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## Forest temple ocarina of time boss

This page needs an image! This article needs an image! If you have an image that's detailed on this page, please add it to this page. If you need help with wiki tags, see the Wikipedia page. Why not use a sandbox to try wiki tags without damaging the page? Select Controller: Nintendo 64, Game Cube, Wii (Classic), 3DS Forest Temple Lie Between The Ruins of the Past and Mysterious Secrets. It is a long forgotten dungeon filled with bushes, monsters, and the remains of fading souls. Once you enter the Kokiri Forest, you should find a forest [edited] that has been altered by a forest that is heavily overflowing. Because of this, the children hit the barricades at home. Head to the lost forest. On the way to the sacred forest meadow, you eventually have to find mido blocking the way. play Saria's song for him. He will be sure that you are a friend of Saria, and you will pass by. If you listen to Saria and play a song, she will tell you that she is in a forest temple and will need your help. To go through the lost forest to the meadows of the sacred forest, go right, left, right, left, right, right, right, right, right, right, right. If, as a child, you decide to go to Lake Highland and play a song to the Scarecer Bonuru, if you decide to go back to Lake Hiria and play it again, remember the song. Bonoloo remembers it and you have to play the Scarecer's song. Now it appears if the wandering Scares can't help but listen to your songs in some places. He will be a fixed target with a hook shot. When the butterfly flies away, play the song. You can actually get to the place faster in this way. It allows you to skip the maze in a sacred forest meadow if you want to do so. Look around the corner and find Moblin and kill him without meeting you. Instead of the crazy scrub that fills the area, moblin guards, monsters and dog-like guards are patrolling the hallways. If they see you, they will ram you against the wall. This time, there is no top-down view as you navigate through the area. To safely pass through the meadow, wait for the guards to pass you or change direction. When doing so, use a hook shot to sneak behind it and kill it. If you're an advanced player, use walking side street skills (navi explains before navigating the meadows) to make sure it's safe to proceed through a specific point. By playing the Scareshoo's song, you can use Pierre's hookshot at the start to bypass the maze. When you have finished navigating the maze, you will find a much larger guard, Club Moblin, which is much more threatening because it holds the club. He will push your weapon to the ground to send vibrations that knock you down and hurt you. run straight towards him, but avoid the tremors he sends. When you're behind him, get a lot of rupees in his defeat and hit him with a knife three times. Or You can use bombs to defeat him from a safe distance. At the end of the meadow, there is silence as the link walks to the tree stump where Saria sits, only to discover that she is not there. Then the sheikh appears anywhere, and teaches minuet of the forest: link the melody to minuet of the forest to transport the player to the entrance to the forest temple at any given time. Forest Minuet now, Sheik will use saradeku nuts, but good, for the rest of your quest, every time you enter a new temple, Sheik appears to teach you a song that will lead you to the entrance. The place where you will be transported is a fairly large white platform with a sign of sage medallion in the center. For example, a large, white platform at the entrance to a forest temple is transported by playing Minuet in the forest. Pull out a hook shot and aim at the tree hanging from the broken stairs. A red dot should be displayed when you aim for it (if you can't, move closer). Hook shots on it and enter the temple. Sometimes you land at the top of the tree, and from there you can jump into the entrance. However, if you jump forward enough, instead of running it will fall through the floor! (It's probably a glitch.) Enter the forest temple [edit] the first forest skull climbing vines to the right until it reaches the top of the tree. Shoot Scullula (southeast) with a hook shot and use the hook shot to shoot the token. As soon as you enter the temple, you kill two wolofs, then go up the vines to the east. Climb and run, jump to another tree (or use a hook shot on your chest) and open your chest to get the first small key. If all of the dungeons are as adults, you use these keys to proceed. Enter the north and enter the next room. Do a quick job of a large skull and enter the next room. If you use hook shots to hit skeleton tula, you don't have to wait to set the lower back towards you to fall off (hook shots kill instantly). The Four Seasters [edit] This is the main room in the temple. From the torches surrounding the elevator, you can see the possy, power of the Four Cisterne can be seen stealing the fire. As a result, the elevator goes down and becomes thick. The torch needs to be lit again to reactivate the elevator, so go to the Boss Room. To re-light the torch, you must kill four sisters. Miniboss: Stalinforth [edit] There's a gold scoutlula on the northeast wall before heading to the second forest skullsula north room. Climb the stairs towards the north door, turn right, and use the hookshot twice to kill the skull and grab the token. Go directly to the room in front of you. Use your shield to defend against blue bubbles (flying skulls surrounded by blue flames) (if it runs on you, it will lose the blue flame) with your sword. You can also throw a bomb to distract it. When the bomb goes off, it loses its flames and remains open for attack. Enter the next room. Here you will fight two Stalinpos, restless skeleton armored warriors. The Z-Target then uses a shield (it is best to use a master sword for the fight). Their attacks will seriously damage your health, so be careful when fighting them. Dodge and attack with a single attack (defense doesn't always work because you use arc strikes that can go behind your shield). They have shields too, so they don't respond to your attacks. If shooting is timed correctly, the hook shot may be knocked out. Both kill and take a small key out of the chest that appears and return to the main room. There is a fairy in one of the pots at the back of the room. An abandoned courtyard [edit] heads northwest to find symbols and time blocks at its doors (it's your southeast when you leave the room). Play the song of the time and it will disappear. Enter a room. Avoid okrok and big deku baba (if you've never seen it before, it's an enlarged deku baba). Go to the right and use the hook shot to defeat the Scullwatalas in the vines. You may need to step one step further from the wall to reach the third wall. Or, if you can't really reach it, climb the right side of the vine and avoid the top one; It's easiest to just ignore it (if it turns purple, it will attack!). However, there are other ways. Did you remember receiving a bomb? Use one and aim the last skull waltz. That's taking care of the third! Climb the vine to the door at the top. Enter the next room, get a Southern map and kill the blue bubbles inside to unlock the door. The next room is actually one of the balconies above the northeast courtyard. Kill the big deku baba and then use hook shots to attack black targets with the crescent moon (which looks like two concentred circles in the distance) on the north wall (left when it comes to the balcony). You will pull towards the spot and fall on the other balcony. Step on the red switch that drains water from the well. Now jump or climb vines on the ground and wells (you'll be in the long corridor of B1). There is a small key in the treasure chest you need near the western wall. After receiving the key, climb the vines behind your chest (this goes back to the northwest courtyard). Climb up from the well and head towards Big Deku Baba and turn right into the door (main room). Stay on the right, climb the small stairs and go up to the west gate. Because it is locked, you must use one of the small keys that you have open (press it in front of you like a normal door). head through the door and kill a large skull. Block Puzzle Maze [Edit] in the next room Bubbles will come after you. Just go around and walk forward (west) until you reach the ladder: climb them all. Pass through an archway and enter a small room. There are three yellow arrows pointed on the ground (Navi reminds you). On the left, you'll see a large green-blue block behind the yellow arrow. Pull until the block passes through the passage to the right. Walk to the left of it and push along the arrow until it hits the wall (the puzzle success sound is triggered). Before venturing forward, go back and climb the ladder now found and find the red block just around the corner. Push it in until it hits the wall. Go down the ladder to find the green block. Go up on top of it and go up to the right-line (it's kind of hidden). Just around the corner, you can meet again with a block of red. Push it all the way until it clicks into place. Climb onto the red block and then up the aisle above. Around the corner, run to the right and climb the ladder. Here are two blue bubbles (you don't have to fight them) and a locked door; If you can, just ignore both. Enter the next room through a locked door. Wicked hands [edit] Strangely, this corridor is distorted. Just walk right through it and go to the warped room at the end of the aisle. Watch out, an evil enemy named Walmaster is hiding in this room. It will fall from above to capture you, and you'll be at the beginning of the dungeon later. Avoid it while falling (you can see a small shadow appears on the ground), and when you see it dropped, kill it for a rupee bounty. When you look around this room, you can see the intricate chests on the walls. Navi will comment on it if you are targeting it. But don't try to latch on to it because the hookshot may be hanging over the Walmaster because it can't pull you towards your chest. After jumping to the platform, jump to the right and continue the door through the winding corridor. Go down two flights of stairs with a fairy bow [edit] and enter the mini boss room (note that the Po sisters will randomly appear in one of the three pictures here). Kill the first Stalefos in this room without falling into a hole (you can try to use a knock-out shock shot on him from a safe distance). After you kill Stalin, the platform will come down in the middle with two more Stalins. His remains are still on the ground after you kill one of them. In about a minute he will get back. You have to kill them all at the same time. This can be tricky at times. When Stalinpo disappears, a treasure appears in the middle of the room. Open your chest and you will receive a fairy bow! Now you can shoot arrows that need to pass through this strange and mysterious temple. Return to the previous room. This room has 3 rooms. Sister Poe on the wall. Two are empty. Use the arrows to shoot a captive picture. If you get too close to it the Po sisters will disappear and go to another picture. Shoot three paintings and fight the real Four Sisters. It's Sister Poe Joel who stole the red torch. When you fight with her, she often disappears and swings the torch towards you. Use Hylian Shield to protect yourself until it reappears, but don't specify a Z-target. You can defeat her using a fairy bow (the most powerful option), hook shot, or master knife. You can also get her out of the corner and repeatedly use the free spin attack that you use by rotating the analog stick once and pressing the attack button really fast, this way you can kill her in 4-5 seconds. If she loses she will lose the red flame, so the red torch will be lit by the elevator in this room and in the main room of the dungeon. When Joel loses, he sees a chest with a small stature inside. Dont forget to catch it! Now take the fairy bow and go back through the mini boss room to the other side. Here you have to go through the same kind of fight again, but with the second Four Sisters. She is Beth, a four-sister who caught a blue torch. Killing her, the blue torch turns on like red and a chest with a compass appears. Don't go through the locked door at the top of the stairs in this room yet. First, you need another key. Boss Key [Edit] moves all the way back to the room where you reached the end of two blue bubbleblock puzzles (just in front of the twisted corridor). After leaving the twisted corridor, turn around and shoot the eyes with a fairy bow. The hallway twists. Now step back through the twisted hall and jump to the floor to discover the beautifully decorated blue and yellow chests on the walls. In it is a boss key. This key allows you to open the door to the boss room. For the rest of the game, all of the boss keys will be in this type of chest. Now you need to get another small key. Watch out for wallmasters because they are still hiding in the room. Jump down the hole in the floor to find a small room. Kill two blue bubbles to open the door of the room and pass through. While the third forest skull was on the shelf, before passing through the large deku baba, jumped onto a platform supported by stone pillars and walked with the first heart. Turn left to reach the Gold Skulltula on the north wall with a hook shot. You will be in a familiar room (a big one to the northwest of the main room) but on the shelf. Be careful, because what you do, doesn't fall off the shelf!. Kill Big Deku Baba and go to the farthest door on the right (check the dungeon map and you'll inside the chest). There will be another strange hand in this room called the floor master. Attack with a knife, but if it turns green, it will be moot and will swoop along you, so you are holding a shield. If you think you killed it, it will be split into three small floor masters. Kill every little floor master with Dean's fire and get the key from the chest that appears in the room. Do this quickly, because the mini floor master latches on to you and tries to consume magical powers to play yourself. The third sister, Amy, leaves the room and passes through the door to the right (the south gate at the end of the shelf). You'll once again be in a room on a block puzzle but another shelf (kill or ignore the blue bubble with a shot from your fairy bow). Jump down, then head to the green blue block. When you climb a ladder in the middle of the area, you see a small rope barrier, walk over and shoot your golden eyes to get an arrow. From there, go all the way back to the top of the hallway and then stagger the hallway back to shoot the snout above the door leading through the hallway. He passes the warped room, avoids the Walmaster, jumps across the platform to the next room, and descends the stairs where Joel was. Head through the mini boss room, then climb the stairs where Beth was and unlock the door. Poison Puzzle [Edit] You will come out of the room with a different twist. Here's the Walmaster, so kill and dodge and jump to the right platform - there's a ladder that you can conveniently climb if you don't make the jump. This will lead you to another corridor, although this one is not distorted... Yet. I walked carefully through the hall because here's another enemy that was introduced: green bubbles. It spins in circles and try to hit you if you get close. Stun two green bubbles with a hook shot to remove the flames, then kill them with an arrow and unlock next door. Alternatively, you can just shoot them with arrows, even if they have their sparks on. In this room, four rotating columns protrude from the poisonous pit and rotate around the torched central pillar. If you look to the right, you will see a platform with a frozen eye switch on top of it. There are two ways to melt the ice: you can jump on the platform, use the fire of the din, or jump on one of the poles to try to shoot the arrow through the light torch of the central pillar - melting the ice if the arrow ignites and is properly redressed. With Din's Fire, you don't have to shoot the switch once it's switched - avoid this one unless you actually feel like you're wasting magic or doing trick shots with your bow by reversing the distortion in the hallway. If you fall over while crossing this room, there is a ladder on the frozen snow platform where you can You can also get back up or use a hook shot on the torch in the middle column. Through the Doom Maze [Edit] door, go back to the twisted corridor to reach the warped room. Down the hole in the floor and landed in another strange room with a checkered floor. In this room, the ceiling falls on the floor, but the ceiling has holes that can safely stand. You have to use this hole to get across it, but be careful because you have a skull and shooting accuracy is thrown into this room with hookshots and fairy ribbons. If you want to restock or need to restock while in this room, there is a chest with an arrow in the middle of the room. Reach the switch on the floor and then hit on entering the room. Amy's Puzzle [edit] Here's a big picture of Four Sisters Amy. Pay attention to detail. Then shoot with arrows and 5 blocks will fall to the floor. Let's push and pull and hang out together and match the photo of Sister Po above. One of them is a painting sculpture of Beth, darker than the rest of the picture. Ignore it because you only have one minute before they go back to where they were. Blocks in the northwest corner do not need to be moved. Place the northeast right next to the other, slide the southwest block into another block to form an L shape, then pull the darker block out of the group and push the final block into place. If you arrange the pictures correctly, the third Sister Po will come out of that picture. Sister Poe is Sister Pho, who tossed the green torch. Kill her as if you had killed two other Four sisters. Green torches are lit both here and in the main room. Leave the room and then kill the big skull on. The last Four Sisters, Meg [edited] Meg has a trick unlike her sisters... Duplicate. Now back in the main room (but previously in a place it couldn't be reached) you could see the fourth Four Sisters crying over the sister's death just below. come down and approached her to start the battle. The fourth forest skull, the fourth gold scullula, heads from the main room to the northeast room (you must hit the golden eye above the fore-ban door). Defeat Big Deku Baba and Okrok, then use a hook shot on a small wooden chest to climb onto the shelf with a gold scullula. Unlike other pho, you're in for a surprise; Her name is Sister Poe Meg, who wore a purple torch. Because you killed her sister, she wants revenge! She will make three copies of herself, so this can be tricky at times. The moment she and her clones appear, take a moment to find the spinning one: it's the real one you have to destroy. If you don't see the correct four sisters (for example, the two sisters that appeared behind the camera), you should quickly pull them out with a bow. Turning towards the Or enter the camera view - target, fire bow. Alternatively, you can use a charged spin attack to kill the image and quickly follow it with arrows. You can also use hookshots. After a few hits, she loses; All torches are lit and the elevator is reactivated. Final Forest Skull Lift the fifth and final skull down the elevator and push the western wall north. The southwest room features a large skull and gold scullula on the wall on the right. The elevator comes up again. Take the elevator down. This room has two fore prohibited passageways on the blue side. Two huge sections of the wall protrude in the center of this room (they sit in two red sections of the floor) and push from both sides (like huge levers). Go next to them and open a new verse to push until the room starts to move. Go and see a new door open. Three switches are hidden behind the wall. First, go to the west lever and push it south. Press the first switch and up the bar blocking the second. From there, keep pushing the wall south until you reach the second switch that will raise the cage blocking the third. The boss door has a gold lock with horns. Boss Key open it, so hopefully you already have it. Boss: Phantom Gannon [Edit] Works by Phantom Gannon. Enter the room and go up the stairs to the right. You will find that there is nothing in this room. If you try to leave, your boss will make your own position. The exit is blocked by an iron bar, which will get you stuck inside the room. You will see someone who appears to be Gan nondorf. It's not the real deal, but it's the boss of The Forest Temple: Evil Spirits From Beyond: Phantom Gannon. In the first half of the dangerous painting [edit] battle, you can see Phantom Gannon and his horse entering one of the paintings on the wall. When Gannon reaches the end of the picture, he turns around and two of them will come towards you. Find the location of the two, and then find the more colorful Phantom Gannon. When a small purple portal touches the front of the picture, it can form in front of the actual phantom gannon and exit the door. He is your goal. When you prepare a fairy bow, shoot him when you get out of the picture (although he's still white). If he misses a chance to hit Phantom Gannon and he shows up, he will shoot a magic ball on the floor with his hole. If you look in the middle of the floor, there are 6 yellow arrows on the edges of the blue. This arrow shows the direction of the magical beam emitted by the magic ball that Phantom Gannon throws to the floor. Clarify that. You hit three arrowpantham gannons, he stopped entering the picture and let him ride his horse. This is now the second part of the boss battle. When the Magic Father [Edit] fight begins, Phantom Gannon begins floating around the room somewhat close to the ground shooting bright yellow magic bolts. Navi advises that you need to respond to such attacks with one of your own – you can block them easily enough with your shield, but this is purely defensive and does not proceed with the fight. - Target Phantom Gannon and swing the knife as one of the bolts approaches, while you're locked - if you do the right time, the bolt will be reflected back towards phantom Gannon! He is close to the ground but it is best to avoid his attack - the reflected bolts are ricocheted away from Phantom Gannon. However, after a while he floats higher into the air, momentarily pauses and fires you a slow moving magic ball: this is time to fight! As the ball approaches, it strikes the ball, and begins a batting war between the two of them - it speeds up every time someone strikes the ball. You have about 4 or 5 volleys (tip: stand on him as far as you can act) phantom gannon will inevitably mess up and the ball will inevitably hit him, knock him out and drop him to the ground, open himself up for your attack! If you have a Big Goron knife switch on it as soon as possible, jump attack and attack him several times. Strategies like master swords apply, but it will take more strikes to get him done - either way, keep this until you win. Watch out for his last attack - it does a lot of damage! Stand back and defend! Keep in mind that when he nearly loses, Phantom Gannon can fire you a magical shiny white ball with a furious dash - you have to use a spin attack to counter it. If you are not fast enough to defend yourself, you will lose 3 hearts! However, Phantom Gannon doesn't always use this attack. Just be prepared if he does, and use a Goron knife if necessary. A flaw that works almost every time, when you attack Phantom Gannon with his attack, if he lands at the gate blocking your way, you can attack him continuously until he loses as if the barrier is recovering and preventing him. When you defeat him, you can see that the real Gannondorf was watching. He is frustrated with his creation and banishes it to the intervals between dimensions. Enter a blue light that appears to leave the forest temple. That is, after catching the heart courage, of course! After stepping into the aftermath [edit] Saria and forest medal [edit] blue light, you will be sent back to Sage's chamber, the place where you met Laru. Saria will come from the green platform in front, like the yellow where Laru stood. She reveals that she is a sage. And her duty is to protect forest temples, so she and Link can't live in the same world. After talking to her, she will give you a forest medal containing her strength. When you leave Sage's chamber, she will tell you she will always be your friend. Saria is now a sage, but you can still sing and sarias of Saria at some point in the game. Now, she will say she didn't want to be a sage in the first place, but she's glad to help you with your quest. The buds of the deku tree [edit] you can find yourself in front of the deku tree. The link knows the root. Suddenly, a bud sprouts from the ground, revealing a large bud with a smiley face, the Deku tree buds. He tells him that the link is Highland, not Corkiri. This is why the link has got older, unlike Corkiri. Deku tree buds show links brought by Hyrian mothers to the Deku tree during the war before the hyrul was unified. The deku tree could feel that Link was the child of destiny, so he took him and raised him as a child in the forest. As for her mother, she passed away from the injuries she took in the war. Deku tree buds always tell you that you are destined to leave the forest and break the curse of other temples. Kokiri Forest is back to normal and Kokiri is back outside. Prelude of Light [Edit] return to the Temple of Time. Sheikh reveals that there will be times when the link should return to the temple as soon as possible, so he will teach you a melody for when that time comes: a prelude to light. Light Sheikh's prelude also tells you that you can go back in time by putting the master sword back on the pedestal. The sheikh will disappear again, and the temple will suddenly be shone with light. You can now do this when you go back in time and head to the feds,

but you can complete any side sign. Side Quest [Edit] Skulltula Round-Up You now have access to a few more skulltura: Kokiri Forest: On the back of the twins' house, use hook shots to kill skulls and claim tokens. Lost Forest: As a child, plant magic bins in soil patches of sections of the lost forest where the forest stage is located. As adults, take the factory at night to a nearby shelf, where they kill the scullula. Sacred Forest Meadow: Climb a lonely ladder at the end of the maze, turn around, and see the scullula left wall. If you received a Kojiro from The Cuckoo Lady's Anju in Kakarico Village, you can continue the item trading sequence in the forest. It's a long series of deals, and it's best for you to work with you on Edona. If you don't get Kojiro, you can wake Talon with pocket cuco to get him. You can find Talon by going down the stairs that lead far from Talon. Strange Mushrooms: Once you enter the lost forest, head to the left. You have to find a strange looking man who is asleep. He is a grog. Wake him up using Kojiro. Obviously, he is the original owner of the bird. He will give you mushrooms to take on potion babes from Kakarico. Strange Medicine: You have 3 minutes to deliver mushrooms to potion babes. If you have Edona, this will be a lot easier. To get to the plight of the potion lady, look for a potion shop that you have transferred from the market. On the left is the back door. Now enter the barn on the right. Give a woman mushrooms. Note: You can't use warp melodies to help. This automatically reduces the time to 1 second. Poacher's Saw: Take the medicine back to the person who gave you the mushrooms. He disappeared. You will find blonde cokiry in waves, his place. She claims that he is gone and that the medicine you carry belongs to the forest. After she asks for it again, she will give him the saw he left behind. Broken sword: Unlike some of the other stages, the Kokiri girl does not know what to do with the poacher's saw. Take the poacher's saw to the carpenter's boss in the Gerusdo Valley. He will give you a broken knife. Prescription snowdrops: take a broken knife to the top of the mountain of death. If you show it to Big Goron, he'll give you a prescription for a snowdrop. Eye Frog: Then prescribe eye drops to King Zora. He will give you an eyeball frog. (Note: If you haven't fixed him, you'll need to freeze him with blue fire, in an ice cave.) Eye-eye solution: Give the scientist at Lake Hyria a eyeball frog. He needs to give you a treat. Big Goron's Sword: Finally, the final step, take the eyepick to the Big Goron and give it to him. He will give you a claim check for a knife. If you play the song of the sun and proceed in about 4 days, it will be finished. Quiver Upgrade [Edit] Shooting Gallery is moving from the market to Kakarico Village. The building is located between a windmill and a skeleton tula house. The game still costs 20 rupees and you still have 15 shots. They are in the same position as last time, but their looks have been scrambled. If you win, you will receive a bigger tremor and can carry a maximum of 40 arrows. Other quests [edit] If you want to play a dungeon at the bottom of a well after you get a storm song playing on a windmill, it's time to do it. Unfortunately, you can't go to a temple without two things: a long shot and an eye for truth. Once the forest temple is completed, it can be twisted between men and women. Temple.

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