

The Legend of Zelda: The Ocarina of Time Master Quest Gold Skulltula Guide

by CyricZ

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The Legend of Zelda: The Ocarina of Time (GCN)
The Legend of Zelda: The Ocarina of Time Master Quest (GCN)
Gold Skulltula Guide
An In-Depth FAQ by CyricZ
Version 1.0
E-mail: cyricz42@yahoo.com
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1. INTRODUCTION
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Heyo, and welcome to my little guide about the most annoying little buggers

in The Legend of Zelda: The Ocarina of Time and Master Quest. Scattered across the land of Hyrule are 100 Gold Skulltulas, and one of the game's subquests is to destroy as many of these as you can to win fabulous prizes.

2. FAQ

Q: What are Gold Skulltulas?

A: Gold Skulltulas are small spider-like bad guys with gold shells that resemble skulls. They are generally found on walls, and they don't move, aside from shifting around in place.

Q: What do I do once I find one?

A: Waste it. After that, it will drop a token. Make sure you collect this token, because that's the important part. It's not enough just to kill it.

Q: Why am I hunting for these things?

A: In Kakariko Village, there's a family that was cursed because of greed, and turned into Skulltulas. The house they live in is the first house on your right as you enter the village from the main gate. If you kill Skulltulas and collect their tokens, the curse on the family will weaken, and you'll be rewarded.

Q: What will I get from the cursed family?

A: After every ten Skulltulas, one of the children will be freed, and they will give you a rewards. After the five children are okay, you have to find the remaining fifty. Here's what you receive:

- 10 Skulltulas: Adult's Wallet (allows you to carry 200 Rupees)
- 20 Skulltulas: Stone of Agony (using a Rumble Pak will alert you to nearby covered holes)
- 30 Skulltulas: Giant's Wallet (allows you to carry 500 Rupees)
- 40 Skulltulas: 10 Bombchus (a speedy running bomb)
- 50 Skulltulas: A Piece of Heart (one fourth of a Heart Container)
- 100 Skulltulas: A Huge Rupee (worth 200)

Q: What are some tips for finding Skulltulas?

A: If you're looking for them out in the open, hunt at night, as several will only appear at that time. Also, there are a few Skulltulas that hide in crates and the branches of trees. There are also several soft soil holes in Hyrule. Dumping a bottle of bugs into the hole will force a Skulltula out. And, of course, there are plenty in each of the dungeons. Oh, and you'll always be able to hear the skritch-skritch-skritch of the Skulltula shuffling around. You'll hear it in your sleep. I know I did. If you find all the Skulltulas in an area, you'll see a token marking next to that location on the map.

Q: How have the locations of Skulltulas changed in the Master Quest?

A: As far as the overworld is concerned, not at all. In the dungeons, however, they have been moved, and sometimes placed a lot more insidiously.

3. LIST BY LOCATION, OVERWORLD

Each Skulltula Entry has the following:

in the Guide
More Specific Location
Time Requirements (Past, Future, Nighttime)
Item Requirements
Description on how to get it

These 56 Skulltulas are in the same place in both games.

=====
A. Kokiri Forest/Lost Woods Area =
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#1

Location: Kokiri Forest

Time: Past, Nighttime

Items: Kokiri Emerald

- The only reason you need the Kokiri Emerald is so you can leave Kokiri Forest and come back at night. Look on the back of the Know-It-All Brothers' House. Shoot it with the Slingshot. After it dies, target it and use a jump-slash attack to get high enough to grab it.

#2

Location: Kokiri Forest

Time: Past

Items: Bottle

- Next to the Item Shop, you'll see a small dirt hole. Drop a Bottle of Bugs on top of it.

#3

Location: Kokiri Forest

Time: Future, Nighttime

Items: Hookshot

- On the backside of the "House of Twins", you'll find a Skulltula that you can Hookshot.

#4

Location: Lost Woods

Time: Past

Items: Bottle

- As you enter the Lost Woods, take two left turns. Dump a Bottle of Bugs on top of the dirt hole in front of you.

#5

Location: Lost Woods

Time: Past

Items: Bottle

- As you enter the Lost Woods, turn right, then left, then right, then left, then left once more, to a large grassy area. Dump a Bottle of Bugs on the small dirt hole in this area.

#6

Location: Lost Woods

Time: Future, Nighttime

Items: Master Sword, Magic Bean

- In the past, plant a Magic Bean in the same location as Skulltula #5. In the future, hop on the plant and ride up to a nearby ledge. The Skulltula's up here.

#7

Location: Sacred Forest Meadow

Time: Future, Nighttime

Items: Hookshot

- Climb the single ladder in the hedge maze. Face left and you should see your target. Hookshot him.

=====
B. Hyrule Field Area =
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#8

Location: Hyrule Field

Time: Any Time

Items: Boomerang or Hookshot

- Between Hyrule Castle and Kakariko Village is a lonely tree. Place a Bomb at its base to open a hole. Inside, destroy the Skulltula with the Slingshot (or Bow) and retrieve the token with the Boomerang (or Hookshot).

#9

Location: Hyrule Field

Time: Any Time

Items: Din's Fire or Fire Arrows, Boomerang or Hookshot

- Outside the entrance to Gerudo Valley (west corner), there's a circle of rocks. Place a Bomb in the center and drop down the hole. Use your fire weapon to burn down the webs. Find your Skulltula in the little nook with the cow.

#10

Location: Lon Lon Ranch

Time: Past

Items: Kokiri Emerald

- On the side of the ranch's house is a lone tree. Roll into it to make a Skulltula fall out of it.

#11

Location: Lon Lon Ranch

Time: Past, Nighttime

Items: Kokiri Emerald

- Circle around the back of the horse corral to find a Skulltula on the back of the feeding shelter.

#12

Location: Lon Lon Ranch

Time: Past, Nighttime

Items: Boomerang

- On the ranch's house, you'll find a Skulltula making one of the windows its home. Use the Boomerang to retrieve its token.

#13

Location: Lon Lon Ranch

Time: Past, Nighttime

Items: Boomerang

- Head around the corral to the silo in the back of the ranch. To the right of the silo, you'll find a Skulltula high on the rock wall. Use the Boomerang to retrieve its token.

#14

Location: Hyrule Castle Market

Time: Past

Items: Kokiri Emerald

- Enter the guardhouse right next to the drawbridge to Hyrule Castle. Roll into the crate sitting next to the soldier to find a Skulltula.

#15

Location: Hyrule Castle Grounds

Time: Past

Items: Kokiri Emerald

- Outside the outer castle gate is a lone tree. Roll into it to knock a Skulltula from its branches.

#16

Location: Hyrule Castle Grounds

Time: Past

Items: Ocarina of Time with the Song of Storms

- Near the moat of the castle is a lone tree. Play the Song of Storms near it and a hole will open up. Drop down and use Bombs on the walls here. One of them has a Skulltula behind it. Use the Boomerang to retrieve it.

#17

Location: Former Castle Grounds

Time: Future

Items: Hookshot

- On the far side of the ruined outer gate is a Skulltula. Use the Hookshot to retrieve it.

=====
C. Kakariko Village Area =
=====

#18

Location: Kakariko Village

Time: Past, Nighttime

Items: Kokiri Emerald

- The tree near the entrance of the village has a Skulltula in its branches at night. Roll into the tree to jostle it loose.

#19

Location: Kakariko Village

Time: Past, Nighttime

Items: Kokiri Emerald

- On the side of the Skulltula House, you'll see that one Skulltula didn't wander far. You'll find it on the window.

#20

Location: Kakariko Village

Time: Past, Nighttime

Items: Kokiri Emerald

- On the building that's under construction, you'll find a Skulltula easily within reach.

#21

Location: Kakariko Village

Time: Past, Nighttime

Items: Kokiri Emerald

- Face the gate to Death Mountain and turn left. The house to your left has a Skulltula on the side. This is the house where the little kid in the graveyard lives.

#22

Location: Kakariko Village

Time: Past, Nighttime

Items: Kokiri Emerald

- This Skulltula hangs out on the ladder of the big lookout tower in the center of town. Slingshot it, then climb up to grab the token.

#23

Location: Kakariko Village

Time: Future, Nighttime

Items: Hookshot

- You'll find this Skulltula on the roof of Impa's house. To get there, stand in front of the door of that very same house and Hookshot over to the roof of the Skulltula House. Then, Hookshot onto the roof of Impa's house. It's easier with the Longshot, but it can be done without.

#24

Location: Graveyard

Time: Past, Nighttime

Items: Boomerang

- As you enter the Graveyard, this Skulltula will be on the stone wall on the right side. Retrieve the token with the Boomerang.

#25

Location: Graveyard

Time: Past

Items: Bottle

- On the left side of the Graveyard is a small dirt hole. Dump a Bottle of Bugs into the hole to force a Skulltula out.

=====
D. Death Mountain Area =
=====

#26

Location: Death Mountain Trail

Time: Past

Items: Bottle, Goron Bracelet

- After clearing the boulder blocking the entrance to Dodongo Cavern, you'll see a patch of soft earth. Dump a Bottle of Bugs on top of it and they'll push out a Skulltula.

#27

Location: Death Mountain Trail

Time: Any Time

Items: Bombs

- Near the bottom of the trail, there's a funny-looking wall. Place a Bomb to blow it up. Destroy the Skulltula beneath and climb up the wall that doesn't look climbable, but it is.

#28

Location: Death Mountain Trail

Time: Future, Nighttime

Items: Megaton Hammer

- In the spot where there used to be a Bomb Flower, there's now a red rock. Bash it with the Hammer to uncover a Skulltula.

#29

Location: Death Mountain Trail

Time: Future, Nighttime

Items: Megaton Hammer

- On the trail leading up to the summit (where rocks rain down), smash up a red rock that's sitting flush against the wall with the Megaton Hammer to unveil a Skulltula.

#30

Location: Goron City

Time: Past

Items: Bombs

- On the top floor of Goron City is a passage that leads to a room full of rocks. Use Bombs to make your way to the far end. Roll into the crate to break it open and find the Skulltula.

#31

Location: Goron City

Time: Future

Items: Hookshot

- This may be doable without the Hookshot, but I'll be impressed if someone pulls it off. Anyway, you'll find this Skulltula on the back of the pedestal where the Spiritual Stone of Fire rested. Stand on the ropes in view of it and Hookshot it.

#32

Location: Death Mountain Crater

Time: Past

Items: Zelda's Letter

- It's advised that you get a Hylian Shield before attempting this, and that you wait until you have Bombs (so you have two reasons to climb the summit). Anyway, enter the crater by the entrance at the summit and as soon as you get in, roll into the crate to find this Skulltula.

#33

Location: Death Mountain Crater

Time: Past

Items: Ocarina of Time with the Bolero of Fire

- Use the Bolero of Fire to warp to the Fire Temple in the past. There's a spot of soft earth nearby. Dump a Bottle of Bugs into the spot to force out a Skulltula.

=====
E. Zora's Domain Area =
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NOTE: The dirt hole in this area is the only hole without a Skulltula, so don't go nuts trying to dump bugs in it.

#34

Location: Zora's River

Time: Past

Items: Kokiri Emerald

- Although you can't go very far in Zora's River without Bombs, you can still reach the nearby tree at the entrance. Roll into it to knock a Skulltula loose.

#35

Location: Zora's River

Time: Past, Nighttime

Items: Bombs

- Once you reach the waterfall, hop down into the water and you should see a ladder. At night, there's a Skulltula crawling on it. Slingshot it and

climb up to claim it.

#36

Location: Zora's River

Time: Future, Nighttime

Items: Hookshot

- About a third of the way up the river is a Skulltula high on the wall on the right side. You can reach it by climbing up to the big platform nearby, and Hookshot from there.

#37

Location: Zora's River

Time: Future, Nighttime

Items: Hookshot

- About two-thirds of the way up the river, about when you reach a wooden bridge, look up and to the left to see a Skulltula rather high up. It's an easier mark with the Longshot, but you can use the Hookshot if you hop onto the platform's guardrail.

#38

Location: Zora's Domain

Time: Future, Nighttime

Items: Longshot

- Head to the location where the Diving Game's proprietor used to be. Look out and to the left to see a Skulltula on the wall. Longshot it.

#39

Location: Zora's Fountain

Time: Past

Items: Bombs

- Make your way to the back of the area, with the piece of dry land. Roll into the tree there and knock a Skulltula from its branches.

#40

Location: Zora's Fountain

Time: Past, Nighttime

Items: Boomerang

- There's a log sticking out of the water. Climb up to the highest point on it and you should be able to see the Skulltula. Slingshot it and use the Boomerang to retrieve the token.

#41

Location: Zora's Fountain

Time: Future, Nighttime

Items: Silver Gauntlets

- Make your way to the back of the area, with the piece of dry land. Use the Gauntlets to pick up the gray rock lying here. Set a Bomb to blow open the small hole and drop down. Make your way up this passage to find the Skulltula. Beware, because the passage is occupied by big Skulltulas that you can only see with the Lens of Truth.

=====
F. Lake Hylia =
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#42

Location: Lake Hylia

Time: Past, Nighttime

Items: Kokiri Emerald

- Swim out a lonely platform to the left of a platform with a big dead tree.

There's a Skulltula on one of the posts at night.

#43

Location: Lake Hylia

Time: Past

Items: Bottle

- Next to the Lakeside Laboratory is a patch of soft earth. Dump a Bottle of Bugs into the hole on that patch to force out a Skulltula.

#44

Location: Lake Hylia

Time: Past, Nighttime

Items: Boomerang

- On the back of the Lakeside Laboratory is a Skulltula. Use the Boomerang to retrieve it.

#45

Location: Lake Hylia

Time: Future, Nighttime

Items: Longshot

- On the island with the dead tree, Longshot up to its branches and you'll find a Skulltula up here.

#46

Location: Lakeside Laboratory

Time: Future

Items: Iron Boots

- Inside the laboratory, drop down to the bottom. Roll into the crate down there to find a Skulltula. Use the Hookshot to kill and retrieve it.

=====
G. Gerudo Valley =
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#47

Location: Gerudo Valley

Time: Past

Items: Bottle

- Grab the chicken near the bridge and leap off the canyon, floating down and to the right towards the stretch of land at the bottom. Down here, there is a small dirt hole. Dump a Bottle of Bugs onto the hole to force out a Skulltula.

#48

Location: Gerudo Valley

Time: Past, Nighttime

Items: Boomerang

- As you walk up the plank leading to the big bridge, turn right. If it's night, you should see a Skulltula. Use the Boomerang to retrieve the token.

#49

Location: Gerudo Valley

Time: Future, Nighttime

Items: Hookshot and Epona, or the Longshot

- Either use Epona or the Longshot to cross the broken bridge. Look behind the tents and you'll see a Skulltula on the wall. Hookshot it.

#50

Location: Gerudo Valley

Time: Future, Nighttime

Items: Hookshot and Epona, or the Longshot

- Either use Epona or the Longshot to cross the broken bridge. Look behind the stone pillar off to your left to find a Skulltula on it. Hookshot it.

=====
H. Gerudo Fortress =
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#51

Location: Gerudo Fortress

Time: Future, Nighttime

Items: Gerudo Membership Card, Longshot

- Ride up to the archery range at the fortress and head to the furthest target. The Skulltula is on that target.

#52

Location: Gerudo Fortress

Time: Future, Nighttime

Items: Gerudo Membership Card, Longshot

- This Skulltula is on the back of the fortress, on the stone wall. There are several points at which you can get into range.

=====
I. Haunted Wasteland and Desert Colossus =
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#53

Location: Haunted Wasteland

Time: Future

Items: Longshot

- Once you reach the stone structure with the Poe guide, head down inside it. The Skulltula will be in plain sight.

#54

Location: Desert Colossus

Time: Past

Items: Requiem of Spirit

- Right by the entrance to the Spirit Temple is a small dirt hole. Dump a Bottle of Bugs onto the hole and they'll force the Skulltula out.

#55

Location: Desert Colossus

Time: Future, Nighttime

Items: Longshot, Lens of Truth

- Near the empty desert oasis, you'll find a Skulltula in a nearby tree. Longshot it.

#56

Location: Desert Colossus

Time: Future, Nighttime

Items: Requiem of Spirit

- In the past, plant a Magic Bean in the dirt hole. Come back in the future and ride the plant around. Hop off when it passes a rock to find a Skulltula.

3. LIST BY LOCATION, DUNGEONS (OCARINA OF TIME)

These Skulltula locations are only applicable to the original Ocarina of Time.

=====
A. Deku Tree =
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#57

Location: Second Floor, Compass Room

Time: Past

Items: Kokiri Sword

- Activate the rising platforms, then hop over to the alcove on your left.

#58

Location: First Basement, first room

Time: Past

Items: Kokiri Sword

- As you drop into the wet room, you'll see a Skulltula on a nearby grate. Shoot it with the Slingshot (or jump-slash if you're daring), then leap out and grab it mid-air.

#59

Location: First Basement, first room

Time: Past

Items: Slingshot

- As you drop into the we room, look behind you and you'll see a Skulltula on the vines. Shoot it with the Slingshot, then climb up to take the token.

#60

Location: First Basement, Weak Wall room

Time: Past

Items: Boomerang

- Place a Bomb to bust open the wall here, and enter the secret-ish room. Kill the Skulltula with the Slingshot and retrieve it with the Boomerang.

=====
B. Dodongo Cavern =
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#61

Location: First floor

Time: Any Time

Items: Goron Bracelet

- From the main entrance, enter the room to the southeast, which is a jagged corridor with Baby Dodongos. In this room is a weak wall. Either blow up the wall with Bombs or lure a Baby Dodongo there and kill it so it blows it up for you. In the room behind the wall is your Skulltula.

#62

Location: Second floor

Time: Any Time

Items: Goron Bracelet

- From the main entrance, enter the room to the northwest, in which you have to blow up several Bomb Flowers to lower a staircase. Climb up the staircase and walk around the path to the room's exit. The Skulltula you're looking for is on a vine wall near the exit. Slingshot it, then climb up to claim it.

#63

Location: First floor

Time: Any Time

Items: Bombs

- After entering the giant Dodongo skull, turn right and enter a passage with several wall structures. At the far end of this room is a bombable wall. You'll find a Skulltula behind that wall.

#64

Location: Second floor

Time: Any Time

Items: Goron Ruby

- You don't REALLY need the stone, but it's best to take care of this after you beat the Dodongo King. Reenter the dungeon and ride up the fast-moving pillar to the second floor. Make your way around the second floor all the way back to the room with the staircase that you needed to use Bomb Flowers on (same room as Skulltula #36). Now, the staircase is back up. Climb up the left side of the staircase and you can reach this Skulltula. Alternatively, you can come back as an adult with the Longshot.

#65

Location: First floor

Time: Future

Items: Hookshot, Scarecrow Song

- You can enter this dungeon as an adult. Enter the same room as Skulltula #35 (with Baby Dodongos). There's a point where Navi will turn green and fly up to a spot on a ledge. Play the Scarecrow Song to make Pierre appear. Hookshot to him and you'll find the Skulltula.

=====
C. Jabu-Jabu's Belly =
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#66

Location: Basement 1

Time: Past

Items: Bombs

- The room this Skulltula's in is a room with a trench of water in the middle, and you step on a switch to raise the water to a level at which you can climb out. The Skulltula's on the nearby vine wall. You can climb up to him.

#67

Location: Basement 1

Time: Past

Items: Boomerang

- After destroying the green tentacle, go the room on the first floor with several holes leading to the basement. Drop down the hole that the green tentacle used to occupy and you should be able to reach a nearby Skulltula.

#68

Location: Basement 1

Time: Past

Items: Boomerang

- After destroying the green tentacle, go the room on the first floor with several holes leading to the basement. Drop down the hole that the green tentacle used to occupy and you should be able to reach a nearby Skulltula. Yes, this is exactly what I wrote for #54. They're in the same general place.

#69

Location: First Floor

Time: Past

Items: Boomerang

- This room is the very last room before the boss of this area, in which you have to Boomerang a switch to move on. The Skulltula is on the vine wall heading up there.

=====
D. Forest Temple =
=====

#70

Location: First Floor

Time: Future

Items: Hookshot

- In the very entrance of the temple, look up and to your right to find the first Skulltula of this dungeon.

#71

Location: First Floor

Time: Future

Items: Hookshot

- In the room with four torches, head to the door opposite from the door you first enter. You'll find the Skulltula on the nearby wall rather high up.

#72

Location: First Floor

Time: Future

Items: Hookshot

- In the northeast room (with big Deku Babas), you can find this Skulltula on the wall. To get to it, you can just make it by using the Hookshot on the chest on the island, although it's easier to come in from the nearby room, which you fall into from the second "twisted room".

#73

Location: Second Floor

Time: Future

Items: Hookshot

- In the northwest room (with big Deku Babas), enter from the second floor and cross the thin columns to reach this Skulltula.

#74

Location: Basement 1

Time: Future

Items: Bow

- After descending the elevator to the room you can rotate, push the walls and examine all the alcoves. One has a Skulltula.

=====
E. Fire Temple =
=====

#75

Location: First Floor

Time: Future

Items: Hookshot

- After entering, climb the stairs and take the door on the right. Play the Song of Time to move the blue block, then proceed and enter the next room. You'll find Mr. Skulltula on a wall in that room.

#76

Location: Third Floor

Time: Future

Items: Bow

- On the eastern side of the third floor is a room with rocks rolling around. Make your way to the far north side and bomb a wall there to find a Skulltula. You should be able to hear it skritchng around.

#77

Location: Fifth Floor

Time: Future

Items: Bow

- In the very room you get the Megaton Hammer, look for this Skulltula near the entrance.

#78

Location: First Floor

Time: Future

Items: Megaton Hammer

- In the entrance room, knock the pillar out of the way and proceed through. Once you pass the first room, you'll come to a room with spinning tiles. The Skulltula is on the wall.

#79

Location: Fifth Floor

Time: Future

Items: Longshot, Scarecrow Song

- Go the same room as #67, and make your way to the upper part of the room. Near the northwestern exit, play the Scarecrow Song to make Pierre appear. Longshot to him, and then to the nearby target. Ride up and make your way to the fifth floor area. You'll find the Skulltula close by.

=====
F. Ice Cavern =
=====

#80

Location: First Floor

Time: Future

Items: Hookshot

- In the room with the Heart Piece and the Compass, you'll find this Skulltula in a little niche on the wall.

#81

Location: First Floor

Time: Future

Items: Hookshot

- In the room with the spinning ice blade and silver gems, you'll find a Skulltula behind a bunch of icicles.

#82

Location: First Floor

Time: Future

Items: Hookshot

- In the room with the ice blocks you push around, you can find this Skulltula on a nearby wall.

=====
G. Water Temple =
=====

#83

Location: First Floor

Time: Future

Items: Iron Boots, Zora Tunic

- Drain all the water and head south into a corridor. Once you reach the end of the corridor, use the Whirling Blade Technique to hit the crystal switch. Take out the Skulltula on the other side.

#84

Location: First Floor

Time: Future

Items: Longshot

- After dropping down into the underground river, hop into the water (with the Iron Boots on), and keep an eye on the left wall. You'll eventually see the Skulltula.

#85

Location: Second Floor

Time: Future

Items: Longshot

- Inside the pillar in the middle of the temple, you can find this Skulltula reachable from the second floor.

#86

Location: Third Floor

Time: Future

Items: Longshot

- At the top of the pillar area, head west to a room with moving platforms. Use the Longshot to hit a Skulltula on the far right wall.

#87

Location: First Floor

Time: Future

Items: Longshot

- While going for the Boss Key, you'll find a corridor with rolling rocks. When you reach the source of one of those series of rolling rocks, you'll see a Skulltula on the wall. Longshot it.

=====
H. Bottom of the Well =
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#88

Location: Basement 1

Time: Past

Items: Ocarina of Time with the Song of Storms

- From the large room in the center of the dungeon, take the northeast door. Avoid holes and bad guys and make your way to a room with a Like-Like. The Skulltula is in this room.

#89

Location: Basement 1

Time: Past

Items: Ocarina of Time with the Song of Storms

- Find a key and unlock the left of the two rooms in the center room. Use the Boomerang to grab the Skulltula.

#90

Location: Basement 1

Time: Past

Items: Ocarina of Time with the Song of Storms

- Find a key and unlock the right of the two rooms in the center room. Use

the Lens of Truth to find the safe path around the outside of the pit and grab the Skulltula with the Boomerang.

=====
I. Shadow Temple =
=====

#91

Location: Basement 3

Time: Future

Items: Longshot

- Connected to the large open room is a room with invisible spinning blades. The Skulltula is on the wall here.

#92

Location: Basement 3

Time: Future

Items: Longshot

- Connected to the large open room is a room with two large panels with spikes that drop down. Find a Skulltula in one of the small alcoves.

#93

Location: Basement 3

Time: Future

Items: Longshot

- There's a room with a huge skull that's top is on fire (you're supposed to throw a Bomb Flower into it). The Skulltula is behind that skull.

#94

Location: Basement 3

Time: Future

Items: Longshot

- In the room with the giant boat, you can find this Skulltula on the left corner of the room (facing the front of the boat). Either Longshot it, or use the Scarecrow Song to get over there.

#95

Location: Basement 3

Time: Future

Items: Longshot

- After riding the boat, go through the room with fire walls. One of the rooms it leads to has three spinning skulls. There is a Skulltula behind them.

=====
J. Spirit Temple =
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#96

Location: First Floor

Time: Past

Items: Requiem of Spirit

- One of the rooms in the temple has a pit and a fence on the other side of it (or on your side, depending on your perspective). The Skulltula is on that fence.

#97

Location: Second Floor

Items: Requiem of Spirit

- There's an area with Lizalfos and a climbable wall that leads to the second floor. At the top of this wall, turn around to find a Skulltula.

#98

Location: Second Floor

Time: Past

Items: Requiem of Spirit

- Just before your battle, as a kid, with the Iron Knuckle, you can find a Skulltula above and behind you in the room leading to it.

#99

Location: First Floor

Time: Future

Items: Silver Gauntlets

- There's a room that has rocks that roll back and forth in a trench, and there's a blue block in front of one of the alcoves. Play the Song of Time to move that block and claim the Skulltula.

#100

Location: Second Floor

Time: Future

Items: Silver Gauntlets, Scarecrow Song

- In the big statue room, climb up the left staircase (left facing the statue). At the top, play the Scarecrow Song and Pierre will appear at a ledge opposite. Longshot to him and claim the final Skulltula.

 5. LIST BY LOCATION, DUNGEONS (MASTER QUEST)

These Skulltula locations are only applicable to the Master Quest.

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 A. Deku Tree =
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#57

Location: Second Floor

Time: Past

Items: Kokiri Sword

- In the very first room, climb up to the second floor. You'll see a crate near a wall of vines. Roll into the crate to expose the Skulltula.

#58

Location: Second Floor

Time: Past

Items: Bombs or Bombchus

- Return to the room where you found the compass (it had the ladder you needed to knock down). Use Bombs on the upper left corner (or just run a Bombchu up there) to find a Skulltula.

#59

Location: Basement 1

Time: Past

Items: Ocarina of Time with the Song of Time

- Return to the room with multiple tombstones and start playing the Song of Time, making several blue blocks appear. Keep playing in different spots to make more appear. Eventually, you can make a series of blocks which you can use to climb up to the ceiling and find another Skulltula. Retrieve it with the Boomerang.

#60

Location: Basement 1

Time: Past

Items: Boomerang

- Return to the room with multiple tombstones and burn down the web leading to the northwest. Enter the next room and use the Boomerang to retrieve the Skulltula.

=====
B. Dodongo Cavern =
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#61

Location: Second Floor

Time: Any Time

Items: Goron Bracelet

- Once you reach the second floor and cross the bridge leading to the east series of rooms, make your way north from the room with three torches in midair. In the room north of that, there's a Skulltula in a crate. Roll into it to bust open the crate.

#62

Location: Second Floor

Time: Any Time

Items: Bombs

- On the second floor, go to the room with lava where you fought Lizalfoses. Place a Bomb near the stones at the end and walk out to the platform to find a lonely Skulltula.

#63

Location: First Floor

Time: Any Time

Items: Bombs

- After passing through the giant Dodongo skull, head to the right to a room with tombstones and fire. At the northwest end, climb on top of the walls and make your way along them to a Skulltula.

#64

Location: First Floor

Time: Any Time

Items: Boomerang

- Return to the room with Poes (northeast part of the first floor, just before the Bomb Bag) and take the north exit. This Skulltula can only be grabbed with the Boomerang or the Hookshot. Make sure you're almost right up against the wall, because it's not easy to snag.

#65

Location: First Floor

Time: Any Time

Items: Ocarina of Time with the Song of Time

- In the room with the stairway that you bombed to lower, take the southern exit. There are several Song of Time blocks here, and they only disappear (or reappear), when you stand right next to them and play. Make your way to the back left corner of the room to find the Skulltula.

=====
C. Jabu-Jabu's Belly =
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#66

Location: First Floor

Time: Past

Items: Boomerang, Bombchu (or Bombs if you're a good throw)

- On the north end of the first floor are three circular rooms. Take the leftmost of these rooms. There's a rock on the wall. Send a Bombchu up to bust it open. Step on the switch to rise up on a jet of water. Use the Boomerang to retrieve the Skulltula.

#67

Location: First Floor

Time: Past

Items: Din's Fire, Boomerang

- In the room just before you face the boss of this area, you'll see a Skulltula up top. Use Din's Fire to clear out the webbing, then use the Boomerang to retrieve it.

#68

Location: Basement 1

Time: Past

Items: Ocarina of Time with the Song of Time

- In the room where you found the Boomerang (east side, has a trench of water in it). Use the Song of Time to remove the blue block and uncover the Skulltula.

#69

Location: Basement 2

Time: Past

Items: Lens of Truth, Din's Fire

- In the room where Princess Ruto dropped into, take the southwestern exit. You should have cleared the Tentacle blocking it by now. Put on the Lens of Truth and Slingshot the three Keeses as well as the two water creatures to create a pillar. Use it to climb out the other side. Cast Din's Fire to burn down the web. Retrieve the Skulltula.

=====
D. Forest Temple =
=====

#70

Location: First Floor

Time: Future

Items: Hookshot

- In the corridor after the entrance room, look up at the ceiling to find a Skulltula. Hookshot it.

#71

Location: First Floor

Time: Future

Items: Hookshot

- In the western room on the first floor (the one with big pushable blocks), hunt around the left side of the room on the ground floor for a Skulltula.

#72

Location: First Floor

Time: Future

Items: Fairy Bow

- In the northwestern grassy room, you can find a Skulltula on the vines near the well.

#73

Location: First Floor

Time: Future

Items: Fairy Bow

- In the northeastern grassy room, you can find a Skulltula on the hookshot target just above the door.

#74

Location: Basement 1

Time: Future

Items: Fairy Bow

- In the northeastern grassy room, look into the well and shoot the eye target. Drop down into the well and find a Skulltula at the far end of the corridor.

=====

E. Fire Temple =

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#75

Location: First Floor

Time: Future

Items: Megaton Hammer

- To the right of the entrance is a room full of lava and blocks. Enter the north door on the ground level. Slam the switch to open the cell, behind which is a Skulltula.

#76

Location: Fifth Floor

Time: Future

Items: Megaton Hammer

- Once you reach the third floor, you'll find a room with several Lizalfos. Step on a nearby switch to raise several Hookshot targets. Hookshot up to the upper ledges. While up here, stand near a target that's near the broken floor and play the Song of Time to make a blue block appear. Climb up on the target, then up on the block, then Hookshot over to the target across from you, then to the target on the platform. Ride it up. Hookshot the face in the next room to open the door to the room with the Skulltula. In that room, ignore the button for now and make your way around the side. Watch out for the slopes. Once you reach the flames, hammer the switch nearby to raise a Hookshot target. Drop down and hit the button. Stand rather close to the wall with the new target and Hookshot up. Grab the block and pull it out of the way enough to expose the Skulltula, then Hookshot it through the flames.

#77

Location: Third Floor

Time: Future

Items: Megaton Hammer

- After entering the room with a whole bunch of poles, some which spurt fire between them, cross over to the door on the other side. Play the Song of Time to make a block appear. Climb up and hop off the other side to clear the fire walls. Enter the door down here. You'll find the Skulltula in the next room. To leave this area, turn left as you get back to the other room and play the Song of Time to make another block appear.

#78

Location: Third Floor

Time: Future

Items: Megaton Hammer

- After entering the room with a whole bunch of poles, some which spurt fire between them, cross over to the door on the other side. Enter the door,

and in the next room, Hookshot over to the target on the other side. Hammer the rusted switch. Now, leave the room the way you came in, drop down and find a way to the door on the south side of the room. Once inside, bomb the wall in the cell and you'll reach the Skulltula.

#79

Location: Fourth Floor

Time: Future

Items: Megaton Hammer, Scarecrow Song

- The actual location of this one is a little room on the west side of the fourth floor, but to get there takes a lot of effort. After the previous Skulltula, exit the north door, and step on the button in the fire wall area. Quickly make your way through to the door, then fight the Flare Dancer. After beating it, step on the platform, but jump off as soon as it rides up. Grab the Key. Wait for it, and ride up to the fourth floor. In the next room, climb up to the locked door and enter the large open room. Head clockwise around the room. Look for a spot near the flaming treasure chest where Navi turns green and use the Scarecrow Song to make Pierre appear. Now, hop down into the trench and hit the button. Hookshot up to Pierre and open the chest to get another Key. Now, head back to the first part of the room and use your Hammer on the face to make it drop. Drop down and enter the door. In the next room, defeat the two Stalfos, slam your Hammer down on the face block to make stairs, then Hookshot the face on the wall. In the next room, finally, is your Skulltula.

=====
F. Ice Cavern =
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#80

Location: First Floor

Time: Future

Items: Master Sword

- In the northeastern-most room, snag some Blue Fire from the torch. Then, make your way near the red ice where the Skulltula is imprisoned. Note that Navi turned green. Play the Song of Time to make a blue block appear. Hop onto it and play once more to make another block appear. Now, get close to the edge and drop your Blue Fire so it lands on the red ice and melts it. Swat the Skulltula.

#81

Location: First Floor

Time: Future

Items: Hookshot, Scarecrow Song

- In the northwestern-most room, play the Scarecrow Song and Pierre will pop up. Use the Hookshot to hook up to him and the Skulltula nearby.

#82

Location: First Floor

Time: Future

Items: Hookshot

- In the northwestern-most room, there's a Skulltula encased in a white block. At the entrance of this room, scope out the low ceiling and try to find a crystal switch. Hit it with a ranged weapon and you're free to bag the bug.

=====
G. Water Temple =
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#83

Location: Second Floor

Time: Future

Items: Iron Boots, Din's Fire

- After adjusting the water to the middle level, step on the button on the south side of the main pillar to open a gate. Enter quickly. You'll soon come across another gate. Use Din's Fire to light the torch on the other side and enter, collecting the token of the Skulltula you just roasted.

#84

Location: Third Floor

Time: Future

Items: Longshot

- After adjusting the water to the middle level and taking the Longshot, go to the second floor and use a crate from the eastern room to open the door to the western room on the same floor. Roll into one of the crates in this room and hit the switch. Longshot up the shaft. The Skulltula is in one of the crates in this room.

#85

Location: First Floor

Time: Future

Items: Longshot

- After defeating Dark Link and falling down to the underground river, you can find this Skulltula on the ceiling a little ways down the river, near the first vortex. Use the Iron Boots to anchor yourself, then Longshot it.

#86

Location: First Floor

Time: Future

Items: Longshot, Scarecrow Song, Din's Fire

- After obtaining the Boss Key, you'll open all the gates on the first floor. Head through the northern gate, drop down, and Longshot up to the next door. The next room has flowing water and a few vortices. Play the Scarecrow Song and Pierre will pop up off to your left. Longshot over to him and head through the nearby door. In this next room, hit the crystal switch, hop on the second water geyser, and cast Din's Fire. Hop to the last one and cast it again before time runs out, and the door will open to the next room. This room has several Dodongos. Kill them all to move on to get to the other side of the water room, where you'll find a Skulltula in a crate.

#87

Location: First Floor

Time: Future

Items: Fire Arrow

- After finishing the dungeon and returning with the Fire Arrow (shoot for the morning light), enter the dungeon and sink down to the very bottom. Enter the south passage and proceed through. Once you break the surface, use the Fire Arrow on the three torches behind you. Muscle past the two Stalfos near the open gate and find the Skulltula on the ceiling above you.

=====
H. Bottom of the Well =
=====

#88

Location: Basement 1

Time: Past

Items: Ocarina of Time with Song of Storms

- Find a Small Key (in the Dead Hand room or in the right door in the very center). Go to the far west room. There are several coffins in this room.

Ignore them and take out the Skulltula behind the statue in the back.

#89

Location: Basement 2

Time: Past

Items: Ocarina of Time with Song of Storms

- From the center room in the first Basement, find a hole by which you can fall to the second basement. Head to the northwest corner, and watch out for invisible Skulltulas (you may want to wait until you have the Lens of Truth). The Skulltula is at the end of this little nook.

#90

Location: Basement 1

Time: Past

Items: Lens of Truth

- In the center room, push the button in the southwest corner (next to a big Skulltula) to light a torch and open a nearby door. Head through that door and fire up the Lens of Truth. Deal with the Skulltulas and Keeses. Pull the tombstone from the back to uncover the Golden Skulltula.

=====
I. Shadow Temple =
=====

#91

Location: Basement 4

Time: Future

Items: Lens of Truth, Longshot

- In the southwest room with the "stone umbrella", find a Skulltula in one of the alcoves.

#92

Location: Basement 4

Time: Future

Items: Hover Boots

- After dealing with several fans, you should come upon a room in the far east. This room has several Redeads and a Skulltula on a wall carving.

#93

Location: Basement 4

Time: Future

Items: Hover Boots

- Just before the large room with the big boat (after you let the wind carry your "Sacred Feet"), you should be able to hear the unmistakable skritch. The Skulltula is under a pile of dirt (that can be Bombed) in the northwest part.

#94

Location: Basement 4

Time: Future

Items: Hover Boots

- After hopping off the "ferry to the dead", knock down the statue on the far end by shooting an arrow at the Bomb Flowers at its base. Once it falls, inch out, look down and to your left, and you should see the source of that skritch. Bag it.

#95

Location: Basement 4

Time: Future

Items: Hover Boots

- Just before the Boss Key door, you should see this Skulltula off to the right. Sure, you can see it, but actually hitting it is a different matter. You need to walk out on the invisible ledges further to get a clean shot.

=====
J. Spirit Temple =
=====

#96

Location: Third Floor

Time: Future

Items: Silver Gauntlets

- Go to the room west of the Desert Colossus room on the third floor. This room has lots of fire and red flaming skulls. You need to push a sun block under the light. The one you need to push is sitting south of the crystal switch, and you need to push it past two flame jets (which you shut off for a time with the crystal switch). After you light up the sun block, Longshot up to the white block and pick off the Skulltula from long range.

#97

Location: First Floor

Time: Future

Items: Silver Gauntlets

- Once you make it down to the east side of the first floor, you'll find a room with three doors (and some water jets blocking your path back to the entrance). Take the leftmost of these three doors. Your Skulltula is on the ceiling in that room.

#98

Location: First Floor

Time: Future

Items: Silver Gauntlets

- Once you make it down to the east side of the first floor, you'll find a room with three doors (and some water jets blocking your path back to the entrance). Take the rightmost of these three doors (using a Small Key). In the next room, remove the Moblin with long-range attacks, then hammer the switch. A gate will open under a blue block. Enter the alcove and play the Song of Time. The next gate will open (with a cow emblem). Play Epona's Song. The next gate will open (with a sun). Play the Sun Song. The next gate will open. No emblem, but you're running out of songs. Play the Song of Storms, then Zelda's Lullaby in the last alcove to open the door to the next room. Mind the Skulltulas here (especially the invisible one), and claim your Skulltula on the wall to your right.

#99

Location: Fourth Floor

Time: Future

Items: Silver Gauntlets

- There is a Key on the fourth floor in the room with snake mirrors. It's in an invisible chest near the snake mirror with fire (next to the bars). Use it to open the room near the Triforce symbol. Inside, wake up the Iron Knuckle, but don't be in a big rush to kill it. Lure it over to the set of stones on the left and have it smash them down.

#100

Location: Fourth Floor

Time: Future

Items: Silver Gauntlets

- There is a Key on the fourth floor in the room with snake mirrors. It's in an invisible chest near the snake mirror with fire (next to the bars). Use

it to open the room near the Triforce symbol. Inside, wake up the Iron Knuckle, but don't be in a big rush to kill it. Lure it over to the set of stones at the back and have it smash them down. Yes, this is the same room as #99.

6. STANDARD GUIDE STUFF

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Credits go to CJayC and Al Amaloo for having this on their sites.

And that's about it. Happy bug hunting!

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