



THE LEGEND OF
ZELDA SAGES
CREATED OUT OF THE INSANITY OF WEBMASTER BOB.

A Complete Guide by the madman who made the game!

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Game Basics

The Legend of Zelda Sages is a turn based RPG based off the RTP XP game engine. Prior to diving into the game there are a few things you should know.

Esc: (outside battle) Brings up the *Status Menu* where you can use items, equip weapons, save your game, and quiet the game.(inside battle) move back one action move.

F1: Brings up game settings menu.

Arrow Keys (outside Battle): Move your character around. (Inside battle and menus) move the cursor to another selection.

Enter: Select an object or person, the action key.

Alt key + Enter: Exit or enter *Full Screen Mode*. By default, the game is in full screen mode.

Battling Basics

Just in case you're not all that familiar with turn based RPGs here's how they work. Each individual in a battle will take turns attacking each other. The goal of the battle is to get your opponent's HP (Hit Points) down to zero. Most of the time, if your HP drops to 0 you will be "banned" and receive a game over. During battle you can either attack (which uses no SP aka Special Points) or use a skill (such as thunder, cross cut, etc) that uses SP. Especial moves are more powerful than just attacking, but they will slowly gobble your SP. SP can be restored (HP as well) by using elixirs of varying potency or perfume. HP can be restored with potions or, yes, elixirs.

Battles are also based in large part on your level and equipment. The higher your level the higher your stats (attack speed, power, etc) are. So, the higher your level, the more you can defeat. Defeating enemies will earn you experience which can be used to move up in level (done automatically, look in your stat menu for specific experience amounts required). If a battle is ever too difficult you can escape. Simply select "escape" when it's your turn rather than "fight". Remember though, there are some enemies that you can't escape from (bosses really). If your HP reaches 0 and you are "banned" you will receive a game over forcing you to start your game from the last time you saved, so save often!

Introduction to the Guide

The Legend of Zelda Sages was created as a means to include the Zelda Sages community in a fun, interesting, and slightly odd medium; in this instance, an RPG. First off, I am by no means a professional game designer and shudder at even calling myself armature. The game was created using a program called RPG Maker XP which although requires a firm knowledge of how code works (thank you web design) to make use of the full feature set, it requires no knowledge of actual code. So, please, don't go asking me to code you a game or something crazy like that because I do not know C++ let alone the language this game was coded in (well, not necessarily, I know a bit of Ruby but more on the web design side).

Secondly, this guide was written in a fashion as to not give away major plot spoilers. Obviously if you skim around the guide you'll end up with a few, although you won't be spoiled by say reading the table of contents, reading the mission tasks (more on that a bit later) section, or anything of that nature. And, for your own enjoyment, try your best to avoid spoiling yourself. Especially for some long time members of the Zelda Sages community there are some **really entertaining** things in this game; don't spoil them for yourselves.

Lastly, before I start actually talking about the guide as this section implies, I do not own a majority of the music, graphics, etc present in the game. There are several images, graphics, and sound files which I do own and did create; props need to go to Nintendo, Square-Enix, Capcom, and a few members of RPG Palace for their fine work! For the graphics I created, Photoshop was used along with Adobe Illustrator. The music was created using either Garageband (mp3s...though there's only one I did and that was a remix of the opening title song) and Finale 2009 (several midi songs) with the Garrison Orchestra add-on. Oh, yes, one more thing. I tried my best to make certain every member present in the game best portrays their forum personality. If you are not an active member, I had little to really go off. What you say in the game was in no way meant to be insulting, mockery, or anything of that nature (well, except for one person...but he even has to admit it was well deserved ☺).

OK, **guide stuff for real now!** The guide is divided into sections by chapter. At the start of each section you will see a set of "objectives" which are required to complete the chapter. After these objectives you will see "Optional" chapter tasks. You do not need to complete these optional tasks to complete the chapter, and you can return to a chapter at any time after you completed it to perform these optional tasks, so don't sweat it. The guide is written similarly to basically every other game guide ever created, so you should feel right at home. Bosses and sub-bosses will be described in full detail, including HP, stats, etc. As this guide was written by the game creator, myself, I've included full color maps straight from the RPG maker program for your use! These will be located where appropriate. Now, onward!

The Prologue

*** Tasks ***

1. Create your game character, giving yourself a username. If you are a ZS forum member that asked to be in the game, use your forum username unless told otherwise to unlock a special message when you meet your in-game NPC.
2. Find a way out of Forum Town!
3. Complete your registration at the Castle Registry
4. Find a way out of the castle.
5. Find someone to give you the door override to Bob's study
6. Enter Bob's study
7. Make your way up the ranks in Battle Tower
8. Find your way through the Sacred Forest
9. Defeat the forest guardian
10. Enter the Forest Sanctuary

*** OPTIONAL Tasks ***

1. Poke around Forum Town a bit, not like there's much
2. Speak to the locals to find out what's going on.
3. If you have the funding, buy some potions at the Castle Town Shop.
4. Raise your level beyond the minimum to proceed at Battle Tower. This will help greatly!

*** The Walkthrough ***

After the opening cutscene you will appear in Forum Town. You will be asked to select your gender and username. If you are a Zelda Sages member that requested to be in the game enter your username EXACTLY as it appears on the forum unless I sent you an E-Mail stating to do otherwise. If you don't do this correctly you won't get a special message from your in-game NPC! You can also chose your gender, which really doesn't do much but change your graphic, but hey it's fun☺. After getting yourself situated make your way to into the building on the far right and speak to the gentleman behind the desk. Go upstairs and approach the fireplace. Walk into the fireplace and say that you would like to warp.

After the chapter display screen (who would have know this was the prologue) make your way up the path into the castle, feeling free to speak to people if you'd like a bit more back-story. Once inside approach the desk and speak to the receptionist and answer her questions. It doesn't matter what you answer for the final question, either way you'll be thrown into prison on suspect that you're a spam account. Approach your cell door and speak to the guard, he'll let you out. Walk to the screen on the right and, if you'd like, take the upper path for a few potions from a treasure chest. You'll probably run into a few ghosts to fight along the way, but they can be very easily dispatched. If your health or SP is getting low return to your cell and take a nap in the bed to replenish your stats. When you're ready, take the lower path and exit to the right and approach the guard, your first sub boss!

SUB BOSS

Name: Castle Guard

HP: 1000 SP 445

Attacks: Punch, Cross Cut, Heal.

Strategy:

He's very easy to dispatch of. Simply use Cross Cut several times and he'll be done for. If you need to use a potion or two if you must, but even the most beginner of RPG players should have little problem defeating him.

After getting rid of the castle guard you'll gain a castle key. Make your way up the stairs and you'll find yourself back in the registration room. Walk up the red stairs and through the door, newly opened with your key. In this next room, move left to the plant in the lower left hand corner of the room and hit enter to receive a more powerful sword. After this, make your way up and into the next room. If you'd like, you can go right into the meeting room you saw during the opening cutscene and read the meeting log, otherwise make your way to the door on the left (you can't get into the study yet). You'll appear in a church that adjoins the castle, and be forced to listen to a rather eccentric priest who will instruct you to find a way into the study.

Once you're done make your way outside and explore the town a bit. When you're ready, enter the town square (the screen with the large clock in the center) and enter the small house with a blue roof. You'll meet up with Lt_Justin who will tell you the secret to overriding the door to Bob's study. Now, if you'd like to play fair you can make your way back to the church and count the reefs as he instructs, or you can simply go up to the clock, press enter to select it (btw last time I'll be saying press enter to select something, getting a tad annoying ☺) and enter the code 4 6 71 4 6 8. The ground will shake, creepy music will play, and that's your sign to make it back to the central castle room. Once back inside the castle, take the upper path previously blocked by the closed curtains, and watch the cutscene. There's a battle during this cutscene, but it's impossible for you to win. Just remember not to select give up...that would be rather stupid now wouldn't it ☺.

After the cutscene is over you'll be in Sacred Forest Town...which is really far more so housing for Battle Tower. Make your way into Battle Tower and speak to some of the people there. If you speak to one individual, who will ask if you lost money, saying yes will grab you a cool \$10,000! Use that money to buy weapons and potions from the shop. When you're done, make your way up the stairs and begin battling! To battle, select an enemy and chose to fight them. The enemies are divided by difficulty so it should be fairly obvious at what level you should be fighting each. There is a bit more to Battle Tower beyond this room, but you can't really access it until later in the game. Battle until you reach level 10 or so then make your way up the stairs. When you try to cross the bridge a lovely Tower Lancer will come to test you.

SUB BOSS

Name: Tower Lancer

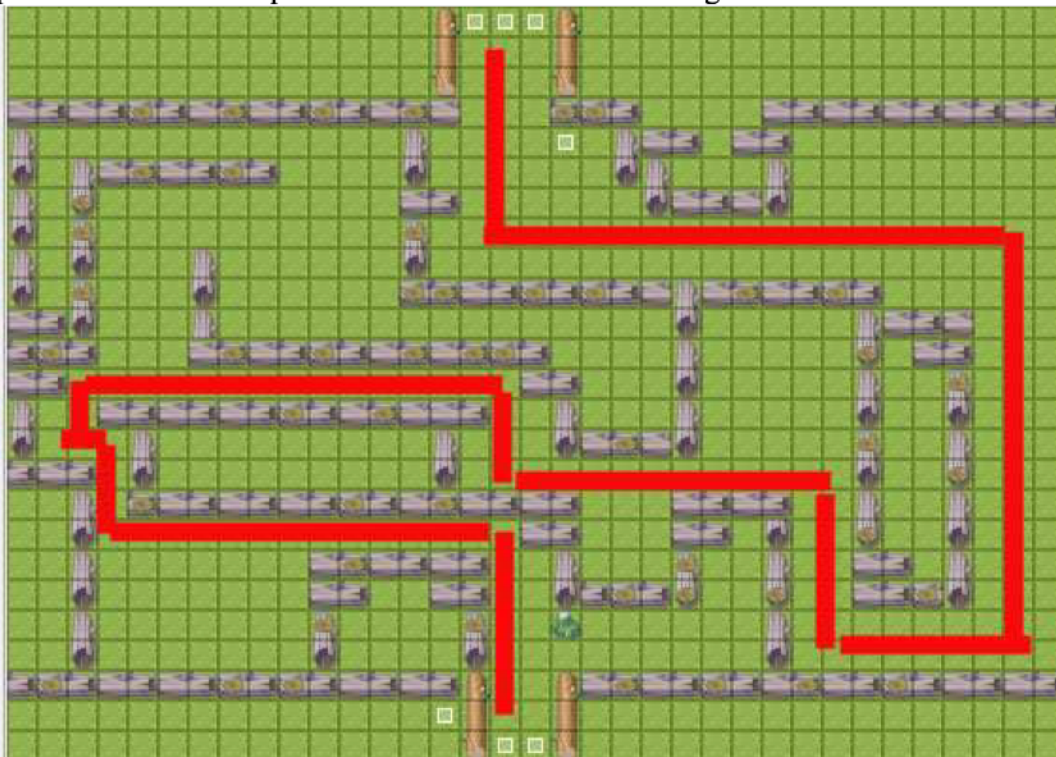
HP: 2000 SP 900

Attacks: Punch, Cross Cut, Feint Attack.


Strategy:

The Tower Lancer is a bit more difficult than the Castle Guard. If you purchased the higher grade armor and weapons from the shop you should have a much easier time fighting him. If you reached level 10, he is rather susceptible to thunder and fire, but Feint Attack can work just as well. Use potions as necessary and soon you should have him concurred.

After fighting the lancer you'll make your way into the Sacred Woods. You'll get a few random instructions from an omniscient voice about what to do, but hey you have this guide! For the first task go to the upper left hand side of the screen and select the log with a leaf on it to open the path. In the second area you'll need to make your way through a maze...however enemies will attack you VERY often...so often in fact you may be slamming your head against the computer. Follow the map below for the fastest route through the maze



Once through the maze all that's left is fighting your first boss...easy right...yea...BE SURE YOU SAVE before approaching the boss!

Boss #1: Kraken	
	<p>The Kraken is a powerful sea creature meant to test the will and courage of members of Zelda Sages. It has long made its permanent home in the Sacred Woods, used by the administration as a means of testing travelers for the right to enter the Sanctuary. The Kraken has spawned several offspring which have made their way into the outside world, but none really know the true extend of the range.</p>
<p>HP: 9000 SP 1500 Attacks: Punch, Greater Water, Mass Water, Ice Elements: Fire has little affect, very susceptible to thunder Exp: 97 Gold: 220</p>	<p><u>Strategy:</u> If you purchased a water ring from the shop you'll be much better off in this battle. Your best bet is to use Feint Attack as this can cause the Kraken to become temporarily stunned. Be sure to make use of potions and elixirs you found during your travels. Be very wary of your HP, many of Mass Water has the potential to <i>One Hit KO</i> you if your level isn't high enough. Persistence should see you through, but he is a little tricky.</p>

After the battle make your way up the path and you'll be treated to a nice cutscene that will explain exactly what the heck you need to accomplish in this game, wohoo! Enter the first stone and you're on your way to Chapter 1!

Chapter 1

*** Tasks ***

1. Find Windmage and obtain the key to the Desert Temple.
2. Make your way through the Spam Wasteland
3. Complete the Desert Temple
4. Battle Lich and obtain the first Stone of Sage

*** OPTIONAL Tasks ***

1. Speak to SlyGuy46 to initiate the in-game sidequest (recommended!)
2. Poke around town for a bit, you may find your NPC ☺.

*** The Walkthrough ***


Once you enter the town make your way up to the house in the center. Once inside, speak to Windmage. Windmage will spill a few of his issues to you, at which point ghosts will attack. Dispatch of the ghosts and for your kindness Windmage will give you the Desert Temple Key. Now, before you move on you may want to visit the house in the lower left corner of the screen to speak to SlyGuy46 and agree to his favor. This will start an in-game sidequest that will generate two additional (optional, but fun and a bit difficult) bosses. Doing this sidequest is also the only way to access the bonus content world after completing the game.

Once you have the key and did whatever you must, go up one screen to enter the Spam Wasteland. You need to follow the tracks in the sand to make it to the other side. If you don't, you'll be transported back to the start of the screen. I know it's long and tedious, but just put up with it for now. You may end up battling some imps along the way, but they're rather easy to dispose of. Once you make it out of the wasteland you'll be outside the temple. Pick up a few items in the treasure chests outside and discover...wait..there's no keyhole on the door! Make your way to the right side of the screen until you see a stump with tracks leading down to a rock. Approach the rock and select it to turn the key. This will open the door allowing you access to the temple, wohoo!

Once inside, and after a short message from Bob, make your way forward and down the first set of stairs. You'll enter the first of a few giant room with off reaching paths. If you'd like a few items, make a trip to the center and take the path on the left. If not, take the path on the

right. Once in the next room approach the looking glass and select it for a riddle. You can spend time figuring this out, or just make your way down to the table on the lower right section of the screen and select the candle for a door key. Make your way back to the center room and take the path leading straight down, using the key to unlock the door.

Once inside, head left and open the chest for another key. Then, continue down and go downstairs where you'll enter another lovely multiple path room. This time, your only choice is to go down. Once in the room push the rock out of the way and use the key on the floor switch. Once activated, make your way out of the room and back up the path. Before you reach the door to go upstairs, turn left and you'll see a new opening in the wall. Walk inside and walk forward where you'll be treated to a small bit of dialogue explain what happened to the Wasteland. When you're ready, after opening chests and saving of course, make your way up to the door and walk through. You'll be treated to an...interesting cutscene with Lich, and begin the battle!

Boss #2: Lich	
	<p>Lich is the master of the Land of the Inactivated, the home of all those who never activated their accounts. Lich is normally a peaceful individual seeking only to do his job. Even under Lexia's control, he still retains some loyalty to Bob, as will become prevalent in due course. More so than anything, he's working with Lexia to save his position in Zelda Sages.</p>
<p>HP: 10500 SP 2000 Attacks: Punch, Mass Darkness, Burst, Greater Darkness, Heal Elements: Not many weaknesses, fire will have some greater affect on him though. Exp: 172 Gold: 350</p>	<p><u>Strategy:</u> Your best bet to defeating Lich is to stun him with Feint Attack, then hit him with Cross Cut and other powerful attacks you may have, depending on your level. Lich enjoys using Darkness and Burst which are, and can be, rather devastating. Mass Darkness has the ability to inflict mute on you, disallowing you from using any of your magic based special attacks. WATCH YOUR HP! Lich can be very tricky, coming out of nowhere with a Mass Darkness attack which can potentially wipe you out even with 1,000 HP in stock. Keep your cool though and you'll soon have him defeated.</p>

After disposing of Lich walk forward and claim the first stone shard!

Chapter 2

*** Tasks ***

1. Find a way into the mayor's house
2. Save the mayor from his own insanity
3. Navigate through the snow field maze
4. Defeat the Tower Lancer...again
5. Complete the Snow Temple
6. Battle Fryza and obtain the second shard.

*** OPTIONAL Tasks ***

1. Poke around town to find some interesting NPCs...
2. Find animaldude in the snow field and continue the sidequest

*** The Walkthrough ***

Once you enter the mountain village your first job will be to find the mayor of the town, Rob. Of course, he locked himself up in his home via a small gate. To enter, you need to specify the correct number of trees in town. You can spend time counting trees, or just enter 8 on the gate door. Once inside make your way upstairs and you'll be treated to a demonstration of just how much Rob loves trees. He will faint on the floor, and you'll need to give him a regular potion to wake him up (it must be a regular potion). If you have one on you speak to him and offer the potion. If not, you can buy one from the store in town. Once he's awake he'll tell you how to get through the snow field maze.

While you're in town you should consider performing what SlyGuy46 asked you to, find animaldude and deliver an odd bag to him. Enter the house in the upper right hand corner of the screen and speak to the blonde woman inside. You'll learn that animaldude seems to have disappeared somewhere in the snow field, great. After speaking to the blonde woman begin following the Snow Path route Rob gave to you. North means up, West means left, East means right, and South means down. The pattern Rob gives you may send you back in the direction you just came from, don't worry about this. As long as you follow the directions exactly as he gave them to you, you should be a-OK. You'll know you didn't follow directions if you randomly appear coming out of the south end when you did not actually move North...that's usually a tell-tale sign☺.

Once you've made it out of the maze you'll face the Tower Lancer again. His stats and strategy are exactly the same as they were in the Prologue, but to save you from going back in the guide (if you really need to) I'll reprint it below:

SUB BOSS

Name: Tower Lancer

HP: 2000 SP 900

Attacks: Punch, Cross Cut, Feint Attack.

Strategy:


The Tower Lancer is a bit more difficult than the Castle Guard. If you purchased the higher grade armor and weapons from the shop you should have a much easier time fighting him. If you reached level 10, he is rather susceptible to thunder and fire, but Feint Attack can work just as well. Use potions as necessary and soon you should have him concurred.

After besting the lancer a second time (this now assumes you are doing the sidequest, if not skip to the next paragraph) talk to the snowmen. Yes, that's right...talk to the snowmen. Speak to each snowman individually, like there's any other way, and speak to the snowman in the upper right hand corner last. You will be infected with venom. Run to the nearby log and select it; you will be transported to mysterious shrine. Enter the shrine and speak to animaldude. You will be cured, though you may want to use one of the beds to restore your health, and you'll be given a letter to Dakare. We'll get to Dakare later...he's off in the mountains somewhere☺.

Now, go back the way you came and enter the snow temple. When you first walk inside you'll see a giant hole in the floor you will not be able to cross over. So, take the next best option, and use the stairs in the lower left of the room and go downstairs. Walk forward and speak to the child behind the desk who will quiz you on ZS knowledge. You must answer all of his questions correctly to continue on. For those not as versed in Zelda Sages law, the answers are: 13, Sage In Training, None of These, 42. By the way, don't be a jerk and say you don't want to take the quiz, you'll be struck with ice and lose 1,000 hp. After you best the quiz go back upstairs and you'll notice a lovely bridge to cross to the other side.

In the next room you'll see four tables and a bunch of random flowers and such. When you select each table you'll get some form of oddball text. Reading that text backwards, you'll get a season of the year; genius eh☺. Go to the lower left of the room and select the blue flowers to obtain heat, yes strange. Then, go to the upper right of the room and select the yellow flowers to obtain "fresh scent." Place the fresh scent on the table in the upper left and heat on the table in the lower left to open the door and continue on. In the next room you'll see a rather large chasm and a number of switches. Use the switch to your left to activate the first bridge. Move across and hit the switch right in front of you; turn right. Move up to the blue chest and open it to learn "Greater Fire". Go back to where you came from and cross the bridge to the left, hit the switch on the next platform, and continue up. Hit the switch on your left and go across the first bridge to your right. Hit one final switch and continue up and through the door.

In the next room take the door in the upper left hand corner and go down the hallway exiting on your right. Step on the blue switch to activate a bridge and go back the way you came. Cross over the newly made bridge and grab the door key. Cross back over and enter the room in the upper right corner. Move up the path and unlock the door. If you obtained the Greater Fire skill, like you should have, there will be a bridge in the next room to a few items and such. Save your game and approach the door ahead; it's time to fight Fryza!

Boss #3: Fryza	
	<p>Fryza was created when one of Bob's experiments went a tad wrong. When attempting to create a system by which the colder regions of the community could be managed as to not send in staff members or him to do so, he ended up creating this rather angry spirit without much direction for himself. To add some meaning to his life, he attached his soul to a small child lost in the Snow Maze. Fryza is rather manipulative, and really excels at getting himself out of trouble regardless of the situation.</p>
<p>HP: 18000 SP 4525 Attacks: Punch, Ice, Mass Ice, Greater Ice, Heal, Wind Elements: Not many weaknesses, fire will have some greater affect on him though. Exp: 210 Gold: 500</p>	<p>Strategy: Fryza is a bit of a tough cookie to crack. Avoid using ice attacks as they will end up healing him. Instead, stick to using Feint Attack and Greater Fire. Be certain you have a number of elixirs on hand; once he's below 50% hp he'll begin using greater ice and 20% hp Mass Ice. Mass Ice is a very devastating move with the ability to one hit KO you if you're not careful. Keep your health up and just keep attacking, and soon you'll have him under control.</p>

After defeating Fryza make your way up and collect the second shard. You'll be treated to another fun filled Lexia cutscene, and then you'll be transported back to the sanctuary. Be sure you save your game before chapter three, you may very well end up with an...untimely end...regardless of what you do.

Chapter 3

*** Tasks ***

1. Meet i am a teddy to discuss the water tribe.
2. Find your bearings around purgatory.
3. Go in search of the “Sear” to prove you were falsely banned.
4. Meet Lt_Justin and defeat the Death Tower
5. Prove your banning, and Justin’s, was unjust.
6. Make your way up the mountain side and enter the waterfall.
7. Make your way through the Water Temple
8. Fight and defeat Aquaplecto
9. Obtain the third shard, and rejoice! Man that was long...

*** OPTIONAL Tasks ***

1. Find Dakare and give him the letter from animaldude

___ *** The Walkthrough *** ___

This should prove to be the start of where the game gets a little, let’s just say interesting. Enter the third stone (it will be the first one on the right to from the center stone, and you will begin chapter 3. A cutscene will begin with I am a teddy welcoming you to the native land. Sadly, Lexia appears, a lovely plot twist occurs, and you’re banned...yea isn’t that awesome.

When you regain your senses you will be in purgatory. Make your way up through the first room. In the next room you’ll meet a cloaked figure who will read your “record” and determine you were evidently banned by Webmaster Bob and sentenced for deletion. The only way to save yourself is to find the “sear” which will reveal the exact circumstances leading up to your ban. At this point move forward into the next room. You have two options; you can take either a path with harder thinking skills or one with harder moral choices (though both require great thinking skills). If you want the path with harder thinking skills go to the shield on the left and select it and walk through the door, otherwise go to the star on the right and select it walking

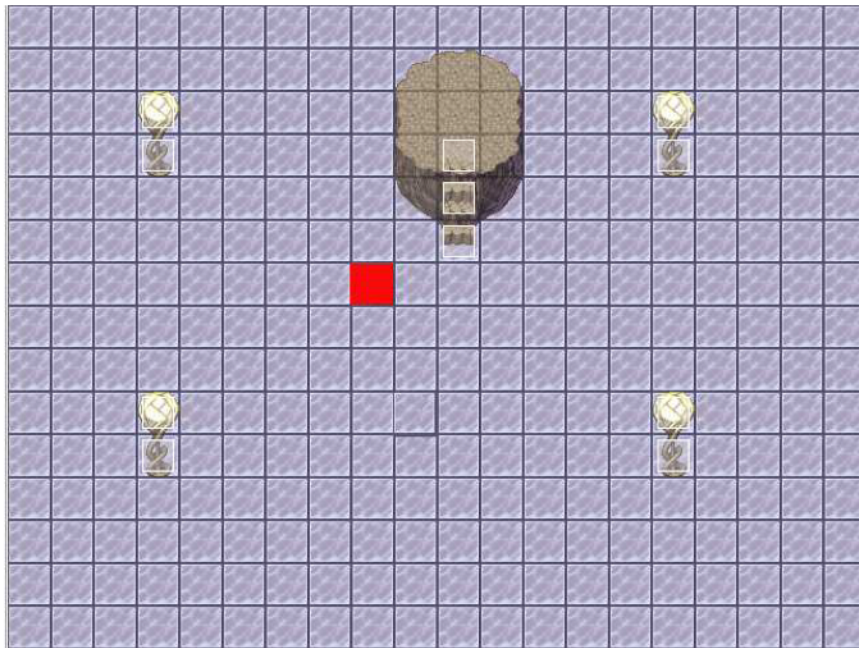
through the door. If you fail a path's trials you can come back to this spot and change paths. Anyway, I'll start with the shield path (if you took the star path skip down a bit).

Shield Path:

Room 1: Go to the upper left of the room and walk up the vine selecting the pawn. Answer 2, the number of pawns that are placed in front of a castle at the start of a chess game (on the board obviously).

Room 2: You'll be treated to a scary message about someone's remains. Go to the pile of bones in the lower left and select it to hear about a hidden door. Walk up to the crack in the wall and select it. You'll be transported onto the top of the balcony. Move to the right and select the broken pot.

Room 3: You're going to be mocked by the water shard a great deal. Keep on selecting it and chasing it around the room until it appears on top of the platform. Then, step on the space filled in red in the image below to activate the stairs. Select the shard one final time, and you're set to go!



Star Path:

Room 1: Walk forward to the set of bones on the floor and select them; you'll be told to find the setting sun. Walk to the floor tile that looks like a setting sun on the left and select it (the sun, not the beams). Read the poem and you will see a tombstone appear above you. Walk to it and select; you'll be cheated to a shocking message. Say that you will dismiss death.

Room 2: Select both the gold chain and the fountain, both times selecting no. You will be transported to the next room for doing such.

Room 3: Read the stone tablet then make your way over to the door on the far left. Walk through, select yes, and you'll be transported to the final room.

Once inside the room you'll meet of with Lt_Justin who will speak a bit about what happened to him. Lt_Justin will temporarily join your party so you can both wait out deletion together...how sweet. Walk up to the large cabinet and select the cabinet door on the right. Once you'll do so you'll end up battling the guardian of the banned...

SUB BOSS

Name: Death Tower

HP: 50000 SP 7000

Attacks: Punch, Greater Heal, Radiate, Illusion, Mass Earth

Strategy:


Don't let the huge amount of hp or scary attacks scare you, Lt_Justin is on your side. Enjoy this battle, it's the only one in the game where you will have another party member. Your best bet is to continue healing yourself and let Lt_Justin take out the Death Tower. Use Justin's Crescent Force as this will supply the greatest amount of damage to the tower. If you really want to attack, you can throw in a whirlwind or two (if you've obtained it). Otherwise, stick to healing. Be sure to watch Justin's health though; if he is knocked out there is no way for you to bring him back leaving you all alone to fight the Death Tower.

After the battle you will obtain the Seer which will in-turn transport you back to the room with the cloaked figure. You'll see a replay of how you were banned and the figure will agree to let you go. Lt_Justin will ask for his banning to be shown. During Justin's banning scene you will take part in a short battle with Lexia; just play along...you won't be able to win. Once all is said and done Justin will part ways with you, and you'll be transported back to the forest sanctuary. Enter the third stone again to make your way back to the Native Village...

...OR WHAT'S LEFT OF THE VILLAGE. In your absence Lexia took the liberty of burning everything to the ground and capturing i am a teddy. Make your way up and out of the village and begin climbing the waterfall mountain. About a little more than half way up you'll see a blocked off rock door. (If you're doing the sidequest...which again you REALLY SHOULD) walk up the door and select it; you'll be allowed to enter. Walk in and make your way through the cavern to a small room housing Dakare. Speak to him and he'll rather angrily read the letter revealing that a very memorable Zelda Sages member has evidently taken control of Sage's Port. Dakare will give you a package and instruct you to deliver it to UltimaLink007 in Sage's Port. Of course, you can't exactly do so now...so just hold off for a bit.

Get out of the cave and continue up the path making your way inside the waterfall. Once inside go across the bridge on your left and through the door to enter a seemingly stupid random room. Walk up to the moss on the floor and select it. You'll be asked a question about Lexia that I really hope you can answer by this point. Upon successful answering you'll be transported to switch. Hit the switch and step on the moss near the chest, selecting it to transport, and get out of the room. Go across the bridge and make your way to the top of the room entering the door on your left hand side. Go across the bridge to ascertain a door key. Go back the way you came and enter the locked door.

Your goal in this next room is to find the right transportation pattern to gain a steel helm (you'll need it) and hit the switch. Go to the moss on the right and select it to answer a question about Rob and his lovely trees; if you already forgot the answer is 8. Use the first warp pad, then the one on the right being sure to hit the switch. Then use the pad in the upper left, then upper left again. Grab the helm and step on the only available pad to be transported right in front of the bridge. Once you make your way up the bridge and through the door you can actually choose to fight Aquaplecto right then, but you do want a few more bits of swag now don't you! Step on a final moss set to answer a question about your first dungeon experience to be transported to the chests. Transport back and make your way through the door on the right, travel down the path, go through the door on the left, and open the blue chest containing "Greater Thunder" you could not reach before. Go back the way you came and walk straight through the cavern hole in the wall, remembering to save, to fight Aquaplecto!

Boss #4: Aquaplecto	
	<p>Not much is really known about Aquaplecto. It seems he one day simply appeared in the mists of the waterfall...soon after Lexia took power. He is a bit of a trickster of sorts, and he enjoys pulling people across the watery divide. Oddly enough however, he is an avid opera singer...though he never really tells anyone this...even Lexia.</p>
<p>HP: 32500 SP 4557 Attacks: Punch, Water, Greater Water, Mass Water, Greater Ice, Greater Heal Elements: Weak to thunder, water will cure Exp: 350 Gold: 1000</p>	<p>Strategy: You'll likely have the same level of difficult with Aquaplecto as you did Fryza. Your best bet is to use Feint attack follow by a few lightning strikes. Hit him hard and fast, healing as you need to. Watch out for mass water as it can be absolutely devastating to your health. Hold on through and you should be A-OK.</p>

Go forward, collect the shard, and REJOICE!!!!

Chapter 4

*** Tasks ***

1. Find a way to Fire Mountain
2. Discover the truth about ZeldaGuardian
3. Find a way into ZeldaGuardian's office.
4. Battle and defeat ZeldaGuardian
5. Use the ship to travel to Fire Mountain
6. Scale the mountain and enter the core of the volcano
7. Fight and defeat Frydragst to claim the FINAL SHARD!

*** OPTIONAL Tasks ***

1. Find UltimaLink007 and give him the package from Dakare
2. There are A LOT of member NPCs here; try to find yours.
3. If you feel like it, get some before and after reactions to ZeldaGuardian.

*** The Walkthrough ***

Before I even start with the walkthrough I just want to give some background information. Throughout the years I've found that games that offer more and more as the plot thickens prove to feel far more satisfying to finally beat. In this sense, as the final shard chapter of the game, I wanted to make a chapter that really paid homage to Zelda Sages. For those that have been around for some time this chapter will provide big surprises, lots of entertainment, and some HUGE laughs. Heck, I bet even those that haven't been around the community for that long (or maybe never really took part) will get loads of laughs out of here. Also, to ZeldaGuardian, please forgive the bit of laughter at your expense we're having...pretty much everything you say has is a direct quote from a post of yours...or...well...even the...well you guys will see very shortly ☺.

Now, walkthrough! When you first enter you'll be treated to a mini cutscene of ZeldaGuardian torturing an individual for denying his power. Afterwards, talk to some of the locals to find out a bit of what happened. If you'd like run through the houses a bit. If you really

feel like wasting time, walk out of town to the screen north to see that, yes, the bridge to the volcano is gone. When you're done messing around enter the house second from the right in the top row to speak to Krimson5. In response to his question say "Don't listen to ZG". He'll feel rather offended and throw you into jail. Read the diary entry from someone who occupied the cell before you to find out the password into ZeldaGuardian's office. Walk up to the cell door and select it answering that you love ZeldaGuardian. Leave the house and walk into the huge administration building on the upper left of town. First, buy lots of antidotes from the shop and all the armor upgrades you can. If you don't have enough money walk to the right hand side of the store clerks desk (the brown table) and go to the top against the wall and press enter. You'll hear a confirmation noise and your gold level will be up \$5,000. You can do this as many times as you like, thank me later☺. Now, save your game. It doesn't matter which level you are because you'll probably die a few times against ZeldaGuardian.

Walk up the center stairs and enter the passcode you read from the diary. Once confirmed walk away from the door and up again (I did this to make certain you saved your game). Once inside you'll see a mini cutscene with ZeldaGuardian. When he asks you why you've come answer "to open the port". Feel free to answer the others as well for some interesting responses; you won't do any harm by it. After hearing this he will become rather enraged and begin a battle with you.

SUB BOSS er... *SUPER BOSS*

Name: ZeldaGuardian

HP: 20000 SP 8000

Attacks: Punch, Mass Earth, Mass Paralyze, Deadly Dance, Illusion, Silver Bullet, Greater Heal, Spiral Blade, Sharp, Poison Edge

Strategy:

OK, here's the thing about ZeldaGuardian; he's the hardest sub-boss in the game, hands down, period. His physical attacks, including his punch attack, are just showy bits of fluff. Unless you have no armor equipped and you're level 2 or something he will do 0 damage to you (except mass earth may do around 600). **HOWEVER**, he has a very deadly attack combination that will leave you punching your monitor. At first, he will put up a rather sad fight, but then mass paralyze comes into play. He will use mass paralyze, and then poison you with poison edge. Although he will do no harm to you, a rather poor set of events being you are both poisoned slowly losing health and paralyzed therefore unable to do squat about it will occur. The moment he poisons you, which he will usually do first, use an antidote! If you're even half way low on health, heal yourself. You'll either win the battle one of two ways, by the way he can not have any negative status effect applied to him...so no stunning with Feint Attack, ZeldaGuardian will either fall rather easily or you'll end up battling until he runs out of SP...at which point you can clobber him. I know he's annoying, but keep trying...you will eventually beat him...and the reward will be oh so sweet.

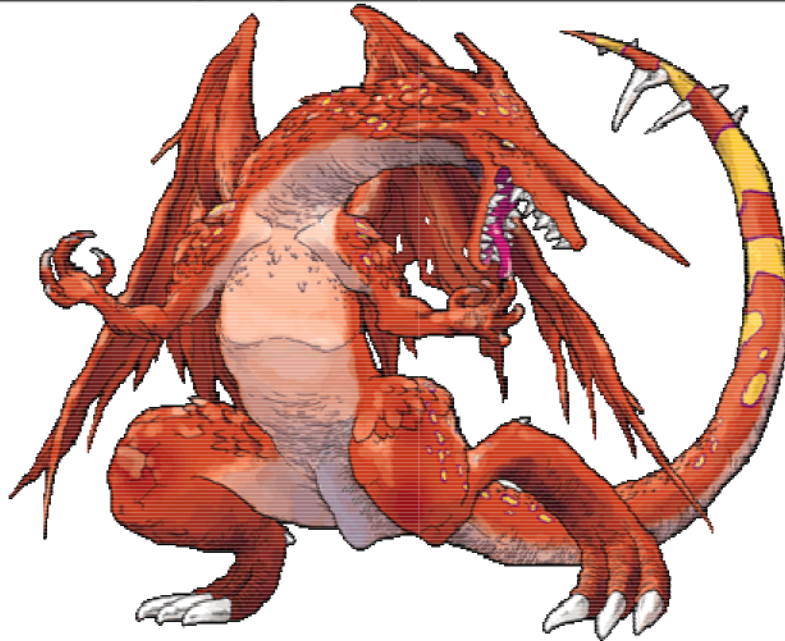
After defeating Zeldaguardian Lt_Justin will take control of Sages Port. As his first act, the port is open again, yes! After this lovely set of events (again, sidequest...do it) make your way to the house in the lower row farthest left to find UltimaLink007. Give him the package, and he will tell you a story about how emo he's become. He'll also tell you about his secret storage space where he goes when he's miserable, but he can no longer get to it because his family was evicted from their Castle Town home. Keep this in mind for later and see the section **UltimaLink007's Storage** for full details on beating this mini-dungeon. When you're done make your way right and enter the port. Jump on the ship and drive off to the volcano. Fire Mountain is a rather large volcano to climb...it will take you a while to get to the top. Once you're there, enter the volcano.

Once inside head straight forward through the door and enter the elevator. Hit the switch in the back to move the elevator down. Step out and walk down crossing the set of stone bridges to obtain a door key. Go around to the left side of the room and up through the locked door. In the next room, take the stairs and travel through the hallway to reach the other end of the room. Hit the switch, run back, exit into the large room, and cross the new bridge on your left. You will now be in a second elevator, travel down.

Once you exit the elevator take the path leading up to enter another elevator. Head straight out the door and open the blue chest for the Greater Water skill. You **MUST** have this skill to enter the volcano core. Head back into the elevator traveling back down to the room with four paths. Take the bridge off to the room on the right. Take the lowest path in the room making your way to the right for a chest containing a key. Head back out to the four path room again and travel down. Use the elevator to travel to the volcano core. Assuming you listened to me and obtained the Greater Water skill you should be able to continue on. If not, your health will very quickly dwindle away from the intense heat.

In the core, your first job will be to make your way to the pile of bones on the right hand side. Select them and agree to put the individual out of their misery; don't worry you won't really kill them☺. Regardless, a bridge leading up to the boss will emerge from the lava. Before you cross the bridge head to the left and open the treasure chests. The bottom chest actually contains a leveler that will increase your level by two, awesome eh. Once you're done make your way across the small bridge, save, and prepare to enter the boss chamber.

Boss #5: Fydragast



This giant dragon has lived in the depths of the volcano for centuries. Generally a peaceful creature, he has taken arms against anyone who invades in recent days due in main part to his association with Lexia. However, like Lich, Fydragast still holds loyalty to Bob. As a matter of fact, he has complete loyalty to Bob. Though his motives are a bit construed, know that ultimately, he is your friend.

HP: 35000 **SP** 6000

Attacks: Punch, Greater Fire, Mass Fire, Greater Heal, Eagle Claw, Mass Earth

Elements: Weak to water, fire will only serve to heal him.

Exp: 500 **Gold:** 4000

Strategy:

You're going to want to enter this fight with all the upgraded armor and weapons available for purchase from the Sage's Port store. Fydragast enjoys using Eagle Claw, which can be a rather painful move. However, you're really going to want to watch out for Mass Fire which can one hit KO you if you're not careful. Feint attack will work wonders to stun him, at this point let your massive attacks out of the pasture (if you're level 70 and have greater light, use it)

Once you defeat Fydragast he will open the way to the center of the volcano where you will find the final shard! REJOICE!!!! After one final Lexia cutscene you will be instantly transported to...well...you'll see...

?

You'll find yourself in a graveyard, lovely. Make your way up through the graveyard until you see a large angel statue holding two tablets. If you feel like it, read each of the tablets for an interesting little tease. Once you're done, speak to the stone angel. After a short scene you will be transported to some unknown location where everything is black and white. This part is rather simple, make your way up the path and through the rooms. In the large wood room you can read a portrait for some background information, but nothing is really necessary. Eventually you will reach the outdoors, outside a huge building. Cross the bridge and go as far left as you can and walk up on the buildings side to find a chest containing a Seed of Intelligence. Make your way back down to the bridge and walk through the large door into the building. Walk forward to the center platform and a cutscene will begin. Congratulations, you have the Holy Banner!

A set of stairs will appear leading to a few...interesting rooms. Just keep making your way to the right, but you can speak to the individuals there if you want a bit of background story (and yes, I do make myself appear as God...I'm sorry ☺). You will eventually come to a room with a woman in a throne. Approach the throne via the red carpet and a short cutscene will play landing you with Versac's Soul. After this you will be transported back to the sanctuary; the final leg of the journey awaits!

Chapter 5

*** Tasks ***

1. Find a way to obtain Sage status
2. Resurrect Versac
3. Use the Holy Banner to enter Lexia's Castle
4. Find and defeat Lexia

*** OPTIONAL Tasks ***

1. Complete the mini-level "UltimaLink007's Storage" if you've done everything in the sidequest.
2. Use the level man to raise your level to level 95 (you'll need it high)

*** The Walkthrough ***

This is it, the end of the line! If you want to complete UltimaLink007's storage thus completing the sidequest for extra goodies after the ending skip to "UltimaLink007's Storage" located prior to entering Lexia's Castle. I recommend you obtain Sage status and are about level 96 or so prior to attempting to complete this portion of the game. Anyway, when you first enter Castle Town the first thing you'll notice...it's completely destroyed. You'll watch a few flashbacks and such, but on with the show. Make your way to the church and run up the center aisle, selecting the priest's body on the floor. He will relay the fate of Castle Town, and its inhabitants, and open a secret underground passageway to the castle. Move downstairs into the church catacombs, passing right on through the room with the Zelda Sages logo on the floor (you'll come back later). Continue going right until you find a room with i am a teddy trapped in a cell. Select the cell door and whack it to open it up and speak to i am a teddy.

After speaking to i am a teddy you'll need to find another staff member to help bring back Versac. You have two options; you can either use Lt_Justin or Windmage. Depending on who you pick the game's ending will be slightly different, although it's nothing to get excited over. Just leave Castle Town and transport to whoever's location you feel like asking. Simply

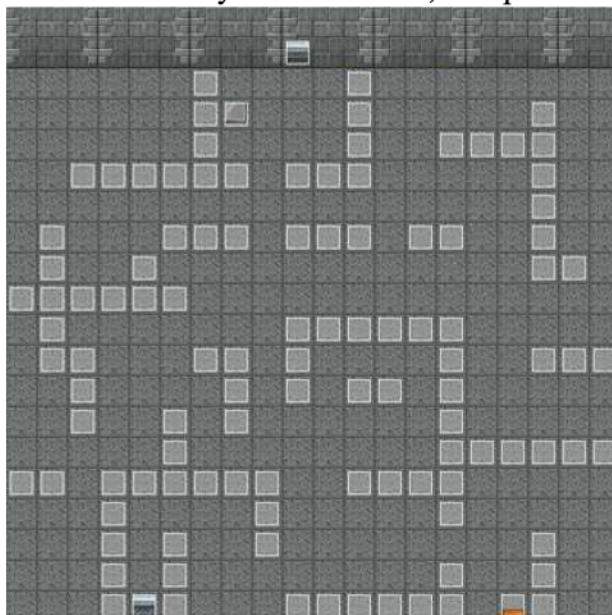
Speak to the staff member you'd like (Windmage will be in his Spam Wasteland home and Lt_Justin will be in ZeldaGuardian's old office) to select them. Make your way back to Castle Town and re-enter the catacombs. This time when you enter the room with the Zelda Sages logo a short cutscene will commence the end result being Versac is back! Versac will promote you to the rank of Sage allowing you to equip the Holy Banner and use a powerful technique called "Protection" which will be invaluable to you throughout the final battle.

Now, to prevent any spoilers that can occur if I place this section after the final battle I'm going to go over UltimaLink007's Storage now. I recommend you level to at least level 96 prior to attempting completion (use the level in the shop outside Lexia's Castle to make it to level 95). You may even want to complete Lexia's Castle prior to entering the storage area so you can obtain more experience (you will be able to create a warp point back to Lexia's door). If you don't want to do UltimaLink007's storage now or you're not doing the sidequest, skip down to Castle Lexia.


UltimaLink007's Storage:

The entrance to UltimaLink007's storage is one screen down from the church in the remains of the building in the upper right of the screen. If you completed all elements of the sidequest a warp point will appear. Step into the warp point and enter UltimaLink007's Storage! Prior to going in, stock up on full elixirs, elixirs, and the likes of it. Also, equip the best armor you can and the Holy Banner. When you first enter make your way up and exit on the right. Follow the path continuing right until you enter a very familiar dungeon. Look at the arrow boxes in the cell on the far left and notice how some are full and some are empty. As a matter of fact, the empty arrow cases seem to correspond to a number each between 1 and 5 now don't they...and they just happen to look like they spell out the code 4 2 3 4 5. While in this room read the diary on the table for an updated bit of information.

Make your way back to the entrance room, but this time take the path downward. Walk up to the head statue in the center of the room and enter the password. In the next room you'll need to quickly navigate a maze to reach a door key and the door itself. Step on the gray switch to temporarily turn on maze visibility. For reference, I've pictured the maze outline below.



Once you've made it through alive make your way to the right of this room, but in the room's center move up and read the picture frame for directions on how to navigate the next set of rooms. Go back down and continue left and up to enter a snow maze type series of proper direction moving. When properly completed you will appear in an elegant elevator that's just brimming with similarity to another room you visited. Take the elevator down and step outside. You'll find yourself in a huge room; follow the path up and you'll see a figure with his back turned towards the window. If you're low on elixirs go to the upper left corner of the red carpet and tap one space up (onto the large carpet) and select the space. A 1-up sound will confirm you receiving 10 full elixirs. SAVE, then speak to the individual to begin the battle with...

Super Boss: Shigeru Miyamoto	
	<p>The creator of virtually every one of Nintendo's top franchises, including The Legend of Zelda. He makes a special appearance in The Legend of Zelda Sages sporting the sword, shield, and outfit he wore when first introducing <i>The Legend of Zelda Twilight Princess</i>.</p>
<p>HP: 105000 SP 9999 Attacks: Punch, Mushroom, Shiggybohamet, Link, Navi Elements: None Exp: 15000 Gold: 100000</p>	<p>Strategy: The very first thing you're going to want to do is cast Protection on yourself. Hit Miyamoto with Spiral Blade as this will inflict the most damage. If you completed Castle Lexia prior to this fight, equip the Ring of Mind accessory to prevent penalization (rare in this fight but it can happen). You shouldn't worry too much about Shiggybohamet, Link can cause the mute state, but you need to watch out for Navi! Even with protection Navi will cause massive amounts of damage to you (including annoying you). Miyamoto will also periodically use Mushroom which will restore a massive chunk of his health. Keep using Protection, watch your health, use elixirs as needed. Hit hard and fast. He's hard, but not impossible.</p>

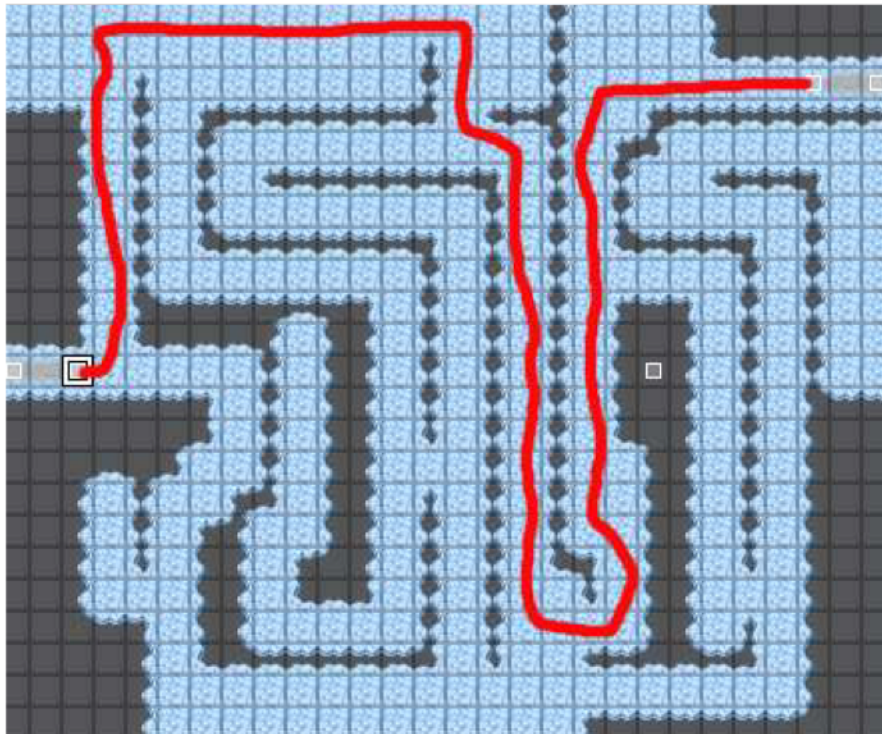
Once defeated you will see confirmation of special features after the ending (along with a special scene between UltimaLink007 and ZeldaGuardian). Now, **SAVE YOUR GAME!!!!**

Castle Lexia:

Exit the catacombs and follow the path. Enter the shop to purchase a few last minute items. You can also speak to gentlemen that will raise your level, for a price, up to level 95. When you're ready walk up the path to the door of Lexia's castle and enter. The first portion of Lexia's castle is divided into four sections. To enter the central tower, you'll need to disable four shields blocking your path (sound familiar). You can complete these in any order you wish, however in the interest of keeping everything cohesive I'll list them in the most logical order.

Take the path to the immediate left to enter the sand barrier room. Make your way across the bridge and select the gypsy glass. A bridge will appear below leading to a key. Grab the key and head through the locked door. In this next room find an odd looking patch of dirt and select it to transport to the center of the room. Hit the switch and select another odd patch of dirt and exit below. Cross the new bridge and exit through the door on the left. Walk up to the sand crystal, select it, and destroy it with the Holy Banner. When done you will be transported back to the lobby.

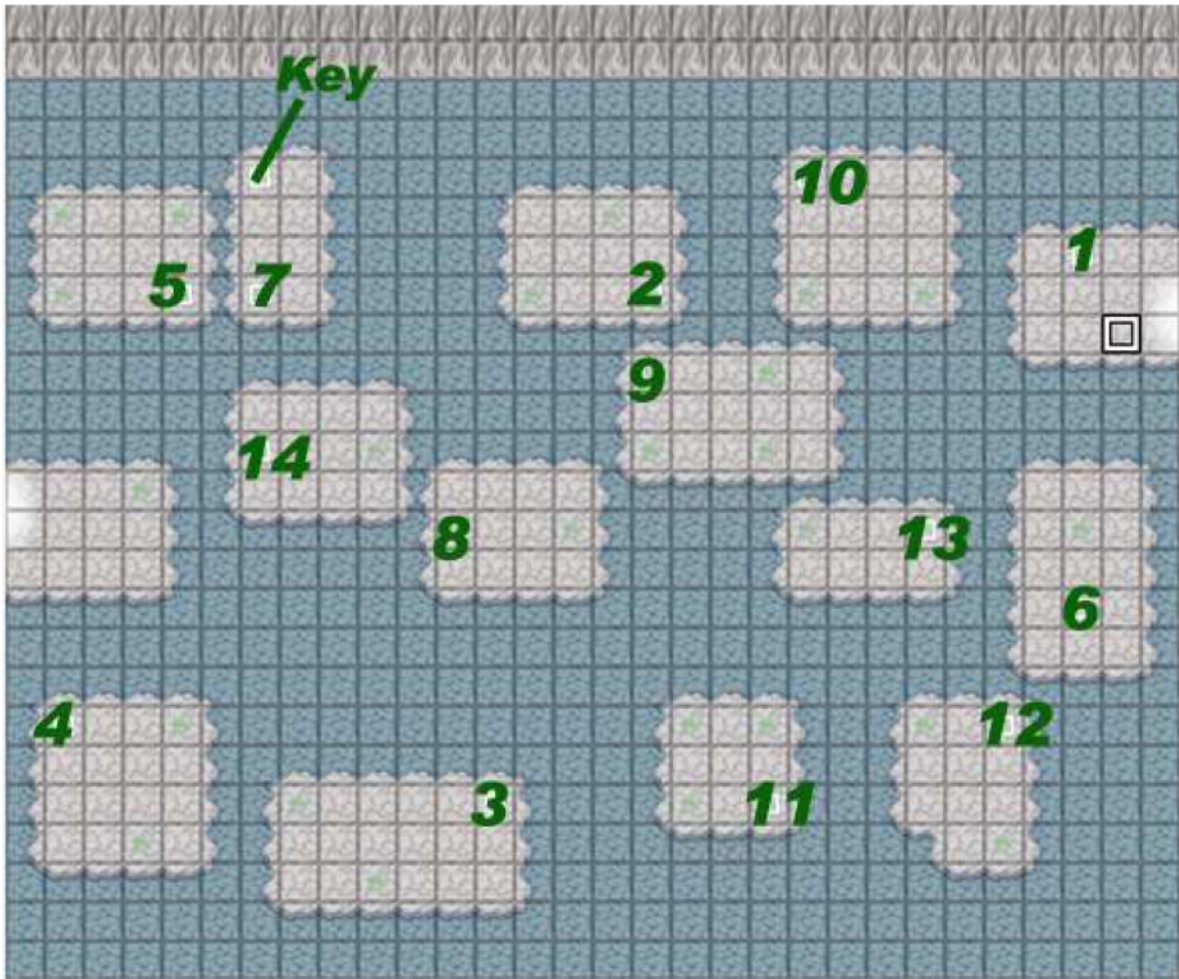
Now, take the path on the right. In this room, you will have 25 seconds to make it to the other side of an ice maze or you will be transported back to the castle lobby. Follow the lines in the photo below for the quickest path.



Destroy the Snow Shield and you're set 2/4...or 1/2...whichever you prefer.

Make your way upstairs and take the path on the left. This room will likely take the most out of you. Not only do you need to answer a rather stupid question, by the way the answer is

95, you'll need to navigate through a warp maze from Hell. You can either spend 45 minutes trying to figure it out like most of the beta testers did...or follow my lovely map paint by numbers style:

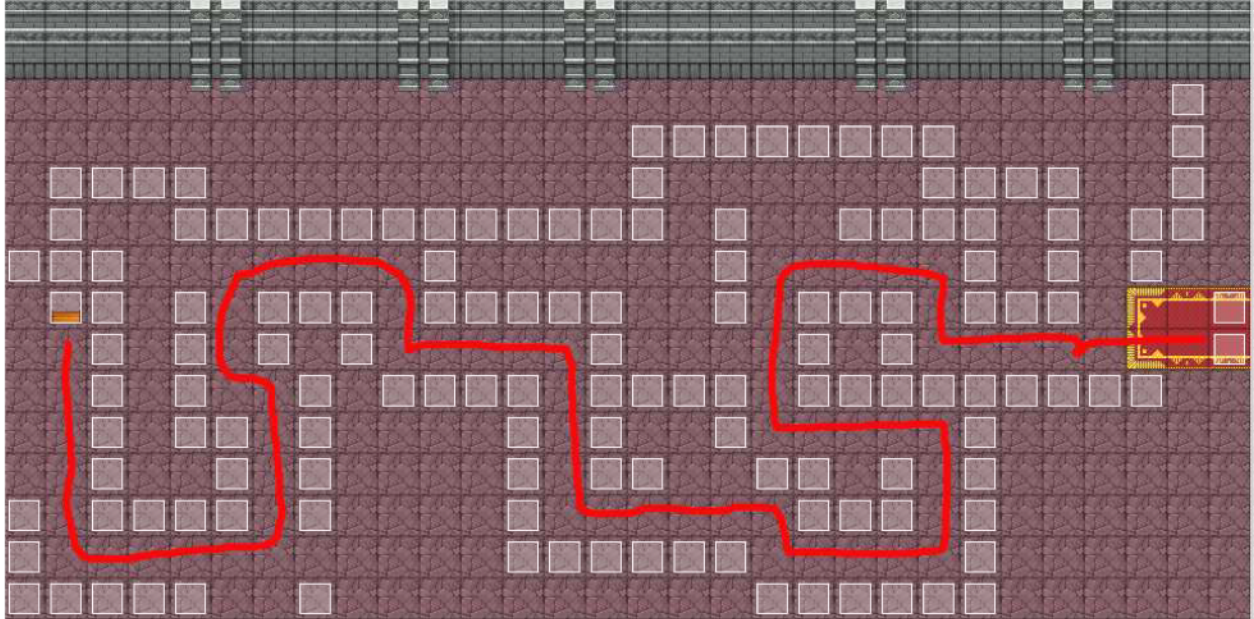


Once you finally make it to the end exit on the left. In the next room, use the key you obtained from the chest on the way to open the locked door leading to the water shard. Destroy, move on, etc.

Now, take the second floor path on the right to enter the fire Volcano area. There's not much of a trick to this area,; just keep moving left following the stairs up and down until you make it to the door leading up to the final shard. Destroy it!

It's now time to enter Lexia's Tower. I recommend you save your game; I'm assuming you don't want to destroy the shields again. Make your way straight up until you enter a room full of lava and such. If you didn't destroy the shields you'd have a group of shards blocking your path. Of course, you did destroy the shields, so continue on into the tower. Make your way upstairs. In the next room, speak to the small boy and refuse to drop a level. You'll be hurt, but refuse to drop a level a second time. The Holy Banner will protect you, and he'll run off.

Continue up the stairs, down to the right in a small hallway, and outside. Enter the opening on the right of the balcony to enter another rather fancy room. Before taking the large door up take the carpet path to the left near the large door and complete the invisible maze. The maze path is pictured below.



Your reward will be the storage key. You can use this key to open all the chests in the storage room located on the second floor of Lexia's castle (in the upper right hand corner). One of those chests contains a key to the locked room in Battle Tower where you'll meet up with someone with the ability to raise your level to 99! Once you're done with that enter the large door above, after saving obviously.

SUPER SUB BOSS

Rather than boring you with a complete description, you'll be fighting all four shard bosses at once, this time however they each have 50000 HP and greater attack power. Refer to each respective boss section for details on taking down each. As far as this battle, I recommend taking out Fryza and Fydragast first as they cause the most damage. They really shouldn't give you many issues. After the battle you will receive an item called Ring of Mind. **EQUIP THIS as your accessory!**

Now, make your way up through the door to the final stretch of land. Save your game. Go up to the door and select you would not like to continue to make a warp point appear. If you avoided UltimaLink007's storage before, you can use this warp to go back outside the castle another warp will appear in the castle foyer allowing you direct transportation back to this spot). After you've done everything you wanted to do save your game and select "yes" when you try to go through the door.

Boss #6: Lexia



The evil being that has taken over Zelda Sages. No one is really certain what motivates Lexia, although it's rather obvious she had both the stamina and the power to take over an entire kingdom. Some believe Lexia's only real motivation is a lust for complete power, something she lacked during her younger years as a small school girl under strict control by her parents. The banning of her parents, and ultimate deletion, for attempting to hack the central data systems of Zelda Sages left her homeless, and lawless.

HP: 90000 **SP** 9999

Attacks: Punch, Greater Light, Mass Light, Mass Heal, Greater Darkness, Greater Thunder

Elements: None

Exp: 3000 **Gold:** 5000

Strategy:

Use protection ASAP! Your best bet to defeating Lexia is to simply attack her with your normal attack move. Lexia is rather resistant to special attacks, so really your normal attack will cause far greater damage to her. Be certain if your HP is even near low you use an elixir. Also, watch your protection status; the length of time protection lasts is completely random! You can be as lucky as to have it last 6 turns or an unlucky as to falter after 2. In either case Lexia shouldn't give you much trouble at all, especially if you defeated Miyamoto.

After defeating Lexia she will set the castle to self destruct, taking you along with it. You have one minute to escape from the castle before it explodes. Run out the way you came in, running from any random enemy encounters you have. There's no real trick to this except running for your dear life. Once outside, the castle will explode, and you'll be left along a barren wasteland. If you need a few elixirs walk up to the nook to the left of the stairs next to the rock and select the space; a walking sound will confirm. When you're ready walk up the stairs to begin yet another Lexia battle.

Boss #7: Lexia Goddess



Transformed by rage Lexia is now a monstrous angel bent on nothing more than completing her goal of complete conquest of Zelda Sages by your destruction!

HP: 100000 **SP** 9999

Attacks: Punch, Mass Heal, Mass Darkness, Mass Ice, Mass Water, Mass Fire, Mass Earth, Mass Thunder

Elements: None

Exp: 5000 **Gold:** 0

Strategy:

Use the same strategy that you used with Lexia before, however be far more wary of your health. She's surprisingly a little easier to take down than her first form, but that shouldn't stop you from pumping her full of pain. This form is, again, susceptible to special fighter moves. So, feel free to let loose Spiral Blade on her!

Once you defeat Lexia Webmaster Bob will appear unconscious on the ground. Take this opportunity to equip the Ring of Mind as an accessory if you have not already done so; this accessory is almost necessary for what happens next. Walk up to Webmaster Bob and select him. The music will fade, the ground will shake, and a flash of lightning...and a very familiar foe will make his appearance...

Boss #7: Ganondorf



Ganondorf, also known as the King of Evil, is the main antagonist to virtually every Legend of Zelda game on the market (and if you didn't know that as a Zelda fan...shame on you). After reading a published review of *The Legend of Zelda Majora's Mask* in which it was commented as a relief he did not make an appearance, even an alluded appearance, in the game...he decided to take action. Using Lexia as his pawn he constructed a massive plan to take over and ultimately destroy Zelda Sages, once and for all.

HP: 110000 **SP** 9999

Attacks: Punch, Sage Sword Thrust, Twilight Curse, Ganon's Breath, Ganon Punch, Ultimate Heal, Curse of Power

Elements: None

Exp: 0 **Gold:** 0

Strategy:

Ganondorf is rather difficult...so you'll have lots of fun ☺. First thing to do, and this seems to be a reoccurring pattern, cast protection. You're going to want to be protected at all times, so immediately after casting protection use a full elixir to restore your SP. Attack using Spiral Blade for the most damage.

Ganondorf has three rather nasty status attacks he will use. The first is Ganon's Breath which can paralyze you rendering you very likely to die...unless you equipped the Ring of Mind. Twilight Curse can place you under mute leaving you unable to cast Protection for some time. Curse of Power will zap you of all but 1 HP. Keep healing yourself with elixirs in these poor instances and keep protection up as much as you can. During certain intervals and when his HP drops below 45% he'll use Ultimate Heal to restore massive chunks of HP. Keep at him though and don't give up; give him all you've got and watch you HP! Soon enough, you will destroy him once and for...oh who am I kidding he's going to show up again in another Zelda game.

After defeating Ganondorf enjoy the ending! If you completed the sidequest, **continue reading on!** There's a tad more game for you after the credits are over.

Alternate Ending

If you're reading this you likely completed the sidequest through defeating Miyamoto. Congratulations! You're in for one world of hurt! After the short cutscene with Bob you will be transported to Purgatory, but this time you will make your way through a different part of the temple. Walk through the front doors and go into the room on the right walking over the different looking blood splatter; you'll be given instructions. Do the same for the room on the left. Now, walk up into the center of the carpet and forward to where it looks like there should be a door. Follow the instructions you were given by tapping the arrow keys the number of time left, right, down, etc the splatters told you to. Once on the space, select it, and the door will magically appear. Walk through the door and you'll enter a set of rather annoying continuing rooms. Keep going through the door at the top until you transform into Link.

Once you become Link, go through the door at the bottom to enter a mini Hyrule Field. If you enter the tent, you'll speak to the last member NPC in the game, oddly enough Ides Of March. Make your way along the dirt path down and out of the field. You will then enter a rather long hallway...so long in fact you'll never reach the other end unless you do exactly what I say☺. Continue forward until you've seen the gap in the carpeting on the wall three times. On the fourth time, turn up and into the wall to be transported to the other end of the room. Speak to i am a teddy...just don't tell him Bob's hair is sexier. Once he lets you through walk forward and you'll be transformed back into your old self. Now, you can't save, but don't worry! If you die in this battle you will be able to start from that spot. Go forward and prepare to face the greatest challenge The Legend of Zelda Sages has to offer...yes and enjoy the cutscene...it's a bit deep☺.



Boss #3: Lexia: Demon Angel



Reborn from ZeldaGuardian's sacrifice Lexia is reborn as a true God. She has the same, if not more power than Webmaster Bob. She can bend time, sap life, and even permanently erase a member from existence. Her power is unmatched by any other being, she is a God, she is the culmination of hatred and destruction bent on nothing more than complete conquest.

HP: 330000 **SP** 9999

Attacks: Punch, Fire of God, Ultimate Heal, Heartless Angel, Genesis, Twilight Cloud

Elements: None

Exp: 0 **Gold:** 0

Strategy:

Let me put it this way, she's hard. If you're not level 99, don't even try fighting her. Even at level 99 she is nearly impossible to beat; Lexia in this form is not for the faint of heart. Your best bet to beating Lexia in this form is to properly manage your health. First off, her aim is pretty bad so her physical attack will likely miss a majority of the time. However, cast protection immediately upon starting the battle. Hit her hard with spiral blade to cause damage. You'll have a good indicator of how much longer you have by how grayed out the screen is. The closer her HP is to 0, the greyer the screen.

Now, the moment you cast protection use a full elixir, protection as you know from the Ganondorf and Miyamoto fights can be fickle lasting for as little as two turns. A bit of the way through she'll start using Heartless Angel which will sap all your sp and all but one hp, obviously use a full elixir immediately after this. Her most powerful attack is called Genesis in which the zodiac signs will appear on screen and come together to beat you senseless. This move will also remove protection, always, so it's important to be prepared to swing back. Genesis will do about 6,000 hp damage without protection on and 1,000 at least with protection on. Use elixirs wisely, hit hard and fast, don't be discouraged when she uses Ultimate Heal, and remember you can start the battle over again without penalty.

After you defeat Lexia you'll be transported to a special bonus world where you'll be able to see all the in-game member NPCs (great if you just couldn't find yours) and play with a few special features (like sound test). You also have the opportunity to solve a little puzzle of sorts to win a free WiiWare game of your choice (only valid for one winner, official rules on the game information page). Enjoy yourself, you really earned it!

Battle Tower

After you obtain the first shard of the Stone of Sage you can return to Battle Tower via a warp in the Sacred Woods and journey down the previously blocked hallway in Battle Tower. With each new shard you obtain you can open another door in the newly accessible hallway to fight harder and harder enemies. If you obtain the Odd Key from Lexia's Castle you can use it to enter the last door on the left to start a fun way to reach level 99 (or have your stats raised if you are level 99).

If you use the key you'll meet up with Sam, who owns Battle Tower. After a bit of conversation she'll open up a door behind her which leads to a graveyard holding the bodies of all those that fought aside Versac during the Great Spam War (Battle Tower was constructed in their honor). If you enter the church structure, you can make your way to where Versac has been hiding after he promoted you to Sage. If you battle him, and defeat him, you'll be sent up a path to auto-reach level 99!

Optional Boss: Versac



Versac is the Co-Webmaster of Zelda Sages, and has such as pretty much the same authority as Webmaster Bob. His motives and actions may seem a little odd and sometimes downright cynical, but he is ultimately around to help you take down Lexia once and for all.

HP: 110000 **SP** 9999

Attacks: Punch, Mass Wind, Thunder Pierce, Mass Thunder, Mass Light, Ultimate Heal, Fire of God

Elements: None

Exp: 16000 **Gold:** 1000

Strategy:

Versac isn't lying when he says he'll take it easy on you. However, at certain intervals he will use a few attacks from other rather powerful foes in the game against you. For example, he'll use Miyamoto's Navi (stating you've already faced it if you beat Miyamoto already) among other moves to pummel you. Really, use protection and keep your health at a safe level and you'll be fine. Again, he is taking it rather easy on you, but don't let your guard down.

After defeating Versac go through the door and select the post to ring the bell! YAY level 99!

Legal Stuff

First of all thanks again for playing The Legend of Zelda Sages! This took two long years of hard work to produce, and I really hope you enjoyed the journey! Before I let you all go, there are a few little legal things I need to run over.

First of all neither The Legend of Zelda Sages nor this guide may be published, in whole or in part, on any website other than Zelda Sages www.zeldasages.com. Sites may link to the game information, this guide, etc as long as credit is given (even though an individual's web browser will rather obviously display the host as Zelda Sages).

Secondly, I do not own a majority of the graphics and music in the game. The great majority are licensed from Enterbrain, the company that produces the RPG Maker program. Some songs are owned by Nintendo, Capcom, Squire-Enix. Some music was synthesized by myself using Finale 2009 and Garageband. This game may NEVER be sold for profit (this kind of goes along with the don't offer for download thing.).

If you have any questions or concerns please E-Mail webmasterbob@zeldasages.com