, suc+ is t+e case- t+ere) ill be a note to c+ec! out t+e spoilers section ,or ,urt+er details/

All o, t+e items belo) +ave a stac! si3e o, one and are not dama"ed by use- unless ot+er) ise noted/ %imilarly- le,t4clic!in") it+ many o, t+ese items) ill not in,lict dama"e and is instead a use,ul) ay o, interactin") it+ villa"ers/ $tems) +ic+ are &>0 sa,e to le,t4clic! villa"ers are mar!ed) it+ an **[X]**/

7e sure to ma!e ,riends) it+ t+e villa"er ,irst by tradin" ,re2uently- or t+ey probably) on.t +ave anyt+in" ,or you/ Certain types o, villa"ers are also !no) n to react to only certain !inds o, items/

‹**$**=	$tem may be sold to villa"ers- usually by le,t4clic!in" t+e villa"er ,irst) it+ t+e item
‹**X**=	$tem is &>0 villa"er sa,e* Le,t4clic!in") it+ t+is item W$LL cause dama"e 4 >DC#*
‹**Magic**=	$tem re2uires ma"ic po) er to use in some ,orm or anot+er
‹**Modal**=	$tem +as di,,erent .modes.) +ic+ can be cycled) it+ le,t and ri"+t brac!ets ‹ and =

SWORDS [X]

0+ere are many s) ords t+at) ill become available t+rou"+out Lin!.s adventures/ As eac+ one becomes available- it) ill be listed +ere) it+ t+e total attac! dama"e in parent+eses/

‹**breakable**= indicates a s) ord) +ic+-) +en it brea!s- returns a bro!en s) ord +ilt t+at can be repaired by any blac!smit+/ &ote t+at any enc+antments) ill be lost) +en t+e s) ord is bro!en/

‹**master**= indicates a type o, master s) ord9 t+ese can neit+er be bro!en- nor can t+ey be enc+anted- but usin" a master s) ord sometimes provides additional bene,its/

Kokiri Sword :HE; ‹**breakable**=
0+e de,ault s) ord available ,rom t+e be"innin"/ 0+ou"+ made ,rom iron- it +as a rat+er dull blade/ Many blac!smit+s) ill sell t+is s) ord ,or ,airly c+eap/

Ordon Sword :H7; ‹**breakable**=
0+is is a ,ine blade made o, sturdy steel/ W+ile most blac!smit+s can repair a bro!en one- t+ey do not seem able to cra,t one ,rom scratc+/

Heavy Broadsword :H7; ‹**breakable**=
A lar"e s) ord) ielded by Aar!nuts9 it re2uires t) o +ands but is more durable t+an t+e >rdon %) ord/

Giant's Knife :H12; ‹**breakable**=
A +u"e blade in t+e +ands o, Lin!- t+is is but a small !ni,e in t+e +ands o, a Goron/ Aespite t+e ama3in" attac! po) er- t+is blade is e1tremely ,ra"ile- so best to aim care,ully/

Biggoron's Sword :H12;
A muc+ more ,inely4cra,ted blade t+an t+e one by Medi"oron- t+is s) ord is completely unbrea!able) +ile still retainin" t+e ability to become enc+anted- ma!in" it one o, t+e most po) er,ul s) ords available/ $t) ill ta!e 2uite a lot o,) or! to convince t+e o) ner to part) ays) it+ suc+ a) eapon/

Master Sword :HQ; ‹**master**=
0+e le"endary blade cra,ted by t+e "oddess #ylia- t+is s)ord)ill only allo) a true +ero to)ield it/ A
+ero can prove +is or +er)ort+ by "at+erin" all t+ree endants o, Cirtue and placin" t+em into t+e
pedestal- t+ereby vo)in" to embar! on a 2uest to van2uis+ evil in t+e land/

Tempered Master Sword :H11; ‹**master**=
Dsin" remnants o, t+e Master ›re- a s!illed blac!smit+ is able to temper and +one t+e ed"e o, t+e
Master %)ord- ma!in" it more po)er,ul/

Golden Master Sword :H1'; ‹**master**=
›nly a +ero)+o +as truly proven +is or +er)ort+ by van2uis+in" t+e +ordes o, evil)ill be able to
receive t+e Great Fairy.s blessin"- ,urt+er improvin" t+e Master %)ord/

True Master Sword :H1E; ‹**master**=
0+e ,inal version o, t+e Master %)ord re2uires bat+in" t+e blade in all t+ree o, t+e %acred Flames- t+en
placin" it bac! in a s)ord pedestal to unleas+ t+e ,ull po)er o, t+e 0ri,orce/

SHIELDS
A +ero)ould not be complete)it+out a trusty s+ield- capable bot+ o, bloc!in" attac!s and bas+in"
enemies a)ay/ Wit+ 7attle"ear2 installed- s+ields can even be)ielded in t+e o,, +and- allo)in" ,or a
muc+ more e,,ective ,i"+tin" style- but t+e s+ields are still use,ul even i, +eld in t+e main +and/

Deku Shield
Cra,ted ,rom t+e bar! o, t+e Great Ae!u 0ree- t+is s+ield is +i"+ly susceptible to ,ire but ot+er)ise
e,,ective a"ainst most typical attac!s/ As t+e only brea!able s+ield- it is also t+e most common- o,ten
,ound as loot and purc+asable ,rom blac!smit+s/ Aue to its)ooden nature- arro)s o,ten stic! in t+e
Ae!u s+ield- ma!in" it a ris!y but use,ul met+od o, obtainin" arro)s)+en ot+er sources are scarce/
:&ote t+at arro)4catc+in" re2uires 7attle"ear2;

Hylian Shield
%tandard e2uipment ,or any 8ni"+t o, #yrule- t+is s+ield provides an impre"nable barrier a"ainst most
attac!s and itsel, is impervious to dama"e/ $t also is t+e most er"onomic o, t+e s+ields- +avin" t+e
smallest e,,ect on stamina and 2uic!est recovery time/

Mirror Shield
W+ile o,ten considered t+e most po)er,ul o, t+e s+ields- t+e mirror s+ield is not actually as e,,ective in
pure melee combat as t+e #ylian s+ield9 +o)ever- it is imbued)it+ po)er,ul ma"ic t+at re,lects many
types o, ran"ed attac!s bac! at t+e enemy- ma!in" it e1tremely coveted by adventurers/

ARMOR / CLOTHING
0+e iconic clot+in")orn by t+e #ero o, 0ime is not only stylis+ and com,ortable- but a,,ords decent
protection :all are e2uivalent to c+ainmail;/

Kokiri Clothing Set
4 %tandard "reen clot+es)orn by Lin!
4 ?epair)it+ any color)ool
4 Can be ,ound in loc!ed c+ests as)ell as purc+ased ,rom villa"ers :,armers and butc+ers;

Goron Tunic

⚔ 0+is special tunic is made ,rom lava4d) ellin" Aodon"os- "rantin" ,ire resistance
⚔ 0+e tunic ta!es dama"e ,rom ,ire or lava in place o, t+e player- so it may) ear out 2uic!ly
⚔ Aodon"o scales need to be polis+ed to maintain t+eir ,ire4resistant s+een⁹ ma"ma cream is per,ect
⚔ Found e1clusively in Lava Aun"eons

Goron Hat

⚔ Grants improved vision) +ile submer"ed in lava⁹ ,ound mainly in loc!ed lava c+ests/

Zora Tunic

⚔ A rare tunic o, t+e (ora tribe t+at allo) s t+e) earer to breat+e under) ater
⚔ Aurability) ears out slo) ly) +ile in t+e) ater⁹ patc+ it up) it+ any color) ool
⚔ Found e1clusively in >cean Aun"eons

Zora Hat

⚔ Grants ?espiration $$$⁹ ,ound mainly in loc!ed ocean c+ests

Zora Flippers

⚔ $ncreases speed) +ile s) immin" in) ater

Goron and Zora Trousers

⚔ May be cra,ted ,rom any ot+er T#eroU trousers :i/e/ 8o!iri L Goron L (ora; usin" t+e appropriate dye

BOOK OF MUDORA

A collection o, old stories and a "uide to translatin" ancient te1ts/ %ee %ecrets and %poilers ,or more/

BOOTS [$]

Lin!) ill ,ind various boots t+rou"+out +is 5ourney- eac+) it+ speci,ic +elp,ul 2ualities/ As more boots are discovered- t+ey) ill be described +ere/

Heavy Boots

0+ese boots are e1tremely +eavy- ma!in" normal movement di,,icult N do not e1pect to use any s!ills t+at rely on movement* 0+ey are use,ul- +o) ever- ,or movin" in li2uids or ,or standin" your "round in t+e ,ace o, an e1plosion/// Made o, sturdy iron- t+e boots t+emselves are totally impervious to any type o, dama"e- but neit+er can t+ey be enc+anted/

Hover Boots

Mysterious boots t+at allo) Lin! to das+ across c+asms- ice- slo) sand- and ot+er obstacles unimpeded/

Pegasus Boots

0+ese ,ine boots "ive t+e "i,t o, speed- allo) in" Lin! to run ,aster and even 5ump a little ,art+er- as) ell as "rantin" bonuses to Aas+ and Aod"e/ Dsed in con5unction) it+ t+e ?oc.s Feat+er- Lin!) ill be able to 5ump very ,ar indeed/ Li!e t+e #eavy 7oots- t+ese can neit+er be enc+anted nor dama"ed/

Rubber Boots

Wearin" t+ese "reatly lo) ers Lin!.s conductivity- reducin" all s+oc! dama"e by +al,/

BOMBS

7ombs are ,ound t+rou"+out t+e land and are very dan"erous/ #oldin" one in your +and ）ill activate it- and it s+ould be t+ro）n :ri"+t4clic!; 2uic!ly to avoid dama"e/ %+o）in" villa"ers your tic!in" bomb :le,t4clic!; may open up trades- or may simply cause t+em to ,ear ,or t+eir lives/

Standard Bomb

0+is is t+e standard bomb- use,ul ,or blo）in" +oles in ot+er）ise impenetrable obstacles/ %+ould one come into contact ）it+ ）ater- it ）ill not detonate and can be retrieved ,or later use/ Li!e）ise- t+ese bombs ）ill immediately e1plode i, t+ey come into contact ）it+ lava- ,ire- or e1tremely +ot conditions/

Water Bomb

Water bombs +ave a sli"+tly smaller blast radius t+an t+e standard bomb- but continue to ,unction normally under ）ater/ >n t+e ot+er +and- t+ey become inert ）+en in contact ）it+ any type o, ,lame or ot+er +ot conditions/

Fire Bomb

Fire 7ombs are very use,ul- ,earin" neit+er ,ire nor lava/ 0+ese are t+e only bombs t+at ,unction normally in t+e &et+er- yet t+ey can also be used 5ust li!e re"ular bombs in t+e >ver）orld/

BOMB BAG [$]

0+ese +andy ba"s can be ,ound in secret c+ests as ）ell as purc+ased ,rom ,riendly priests/ 0+e standard ba" can +old 10 bombs9 combine ）it+ ot+er ba"s in t+e cra,tin" "rid to increase t+e capacity up to a ma1imum o, E0/ W+ile +eld- any bombs in your inventory ）ill move automatically to t+e ba"- and any bombs pic!ed up ）ill "o into a bomb ba" i, it is any）+ere in your inventory/

$, carryin" ,ire or ）ater bombs- capacity is +alved/ Empty out a ba" to store a di,,erent !ind o, bomb/

ress t+e b !ey to s）ap your current item ）it+ a bomb ,rom your bomb ba" at any time- but be sure to pic! your item bac! up i, it ,alls to t+e "round* ress .b. ）+ile snea!in" to empty all ba" contents/

BOOMERANG

>ne o, t+e most diverse ）eapon4tools in Lin!.s arsenal- t+e boomeran" temporarily stuns enemies in addition to causin" some dama"e- can sna" ,ar4a）ay items- and is t+e only pro5ectile capable o, activatin" all !inds o, buttons and levers/ 0+e boomeran" is also a +andy ）ay to cut all sorts o, plants suc+ as "rass and vines- and also brea!s ceramic 5ars/

>nce up"raded to t+e Ma"ic 7oomeran"- it ,lies t）ice as ,ar- in,licts more dama"e- and can retrieve any number o, items/ %ee t+e spoilers belo） ,or +o） to up"rade t+e boomeran"/

CHU JELLY

Arops ,rom C+us in ,our di,,erent colors/ 7rin" as many as you can to t+e Aoc :any librarian villa"er; to open up special potion trades dependin" on t+e 5elly type/

DEKU LEAF [Magic]

0+e lea, o, t+e Great Ae!u 0ree +as many uses- ,rom creatin" a po）er,ul "ust o, ）ind t+at blo）s a）ay everyt+in" in its pat+ to "lidin" "reat distances/

Magic Costs

Tornado   10 M
Gliding   1 M   every 2 seconds
Glide Boost   V M   :ri"+t4clic!) +ile "lidin" to "ain a small amount o, altitude;

FAIRY BOTTLE
>btained by ri"+t4clic!in" on a ,airy) it+ an empty bottle-) +en used t+ese) ill completely restore t+e +ealt+ bar/ $, t+ere is a ,airy bottle in an action bar slot) +en t+e +ealt+ bar reac+es 3ero- t+e ,airy) ill automatically lend +er aid- restorin" a ,ull E +earts/

&ote t+at i, t+e bottle is deep) it+in Lin!.s bac!pac!- t+e ,airy) ill be unable to come to +is aid/

0o release t+e ,airy- ri"+t4clic!) +ile snea!in"/ $, released near a ,airy pool- t+e ,airy) ill ma!e itsel, at +ome9 ot+er) ise- it) ill) ander o,, as it pleases until it ,ades in t+e da) n/

GAUNTLETS
7ot+ t+e %ilver and Golden "auntlets "rant massive stren"t+) +en +eld :not) orn;- allo) in" t+e) ielder to pic! up nearly any solid bloc! by ri"+t4clic!in"/ 7loc!s pic!ed up in t+is manner are actually +eavy- slo) in" Lin! considerably/ 0+ey can be placed as normal- and) ill drop automatically i, no lon"er +eld/

HAMMERS [X]
7ot+ an important tool and a po) er,ul) eapon- t+e +ammer is not to be ta!en li"+tly/ Eac+ blo) is crus+in"-) it+ +al, t+e dama"e i"norin" armor completely- t+ou"+ t+ey cannot be s) un" 2uic!ly/

Hammer
0+e) ea!est +ammer is capable only o, poundin" in) ooden pe"s- t+ou"+ it is still a decent) eapon/
7y de,ault- t+is +ammer :and only t+is one; may be [cra,ted](#)- but t+e recipe may be disabled/

Skull Hammer
A medium4) ei"+t +ammer capable o, poundin" in rusty pe"s as) ell as crus+in" most bloc!s- t+e s!ull +ammer also is t+e only +ammer) it+ a special attac!/ C+ar"e up) it+ t+e ri"+t mouse button to unleas+ a "round4s+a!in" smas+- stunnin" and dama"in" anyt+in" nearby/

Megaton Hammer
0+is beast can smas+ pretty muc+ everyt+in" to smit+ereens- as) ell as in,lictin" +i"+ dama"e/

HEART PIECES AND CONTAINERS [$]
ieces o, +eart can be ,ound in most dun"eons9 collectin" and cra,tin" ,our o, t+em) ill yield a #eart Container) +ic+-) +en used- "rants a Lin! a ,ull and permanent e1tra +eart/ %pare or ot+er) ise un) anted +eart pieces or containers may be sold/

%mall +earts drop occasionally ,rom "rass9 t+ese only +eal 1L2 +eart) +en) al!ed over- and cannot be "at+ered or stored ,or later use/

HERO'S BOW [Modal]
0+is is t+e ultimate bo) ,or any +ero- capable o, s+ootin" a) ide variety o, special arro) s/ &ot all
arro) s) ill be available ,or use) it+ t+e Level 1 bo) - so best ,i"ure out +o) to up"rade it*

0+e #ero.s bo) determines) +at !ind o, arro) to ,ire based on t+e currently selected mode-) +ic+) ill
be displayed as an arro) icon :or no icon- ,or de,ault mode; in t+e #DA) +ile t+e bo) is +eld@

Default Mode@ &o arro) is speci,ied 4 t+e ,irst arro) ,ound in t+e player.s inventory) ill be used-
startin" ,rom t+e le,t o, t+e +ot bar/ $n de,ault mode- no icon is s+o) n on t+e #DA/

Selected Mode@ >nly t+e selected arro) type :s+o) n in t+e #DA;) ill be ,ired/

W+en usin" 7attle"ear2 2uivers- any arro) selected in t+e 2uiver) ill be pre,erred-) it+ t+e current
mode used to determine t+e arro) to be ,ired only i, t+e 2uiver slot is empty/

Auto-Bomb Arrows: $, used) +ile snea!in"- t+e bo)) ill searc+ ,or a bomb arro) and attempt to noc!
t+at instead o,) +atever arro)) ould ot+er) ise be ,ired/ $, a bomb and an arro) are ,ound instead-
t+ey) ill be automatically combined into a bomb arro) 4 t+is can be a 2uic!) ay o, cra,tin" t+em*

&ote t+at automatic bomb arro) s are only available) +ile in Ae,ault Mode/

ARROWS [X][Magic]
Many arro) s) ill become available to Lin! durin" +is adventures- but t+e more po) er,ul arro) s
re2uire a +i"+er level bo) to use :re2uired level noted in t+e descriptions belo) ;/

Many arro) s) ill become available to Lin! durin" +is adventures- some o,) +ic+ re2uire ma"ical
ener"y 4) it+out ma"ic- ‹G= &o@ t+ey are 5ust re"ular arro) s/

Bomb Arrows ‹ Level 1 =
Kust) +at one) ould t+in!- an arro) tipped) it+ any !ind o, bomb causes an e1plosion on impact/
0+ese can be cra,ted) it+ an arro) and eit+er a bomb or a bomb ba" containin" bombs/ Aue to t+eir
e1plosive nature- t+ey cannot usually be recovered once ,ired/

Fire Arrow ‹ Level 2 =
0+e ,ire arro) is classic- settin" most bloc!s and enemies near t+e point o, impact abla3e- as) ell as
meltin" even t+e coldest o, ice :t+is ,eature may be disabled in t+e con,i";/

Ice Arrow ‹ Level 2 =
A very use,ul arro) - t+is can e1tin"uis+ even t+e +ottest ,ires- even in t+e &et+er/ Any enemy struc! by
t+is arro)) ill be ,ro3en in place- unable to move or attac!- t+ou"+ some enemies may be able to do
ot+er t+in"s/ articularly e,,ective a"ainst ,ire4based enemies/

Light Arrow ‹ Level ' =
0+is is certainly t+e most po) er,ul arro) - able to slay many enemies in a sin"le +it- as) ell as bein" t+e
only arro) capable o, stri!in" Endermen/ $n,used) it+ +oly ener"y- it is particularly e,,ective a"ainst
undead and evil creatures/ $t is also capable o, travelin" t+rou"+ solid materials :t+is ,eature may be
disabled in t+e con,i";- allo) in" t+e +ero to stri!e enemies or activate buttons t+rou"+) alls/

HOOKSHOTS [$]

0+e +oo!s+ot can latc+ on to various bloc!s bloc!s- allo)in" Lin! to travel across c+asms and t+e li!e/ #old ri"+t4clic! to reel yoursel, in- and snea! to rappel do)n/ A variety o, up"rades can be ,ound t+rou"+out t+e land- eac+ one addin" a ne) !ind o, ability/

Hookshot
0+e most basic +oo!s+ot +as a ran"e o, ᴍ bloc!s and is only able to +oo!)ooden ob5ects/ $t can be improved)it+ various up"rades/

Clawshot
Dpon ac2uirin" t+e %tone Cla)- Lin! can up"rade +is)ooden +oo!s+ot to a Cla)s+ot/ 0+is allo)s Lin! to +oo! ob5ects made o, stone- but is muc+ too po)er,ul ,or anyt+in" made o,)ood/

Multishot
0+e Multis+ot can be ac2uired by up"radin" t+e Cla)s+ot)it+ a Multi component/ 0+is ma!es t+e s+ot muc+ more versatile- able to +oo! on to a)ide variety o, materials/

Extended
0+e E1tender up"rade can be applied to any type o, +oo!s+ot- doublin" its e,,ective ran"e/

Upgrading
0o use an up"rade component- you must ,irst +ave t+e component and t+e previous +oo!s+ot version in your inventory- t+en ,ind a ,riendly **blacksmith** to +elp you assemble it/ 0+is is done by le,t4clic!in" on t+e ,riendly smit+)+ile +oldin" t+e desired **upgrade component**/ E1tender up"rades may be applied to any type o, non4e1tended +oo!s+ot and are carried over to subse2uent versions/

0+ere is a con,i" option to enable applyin" up"rades via cra,tin" in addition to t+e above met+od/

Special Notes
W+en Lin! is)earin" #eavy 7oots and usin" any version o, t+e #oo!s+ot- +e is able to pull livin" entities to +im9 ot+er)ise t+e entity)ill simply ta!e a small amount o, dama"e)+en struc!/

KEYS [$ =

Aurin" +is adventures- Lin!)ill come across !eys o, various types/ 0+ese)ill surely be use,ul/

Small Key
0+e most common !ey- t+ese can be used to open any loc!ed c+est or re"ular loc!ed door/

Big Key
Also !no)n as a 7oss 8ey- eac+ !ey can only be ,ound in t+e same locale as t+e matc+in" 7oss Aun"eon- and only in a loc!ed c+est/ A 7i" 8ey is only able to open a door o, matc+in" color/

Skeleton Key
A+- t+e %!eleton 8ey/ 0+is can open any number o, loc!ed c+ests or doors- or one sin"le 7oss Aoor/ &ote t+at usin" it to open a 7oss Aoor)ill destroy t+e %!eleton 8ey- so use it)isely/

LINK'S HOUSE

0a!in" t+e ,orm o, a Ae!u %eed- t+is ma"ical item) ill 2uic!ly sprout into Lin!.s #ouse as ,ound in 8o!iri Cilla"e/

0o place it- an area 7 bloc!s) ide : ' bloc!s to eit+er side o, t+e bloc! clic!ed;- M bloc!s lon" :startin" ,rom t+e bloc! clic!ed and "oin" ,or) ard;- and Q bloc!s +i"+ must be absolutely clear o, all bloc!s- "rass- dropped items- and any ot+er entities/

0+e base o, t+e +ouse is one bloc! t+ic!- so i, you) ant t+e door to be "round level- di" a one4bloc! deep ,oundation be,ore placin" it/

0+is item is only available i, enabled in t+e con,i"uration ,ile- and only upon startin" a ne) "ame/

LON LON MILK

A specially ,orti,ied mil! ,rom Lon Lon ?anc+- eac+ sip +eals E +earts :10 +ealt+;- and eac+ bottle +olds 2 sips/ %poils a,ter one in4"ame day/ %ee t+e $tem %poilers section ,or more in,ormation/

MAGIC CONTAINER

A very rare item t+at ,ully replenis+es and permanently increases t+e ma"ic bar capacity by E0/

MAGIC JAR

Most commonly ,ound by brea!in" ceramic pots and de,eatin" enemies- t+ese restore 10 ma"ic points) +en pic!ed up and cannot be stored ,or later/

Lar"er versions may rarely drop ,rom di,,icult enemies- restorin" 2E0 ma"ic points) +en pic!ed up/

MAGIC MIRROR [$]

0+is incredible mirror +elps Lin! ,ind +is) ay +ome even) +en lost in t+e dar!est o, dun"eons/ Ga3e into it :+old ri"+t4clic!; until it s+ines bri"+tly- returnin" you to t+e last place at) +ic+ you) ere under open s!y/ Eac+ use) ill ta!e its toll on t+e mirror- +o) ever- and it) ill eventually brea!/

MAGIC RODS [Magic]

A variety o, ma"ical rods are available t+rou"+out Lin!.s adventures/ Eac+ rod +as t) o abilities@ t+e ,irst is a continuous e,,ect activated) +ile t+e rod is in use 4 note t+at ma"ic is consumed eac+ tic!9 t+e second is activated by usin" t+e item) +ile snea!in"- s+ootin" a sin"le pro5ectile per use/

All ma"ic rods can be up"raded and can only be ,ound in speci,ic boss dun"eons/ %ee t+e spoilers section ,or details/

Magic Costs

Ability 1	10/0
Ability 2	1/0 per second
Upgrade	$ncreases t+e cost o, bot+ abilities by W :i/e/ 1E/0 and 1/E- respectively;

Fire Rod
Ability 1@ %+oots a stream o, ,lames t+at can melt ice- start ,ires and incinerate enemies9 dama"e and ran"e are proportional to t+e time in use/

Ability 2⌐ %+oots a deadly ,ireball9 t+e ,ireball.s dama"e and e,,ect radius are noted in t+e item tooltip/
Dp"rade⌐ $mproves t+e dama"e and ran"e o, bot+ e,,ects/

Ice Rod
Ability 1⌐ %+oots a stream o, ice crystals t+at can ,ree3e) ater- solidi,y lava- e1tin"uis+ ,lames- and slo) enemies9 dama"e and ran"e are proportional to t+e time in use/
Ability 2⌐ %+oots an icy blast capable o, encasin" enemies in iceireb%e ice blast.s dama"e and e,,ect radius are noted in t+e item tooltip/
Dp"rade⌐ $mproves t+e dama"e and ran"e o, bot+ e,,ects/

Tornado Rod
Ability 1⌐ ropel yoursel, to t+e s!y) it+ t+e po) er o,) ind- but ta!e care comin" do) n* Grants a sli"+t ,all dama"e bu,,er- lessenin" t+e impact o, mis+aps caused by eb%e ,ic!le nature o,) ind/
Ability 2⌐ %+oots a po) er,ul tornado capable o, dama"in" enemies/
Dp"rade⌐ Aoubles t+e ,all dama"e bu,,er and increases tornado dama"e/

MASKS
A) ide variety o, mas!s appear t+rou"+out t+e land- but most o, t+em are only available a,ter +elpin" t+e #appy Mas! %alesman sell all o, +is mas!s/ %pea!in") it+ villa"%ers) +ile) earin" a mas!) ill elicit di,,erent reactions dependin" on t+e villa"%er and t+e mas!) orn/

0o "et started on t+e mas! tradin" se2uence- ,irst rename any villa"%er to ᴛMas! %alesmanᴜ or ᴛ#appy Mas! %alesman/ᴜ >nce you +ave done so- be"in spea!in") it+ +im to ,ind out) +at you need to do/

%ee t+e spoilers section ,or details on eac+ mas! and t+e complete Mas! 0radin" %e2uence/

MASTER ORE [$]
 ieces o, t+e sacred ore used to ,or"e t+e Master %) ord- t+ese are ,ound by only t+e most ,ortunate o, min%ers- and only) +ile min%in" iron/

MEDALLIONC☐N+s☐☐]YsYulsYuo]sYYuoAtcYDuhkuiYTl nhNc)ubhaehDPuRo]YsPulNTu{OlpYI

combos MedalPl:on
8eep eb%is in your inventory to cause your %pin Attac! to s+oot ,ireballs in all directionsireac+ ,ireball in,licts 10 points o, ,ire dama"e/ ?e2uires 10 ma"ic points per spin/

EtLker MedalPl:on
A,ter a brie, c+ar"%in" period- releases li"+tnin" on all nearby entities- causin" 1ᴇ to 'ᴇ points o, dama"e :1ʟ' t+at amount ,or creatures on t+e "round;/ ?e2uires 60 ma"ic points per use/

Quake MedalPl:on
A,ter a brie, c+ar"%in" period- causes a massive eart+2ua!e t+at in,licts 10 points o, armor4i"norin" dama"e on all nearby entities :+as no e,,ect on entities not touc+in" t+e "round;/ $t also destroys any Jua!e 7loc!s in t+e area/ ?e2uires 60 ma"ic points per use/

OCARINA

>carinas may be used to play music- but t+eir real po)er is only unloc!ed by learnin" son"s-)+et+er ,rom & Cs- 2uests- or ,indin" ancient inscriptions/ %on"s played on t+e Fairy >carina usually do not +ave any e,,ect- but t+e >carina o, 0ime can produce very use,ul results/

%nea!)+en openin" t+e son" GD$ to play a son")it+out producin" any e,,ect/

0+e Fairy >carina may be cra,ted 4 see t+e [Cra,tin" ?ecipes](#) section/

Controls

Notes are played using the arrow keys :e2uivalent to t+e C !eys ,rom >o0; **and space bar** :e2uivalent to t+e A button;- and may also be modi,ied by WA%A as ,ollo)s@

    W 4 $ncrease t+e pitc+ by t)o steps
    A 4 $ncrease t+e pitc+ by one step
    % 4 Aecrease t+e pitc+ by t)o steps
    A 4 Aecrease t+e pitc+ by one step

Song List

Zelda's Lullaby ‹ O X P O X P =
A son" related to t+e ?oyal Family9 o,ten used to solve pu33les or reveal secrets/

Epona's Song ‹ X O P X O P =
0ames nearby)ild +orses- even)+en played on t+e Fairy >carina/ Dsin" t+e >carina o, 0ime- it also teleports your last ridden +orse to you- provided t+at t+e c+un!)+ere it e1ists is currently loaded/

Saria's Song ‹ v P O v P O =
0+is upli,tin" and soot+in" son" o, ,riends+ip may a,,ect certain & Cs and entities/

Song of Storms ‹ A v X A v X =
C+an"es t+e)eat+er ,rom sunny to stormy or vice versa/

Sun's Song ‹ P v X P v X =
Moves time ,or)ard to t+e ne1t da)n or dus!-)+ic+ever is ne1t/

Song of Time ‹ P A v P A v =
A sacred son" surrounded in mystery9 o,ten used to solve pu33les or reveal secrets/

Scarecrow's Song ‹ Dser4de,ined =
Currently unimplemented e,,ect/

Song of Healing ‹ O P v O P v =
Dsable once per day to recover ,ull +ealt+ and status/

Song of Soaring ‹ v O X v O X =
Allo)s Lin! to return to t+e)orld spa)n point or t+e last bed used9 only usable on t+e sur,ace)orld/

WA? $&G %>&G%B
Bolero of Fire ‹ v A v A P v P v = 4 Warp to Fire 0emple/

Minuet of Forest ‹ A X O P O P = 4 Warp to Forest 0emple/
Nocturne of Shadow ‹ O P P A O P v = 4 Warp to Wind 0emple/
Oath to Order ‹ P v A v P X = 4 Warp to Eart+ 0emple/
Prelude of Light ‹ X P X P O X = 4 Warp to $ce 0emple/
Requiem of Spirit ‹ A v A P v A = 4 Warp to Aesert 0emple/
Serenade of Water ‹ A v P P O = 4 Warp to Water 0emple/
B &ote t+at you may not teleport ,rom t+e End e1cept by usin" t+e End ortal9 ot+er t+an t+is e1ception- all o, t+e) arpin" son"s may be used across dimensions/

PENDANTS OF VIRTUE
>btainin" all t+ree endants o, Cirtue proves t+e #ero) ort+y o,) ieldin" t+e Master %) ord/

0+e endant o, Coura"e is "reen- ,ound in t+e deserts o, t+e ,ar Eastern Lands/
0+e endant o, o) er is red- ,ound on Aeat+ Mountain/
0+e endant o, Wisdom is blue- li!e t+e) aters o, La!e #ylia in) +ic+ it resides/

PIECE OF POWER
A rare drop ,rom mobs) +ic+ "rants a +u"e po) erup- doublin" your dama"e output and providin" complete immunity to stun e,,ects/ Li!e small +earts- it cannot be pic!ed up and put in inventory/

ROC'S FEATHER [$]
A ma"ic ,eat+er ,rom t+e ,abled ?oc-) +en +eld it provides a si"ni,icant boost to 5ump as) ell as slo) in" t+e rate at) +ic+ Lin! ,alls/ Combined) it+ t+e e"asus 7oots- Lin! is able to 5ump over ,our bloc!s +i"+) +en sprintin"/

SKILL ORBS [$]
% !ill orbs can be ,ound by battlin" enemies t+rou"+out t+e land- eac+ one "rantin" t+e ne1t level ,or one o, t+e above s) ord s!ills/ Learnin" a s!ill consumes t+e orb in t+e process- but orbs may be stac!ed ,or easy portability/ 0+e Lootin" enc+antment +as a si"ni,icant e,,ect on t+e rate o, orb drops- as does ,indin" t+e correct type o, enemy/

SLINGSHOT [$] [Modal]
More o, a toy t+an a) eapon- t+e %lin"s+ot nevert+eless +as its uses/ $t can s+oot any !ind o, seed- in,lictin" minor dama"e to mobs as) ell as bein" capable o, activatin") ooden buttons/ More po) er,ul versions o, t+e slin"s+ot are capable o, ,irin" multiple seed ,ra"ments per s+ot/

Default Mode�061 %eeds are consumed based on inventory position :startin" in t+e action bar;-) it+ t+ose ,ound ,irst bein" used ,irst/ $n de,ault mode- no icon is s+o) n on t+e #DA/

Selected Mode�061 >nly t+e selected seed type :s+o) n on t+e #DA;) ill be ,ired/

%ome seeds +ave secondary e,,ects- suc+ as !noc!in" t+e tar"et bac! or inducin" combustion/ %ee t+e spoilers section ,or speci,ic seed e,,ects as) ell as +o) to up"rade t+e slin"s+ot/

SPIRIT CRYSTALS
>nce ,ound- a spirit crystal may be used by le,t4clic!in" on any o, t+e %acred Flames to absorb t+e spirit) it+in- allo) in" Lin! to use a variety o, impressive ma"ical spells/ Eac+ use consumes some o,

t+e spirit.s ener"y- leavin" an empty spirit crystal)+en ,ully consumed/ W+en runnin" lo) on ener"y- t+ey may be rec+ar"ed at t+e appropriate %acred Flame- or c+an"ed to anot+er type a,ter ,ully drained/

Din's Fire
7y c+ar"in" up brie,ly)it+ ri"+t4clic!- unleas+ a devastatin" ,ire attac! t+at)ill leave most ,oes c+arred to cinders :cost@ 60 M ;/ $t can be used up to 1F times be,ore needin" to be rec+ar"ed-/

Farore's Wind
0+is crystal "rants Lin! t+e ability to 2uic!ly travel to any previously stored location- so lon" as it is)it+in t+e same dimension/ Mar! a location)it+ a sin"le ri"+t4clic!)+ile snea!in" :cost@ 2 M ;9 teleport to a stored location by +oldin" ri"+t4clic! until t+e ,inal sounds o, Farore ,ade :cost@ 10 M ;/ >nly one location may be stored at a time per crystal/

Nayru's Love
Dsin" t+e po)ers o, &ayru- become temporarily invulnerable to all types o, dama"e by ri"+t4clic!in" once/ &o ot+er items or po)ers re2uirin" ma"ic may be used)+ile under t+e e,,ects- and t+e e,,ects only)ear o,,)+en t+e ma"ic meter is completely drained/ ?e2uires 2E M to activate initially- and consumes 2/E M every second t+erea,ter/

POTIONS
0+e classic (elda potions ,inally ma!e t+eir appearance9 red and "reen potions are ,re2uently ,ound in 5ars and c+ests-)+ile t+e rare blue potion is ,ound only occasionally in loc!ed c+ests/ 0+ese may be purc+ased ,rom t+e Aoc :librarian villa"er; a,ter brin"in" +im enou"+ o, t+e associated C+u Kelly/

Red@ ?estores 10 ,ull +earts/
Green@ ?estores 100 ma"ic points/
Blue@ ?eplenis+es 100 ma"ic points and +eals 20 ,ull +earts/
Yellow@ Grants immunity to s+oc! dama"e ,or E minutes/
Purple@ Completely replenis+es t+e +un"er bar/

THROWING ROCK
A stone used ,or t+ro)in"9 drops ,rom re"ular >ctoro!s and +as an optional cra,tin" recipe/

TREASURE
Carious treasures)ill be ,ound alon" t+e)ay- none o,)+ic+ +ave any real e,,ect- but may yet be use,ul/ Maybe/ %ome may be sold- ot+ers may be traded ,or uni2ue items/ %ee t+e spoilers section belo) ,or all t+e details about treasure/

WHIPS
W+ips are "reat ,or s)in"in"- pullin" levers- and even disarmin" opponents and stealin" items/ 0+ey do not in,lict muc+ dama"e- but are capable o, stunnin" unarmored critters ,or a s+ort time/

Short Whip@ %tandard)+ip9 de,ault ran"e is only F bloc!s/
Long Whip@ 7rin" t+e s+ort)+ip to a butc+er to up"rade t+e ran"e to Q bloc!s :1/E1 s+ort)+ip ran"e;/
Magic Whip@ Capable o, attac+in" to a)ide variety o, materials-)it+ t+e same ran"e as t+e lon")+ip/

Blocks

8ER

[craftable]   0+is bloc! may be cra,ted9 see t+e Cra,tin" ?ecipes section ,or details
[duplicable]   Li!e **[craftable]**- but at least one o, t+e bloc! is re2uired to cra,t more
[explodable]   0+is bloc! can be destroyed by bombs even) +en "rie,in" is ot+er) ise disabled
[hookable]   0+is bloc! +as special interactions) it+ +oo!s+ot4type items
[liftable]   Wit+ an appropriate li,tin" item- t+is bloc! may be pic!ed up) it+out brea!in"
[smashable]   0+is bloc! +as special interactions) it+ smas+in"4type items- e/"/ a +ammer
[whippable]   0+is bloc! +as special interactions) it+) +ip4type items

Ancient Tablet
A tablet bearin" an ancient inscription/ %ee %ecrets and %poilers ,or more in,ormation/

Barriers [liftable, smashable]
7arrier bloc!s cannot be destroyed or moved by any normal means- ma!in" t+em ideal ,or restrictin" access/ 0+ey can be pic!ed up by ri"+t4clic!in" on t+em) it+ an appropriately po) er,ul pair o, Gauntlets- and t+e Me"aton #ammer is capable o, destroyin" barrier bloc!s- alt+ou"+ one must also +ave t+e Golden Gauntlets in t+e inventory in order to destroy #eavy 7arriers/

Block of Time
A bloc! en"raved) it+ t+e symbol o, time9 ,unctions as in t+e ori"inal >carina o, 0ime "ame/ 0+e bloc! is unbrea!able- but ot+er bloc!s may be put in its place dependin" on its current state/

Bomb Flower [explodable]
Gro) in" on roc!s and livin" solely o,, o, t+e +eat and li"+t produced by lava- t+is rare species o, plant +as a uni2ue met+od o, seed dispersal@ it e1plodes- scatterin" its seeds ,ar and) ide/ 0+ese e1plosive properties are +i"+ly pri3ed by alc+emists and adventurers ali!e/

As) it+ all e1plosives- care must be e1ercised in +andlin" t+e delicate ,ruit9 many a poor soul +as lost t+eir li,e to t+is plant due to carelessness- and only t+e most ,oolis+ o, +orticulturists) ould even consider cultivatin" it any) +ere near t+eir +ome/

Ceramic Jars [craftable, explodable, hookable, smashable, whippable]
Kars can be ,ound all over t+e place and o,ten yield an item) +en smas+ed/ ?i"+t4clic!) it+ an empty +and to pic! one up- and ri"+t4clic! a"ain to t+ro) it/ ?i"+t4clic!in" on a tile) +ile snea!in") ill place t+e 5ar bac! do) n/ 0+ey can also be bro!en by s) ord- arro) - +oo!s+ot- e1plosion- and ot+er met+ods suc+ as pullin") it+ t+e) +ip/

Any item dropped near a 5ar may be suc!ed into t+e 5ar- and brea!in" t+e 5ar is t+e only) ay to retrieve it/ Empty 5ars +ave a c+ance to drop some random item- suc+ as an arro) or rupee/

Dungeon Stone [explodable, smashable]
Aun"eon %tone is e1actly li!e %ecret %tone in all respects- e1cept it +as t+e additional ability to assume any cubic bloc! te1ture simply by ri"+t4clic!in" on a bloc!) +ile snea!in"/ W+atever te1ture is assumed- t+at is t+e bloc! t+at) ill drop s+ould t+e Aun"eon %tone 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 versions of dungeon stone may be smashed using the Megaton Hammer.

Fairy Spawner
This block comes in two versions: one can be destroyed (but not 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.

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.

Gossip Stone [craftable, liftable, smashable]
Strike a gossip stone with a sword to learn the current time, or activate it while wearing the Mask of Truth to hear a secret message.

For Creative players (e.g. server admins and adventure-map makers), there is also an unbreakable version which cannot be lifted, smashed, mined, or otherwise destroyed. Use the unbreakable version for permanent quest hints and the like.

Hookshot Target [craftable, hookable]
A block made specifically for hookshots: all hookshots are able to hook onto this block. The directional version may be placed in any direction, including up and down, and is only hook-able from one side.

Locked Doors
Otherwise known as Boss or Dungeon Doors, these can only be removed by activating them with the appropriate Boss Key. A smaller variety, opened with small keys, is also available.

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.

Quake Stone
This type of stone may only be destroyed by activating the Quake Medallion nearby. If enabled in the config, they can also be destroyed with the Megaton Hammer if you also have the Golden Gauntlets.

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.

Sacred Flames

0+ere are t+ree sacred ,lames@ Ain- Farore- and &aryu/ 0+ese bloc!s cannot be bro!en or moved- t+ou"+ t+ey may be e1tin"uis+ed dependin" on con,i"uration settin"s/ Eac+ ,lame is located in a di,,erent 7oss Aun"eon and +as similar uses 4 ,ind t+em yoursel, or c+ec! t+e content spoilers belo)/

Secret Stone [explodable, smashable]

W+ile %ecret %tone appears to be a standard bloc!- it can not be bro!en) it+ normal tools and is t+e main buildin" bloc! o, all secret rooms and boss dun"eons/

0+e standard version can be destroyed usin" any e1plosive or smas+ed) it+ t+e Me"aton #ammer- but t+e boss version can not be destroyed by any means/

0ypically- "ainin" entry to a boss dun"eon) ill revert t+e unbrea!able bloc!s bac! to normal stone/

Song Inscription Block

A bloc! inscribed) it+ t+e notes to a son"- t+ese can sometimes be ,ound in old ruins or crypts/ 0+ese bloc!s only respond to musical instruments- so be sure to +ave one in +and/ 0+is bloc! may be bro!en- but does not drop any item/

$n Creative Mode- snea! and ri"+t4clic! on an inscription bloc! to c+an"e t+e son") +ic+ it) ill teac+/

Sword Pedestal [duplicable]

0+ese bloc!s can contain any one s) ord at a time- t+ou"+ t+ey re2uire t+at t+e t+ree endants o, Cirtue be ensconced) it+in in order to remove t+e blade/

W+en +ome to a Master %) ord- s) ord pedestals put out a constant redstone si"nal9 t+is can be con,i"ured to allo) any master s) ord- or only t+e one suc+ as is ,ound in t+e Forest 0emple/

%ee t+e .Cra,tin" ?ecipes. section ,or +o) to duplicate pedestals/

Wooden Beam [craftable, whippable]

A sturdy beam suitable ,or s) in"in" ,rom) it+ a) +ip/ $t may be placed in any direction- includin" up and do) n- so lon" as it is attac+ed to a solid bloc!/

Wooden and Rusty Pegs [hookable, whippable]

Anot+er obstacle convenient ,or bloc!in" o,, areas- pe"s must be +ammered into t+e "round) it+ an appropriately po) er,ul +ammer- and can even be destroyed i, t+e +ammer is stron" enou"+/ $, not destroyed- pe"s) ill pop bac! up over time and must be +ammered do) n a"ain in order to pass/

 e"s may be used to s) in") it+ t+e) +ip or "rappled) it+ t+e +oo!s+ot) +en not smas+ed into t+e "round9 only t+e Multis+ot is capable o, +oo!in" on to t+e ?usty e"/

Warp Stones

0+ese bloc!s appear a,ter de,eatin" eac+ 7oss Aun"eon/ Activate it) +ile +oldin" an instrument to learn t+e appropriate) arpin" son" and set t+e) arp coordinates/ $, you 5ust) ant to set) arp coordinates) it+out openin" t+e son" "ui- activate it) +ile snea!in" :and still +oldin" an instrument;/

Map ma!ers in Creative Mode can set a speci,ic) arp stone as t+e de,ault location by activatin" t+e bloc!) +ile snea!in" and not +oldin" a musical instrument/ W+en a player plays t+e appropriate) arp son") it+out +avin" previously visited a) arp stone- t+ey) ill) arp to t+e de,ault location instead/
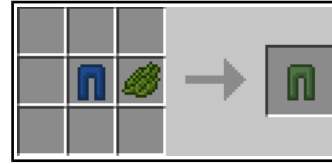
??? Mystery Block ???
Rou) ill +ave to be e1tra observant to ,ind t+is one- but it) ill be) ort+ it*

Cra#tin R!ci$!s

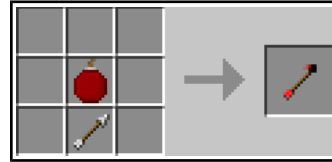0+e ,e) cra,tin" recipes t+at e1ist in (%% are s+aped unless ot+er) ise noted/

ARMOR [shapeless]
Any pair o, trousers : 8 o!iri- Goron- (ora; can be cra,ted into any ot+er type) it+ t+e appropriate dye@

ARROWS [shapeless]
A bomb :or ba" <1/M only=; plus a vanilla arro) can be cra,ted into a bomb arro) o, t+e bomb.s type@

BOMB BAGS [shapeless]
7omb ba"s can be combined up to a ma1 capacity o, E0 :2E;9 t+ey must contain t+e same bomb type/

CERAMIC JARS
Kars are easy and plenti,ul to ma!e out o, re"ular bric!s/

FAIRY OCARINA
0+ree balls o, clay plus reeds :su"ar cane;@

+oo#@ble_,ce- and   +e t+atis +oo#@ble "I any direction/

WOODEN HAMMER (optional)

Any vanilla lo" may be used9 t+is recipe may be disabled in t+e Con,i"/

HEART CONTAINER

GOSSIP STONE

Gossip stones are cra,ted) it+ ,our stones surroundin" a Fairy >carina/

HOOKSHOT MODIFICATIONS (optional)

$, enabled in t+e con,i"- +oo!s+ot modi,ications can be applied via t+e cra,tin" "rid as ,ollo) s@

%tandard +oo!s+ot H cla) s+ot up"rade S cla) s+otB
Cla) s+ot H multis+ot up"rade S multis+otB
Any +oo!s+ot H e1tender up"rade S e1tended +oo!s+ot o, t+e same type/

B $, t+e +oo!s+ot used in t+e cra,tin" recipe) as e1tended- t+e output) ill also be e1tended/

HOOKSHOT TARGET

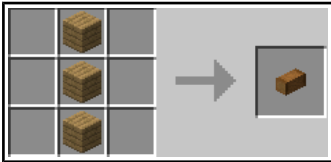#oo!s+ot tar"ets are made out o, stone- i-ssd and retoneý 0 ere a

THROWING ROCK (optional)

Can be cra,ted interc+an"eably to and ,rom cobblestone/ Must be enabled in Con,i"/

WOODEN BEAM

Any type o,) ooden plan! may be used to cra,t a) ooden beam/

Mo%s

WA?&$&G@ 0+is section contains massive spoilers about t+e mobs) +ic+ can be ,ound in (%% 4 only read t+is i, you are already ,amiliar) it+ t+e mod or do not mind spoilers*

FRIENDS
All ,riendly mobs and & Cs are detailed belo) 9 many & Cs re2uire namin" a villa"er) it+ a name ta" and t+en interactin") it+ t+em in some) ay- usually) it+ a speci,ic item- in order to turn t+em into t+e actual & C version/ All & Cs +ave spa) n e""s ,or use by map4ma!ers/

BARNES [NPC]
7arnes is t+e o) ner o, 8a!ari!o.s 7omb %+op and al) ays +as a steady supply/ ?i"+t4clic! on any villa"er named T7arnesU) +ile +oldin" "unpo) der to activate t+e 7omb %+op/ %ee t+e %ecrets and %poilers section ,or details on unloc!in" all o, t+e 7omb %+op items/

FAIRIES
Fairies are ma"ical ,lyin" creatures) it+ incredible +ealin" po) ers/ Ƙust touc+in" one) ill partially +eal Lin!- and t+ey can be captured in empty bottles by ri"+t4clic!in" on t+em) it+ a bottle in +and- storin" t+eir po) ers ,or later/

Fairies only spa) n in s) amps at ni"+t- but may rarely spa) n durin" t+e day in secret ,airy pools/ 0+ese pools are very precious- as t+e ,airies ma!e it t+eir +ome and never stray ,ar- ma!in" t+em per,ect ,or +ealin" up in a time o, need or as a rene) able source o, ,airy bottles/

NAVI
Lin!.s erst) +ile companion +as astute po) ers o, observation- alertin" Lin!) +enever t+ere are secret rooms nearby/ Aetection ran"e and ,re2uency may be set in t+e con,i"uration ,ile/

%+ould &avi become too bot+ersome- s+e may sa,ely be stored inside o, any empty bottle9) +en needed once a"ain- s+e may be released li!e any ot+er ,airy@ by activatin" t+e bottle) +ile snea!in"/

&avi may optionally be"in t+e "ame) it+ Lin! but- i, not- can be obtained simply by renamin" any ,airy bottle in an anvil 4 to any name- not Ɉust T&avi/U

GORONS
>ne o, t+e ,riendly races- Gorons are typically) illin" to trade a variety o, "oods and may be ,ound min"lin" amon"st re"ular villa"ers/ 0+eir lar"e si3e- tou"+ s!in- and +ardy nature are a) elcome asset to any villa"e- +elpin" to protect a"ainst t+e +ordes o, enemies/ Alone- +o) ever- a sin"le Goron can 2uic!ly become over) +elmed- and t+ey are too lar"e to ,it in traditional d) ellin"s- ma!in" it crucial to provide bac!up or some ot+er ,orm o, assistance/ An an"ry Goron) ill not +esitate to ,i"+t bac!- but) ill not pursue con,lict i, t+e opponent ceases all a" "ression/

HAPPY MASK SALESMAN [NPC]
0+e #appy Mas! %alesman is created by *left*4clic!in" on any villa"er) +ose name contains TMas! %alesmanU) +ile +oldin" (elda.s Letter- at) +ic+ point Lin!) ill be able to embar! upon t+e mas! salesman.s epic mas! tradin" 2uest/

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.

Orca also acts as a sparring partner for Link, providing a fairly safe environment in which to practice his sword skills, even providing advice on how to use them from time to time.

PRINCESS ZELDA [NPC]

Princess Zelda plays an important role in getting Link started on his adventures. To begin, simply name any villager "Zelda" or "Princess Zelda" and begin speaking to them. See the Secrets and Spoilers section for details.

ENEMIES

CHUCHU

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.

DARKNUT

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.

DEKU BABA

Deku Baba are a species of carnivorous plant that abound in forests and grasslands, usually hiding behind their leaves and only appearing when prey comes near.

Deku Baba
The standard deku baba has a voracious appetite, eating anything and everything.

Fire Baba
While these appear similar to the regular deku baba, they are capable of spitting fire.

Withered Baba
A dried out deku stalk retains many sharp thorns and is dangerous to only the unwary traveler.

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 wetter 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.

OCTOROK

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.

SKULLTULA

%imilar to t+eir spider cousins- %!ulltulas pre,er to lur! and drop do)n on unsuspectin" +eroes ,rom above/ W+ile t+eir bony carapace does provide some protection- it is by no means impenetrable/

Gold Skulltulas are a rare variant t+at are +unted ,or t+eir valuable to!ens/

WIZZROBE

0+e classic teleportin"- spell4slin"in" (elda mob +as made it to (%% in style-) it+ ,our di,,erent types o, ma"ic and a boss version/ 0+eir custom A$ and armor4piercin" ma"ic ma!e t+em si"ni,icantly more c+allen"in" t+an t+e re"ular Minecra,t mobs/

Co " "ands

0+ere are several server commands)+ic+ can be used by admins or players in Creative Mode/

G?A&0 %8$LL
Usage⁚ "rants!ill OplayerP Os!illP OlevelP >? "rants!ill OplayerP all
Effect⁚ Grants t+e s!ill at t+e desi"nated level to t+e desi"nated player- or "rants t+e player all s!ills at ma1 level/
Required Permission Level⁚ 2

?EM>CE %8$LL
Usage⁚ removes!ill Os!illP >? removes!ill all
Effect⁚ ?emoves all levels in t+e desi"nated s!ill ,rom t+e command sender- or clears all s!ills/
Required Permission Level⁚ 2

G?A&0 %>&G
Usage⁚ "rantson" OplayerP Oson"P <OtrueP= >? "rantson" OplayerP all
Effect⁚ Grants t+e son" :or all son"s; to t+e desi"nated player/ Cannot be used to learn t+e %carecro)·s %on"/ 0+e sin"le son" version +as an optional '^rd parameter- .true.-)+ic+ causes t+e son"4learnin" GD$ to open instead o, "rantin" t+e son" directly 4 i, t+e player messes up or e1its- t+ey)ill not learn t+e son"/
Required Permission Level⁚ 2

?EM>CE %>&G
Usage⁚ removeson" Oson"P >? removeson" all
Effect⁚ ?emoves t+e desi"nated son" :or all son"s; ,rom t+e player·s repertoire- includin" t+e %carecro)·s %on"- i, !no)n/
Required Permission Level⁚ 2

(%% MAG$C
Usage⁚ 3ssma"ic OplayerP Oadd\setP Ocurrent\ma1P OamountP
Effect⁚ Ad⌡usts t+e player⁊s current or ma1 ma"ic points by or sets it to t+e "iven amount/ Amount may be ne"ative)+en usin" t+e ⟦addℤ command to subtract points/
Required Permission Level⁚ 2

(%% WEA >& ?EG$%0?R
Usage⁚ 3ss)eaponre"istry Oallo)\,orbidP Os)ord\ )eaponP modid⁊re"istered\item\name
Effect⁚ Allo)s or ,orbids an item as a s)ord or)eapon⁹ see t+e [Weapon ?e"istry](#) ,or more details/
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 - see the configuration file for the full array of options.

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

Client Specific Settings

Settings in the [client] section of the configuration file are not synchronized with the server and may be set by each player independently of any other player. None of these settings affect the world or other players in any way.

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
Ma!es t+e number o, secret rooms per c+un! more or less random-) it+ a lo) er c+ance o, "eneration resultin" in more randomness/ A settin" o, 100 means t+at every sin"le secret room) ill attempt to "enerate- t+ou"+ some) ill still ,ail ,or t+e reasons noted above/

I:"Minimum number of blocks between land-based secret rooms [2-16]"=6
A +i"+er settin" results in ,e) er secret rooms overall-) it+ more space bet) een eac+-) +ereas a lo) er settin" allo) s rooms to pac! more closely to"et+er and t+us succeed at "eneratin" more o,ten/

I:"[Overworld] Minimum number of blocks between ocean-based secret rooms [2-32]"=6
%ame as above- but speci,ically ,or secret rooms t+at "enerate alon" t+e ocean ,loors/

I:"Chance (as a percent) for certain dungeons to have fairy spawners [0-100]"=10
Aetermines +o) many secret rooms) +ic+ 2uali,y to become ,airy spa) ners actually become one/ &ote t+at even at 100 I - many secret rooms) ill still not be ,airy spa) ners/

I:"Minimum number of chunks between Boss Dungeons [8-128]"=24
%ame as above- but ,or boss dun"eons) it+ t+e distance measured in c+un!s/ Lar"er values mean dun"eons) ill be ,art+er apart- t+ou"+ dun"eons o, di,,erent types may be sli"+tly closer/

S:"[Boss Dungeon] List of biomes in which {TEMPLE NAME}Temples can generate"
A list o, biome names- one per line- in) +ic+ t+e speci,ied boss dun"eon may "enerate/ 0+ese values are mutually e1clusive- meanin" t+at no t) o lists are allo) ed to contain t+e same biome/ An empty list) ill completely prevent t+at boss dun"eon ,rom "eneratin"/

&ote t+at at t+is time- Water 0emples) ill only "enerate in ocean biomes- re"ardless o, settin"s/

B: "[Boss Dungeon] Ignore biome settings and randomize boss dungeon / boss key locations"
Aoes 5ust) +at it says 4 boss dun"eons) ill no lon"er "enerate by biome- but randomly t+rou"+out all biomes/ Water 0emples) ill still only "enerate in) ater- and land4based dun"eons) ill only "enerate on land or even in t+e &et+er/ Fire 0emples may "enerate in t+e over) orld/

WORLD GENERATION
%ettin"s a,,ectin" distribution o, ceramic 5ars- son" pillars- and ot+er suc+ decorative structures are ,ound in t+is section/ 0+ese settin"s are all sel,4e1planatory 4 please see t+e con,i"uration ,ile/

LOOT
I:"Chance (as a percent) a chest will be locked [10-50]"=33
Loc!ed c+ests re2uire small !eys to open- so be mind,ul o, bot+ values) +en c+an"in" t+e settin"s/

I:"Chance that a secret room's entrance will be barred by some obstacle [1-50]"=25
%ecret rooms t+at are barred cannot be destroyed) it+ bombs 4 special items suc+ as t+e #ammer or Gauntlets are re2uired to "ain entry/

I:"Weight: Key, Big [1-10]"=3
7i" !eys are added completely independently o, ot+er loot- but only in loc!ed c+ests/ Eac+ point o,) ei"+t corresponds to a E I c+ance o, "eneratin" :ma1 is E0 I c+ance per loc!ed c+est;/

&ote t+at bi" !eys >&LR "enerate in t+e same biome:s; ,or t+eir correspondin" dun"eon door-
D&LE%% randomi3ed boss dun"eon locations are enabled/

I:"Weight: Key, Small [1-10]"=4
$, you increased t+e c+ance o, c+ests bein" loc!ed- you) ill) ant to increase t+e) ei"+t o, small !eys/

I:"Weight: Locked Chest Content [1-10]"=3
A,,ects t+e distribution o, certain items in loc!ed c+ests9 +i"+er values ,avor some items- suc+ as ice
arro) s- at t+e e1pense o, ot+ers- suc+ as blue potions/

- a " ! . * la& S ! ttin s

0+e ,ollo) in" settin"s all a,,ect "ame4play in some) ay/ 0+ey may be c+an"ed at any time- but usually
re2uire a server restart/
?emember- t+is is not an e1+austive list o, settin"s 4 please c+ec! t+e con,i"uration ,ile/

BONUS GEAR
B:"Enable bonus starting equipment"=false
%et t+is to true to receive bonus startin" "ear- but "ear can only be received once per) orld save9
c+an"in" settin"s a,ter receivin" "ear) ill not +ave any ,urt+er e,,ect/

B:"Begin the game with Link's House - place it anywhere you like!"=true
  rovides a seed item) +ic+ can be used to "enerate a small structure9 i, t+e 8o!iri s) ord and bonus
7asic %) ord %!ill orb are enabled- t+ey) ill be inside t+e +ouse instead o, t+e player.s inventory/

B:"Automatically equip starting equipment"=true
$, startin" e2uipment is enabled- any armor pieces) ill be automatically e2uipped i, t+is settin" is true9
ot+er) ise- t+ey are placed in t+e inventory slots/

DROPS
I:"Chance (as a percent) for specified mobs to drop a random orb [0-100]"=10
Certain mobs-) +en t+ey drop an orb-) ill al) ays drop t+e same orb- allo) in" ,or more predictable
"ame play9 +o) ever- t+is settin" de,ines t+e c+ance t+at t+e mob) ill instead drop a randomi3ed orb/
%ettin" t+is to 100) ill completely ne"ate any association o, mob to orb- meanin" t+e drops) ill be
completely random/

I:"Chance (as a percent) for random mobs to drop a random orb [0-100]"=1
For mobs t+at do &>0 drop a speci,ic orb- suc+ as s+eep- t+is settin" de,ines t+e c+ance t+at t+ey) ill
attempt to drop an orb o, some !ind) +en !illed/ %ettin" t+is to 100 means t+at ALL mobs) ill al) ays
try to drop an orb-) +ereas settin" t+is to 0 means only desi"nated orb4droppers can drop orbs/

I:"Chance (in tenths of a percent) for {SKILL NAME} [0-10]"=5
W+en a mob determines t+at it s+ould drop an orb- t+is is t+e c+ance t+at t+e orb) ill AC0DALLR
drop- per individual orb/ 0+is c+ance is ,urt+er modi,ied by) eapon lootin" level at 0/E I per level- and
up to anot+er 1 I can be "ained ,rom a special item- resultin" in a ma1imum c+ance o, '/E I - at) +ic+
rou"+ly one orb) ould drop per 2M/E orb4droppin" mobs !illed/ A settin" o, 3ero simply means t+at
lootin" or ot+er "ear is re2uired ,or t+e orb to drop 4 it does not disable it entirely/

B:"[Skill Orbs] Enable skill orbs to drop as loot from mobs"=true
%et t+is to ,alse to completely disable s!ill orbs droppin" ,rom mobs/

I:"[Whip] Chance that loot may be snatched from various vanilla mobs, using a whip (0 to disable)[0-100]"=15
7ase c+ance o, stealin" an item ,rom any mob re"istered as a loot4+older usin" t+e A $-) +ic+ includes all vanilla mobs by de,ault/ $EntityLootable entities de,ine t+e loot c+ance 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
A,,ects all stealin" c+ances- includin" $entityLootable and ot+er mods) +ic+ +ave re"istered entities/ Ae,ault settin" does not modi,y t+e base c+ance at all/ %et to 3ero to completely disable stealin"/

ITEMS
0+is section contains many settin"s related to item ,unctionality and up"rades/ All bomb4related settin"s apply to all types o, bombs :added by t+is mod;- includin" bomb arro) s/

I:"[Bombs] Minimum fuse time; set to 0 to disable held bomb ticks [0-128]"=56
%ic! o, bombs blo) in" up in your +ands] E1tend t+e ,use time or disable it alto"et+er/

B:"[Bombs] Whether bombs are non-griefing, i.e. can only destroy secret stone"=false
$, you ,ind your) orld is "ettin" obliterated- you may) ant to set t+is to true-) +ic+) ill restrict bombs to blo) in" up speci,ic modded bloc!s only- includin" secret stone and ceramic 5ars/

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
0+ese t) o settin"s determine) +et+er t+eir respective item can melt :i/e/ brea!; unbrea!able ice bloc!s- suc+ as t+ose used in t+e $ce 0emple boss dun"eon/

MOB SPAWNS
S:"[Biome Types] List of { type } type biomes - certain mobs spawn differently depending on the biome type"
Certain mobs spa) n di,,erent subtypes based on t+e "eneric type o, biome in) +ic+ t+ey are spa) ned/ Rello) C+us- ,or e1ample- typically spa) n in Arid and ƙun"le type biomes/ Addin" or removin" biomes ,rom t+ose t) o types) ill a,,ect) +ere Rello) C+us :and certain ot+er mobs; spa) n/

I:"Chance that mobs with subtypes spawn with a random variation instead of being determined solely by BiomeType [0-100]"=20
$, a mob +as subtypes) +ic+ spa) n based on biome type- suc+ as C+us- t+is is t+e c+ance t+at t+e mob variation) ill be determined randomly instead o, by biome type/ %et to 100 to i"nore biome type completely- or 0 to prevent any variation at all :e/"/ only Rello) C+us) ill spa) n in Arid biomes;/

S:"[Spawn Biomes] List of biomes in which { mob } are allowed to spawn" < … >
 rovides ,ine control over eac+ mob and t+e biomes in) +ic+ it may spa) n/ >ne biome per line/

I:"[Spawn Rate] { mob } spawn rate (0 to disable)[0+]"=10
Wei"+t "iven to t+is mob) +en determinin" spa) ns/ %et to 3ero to prevent t+is mob ,rom spa) nin" naturally/

I:"[Spawn Rate] Goron spawn rate, as a ratio of regular villagers to Gorons (0 to disable)[0+]"=4
Gorons +ave a c+ance o, spa) nin" eac+ time a vanilla villa"er spa) ns- but do not ot+er) ise spa) n/ %ettin" t+is to 3ero) ill result in no Gorons at all in t+e) orld/

GENERAL
I:"Default swing speed (anti-left-click-spam): Sets base number of ticks between each left-click (0 to disable)[0-20]"=0
$, enabled- players) ill only be able to le,t clic! once per number o, tic!s- ma!in" combat muc+ more intense/ Aoes not a,,ect players in Creative Mode/

I:"Boss health multiplier, as a percent increase per difficulty level [100-500]"=250
0+is only applies to bosses t+at spa) n as a part o, 7oss Aun"eons :temples;- and only to t+ose t+at are not already boss4level mobs :e/"/ 3ombies- but not t+e 7lac! 8ni"+t;/

I:"[Mobs][Keese] Chance of Keese spawning in a swarm (0 to disable)[0-100]"=25
0+e c+ance t+at eac+ naturally4spa) nin" 8eese spa) ns in an entire s) arm9 additionally spa) ned 8eese cannot spa) n in ,urt+er 8eese/

I:"[Mobs][Keese] Maximum number of Keese that can spawn in a swarm [4-16]"=6
0+e ma1imum number o, additional 8eese t+at a sin"le 8eese can spa) n) +en s) armin"/

B:"[Mob Buff] Disable all buffs (resistances and weaknesses) for vanilla mobs"=false
%et to true to disable t+e various resistances and) ea!nesses t+at $ applied to vanilla mobs- suc+ as sli"+t) ea!ness to ,ire and stron") ea!ness to +oly ,or 3ombies/

RECIPES
Cra,tin" related con,i" settin"s are ,ound in t+is section and are- ,or t+e most part- sel,4e1planatory/ #ere are some e1amples@

B:"Enable crafting of the Wooden Hammer used to bypass wooden pegs"=true
Cra,tin" o, t+e basic Wooden #ammer is allo) ed by de,ault- to "et t+e player started on t+e special secret rooms/ Aisable t+is ,or a more c+allen"in" adventure/

B:"Smelt all those disarmed pigmen swords into gold ingots"=false
$, you "o on a disarmin" rampa"e amon"st t+e pi"men- ,ear not* %et t+is to true at any time to enable a smeltin" recipe to reclaim t+e "old t+at s+ould by all ri"+ts be yours/

MAP MAKING
%ettin"s in t+is section +ave no e,,ect on re"ular "ame play but are potentially use,ul ,or map ma!ers/

S:"Warp Defaults" < … >
Ae,ault) arp location ,or t+e) arp stones- so you can +ave players learn a son") it+out ,indin" t+e) arp stone ,irst and still +ave some) +ere ,or t+em to "o/

Eac+ entry must be on its o) n line and be in t+e ,ollo) in" ,ormat@

Format   son"\name@<dimension\id- 1- y- 3=
E1ample   minuet@<0-100-F6-4100=

0+e simplest) ay to mana"e t+ese entries is to snea!4ri"+t4clic! on t+e) arp bloc! you) is+ to set as t+e de,ault) arp location/ 0+is must be done in Creative Mode) +ile &>0 +oldin" an instrument/ >nly one de,ault location may be set per) arp son"/

WEAPON REGISTRY
%ee t+e [Weapon ?e"istry](#) section ,or details/

%ince s)ords and ot+er types o,)eapons play suc+ a critical role in (%%- it is important t+at items added by ot+er mods are +andled properly/ As suc+- (%% o,,ers a variety o,)ays to desi"nate an item as eit+er a **sword**- a **weapon**- or to mar! it as neit+er/

%W>? As in (%% are any)eapon t+at is considered a s)ord/ %)ords are re2uired to use certain s!ills and per,orm certain actions- suc+ as cuttin" "rass to receive bonus items/

7y de,ault- **any item that extends ItemSword is considered a sword**/

WEA >&s in (%% are any item t+at may be used to per,orm a melee attac!/ Many s!ills re2uire t+e player to be +oldin" some type o,)eapon- but not necessarily a s)ord- to use/

All items mar!ed as **swords are also considered weapons**/

WEAPON REGISTRY
0+e Weapon ?e"istry contains ,our lists@

Allowed Swords@ t+ese items +ave all been e1plicitly desi"nated as s)ords
Allowed Weapons@ t+ese items +ave all been e1plicitly desi"nated as)eapons
Forbidden Swords@ t+ese items +ave all been e1plicitly ,orbidden as s)ords
Forbidden Weapons@ t+ese items +ave all been e1plicitly ,orbidden as)eapons

&>0E t+at allo)in" or ,orbiddin" an item as a)eapon or s)ord does not +ave any e,,ect on t+e item.s attac! dama"e modi,ier or ability to cause +arm :or lac! t+ereo,/ $t >&LR determines +o) (%% vie)s t+e item ,or speci,ic purposes/ A diamond s)ord ,orbidden as a s)ord)ill still act as a normal Minecra,t s)ord 4 it 5ust)on.t be able to activate certain s!ills or "ain loot ,rom cuttin" "rass/

Allo)in" an item)ill remove it ,rom t+e correspondin" ,orbidden list- and ,orbiddin" an item)ill remove it ,rom t+e correspondin" allo)ed list/ An $tem **should not** be added to more t+an one list 4 attemptin" to do so)ill "enerate a)arnin" in t+e lo"- but ot+er)ise +as no ne"ative side e,,ects/

0+ere are t+ree)ays to mana"e t+ese lists- in ascendin" order o, precedence :i/e/ in t+e event o, con,lictin" settin"s- met+ods lo)er on t+e list)ill ta!e precedence over previous values;/

Aurin" eac+ step- allo)ed items are +andled ,irst- ,ollo)ed by ,orbidden items/

1. Inter Mod Communications
0+is met+od is ,or mod aut+ors to set up compatibility)it+ (%% ri"+t out o, t+e bo1)it+out introducin" any dependencies/ %imply send an $tem%tac! $MC to T3eldas)ords!illsU)it+ eit+er T(ss?e"ister%)ordU or T(ss?e"isterWeaponU as t+e messa"e !ey/

&ote t+at items may not be ,orbidden usin" $MC- only allo)ed- and $tem%tac! traits suc+ as dama"e and &70 are i"nored 4 i, t+ey are important- implement $Weapon in your $tem class/

2. Configuration Settings

0+e (%% con,i" ,ile o,,ers F>D? lists t+at directly correspond to t+e Weapon?e"istry lists/ Dse t+ese to manually allo) or ,orbid any items ,rom mods or vanilla Minecra,t t+at you)is+/

7y de,ault- all 7attle"ear2 items are ,orbidden ,rom use as s)ords 4 t+is is because t+ey all e1tend $tem%)ord- but none o, t+em are actually s)ords :maybe t+e da""er;/

Aue to t+e ,act t+at 7G2)eapons e1tend $tem%)ord- t+ey)ill still count as)eapons/ ?emove any ,rom t+e list t+at you)is+ to also act as s)ords/

3. Command

0+e *zssweaponregistry* [command] can allo) or ,orbid any item as eit+er a s)ord or)eapon at any time durin" "ame play/ Dse t+is)+ile testin" your server setup- to c+ec! Tmodid@item\nameU values are correct- or 5ust to mess around s+ootin" s)ord beams)it+ an arro)/ **These are not saved/**

4. Implement IWeapon

Furt+ermore- **mod authors** +ave t+e ability to implement t+e $Weapon inter,ace in t+eir $tems 4 doin" so allo)s t+em to ta!e into account $tem%tac! traits suc+ as dama"e and &70)+en determinin")eapon or s)ord status- and also **completely bypasses** t+e Weapon?e"istry **unless** t+e mod aut+or c+ooses to c+ec! it in t+eir implementation/

0+is "ives mod aut+ors complete control over +o) t+eir $tems interact)it+ (%% i, t+ey so c+oose/

ZSS SWORDS & WEAPONS

7elo) is a list o, items ,rom (%% t+at are considered s)ords <%= or)eapons <W= by de,ault- alon")it+ a special code in t+e ,ormat <%ΙW=<HΙG=<HΙG= t+at describes t+eir be+avior/

0+e ,irst entry is t+e item type/ 0+e second describes)+et+er t+e item.s status as a s)ord may be modi,ied- and t+e t+ird as a)eapon/ A .H. means it may be c+an"ed-)+ereas an .G. means it may not/

E/"/ WHH indicates an item t+at is a)eapon by de,ault but may be allo)ed as a s)ord >? removed as a)eapon/ Rou may not)ant bro!en s)ords- ,or e1ample- to be usable)it+ any s!ills- so you could remove t+em as)eapons- or per+aps you envision t+e blades as still bein" ,airly lon" so you)is+ to allo) t+em to activate s)ord4speci,ic s!ills/

Any item not listed is considered neit+er a s)ord nor a :melee;)eapon by de,ault- but may be allo)ed or ,orbidden re"ularly/

Code	Item(s)*	Explanation
%GG	All %)ords	Al)ays considered a s)ord- cannot be c+an"ed
WHH	All 7ro!en %)ords	May be allo)ed as a s)ord or ,orbidden as a)eapon
WGH	All #ammers	Cannot be allo)ed as a s)ord⁹ may be ,orbidden as a)eapon

B &ote t+at t+e list re,ers to (%% items only⁹ items added by ot+er mods or vanilla are not included +ere

E0TERNAL LINKS

0+is section contains lin!s to 'rd party resources- t+in"s li!e ?esource ac!s- complementary mods- maps- and ot+er suc+ t+in"s/

A$%CLA$ME?@$:coolAlias; claim no responsibility ,or anyt+in" t+at may +appen as a result o, clic!in" on t+e lin!s belo) or usin")+atever is ,ound at t+eir destination/ Good luc!*

MA %
W$ 4 Lo(@ #ero o, t+e 7loc!s by >racle%i"+t

M>A%
Each version of ZSS is only compatible with certain versions of the following mods 4 please c+ec! t+e (%% c+an"e lo"s ,or in,ormation on t+e last !no)n compatible version/ $, you are not usin" t+at version- A> &>0 ?E >?0 bu"s/

Anti2ue Atlas by #unterni, 4 8eep trac! o, boss dun"eons on an old4sc+ool rp" map*
7attle"ear2 by GotoLin!- &erd7oy- et al/ 4 Aual4)ieldin"- s+ields- a)esome/
        &>0E@ 1/M 7G2 v1/0/10/0 adds a con,i" option to re4enable item bloc!in" 4 you MD%0 enable
        t+is ,or many (%% items to ,unction correctly i, you play)it+ 7G2 installed/
Custom C+est Loot by Fat+er0oast 4 Customi3e loot in secret room and boss c+ests- 5ar drops- etc/
Cersion C+ec!er by Aynious 4 "et noti,ied o, updates ,rom t+e main menu
(%% >,,icial Addon by 0+e?edMa5ora 4 Adds most everyt+in" else (elda4related not ,ound +ere

?E%>D?CE AC8%
<1F11F= (%% 0e1ture ac! by metroidisendless
<1F11F= (%% Addon 0e1ture ac! by metroidisendless
<'21'2= (%% 0e1ture ac! by radisnoo!erE

SECRETS and S*OILERS

WA?&$&G

0+e ,ollo) in" pa"es contain massive spoilers t+at may ruin t+e sense o, discovery and accomplis+ment t+at comes ,rom ,i"urin" t+in"s out on your o) n 4 read at your o) n peril*

- !n!ral 1ints

Follo)in" are some "eneric tips and +ints t+at may +elp in "ettin" oriented)it+ t+e mod- but do not really spoil anyt+in" in particular/ %till- ,or purists- it is probably best to s!ip t+is section/

TIP@ $, you are stuc!- c+ec! out t+e **Achievements** pa"e in4"ame* $t contains many +ints on t+e "eneral pro"ression o, t+e mod as)ell as more speci,ic +ints on)+at to do ne1t and sometimes even +o) to "o about doin" it/ $, you still can.t ,i"ure it out- continue readin"/

TIP@ $, you are stuc!- try s+o)in" :ri"+t4clic!; or "ivin" :le,t4clic!; special items to di,,erent types o, villa"ers or & Cs 4 t+ey may "ive you a +int*

Finding Secret Rooms
%ecret rooms are scattered about t+e)orld and are noticeable by t+e distinctive sound +eard)+en stri!in" t+e unbrea!able bloc!s)it+ a normal tool/ >nce discovered- t+e typical)ay o, "ainin" entrance is to use e1plosives- t+ou"+ some secret rooms are impervious even to t+ose/

Findin" secret rooms depends very muc+ on t+e con,i"uration settin"s9 de,ault values)ill "enerate 64F rooms per c+un!- on avera"e/ 0+at sounds li!e a lot- but t+ey can be tou"+ to ,ind- and i, +ost a busy server t+at)ill be ,ar too ,e)/

$, you ,ind t+at you simply are not ,indin" enou"+ secret rooms ,ollo)in" your normal play style- $ +i"+ly recommend editin" t+e con,i"uration ,ile to increase t+e number o, rooms per c+un!- as)ell as decrease t+e minimum distance allo)ed bet)een rooms/ %tartin" a ne))orld a,ter editin" t+e con,i"uration settin"s)ill provide t+e best results/

Finding Boss Keys
W+en loo!in" ,or t+at elusive 7oss48ey- t+ere are several t+in"s to !eep in mind@
1/ 7oss !eys only appear in t+e same biome as t+e 7oss Aun"eon :see Con,i" settin"s;
2/ 0+is means t+e !ey ,or t+e Forest 0emple)ill only be ,ound in ,orest biome secret rooms
'/ 7oss !eys are only ,ound inside o, loc!ed c+ests- not re"ular c+ests

$, you are still ,indin" it too di,,icult- t+ere are several con,i"uration settin"s t+at play a critical role in determinin" +o) easy or di,,icult it is to ,ind a boss !ey@

1/ Loot- Wei"+t@ 8ey- 7i" <1410= N de,ault is E9 set it +i"+er ,or more 7oss 8eys
2/ Loot- C+ance a c+est)ill be loc!ed <104E0= N de,ault is '' - set it +i"+er ,or more loc!ed c+ests9 more loc!ed c+ests means more c+ances ,or 7oss 8eys to spa)n
'/ Aun"eon Generation@ allo)in" more secret rooms to "enerate)ill "reatly increase t+e ease)it+)+ic+ you)ill ,ind 7oss 8eys9 ,or ma1imum secret room "eneration@

        4 %et t+e minimum number o, bloc!s bet)een rooms to t+e minimum value :2;
        4 %et t+e c+ance per iteration o, "eneratin" a secret room to 100
4 %et t+e number o, secret room "eneration attempts per c+un! to 20

Finding Fairy Spawners

Fairy spa) ners only appear in partially ,looded secret rooms- t+ou"+ not all suc+ rooms/ 0+e c+ance t+at a particular room) ill become a ,airy spa) ner can be c+an"ed in t+e con,i"uration ,ile- and secret rooms located in +illy or mountainous biomes al) ays +ave t+e +i"+est c+ance o, ,airies/

Ao note t+at a partially4,looded room) it+ no ,airies does not necessarily mean t+at it is not a ,airy spa) ner9 ,airies spa) n most ,re2uently at ni"+t- so you may need to) ait around ,or a little) +ile be,ore any ,airies appear/

Villager Trading

0o activate most o, t+e special (elda item trades- you ,irst need to become ^,riends^) it+ t+e villa"er/ 0+is is accomplis+ed by tradin") it+ t+em until a certain number o, trade options +ave opened up :t+e de,ault is si1;/

>nce enou"+ trade options are available- le,t4clic!in" on t+e villa"er) +ile +oldin" t+e (elda $tem you) is+ to trade) ill typically activate a trade9 i, not- t+e villa"er) ill let you !no) t+ey are not interested/

%ellin" some items suc+ as spare boots or !eys usually re2uires clic!in" multiple times- but can also usually be sold even to villa"ers) it+) +om you +ave never traded be,ore/

It! " S$oil!rs

0+is section contains +i"+ly detailed spoilers related to items/

TIP@ $, you are stuc!- c+ec! out t+e **Achievements** pa"e in4"ame* $t contains many +ints on t+e "eneral pro"ression o, t+e mod as) ell as more speci,ic +ints on) +at to do ne1t and sometimes even +o) to "o about doin" it/ $, you still can.t ,i"ure it out- continue readin"/

TIP@ $, you are stuc!- try s+o) in" :ri"+t4clic!; or "ivin" :le,t4clic!; special items to di,,erent types o, villa"ers or & Cs 4 t+ey may "ive you a +int*

TRUE MASTER SWORD
>btainin" t+e 0rue Master %) ord is an endeavor o, epic proportions- re2uirin" t+e player to ,irst obtain t+e Master %) ord- re,or"e it into t+e 0empered %) ord- up"rade t+at to t+e Golden %) ord- and ,inally trans,orm t+at into t+e 0rue Master %) ord/ Eac+ step is outlined belo)/

Obtaining the Master Sword
1/ Find an >cean boss dun"eon to "et t+e endant o, Wisdom/
2/ Find a Aesert boss dun"eon to "et t+e endant o, Coura"e/
'/ Find a Mountain boss dun"eon to "et t+e endant o, o) er/
6/ 0a!e all ' pendants to a Forest dun"eon and place t+em in t+e 0ri,orce pedestal/

Upgrading to the Tempered Sword
1/ Collect 2 pieces o, Master >re
2/ Le,t clic! on a ,riendly blac!smit+) it+ t+e Master >re) +ile a Master %) ord is in your inventory
'/ Give t+e smit+ your Master %) ord and 2 pieces o, Master >re9 +e) ill re,or"e it into t+e 0empered %) ord

Upgrading to the Golden Sword
1/ Ae,eat 10041000 mobs- as set in t+e con,i" ,ile-) it+ your 0empered %) ord
2/ 0+ro) t+e s) ord into a ,airy pool) +ile ,airies are nearby to receive t+e Golden %) ord

Upgrading to the True Master Sword
1/ %) in" your Golden %) ord :le,t clic!; t+rou"+ eac+ o, t+e ' %acred Flames
2/ Eac+ %acred Flame) ill "rant an enc+antment on t+e Golden %) ord
'/ >nce all ' +ave been absorbed- place t+e Golden %) ord in t+e 0ri,orce %) ord edestal to reveal t+e 0rue Master %) ord

ANCIENT TABLET
0+ere are t+ree types o, tablet- eac+ providin" a di,,erent Medallion/ Dpon ,indin" a tablet- activate it) +ile +oldin" t+e 7oo! o, Mudora to read t+e inscription/ Ao so) +ile t+e 0rue Master %) ord is in your inventory to receive t+e Medallion/ &ote t+at t+e tablets are visually indistin"uis+able/

BOOMERANG
Upgrading the Boomerang
>nce you +ave ac+ieved at least +al, o, t+e total bonus +earts available- brin" t+e boomeran" to t+e Great Fairy at t+e Water,all o, Wis+in" ,or an up"rade* :At t+is time- any ,airy pool) ill) or!;

BOOK OF MUDORA
0+is boo! is used to translate t+e Ancient 0ablets⁋ activate t+e tablet) +ile +oldin" t+e boo!/ $t can be ,ound in villa"e :blac!smit+; and stron"+old :library; c+ests/

HERO'S BOW
Upgrading the Bow
0o up"rade to a level 2 bo)- toss F ,ull stac!s o, F6 emeralds into an active ,airy pool- ,ollo)ed by a level 1 bo)/ For level '- toss in Q ,ull stac!s and a level 2 bo)/

Obtaining Magical Arrows
0+ere are t)o met+ods :in addition to ,indin" t+em; o, obtainin" ma"ical arro)s⁋

1/ Le,t4clic! on a priest)it+ t+e up"raded #ero.s 7o) and +e)ill o,,er special arro)s ,or sale :t+is may be disabled in t+e con,i";/

2/ Le,t4clic!)it+ a stac! o, re"ular arro)s on one o, t+e %acred Flames to imbue t+e arro)s)it+ t+e Flame.s essence N be)arned t+at doin" so may e1tin"uis+ t+e Flame/

LON LON MILK
lay Epona℀s %on" ,or a co))it+ any musical instrument and t+en interact)it+ it)+ile +oldin" an empty "lass bottle/ 0+is can be done once per day per co)/

MAGIC RODS
Locations
Fire Rod⁋ >,ten ,ound in Aesert 0emple boss dun"eons :not vanilla desert temples*;
Ice Rod⁋ >,ten ,ound in $ce 0emple boss dun"eons
Tornado Rod⁋ >,ten ,ound in Wind 0emple boss dun"eons

Upgrades
0o up"rade a ma"ic rod- ,irst ,ind a %acred Flame t+at matc+es t+e ?od.s element- t+en s)in" t+e ?od t+rou"+ t+e ,lames- absorbin" its po)er/ >nce t+is is done- travel to t+e nearest ,airy pool and be prepared to spend a +e,ty sum* rices are proportional to t+e ori"inal costs in *A Link Between Worlds* ‹M00 ,or t+e 0ornado ?od- 1200 ,or t+e ot+ers=- re2uirin" a number o, ,ull emerald stac!s :F6 emeralds per stac!; e2ual to 1L100 o, t+e ori"inal cost- i/e/ M or 12 ,ull stac!s/

MASKS
Blast Mask⁋ Found as treasure- t+is mas! is a blast* ress b ,or a "ood time/
Bunny Hood⁋ art o, t+e mas! tradin" se2uence⁹ increases your speed- 5ump- and a"ility
Couple's Mask⁋ art o, t+e mas! tradin" se2uence⁹ a sure)ay to ma!e villa"ers ,ris!y
Gerudo Mask⁋ Can be borro)ed ,rom t+e #appy Mas! %alesman⁹)ear it to loo! li!e a Gerudo "irl
Giant's Mask⁋ Found as treasure- turns you into a Giant :ot+er players)ill not see any c+an"e in si3e;
Gibdo Mask⁋ Found as treasure :currently no use;
Hawkeye Mask⁋ Found as treasure⁹ "rants e1ceptionally !een si"+t and uncanny accuracy
Keaton Mask⁋ art o, t+e mas! tradin" se2uence :currently no use ot+er t+an bein" a celebrity;
Mask of Scents⁋ art o, t+e mas! tradin" se2uence⁹ di" around in t+e dirt to ,ind mus+rooms
Mask of Truth⁋ ?e)ard ,or completin" t+e mas! tradin" se2uence⁹ increases c+ance o, s!ill orb drops
Skull Mask⁋ art o, t+e mas! tradin" se2uence⁹ ma!es you loo! tou"+

Spooky Mask@ art o, t+e mas! tradin" se2uence9 blend in) it+ t+e spoo!y ,ol!s
Stone Mask@ Found as treasure9 become plain as stone :i/e/ invisible;
Deku Mask@ Can be borro) ed ,rom t+e #appy Mas! %alesman9 "rants 5ump boost and slo) 4,allin"
Goron Mask@ Can be borro) ed ,rom t+e #appy Mas! %alesman9 "rants ,ire immunity and better vision
Zora Mask@ Can be borro) ed ,rom t+e #appy Mas! %alesman9 "rants) ater breat+in" and better vision
Fierce Deity's Mask@ Can be borro) ed ,rom t+e #appy Mas! %alesman9 H2E I %) ord 7eam dama"e
Majora's Mask@ An evil mas! "rantin" t+e) earer immense po) er- but at a price/

MIRROR SHIELD
0oss a #ylian %+ield into a ,airy pool) +ile t+e 0rue Master %) ord is in your inventory/

OCARINA
Zelda's Lullaby@ Learned by spea!in" to T$mpaU :a named villa"er;) +ile +oldin" an ocarina/
Epona's Song@ Learned by spea!in" to TMalonU :a named villa"er;) +ile +oldin" an ocarina/
Saria's Song@ Learned by spea!in" to T%ariaU :a named villa"er;) +ile +oldin" an ocarina/
Song of Storms@ Learned by spea!in" to TGuru4GuruU :a named villa"er;) +ile +oldin" an ocarina/
Sun's Song@ Learned ,rom son" inscription bloc!s ,ound in savanna+B biomes :B1/F/6@ plains;/
Song of Time@ Learned by spea!in" to rincess (elda) +ile +oldin" t+e >carina o, 0ime/
Scarecrow's Song@ Learned by spea!in" to :ri"+t4clic!in" on; a scarecro) :see belo) ;) it+ an ocarina/
Song of Healing@ Learned ,rom t+e #appy Mas! %alesman a,ter ,indin" t+e >carina o, 0ime/
Song of Soaring@ Learned ,rom a son" inscription ,ound on an old pillar in t+e %out+ern %) amp/

Warp son"s are learned ,rom bloc!s t+at appear upon de,eatin" t+eir respective boss dun"eons/

Building the Scarecrow
0+e scarecro) is constructed 5ust li!e a "olem-
but) it+ +ay bloc!s and any type o, pump!in@

SKILL ORBS
Most s!ill orbs +ave assi"ned mob types) +ic+ drop t+em more ,re2uently or even e1clusively/ Mobs
) +ic+ do not appear on t+is list typically +ave a muc+ lo) er c+ance o, droppin" orbs/ 0+ere are many
con,i"uration settin"s) +ic+ can be t) ea!ed- but t+e de,ault settin"s are recommended ,or balance/

0+e c+ance ,or any "iven orb to drop by de,ault 0/E I :con,i"urable on a per4orb basis;- plus 0/E I per
Lootin" level o, t+e player.s) eapon/ Wearin" t+e Mas! o, 0rut+ ,urt+er increases t+e c+ance by 1 I
:e2uivalent to an additional t) o levels o, Lootin";/

7oss mobs are special in t+at t+ey al) ays drop Mortal Ara) until t+e player +as ma1ed t+at s!ill- at
) +ic+ point t+ey drop a random orb/

Skill Orb	Drops From
Armor Break	Creepers- $ron Golems
Back Slice	&ECE? A?> %
Basic Sword Technique	%!eletons- (ombies
Dash	#orses- %ilver,is+
Dodge	Endermen- 8eese

Ending Blow	%piders
Leaping Blow	Cave %piders- Ma"ma Cubes
Mortal Draw	All 7oss Mobs
Parry	>celots- i" (ombies
Rising Cut	>ctoro!s
Spin Attack	7la3es- Aar!nuts
Super Spin Attack	&ECE? A?> %
Sword Beam	G+asts- Witc+es
Sword Break	Wi33robes

SLINGSHOT
Upgrading the Slingshot
0o up"rade t+e slin"s+ot- ,irst Lin! must t+ro) emeralds into a ,airy pond- ,ollo)ed by a slin"s+ot/ &ote t+at any enc+antments on t+e ori"inal slin"s+ot A> &>0 carry over to t+e up"raded version/

Fairy Slingshot@ 12M emeralds SP *Scattershot*
Scattershot@ '20 emeralds SP *Super Slingshot*

Enchanting the Slingshot
Eac+ type o, slin"s+ot may be enc+anted) it+ *Power* by visitin" a ,airy pool and tossin" in emeralds/ Ma1imum enc+antment level is restricted by t+e player.s current number o, bonus +earts :only (%% bonus +earts count;/

Fairy Slingshot@ 10 emeralds and E bonus +earts re2uired per enc+antment level
Scattershot@ 16 emeralds and 7 bonus +earts re2uired per enc+antment level
Super Slingshot@ 20 emeralds and 10 bonus +earts re2uired per enc+antment level

&ote t+at enc+antin" need not be accomplis+ed all at once 4 a slin"s+ot) it+ *Power I* may be up"raded to *Power II* simply by tossin" in enou"+ emeralds and +avin" enou"+ +earts/

Slingshot Seed Effects
Wheat@ &o special e,,ect-)ea!est dama"e
Melon@ 8noc!bac!- medium dama"e
Pumpkin@ %lo)- medium dama"e
Cocoa Beans@ Wea!ness- medium dama"e
Deku Nut@ %tuns enemies- best dama"e :may also be t+ro)n;
Netherwart@ Fire- best dama"e
Bomb Flower Seeds@ Causes a non4"rie,in" e1plosion) it+ ,lat dama"e9 no direct dama"e on impact

TREASURES
0+ere are a variety o, treasures to be ,ound- many o,) +ic+ are used in special trades/

Claim Check@ art o, 7i""oron.s 0radin" %e2uence/
Cojiro@ art o, 7i""oron.s 0radin" %e2uence/
Evil Crystal@ ?are drop ,rom Wi33robes and Cursed 8eese9 may be sold to a #unter9 may be traded to priests ,or an empty %pirit Crystal/
Eye Drops@ art o, 7i""oron.s 0radin" %e2uence/
Eyeball Frog@ art o, 7i""oron.s 0radin" %e2uence/

Gold Skulltula Token@ Give t+ese to t+e *Cursed Man*- or sell t+em to a #unter/

Goron Sword@   art o, 7i""oron.s 0radin" %e2uence/

Jelly Blob@ ?are drop ,rom C+us9 may be traded to .Aoc. t+e librarian ,or rare potions

Knight's Crest@ ?are drop ,rom Aar!nuts9 may be sold to a #unter9 used in >rca.s 2uest/

Monster Claw@ ?are drop ,rom 8eese9 may be sold to a #unter

Odd Mushroom@   art o, 7i""oron.s 0radin" %e2uence/

Odd Potion@   art o, 7i""oron.s 0radin" %e2uence/

Poacher Saw@   art o, 7i""oron.s 0radin" %e2uence/

Pocket Egg@   art o, 7i""oron.s 0radin" %e2uence/

Prescription@   art o, 7i""oron.s 0radin" %e2uence/

Tentacle@ ?are drop ,rom >ctoro!s 4 be"ins 7i""oron.s 0radin" %e2uence9 may be sold to a #unter

Zelda's Letter@ J uest re) ard L ,ound in dun"eons/ Dsed to be"in t+e Mas! 0radin" %e2uence/

WHIP

Long Whip@ Le,t clic! on a butc+er) +ile +oldin" t+e s+ort) +ip- t+en ma!e t+e trade/

Magic Whip@ 0oss t+e Lon" W+ip into a ,airy pool alon") it+ E ,ull stac!s o, emeralds :F61E;/

&>0E@ %ee t+e Miscellaneous %poilers section ,or details on stealin" items/

N*C S$oil!rs

TIP₀ $, you are stuc!- c+ec! out t+e **Achievements** pa"e in4"ame* $t contains many +ints on t+e "eneral pro"ression o, t+e mod as) ell as more speci,ic +ints on) +at to do ne1t and sometimes even +o) to "o about doin" it/ $, you still can.t ,i"ure it out- continue readin"/

TIP₀ $, you are stuc!- try s+o) in" :ri"+t4clic!; or "ivin" :le,t4clic!; special items to di,,erent types o, villa"ers or &Cs 4 t+ey may "ive you a +int*

Bomb Trades
&ame any villa"er T7arnesU and ri"+t clic! on +im) it+ "unpo) der to activate 7arnes. 7omb %+op/
7rin" 7arnes a ,is+ to unloc! t+e Water 7omb trade/
7rin" 7arnes some ma"ma cream to unloc! t+e Fire 7omb trade/
Le,t clic! on 7arnes) +ile +oldin" any bomb to "et +im to sell 7omb 7a"s/

Better Hunter Trade
Rou can "et a better price ,or your monster part treasures by namin" t+e butc+er to TMonster #unterU instead o, 5ust T#unter/U 0+e price) ill only apply to ne) trades- o, course/

Biggoron Sword Trading Sequence
All trades involve ,irst namin" t+e correct type o, villa"er) it+ a name ta" to t+e appropriate name ,rom >carina o, 0ime- and t+en presentin" t+em) it+ t+e correct treasure item/ 0+e se2uence is not e1actly t+e same- but 2uite close/ **Each stage can be completed any number of times/**

Eac+ entry ,ollo) s t+e ,ormat ‹villa"er pro,ession=‹custom name=‹treasure re2uired=

1/ C+ild Farmer- *Talon*- 0entacle ‹0alon MD%0 be a c+ild villa"er*=
2/ Farmer- *Cucco Lady*- oc!et E""
'/ 7utc+er- *Grog*- Co5iro
6/ Librarian- *Old Hag*- >dd Mus+room
E/ 7utc+er- *Grog*- >dd otion
F/ 7lac!smit+- *Mutoh*- oac+er.s %a)
7/ 7lac!smit+- *Biggoron*B- 7ro!en Goron.s %) ord
M/ riest- *King Zora***- rescription
Q/ Librarian- *Lake Scientist*- Eyeball Fro"
10/ 7lac!smit+- *Biggoron*B- Eye Arops
11/ 7lac!smit+- *Biggoron*B- Claim C+ec!BBB

B &ote t+at 7i""oron must be a Goron- not a re"ular villa"er
BB Will eventually be a (ora and not a re"ular villa"er
BBB Claim C+ec! may only be redeemed a,ter several days +ave passed/
BBB ?edeemin" t+e Claim C+ec! adds a permanent trade option ,or 7i""oron.s %) ord

&ote t+at t+e trades do not necessarily re2uire t+e previous trade to be completed- meanin" t+at in Creative Mode you can c+eat by s!ippin" to t+e last trade/ $n survival- t+e only) ay to do so) ould be i, anot+er player "ave you one o, t+e items ,urt+er into t+e se2uence- and you could t+en start ,rom t+at trade rat+er t+an t+e be"innin"/

&ote also t+at you must still) ait ,or several days a,ter spea!in" to 7i""oron be,ore redeemin" t+e claim c+ec!/

Hookshot Trades

%ee t+e #oo!s+ot Dp"rade descriptions in t+e $tems section ,or details/ #ere are some e1amples@

a/ Rou clic!) it+ an E1tender up"rade and +ave a Lon"s+ot in your inventory 4 not+in" +appens- because t+e Lon"s+ot cannot be up"raded) it+ t+e E1tender/

b/ Rou clic!) it+ a Cla) up"rade and +ave a Lon"s+ot in your inventory 4 t+e villa"er) ill "et a ne) trade to up"rade your Lon"s+ot to a Lon" Cla) s+ot/

Mask Trading Sequence

Juest 1@ *Opening Shop*

Oo be"in t+e 2uest- name a villa"er *Mask Salesman* or *Happy Mask Salesman* :or ,ind a #appy Mas! %alesman;- t+en spea!) it+ +im ,or a +int/ >nce you ac2uire (elda.s Letter- brin" it to +im and +e) ill set up s+op/

Juest 2@ *Traveling Salesman*

%pea! to +im a"ain and +e) ill tas! you) it+ sellin" your ,irst mas!/ W+ile) earin" your ne) ly ac2uired mas!- spea! to villa"ers to see i, t+ey) ant to purc+ase it9 i, so- "ive it to t+em by le,t4 clic!in") it+ t+e mas! in +and and t+ey) ill "ive you some emeralds in return/ ay bac! t+e Mas! %alesman) it+ t+e emeralds- t+en spea! to +im a"ain to receive t+e ne1t mas!/ **Reward@** >nce you +ave sold all si1 mas!s- t+e Mas! %alesman) ill let you borro) any one mas! inde,initely/ Oo borro) anot+er- simply return t+e ,irst mas! to +im/

Mini4Juest@ *Song of Healing*

%pea! to t+e Mas! %alesman) +ile +oldin" t+e >carina o, Oime at any time a,ter completin" t+e mas! tradin" se2uence and +e) ill teac+ you a ne) son"/ **Reward@** *Song of Healing*

&ote t+at you CA& con,i"ure t+e c+ance t+at a villa"er) ill be interested in a random mas!- ma!in" t+e tradin" se2uence more or less di,,icult to complete/

Gold Skulltula Tokens

Givin" t+ese to!ens to a villa"er named *Cursed Man*) ill slo) ly brea! +is ,amily.s curse/ A,ter "ivin" +im a certain number- +e) ill provide a re) ard as ,ollo) s@

Tokens	Reward
10	W+ip
20	(ora Ounic
'0	7omb 7a") L10 standard bombs
60	?andom boss temple !ey
E0	%!ill orb o, a s!ill not yet ma1ed out- or 1F Li"+t Arro) s i, all s!ills ma1ed
100	F6 emeralds :every time you visit ,orever a,ter*;B

B Conditions and restrictions may apply/ lease see t+e con,i" ,or options/

Orca the Skill Trainer's Quest

0o "et started on >rca.s 2uest- ,irst obtain a *Knight's Crest* ,rom a Aar!nut- t+en name any villa"er *Orca* and le,t4clic! on t+em) it+ t+e crest- trans,ormin" t+e villa"er into >rca/

$n order to truly be"in t+e 2uest- t+e player must +ave at least one level o, %pin Attac!/ For every 10 crests- >rca) ill "ive t+e player a s!ill orb₀ 7ac! %lice on odd tens :10- '0- etc/; and %uper %pin Attac! on evens :20- 60- etc/;/ 0o continue t+e 2uest- t+e player.s 7ac! %lice and %uper %pin Attac! levels must be on par) it+ t+e number o, crests "iven- suc+ t+at at 100 crests- t+e player +as ma1 level in eac+/

Princess Zelda Quests

J uest 1₀ *Introductions*
> 0+e princess +as several small tas!s ,or our +ero- t+e ,irst o,) +ic+ is simply ma!in" +er a) are o, your potential/ 0o do so- ,ind rincess (elda or a villa"er) it+ suc+ a name and spea! to +er) +ile +oldin" t+e Fairy >carina/ A,ter playin" a brie, tune- t+e princess) ill) is+ to spea! to you a"ain- be"innin" t+e ne1t 2uest/
> **Reward**₀ &one

J uest 2₀ *Pendant of Wisdom*
> (elda as!s you to retrieve t+e endant o, Wisdom N "o to an >cean 0emple- de,eat t+e "uardian- and loot t+e pendant out o, t+e c+est/ ?eturn it to (elda to be"in t+e ne1t tas!/
> **Reward**₀ &one

J uest '₀ *Pendants of Courage and Power*
> (elda as!s you to retrieve t+e remainin" 2 pendants/
> 0+e endant o, Coura"e can be ,ound in a Aesert 0emple :t+e (%% one- not t+e vanilla one;/
> 0+e endant o, o) er can be ,ound in a Fire 0emple-) +ic+ is only ,ound in t+e &et+er/
> 7rin" bot+ pendants bac! to (elda to complete t+e 2uest/
> **Reward**₀ *Forest Temple Key*

J uest 6₀ *The Master Sword*
> A,ter retrievin" all ' pendants- (elda) ill return t+em to you and as! t+at you prove you are t+e #ero o, 0ime by retrievin" t+e Master %) ord/ 0o do so- +ead to a Forest 0emple- de,eat t+e "uardian:s;- and place all t+ree pendants in t+e s) ord pedestal/ %pea! to (elda a"ain) it+ t+e s) ord in your inventory to complete t+e 2uest/
> **Reward**₀ *Ocarina of Time*

Mini4 J uest₀ *Zelda's Letter*
> %pea! to rincess (elda at any time a,ter completin" t+e 2uest ,or t+e endant o, Wisdom and a,ter +avin" spo!en to t+e #appy Mas! %alesman about openin" +is s+op/
> **Reward**₀ *Zelda's Letter*

Mini4 J uest₀ *Song of Time*
> %pea! to rincess (elda) +ile +oldin" t+e >carina o, 0ime at any time a,ter completin" t+e 2uest ,or t+e Master %) ord to learn a ne) son"/
> **Reward**₀ *Song of Time*

Mini4 J uest *Light Arrows*

%pea! to rincess （ elda ）+ile +oldin" t+e #ero.s 7o ） at any time a,ter completin" t+e 2uest ,or t+e Master %) ord to open a ne ） trade/

Reward *Light Arrows* trade

Misc!llan!ous S$oil!rs

What is the ??? Mystery Block?
An invisible c+est-)+ic+ "enerates occasionally in secret rooms/ 0+ey can be spotted by observin"
void particles ,loatin" in t+e bloc!.s space- but can only be revealed by playin" (elda.s Lullaby on t+e
>carina o, 0ime/ $n Creative Mode- items may be placed inside by care,ully ,indin" t+e +it bo1 and
interactin")it+ t+e bloc!/

Where are the Sacred Flames?
1/ Ain.s Flame can be ,ound in a &et+er boss dun"eon
2/ Farore.s Flame can be ,ound in a %) amp boss dun"eon
'/ &ayru.s Flame can be ,ound in a 0ai"a boss dun"eon

Gossip Stone Secret
 lay any o, (elda.s Lullaby- t+e %un.s %on"- or t+e %on" o, %torms near a "ossip stone to release a ,airy/
>nce released- t+e ,airy)ill remain nearby/ >ne ,airy may be spa)ned per in4"ame)ee!- "ive or ta!e
a ,e) days based on t+e ,airy respa)n rate set in t+e con,i"uration ,ile/

What the heck is Impa talking about?
%pea! to a villa"er named T$mpaU)+ile)earin" t+e 8eaton mas! and you)ill "et a seemin"ly
nonsensical response about you playin" some c+aracter in a movie/ 0+is is an actual movie re,erence-
but in t+e ,orm o, a riddle/ %ee i, you can ,i"ure out)+ic+ movie and c+aracter is bein" re,erenced*

Secret Quest: Darunia
C+eer up Aarunia- t+e un,riendly Goron leader- to receive a po)er,ul "i,t/

Pilfering Items
Dsin" t+e)+ip- it is possible to steal certain special items ,rom various mobs/ A"ainst most mobs- only
one stealin" attempt can be made9 i, it ,ails- no item)ill ever be received/ >t+er mobs)ill allo)
continuous attempts until an item is actually stolen 4 t+ese are mar!ed)it+ an asteris! :*;/

M>7	$0EM:%; %0>LE&
7la3e	7la3e ?od
C+u	Kelly 7lob- C+u Kelly :based on C+u type;
Creeper	Gunpo)der
Aar!nutB	8ni"+t.s Crest
Enderman	Ender earl
G+ast	G+ast 0ear- Gunpo)der
Guardian	rismarine Crystals- %pon"e
$ron Golem	$ron $n"ot
8eese	Monster Cla)- Emerald- %mall #eart
8eese- Cursed	Evil Crystal- Emerald- %mall #eart
Ma"ma Cube	Ma"ma Cream
>ctoro!- in!	Water 7omb- items listed ,or urple >ctoro!
>ctoro!- urple	0entacle- %2uid $n!- 0+ro)in" ?oc!
%!eleton	Arro)- 7one- Flint
%!ulltula	Emerald

%!ulltula- GoldB	Gold %!ulltula 0o!en
%lime	%lime 7all
%no) man	%no) ball
%pider- Cave %pider	%pider Eye- %trin"
Witc+	otion o, #ealin"- %) i,tness- Fire ?esist- or Water 7reat+in"
Wi33robe	Evil Crystal- Enc+anted 7oo!- Ma"ic Arro)
Wi33robe- GrandB	Evil Crystal
(ombie	$ron $n"ot- Carrot- otato
(ombie- i"	Gold &u""et- Gold $n"ot