Paper Mario: The Thousand-Year Door Bestiary

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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	АТК	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	НР	АТК	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	АТК	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	АТК	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 Craw	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
Doopliss (1st)	52	40	4	9	0	0	None
	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	2	1	0	Mushroom, Fire Flower				
	9	1	2	1	1	Base					
Enemy Name	Level	HP	ATK	DEF	Coins	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	АТК	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	НР	АТК	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	АТК	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	АТК	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	НР	АТК	DEF	Coins	Base S.P.	Possible Item Drops				
Kammy Koopa	48	50	5	0	0	0	None				
Коора Тгоора	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				
	1	1.	2	1	1 - 2	0	None				
КР Коора	8	4	2		· -						
KP Koopa KP Paratroopa	8 9	4	2	1	1 - 2	0	None				
•		-	2	1		0 Base S.P.	None Possible Item Drops				
KP Paratroopa	9	4	2	1	1 - 2	Base					
KP Paratroopa Enemy Name	9 Level	4 HP	2 ATK	1 DEF	1 - 2 Coins	Base S.P.	Possible Item Drops				
KP Paratroopa Enemy Name Lakitu	9 Level 11	4 HP 5	2 ATK 2	1 DEF 0	1 - 2 Coins 1 - 3	Base S.P. 0	Possible Item Drops Super Shroom, Volt Shroom				

Enemy Name	Level	HP	АТК	DEF	Coins	Base S.P.	Possible Item Drops
Macho Grubba	71	60	4	0	0	0	None
Magikoopa	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	АТК	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	НР		-	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			0.4	0	Power Punch
Red Magikoopa		0	5	3	3-4		
i tou magneopu	17	-	5 4	3 0	3 - 4 2 - 4		
Red Spike Top	17 17	7	4	0	2 - 4	0	Power Punch
Red Spike Top	17	7 5	4 3	0 4	2 - 4 1 - 2	0	Power Punch None
Red Spike Top Ruff Puff Enemy Name		7	4	0	2 - 4	0	Power Punch
Ruff Puff	17 23	7 5 7	4 3 4	0 4 0	2 - 4 1 - 2 2 - 3	0 0 0 Base	Power Punch None Thunder Rage, Mr. Softener, Super Shroom
Ruff Puff Enemy Name	17 23 Level	7 5 7 HP	4 3 4 ATK	0 4 0 DEF	2 - 4 1 - 2 2 - 3 Coins	0 0 0 Base S.P.	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops
Ruff Puff Enemy Name Shadow Queen (1st)	17 23 Level 0	7 5 7 HP 150	4 3 4 ATK 7	0 4 0 DEF 0	2 - 4 1 - 2 2 - 3 Coins 0	0 0 0 Base S.P. 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead	17 23 Level 0 0	7 5 7 HP 150 150	4 3 4 ATK 7 7	0 4 0 DEF 0 1	2 - 4 1 - 2 2 - 3 Coins 0 0	0 0 8 8 8 8 8 9 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands)	17 23 Level 0 0 0	7 5 7 HP 150 150 8	4 3 4 ATK 7 7 3	0 4 0 DEF 0 1	2 - 4 1 - 2 2 - 3 Coins 0 0 0	0 0 0 0 0 Base S.P. 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands)	17 23 Level 0 0 0 0	7 5 7 HP 150 150 8 5	4 3 4 ATK 7 7 3 7	0 4 0 DEF 0 1 0	2 - 4 1 - 2 2 - 3 Coins 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa	17 23 Level 0 0 0 0 0 17	7 5 7 HP 150 150 8 5 8	4 3 4 ATK 7 7 3 3 3	0 4 0 DEF 0 1 0 0 1	2 - 4 1 - 2 2 - 3 Coins 0 0 0 0 1 - 3	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa	17 23 Level 0 0 0 0 17 17	7 5 7 HP 150 150 8 5 8 8 8	4 3 4 ATK 7 7 3 7 3 3 3	0 4 0 DEF 0 1 0 0 1 1	2 - 4 1 - 2 2 - 3 Coins 0 0 0 0 1 - 3 1 - 3	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus	17 23 Level 0 0 0 0 0 17 17 17 87	7 5 7 HP 150 150 8 8 5 8 8 8 8 50	4 3 4 ATK 7 7 3 3 3 7 7	0 4 0 0 0 1 1 0 0 1 1 1 1	2 - 4 1 - 2 2 - 3 Coins 0 0 0 1 - 3 1 - 3 0	0 0 Base S.P. 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma	17 23 Level 0 0 0 0 17 17 17 87 22 78	7 5 7 HP 150 150 8 8 5 8 8 8 50 6	4 3 4 ATK 7 7 3 3 7 3 3 7 6	0 4 0 0 1 0 1 0 0 1 1 1 1 4	2 - 4 1 - 2 2 - 3 Coins 0 0 0 1 - 3 1 - 3 0 0 - 1	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom None None None None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma Smorg Miasma (Pincer(17 23 Level 0 0 0 0 17 17 17 87 22 78 78	7 5 7 HP 150 150 8 8 5 8 8 8 8 50 6 4	4 3 4 7 7 3 3 7 3 3 7 6 5 5	0 4 0 0 1 1 0 1 1 1 1 4 1	2 - 4 1 - 2 2 - 3 Coins 0 0 0 1 - 3 1 - 3 0 0 - 1 0	0 0 0 0 Base S.P. 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom None None None None None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma Smorg Miasma (Pincer(Smorg Miasma (Smorg)	17 23 Level 0 0 0 0 17 17 17 87 22 78 78 78	7 5 7 HP 150 150 8 8 5 8 8 8 50 6 4 6	4 3 4 ATK 7 7 3 3 7 3 3 7 6 5 10	0 4 0 0 1 0 1 0 0 1 1 1 1 4 1 1 1	2 - 4 1 - 2 2 - 3 Coins 0 0 0 1 - 3 1 - 3 0 0 - 1 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom None None None None None None None None
Ruff Puff Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma Smorg Miasma (Pincer(17 23 Level 0 0 0 0 17 17 17 87 22 78 78	7 5 7 HP 150 150 8 8 5 5 8 8 8 8 8 50 6 4 4 6 50	4 3 4 ATK 7 7 3 3 7 3 3 7 6 5 10 0	0 4 0 0 1 1 0 0 1 1 1 1 4 1 1 1 0	2 - 4 1 - 2 2 - 3 Coins 0 0 0 1 - 3 1 - 3 0 0 - 1 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 Base S.P. 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Power Punch None Thunder Rage, Mr. Softener, Super Shroom Possible Item Drops None None None Earth Quake, Courage Shell, Super Shroom, Volt Shroom None None None None None None None

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	АТК	DEF	Coins	Base S.P.	Possible Item Drops
Vivian	26	10	1	0	0	0	None
Enemy Name	Level	ΗP	АТК	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	АТК	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	АТК	DEF	Coins	Base S.P.	Possible Item Drops
X-Yux	32	10	3	1	5	0	None
Enemy Name	Level	HP	АТК	DEF	Coins	Base S.P.	Possible Item Drops
Yux	12	3	2	0	1 - 2	0	None
Enemy Name	Level	HP	АТК	DEF	Coins	Base S.P.	Possible Item Drops

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%	50%	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%	75% 50%	40%	95%	70%	50%	90% 100%	100%
Bandit	100%	100%	70%	70%	95%	40%	95%	95%	100%	100 %	90%
Beldam (1st)	100%	70%	70%	50%	95% 0%	0%	95% 0%	80%	70%	95%	30 % 80%
Beldam (13t)	100%	40%	40%	30%	0%	0%	5%	60%	40%	90%	50%
Big Bandit	100%	90%	40 <i>%</i>	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%	95% 0%	100%	100%	9 <i>5%</i>	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%	70% 50%	90%	90% 60%	10%	95% 20%	90 <i>%</i> 70%	70%	95% 85%	55%
Bombshell Bill	100%	40%	100%	90 <i>%</i>	00%	90%	20 <i>%</i>	85%	70%	95%	0%
Bombshell Bill Blaster	100%	40% 0%	0%	90%	0%	5%	90%	80%	0%	95%	0%
Bonetail	100%	0%	0%	90% 0%	0%	0%	90% 0%	0%	0%	95% 0%	0%
Boomerang Bro	100%	80%	70%	70%	70%	60%	0 % 95%	80%	0 %	95%	0 %
	100%	50%	105%	50%	70%	90%	95% 10%	90%	50%	95% 95%	50%
Boomerang Bro Bowser (1st)	100%	70%	105% 60%	40%	50%	90% 0%	10%	90% 75%	50% 70%	95% 90%	50% 60%
	100%	40%	30%	40% 25%	0%	0% 0%	0 % 5%	75%	30%	90% 80%	30%
Bowser (2nd)											
Bristle	0%	40%	40%	60% 100%	50%	40%	95%	60%	40%	100%	100%
Bulky Bob-omb Bullet Bill	100% 100%	70% 50%	70%	70%	80% 0%	20% 100%	95% 95%	80%	90% 0%	95% 05%	75% 0%
	100%	50% 75%	105% 75%	70%	0 %	30%	95% 95%	95% 90%	0% 75%	95% 95%	0 % 90%
Buzzy Beetle Enemy Name	0 /0 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%	4 <i>5</i> %	70%	90% 95%	70%	50%	100%	100%
Cortez	100%	50%	50%	25%	0%	0%	95% 0%	0%	40%	90%	40%
Cortez (Hook)	100%	90%	95%	85%	0%	90%	0%	0%	40 % 0 %	90%	40 % 80%
	100%	90%	95% 95%	85%	0%	90%	0%	0%	0%	90% 90%	80%
Cortez (Rapier) Cortez (Saber)	100%	90%			0%	90% 90%	0% 0%	0%	0%		80%
	100%		95% 05%	85%	0%	90% 90%	0% 0%	0%	0%	90%	80%
Cortez (Sword)	100%	90% 50%	95% 30%	85% 30%	100%	90% 80%	0 % 30%	30%	95%	90% 30%	30%
Crayzee Dayzee 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%	85% 10%	80 <i>%</i>	40%	90%	40%
Dark Bristle	0%	20%	20%			20%	30%			90% 100%	40 % 80%
	100%	20% 90%		40%	30%			50%	20%		
Dark Craw			80%	70%	0%	60%	95%	90%	90% 75%	95% 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% 70%
Dark Lakitu	100%	60%	95%	80%	70%	80% 05%	50%	85%	60%	90% 85%	70% 20%
Dark Paratroopa	100%	70%	105%	70%	75%	95%	70%	85%	75%	85% 05%	80%
Dark Puff	100%	90%	105%	100%	90% 20%	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%

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Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
100%	80%	80%	80%	90%	80%	80%	90%	80%	90%	90%
100%	30%	30%	0%	0%	0%	1%	0%	30%	70%	30%
100%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
100%	100%	100%	100%	110%	100%	150%	100%	100%	100%	110%
100%	85%	80%	70%	85%	80%	95%	90%	85%	95%	85%
100%	70%	80%	700%	70%	80%	95%	90%	70%	95%	75%
100%	10%	90%	75%	0%	90%	90%	75%	0%	95%	75%
100%	90%	80%	70%	0%	60%	50%	90%	90%	95%	80%
Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
100%	80%	70%	70%	70%	60%	95%	80%	80%	95%	80%
100%	50%	50%	0%	0%	0%	0%	0%	20%	0%	0%
0%	40%	40%	60%	40%	30%	95%	65%	40%	100%	90%
0%	40%	40%	60%	40%	30%	95%	65%	40%	100%	90%
100%	80%	80%	80%	90%	80%	95%	95%	80%	95%	90%
100%	80%	100%	80%	90%	90%	95%	90%	80%	95%	90%
100%	80%	80%	80%	90%	90%	95%	90%	80%	95%	90%
Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
100%	60%	95%	0%	70%	85%	95%	75%	65%	90%	65%
0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
100%	40%	60%	40%	0%	0%	5%	60%	40%	80%	40%
100%	90%	90%	90%	95%	90%	100%	95%	95%	95%	100%
100%	75%	75%	70%	70%	70%	95%	90%	70%	95%	75%
100%	80%	80%	80%	85%	80%	100%	95%	85%	95%	90%
100%	80%	110%	80%	85%	100%	100%	95%	85%	95%	90%
Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
100%	80%	105%	100%	90%	100%	95%	90%	80%	95%	90%
0%	75%	105%	50%	50%	90%	95%	90%	50%	95%	90%
100%	100%	100%	100%	0%	0%	0%	100%	100%	100%	100%
100%	80%	60%	60%	0%	0%	0%	85%	80%	90%	70%
1			F	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Burn	Confuse	Dizzy	Freeze							- 14
Burn 100%	Confuse	Dizzy 50%	Freeze	0%	0%	0%	75%	50%	90%	40%
100%	50%	50%	30%	0%			75% 90%	50% 70%	90% 95%	
100% 100%	50% 70%	50% 80%	30% 70%	0% 70%	80%	95%	90%	70%	95%	75%
100%	50%	50%	30%	0%						
	100% 100% 100% 100% 100% 100% 100% 0% 0% 100% 100% 0% 100% 100% 0% 100%	100% 40% 100% 30% 100% 50% Burn Confuse 100% 70% 0% 70% 0% 70% 0% 70% 0% 70% 0% 70% 0% 80% 100% 80% 100% 80% 100% 80% 100% 30% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% 100% 80% <t< 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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%
Ruff Puff Enemy Name	100% Burn	70% Confuse		100% Freeze	70% Fright	95% Gale	95% Instant KO	90% Shrink		90% Soft	75% Stop
Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
Enemy Name Shadow Queen (1st)	Burn 0%	Confuse 0%	Dizzy 0%	Freeze	Fright 0%	Gale 0%	Instant KO	Shrink 0%	Sleep 0%	Soft 0%	Stop 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd)	Burn 0% 0%	Confuse 0% 0%	Dizzy 0% 0%	Freeze 0% 0%	Fright 0% 0%	Gale 0% 0%	Instant KO 0% 0%	Shrink 0% 0%	Sleep 0% 0%	Soft 0% 0%	Stop 0% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands)	Burn 0% 0% 0%	Confuse 0% 0% 0%	Dizzy 0% 0% 0%	Freeze 0% 0% 0%	Fright 0% 0% 0%	Gale 0% 0% 0%	Instant KO 0% 0%	Shrink 0% 0% 0%	Sleep 0% 0% 0%	Soft 0% 0% 0%	Stop 0% 0% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands)	Burn 0% 0% 0%	Confuse 0% 0% 0% 0%	Dizzy 0% 0% 0% 0%	Freeze 0% 0% 0% 0%	Fright 0% 0% 0%	Gale 0% 0% 0% 0%	Instant KO 0% 0% 0%	Shrink 0% 0% 0%	Sleep 0% 0% 0% 0%	Soft 0% 0% 0%	Stop 0% 0% 0% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa	Burn 0% 0% 0% 0% 100%	Confuse 0% 0% 0% 0% 80%	Dizzy 0% 0% 0% 0% 80%	Freeze 0% 0% 0% 0% 80%	Fright 0% 0% 0% 0% 85%	Gale 0% 0% 0% 0% 80%	Instant KO 0% 0% 0% 0% 95%	Shrink 0% 0% 0% 0% 90%	Sleep 0% 0% 0% 0% 85%	Soft 0% 0% 0% 0% 90%	Stop 0% 0% 0% 0% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa	Burn 0% 0% 0% 0% 100%	Confuse 0% 0% 0% 0% 80% 80%	Dizzy 0% 0% 0% 0% 80% 110%	Freeze 0% 0% 0% 0% 80%	Fright 0% 0% 0% 85% 85%	Gale 0% 0% 0% 0% 100%	Instant KO 0% 0% 0% 0% 95% 95%	Shrink 0% 0% 0% 90% 90%	Sleep 0% 0% 0% 0% 85%	Soft 0% 0% 0% 0% 90%	Stop 0% 0% 0% 9% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus	Burn 0% 0% 0% 100% 100%	Confuse 0% 0% 0% 0% 80% 80% 30%	Dizzy 0% 0% 0% 80% 110% 30%	Freeze 0% 0% 0% 80% 80% 30%	Fright 0% 0% 0% 85% 85% 0%	Gale 0% 0% 0% 0% 100% 0%	Instant KO 0% 0% 0% 0% 95% 95% 1%	Shrink 0% 0% 0% 9% 90% 60%	Sleep 0% 0% 0% 85% 85% 30%	Soft 0% 0% 0% 9% 90% 75%	Stop 0% 0% 0% 9% 90% 90% 30%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny	Burn 0% 0% 0% 0% 100% 100% 100%	Confuse 0% 0% 0% 0% 80% 80% 30% 60%	Dizzy 0% 0% 0% 0% 80% 110% 30%	Freeze 0% 0% 0% 80% 30% 50%	Fright 0% 0% 0% 85% 85% 85% 85%	Gale 0% 0% 0% 0% 0% 0% 0% 0% 100% 0% 10%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50%	Shrink 0% 0% 0% 9% 90% 60% 85%	Sleep 0% 0% 0% 0% 85% 85% 30%	Soft 0% 0% 0% 9% 90% 75% 90%	Stop 0% 0% 0% 9% 90% 30% 70%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma	Burn 0% 0% 0% 0% 100% 100% 100%	Confuse 0% 0% 0% 0% 80% 80% 30% 60%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60%	Freeze 0% 0% 0% 0% 80% 80% 30% 50% 0%	Fright 0% 0% 0% 85% 85% 0% 85% 0%	Gale 0% 0% 0% 0% 80% 100% 0% 10%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0%	Shrink 0% 0% 0% 9% 90% 60% 85% 0%	Sleep 0% 0% 0% 85% 85% 30% 60%	Soft 0% 0% 0% 90% 90% 75% 90% 0%	Stop 0% 0% 0% 0% 30% 30% 70% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma Smorg Miasma (Pincer(Burn 0% 0% 0% 100% 100% 100% 100% 0%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0%	Freeze 0% 0% 0% 0% 0% 30% 50% 0%	Fright 0% 0% 0% 85% 85% 0% 80% 0%	Gale 0% 0% 0% 0% 80% 100% 0% 10% 0%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0%	Shrink 0% 0% 0% 90% 90% 60% 85% 0%	Sleep 0% 0% 0% 85% 85% 30% 60% 0%	Soft 0% 0% 0% 90% 90% 75% 90% 0%	Stop 0% 0% 0% 0% 30% 30% 70% 0% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus	Burn 0% 0% 0% 100% 100% 100% 0% 0%	Confuse 0% 0% 0% 80% 80% 30% 60% 0% 0%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0%	Freeze 0% 0% 0% 80% 80% 30% 50% 0% 0%	Fright 0% 0% 0% 85% 85% 0% 80% 0% 0% 0%	Gale 0% 0% 0% 0% 80% 100% 0% 0% 0%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0%	Stop 0% 0% 0% 0% 30% 30% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sir Grodus Shady Paratroopa Shady Paratroopa Shady Paratroopa Shady Paratroopa Shady Paratroopa Sir Grodus Sir Grodus S	Burn 0% 0% 0% 100% 100% 100% 100% 0% 0% 0%	Confuse 0% 0% 0% 0% 80% 30% 60% 0% 0% 0% 0%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0% 0%	Freeze 0% 100%	Fright 0% 0% 0% 85% 85% 0% 80% 0% 0% 0% 0% 110%	Gale 0% 0% 0% 0% 80% 100% 0% 0% 0% 0% 110%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 150%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0%	Stop 0% 0% 0% 0% 0% 30% 30% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 120%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Sir Grodus	Burn 0% 0% 0% 100% 100% 100% 0% 0% 0% 150% 0%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 0% 100% 75%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 100% 75%	Freeze 0%	Fright 0% 0% 0% 85% 85% 0% 85% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%	Gale 0%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 150% 95%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0% 0% 100% 90%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 100% 75%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0% 0% 0% 0%	Stop 0% 0% 0% 0% 0% 30% 70% 0% 0% 0% 90% 30% 70% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Shady Paratroopa Shady Paratroopa Shady Paratroopa Shady Blue Spiny Shady Blue Spiny Smorg Miasma (Pincer(Smorg Miasma (Smorg) Spania Spania Spike Top	Burn 0% 0% 0% 100% 100% 100% 0% 0% 0% 150% 0% 100%	Confuse 0% 0% 0% 0% 80% 30% 60% 0% 0% 0% 0% 100% 75% 80%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 100% 75% 80%	Freeze 0%	Fright 0% 0% 0% 85% 85% 0% 85% 0% 0% 0% 0% 0% 0% 110% 60% 90%	Gale 0% 30% 90%	Instant KO 0% 0% 0% 0% 95% 1% 50% 0% 0% 0% 0% 0% 150% 95% 80%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0% 100% 90%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 100% 75% 80%	Soft 0% 0% 0% 90% 90% 90% 0% 0% 0% 0% 100% 95%	Stop 0% 90% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma (Pincer(Smorg Miasma (Smorg) Spania Spike Top Spiky Gloomba Spiky Goomba	Burn 0% 0% 0% 100% 100% 100% 0% 0% 100% 0% 150% 0% 100%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 0% 0% 100% 75% 80% 100%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 0% 100% 75% 80% 100%	Freeze 0% 100% 100%	Fright 0% 0% 0% 85% 85% 0% 85% 0% 0% 0% 0% 0% 0% 0% 0% 110%	Gale 0% 110% 30% 110%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 0% 150% 80% 150%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0% 0% 100% 90% 100%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 100% 75% 80% 100%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0% 0% 0% 100% 95% 90%	Stop 0% 120% 90% 110%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Sir Grodus Sir Giomba Spiky Goomba Spiky Parabuzzy	Burn 0% 0% 0% 100% 100% 100% 0% 0% 100% 0% 100% 0%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 100% 75% 80% 100% 75%	Dizzy 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 100% 75% 80% 100%	Freeze 0% 0% 0% 80% 80% 30% 50% 0% 0% 0% 100% 75% 80% 100%	Fright 0% 0% 0% 85% 85% 0% 80% 0% 0% 0% 0% 110% 60%	Gale 0% 0% 0% 0% 100% 0% 0% 0% 0% 110% 30% 90%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 150% 95% 80% 150%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0% 0% 100% 90% 100% 90%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 100% 75%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0% 0% 100% 95%	Stop 0% 0% 0% 0% 0% 0% 90% 30% 70% 0% 0% 90% 90% 90% 90% 120% 90% 110% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus	Burn 0% 0% 0% 100% 100% 100% 0% 0% 150% 0% 100% 100% 100%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 0% 100% 75% 80% 100%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 0% 0% 0% 100% 75% 80% 100% 100%	Freeze 0% 100% 75% 100%	Fright 0% 0% 0% 85% 85% 0% 85% 0% 0% 0% 0% 0% 0% 0% 110% 60% 110%	Gale 0% 10% 30% 90% 110% 90% 110%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 0% 0% 150% 80% 150% 95% 150%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0% 0% 100% 90% 100% 90%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 100% 75% 80% 100% 75%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0% 0% 0% 0% 90% 100% 95% 100%	Stop 0% 120% 90% 120%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Sir Grodus Sir Grodus Sir Grodus Sir Grodus Sing Miasma (Pincer(Smorg Miasma (Pincer() Spania Spania Spike Top Spike Top Spiky Gloomba Spiky Gloomba Spiky Parabuzzy Spinia	Burn 0% 0% 0% 100% 100% 100% 0% 0% 150% 100% 100% 100% 100%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 100% 75% 80% 100% 75% 100%	Dizzy 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 0% 100% 80% 100% 100%	Freeze 0% 0% 0% 80% 80% 30% 50% 0% 0% 0% 100% 75% 100% 75% 100%	Fright 0% 0% 0% 85% 85% 85% 0% 0% 0% 0% 0% 0% 0% 110% 60% 110% 60%	Gale 0% 0% 0% 0% 100% 0% 0% 0% 0% 110% 30% 110% 30%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 150% 80% 150% 95% 150% 150%	Shrink 0% 0% 0% 90% 90% 60% 85% 0% 0% 0% 0% 100% 90% 100% 90%	Sleep 0% 0% 0% 85% 85% 60% 0% 0% 0% 0% 100% 75% 100% 75% 100%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0% 0% 100% 95% 100% 95%	Stop 0% 0% 0% 0% 0% 90% 30% 70% 0% 90% 90% 90% 90% 90% 90% 120% 90% 110% 90% 120% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Shy Blue Spiny Smorg Miasma (Pincer(Smorg Miasma (Pincer(Smorg Miasma (Smorg) Spania Spike Top Spiky Gloomba Spiky Gloomba Spiky Goomba Spiky Parabuzzy Spinia Spiny Spunia	Burn 0% 0% 0% 100% 100% 100% 0% 0% 100% 0% 100% 100% 100% 100% 100% 150% 150%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 0% 0% 100% 75% 80% 100% 75% 100% 80% 70%	Dizzy 0% 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 0% 0% 0% 100% 75% 80% 100% 100% 100% 80%	Freeze 0% 100% 75% 100% 70% 70%	Fright 0% 0% 0% 85% 85% 85% 0% 80% 0% 0% 0% 0% 0% 0% 0% 110% 60% 110% 60% 110%	Gale 0% 110% 90% 110% 30% 80%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 0% 150% 95% 80% 150% 95% 150% 150% 150%	Shrink 0% 0% 0% 90% 90% 85% 0% 0% 0% 0% 0% 100% 90% 100% 90% 100% 90%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 0% 100% 75% 80% 100% 75% 100% 75%	Soft 0% 0% 0% 90% 90% 90% 0% 0% 0% 0% 0% 0% 100% 95% 100% 95% 100% 95% 100%	Stop 0% 120% 90% 120% 90% 90% 90% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Sir Grodus Sky Blue Spiny Smorg Miasma (Pincer(Smorg Miasma (Pincer() Spania Spike Top Spiky Gloomba Spiky Gloomba Spiky Gloomba Spiky Parabuzzy Spinia Spinia Spinia Spinia	Burn 0% 0% 0% 100% 100% 100% 0% 0% 100% 0% 150% 100% 100% 100% 100% 100% 100%	Confuse 0% 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 100% 75% 80% 100% 75% 100% 80% 75%	Dizzy 0% 0% 0% 80% 110% 30% 60% 0% 0% 0% 100% 80% 100% 100% 100% 20%	Freeze 0% 0% 0% 80% 80% 30% 50% 0% 0% 0% 100% 75% 80% 100% 75% 100% 75% 50%	Fright 0% 0% 0% 85% 85% 85% 0% 80% 0% 0% 0% 0% 0% 0% 110% 60% 110% 60% 110% 80%	Gale 0% 10% 30% 110% 30% 30% 80% 75%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 150% 95% 80% 150% 95% 150% 150% 150% 150%	Shrink 0% 0% 0% 90% 90% 60% 60% 0% 0% 0% 0% 100% 90% 100% 90% 100% 90% 100% 90%	Sleep 0% 0% 0% 85% 85% 60% 60% 0% 0% 0% 100% 75% 80% 100% 75% 100% 80% 75%	Soft 0% 0% 0% 90% 90% 90% 75% 90% 0% 0% 0% 100% 95% 100% 95% 100% 95% 100% 95% 80%	Stop 0% 0% 0% 0% 0% 0% 0% 90% 30% 70% 0% 90%
Enemy Name Shadow Queen (1st) Shadow Queen (2nd) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Dead Hands) Shadow Queen (2nd) (Hands) Shady Koopa Shady Koopa Shady Paratroopa Shady Paratroopa Sir Grodus Shy Blue Spiny Smorg Miasma (Pincer(Smorg Miasma (Pincer(Smorg Miasma (Smorg) Spania Spike Top Spiky Gloomba Spiky Gloomba Spiky Goomba Spiky Parabuzzy Spinia Spinia Spiny Spunia Spunia Swampire	Burn 0% 0% 0% 100% 100% 100% 0% 0% 100% 100% 100% 100% 150% 100% 150% 100% 100%	Confuse 0% 0% 0% 80% 80% 30% 60% 0% 0% 0% 0% 0% 0% 100% 75% 80% 100% 75% 100% 75% 100% 75% 100% 75%	Dizzy 0% 0% 0% 0% 30% 30% 60% 0% 0% 0% 0% 0% 0% 100% 75% 80% 100% 100% 100% 20% 100% 100% 100%	Freeze 0% 0% 0% 0% 0% 0% 0% 0% 0% 80% 30% 50% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 100% 75% 100% 70% 70% 50% 80%	Fright 0% 0% 0% 85% 85% 0% 85% 0% 0% 0% 0% 0% 0% 0% 0% 0% 110% 60% 110% 60% 110% 50% 80%	Gale 0% 10% 30% 90% 110% 30% 80% 80% 75%	Instant KO 0% 0% 0% 0% 95% 95% 1% 50% 0% 0% 0% 0% 0% 0% 0% 0% 0% 150% 95% 150% 150% 150% 150% 150% 25%	Shrink 0% 0% 0% 90% 90% 85% 0% 0% 0% 0% 0% 100% 90% 100% 90% 100% 90% 100% 90%	Sleep 0% 0% 0% 85% 85% 30% 60% 0% 0% 0% 0% 100% 75% 80% 100% 75% 100% 80% 20% 50% 80%	Soft 0% 0% 0% 90% 90% 75% 90% 0% 0% 0% 0% 0% 100% 95% 100% 95% 100% 95% 20% 80% 90%	Stop 0% 0% 0% 0% 0% 0% 0% 0% 90% 0% 0% 0% 90% 90% 90% 110% 90% 90% 90% 90% 90% 50% 80%

Enemy Name	Burn	Confuse	Dizzy	Freeze	Fright	Gale	Instant KO	Shrink	Sleep	Soft	Stop
White Magikoopa	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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