

Paper Mario: The Thousand-Year Door Bestiary

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Table of Contents

1. Bestiary
 1. Bestiary Divisions
 2. Enemy Statistics
 3. Enemy Status Affinities
2. Credits
3. Version History
4. Legal & Contact

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- **Game:** Paper Mario: The Thousand-Year Door / Paper Mario RPG
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Bestiary

Bestiary Divisions

Here's a quick overview of how this bestiary is divided, and what each division covers.

- **Enemy Statistics** - Covers the enemy's base stats. This includes Level, HP, Attack, and Defense, as well as battle prizes like Star Points, Coins, and items.
- **Enemy Status Affinities** - Covers the enemy's status resistances and a few special other instances.

Enemy Statistics

Here's the stats covered in this section.

- **Level & Star Points (S.P.):** The foe's Level as well as Mario's is considered in calculating the exact amount of Star Points - a sort of EXP. - that you get. If the enemy's Level exceeds Mario's, then you gain one extra Star Point for each Level over, and for each Level that Mario exceeds the enemy's you'll get one less. (The minimum you can get is zero, though if you end a battle with zero altogether across every foe you'll gain the forced minimum of one.) This indicates the base number of points earned (i.e. Mario's Level = Enemy's Level). A few exceptions exist: the Shadow Queen and Bonetail always yield fixed amounts, 1 and 99 respectively.
- **HP:** Heart Points. When zero, the enemy is defeated.
- **Attack (ATK):** This determines the damage attacks from the foe deal. Some attacks apply bonuses to this damage amount.
- **Defense (DEF):** This determines how much damage the enemy takes.
- **Coins:** The potential range of Coins the enemy can drop.
- **Possible Item Drops:** The possible items the enemy may drop.

Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Amazy Dayzee	100	20	20	1	5 - 10	0	Ultra Shroom, Shooting Star
Arantula	34	16	7	0	1 - 4	1	None
Atomic Boo	52	40	4	0	1	0	Lucky Start
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Badge Bandit	20	12	5	0	2 - 3	0	Pretty Lucky, Ice Storm
Bald Cleft	12	2	1	2	5	0	None
Bandit	11	5	2	0	1 - 3	0	Sleepy Sheep, Ice Storm
Beldam (1st)	26	9	1	0	0	0	None
Beldam (2nd)	57	30	5	0	0	0	None
Big Bandit	13	8	3	0	1 - 4	0	None
Bill Blaster	22	5	0	2	3 - 6	0	Mushroom, Honey Syrup, Money Money
Blooper	41	12	1	0	0	0	None
Blooper (Tentacle)	0	3	1	0	0	0	None
Bob-omb	12	4	2	1	1 - 2	0	Super Shroom, Repel Cape, Stopwatch, Ice Storm
Bob-ulk	34	10	4	2	0 - 5	2	None
Bombshell Bill	1	3	6	2	0	0	None
Bombshell Bill Blaster	31	10	0	4	3 - 4	0	None
Bonetail	0	200	8	2	0	99	None
Boomerang Bro	20	7	2	1	2 - 4	0	Ice Storm
Boomerang Bro	17	7	3	0	1 - 3	0	Mini Mr. Mini, Fire Flower, Dizzy Dial, Slow Shroom
Bowser (1st)	39	30	3	1	0	0	None
Bowser (2nd)	68	70	7	2	0	0	None
Bristle	16	2	1	4	5	0	None
Bulky Bob-omb	22	6	2	1	0 - 4	0	None
Bullet Bill	1	2	4	1	0	0	None
Buzzy Beetle	16	5	3	4	1 - 3	0	Power Punch, Slow Shroom, Mini Mr. Mini
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Chain Chomp	32	7	6	5	2 - 4	0	Power Punch, Defend Plus
Cleft	12	2	2	2	1 - 3	0	Mushroom, Thunder Bolt, Earth Quake, Mini Mr. Mini, Dizzy Dial
Cortez	77	60	4	1	0	0	None
Cortez (Hook)	0	4	2	1	0	0	None
Cortez (Rapier)	0	4	3	0	0	0	None
Cortez (Saber)	0	4	2	0	0	0	None
Cortez (Sword)	0	4	2	0	0	0	None
Crayzee Dayzee	16	7	2	0	1 - 3	0	Super Shroom, Mini Mr. Mini, Thunder Bolt, Earth Quake, Ultra Shroom
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Dark Bones	34	20	5	2	6	0	Palace Key
Dark Boo	24	8	5	0	0 - 4	0	Dizzy Dial, Slow Shroom, Thunder Rage, Power Punch
Dark Bristle	34	8	8	4	2 - 4	1	Super Shroom
Dark Crow	28	20	6	0	2 - 5	1	P-Down, D-Up; Life Shroom
Dark Koopa	16	8	4	2	1 - 2	0	Courage Shell, Mr. Softener, Happy Heart
Dark Koopatrol	30	25	5	2	2 - 5	1	Shooting Star, Boo's Sheet, Maple Syrup
Dark Lakitu	26	13	5	0	1 - 3	1	Thunder Rage, Shooting Star, Super Shroom, Volt Shroom
Dark Paratroopa	17	8	4	2	1 - 2	0	Fire Flower, Super Shroom, HP Plus P, Dizzy Dial
Dark Puff	10	3	2	0	1 - 2	0	Mushroom, Thunder Bolt, Dizzy Dial
Dark Wizard	33	10	5	2	2 - 4	0	Life Shroom, Power Plus, Power Plus P, Thunder Rage, Stopwatch
Dopliss (1st)	52	40	4	9	0	0	None
Dopliss (2nd)	54	40	4	0	0	0	None

Doopliss (3rd)	57	40	6	0	0	0	None
Dry Bones	30	8	5	2	2 - 4	0	Ice Storm, Spite Pouch
Dull Bones	9	1	2	1	1	0	Mushroom, Fire Flower
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Elite Wizzerd	36	12	8	5	2 - 5	2	Shooting Star, Stopwatch, Ultra Shroom, Jammin' Jelly
Elite X-Naut	28	10	5	1	2 - 4	0	P-Up, D-Down; Boo's Sheet; Thunder Rage; Stopwatch
Ember	20	8	3	0	1 - 4	0	Power Punch
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Fire Bro	20	7	3	1	2 - 4	0	Repel Cape
Flower Fuzzy	9	6	3	0	0 - 3	0	Shooting Star, Stopwatch, Ice Storm, Slow Shroom, Sleepy Sheep, Last Stand P
Frost Piranha	26	10	5	0	1 - 4	0	None
Fuzzy	8	3	1	0	0 - 1	0	Mushroom, Stopwatch, HP Drain
Fuzzy Horde	19	20	1	0	0	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Gloomba	11	7	3	0	0 - 2	0	HP Plus, HP Plus P, Fire Flower, Super Shroom, Volt Shroom
Gloomtail	76	80	8	2	0	0	None
Gold Fuzzy	27	10	1	0	0	0	None
Goomba	7	2	1	0	0 - 1	0	Dried Shroom, Fire Flower, Close Call
Green Fuzzy	19	5	3	0	0 - 3	0	Sleepy Sheep, Slow Shroom, Ruin Powder, Ice Storm, HP Plus P
Green Magikoopa	17	7	4	0	2 - 4	0	None
Grodus X	0	3	4	0	0	0	None
Gus	45	20	3	0	0	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Hammer Bro	26	7	4	1	2 - 4	0	Thunder Rage, Mini Mr. Mini, Super Shroom, Mega Rush P
Hooktail	65	20 / 30	5	1	0	0	None
Hyper Bald Cleft	12	3	2	2	1 - 3	0	None
Hyper Cleft	17	4	3	3	1 - 4	0	Earth Quake, Super Shroom, Repel Cape, Mini Mr. Mini
Hyper Goomba	15	8	2	0	1 - 3	0	Boo's Sheet, Life Shroom, Repel Cape, Tasty Tonic, Ice Storm
Hyper Paragoomba	15	8	2	0	1 - 3	0	Boo's Sheet, Life Shroom, Ruin Powder, Ice Storm
Hyper Spiky Goomba	16	8	3	0	1 - 3	0	Boo's Sheet, Power Punchm Life Shroom, Land Stand P, Ice Storm
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Ice Puff	25	9	4	0	0 - 4	0	Dizzy Dial, Ice Storm, Ruin Powder
Iron Cleft (Green)	18	6	4	255	3	0	None
Iron Cleft (Red)	18	6	4	255	3	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Kammy Koopa	48	50	5	0	0	0	None
Koopa Troopa	8	4	2	1	1	0	Happy Heart, POW Block, Mushroom
Koopatrol	26	6	4	2	2 - 4	0	Thunder Rage, Repel Cape, Super Shroom, Courage Shell
KP Koopa	8	4	2	1	1 - 2	0	None
KP Paratroopa	9	4	2	1	1 - 2	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Lakitu	11	5	2	0	1 - 3	0	Super Shroom, Volt Shroom
Lava Bubble	21	6	4	0	1 - 3	0	Power Punch, HP Drain, Super Shroom
Lord Crump (1st)	20	5	1	0	0	0	None
Lord Crump (2nd)	57	30 x 2	3	0	0	0	None

Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Macho Grubba	71	60	4	0	0	0	None
Magikooa	25	7	4	0	2 - 4	0	Shooting Star, Stopwatch
Magnus Von Grapple	68	30	2	1	0	0	None
Magnus Von Grapple (X-Fist)	0	2	4	0	0	0	None
Magnus Von Grapple 2.0	84	70	6	2	0	0	None
Magnus Von Grapple 2.0 (X-Punch)	0	5	9	0	0	0	None
Marilyn (1st)	26	12	2	0	0	0	None
Marilyn (2nd)	57	40	7	0	0	0	None
Mini-X-Yux	0	1	0	0	0	0	None
Mini-Yux	0	1	0	0	0	0	None
Mini-Z-Yux	0	2	0	0	0	0	None
Moon Cleft	26	6	5	5	1 - 4	0	Super Shroom, Stopwatch, Earth Quake, Mini Mr. Mini
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Pale Piranha	11	4	2	0	1 - 2	0	None
Parabuzzy	20	5	3	4	0 - 3	0	Power Punch, Slow Shroom
Paragloomba	12	7	3	0	0 - 2	0	HP Plus, Fire Flower, Dizzy Dial, Super Shroom
Paragoomba	7	2	1	0	0 - 1	0	Dizzy Dial, Close Call, Sleepy Sheep, POW Block, Fire Flower
Paratroopa	9	4	2	1	1	0	Happy Heart, Mushroom, Courage Shell, POW Block, Dizzy Dial
Phantom Ember	30	10	5	0	2 - 4	0	Ruin Powder, Power Punch, Super Shroom
Pider	12	5	2	0	0 - 2	0	Ruin Powder
Piranha Plant	33	15	9	0	1 - 4	1	None
Poison Pokey	23	8	4	0	1 - 3	0	Life Shroom, HP Drain, Earth Quake, Mr. Softener
Poison Puff	34	15	8	0	2 - 4	2	Super Shroom, Thunder Rage
Pokey	11	4	3	0	1 - 2	0	HP Drain, Earth Quake. Mr. Softener, Life Shroom, Tasty Tonic
Putrid Piranha	20	8	3	0	0 - 3	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Rawk Hawk	34	40	4	0	0	0	None
Red Bones	14	5	3	1	3	0	None
Red Chomp	24	6	5	3	3 - 4	0	Power Punch
Red Magikooa	17	7	4	0	2 - 4	0	Power Punch
Red Spike Top	17	5	3	4	1 - 2	0	None
Ruff Puff	23	7	4	0	2 - 3	0	Thunder Rage, Mr. Softener, Super Shroom
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Shadow Queen (1st)	0	150	7	0	0	0	None
Shadow Queen (2nd)	0	150	7	1	0	0	None
Shadow Queen (2nd) (Dead Hands)	0	8	3	0	0	0	None
Shadow Queen (2nd) (Hands)	0	5	7	0	0	0	None
Shady Koopa	17	8	3	1	1 - 3	0	Earth Quake, Courage Shell, Super Shroom, Volt Shroom
Shady Paratroopa	17	8	3	1	1 - 3	0	None
Sir Grodus	87	50	7	1	0	0	None
Sky Blue Spiny	22	6	6	4	0 - 1	0	None
Smorg Miasma	78	4	5	1	0	0	None
Smorg Miasma (Pincer)	78	6	10	1	0	0	None
Smorg Miasma (Smorg)	78	50	0	0	0	0	None
Spania	8	3	1	0	0 - 1	0	Mushroom, Sleepy Sheep, Pretty Lucky, Pretty Lucky P, Thunder Bolt
Spike Top	70	5	3	4	1 - 3	0	Slow Shroom
Spiky Gloomba	13	7	4	0	0 - 2	0	HP Drain, Fire Flower, Super Shroom, HP Plus

Spiky Goomba	8	2	2	0	0 - 1	0	Fire Flower, Mushroom, Power Punch, Sleepy Sheep
Spiky Parabuzzy	24	5	3	4	2 - 4	0	Power Punch, Slow, Shroom, Mr. Softener, Earth Quake
Spinia	7	3	1	0	0 - 1	0	Mushroom, Pretty Lucky P, Sleepy Sheep
Spiny	9	3	3	3	0 - 1	0	None
Spunia	33	12	7	2	1 - 4	1	Super Shroom, Thunder Rage, Pretty Lucky P
Swampire	35	20	6	0	2 - 4	2	Ice Storm, Ruin Powder, Super Shroom, Boo's Sheet
Swooper	17	6	3	0	0 - 2	0	Fire Flower, Boo's Sheet, Mushroom
Swoopula	30	9	4	0	0 - 4	0	Boo's Sheet, Dizzy Dial, Ice Storm
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Vivian	26	10	1	0	0	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
White Magikoopa	17	7	4	0	2 - 4	0	None
Wizzerd	30	10	6	3	0 - 4	1	Stopwatch, Thunder Rage, Super Shroom
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
X-Naut	13	4	3	0	1 - 2	0	Dizzy Dial, Stopwatch, Fire Flower, Super Shroom
X-Naut Ph.D.	27	9	4	0	1 - 4	0	P-Down, D-Up; P-Up, D-Down; Shooting Star; Super Shroom
X-Naut Platoon (1st)	0	6	1~5	0	0	0	None
X-Naut Platoon (2nd)	0	10	1~5	0	0	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
X-Yux	32	10	3	1	5	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Yux	12	3	2	0	1 - 2	0	None
Enemy Name	Level	HP	ATK	DEF	Coins	Base S.P.	Possible Item Drops
Z-Yux	27	7	4	0	0 - 3	0	None

Enemy Status Affinities

Here are the status ailments covered in this section. All percentages are in relation to the "normal" chance (100%) of the status taking effect. If 150%, for example, the enemy is more likely to fall asleep or whatever and will be weak to that ailment; likewise, less than 100% is resistance, and 0% is immunity.

- **Burn:** The chance of burning the enemy. Done via the Shade Fist, Fire Drive, or Fiery Jinx attacks.
- **Confuse:** The chance the enemy will become confused. Done via Ruin Powder (item), Infatuate (attack), or Head Rattle (attack).
- **Dizzy:** The chance the enemy will become dizzy. Done via Dizzy Dial (item) or Tease (attack).
- **Freeze:** The chance of freezing a foe with Ice Storm (item).
- **Fright:** The chance of causing the foe to flee with the Fright Mask (item).
- **Gale:** The chance of causing the foe to be ejected via Gale Force (attack).
- **Instant KO:** The chance of being instantly KO'ed via Showstopper from the Garnet Star.
- **Shrink:** The chance the enemy will shrink and have halved attack. Done via Mini Mr. Mini (item), Mini-Egg (attack), or Shrink Stomp (attack).
- **Sleep:** The chance the enemy will fall asleep. Done via Sleepy Sheep (item) or Sleep Stomp (attack).

- **Soft:** The chance of the enemy being softened. Done via Mr. Softener (item) or Soft Stomp (attack).

- **Stop:** The chance the enemy will become immobilized. Done via Clock Out (Emerald Star attack) or Stop Watch (item).

Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Amazy Dayzee	100%	30%	10%	10%	100%	60%	10%	10%	50%	10%	10%
Arantula	100%	70%	30%	70%	80%	30%	30%	80%	70%	85%	70%
Atomic Boo	100%	40%	40%	30%	0%	10%	5%	0%	40%	80%	40%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Badge Bandit	100%	80%	50%	50%	75%	60%	60%	85%	80%	90%	70%
Bald Cleft	0%	50%	50%	70%	50%	40%	95%	70%	50%	100%	100%
Bandit	100%	100%	70%	70%	95%	80%	95%	95%	100%	100%	90%
Beldam (1st)	100%	70%	70%	50%	0%	0%	0%	80%	70%	95%	80%
Beldam (2nd)	100%	40%	40%	30%	0%	0%	5%	60%	40%	80%	50%
Big Bandit	100%	90%	60%	60%	85%	70%	95%	90%	90%	95%	80%
Bill Blaster	100%	0%	0%	100%	0%	15%	95%	90%	0%	95%	0%
Blooper	100%	100%	100%	100%	0%	0%	0%	100%	100%	100%	100%
Blooper (Tentacle)	100%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Bob-omb	100%	70%	70%	100%	90%	80%	95%	90%	70%	95%	100%
Bob-ulk	100%	50%	50%	90%	60%	10%	20%	70%	70%	85%	55%
Bombshell Bill	100%	40%	100%	60%	0%	90%	90%	85%	0%	95%	0%
Bombshell Bill Blaster	100%	0%	0%	90%	0%	5%	90%	80%	0%	95%	0%
Bonetail	100%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Boomerang Bro	100%	80%	70%	70%	70%	60%	95%	80%	80%	95%	80%
Boomerang Bro	100%	50%	105%	50%	50%	90%	10%	90%	50%	95%	50%
Bowser (1st)	100%	70%	60%	40%	0%	0%	0%	75%	70%	90%	60%
Bowser (2nd)	100%	40%	30%	25%	0%	0%	5%	75%	30%	80%	30%
Bristle	0%	40%	40%	60%	50%	40%	95%	60%	40%	100%	100%
Bulky Bob-omb	100%	70%	70%	100%	80%	20%	95%	80%	90%	95%	75%
Bullet Bill	100%	50%	105%	70%	0%	100%	95%	95%	0%	95%	0%
Buzzy Beetle	0%	75%	75%	75%	60%	30%	95%	90%	75%	95%	90%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Chain Chomp	0%	65%	65%	70%	45%	30%	90%	90%	0%	95%	70%
Cleft	0%	50%	50%	70%	50%	70%	95%	70%	50%	100%	100%
Cortez	100%	50%	50%	25%	0%	0%	0%	0%	40%	90%	40%
Cortez (Hook)	100%	90%	95%	85%	0%	90%	0%	0%	0%	90%	80%
Cortez (Rapier)	100%	90%	95%	85%	0%	90%	0%	0%	0%	90%	80%
Cortez (Saber)	100%	90%	95%	85%	0%	90%	0%	0%	0%	90%	80%
Cortez (Sword)	100%	90%	95%	85%	0%	90%	0%	0%	0%	90%	80%
Crayzee Dayzee	100%	50%	30%	30%	100%	80%	30%	30%	95%	30%	30%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Dark Bones	100%	20%	20%	60%	0%	60%	85%	80%	0%	80%	65%
Dark Boo	100%	40%	100%	40%	40%	85%	10%	85%	40%	90%	40%
Dark Bristle	0%	20%	20%	40%	30%	20%	30%	50%	20%	100%	80%
Dark Crow	100%	90%	80%	70%	0%	60%	95%	90%	90%	95%	80%
Dark Koopa	100%	70%	70%	70%	75%	70%	70%	85%	75%	85%	80%
Dark Koopatrol	100%	65%	65%	60%	60%	60%	95%	85%	60%	90%	65%
Dark Lakitu	100%	60%	95%	80%	70%	80%	50%	85%	60%	90%	70%
Dark Paratroopa	100%	70%	105%	70%	75%	95%	70%	85%	75%	85%	80%
Dark Puff	100%	90%	105%	100%	90%	105%	95%	95%	95%	95%	95%
Dark Wizard	100%	40%	90%	50%	30%	85%	90%	85%	10%	90%	50%
Doopliss (1st)	100%	60%	70%	50%	0%	0%	0%	80%	60%	90%	60%

Magnus Von Grapple 2.0 (X-Punch)	100%	70%	70%	70%	0%	100%	0%	0%	0%	85%	70%
Marilyn (1st)	100%	80%	80%	60%	0%	0%	0%	80%	80%	95%	80%
Marilyn (2nd)	100%	50%	50%	40%	0%	0%	5%	60%	50%	80%	50%
Mini-X-Yux	100%	10%	90%	0%	0%	90%	25%	80%	70%	85%	90%
Mini-Yux	0%	90%	100%	0%	0%	100%	100%	90%	80%	95%	100%
Mini-Z-Yux	100%	80%	95%	0%	0%	95%	100%	85%	70%	90%	90%
Moon Cleft	0%	30%	30%	50%	30%	20%	95%	60%	30%	100%	80%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Pale Piranha	100%	100%	60%	80%	30%	60%	95%	95%	110%	95%	90%
Parabuzzy	0%	75%	105%	75%	60%	90%	95%	90%	75%	95%	90%
Paragloomba	100%	80%	105%	80%	90%	95%	80%	90%	80%	90%	90%
Paragoomba	100%	100%	120%	100%	110%	110%	150%	100%	100%	100%	110%
Paratroopa	100%	90%	120%	90%	95%	110%	100%	95%	95%	95%	100%
Phantom Ember	0%	65%	100%	40%	40%	80%	90%	80%	40%	90%	80%
Pider	100%	90%	50%	90%	100%	70%	95%	90%	90%	95%	90%
Piranha Plant	100%	80%	40%	60%	10%	30%	30%	85%	100%	85%	70%
Poison Pokey	100%	70%	60%	40%	80%	70%	95%	85%	75%	90%	60%
Poison Puff	100%	60%	90%	100%	60%	85%	20%	80%	65%	80%	65%
Pokey	100%	90%	80%	60%	100%	90%	100%	90%	95%	95%	80%
Putrid Piranha	100%	95%	50%	70%	20%	40%	95%	90%	105%	95%	80%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Rawk Hawk	100%	60%	60%	40%	0%	0%	0%	85%	60%	90%	50%
Red Bones	90%	40%	40%	80%	0%	80%	0%	90%	0%	90%	85%
Red Chomp	0%	65%	65%	70%	45%	30%	95%	90%	0%	95%	70%
Red Magikoopa	100%	70%	80%	70%	70%	80%	95%	90%	70%	95%	75%
Red Spike Top	0%	75%	75%	75%	60%	30%	95%	90%	75%	95%	90%
Ruff Puff	100%	70%	100%	100%	70%	95%	95%	90%	75%	90%	75%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Shadow Queen (1st)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Shadow Queen (2nd)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Shadow Queen (2nd) (Dead Hands)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Shadow Queen (2nd) (Hands)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Shady Koopa	100%	80%	80%	80%	85%	80%	95%	90%	85%	90%	90%
Shady Paratroopa	100%	80%	110%	80%	85%	100%	95%	90%	85%	90%	90%
Sir Grodus	100%	30%	30%	30%	0%	0%	1%	60%	30%	75%	30%
Sky Blue Spiny	100%	60%	60%	50%	80%	10%	50%	85%	60%	90%	70%
Smorg Miasma	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Smorg Miasma (Pincer)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Smorg Miasma (Smorg)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Spania	150%	100%	100%	100%	110%	110%	150%	100%	100%	100%	120%
Spike Top	0%	75%	75%	75%	60%	30%	95%	90%	75%	95%	90%
Spiky Gloomba	100%	80%	80%	80%	90%	90%	80%	90%	80%	90%	90%
Spiky Goomba	100%	100%	100%	100%	110%	110%	150%	100%	100%	100%	110%
Spiky Parabuzzy	0%	75%	105%	75%	60%	90%	95%	90%	75%	95%	90%
Spinia	150%	100%	100%	100%	110%	110%	150%	100%	100%	100%	120%
Spiny	100%	80%	80%	70%	100%	30%	100%	90%	80%	95%	90%
Spunia	150%	70%	70%	70%	80%	80%	30%	90%	70%	90%	90%
Swampire	100%	50%	90%	50%	50%	75%	20%	75%	50%	80%	55%
Swooper	100%	80%	105%	80%	80%	95%	95%	90%	80%	95%	85%
Swoopula	100%	70%	100%	70%	70%	85%	95%	80%	70%	90%	76%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Vivian	100%	70%	70%	50%	0%	0%	0%	80%	70%	95%	80%

Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
White Magikooopa	100%	70%	80%	70%	70%	80%	95%	90%	70%	95%	75%
Wizzerd	100%	40%	90%	50%	30%	85%	40%	85%	10%	90%	50%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
X-Naut	100%	90%	90%	80%	100%	80%	95%	95%	90%	95%	90%
X-Naut Ph.D.	100%	80%	80%	70%	90%	70%	95%	90%	80%	90%	80%
X-Naut Platoon (1st)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
X-Naut Platoon (2nd)	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
X-Yux	0%	0%	0%	0%	0%	0%	10%	0%	0%	0%	0%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Yux	0%	70%	100%	0%	0%	90%	95%	90%	30%	95%	80%
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Z-Yux	100%	60%	95%	0%	0%	80%	95%	85%	20%	90%	70%

Credits

In no particular order...

- KeyBlade999:
 - For a lot of help in organizing and formatting the guide.

Version History

- v1.00:
 - Completed.
 - Time: 4:38 PM 6/12/2017

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And with that all said, this guide finally comes to a close. Hope you've enjoyed and found it useful. :)

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