

# Fire Emblem: Path of Radiance FAQ/Walkthrough

by Rossaroni

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Fire Emblem: Path of Radiance  
Walkthrough/FAQ  
By Roni  
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General tips for the Newcomers                    [aaa]

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First of all, this is a strategy-based RPG, so use strategy. What I mean by that is: don't just send whoever to kill whoever. Plan out your entire strategy before starting your battle. I'll help you along in the walkthrough with specific battle tips, and hopefully save you some headaches and trips to the reset button. I'm very OCD when it comes to developing characters in RPGs (I've put around 1000 hours into Final Fantasy Tactics...go figure), and so my FAQ will be strewn with fairly conservative means of winning battles. The good thing about that is that your losses will be minimized: the goal here is to finish the game without losing anyone. It's very easily done if you just know what you're doing at all times.

Now, as to some quick specifics to keep in mind on your first playthrough:

You get a character named Titania in the first level, and she'll appear to be at level 1, around the same area as Ike and the rest of the crew. This is a lie. She's actually a level 1 paladin, which is equivalent to being level 21. So, in other words, you're starting out with an uber colossus unit who will mow over anything and everything in the opening half of the game. As such, you may end up maxing her out in that first half, but if you do that, everyone else will suffer regardless of the hordes of bonus exp you throw at them. So, take my advice and try to use Titania in as controlled a manner as possible. Don't just send her into the midst of the enemy and let them all go lemming on you (more on that later). You have other characters in the game, and you'll come to find out that Titania is actually just a mediocre character when it's all said and done.

You'll also get certain items throughout the game that boost



level has a 50% chance of netting the +1, so you can get +2, you can get +1, and you can get +0. Over time, the stats tend to even out, but there will be some disparity.

So in other words, with random, you have the potential of getting a completely maxed out character, but you also have the potential of getting a really bad character if they get unlucky. Each class has a cap for each specific stat, so you can't get someone with 40 in every category. I prefer to use the fixed gain, because it rules out the possibility of a character getting screwed over by a few bad levels. That's not to say you're going to get a bad character or two every time you choose random, though.

If you have a unit or team you really want to use but you don't like the possibility that one or more of those units could get crippled by a poor roll of the dice, use fixed. If you want to try out a few different characters, my advice is to use random and watch each character's stat growth carefully. If a unit starts falling behind, cut them. With random, you have room to make up for a character being a few levels behind the curve if they get a good level or three.

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>                Difficulty                [aad] <  
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Also, whenever you begin a new game, you get three choices as to your difficulty setting: Easy, Normal, and Hard. If this is your first time playing any strategy RPG, choose easy. If this is your first time playing any Fire Emblem game, easy might not be a bad choice. As far as I can tell, people die in easy just as much as they die in hard if your strategies are bad, so there's really not much difference that I can see between easy and normal. I noticed that I got quite a bit more bonus exp on easy than I did on hard and normal. On hard, quite a few battles would net me 0 bonus exp. However, on hard mode, there are several battles where the enemies will outnumber 2.5 or even 3 to 1, so you can make up the bonus exp dropoff in battle, which is better anyways because you also get your weapon's level up.

The general strategies I lay out in each section are mostly pertinent to the easy and normal settings of the game. However, I've gone through and noted what to watch out for in hard mode, and whether or not big changes need to be made in my strategies for each battle.

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-                Basic Game Mechanics                [aae] -  
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This section just contains a rundown of the basic game

mechanics you should know before going into battle for the first time. Note that you can learn everything you see here by simply viewing all the tutorials you get throughout the opening chapters of the game.

The first thing you need to understand is the weapon triangle. There are four types of weapons: swords, axes, lances, and bows. The triangle is made up of swords, axes, and lances. It works like this: swords are strong against axes, axes are strong against lances, and lances are strong against swords. It's just like rock, paper, scissors. I'll get to bows later.

Much like the weapon triangle, there exists a similar system for magic, called the trinity of magic. Fire, wind, thunder, and light are the four kinds of magic. Fire trumps wind, wind trumps thunder, thunder trumps fire.

Also, some weapons get inherent bonuses in the form of extra damage in certain situations. I'll list some of them here for you:

Weapon Type/Name	Bonus vs.
All bows	Flying units
Hammer	Armored units
Longsword	Mounted units
Fire magic	Beast laguz

There are others, so for more information go on down and check out the weapons/magic section. You can tell when a particular weapon will get a bonus by looking at the icon in the attack menu--if the weapon is flashing, you get a bonus.

With all kinds of weapons, you get a chance to score a critical hit. If you're using the simple combat menus you can see your crit % towards the bottom, next to the 'Crit' in the blue column. When you score a critical, your damage is multiplied by 3, but you first have to score a hit in order for it to be a crit, so typically trading off hit % for crit % is a bad thing.

Now that you have an understanding of some of the basics of combat, it's time to move on to the general flow of battle. A battle is made up of turns, which are each divided into four phases. The first phase is the player phase, where you get to act by moving your troops, casting spells, attacking, healing, etc. Each troop can move and attack on their turn, and mounted units can move again after attacking if they have any movement left over. After the player phase is the ally phase, where units encircled in yellow move. These units are your allies in the battle, and you can't directly control their actions, but Ike has a command, Direct, which lets you exhibit some degree of control over allied units. Luckily, it's easy to predict what they'll do with any given command once you've messed around with it a bit. The next phase is the enemy phase, where the red units do their thing. Last is the other phase, where green units will take their turn. Usually you can recruit green units by having Ike or another unit talk to them. Other units

aren't necessarily your allies, but they're not typically your enemy either.

Tip: You can see which units in your party can talk to other units on the battlefield by opening up the troop list. To open the list before the battle, go to the Choose Units list and scroll to the right until you see the Conv heading. In battle, hit A on an open square and go to the Units menu and then scroll right.

Before you start your battle, though, there are a few things to consider. First of all is unit placement. You can reposition your units using the aptly named command from the pre-battle menu. Once you get to chapter 8, you can choose which units you want to use as well. You can view the map, which is always helpful in planning out who you want to use and where you want them to go. There are a few other options, like save where you can save your pre-battle changes, or items where you can move items around and make sure all your equipment is in line.

Before you start a battle, you can go to the Conditions screen and view the entire map with your units, enemy units, and victory/loss conditions displayed. There are several different types of win conditions, and I'll just briefly go over each one here.

Seize: to win this map, you must get Ike to the flashing square and select Seize. There is always a boss on this point, so you'll have to defeat him to take the map.

Rout: simply destroy every enemy unit on the map to win.

Defeat boss: just kill the boss, who you can identify through the conditions menu before the battle.

Defend: there will be a number next to defend signifying just how many turns you have to hold out before winning. The only way you can lose this map is if an enemy unit gets to the flashing square on the map. Note that if the number is 8, then you won't win until the enemy's last phase.

Escape: to win this map, Ike has to get to the flashing yellow square(s) on the map and then select the escape command. Note that any unit can escape before Ike, and each unit that escapes before Ike will yield bonus exp, but the battle will not end until Ike escapes.

Arrive: simply get any one of your units to the flashing square and select arrive from the menu. Sometimes you are given a set number of turns in which you have to complete your objective.

Remember that on some maps you'll have to keep more than just Ike from dying. Always check the conditions screen so you know just exactly what you need to do for each battle.

Finally, there are a few of commands that I'll just briefly cover: the Shove, Rescue, and Steal commands.

To shove a unit, simply walk up next to the unit and select the shove command. A unit can shove any other unit whose weight does not exceed their own by more than 2. Mounted units cannot shove.

To rescue a unit, walk up next to the unit and select the rescue command. A unit cannot rescue another unit if the rescued unit's weight is more than 2 less than the rescuing unit's weight. Haar can rescue anyone I believe. Once you have a unit in tow, the rescuing unit will have their speed and skill cut in half. Also, there are a few other options that open up once you've rescued a unit: you can give him to another unit, you can drop him, or another unit can take the rescued unit from the rescuer. Once a unit is dropped, both the rescuing and rescued will be unable to do any other commands, although mounted units can move again.

To steal, have a thief walk up next to the target that you want to steal an item from. Select steal from the menu, and then select the item you want to take. You cannot steal equipped items. To steal an item, the thief must have speed 2 greater than the target's, and the thief's strength must be equal to or greater than the stolen item's weight. Also, the thief has to have a spare slot in his inventory to put the stolen item.

Once you're ready, just begin!

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|                Leveling Up                [aaf] |  
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By the end of the game, you can get 43 characters in your party. There is no way you can distribute exp to all of those characters. So, what you need to do is pick out a core unit of 10-14 units that you're going to spend time on and build up so that by the end of the game you'll have a good strong team that can take on anything. The big thing to consider is bonus exp. You can either use it to help units that fall behind catch up, or you can just spread it around to the whole party. There are a few characters that really benefit from bonus exp loving, like Rolf, but I've found that spreading out the bonus exp to the entire unit instead of piling it on one or two guys tends to get you a better party at the end of the game. On easy, you'll have tons of exp all the time. On normal, you'll still get good bonus exp numbers, but your in-battle exp might drop a bit. On hard, you'll get hardly any bonus exp, but you'll get a ton of in-battle exp. So what this means is that you need to spend as much time in battle getting everyone all the exp that you can get out of the enemy army. Don't go for the one-hit kill if you don't have to. Whittle the enemy down and then kill him. A single attack on an equal level enemy will net you around 10 exp. A kill on that same guy will get you 30. So if you kill him in one hit, that's 30 xp. If you kill him in 5 hits, that's 70. In other words, you need to try to balance your killing rate with your exp gain.



Aim to net at least 1000 combat exp per battle--that equates to about 10 levels for the unit as a whole per battle. With 33 battles in the game (including the prologue), and taking into account bonus exp and other factors, you're looking at maybe 40,000 exp for a game if you can stretch it out. That number is probably a bit conservative, but oh well. That equates to about 2,600 exp per unit if you use 15, meaning that's 26 levels per unit. Not every unit starts at level 1, though, so some won't need 26 levels.

Finally, units that are far above enemies will suffer a penalty to exp gain, so try to use your strongest units to just soften up the enemies that are lower, and then let your weaker units come in and get the kill, minimizing your exp loss due to level disparity. The same rule applies to bonus exp--the higher a unit, the more bonus exp it takes to get a unit a level. Some units might need 200 bonus exp for one level, so when you're doling out bonus exp, lower level units should get priority.

Finally, a unit at level 20 that can't promote won't get any exp, so when you get someone at that point, just don't use them at all. In chapter 17, Ike will probably hit 20, and after that just quit using him. He's carrying a heron anyways, so he's not very combat-effective. Same principle applies to 20/20 units when you've got some others that are 20/10 or 20/15--let the stragglers catch up if you can.

See the FAQ section below for some other notes on exp gain tips.

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In-Depth Battle Mechanics [aag]  
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In this section, I'm gonna break down the actual numbers that go into determining what happens in battle. I haven't actually looked at the game's code or anything, so I had to find out all of the following information simply by deduction and lots of observation and number-crunching. I'm confident in my findings, though, since the formulas always work.

First of all, I'm gonna give a listing of all the pertinent variables that go into determining battle mechanics. In other words, I'm gonna list unit and weapon stats and any other data that has anything to do with battle.

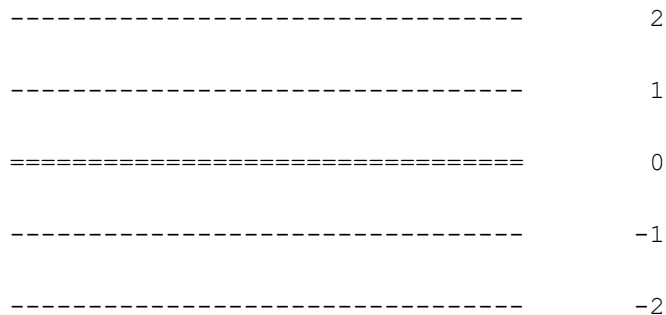
- Unit Stats:
- Hit Points (HP)
  - Strength (Str)
  - Magic (Mag)
  - Skill (Skill)
  - Speed (Sp)
  - Luck (Lck)
  - Defense (Def)
  - Resistance (Res)

Constitution (Cn)  
Movement (Mv)  
Weight (Wt)

Weapon Attributes:

Level  
Might (Mt)  
Hit % (Hit)  
Crit % (Crit)  
Weight (Wt)  
Range (Rng)

Then there's biorhythm. Go to an individual unit's stat screen and flip over a page or two and you'll see a graph with a curved line along the graph. There'll be a point on that graph glowing--that point indicates that unit's current biorhythm status. Here's what the actual graph looks like:



Any time a unit has their biorhythm in between the 1 and -1 lines but not touching those lines, they are considered to have regular biorhythm. At or above 1 is high, and at or below -1 is low. You can see which state a unit is in by looking at the colored arrow behind the unit's general status bar (the one with their name, class, level, hp, etc.). If you see a green line curving up, it's high, red is low, and no line is normal.

When biorhythm is high, the unit will get a +5 bonus to a few things (detail below), and if biorhythm is low, it's a -5 penalty. Anything touching or between 1 and -1 has no effect on the unit's performance.

On the graph is a curved line representing how a unit's biorhythm will change over time. As far as I can tell, biorhythm changes on its own from chapter to chapter. The more kills and actions a unit does, the more their biorhythm will change. The point on the graph will follow the curve, so getting kills won't necessarily cause your biorhythm to rise or fall, but you can be sure it'll do one or the other. But enough with biorhythm, let's move on to battle.

First of all, when you select an enemy to attack, you'll see one of two windows. The simple window displays HP, Mt, Hit, and Crit. I'm not gonna go over that window, as it's all self-explanatory (Mt is damage done). The complex window has all the interesting data on it. It has HP, Atk, Def, Hit, Crit, and AS. I'll take these one at a time.

Atk: This is the attack power of the unit. It is

determined by adding the unit's Str score to the weapon's Mt score, or in the case of magic attacks, the unit's Mag score to the weapon's Mt score. Support from other units can also effect this score.

Def: This number is simply the unit's defense; Def applies to physical attacks, and Res applies to magical attacks. You subtract Def from Atk to figure up final damage. Support can have an effect here as well.

Hit: This number is the unit's chance to hit. This one took me a while to figure out, because biorhythm has some funky effects on it. You start with the attacker's skill. Double that, then add in luck. Next add a pinch of the weapon hit %, then finally drain an amount equal to the defender's avoid (more on that below). After all that, if the unit has positive biorhythm, they get an extra 5% tacked on top of all the numbers. It looks like this:  
(Skill x2) + Weapon Hit + Luck +/- Biorhythm - Avo = Hit%.

Crit: This shows you your chance to score a critical on a target and do 3x damage. Crit is calculated by simply taking half of the unit's skill, adding the weapon's crit, and then subtracting the enemy's luck. Snipers and Swordmasters get a 15% bonus to this equation. Biorhythm has no effect on crit %. (Took me a while to figure that one out actually.) First, if a crit is scored, regular damage is figured out (Atk - Def, supports factored, etc.), then that number is tripled. You get a cool animation too.

AS: AS stands for Attack Speed. AS is figured by simply taking the unit's speed. However, if the unit's weapon's weight is greater than the unit's strength, then the unit will suffer one point off of their AS for every point of Str they lack to use that weapon. In other words, if Soren has a Spd of 20 and a Str of 2, when he attacks with a weapon with a Wt of 6, his AS will only be 16 instead of 20. If he uses a weapon with a Wt of 1, his AS will be 20, even though the weapon's Wt is one less than Soren's strength. If either unit's AS is greater than the other's by 4 or more, the unit with the higher AS score will get a second attack. That's how "doubles" are figured.

Now, this isn't all there is to combat. There are a few other things I'm gonna mention.

If you look at a unit's status screen, you'll see a tan box in the bottom left hand corner with a bunch of numbers in it. You'll see numbers next to Atk, Hit, Avo, Crit, Ddg, Rng, and Effect.

Atk: This is the unit's base attack power. In battle, you basically take this number and subtract the target's def to get damage. Again, it's Str/Mag + Mt.

Hit: Base hit %. See above for more on Hit.

Avo: This is a unit's base chance to avoid an attack. This number comes from doubling the unit's speed, adding in luck, then factoring in biorhythm effects. Equation is:

(Speed x2) + Luck +/- Biorhythm = Avo %.

Crit: Again, this is the base crit %. You take half the attacker's skill and add in the weapon's crit.

Ddg: Ddg stands for Dodge, or a unit's chance to dodge a critical attack from an opponent. This number is equal to the unit's Lck score.

Rng: This is the weapon's range. The only thing to note is that a weapon with a range of 2 can only hit enemies 2 spaces away, not enemies 1 space away.

Effect: Here are listed bonus damage effects the equipped weapon will get. You'll either see Beast, Flying, Armor, or a few other things listed here--they're self-explanatory.

Now to help you understand better how this all ties together, I'm going to share a case study I did in a battle. I'll just list each unit's name and then show you the numbers that come up on the combat window, both complex and simple, and then I'll make some more notes.

	Soren	vs.	Sword Knight
Simple	35	HP	31
	28 x2	Mt	12
	100	Hit	38
	17	Crit	0

Basically, Soren will do 2 28-damage attacks that will hit 100% of the time and crit 17% of the time, and the knight will get a single attack doing 12 damage, hitting only 38% of the time and never critting.

	Soren	vs.	Sword Knight
	35	HP	31
Complex	34	Atk	19
	7	Def	6
	100	Hit	38
	17	Crit	0
	22	AS	10

Both boxes tell you the same thing, except on this one you get to see more of the two units' stats. The Mt score from above is, as you can see, equal to Atk - Def. Soren's weapon had a crit of 9, and his skill was 24. The enemy's luck was 4 (poor guy), so the equation goes like so:

$(24/2) + 9 - 4 = 17$ . Someone get that knight a rabbit's foot. AS is 22, which was Soren's speed (since the weapon had a Wt less than his Str). I suggest using the simple window in combat since it's faster and will tell you all the same stuff, but if for some reason you like doing the math yourself, have at the complex window.

But what about bonus damage and the two triangles, you say? En garde!

Bonus damage is the simpler one of the two. When using a weapon that gets an attack bonus vs. the enemy, the weapon's Mt is doubled. So if you have a Laguz bow vs. a cat laguz,

the Mt of the bow is doubled to 20, then you add in your Str and subtract the laguz's Def to get damage. Sadly, you get no bonus to your hit %.

Whenever two units face off and neither has an advantage via the triangle, then their normal numbers will be used. But if say Ike with his sword attacks a bandit with an axe, Ike will get a +1 to his damage and a +10 to his hit %. On top of that, the bandit will suffer -1 to damage and -10 to hit. So, having the weapon advantage won't really make a huge difference, but the +10% to hit is always nice, so try and take advantage of that as much as possible.

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Frequently Asked Questions [aah]  
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Q: I hate going to the reset button.

A: If you hold down X, B, and Start, your game will automatically reset. God bless whoever implemented this feature, as it's saved me several trips to the old 'cube.

Q: Are there any other super-secret button commands?

A: Well, while on the battlefield, the L button controls the camera's zoom, and the R button in certain situations will hide the GUI. Also, if you hold down the B button while moving your cursor across the map, it'll start moving a whole lot faster, so when you've got troops spread out you don't spend a whole minute scrolling across the map.

Q: What is this Murphy's Law you speak of?

A: Murphy's Law simply states that everything that can go wrong will go wrong. Mr. Murphy is the other identity by which this law is identified. Basically, Murphy is what happens when you take a chance with a unit and he ends up getting criticaled twice and dying. Murphy is what happens when you choose to attack with the 80% hit weapon instead of the 95% weapon and you miss twice, and then on the next turn the enemy kills you with a crit even though he had a 1% chance of pulling off that crit. In hard mode, you'll come to know and hate Mr. Murphy.

Q: Is X character good?

A: Most characters aren't good per se, nor are they bad. What determines the goodness/badness of a character is how you use the character. In other words, nearly every character brings something unique to the table that can be used extremely well in at least one situation.

However, there are some characters that are, in fact, just

plain better than everyone else. Ike and Stefan are the two that first come to my mind, along with Astrid. These guys are better either because of their skills or because of their superior stat growth.

Note: On hard, characters ARE bad because of their stats, and there are only a handful that you can use and trust 100% of the time to never get screwed over (unless you misuse them).

Q: Why won't my character promote?

A: Certain characters either don't promote or won't promote until a specific event happens in the plot. Specifically, Volke doesn't promote until after chapter 19, Ike doesn't promote until after chapter 17, and Sothe never promotes.

Q: I can't kill the black knight, help!

A: First of all, you can't kill the black knight except on chapter 27, when you face him mano-e-mano (plus Mist), so if you're trying to kill him on chapter 24 or on chapter 11, just stop. You'll get your chance.

Q: I'm on chapter 27 and I still can't kill the black knight!

A: Look down in the chapter 27 section for strategy regarding defeating the black knight.

Q: How do I do the brothers' triangle attack?

A: You have to position each one two spaces from the enemy, each brother going in a straight line away from the enemy. Look at this setup:

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      O
    O X O
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The X is the bad guy, the O's are the brothers. The first two attacks won't do anything special, but the third attack will force a critical. That said, it's best if you use Boyd as your 3rd attacker; since he has the highest strength, he'll do the most damage. I can't think of many situations in the game where this attack might come in handy, but you never know.

There is also a triangle attack you can do with your 3 Falconknights (Tanith, Marcia, and Elinicia). To do it, you set up your troops in the same formation, except you have to attack in melee. The third hit forces a critical.

Q: I just completed the game, and on my new game everyone has these bands, what's the deal?

A: Those bands give your units a chance of getting a certain stat point up each level, so that they become better in their category. Here's a list of what each band increases:

Paladin Band.....HP, Speed  
Fighter Band.....HP, Strength  
Soldier Band:.....HP, Defense  
Sword Band:.....Skill, Luck  
Archer/Thief Band:.....Skill, Speed  
Knight/Wyvern Band:.....Strength, Defense  
Mage Band:.....Magic  
Pegasus/Priest Band:.....Luck, Resistance

See the Items section below for band locations.

Q: What's the deal with support?

A: During the game while you're in base, you can have your units converse with each other, building up rank in support. Depending on the two units and their support rank, they get different bonuses. There's already a great FAQ on GameFAQs which goes into more detail, I recommend reading that for more information. Also, Ike and Soren's support bonuses rocks the house.

Q: Where do I find all the items in chapter 15?

Q: Where do I get Stefan?

A: I found an image of the battlefield and figured out what's buried at each spot:

<http://img.photobucket.com/albums/v41/Rossaroni/FE9/ch15maptrans.jpg>

Q: Where are each of the S-rank weapons located?

A: Sword: Stefan comes with it/gives it to you in chapter 15

Bow: From a thief in chapter 27

Thunder Magic: From the chapter 28 boss

Staff: Don't kill any of the priests in chapter 22

Unfortunately, you can't get the S-rank lance, axe, fire, wind, or light magic weapons, but you can see the lance and the light magic tome on the last chapter. (Since they're equipped, you can't purloin them.)

Q: What does the Occult item do, and where can I get them?

A: The Occult item is essentially a skill scroll, but the skill that it gives to each person varies, depending upon the class of the unit. First of all, only promoted units and laguz can learn their occult skill. Secondly, there are a few people on whom you will really want to use this item on. Finally, you only find four in the game:

-one in chapter 13 from a chest

-one from a conversation with Stefan if you recruit him

-one from Tauroneo (either steal it or get him to join you)  
-one from the chapter 27 boss.

For a list of the skills each class gets from occult and a description of the skills, look down in the skills section. Your character's skill stat is what determines the activation of each of these skills. Typically, your skill is the activation chance, but on some skills it's half your skill stat. Aether is one you definitely want to get Ike, and Stefan comes with Astra, so you can check that one out too.

Q: Naesala keeps killing me, what do I do?

A: Refer to my chapter 19 strategy for tips on beating the level, but if you just want to get rid of Naesala, have Ulki or Janaff talk to him, then he'll fly over and talk to Reyson (both have to be in your fighting group for this to work), then withdraw with his flock.

Q: Rhys/Mist keeps falling behind everyone, how can I get them caught up?

A: Once you get the Physic staff, start using it. It's nice to save one or two for the black knight/Ashnard battle for healing, but the important thing is that a single use gets you 20 exp, so you'll level up a lot faster if you use them frequently. Plus they're much more versatile and let you keep your healers away from the heat.

Q: How can I level up my units' weapon level faster?

A: Steel and Silver weapons will level you up as fast as you can level, so use them if you're wanting a level. Brave weapons only get you 1 weapon exp per hit, due to the fact that you get two swings per attack. Ballistas are the best, as they net you 4 weapon exp per use (but you can only shoot them once per turn).

Q: Soren has no strength and can never double an enemy, what can I do to get him better?

A: Basically, since Soren has next to no strength, you have to forge him a custom tome with minimized weight. That's not too bad, though, as it'll cost you around 20k of the absolute ton of money you get in the game. You can afford it. Until then, though, just stick with the basic wind spell so he can still get doubles that he won't get otherwise (like with elwind or tornado, etc.).

Q: Thieves keep beating me to items on maps, help!

A: Your thief can steal any unequipped item from enemy units if your thief has a higher speed score and a str score equal to or less than the weight of the item being stolen. So,



if you can't quite make it to that chest on the far end of the map, just block the thief from escaping (they won't ever attack) and have your thief come up and do his thing. Also note that you can get any staff from an enemy in this way, including quite a few physic staves in the last half of the game. (Handy for getting healer exp.) I've heard rumors that an enemy put to sleep will unequip any weapons they have, but I can't confirm this as of yet. (E-mail??)

Q: I don't have any bonus exp, but I want to level up X character, how can I do it if he can't kill anyone?

A: Typically, paladins won't be able to kill some units in a single hit (or double), but they'll leave them almost dead. Look for any opportunity at all to get those lower units exp, like giving them 2-6 hp kills, letting them get damaging hits on much higher level enemies, etc. Astrid can get 100 exp from a single attack on a higher level enemy if she finishes him off, so try to almost kill as many enemies as possible to allow your lower units to get the 30 to 60 exp for a kill on that big enemy.

Q: How should I go about leveling up my party?

A: First of all, you won't be able to level up all 43 characters that you can get throughout the game. At best, you'll probably only be able to get 10-13 of them to a high enough level for the last chapters of the game, so try to pick out your favorite units early on and then stick with them. If a unit falls behind and a better one shows up, ditch the slacker. It's really hard to catch up unless you spend a lot of attention on a character (unless that unit has paragon).

Q: What in the world is biorhythm, and what does it do?

A: Well, if you want a detailed explanation of the effects of biorhythm in battle, see the above section covering battle mechanics in-depth. Short answer: high biorhythm means higher hit chance and better dodge chance.

Q: Extras? Vat ees dis?

A: When you complete the game, you open up the Extras menu. I've got a section covering that at the end of my FAQ.

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=====Walkthrough===== [baa]

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Quick note: I usually use cardinal directions (N, S, E, W) to indicate direction on the battlefield.

====Chapter 1==== [bab]

Your units: Titania, Oscar, Boyd, Ike

Victory: Seize

The first battle is a fairly simple one. You have a few options as to how to go about this battle, and if you just want to win quickly, you'll be using Titania (refer to note on Titania above). So, start out by sending Ike and Boyd for the closest mercs, and use Oscar to finish one or the other off. Send Titania around the SW house to pick off the merc up in the NW area. After those three are done, use whomever you wish to kill the third and fourth roving mercs, then use either Titania or Boyd to weaken the boss to about 9 hp or less, and let Ike finish him off. Remember, Ike is a great character, and you have to resist the temptation to play too conservatively with him. Plus, if you're wanting sweet sweet revenge, you'll need Ike topped off by the beginning of chapter 27. More on Ike later, though.

On hard mode, you'll be going up against way more troops than in the other modes, so be very wary of your units' hp and use those vulneraries. If you never used them before, you better get used to it on hard mode, because you will almost always be outnumbered and you will get hit quite a bit more.

Items: NW house (Seraph Robe), SE house (Steel Sword)

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====Chapter 2: Rescue==== [bac]

Units: Oscar, Boyd, Rhys, Ike, Titania (R)

Victory: Rout

The (R) next to Titania means she comes as a reinforcement after a turn or two. This will be your first battle with Rhys, and it's here that you'll start learning how much of a pain it is to protect a magic user. The best way to start this map is by pushing to the immediate N, where a single enemy awaits in a little alcove. After taking him out, you can line up Oscar and Boyd/Ike for a good defensive bout. The defense works because some of the enemies will charge you, so you can just mow them down. Once Titania comes along, you can start making an advance around the bend to the rest of the enemy. Whenever you're moving Rhys, try to have him protected either by surrounding him or by forming a line with your other 4 troops. Using the line is better, because it allows those on the line to be on the offense. Oscar is a great tank in this battle, so use him effectively. And remember, you have a healer now, so don't be afraid to have him heal someone even if they've only been hit once. It's better to stay totally out of trouble, because people can die in a single turn if they're not up to full hp.

On hard, you're just facing more opponents, but the same strategy applies. However, it'll be tougher for you to keep Rhys protected, but at the same time he'll be able to lay down some much-needed healing. So be smart and plan out

each move.

Items: Boss (Speedwing)

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====Chapter 3: Pirates Aground==== [bad]

Units: Shinon, Gatrie, Titania, Ike

Victory: Boss

Other: Marcia

This map will be a cakewalk, because Shinon, Gatrie, and Titania all outlevel the enemy by a good margin. Take this opportunity to whittle down enemies with those three and let Ike finish them off--it'll be good exp for Ike. Also, there are some houses on this map: make sure you visit them. Note the teal-haired man who gives you an elixir. As to strategies, Shinon and Gatrie's thunder and lightning tactic is a very good one. Another one that works is a tactic I call the lemming tactic. What you do is you take a powerful unit (Titania) and set it right smack in the middle of a lot of enemies. The enemy soldiers then become lemmings, attacking, missing, and getting doubled. The only thing of real note in this battle is Marcia. She's the first NPC you encounter that you can talk to with Ike. Make sure you have your crew get to the ship fast enough to save her from dying, and then have Ike talk to her. Later, she'll join your team, but for now she heads back to Begnion. Remember that lemming tactic, though, because there are tons of situations in the game that you can get out of easily with the tactic.

Items: SE house (Elixir), Boss (Thief band)

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====Chapter 4: Roadside Battle==== [bae]

Units: Soren, Rhys, Gatrie, Shinon, Titania, Ike

Victory: Defeat Boss

This battle will probably be your first challenge in the game. It's not hard to win the mission per se, but it's tough to keep both Rhys and Soren alive during the whole of this battle. But take heart! It can be done. And the best way to do it is by the means of a sort of phalanx formation. The way this formation works is you get a front line of Titania and Ike, then directly behind them you place Rhys and Soren. On the same line as Rhys and Soren go Gatrie and Shinon, set so that they're covering the sides of your two magic users. It'll look something like this:

|    |            |          |
|----|------------|----------|
| G  | G= Gatrie  | R= Rhys  |
| IR | I= Ike     | S= Soren |
| TS | T= Titania |          |
| H  | H= Shinon  |          |

Keep in mind, though, that this is just the strategy I found to be the most effective, since Soren and Rhys die so

frigging easily. If you prefer to just have them run and let the other four do the dirty work, that's all fine and dandy. But anyways, assuming you're using my suggestion...

The first thing you should do in this battle is set up this kind of formation against the back of the grid, so that your mages will be protected from all sides. Don't worry about Shinon not being able to counterattack, he's fast and has good defense, so he won't be dying. If you set Soren next to Shinon, then Soren will be able to attack anyone who goes for Shinon, so you might try using that sort of formation. Once you've beat off the initial charge from the enemy, stay in formation and advance. If you highlight an enemy with your cursor and hit A, you'll see a shaded area pop up on the grid which represents the enemy's attack range. You can select as many enemies at once as you want in this way, so you can tell where the safe spots to advance to are. One thing to watch out for on this map are the enemy archers, as they'll be able to hit Rhys and Soren regardless of who's surrounding them. So, have Titania or Ike take those guys out fast. There are some trees on this map, too, and you can use those for cover if you can't quite get everyone protected. Take this battle slow, and it'll be an easy win. This is one battle where using Titania a bit more freely won't be so bad. Soren is a great great character, and I'd recommend using him.

In hard mode, you'll probably be wondering how you can possibly win this battle without losing anyone. Well, luckily, most of the troops won't charge you until you get well into their range, so use the phalanx, fight off the first wave, then just advance slowly, drawing a single group at a time.

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====Chapter 5: Flight!==== [baf]

Units: Titania, Shinon, Gatrie, Oscar, Boyd, Soren, Rhys,  
Ike

Victory: Defend 6 Turns

Aah, the defense battle. These are my favorite. You've got the whole crew here, so it won't be as hard to protect everyone as it was last battle. There are two points that the enemy will come from, and you've got 5 candidates for frontliners to protect each 2-space bottleneck. I'd recommend putting Titania on the southern entrance with Oscar, and letting Boyd sit back and go in only to switch out with Oscar. Boyd won't last as long on the frontline as Oscar, though, so get Oscar healed and back up there ASAP. Soren can help on the S part with his magic. Shinon, Gatrie, and Ike work well for the W entrance. After beating back the initial wave, you might even push them out a bit, so that they can get the jump on any units that come later. You don't have to do that though, since everything is fought in such proximity. Towards the end, at about turn 5, you might consider having Titania ride out to kill the enemy general. He drops an item that might be handy, and Titania won't have any trouble at this point in the game with a solo

mission as long as it only lasts 2 turns. Other than that, just remember to keep everyone healed and your mages protected.

In hard mode, this is your first battle with the Fog of War. It works exactly like the fog of war in Warcraft. There's a tutorial ingame that you can view which explains the basics of the fog, and I suggest watching it. Also, there will be way more troops assaulting you this time around, and Boyd will probably have a hard time surviving if you tap him for the frontline. Oscar and Titania always work best for me at the southern entrance, but Gatrie is another good choice. Just be sure to use vulneraries whenever you take damage--remember, this is a defense map, so you don't have to kill all of the enemies.

Items: Boss (Ashera Icon)

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====Chapter 6: A Brief Diversion==== [bag]

Units: Titania, Soren, Rhys, Oscar, Boyd, Ike

Victory: Escape

The first part of this map is like Metal Gear Solid 3, sneaking through the woods and all. For this battle, you're gonna have to rely on a quick breakout followed by a hasty and very careful defense to win. You'll want to make your way SW through the trees to that bridge on the W side. Get everyone in position, with Oscar and Titania right at the edge of the trees, and then make your charge. Once you get across the bridge, be very wary about enemy attack ranges, and try to lure them out one at a time. Eventually, the enemy general will sick everyone on you at once, and that's when it gets a bit tricky, because you'll get hit from two sides at once (this is why we're not just rushing in). The best way to handle this is to have Oscar and Boyd double back and wipe out the enemies from the bridge, and then have everyone else hold a line anywhere you see fit. After you've fought off the enemy attack, simply move in on the enemy general and take him out. Once you've killed everyone, have all of your units other than Ike escape. This gets you some good bonus exp which you'll need later. Once Ike escapes, the battle ends, so if you're hanging on by a thread and Ike gets a chance to flee to save another unit, take it. The bonus exp is handy, but not that important.

However, on hard mode, you face more troops, so many that it makes your life very hard across the bridge when they all come at you. So, what I decided to do was to just charge right out of the trees and clear the north side of the bridges of enemies, and then work my way down the eastern bridge. That way you can fight off the majority of the troops on your own terms, and then when they all start rushing you, there won't be as many, plus you won't get flanked.

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====Chapter 7: Shades of Evil==== [bah]

Units: Titania, Soren, Rhys, Oscar, Boyd, Ike, Shinon (R),  
Gatrie (R)

Victory: Rout

Other: Mia

Oh dearie me. This is an interesting battle, and it might seem like at times that you're gonna get overwhelmed. Well, don't worry, you're probably giving the enemy too much credit. This battle is really easy, actually. The best way to proceed is by forming up and heading along the hallway to the N. Along the way, a myrmidon named Mia will come in. Have her and Ike chat and she'll join up. Hooray! She comes with the skill Vantage, which allows her to always strike first. So, give her something that criticals a lot, that way she'll be getting first-hit crits even when she's getting attacked. Anyways, note that there are three chests on this map. You're going to want to get what's in those chests, right? Well, enemy soldiers drop chest keys that you can use, but alas, the enemy gets a thief reinforcement after a turn or two, and he's right in the midst of a ton of soldiers and knights. So, send in Titania as a sort of colossus assassin, have her kill that thief, then head to the room to the N with the two chests. She doesn't have to kill everyone along the way, just get to the room and kill the guy guarding it. Have her hold out there using the lemming game while everyone else advances N on the opposite side of the room. Eventually Petrine shows up, but so do Greil, Shinon, and Gatrie. Greil lures Petrine out, and Shin and Gat are left right next to a bunch of enemies, and then some more come in behind them. Oboy. Well, that's why we've got Titania in that room already. Have the two bust into there, let Gatrie hold the door, while Shinon rains arrows from behind him. At this point, you can have your main body of troops in the NE corner advance towards the enemy boss. Careful around him, though, 'cause he's a pretty powerful mage. Soren has high Res, so he's good with dealing with other mages, but do whatever works for you here. It turns out that the princess is in another castle.

On hard, it may be a bit tougher for Gatrie and Shinon to survive, but trust me, it's possible. Just have Shinon back into a corner if you don't get Titania up there due to the massive amount of enemies between her and that room. Shinon is fast enough to avoid most of the damage thrown his way, and they only have to survive three or four turns for your main party to come in from the east. You can just run right past the boss if you don't want to engage him. Titania is a big help in this battle if you're finding it hard to win. Finally, if you just can't get to that thief with just Titania, go ahead and send a few people with her, but try to leave Ike behind to get Mia when she comes in.

Items: NE chest (Armorslayer), NW left chest (Miracle),  
NW right chest (Ward)

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Units: Boyd, Oscar, Titania, Soren, Rhys, Mia, Ike

Victory: Defend 8 turns

Other: Ilyana

Shinon and Gatrie have hit the road, and Ike wants revenge. Hooray. Before this battle, you'll get introduced to the base screen. Here you can manage bonus exp, skills, equipment, find information, and have support conversations between units. Support works sorta funky like, but what I can deduce so far is that if a unit is near another unit it has a support grade with, the two units will receive stat bonuses that you can see on the status screen with biorhythm status and such. Before this battle, make sure everyone is equipped with enough weapons to last the battle, and try and give Oscar some javelins and Boyd a poleax. Trust me on this one, you'll love it.

This can be a rather tough battle, but it's very doable. First of all, there are 3 bottlenecks that you can protect, and who you choose to put there should depend on what's gonna be coming at that point. The W point is where you'll see a ton of enemies flow in, but most of them are simple soldiers and are fodder for anyone. I suggest using Mia and Ike here, positioning them so that whenever a soldier passes that wall, Mia and Ike are both trapping them in. Then Soren can pound them with spells, while Mia and/or Ike can apply the finishing blow. Don't expect to kill all the troops here, just expect to survive. Mia's vantage helps here. For the E entrance, you just want to use Titania and her lemming tactic. Give her a good axe, and she'll mow down all four of those knights. As to the S entrance... notice how all the enemies down there are mounted. Yeah, Boyd will tear through them all with a poleax. If he's not around level 10, he'll take a lot of damage and may die, so make sure you give him bonus exp before the battle if he's lacking a level or two. He should be strong enough with the poleax to kill every single enemy with a single blow. If not, have Oscar ride by or ride out and hit them with a javelin to finish them off, then try to get him back. If Boyd's getting beat up, have Oscar take over up front and let Rhys heal Boyd. During this battle, I've had Boyd go up three levels after getting something like 8 kills. He can be a monster.

Now, as to Ilyana: you'll notice a female mage up in the NW part of the area named Ilyana. If Ike can talk to her, you can recruit her, but this is sort of a hard thing to do, since she'll be caught in the middle of the giant soldier orgy heading towards that W entrance. If it's getting close to 8 turns and it doesn't look like she's gonna make it, at turn 5 or so have Titania ride out, up, and around to flank the huge mass of enemies. Just have Mia or Oscar take over Titania's old spot. If you're fast enough, you can get Titania to hack a way through the enemies without killing Ilyana, then Ike can run out, talk to her, and boom, you've got another defender for the last turn or two.

After the 8 turns, you get saved by a couple of sweet laguz

named Mordecai and Lethe.

The battle doesn't change much for hard mode, except that your units will probably be at a higher level than on easy or normal, since you're killing way more troops per map. That just means your job is easier.

Items: SE Priest (Red Gem), Boss (Soldier Band)

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====Chapter 9: Gallia==== [baj]

Units: Boyd, Oscar, Titania, Soren, Rhys, Mia, Ilyana, Mist, Rolf

Ally: Mordecai, Lethe

Victory: Seize

Other: Marcia

Well, first of all, you have these two laguz for this battle that will nearly be able to win it by themselves. If you look in the NW part of the map, you'll notice two houses. Position Titania in the back of the group and have her make a run for those houses. The sand will slow her down, but all she has to do is kill that pirate-looking chap that keeps moving towards those houses. He'll destroy the houses if he gets there first, and that's bad juju. Later on, some more pirates show up, so make sure you use all of Titania's movement up on every turn. She's not critical to the important part of this battle.

The big thing in this battle is protecting Mist and Rolf. They're both level 1, so a hit or two and they'll be gone. You might think "Ah, they're just kids, I don't wanna use them." Well, you're wrong. First of all, Rolf is one of the only archers you get in the game, and the only other archer you get is someone in chapter 18. You get a bow knight before then, but they can't use longbows, which is something that makes Rolf awesome. Anyways, Mist is cool too, because she's a healer, and when she promotes she can use a sword and she rides on a horse. Plus, there's a battle later in the game where only she and Ike fight, and if you want to win it, you'll need her leveled up to a healthy point.

Other than that, you just have to use your Direct command with Ike to keep those laguz from killing everything or going kamikaze and getting themselves killed, which Lethe will do if you don't stop her. After a few turns, Marcia shows up back where you deployed, so have Ike talk to her again to recruit her. She's your first flying unit you get, and they're really nice to have--just watch out for enemy archers. I personally never used Marcia, but she's still a good choice if you don't like Soren, Ilyana, Rolf, etc.

Remember to stay in a line formation to protect Soren, Ilyana, Rhys, and those other softies in the back, and think out each move before you make it and you'll be fine.

On hard, you won't be able to send Titania alone up N to get



to the houses in time, so I usually send Ike and Mia with her to deal with all of the axe users. Meanwhile, I have those laguz hold with the rest of the party, and I don't start towards the boss until I've cleared the north side of everything. You won't get much bonus exp (if any), but if you want those items from the houses, you'll need to take a few more turns.

Items: N house (Talisman), S house (Restore staff),  
Boss (Arms Scroll)

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====Chapter 10: Prisoner Release==== [bak]

Units: 9 (you choose from here on out)

Victory: Escape

Other: Volke, Kieran, Brom, Nephenee

Well, apparantly you can sneak through this battle and avoid a fight, and that probably will net you some good bonus exp, but I like a good fight. I usually ride right out with Titania and kill the first guy I see. If you want to sneak, I won't be able to help you, 'cause I've never tried it. I'll try and find someone on the boards who knows how to do it, and I'll put it in here later. For now, though, we fight!

Before the battle, you get the option of hiring Volke. Do it. Full stop. He's the only thief you get for a while, and he's the only thief that can promote. Once you get him topped off, he's one of the best units in the game. Use him. Also, it might not be a bad idea to pump some bonus exp to either Mist or Rolf, but not both. I recommend starting with one, and once they're high enough to get into battle, let them do that and get exp the old fashioned way. Then pump bonus exp into the other one. I used Mist first, then Rolf. You don't really need Rolf that much in this battle anyways.

First of all, once the alarm goes off, troops will come in from each entrance, including the one right next to where you deployed. So, when positioning your units, put a tank or two up top to deal with those enemies. You might have Titania and Oscar ride out into the jail to get a good head start on killing people. Oscar becomes a pretty mean paladin when he gets promoted. The only thing you need to remember here is, again, formation, protection, and healing.

There are 3 prisoners here that you can recruit, and one more that you can only talk to. Have Ike talk to Sephiran, then head on over to Brom, then have Ike head back up to Nephenee. Brom and Nephenee will join after this battle if you talk to them. Oscar is the man you want to have talk to Kieran. After killing off all the enemies, have Volke open any chests you don't have keys for (like the four in the far NW corner, and the one in the NE), then let everyone escape before Ike for some more bonus exp. Once you've talked to the four NPC's on this map, they won't do anything; don't worry, they'll join after the battle.

On hard, I don't think there's much of anything changed, so just be wary as usual.

Items: NE chest (Statue Frag), NW chests- top left (Javelin), top middle (Short Axe), top right (Steel lance), bottom left (Counter), Boss (Master Seal)

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====Chapter 11: Blood Runs Red==== [bal]

Units: 13  
Victory: Arrive  
Other: Zihark

In this battle, you have a choice of two different ways to go. Either way, you're gonna have to face both of those groups of enemies near the docks, so I'd suggest taking the southerly route, and maybe sending Lethe or Mordecai north with another unit or two--the reason for that is because to recruit Zihark, you need to talk to him with either Lethe or Mordecai. But once you've recruited him, hurry up and wipe out the remaining troops, get that house, and get outta there. I'll tell you why later. Anyways, there are two more houses down on the southerly route that you wanna nab, but watch out for the thief, as he'll nab them from you if you aren't quick. Kill him with someone like Titania.

On turn 5, Jill will show up with a couple of wyvern riders, but if you're well out of their range, as you should be at that point, they won't come after you. So no worries there. Note that if you kill her here, you won't be able to recruit her later.

Once you get near the boss, though, you could have some potential huge worries in the form of a large black knight trudging out of the little house in the middle of the town. He won't go after anyone unless they're in his range, so just watch out for that.

Other than those two late-battle enemies, this is a pretty standard advance. By now you should be getting the hang of moving your troops around and using them all effectively. Remember to try and spread the exp around evenly, so that no one gets behind too much.

In hard, you'll be facing the usual diet of more troops. I think the enemy count at the beginning of this map was 33, so you'll be way outnumbered. Do the usual routine for getting Zihark, and send Oscar with him to get the house and get back. You start with enemies behind you, so move your troops around accordingly. You're gonna have to be fast to get the houses to the west, as well, so try sending Titania towards the central one, and maybe Boyd or Kieran for the southern one. Remember, you can kill a thief and get the first item he stole, but not the second or third. If you have Volke, he can purloin any extra items you didn't get to, so it's not the end of the world if a thief beats you to a house or two.

Items: NE house (Killer lance), SW house (Dracoshield),  
Central house (Elwind), Boss (Master Seal)

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====Chapter 12: A Strange Land==== [bam]

Units: 10  
Victory: Rout  
Other: Jill

Before battle, equip your troops with any laguz-slaying weapons you might have picked up along the way. Also, make sure to check out all the information here, as you'll get the chance to recruit Sothe, a little thief who has the skill Blossom.

This battle takes place on your ship which has run aground and is being assaulted by pirate crows. Aaarrr. This is actually a really simple battle, if you'll keep in mind one thing: the crows cannot attack you unless they're on the ship with you. In other words, if you set up a huge line of your troops in a perimeter around the ship's railings, then the crows won't be able to get on, and in the meantime, Soren and Rolf can just wreak havoc on the enemy (use Soren's wind spells). This is a great battle to level up Rolf in, so I'd suggest giving him some bonus exp beforehand. If you can give him a master scroll to get his bow skill high enough to where he can use a longbow, he'll be really uber. But it's not necessary.

Jill will show up after a turn or two into the battle, and she'll start heading towards Ike. Make sure Ike's standing out in the open on the ship so that Jill can come up and talk to him. After talking, she joins up, and with her Laguzguard, she's a great roving slayer in the sky. Not Buffy, but hey, Jill has a wyvern.

The boss is a pushover, so don't worry too much about him. Just try to keep good perimeters up so that your softies in the back don't get unexpectedly swarmed by the birds.

On hard I think you might face two or three more pirates, but it's really of no consequence. Just make sure that you're extra-careful when moving your softies, as they'll usually die from a single hit (or double). I actually used the mast in the middle of the boat as one wall of a square defense for Rhys, Soren, and Rolf. The battle took me a few tries, but that was mostly due to me not wanting to check the enemies' attack ranges every turn.

Items: Arms Scroll, Secret Book, Seraph Robe, Blue Gem,  
Laguz Stone, Coin (all come from the ravens)

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====Chapter 13: A Guiding Wind==== [ban]

Units: 12, plus 6 allies

Victory: Defend 10 turns

Other: Astrid, Gatrie

This battle is simple, but to pull it off and get all of the spoils of war is a bit tougher than it may seem. With all the chests, you'll want to bring Volke. If this is your first time through, I'd suggest using Volke a lot, because once he promotes he becomes...well, pretty much a ninja. Yeah, totally sweet.

\*cough\* Anyways, You'll notice that Gatrie's back! And, true to form, he's protecting a damsel named Astrid. You can recruit Astrid by having Ike talk to her, then have Astrid talk to Gatrie to get him.

There are only three planks going from the Begnion ship to the pirate's ship, so get your three best frontliners and send them each to a plank. Basically you just need to slowly push across the planks and just sort of roll over the enemies on the far boat. The only thing to watch out for are those stinking crows. Jill can really shine here, as she can fly in between the ships and do some crowslaying. If you've been using Marcia, she'll be handy here too. And again, any mage with wind or anyone with a bow can really mess up the crows too. The only person you have to really watch out for is Astrid, as sometimes she finds it noble to go and block an enemy and then get cut down. Just make sure you get your units in place first so those stupid greenies don't get in the way. Blasted green meanies.

Once you've got the ships taken over, the crows will start to go for the chests. Hopefully you've already had Volke hard at work opening chests. Have him start with the ones on the W side of the map, go N, then back E and finally to the two at the far end of the Begnion ship. Reason for that is because the crows start at the west and move to the east, so you want to nab the closest chests to them first. They start coming in pairs during the last few turns, so killing them might be a chore for Jill alone, but if you set up a good perimeter around the W sides of both ships and set up 3 men on the plank, you won't have to worry as much. If a crow does get a chest, you can kill it and get the item it recieved. If a crow grabs two chests, though, you can only get the item from the first chest. So be quick.

Now, on hard mode, this battle can be really really tricky. First of all, Astrid might die on the first turn before you even get a chance to get to her. So, what you have to do is use the shove command to get Ike close enough to her so he can talk to her, have her talk to Gatrie, and then run away before getting slaughtered. I had Boyd do the first shove, then I had Mordecai smite Ike up the plank to save an extra shove. Also, it'll be tough keeping all of the ravens from getting the items in the chests and keeping the base protected. However, the ravens won't start going for the chests until you get past a halberdier guarding the last ship, so if you just clear out everyone down on the Begnionian ship and get Volke in position for a quick grab, you'll have an easier time. Also, if you do choose to block the northern chests, the ravens will simply go around and

fly towards the eastern chests on the center ship. I suggest either killing them or forming a wall around those chests if Volke is a turn or two away from them. If you have any spare chest keys, now would be a good time to bring them.

Items: NW chest (Occult), N chest (Energy Drop), NE chest (Speedwing), W chest (Laguz Axe), E chest (Longsword), SW chest (Killer Bow), SE chest (Elfire)

[If you're confused as to the chest locations, all of the N chests are on the pirates' boat, and the other 4 are on the Begnionian boat--the directions make it clear as to where they are relative to each other.]

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====Chapter 14: Training==== [bao]

Units: 13  
Victory: Defeat Boss  
Other: Makalov

This is just a basic field battle. There's a guy off to the east of your deployment, so take him out before he gets lucky and kills someone. I'd suggest splitting your team up into two units, one offensive and one defensive. Have the defense unit hold the closest bridge that spans N-S, then send the other unit to the west to sweep up towards the houses and eventually head back east over the bridge to meet up with the other unit. Be quick on the houses, as there's a pirate heading towards them to destroy them. If you bring Marcia along, you can have her talk to the sword knight Makalov and recruit him. He looks goofy. Once you've gotten the western part of the battlefield secure, move on the center part, then have your army converge and sweep north to overwhelm the boss. He's a berserker, which is pretty cool, and he brings up two laguz once you charge him, which isn't cool.

There isn't anything particularly hard about this battle if you just play it right, and there are lots of ways to play it; for example, you could just send all of your troops over the W bridge then back to the center, or you could just make a mad dash to the boss and forget about everything else. I'm hoping by now you're beginning to see that there's always more than one way to win a battle.

This is another fog of war battle in hard mode. If you use a thief or a laguz, you'll get better visibility due to their extended ranges. That torch you got way back will help too. The problem, of course, is identifying those pirates that are heading for the houses to destroy them and killing them before they get there. So, here's how I did it: I used Jill to get the SW house (Marcia works if you're getting Makalov), and then had all of my other mounted units charge to the NW for those houses. I left Volke, Rolf, Ike, Soren, and Zihark to simply hold at the bridge and kill one of the pirates that starts off at the north end of it, and everyone else went to the NW. I gave Titania the torch. I also had Mordecai along and used him (in humanesque form) to

scout out areas, and then had Kieran or Oscar or whomever get kills on spotted enemies. There's one pirate that starts off just to the NW of your deployment, but just out of vision, so run out and try to kill him on the first turn. Then, I just killed everyone that came across the bridge as fast as possible, then used Titania, Jill, and Mordecai as a team to intercept any other pirates that were heading to the houses. Usually, though, there were just on the other side of the bridge, so picking them off wasn't a problem. I never cared much for Makalov, so I just killed him. You can have Marcia come up and recruit him, though.

Remember that the boss and the laguz won't attack you unless you stand right next to them, so take this opportunity to get some good exp for your archers if you're using them.

Items: NW right house (Vantage), NW left house (Secret book)  
SW house (Spirit Dust)

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====Chapter 15: The Feral Frontier==== [bap]

Units: 14  
Victory: Defeat Boss  
Other: Stefan

This battle can be a doozy if you don't understand how the laguz work. They charge up, they transform, then they lose their gusta and transform back into their humanesque form. In this humanesque form, they are incapable of attacking you. Keep that in mind at all times, thank you.

A note before you get started: apparently if you don't kill any laguz on this map and just defeat Muarim, then you also find all the items hidden on the map, you'll get a huge bonus exp...bonus. I've never attempted this before, so I can't confirm the authenticity, but I've heard it talked about on the boards by more than a couple of people, so I think it's probably legit.

Anyways, bring a thief along here, along with either Lethe or Mordecai, as you'll want to find all of the hidden items in the sand, and you'll need Lethe or Mordecai to recruit Stefan, quite possibly the sweetest unit in the game. I mean, this guy takes the cake. More on him in the character section, though. To recruit him, you have to move Lethe or Mordecai onto a single specific spot in the NE part of the map. So, send someone up there to clear it all out, then move your cursor to the top corner of the map. Move it left twice, down once. The spot that your cursor now hovers upon is the spot where you need to move Mordecai or Lethe. If you just move anyone else there, he'll give you his sweet S-rank sword, but he won't join you.

As to the actual battle strategy: this battle works just like any other, except you'll be going about 1/3 as fast as usual. Once you get the laguz killed around the outside parts of the map, you'll be left with four cats, two beasts, and the boss. The best way to do this final part is to wait

for the cats to all transform back into humanesque form, then charge them. The beasts might get a single attack off, but I believe their transformation timer is set so that they'll transform back one turn after the cats. Unless the timing is completely random, in which case you'll just have to wing it. If you have problems with this last part, just give me an e-mail and I'll hopefully be able to help you through it.

Before you kill Muarim though, you should note that there are various items scattered around the map just laying in the sand. Check up in my FAQ section for a link to a map of the level with boxes over each area where the items can be found. You can also see the spot where you step to recruit Stefan.

On hard, it's the same song, just with more care.

Items: (see the FAQ section for the link to a map displaying all the spots to find the items)

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====Chapter 16: The Atonement==== [baq]

Units: 11

Victory: Seize

Other: Devdan

Once you finish the 15th chapter, Tormod and Muarim join up. The next battle takes place indoors and is fairly straightforward. With the columns and narrow hallways, you shouldn't have much trouble thinning out the enemy ranks so that you can easily mow them down.

There is one thing to look out for, though. You can already see a room in the middle of the map with a couple of chests in it. If you look to the left and right of the boss, you'll notice two more doors (Devdan is in front of the left one). Behind those doors are more chests. However, a thief will come onto the map at turn 9 and head right for that western door and the chests. So, use someone like Titania to take out that thief so that yours can do his job.

To recruit Devdan, have Soren talk to him. He's a halberdier, and I love that class. They're good for anything, really.

On hard, again, it's just more enemies to mow through. Getting to that thief on the far west side of the map before he can get to the chests is gonna be really tough, but if you have Volke or Sothe, you can always steal the items back from him. I just cleared out the first part of the map as fast as possible then sent my whole team save Boyd and Soren and Rolf for the west side, and even though the thief got both chests before I did, I had Ike block off the exit to the room, and when Volke got there and the enemies were dead, I just had Ike shove him back, and then Volke took the loot. The thief won't attack you, so don't worry about him dying. Once I had all the enemies clear outside of the

boss's chamber, I had Volke run back to the other rooms to get the rest of the items. Also, there are a few enemies in that NE room, so have some backup for Volke ready.

Items: NW chests- left (Bolting), right (Physic)  
Central chests- left (Dracoshield), right (Full Guard)  
NE chests- left (Ashera Icon), right (Silver Lance)  
Mage (Gamble), Boss (Spear)

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====Chapter 17: Day Breaks==== [bar]

Hoo boy! This is about the halfway mark in the game, and at this point a lot of your units should be either promoted or about to promote. Usually my units will promote during the course of the next series of battles. Oh, yeah, by the way, chapter 17 is made up of 4 consecutive battles, and you get no rest or switching of units in between battles. So, there are a couple of things you need to do to prepare for this series. First of all, everyone needs a good supply of weapons with plenty of durability left. Give your frequent attackers 3 or 4 weapons to ensure that they'll still be effective in the final battle. If you have any troops that are at level 20, but you don't want to shell out the bonus exp for that promotion, give them a Master Seal. Master Seals will promote any unit who's over level 10, but at the expense of all the stat growth you're missing in those levels. But, if you give someone at level 20 the Master Seal, it's basically a free 100 exp. I never like to promote my units early, except in a case or two (I promoted Mist at 19 after this series). So, are you ready?

First of all, I should say that the units you choose for the first battle will be in every consecutive battle and won't get a chance to trade or move items in some other fashion in between battles. However, you will be bringing in reinforcements, and they can bring you supplies from the convoy, so if you need items but you don't really want to use a particular unit, just load them up and bring them in with the items/weapons.

====Chapter 17-1==== [bas]

Units: 10  
Victory: Rout

This first part is fairly simple. Just form up and advance on your enemy. The only thing to watch out for is poison, but it might do 10-15 damage total once it has run its course, so don't get too stressed out about it. Watch out for enemy reinforcements, because if you're an aggressive advancer like me, you might end up getting enemy reinforcements behind your line, and that can really potentially screw you up. So just be wary of everything.

On hard, you get flanked right off the bat, so watch out for that, otherwise it's just the usual routine.



====Chapter 17-2==== [bat]

Units: +2 reinforcements (12)

Victory: Arrive

In this battle, you'll be facing a lot of mounted units, so give your axe users poleaxes. This battle is also fairly simple. Just form up and sweep northward, taking the western path instead of the inner eastern path. You could send a couple of troops up the eastern path and then perform a sort of hammer and anvil move, but it's not really necessary. Since this is an arrive map, you want to finish it ASAP with anyone you can for bonus exp.

On hard, you'll be facing more troops, but it won't be too hard. Remember to keep your softies protected, as I lost Rhys twice in a row due to silly blunders--those mounted units with javelins and bows have a longer range than I gave them credit for, and you should be wise to not make the same mistake.

====Chapter 17-3==== [bau]

Units: +2 reinforcements (14)

Victory: Survive 10

Now things start to get tricky. All around you are enemy troops, but the biggest concentration of them are in the south. So, take your men and smash up the enemies in the NW corner of the map, and be hasty. Set up a defensive perimeter as fast as you can, and try to make it as small as you can, because you'll need a few more roving troops to take care of enemy reinforcements which will come in most likely behind your lines. Your mounted units are invaluable here, since they can form a perimeter, then ride out, strike, and ride back without breaking formation. Astrid ftw. I call that tactic the mountie blitzkrieg. You'll probably hear me use it again later, because I love paladins. (ftw means "for the win")

One thing to note: since Ike is carrying a load on his back, his stats will drop a bit, so try to keep Ike out of battle as much as possible. If he's level 20, there's no reason to use him anyways, since he can't get any exp. Don't waste exp! Litterbugs.

On hard, it'll be a bit tougher to establish your defense, but it's regardless the same routine. You do get hit with an absolute ton of mages from the south, but thankfully, mages are soft and squishy and do not react well to swords.

====Chapter 17-4==== [bav]

Units: +2 reinforcements (16)

Victory: Boss

I usually don't even bring in the final two reinforcements

here, because I don't have 16 units that I use at this point, and I prefer to have 12 or 13 units leveled up to a higher point. Plus, 16 is a big number to manage. If you're in need of elixirs, vuleraries, weapons, etc., bring in someone as a mule.

The thing about this battle is that there's a mage in the mid-northern part of the map with Meteor. Check out that range. Now, I don't think that Meteor by itself is much of a threat to your party. However, with its huge range and potentially large damage, you could easily lose a troop in a single turn from other attacks combined with meteor, even if everyone is protected well. So what I suggest doing is moving everyone around the range of that spell and using that as a path towards your goal. It's okay if a single unit takes a hit; heck, it's not a bad idea to have someone as a controlled decoy here to drain the 5 Meteor shots the mage gets so that you don't have to worry about him. But anyways, by the time you get past the group of knights and the paladin, some flying laguz will show up. One of them is Tibarn. If Superman was a hawk, his name would be Tibarn. Once they show up, there's really nothing else you need to do to win the battle, but go ahead and get some exp. Note that with the hawk trio comes a trio of paladins from behind your deployment zone. If you can, try to make it to the boss before the birds slay him so that anyone who needs an extra exp boost can get it.

On hard, it's again the same story, just with more enemies. Note that the halberdier next to the boss has an Adept scroll, and boy, you want that scroll, trust me. So you might have to hustle to get someone there before the birds.

Remember, Ike has a unit rescued, so his speed and skill are gonna be cut in half--try not to actually use him in battle unless he's just gonna finish a unit off.

Quick note: there's a lot of swamp at the southern part of the map which can really impede your progress, so keep that in mind while advancing your units along the southern edge of the map if you chose to do so.

If you're having problems at this point in the gauntlet due to anything at all, e-mail me with your problem. I can't think of anything in particular that I didn't mention that would cause lots of grief, but I could easily be overlooking something.

Items: Boss (Nosferatu)

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====Chapter 18: Crimea Marches==== [baw]

Units: 13  
Victory: Rout  
Other: Shinon

Tanith, Reyson, Ulki, and Janaff will join your party automatically after the gauntlet you just finished. Cool.

Tanith will come in handy for this next battle, and you can use Janaff or Ulki as well. I've never used Reyson much, but he does have some cool abilities that give him some potential for use. One skill will heal any adjacent unit at the beginning of your turn, and he has a chant skill that he can use on any unit that's already taken a turn, and it'll give that unit another turn. Reyson's pretty fragile, though, so use him with caution.

Anyways, this battle is another easy straightfoward one. You just have to advance up onto the wall and plow through the narrow corridors to the other side, which should be done easily if you have an archer or mage or, even better, two of each. I found Astrid to be a big help during this battle, using the mountie blitzkrieg tactic a lot to whittle down enemies before they get to you. There are a trio of wyverns which start out on your side of the wall in the beginning, but Tanith can easily shred them with her sonic sword, so you might consider using her here. Note, though, that she comes promoted at level 10, so she'll be a big exp hog if you use her too much.

Also, there are three chests on this map, and unless you have three spare chest keys, you'll need to use Volke or Sothe to open those chests since no one on the map drops keys. With thirteen units, though, you should have room for one or the other. Once you get to the other side of the wall, there will be a couple of waves of crows that you'll have to slay, so use this opportunity to get anyone who needs an exp boost, like Rolf or Astrid.

Shinon is also on this map, but simply talking to him won't get him on your side. To recruit him, you have to have Rolf talk to him, and after their conversation, have Ike kill him. However, Ike won't actually finish him off, as their conversation implies, even though he disappears from the battlefield. If you do this right, after the battle he'll (re)join you.

On hard mode, there's really nothing you have to watch out for, only that there are now three sages with long-range spells, so try to keep your lower res units out of their range. Rhys makes a good decoy, as does Soren.

Items: Boss (Tornado), Shinon (Brave Bow), Sage (Shade),  
NW chest (Recover), E chests-left (Silence), right (Wrath)  
Note: I believe the sage only drops the shade skill scroll on hard mode, but I could just be totally nuts.

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====Chapter 19: Entrusted==== [bax]

Units: 13  
Victory: Boss

This battle is a doozy. There are three ballistae on this map which can pretty much decimate any fliers you have, but the catch-22 is that only fliers can take out two of those ballistae. However, each ballista only has a 5-shot

capacity, so you could just use a single strong unit like Titania as bait to drain the 5 shots.

The other big thing in this battle is that Naesala is fighting against you, and unless you're playing on easy, you're not gonna be able to take him out before he takes one or two of your own men out. However, there is a trick you can use to get him to leave the field along with the rest of his crows. If you have Ulki or Janaff talk to the king, they'll inform him that Reyson is actually fighting for Crimea. After that initial conversation, if you have Reyson on the field, the king will start heading for Reyson and the two will have a chat, after which the king will withdraw along with his units. You pretty much have to do this to get through the battle, so bring along one of the hawks with Reyson. Finally, if you end up getting Naesala to leave without killing a single raven, you'll get the Knight Ring. More on getting that later, though.

Here's the strategy I use to win this battle and get the Knight Ring:

Give Marcia or Jill or Tanith (whomever you prefer) the Full Guard you got back in chapter 16 and bring along Ulki/Janaff and Reyson. Position your mounted flyer in the top left of your deployment grid. Move her up as far as she can go, and on the 2nd turn, move her into the outer band of Naesala's range. He'll come forward and attack with his wind spell on his phase. Then on your next turn, move your girl back so that she's still on the outside of Naesala's attack range. Make sure she is the only one inside his range. The Full Guard will reduce the damage from his wind spell and from the ballistae, and she should be able to take the wyvern riders out with no problem. Once Naesala moves up and attacks for the 2nd time, have your hawk come up and talk to him. If the hawk is within range of a ballista (he should be inside the outer reach of a ballista's range) have Reyson come up and Chant so that your hawk can get clear. On the next turn, Naesala will talk to Reyson and leave. From here, use whatever tactic you want to move up through the valley and finish off all the enemy soldiers. I usually use Marcia or Tanith, since they have higher Res and Spd, and I have them take out the ballistae. The strategy I posted here earlier works, but this one is much simpler and cuts down on the margin of error by quite a bit.

If you don't have Reyson, you're gonna be in trouble, because Naesala is fast and very powerful (he's level 17), so you'll most likely end up losing a unit or two before you can take him down. I've done it on easy before, but only because on easy my troops were at a higher level.

If you don't have the Full Guard, then you'll have to use someone as a decoy to drain the two eastern ballistae of all their ammo before moving in with Tanith/Jill/Marcia. They'll take more damage from Naesala, but if you have a healer handy with a Physic staff, you should still be able to pull it off.

After this battle, Volke promotes to Assassin, and becomes

uber. If you use an occult on him, he gets the skill Lethality, which results in a one-hit KO when it activates. It has sweet animation too.

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====Chapter 20: Defending Talrega==== [bay]

Units: 11

Victory: Arrive 15 turns

Before this battle, you get the opportunity to hire Calill, a sage, in a conversation from the base menu, much like how you recruited Sothe. On with the show!

This is your first battle where you have a limited amount of time to get to your objective, so you might be tempted to play rather aggressively. Well, 15 turns is a long time in this game, so don't get too hasty. The one thing you really need to watch out for is Jill. Her dad is the boss here, and if the two get near each other, Jill will go back to the other side. It's rumored that Jill won't defect if she has an A support with someone, but I've yet to confirm this myself.

Okay, I've gotten a few e-mails saying various things, and from what I can gather, if Jill has an 'B' support with anyone, she'll be able to kill her dad personally without defecting. She can get it with Lethe or Mist.

[Thanks to Broken Alleluia, Timothy, Bocaj and Jos for confirmation.]

There's a pair of houses in the northern part of the valley that you need to head for with a small force, because not only do you want the items, but also a few enemy reinforcements will arrive there. So you'll want to take them out. Exp!

There's a single mage next to a house on the hill up to the dam with blizzard, and he can mess you up pretty good if you're not careful, but you don't have enough time to work up slowly to him. Instead, get a mounted unit or three and have them act as a sort of steamroller to get to that mage as fast as possible, then get back to the main part of your force for some healing. Also, blizzard will decimate fliers, so watch out for that. If you're not using any mounted units (blasphemy!), then you'll just have to stick to whatever tactic suits you best. I will say, though, that you really should be using at least two paladins, as they're some of the most versatile units in the game. Titania, Kieran, Oscar, and Astrid are my own personal four horsemen.

Once you've cleared everything in the valley below, just move on up the hill and take the boss and his cronies out. Proceed with extra caution here, though, as the enemies are starting to get quite a bit tougher here, and with that 15-turn limit, you might find yourself overextending your units, and that can get them killed. If you do find yourself in a situation where you only have a few turns to

win it might be prudent to take a few risks, but if you minimize your risks, you minimize your losses due to flukes and such (Murphy's Law anyone?). If you took 13 or 14 turns to win this battle and barely made it, you might want to re-evaluate your strategy, because this battle is easily winnable in 7 or 8 turns.

On hard mode, you get 20 turns to complete the objective, and to be honest, the battle isn't really that much tougher, so I'd almost go so far as to say that this battle is easier on hard mode.

Also note the bishop on the hill--he carries a physic staff!

Items: Sniper on the hill (Provoke), N house (Smite),  
S house (Rescue)

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====Chapter 21: Without a King==== [baz]

Units: 13  
Victory: Seize  
Other: Tauroneo

This battle will probably take you a while. First of all, note that there are several doors and chests behind those doors, so you'll need a thief for getting all the good loot from this map.

The narrow pathways in this map make it easy for you to advance and slay each group of baddies, so you don't have to worry about much in terms of your usual routine of killing. Take note of each doorway and the stairway near the central chamber where Ena resides: reinforcements will come through in trios from each place at intervals in the battle. So leave a unit or two behind with your thief if he's not very strong to help cover his back. I use Tanith, since she can move around the sewers easily. Also, if you got the Knight Ring back a couple of chapters, give it to your thief to save him a turn or two while collecting all the chests.

The first objective in this battle is to take out Kasatai. He wields a brave lance, so watch out for double and quadruple attacks from him--a quick kill is best here, preferably from one of your stronger, faster units.

There will be plenty of opportunities for your longbow wielders to get some easy kills across the waterways on enemies, so take advantage of those opportunities.

There are a couple of bishops on the map that carry sleep staves, and those can be really bad news if you don't take care of that. The first one you encounter is next to Kasatai, so just have a couple of faster units charge him to ensure a swift death. The second sleeper is actually inside the inner chamber in the SW, and he'll be putting your troops to sleep from inside there, but the good news is that you can just bait him and let him use his 3 charges without putting your troops in danger from other nearby enemies.

Just watch out for the pair of enemies to the immediate W side of that last bridge you cross.

Guarding the entrance to the inner chamber is the general Tauroneo with a couple of knights alongside. If you talk to him (there are a few units who can do this, I usually have Ike do it), he'll join you, and man he's a behemoth.

The far NW room with chests is occupied by four swordsmen, so send a spear user or two to deal with them before goin on in to get the chests. Oscar or Nephenee will do nicely, as will Titania.

After you've collected all the chests, move in on the inner chamber and either pick off the mages and knights, or just go Bogart style and slaughter them. Ena's attack range is 1 and she won't move, so you don't have to worry about her rumbling out and going big bad wolf on you.

Ena herself has really high defense, so it'll be hard to do significant damage to her. Going toe-to-toe isn't the best option for killing her, unless you've got a healer or two handy. Note that every turn she recovers 10 hp. Also note that this is a place where you can earn potentially limitless exp if you just chip away at her with ranged attacks and let her heal back up each time. I tried doing this for a few turns, but it got boring and I figured I didn't need the exp that badly. However, the ranged approach to killing her is probably the best. Have everyone pour it on her, and whenever she gets low enough, bring in a heavy hitter to finish her off. She has 3 elixirs that she'll use if you don't quite do the job in a single turn. This part will probably take you a turn or three if you don't have a strong enough ranged game. Thunder magic helps a lot. Expect 20+ turns on this one, unless you just go completely banzai.

On hard, there are a crapload of troops to plow through, but again, since the corridors are so narrow, you can easily wade your way through the sea of madness. One thing to watch out for is the Bishop just south of Kasatai: he is carrying a sleep staff, so check his magic stat and find out the maximum range of his staff (he won't move), so that you can be sure to ride in and take him out before he puts anyone to sleep.

Items: Tauroneo (Occult), E room-top (Stiletto), bottom (Parity), NE room (Energy Drop), N room (Talisman), NW room- left (parity) right (Brave Sword), S room- left (Brave Sword), right (Master Seal)

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====Chapter 22: Solo==== [bba]

Units: 11  
Victory: Defeat Boss

Okay, first of all, this looks like a few different things. Your initial thoughts will be along the lines of "Game over,

man! Game over!" But once you realize that all of those priests are really low level, you might see an opportunity for lots of easy exp. Well, let me advise against murdering all those men of the cloth, because if you finish this map without killing a single priest, you'll get a really nice S-rank staff plus a hefty bonus exp...bonus at the end of the battle. So, in other words, it's priest pushing time.

Quick note: there are 6 chests on this map, and only two enemies drop chest keys, so you'll be short two keys. Either bring a couple of spare keys from earlier maps, or have a thief tag along. If you have the spare keys, bring them, since you can only bring 11 troops into this battle.

Split your force into two units and send each one to the chambers with the chests. Make sure you have at least one heavy ground-based unit who can push priests going each way, since paladins and your lighter troops won't be able to push some of the priests. I don't like sending all 11 troops to deal with the rooms one at a time because the rooms only have 3 or 4 troops in them, and the space is already cramped with the priests in the way. Also, try and take out that enemy thief on the west side on the first turn to prevent him from nabbing some of your loot. Once you've got the two rooms secured, wait a turn or two, as a pair of enemies will come out of the doors in each of those rooms. Take them out, and then take out the other reinforcements that come from the SW door on the map. Now you can begin forming up to take on the middle corridor.

Either on turn 10 or when you start advancing up that middle corridor, 2 sages and 2 feral ones will come out of the SE door to try and flank you. I actually had Oscar sit back by himself in the doorway and used the lemming tactic to kill all 4 attackers. I believe he only took a single hit. Cool beans.

Anywho, advancing up the middle corridor is a sort of puzzle, much like the block-moving puzzles you get all the time in the Zelda series. Your first concern should be killing the enemies amidst all the priests, and then shoving those priests out of the way to make it easier for you to set up your rush on the final room. There are a couple of niches in the side of the hallway where you can push priests into, so do that when you can. Once you have the hallway clear, you can lure a couple of the warriors in the inner room out. They'll rush you and attack with their bows, so you might consider giving Boyd a bow and letting him do the lemming thing. Once you're ready, charge in and take out the mages in the wings, then just pound the boss until he drops. Cake!

On hard, there'll be a few more enemies here and there, and the thief on the west will start inside the room, but you should be able to get to him with an archer early enough to take him down and get the sleep staff that he'll have. Otherwise you'll have to get in there and block off all the exits and have a thief steal the stuff from him, as is the usual routine. There's a physic staff to be had here as well. Be sure you nab that Nosferatu if you didn't get it



from the Duke back in chapter 17--it really increases Rhys's effectiveness and makes up for his lack of speed.

Items: E chests- top (Bolganone), middle (Tomahawk), bottom (Silver Bow), W chests- top (Spirit Dust), middle (Nosferatu), bottom (Sleep)

A note about Ike: At this point, Ike should be about on-par with the rest of your group levelwise. However, there's a big battle coming up in chapter 27 that you won't be able to win unless Ike is level 20 and he has Aether, so if you want to win that battle, you should start giving Ike bonus exp and letting him do some more work in battle to boost his level up to the point where he'll be able to win in 27. Then in chapter 29 you're going to have another battle with the final boss of the game, and if Ike isn't level 20 there, you're going to have a ton of problems with the boss. So my advice is to start aiming to have Ike at level 20 by chapter 27 or 28, depending on what you want to do in the chapter 27 battle.

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====Chapter 23: The Great Bridge==== [bbb]

Units: 13  
Victory: Seize  
Other: Haar

This battle can be quite a doozy. There are several points all over the map that are booby trapped. If any of your units walk over a trapped square, they'll stop and be paralyzed for the remainder of their turn. On the next turn, they can move out of the trap, but no other ground unit can pass over that space, effectively making walls in a few spots. Instead of trying to make an ASCII map of the battlefield, I'll use a coordinate system to tell you where each spot is located at. Look at the paragraph at the bottom of this section for a breakdown of all that.

There are a few ballistae on this map along with a catapult, and they can make your life very hard for you. My favorite way to go about winning this map is using what I like to call the steamroller technique. Basically, this technique involves using your paladins as a sort of banzai team that just go charging all the way down the bridge, taking out everything in their path. Since paladins are so frigging versatile, they'll be able to dodge plenty of attacks, deal out healthy damage, and take a few hits as well. If you have Mist promoted to Valkyrie, she could ride along as a healer, but she will be taking significant damage if she's in a ballista's range.. If you decide to do it this way, don't worry about killing every last unit. Just go through and take out the ballistas and whomever else gets in your way, then run back before you overextend and get your paladins cut off from the rest of your party, who should be advancing slowly behind them as a sort of mop-up operation. Flying units could be a tremendous help on this map if it wasn't for all those ballistae. You could use a single air unit with a full guard equipped if you wanted to

include her in your steamrolling operation, or any other operation you happen to be performing inside the ballistae's range. I'd suggest leaving your softies out of the ballista's range altogether, because I've had one crit Soren for a one-hit KO, and there's nothing more annoying than that.

There are a few waves of enemy reinforcements that come from behind your deployment point, so it's not a bad idea to leave a couple of troops behind. After the first two waves, Haar will show up in the rear with a trio of wyvern riders. Have Jill talk to Haar and he'll join up. If you're not using Jill much, don't worry, as Haar is plenty strong and can take out the enemies without too much trouble. Once you've got Haar, be wary of any ballistae that might try to shoot him down. Have he and Jill rescue any troops you left behind to get them back to the front quickly if they're needed.

Once you've advanced to a certain point, a group of Crimeans including Lucia and Bastian will show up and 5 of their paladins will come in from behind the enemy. They usually do a pretty good job of taking out the wyverns back there on their own, but they won't touch Petrine once everyone else is dead.

Petrine wields a flame lance, so you might try having a mage take her on. She recovers 4 hp per turn, which isn't too much to worry about. Magical weapons like the Flame Lance are considered magic attacks, so a unit with high Res will really have an advantage on Petrine.

Now, on hard, there are an absolute ton of soldiers, somewhere in the 40 range. So instead of just sending a small crew of 3-4 paladins on a crash course down the bridge, a slower course of action might be prudent here. The same principles apply, though, so just be wary and try to use the mountie blitzkrieg as much as possible to keep the ballista exposure to a minimum.

Booby Trap locations:

The coordinate system works something like this: each row (horizontal) is lettered starting with A at the top, and each column has a number, starting with 1 on the left. The numbered columns don't start at the edge of the map, since the actual bridge doesn't start for a while, so I decided to make column 1 where the bridge actually starts. As a point of reference, use the catapult sitting behind the two ballistae (the catapult itself, not the platform behind it). That catapult is located at square E-1. Got it? Okay, now, from left to right, top to bottom, the booby traps are located in squares:

E-5, A-7, B-7, G-7, D-10, E-10, F-10, E-13, B-14, G-16, H-21, B-23.

All in all, that's 12 traps. The ones that can really screw you up are the ones in column 7, 10, and the E-5 one, which is in between the two sandbags providing cover for the last

two ballistae.

Items: Boss (Flame Lance)

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====Chapter 24: Battle Reunion==== [bbc]

Units: 11 + 7 other

Victory: Arrive 15

Other: Lucia, Bastian, Geoffrey

This is another one of those arrive in time battles, but this one is easily done. It shouldn't take you more than 10 turns to completely wipe out the enemy, which you don't even need to do.

But first, I should note something about the three new members you'll be getting: Lucia, Bastian, and Geoffrey. Lucia and Bastian will automatically join your team on turn 2, and Geoffrey will join you after the battle if he survives. I've never seen him even get slightly threatened by anything, though.

Of note on the battlefield are the three ballistas and the two houses. You get skill scrolls from both houses, so you might want to pick those up along the way. There are pirates that come in from the far NE corner in the stream once you get to the bridge, and I assume they will destroy the house if you don't get there first. For the SW house, you get a trio of pirates from the S end of the stream. The southernmost ballista isn't necessarily a threat to you unless you charge it, but the one in the center of the map will fire on you quite a bit, and the northern ballista will most likely eat away at Geoffrey's troops. Taking out the central and northern ones wouldn't be a bad idea.

There are two ways to go about winning this map. One way involves taking your entire force and sweeping over the bridge to the north, then barreling through any enemies that get between you and Geoffrey's forces. Once you get there, you can either end the battle or play defense for a few rounds and maybe ride out and finish off any stragglers. If you do it this way, you can take out the northern ballista on the way, and maybe send a man or two to get the central ballista.

The other way to do this map is my favorite way. First, you send about 8 of your troops north to the house, clear out all the enemies around there, then head towards Geoffrey's troops, taking out the ballista on the way. Then, you take 4 or 5 of your remaining troops (Lucia is good for this) and send them in to hit the central ballista and then hold there in the trees, just outside of the southern ballista's range. Once your main party gets to Geoffrey's castle, you can send them sweeping down the hill while at the same time your 4-5 men in the trees can come out like a bunch of banzai samurai, and you'll tear through anything left of the enemy. Doing the map this way tends to be a bit faster, as you're taking out more enemies at once,

and then afterward you can just leave one person at the castle while you have someone nab the skill scroll in the NW house.

Items: NE house (Savior), SW house (Nihil)

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====Chapter 25: Strange Lands==== [bbd]

Units: 12

Victory: Rout

Other: Largo

Before this battle, make sure you check out the info conversations, as one of them will be with a berserker named Largo whom you can hire. Enter Conan, stage right.

Aah, the great uphill battle. You probably have noticed all of those boulders sitting uphill from you, and that's right, they're gonna go downhill at your troops. Luckily, you can manage them so that no one gets completely pancaked by a whole row of them. The last time I did the battle, I forgot to track where each boulder goes, but I do remember that all of the boulders on the top of the hill except for maybe one on the far left all go straight down the map. The ones on the path will pretty much hit anyone on the path, so instead of trying to predict the path of each boulder, just keep your troops thinned out.

There are several things to note before going into this battle in addition to the boulders. First off is the terrain; all of your mounted units will be limited to 4 squares of movement over the whole map, save the platforms on the top of the hill. If you can help it, try to bring more footsoldiers and fliers than mounted units. The next things to look out for are the two catapults halfway up the hill and the ballista at the top. The ballista has a deviously long range, so if you have Haar or another flyer, be sure to check the ballista's range before you move. Those ballistae have a nasty tendency to get big criticals at the most inopportune times. The catapults don't do much damage at all on easy or normal, so I don't really even see why you should treat them any differently. They do have an area of effect damage type, though, which branches out 1 square from the boulder's impact, so just try not to bunch all of your units up. Finally, there are a few laguz on this map, so bring along some animal control gear. (Shame on me.)

To tackle this hill, you should first try and bait as many of the boulders as you can. Take your time in the beginning, because those boulders do 10 damage regardless of everything, and that may really screw you up. Once you feel like you've got enough boulders out of the way and you're healed back up, begin your attack. Either split your forces and send each troop up the two paths, or just send the entire unit up a single path. Either way will work just fine here. I prefer to split my troops, because a) it makes for a faster battle resulting in more bonus exp; b) it

spreads out the exp a bit better; and c) you don't end up bunching up on the narrow trails, which reduces the murphy factor from boulders and catapults. If you brought along a flyer or two, have them go to the east side of the map and fly up to take out the catapult operator and, if you can manage it, the boulder flunkie too.

Most of the enemies behind the boulders will charge you after launching their infernal snowballs, so you could fight defensively for this battle and do just fine. Again, whatever works for you. Watch out for the boss, as he'll fly after whoever gets in his range, and his axe can do some ugly damage to your low res troops. This is one guy Soren can walk all over. Blizzard makes for an easy kill if you have a spare one.

On hard, I recommend just sending all of your troops up the left side of the hill. If you try and go up the right side, your only options are to either send a lone troop to bait the boulders or to send everyone charging up. Either way, chances are someone's going to die on the right, so I'd just make it easy and overwhelm the left side, then push the boulders at the top down on the right side to soften up the baddies before you go back down the hill.

Items: Boss (Bolt Axe)

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====Chapter 26: Clash!==== [bbe]

Units: 19 (yes, 19)

Victory: Seize

Other: Elincia

Before the battle, Elincia will join your party. She's a pegasus knight with healing, but she'll start at level 1 and you have to bring her along for this next battle. Even so, she works as a healer, just try to keep her out of combat.

This is the largest battle in the game in terms of your units. Since Ike and Elincia are required, you're getting to choose 17 of your men to go into this battle. You might find yourself coming up a bit short; don't worry, I usually do this battle with 16 or 17 troops to help spread around the exp to the ones that need it. You should be able to use Geoffrey, Bastian, and Lucia since you only got them 2 chapters back, and Haar and Tanith will be high enough, even if you haven't used them at all. I'd recommend bringing a pair of fliers into this battle if you have them, as there's a part where they come in handy. But they're by no means necessary.

I like to divide this battlefield into four quadrants, the NW being 1, NE 2, SW 3, and SE 4. You deploy in quadrant four. If you look at the enemy, you'll see that there's a large concentration of troops in the 1st and 3rd quadrants, so you should divert most of your fighting power towards those areas. In the 2nd quadrant there are a few paladins and a mage with blizzard. Note the cliff face dividing the

1st and 2nd quadrants: this is where the fliers come in handy. Since you're bringing 19 troops, I'm going to assume you've got at least a couple of fliers and a couple of paladins. Send something equivalent to that towards the 2nd quadrant with Elincia tagging along as healer. I prefer the faster-moving units for this job, so I chose paladins. After three or four turns, a pair of wyvern lords will ride in from the N, and hopefully you'll be mopping up the paladins and sage just in time to take on the wyverns.

Meanwhile, the rest of your army should be marching towards the swordmasters, the sniper, and the group spearheaded by two generals (maybe they were knights, I forget). Take out all the local riff-raff, including the two laguz that will come at you. Once quadrants 2 and 3 are clear, start easing your troops in q. 3 towards the castle. Send any non-fliers in q. 2 back to rejoin the main group. From here on out, reinforcements will only come from the area surrounding the castle, so you don't have to worry about being flanked.

Once you're ready, you can deal with the enemy atop the plateau in any way you see fit. Again, I prefer to bait small groups of enemies and wipe them out, but if you like to go all gung-ho, go gung-ho. Watch out for the 3 sages that come out of the castle, though, as they can be fairly annoying. Also, lots of paladins come in from the east of the castle up on the hilltop (there are at least 2 waves, perhaps 3), so send a healthy retinue of your men to deal with that problem if you get up there before the reinforcements actually come.

The boss can be a mean son of a gun with his runesword healing him every hit, so be wary about who you send in to tear him up. I had Ike just go duke it out with him, and after a turn or two, Ike got an aether, and when that happens, even the toughest of men will gnash their teeth. I still don't know if the ranged attack for runeswords and other 1-2 range magical weapons uses res or def for damage, so a magic user might be well-matched against the boss.

On hard, I hate this map. I just usually send my troops N to the trees and form a two-sided perimeter while the paladins, warriors, swordmasters, generals, and halberdiers all converge on you. There are lots of enemies with bows, and there's always that punk sage up north with Meteor, so you really have to be careful. My first four tries on this map resulted in Geoffrey dying twice, Stefan dying once, and Rhys dying once. The real hard part about this map is that you're going to face so many enemy troops that anyone below the curve is going to die, so if you keep losing a unit, simply cut him from your team. I ended up using 12 on hard, and it actually made the battle easier since I was basically getting rid of crutches.

Keep in mind the phalanx tactic that I've harked on about a time or two, as it's basically all I used in this battle. The trees everywhere give you great opportunities to form fighting lines, and since 80% of the troops on this map will charge you without provocation, you don't have the burden of charging up into a gigantic throng of red circles.

One last thing on hard: starting on about turn 6, you'll see some reinforcements come in just E of the castle. First it'll just be 3 paladins. Then it'll be 4, then 5, then 6, then finally 5 or 6 wyvern lords. You can either charge in and try and end the battle before the reinforcements come into play, or you can wait it out, get the combat exp, and then when you're good and ready go for the boss. Watch out for his Runesword: if you have a mage go up against him, he'll change out to his spear allowing you to kill him much faster. Remember, magical weapons use Mag vs. Res instead of Str vs. Def, so sages are your best match vs. the boss.

Items: Boss (Runesword)

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====Chapter 27: Moment of Fate==== [bbf]

Units: 11

Victory: Arrive

Before you go into this battle, let me explain a few things. First of all, this battle is technically fought in two parts. The first part is the part where you arrive at the far end of the castle, and the second part is a battle between Ike and the Black Knight with Mist assisting. You can escape from this second part and still complete the chapter, so if your Ike isn't quite up to par, or you haven't been using Mist at all, don't worry. You can always come back on your next playthrough and plan on winning this battle. If Ike isn't at level 20, don't even think about trying to kill the black knight. Also, it helps a lot to have Mist promoted and carrying a Physic and a Sleep staff. I'll get to the details at the end of this section.

But first, the battle! There are 5 doors, 7 chests, 4 door keys, and 6 chest keys to be had on this map, so if you want all 7 chests either bring along a thief or an extra key. You only have to open 3 doors in this map, and besides, you can always bash those.

Once you're deployed, there are three ways you can go. To the left is a single thief protected by three warriors, and to the right a pair of thieves protected by a wall of knights. The thieves need to be killed to prevent them from getting the chests, but of paramount importance is the thief on the left side: he's carrying the S-rank Double Bow, which you're gonna want to grab. You can intersect the thieves by either riding out the N doorway and meeting them at the door, or you can just barrel through the lines of troops guarding them and kill them that way. If you know my strategy preference by now, you already know that I'm going to suggest splitting your troops three ways. You only have to deal with a couple of laguz and a single swordsman to the N, and then a single general to each side. In other words, you're dealing with 3 enemies no matter which way you go. Try to bring some armor-killing gear for the knights, and maybe some laguz control for the middle two laguz; there are also three more laguz on the map, so you'll find uses for

those weapons. Once you've cleared the outer area of enemies, you have two options: either bust into the middle room and kill the enemies there, or split your forces and charge into the two rooms flanking the back room. Either course of action will work, but you can skip the middle room altogether if you just take the outer route. If you take the middle path, you'll have a nice bottleneck from which you can deal with everything in the back and side rooms. You should try and kill everything here for exp, since you're nearing the end of the game.

Note that the boss carries a Brave Lance and a Spear. If you want that lance, leave someone 2 spaces from him so he will attack with the spear, allowing your thief to come in and nab the lance.

When you get here on hard, you face maybe 7 or 8 more enemies total in this battle. There's an extra pair of warriors near your deployment, there are a few extra laguz here and there, and I believe an extra pair of troops in the back central room. The real thing to watch out for is the horde of laguz in the back right room--I think it's something like 2 ravens or hawks and 3 cats, so be careful.

Once you have all the soldiers cleaned out, harvest those chests and get ready for possibly the hardest battle in the game.

Items: Left room- left (Bolganone), middle (Resolve), right (Laguz Axe), Middle room- left (Silver Lance), right (Physic), Right room- left (Fortify), right (Spear), Boss (Occult)

====The Black Knight Battle==== [bbg]

So, Ike gets Ragnell, a sweet sword with a 1-2 range and a blessing from the goddess making it indestructible. Uber. Like I said earlier, if Ike isn't at level 20, or if he doesn't have aether, you will lose this battle. The real key to winning is getting heals from Mist and getting aether to activate on your first few attacks. So, having a capped skill score will really help. If Ike is maxed out, you'll be doing 9 damage per hit with Ragnell, and the knight will heal 6 of that back on the beginning of his turn. Neither foe will double up on the other, but if Ike has a good speed score, you'll get a nice chance to dodge. My Ike had capped speed (the number is green if a stat is capped), and the knight had a 62% hit ratio, which isn't bad at all.

The way you beat this guy, to put it bluntly, is through sheer luck. Basically, you have to walk up to him on your first turn, attack him, and pray for an aether. If you don't get it, don't worry. Heal Ike up with Mist if he was hit, then wait for the knight's attack. If Ike gets hit on this turn, you'll need to heal him with Mist on your turn and not attack with Ike. If you do, he'll die on the knight's next attack. However, if Ike has full hp at the start of your turn, then you can attack before getting healed. Also, if the knight activates his Luna attack,



he'll do around 40 damage to you (I believe), which is manageable but ugly, so watch out for that. At the end of the knight's third turn, a couple of bishops and a halberdier will come in out of nowhere. Yes, those bishops will heal the knight. However, I got a single aether to activate and dodged two attacks before this point, and despite getting hit by the knight's luna, I killed him before the priests got a chance to heal him. It's possible to kill the knight before the bishops become a factor. However, this is why you brought that sleep staff. Put one of the bishops to sleep, and have Ike wipe out the other one to stop them from healing the knight back up. Then have Mist put the halberdier to sleep, and get Ike working on the knight again. After 5 turns, though, Nasir will step in and end the battle, so ideally, you want to win this battle before those reinforcements come into play. This means you have to get very lucky and either get two aethers in a row or just dodge 2 or 3 of the knight's attacks to allow you more attacks on your turn.

Finally, if you don't have Mist promoted or even competent and you still want to win this battle, give Ike all the elixirs you have before going in. Have Mist escape on the first turn, and walk Ike up next to the knight. Basically, you just have to sit there and drink elixirs on your turn and pray that two of your three attacks will be aethers. If you get an aether 25% of the time, you're looking at pretty grim odds (4.6875% to be exact), but it's still doable if you absolutely must defeat this colossus of black steel.

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====Chapter 28: Twisted Tower==== [bbh]

Units: 12  
Allies: Tibarn  
Victory: Seize

If you defeated the knight in the last battle, you'll get Nasir to join you. Otherwise, you get Ena. They both have a movement range of 5, so I don't like to use them. Since Nasir is level 18, he'll be fine. Ena...not so much.

For this battle, you get Tibarn as an ally. Hooray! To be honest, he can almost solo this map. The only thing stopping him is a single bishop next to the boss with a sleep staff.

Before you go in, try and equip everyone with at least one weapon effective against some sort of laguz, whether it be bird, dragon, or beast. You face all 3 of them here. Laguzguards will be handy too if you have any to spare.

So, like I said, there are tons of laguz, and three of the horde are dragons. Luckily, Tibarn can go toe-to-toe with a dragon and come out without so much as a scratch thanks to his sah-weet skill. I guess being the king of the hawks helps too. Anyways, form up your troops and begin heading

towards the tower. If you have a flyer you'd like to send over the trees to the tower you can do it, as I think Tibarn usually takes that path over there, so you'll have backup. Watch out for Heddwyn, though (the boss), as he's got Bolting. Also of note is the fact that he carries Rexbolt, the S-level lighting magic tome, and he drops it upon death! Hurrah!

Be especially careful when advancing towards the end on this map because you can end up facing a whole mess of enemies at once, and those laguz are some mean animals. Keep an eye on Tibarn, and if he starts to get too close to the sleeper next to the boss, send him south or have him halt. Once you've hacked and slashed your way to the tower, send someone fast to take out that annoying sleeper, then let Tibarn resume his slaughter. There will be a few reinforcements throughout the battle, including a trio of beast laguz at the tower's footsteps, so be wary of those at all times. Other than the enemies on this map being high level and the abundance of laguz, there's nothing too dangerous to watch out for.

Except on hard! If you thought this battle was annoying on easy or normal, bring something to bite down on for hard. You face 41 troops at the start, and around 10 more will come in as reinforcements during the battle. The really annoying thing is the addition of the sage in the trees with meteor coupled with the bishop with the sleep staff who has now been moved up. If that bishop puts one of your men to sleep at the beginning of the enemy phase, you're looking at an ally who's gonna take an absolute ton of damage. There are dragons, paladins, halberdiers, that sage, and several laguz all in the general area of the bishop's sleep range, so you'll have to be extra careful about how you go about handling the situation. It might not be a bad idea to have a big tank like Tauroneo wear a Laguzguard and let him take the brunt of the damage--he's got high res, so even the sage with meteor won't be too much to handle.

Keep in mind that the boss carries both Bolting and Rexbolt, but since Rexbolt will drop upon his death you can steal Bolting from him and still get the Rexbolt.

Items: Boss (Rexbolt)

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\*\*\*\*\*Endgame: Repatriation\*\*\*\*\* [bbi]

Units: 14 + 1 laguz general

Victory: Defeat Boss

Note: This battle is very different on hard, so skip down below to the hard section for my tips on that mode.

Well, here you are. At this point, it'll help to have some level 20 characters, and everyone needs excellent weapons. Silver is a must here. Ike is taken care of, and characters like Stefan, Kieran, Oscar, Rolf, and Muarim will prove to be of immense worth in this battle (or whoever you decided

to level up; those are just my favorites). This battle is best fought defensively. If you look at the courtyard, it's split into two main sections, an upper stone-paved section, and a lower garden section. Each of these sections are divided into three more sections. In the garden section, and here's the important part, you only have to clear the troops from the middle and one other side. What this means is you can skip a whole lot of fighting and save some time and frustration by just sending your entire troop to one side or the other. I highly suggest the right side, since the left side has a healer, and man I hate healers. You could, of course, split your force, but this is one battle where I believe it to be prudent to stick together.

Deployment: Put your slowest-moving troops to the far right side, and leave your fastest (mounted) units on the left. This'll help you get set up faster, which means a more controlled battle. With three generals, two dragons, other assorted laguz and general nuisances, you're going to want to maintain complete control over who you fight at all times in this battle. Bring laguz weapons, and maybe something for armor/mounted units. Mobility is important here, so keep that in mind when choosing units.

Once the battle starts, you're going to want to move everyone to the SE corner of the map and set up a perimeter with your fastest units. Stefan, Ike, Volke, any paladin, and any laguz work well for frontliners. Basically, you want to form a 4x4 or 4x5 phalanx (remember how to do that?), and have people like Jill, the princess, Rhys, Rolf, etc. hanging back to do their things. Throwing spears help a lot here. On the end of the first turn, you get the option of calling in a laguz general to help. I suggest getting Tibarn, because his speed and flying abilities are best suited to this phalanx-like formation I've got going. You can't go wrong with any of them, to be honest, so if you want to try someone else, go for it.

As you're getting your defenses set up, you'll notice that there are several enemies charging your location, and some of them are on the other side of the map. This is a good thing: it'll allow you to pick off a few units without having to expose yourself to the rest of the enemy. So, be patient, let them come to you, and when they're in range, hit them with whatever you have. The mountie blitzkrieg should see a lot of use here. Lemming tactics are a no-no.

So, once you've fought off the first wave or two of regular soldiers, you'll notice that those dragons are getting close, and those dragons are mean. Have your laguz general take care of them: from my experience, Tibarn can dispatch them with ease, being the superhawkman that he is. Thunder magic is of course another good option. Anyways, when the dragons are all gone to dragon heaven, begin your advance up the pathway. I usually move 5 spaces at a time to ensure everyone can keep up while at the same time limiting the enemies I draw out. But whatever. Once you make it to the stairs, you'll want to do a little shift and have your left outer perimeter move up and leave the front perimeter in the same spot, while everyone else ducks for cover inside

the phalanx. If you're confused as to what I'm talking about here, I'm just explaining that your phalanx needs to shift so that it's facing to the west (left) side of the map to deal with the foes in that direction. Watch out for the bow knights on top of the stone platform next to you, as they can shoot down and really mess up anyone who's caught there. It isn't a bad idea to send Tanith or Jill up after them. Plus, by doing that you'll lure a few of the paladins off of Ashnard's platform. One other thing to look out for is the bishop in the middle area with the sleep rod. Either bring along a staff to cure it or just ride out and take him down. Once you've taken care of the local troops, you'll want to start luring all the rest of the troops on the stone area towards you. So, use either your laguz general or your mounties to run out, moon the enemy, then run back to your phalanx. You could just take a good force of riders and mow down everyone, but I like to just pick them off; it avoids single units getting surrounded and potentially killed. As you're doing this, don't worry about Ashnard coming out and attacking you; he only attacks people that come within 2 spaces of him. So buzzing the tower is okay here. (Negative Ghost Rider, the pattern is full.) Once all the units on the stone area are destroyed, it's time for Ashnard.

I really really hope you gave Ike aether with one of the four occults you collected up to this point. If you did this and Ike has more than 20 skill, then your battle with Ashnard will go much faster, and can end on a much cooler note. All you need for Ashnard is Ike and a healer or two with physic staves. [This battle strategy is pretty much identical to the one used to beat the black knight, so go there if you don't understand this part.] For your first turn, have Ike walk right up to Ashnard and smack him with Ragnell. Ashnard will counter and do a crapload of damage, which you're gonna want to heal with one of your healers. Having 2 healers with Physic staves speeds up this part a lot, but it's not necessary. Anyways, on the next turn, Ashnard will recover 6 hp. Ike should be doing about 9 damage per strike, so that means you'll do 3 damage after Ashnard's turn. An aether, though, will do around 20 or so damage to Ashnard, so that's why we want aether. After Ashnard smacks Ike on his turn, have your healer patch up Ike again. If you only have one healer, just have Ike sit there: DON'T ATTACK. If you have two healers, have Ike attack, then have your other healer stitch Ike up. For one healer, you'll just repeat the heal/wait method until Ashnard goes down, either through repeated 3 damage ticks or an aether. With two healers, you can heal, attack, then reheat each turn and more than double the speed of this last part. Again, you don't have to worry about Ashnard sauntering over to your healers and laying the smack down on them, because he only attacks targets within his immediate range. So, if you don't have two physic staves, but you have a mounted healer, you can do a heal-and-run then let your other healer just sit back and heal.

If you didn't give Ike Aether (why oh why?!), there's still a few things you can do to win here. One way is by using Tibarn to damage Ashnard and having one of your healers

heal Tibarn. Ike's speed cap isn't high enough to get him to where he can double Ashnard, so that's out of the question.

===Hard Version=== [bbj]

On hard, you're facing off against about the same amount of troops, but there are a few key differences that made me decide to alter my strategy a bit.

Basically the big difference is that everyone will charge you on this map, including Ashnard. So instead of using a phalanx formation, I found it easiest to simply form up my troops in a triangle at the bottom of the map (strong on outside, mages/archers/thieves on inside). The idea here is to have your paladins use the mountie blitzkrieg (if you have the Knight Ring, whomever is using it will help a lot) and then when enemies get to your line, have your people in the back take them out. It's really important that everyone is strong, because one weak point can mean utter death and destruction. Once you've killed the two waves of paladins, the knights and halberdiers, the dragons, and lastly the trio of swordmasters, start moving your party to either bottom corner of the map. One thing I found to be really helpful when lots of people were hurt was the Fortify staff. It heals everyone within a radius of 1 to half the user's Mag score for 10 + the user's Mag, and on top of that it gives the user around 50 exp PER USE. Hooray! I guess the Ashera Staff would work too, but you only get 3 uses of that, whereas the Fortify comes with 8 and isn't an S-rank staff.

After 8 or 10 turns Ashnard will taunt you and then charge. Behind him will come a quartet of paladins along with a bishop. The paladins will also join Ashnard in a charge. Now, the idea to taking on Ashnard is much the same as it was in the other difficulties, except this time you have a few choices as to where to fight. If you'll notice, there are a lot of thickets around the corner area, and thickets provide +10 Avo to anyone in them. The important thing here is that Ike's Hit should be high enough that he'll hit Ashnard 95% of the time or more, while Ashnard will take the full 10% penalty to his hit % (I think he had around 64% for me). He still recovers 6 hp per turn, but if you have 2 healers you can follow the same strategy as above-- just try and keep your healers as far away from Ashnard as possible. He never went chasing after anyone else on my game, but I had Ike with Provoke, so who knows if he will in another situation. Use caution.

Once you slay Ashnard, he decides to take the medallion and go all berserker on you. His Str will get boosted up to 40 and he will now recover 8 hp per turn. Don't panic. He's very beatable. The only thing that's changed is the amount of damage he's gonna do to Ike per blow and it may take a few turns longer to kill him. You basically have to have Aether for this battle, as without it you're gonna be toast. Ike should still be doing 9 dmg per hit, so an Aether will end up taking off close to 40 with both blows combined. In other words: 2 Aethers is pretty much game,

set, and match. If you can't beat Ashnard here because Ike got screwed over by random stat growth or because he's not level 20, I don't know what to say except to start a new game and focus on getting Ike to level 20 before he faces off against Ashnard. (I warned you about this back in chapter 22, so hopefully you're okay.) During your fight with Uber Ashnard, those paladins will probably go for Ike, but you don't have to worry. Ike's Avo should be sky-high here, and with Ragnell he'll be killing them in 2-3 blows, so they're just white noise. Remember, heal if Ike needs it, and if you've got a spare healer, you can attack once on your phase and then counterattack once during the enemy phase, vis a vis speeding up this whole debacle. (I've been wanting to say 'vis a vis' this whole guide.)

Well, that's it. Congratulations, you've defeated Mad King Ashnard and put an end to the strife! Hooray! After beating the final chapter, save your file (it'll say Epilogue), and you can go to the Extras menu from the main menu, select the Trial Map option and load your Epilogue file to play Trial Maps with your ending party, complete with your uber laguz warrior! Fun times.

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X                      Characters                      [caa] X
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In this section, I'm going to list every character and then follow up with a description of the unit's class, when and how you can recruit them, which weapons they do/can use, and any comments I have to make on each character. I haven't used every single character as of yet, but I'm working on it. A (P) signifies a weapon a character gains usage in after promotion.

When I evaluate characters, I look at three separate traits:

- 1) Ability to deal/heal damage
- 2) Ability to prevent/take damage
- 3) Ability to bring something unique to the group

So, if you disagree with one of my evaluations, it's probably because of reason 3. A unit can be good in #1 and #2, but if they aren't excelling in #3, I'll probably list them as simply mediocre, since they're actually nothing unique. Someone like Rhys is great because he's the only healer you get early in the game. Same with Rolf, Boyd, Volke, etc. So, I'm not gonna tell you which units I like and which units I don't like per se, I'll just tell you how each individual unit stacks up to the rest of the competition, so you can use that evaluation hopefully to determine what attributes each character has, who has what you're looking for, etc. etc. Also, when I'm evaluating a unit's stats, I'm going to use the fixed growth numbers as my standard.

Finally, the chapter that I list units as joining on will either tell the battle in which they can be recruited or, if they joined automatically, the first battle in which







time, I kept him safe, and voila, I had a great magic user. I've seen tons of arguments on the GameFAQs boards about who makes the best magic user in the game, but I will say that Soren comes with Adept, which can really pull you out of a jam. Don't rely on it to pull you out, though. I loved Soren because he could use staves after promotion, meaning I had one less healer to protect. He doesn't ever have much strength, so you can't rely on him to use all sorts of magic, but if you forge him a custom tome or three, he'll be fine. I loved using Soren, as he gives you an edge over knights and generals in various parts in the game where you really need it.

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===Mia=== [caj]  
Class: Myrmidon/Swordmaster  
Joins: Chapter 7 (talk to her with Ike)  
Weapons: Sword  
Other notes: I've tried using Mia on all three modes, and every time I ditch her because of her lack of hp. I hear people say that she's great and all, but if she gets hit twice, that's about it for her. Maybe I'm not giving her enough time, but, on hard mode especially, you are going to get hit whether you like it or not. She's probably solid once you get her speed to a point where enemy's hit % is down below the 50 mark regardless, but even then you're looking at a unit that shouldn't engage more than 2 enemies at once. She does have one big saving grace though: she comes with Vantage. Give her Wrath, and then all of her low HP problems are basically solved. If you really want to be sadistic, give her a Killing Edge to go with Wrath, but make sure to wear protective eyewear.

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===Ilyana=== [cak]  
Class: Mage/Sage  
Joins: Chapter 8 (talk to her with Ike)  
Weapons: Fire, Wind, Thunder Magic, Staff/Knife (P)  
Other notes: (Never used.) She starts off a few levels behind your party, which can be a pain to make up especially in hard mode, but I don't see any reason not to use her if Soren dies or if you just want another mage.

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===Mist=== [cal]  
Class: Cleric/Valkyrie  
Joins: Chapter 9, automatic  
Weapons: Staff, Sword (P)  
Other notes: Well, on my second playthrough, I worked Mist up quite a bit for the chapter 27 battle (which I won thanks to her). First of all, she works as a healer extremely well after promotion due to her movement capabilities. However, she has no offense at all, even if you forge her a sword and try to build her up--it just isn't worth it to try and give her an offensive game. Overall, I like Rhys better due to his ability to use light magic after promotion, and since his magic stat is already high, he'll be a good viable



str and late transformation time. The late transformation is handy because it's usually later in a battle that I need a boost, and then all of a sudden I have this giant beast ripping everyone to shreds. It's kinda nice. If you're going to give him the Demi Band, though, expect him to suck because his speed will get lowered to a point where he won't double on anyone.

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===Lethe=== [cap]

Class: Cat laguz (essentially a beast)  
Joins: Chapter 10 (if survived chapter 9)  
Weapons: Claw

Other notes: Lethe is the female of the pair of laguz you get after chapter 9, and she's pretty much on the same level as Mordecai, but she has her strengths switched around a bit. First of all, she's an early transformer, which gives you a good early hard hitter, plus she's faster, increasing her ability to double enemies and avoid attacks. She suffers from the usual things that females suffer from: low hp, low str, etc., but all females also get better speed to make up for that. Neither Lethe or Mordecai are better than the other, so choosing between these two should depend upon your party's setup and your particular tastes. Speed is typically king in this game, but Mordecai is just so much stronger that he usually does 2x damage than Lethe in a single attack, so when Mordecai doubles someone, look out. Lethe...not so much.

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===Volke=== [caq]

Class: Thief/Assassin (chapter 19)  
Joins: Chapter 10 (your choice)  
Weapons: Knife

Other notes: Now, looking at Volke's stats and the fact that he only gets to use a knife, you might think that he's only good for his thief abilities. You'd be wrong. First of all, he gets one of the best speed stats in the game (if not THE best), great strength, and a totally sweet occult skill with a high skill stat to go with it. And THEN you get all of his thief skills on top of that. Lethality, his occult skill, is a one-hit KO when it activates. He has a naturally high crit rate with his knives, and stilettos get a bonus vs. armor, so you can use him as a great knight killer. Basically, I'd put him in the same category as swordmasters, except with a little more penchant for the one-hit kill and a little less power on the regular side of combat. I love Volke, and I try to use him all the time. The only downside is he promotes after chapter 19, so he'll fall behind the rest of your units for a few levels, but it isn't too hard to catch him back up considering his level of awesomeness. Like a ninja.

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===Kieran=== [car]

Class: Axe Knight/Paladin  
Joins: Chapter 10 (talk to with Oscar)







the cost of lowering a few of his stats, but it's a fair tradeoff to get around the lowered exp numbers laguz suffer from. Statwise, Muarim is somewhere in between Mordecai and Lethe. I usually prefer Mordecai, but on my first time through the game, I ended up using Muarim simply because his speed can drop a bit (from the demi band) and he can still double up on enemies. Mordecai will lose the ability to double most units if you give him the demi band, so Muarim is better in that respect. I like him. If you're going to give anyone the Demi Band, it should be either him or one of the hawk laguz.

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===Devdan=== [cbc]

Class: Halberdier

Joins: Chapter 16 (talk to with Soren)

Weapons: Spear

Other notes: Oh dearie me. Well, you get Devdan already promoted, but his stats don't look all that great. He's rather slow, and that's a very bad thing to be in this game. As such, I never use him much, but I have tried him after getting him, but to no avail. Even a few levels lower, Nephenee outperformed him in just general usefulness and damage, what with her overkilled speed and all. Devdan's probably good enough to provide you with a solid ground spearman if you're not using Nephenee, but I'd stay away from him if I could.

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===Reyson=== [cbd]

Class: Heron laguz (bird)

Joins: Chapter 18, automatic

Weapons: None (gasp!)

Other notes: Reyson is the most unique unit in the game, full stop. He is probably the best support unit that you'll stumble across. First of all, he heals any adjacent units at the beginning of his turn, and his chant can give a unit a second turn. If he's in laguz form...his chant effects all adjacent units, potentially giving 4 of your troops another turn. Holy crap. I've never actually used Reyson, though. I hate having to protect softies, and Reyson is probably the king softie. He starts at level 2, has abysmal hp, and just not much by the way of stats. It's his skills that make him extremely useful. I'd say he's the most difficult character to implement well in this entire game. So, have at it, and if you succeed, you'll have a great great unit. It just won't be easy getting there.

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===Janaff=== [cbe]

Class: Hawk laguz (bird)

Joins: Chapter 18, automatic

Weapons: Beak

Other notes: Janaff is called the eyes of the hawk king, and he has a skill that increases his hit %. He has high speed, decent attack power, and is overall a very viable unit for any kind of combat. I've used him a bit, but laguz in





has good stats, so you won't find her lacking on the field. Compared to Soren, I'd say she's inferior just because she can't use staves, and staves can be oh-so-important in this game--I think most people underestimate the value of some of the various staves, like Sleep and Silence. But anyways, she's a great sage regardless, and since she can use up to a B rank in any magic, she's instantly more versatile than any other sages you'll get. I love using her. If you haven't been using Ilyana, then Calill's thunder magics will help you immensely in those last 2 chapters where you have to go dragon slaying. (Plus thunder magic is the best!)

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===Tauroneo=== [cbi]  
Class: General  
Joins: Chapter 21 (talk to with Ike, Mist, Tormod, Soren, or Sothe)  
Weapons: Lance, Sword  
Other notes: Basically, Tauroneo is THE general. He has great stats all around, plus he has a good res score, which makes him the only knight in the game that can stand up to magic. The only thing is that his class is a bit slow, but you can usually make up for that by just placing him on the outside of your deployment grid. He won't double many people, but as far as tanks go, he's about as good as they get. He comes at a great level too. My only worry about him is his speed, and on hard mode he came very close to dying several times and got saved only by Resolve. Just don't make him a huge target.

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===Ranulf=== [cbj]  
Class: Cat laguz (beast)  
Joins: Chapter 23, automatic  
Weapons: Claw  
Other notes: I'd say that Ranulf is probably the best fighting laguz you get in the game, save for the big three in the end. He's got hp, speed, defense...everything that the laguz have, just rounded out to a point that he's good at everything except killing fire-wielding mages. He's got a middling transformation, which I usually prefer over an early one and a late one, so all in all he's awesome. If you like using laguz, this is your man.

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===Haar=== [cbk]  
Class: Wyvern Lord  
Joins: Chapter 23 (talk to with Jill)  
Weapons: Axe, Lance  
Other notes: AAAAAARRRRR MATEY! I love Haar. He's pretty much just a beefier version of Jill. He comes with a brave axe, which is totally sweet, and he wears an eyepatch. I'll repeat that. He rides a wyvern and wears an eyepatch. Convinced? Use him, because he's a great unit and can really pull you out of jams later in the game with his mobility.

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===Geoffrey=== [cbl]

Class: Paladin  
 Joins: Chapter 25, automatic (if he survives 24)  
 Weapons: Lance, Bow  
 Other notes: Geoffrey is the second unit in the game to get the Paragon skill, so he's useful. He also comes with a brave lance, so there are plenty of places where you can use his extra power. If only he could have Adept...anyways, I love using Geoffrey, because I love paladins, and because he's a good solid unit. Statwise, he's somewhere around Oscar and Astrid, but not quite as strong as Kieran. With paragon, though, there's a good chance he'll hit 20 before the end, even though you're getting him so close to the last chapter. You'll probably at least find use for him in chapter 26. The only problem is that on hard, he starts out behind the curve statwise and will probably end up dying if you use him like any other paladin. He's always my 4th choice of paladin, behind Oscar, Astrid, and Kieran.

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===Lucia=== [cbm]

Class: Swordmaster  
 Joins: Chapter 24, automatic  
 Weapons: Sword  
 Other notes: Aaah, Lucia looks so cool. Sadly, though, she's one of the not-so-good swordmasters. The upside to that, though, is that all swordmasters are great, so really as a standalone unit, she's solid with her excellent speed. It's just that she comes so late, and you could have 3 other swordmasters in your party at this point, and Ike is basically another swordmaster with better stats all around, so there's really nothing all that unique about Lucia. But I'd still say she's cool, and you'll find uses for her in chapters 24 and 26 for sure. Oh, and also, a team of 4 swordmasters, 2 male and 2 female, is just plain awesome to have.

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===Bastian=== [cbo]

Class: Sage  
 Joins: Chapter 24, automatic  
 Weapons: Fire, Thunder, Wind magic, Knife  
 Other notes: Why does this guy look French? Eh, anyways, I never liked Bastian. He doesn't really have any great strengths, especially when compared to Soren's potential beatdown-o-rama he gets with Adept. I don't see any reason to use Bastian unless you just want to, or if you're trying an offense that involves all the sages you get in the game. He comes at a fairly decent level, so catching him up won't be bad at all.

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===Largo=== [cbp]

Class: Berserker  
 Joins: Chapter 25 (info conversation, your choice)

Weapons: Axe

Other notes: Basically, Conan the Barbarian found his way into this game. Largo's the only berserker you get in the game, but alas, he comes a bit short on levels. I compare him to Boyd most of the time. Basically, Largo is Boyd without the bow, without Tempest, and with lower stats. I honestly don't like him on paper, but I guess you could find a use for him in battle. A paladin would seem like a better choice though (Geoffrey or Kieran?).

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===Elincia=== [cbq]

Class: Princess Crimea (Think Falcon Knight)  
Joins: Chapter 26, automatic  
Weapons: Sword, Staff  
Other notes: The big plus with Elincia is that she's your only flying healer. Other than that, there's nothing special about her at all. Her sword, Amity, is pretty cool, but she doesn't have the str to use it effectively. I have used her before in the final battle, but Rhys or Soren do just as good of a job, plus they have better offensive abilities...but it's your call. She is fragile, like the other falcon knights, so be careful.

On a related note, why aren't there any male falcon knights, but there is a female wyvern rider? I WANT GENDER EQUALITY!

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===Ena=== [cbr]

Class: Dragon laguz  
Joins: Chapter 28 (if Black Knight isn't defeated)  
Weapons: Breath  
Other notes: Ugh, I hate using dragons. They have no movement, their attack power doesn't make up for their general slowness, and they're not as invincible as they look to be. Aaargh. Worst of all, Ena comes at level 10, which is way behind the curve at the end of the game, and that pretty much kills her effectiveness, unless you dump a ton of bonus exp on her at the end of the game and give her at least half of the kills on chapter 28. The kicker is that you have to use her in the final battle if you failed to kill the black knight. Curses! The only thing Ena has going for her is her interesting skill set--she can heal units next to her like Reyson, plus she removes any conditions on adjacent units at the beginning of her turn. So, basically you might could use her as a frontline cleric.

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===Nasir=== [cbs]

Class: Dragon laguz  
Joins: Chapter 28 (if Black Knight was defeated)  
Weapons: Breath  
Other notes: Thank the maker, at least Nasir comes at a respectable level. In fact, 18 is high enough to instantly make him useable for the last two chapters, so if you want to have a gigantic white dragon fighting by your side, by George, get that dragon and sick him on the bad guys. He

suffers from the low movement that Ena does, but his speed and strength are high enough to make him nearly on par with the big 3. His skills aren't as cool as Ena's, but he makes up for it when he torches the crap out of an entire battallion of enemy soldiers on the final chapter, where you will have to use him if you have him.

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===Tibarn=== [cbt]

Class: Hawk laguz (bird)  
Joins: Endgame (one of three choices)  
Weapons: +12 Uber Beak of Justice and Doom  
Other notes: Basically, Tibarn is unstoppable. Of the 3 generals you can choose from, I have had the best experience with him, because he's fast, his cancel skill catches any attacks that somehow find their way to him, and he's got over 60 hp and, I believe, over 30 strength. All in all, he's a demigod.

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===Naesala=== [cbu]

Class: Raven laguz (bird)  
Joins: Endgame (one of three choices)  
Weapons: +16 Sinister Beak of Malice and Rapine  
Other notes: Naesala is, statwise, not quite as powerful as his other counterparts, but he has the Vortex skill to make up for that. Vortex is basically a wind spell, and he can use it in either transformed or regular form. Naesala's strength is in his high speed, so expect lots of doubles, but the thing is that Tibarn's speed is also high enough to double almost anyone, and since Tibarn's strength is greater, you end up with Naesala getting a bit overshadowed. But still, if you like to use magic and ranged attacks, Naesala is definetly your man, as he'll add something to that side of your game along with being a good frontliner.

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===Giffca=== [cbv]

Class: Lion laguz (beast)  
Joins: Endgame (one of three choices)  
Weapons: +13 Maiming Claw of Cruelty and Slaughter  
Other notes: First of all, Giffca looks oh-so-awesome on the battlefield (he's a lion!). Of the final 3, he's probably a bit softer than Tibarn, but with his roar ability, he could team up with Reyson to really spread some havoc. Also, he has the best strength of the final three, so if you want someone who will knock enemies to the moon, use Giffca. I'd put him about even with Naesala, except that Giffca can deliver some absolutely mind-blowing criticals, even if all of them are limited by the enemy's max hp.

X=====X

I'm gonna go about this section by seperating all the weapons into categories depending on their type, then I'll list all the data about each weapon. About the price tag on the items: I know that you can't buy some of the items that I listed prices for, and you're probably wondering how in the world I got those numbers. Well, they're accurate. Let's just say I spent about 2 hours doing lots of math to figure out how much each item costs from the shop. The price is there so you can tell how much each buys/sells for; sell price is half the buy price.

#### Weapon Notes:

'Brave' weapons and Amity get two attacks per strike.  
 'Venin' weapons poison targets that are hit.  
 The Flame Lance, Sonic Sword, Runesword, and Bolt Axe are treated as magical attacks (Mag vs. Res).  
 Nosferatu and Runesword heal the user for every point of damage done.  
 'Laguz' weapons get a bonus vs. all laguz.  
 Fire magic gets a bonus vs. beast laguz.  
 Thunder magic gets a bonus vs. dragon laguz.  
 Wind magic gets a bonus vs. flying units.  
 All bows get a bonus vs. flying units. Note that laguz are only considered as flying when they are transformed.  
 Hammer, Heavy Lance, and Armorslayer get a bonus vs. armor.  
 Poleax, Knight Killer, and Longsword get a bonus vs. mounts.  
 Regal Sword gets a bonus vs. armor and vs. mounts and can only be used by Ike.  
 Ragnell can only be used by Ike.  
 Amity can only be used by Elinia.  
 Rolf's Bow can only be used by Rolf.  
 Only Snipers can use the Longbow or the Double Bow.  
 ClawC is the claw that cat laguz use (eg. Lethe).  
 ClawB is the claw that beast laguz use (eg. Mordecai).  
 ClawG is the claw that Giffca uses.  
 BeakH is the beak that flying laguz use (eg. Janaff).  
 BeakT is the beak that Tibarn and Naesala use.

#### Weapon Bonuses:

Wishblade: Lck +3  
 Vague Katti: Def +3  
 Amity: Def +3, Res +3  
 Ragnell: Def +5  
 Alondite: Def +5  
 Double Bow: Str +3  
 Rexbolt: Skill +3  
 Rexaura: Def +3

#### Type/Name

| Axes       | Durab. | Grade | Mt | Hit | Crit | Wt | Rng | Price |
|------------|--------|-------|----|-----|------|----|-----|-------|
| Iron Axe   | 45     | E     | 8  | 75  | 0    | 10 | 1   | 270   |
| Steel Axe  | 35     | D     | 11 | 65  | 0    | 15 | 1   | 420   |
| Silver Axe | 25     | A     | 16 | 70  | 0    | 14 | 1   | 1250  |
| Hand Axe   | 25     | E     | 7  | 55  | 0    | 13 | 1-2 | 375   |
| Short Axe  | 15     | C     | 10 | 65  | 0    | 13 | 1-2 | 1500  |

|            |    |   |    |    |    |    |     |      |
|------------|----|---|----|----|----|----|-----|------|
| Tomahawk   | 15 | B | 13 | 65 | 0  | 17 | 1-2 | 5550 |
| Hammer     | 20 | D | 10 | 55 | 0  | 13 | 1   | 800  |
| Poleax     | 18 | D | 10 | 60 | 0  | 18 | 1   | 810  |
| Laguz Axe  | 15 | C | 13 | 65 | 0  | 16 | 1   | 5250 |
| Killer Axe | 20 | C | 12 | 65 | 30 | 12 | 1   | 1000 |
| Venin Axe  | 40 | D | 5  | 60 | 0  | 11 | 1   | 360  |
| Brave Axe  | 30 | B | 10 | 65 | 0  | 20 | 1   | 5050 |
| Bolt Axe   | 25 | B | 10 | 70 | 0  | 12 | 1-2 | 3750 |

| Lances        | Durab. | Grade | Mt | Hit | Crit | Wt | Rng | Price |
|---------------|--------|-------|----|-----|------|----|-----|-------|
| Iron Lance    | 45     | E     | 7  | 80  | 0    | 8  | 1   | 360   |
| Slim Lance    | 35     | E     | 4  | 85  | 5    | 6  | 1   | 525   |
| Steel Lance   | 35     | D     | 10 | 70  | 0    | 13 | 1   | 560   |
| Silver Lance  | 25     | A     | 15 | 75  | 0    | 12 | 1   | 1500  |
| Javelin       | 25     | E     | 6  | 60  | 0    | 11 | 1-2 | 500   |
| Short Spear   | 15     | C     | 9  | 70  | 0    | 12 | 1-2 | 1950  |
| Spear         | 15     | B     | 12 | 70  | 5    | 15 | 1-2 | 5700  |
| Heavy Spear   | 18     | C     | 8  | 80  | 0    | 18 | 1   | 1260  |
| Knight Killer | 18     | D     | 7  | 70  | 0    | 16 | 1   | 1170  |
| Laguz Lance   | 15     | C     | 12 | 75  | 0    | 17 | 1   | 1620  |
| Killer Lance  | 20     | C     | 10 | 70  | 30   | 10 | 1   | 1200  |
| Brave Lance   | 30     | B     | 11 | 70  | 0    | 17 | 1   | 5700  |
| Flame Lance   | 25     | B     | 10 | 70  | 0    | 12 | 1-2 | 7500  |
| Wishblade     | 20     | S     | 16 | 80  | 5    | 15 | 1-2 | ----  |

| Swords       | Durab. | Grade | Mt | Hit | Crit  | Wt | Rng | Price |
|--------------|--------|-------|----|-----|-------|----|-----|-------|
| Iron Sword   | 46     | E     | 5  | 90  | 0     | 7  | 1   | 460   |
| Iron Blade   | 35     | D     | 9  | 70  | 0     | 15 | 1   | 980   |
| Slim Sword   | 35     | E     | 3  | 100 | 5     | 5  | 1   | 560   |
| Steel Sword  | 35     | D     | 8  | 75  | 0     | 12 | 1   | 700   |
| Steel Blade  | 35     | C     | 11 | 75  | 0     | 17 | 1   | 1400  |
| Silver Sword | 25     | A     | 13 | 80  | 0     | 11 | 1   | 1875  |
| Silver Blade | 15     | A     | 15 | 60  | 0     | 14 | 1   | 1800  |
| Armorslayer  | 18     | D     | 8  | 80  | 0     | 11 | 1   | 1260  |
| Longsword    | 18     | D     | 6  | 85  | 0     | 15 | 1   | 1260  |
| Laguzslayer  | 15     | C     | 9  | 75  | 0     | 12 | 1   | 900   |
| Killing Edge | 20     | C     | 9  | 75  | 30    | 9  | 1   | 1300  |
| Venin Edge   | 40     | D     | 3  | 70  | 0     | 8  | 1   | 520   |
| Brave Sword  | 30     | B     | 9  | 75  | 0     | 16 | 1   | 5400  |
| Runesword    | 15     | A     | 15 | 65  | 10    | 19 | 1-2 | 7200  |
| Sonic Sword  | 25     | B     | 10 | 70  | 0     | 9  | 1-2 | 2750  |
| Vague Katti  | 25     | S     | 12 | 80  | 35(!) | 8  | 1   | ----  |
| Regal Sword  | 40     | -     | 7  | 95  | 10    | 6  | 1   | ----  |
| Amiti        | --     | -     | 9  | 75  | 0     | 12 | 1   | ----  |
| Ragnell      | --     | -     | 18 | 80  | 5     | 20 | 1-2 | ----  |
| Alondite     | --     | -     | 18 | 80  | 5     | 20 | 1-2 | ----  |
| Gurugant     | --     | -     | 20 | 90  | 0     | 25 | 1-2 | ----  |

| Bows       | Durab. | Grade | Mt | Hit | Crit | Wt | Rng | Price |
|------------|--------|-------|----|-----|------|----|-----|-------|
| Iron Bow   | 45     | E     | 6  | 85  | 0    | 5  | 2   | 540   |
| Steel Bow  | 35     | D     | 9  | 70  | 0    | 9  | 2   | 840   |
| Silver Bow | 25     | A     | 13 | 75  | 0    | 6  | 2   | 2000  |
| Rolf's Bow | 45     | -     | 8  | 100 | 5    | 2  | 2   | ----  |
| Longbow    | 20     | D     | 5  | 65  | 0    | 10 | 2-3 | 2000  |
| Laguz Bow  | 15     | C     | 10 | 75  | 0    | 10 | 2   | 1950  |
| Killer Bow | 15     | C     | 9  | 75  | 30   | 7  | 2   | 1050  |

|            |    |   |    |    |   |    |      |      |
|------------|----|---|----|----|---|----|------|------|
| Venin Bow  | 40 | D | 4  | 65 | 0 | 5  | 2    | 600  |
| Brave Bow  | 30 | B | 10 | 70 | 0 | 7  | 2    | 5650 |
| Double Bow | 20 | S | 7  | 65 | 0 | 10 | 4(!) | ---- |

| Fire Magic | Durab. | Grade | Mt | Hit | Crit | Wt | Rng  | Price |
|------------|--------|-------|----|-----|------|----|------|-------|
| Fire       | 40     | E     | 3  | 95  | 0    | 3  | 1-2  | 560   |
| Elfire     | 30     | D     | 5  | 85  | 0    | 5  | 1-2  | 1800  |
| Meteor     | 5      | C     | 11 | 70  | 0    | 11 | 3-10 | 750   |
| Bolganone  | 20     | A     | 9  | 85  | 0    | 9  | 1-2  | 2000  |

| Wind Magic | Durab. | Grade | Mt | Hit | Crit | Wt | Rng  | Price |
|------------|--------|-------|----|-----|------|----|------|-------|
| Wind       | 40     | E     | 2  | 100 | 0    | 1  | 1-2  | 520   |
| Elwind     | 30     | D     | 4  | 90  | 0    | 2  | 1-2  | 1650  |
| Blizzard   | 5      | C     | 8  | 75  | 0    | 10 | 3-10 | 700   |
| Tornado    | 20     | A     | 6  | 90  | 0    | 5  | 1-2  | 1800  |

| Thunder Magic | Durab. | Grade | Mt | Hit | Crit | Wt | Rng  | Price |
|---------------|--------|-------|----|-----|------|----|------|-------|
| Thunder       | 40     | E     | 4  | 85  | 5    | 3  | 1-2  | 600   |
| Elthunder     | 30     | D     | 7  | 75  | 10   | 6  | 1-2  | 1950  |
| Bolting       | 5      | C     | 13 | 65  | 5    | 13 | 3-10 | 800   |
| Thoron        | 20     | A     | 10 | 85  | 5    | 7  | 1-2  | 2200  |
| Rexbolt       | 20     | S     | 15 | 75  | 10   | 14 | 1-2  | ----  |

| Light Magic | Durab. | Grade | Mt | Hit | Crit | Wt | Rng  | Price |
|-------------|--------|-------|----|-----|------|----|------|-------|
| Light       | 40     | D     | 2  | 80  | 0    | 4  | 1-2  | 800   |
| Shine       | 30     | C     | 4  | 75  | 0    | 6  | 1-2  | 2100  |
| Purge       | 5      | B     | 10 | 70  | 0    | 8  | 3-10 | 1000  |
| Nosferatu   | 20     | A     | 7  | 70  | 0    | 12 | 1-2  | 3000  |
| Rexaura     | 20     | S     | 12 | 85  | 5    | 10 | 1-2  | ----  |

| Knives   | Durab. | Grade | Mt | Hit | Crit | Wt | Rng | Price |
|----------|--------|-------|----|-----|------|----|-----|-------|
| Knife    | 30     | -     | 2  | 100 | 5    | 2  | 1   | 320   |
| Dagger   | 30     | -     | 4  | 90  | 0    | 4  | 1   | 600   |
| Stiletto | 20     | -     | 8  | 95  | 10   | 8  | 1   | 1500  |

| Laguz Weapons | Durab. | Grade | Mt | Hit | Crit | Wt | Rng | Price |
|---------------|--------|-------|----|-----|------|----|-----|-------|
| ClawC         | -      | -     | 8  | 90  | 0    | 1  | 1   | ----  |
| ClawB         | -      | -     | 9  | 90  | 0    | 1  | 1   | ----  |
| ClawG         | -      | -     | 10 | 95  | 0    | 1  | 1   | ----  |
| Beak          | -      | -     | 7  | 90  | 0    | 1  | 1   | ----  |
| BeakT         | -      | -     | 8  | 95  | 0    | 1  | 1   | ----  |
| Breath        | -      | -     | 10 | 90  | 0    | 1  | 1   | ----  |

| Staves       | Dur | Grd | Wt | Rng    | Effect             | Price |
|--------------|-----|-----|----|--------|--------------------|-------|
| Heal         | 40  | E   | 2  | 1      | 10 + Mag heal      | 800   |
| Mend         | 20  | D   | 4  | 1      | 20 + Mag heal      | 1000  |
| Physic       | 15  | C   | 5  | 1-Mg/2 | 10 + Mag heal      | 3750  |
| Recover      | 15  | B   | 6  | 1      | Full heal          | 2250  |
| Fortify      | 8   | A   | 7  | 1-Mg/2 | 10 + Mag heal area | 6400  |
| Ashera Staff | 3   | S   |    | 1-Mg/2 | Full heal, all*    | ----  |
| Restore      | 10  | C   | 4  | 1      | Nullify condition  | 2000  |
| Rescue       | 3   | B   | 6  | 1-Mg/2 | Teleport*          | 1800  |
| Sleep        | 3   | B   | 8  | 1-Mg/2 | Sleep              | 1500  |

|          |    |   |   |        |                |      |
|----------|----|---|---|--------|----------------|------|
| Silence  | 3  | B | 8 | 1-Mg/2 | Silence        | 1200 |
| Hammerne | 3  | C | 7 | 1      | Repairs weapon | 1800 |
| Ward     | 15 | C | 4 | 1      | +Res on ally   | 2250 |

\*The Rescue staff will teleport an ally within range to a space near the spellcaster.

\*The Ashera Staff will fully heal all allied units and cure any conditions they are suffering from.

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(+++++
|                Items                [eaa] |
+++++)
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At the end of each chapter's walkthrough, I made a list of all of the items that can be found on the map, including some of the rarer weapons. The other weapons, like killer axes, javelins, etc., I didn't list--you can look for those yourself. (Red items held by enemies will be dropped when they die.)

Found here will just be a list of all the items, where to find them, and what they do. I'm leaving out all of the skill scrolls, even though they do show up in the item part of a character's inventory, I'll be listing them all in the skills section.

Vulnerable - Restores 10 hp. Comes in a pack of 3.  
Where found: shop, most units come with one

Elixir - Restores all hp. Comes in a pack of 3.  
Where found: houses, enemies, shop

Antitoxin - Counters the effect of poison. Comes in a pack of 3.  
Where found: enemies, shop

Pure Water - Increases unit's Res for a short time. Comes in a pack of 3.  
Where found: enemies, shop

Seraph Robe - Increases unit's HP by 7.  
Where found: house (chapter 1), raven (chapter 12)

Speedwing - Increases unit's speed by 2.  
Where found: boss (chapter 2), chest (chapter 13), Bryce (chapter 29)

Talisman - Increases unit's resistance by 2.  
Where found: house (chapter 9), chest (chapter 21)

Energy Drop - Increases unit's strength by 2.  
Where found: chest (chapter 13), chest (chapter 21)

Statue Frag - Increases unit's constitution (Cn) by 2.  
Where found: chest (chapter 10), sand (chapter 15)

Dracoshield - Increases unit's defense by 2.



Where found: house (chapter 11), chest (chapter 16)

Secret Book - Increases unit's skill by 2.  
Where found: raven (chapter 12), house (chapter 14)

Spirit Dust - Increases unit's magic by 2.  
Where found: house (chapter 14), chest (chapter 22)

Ashera Icon - Increases unit's luck by 2.  
Where found: boss (chapter 5), chest (chapter 16)

Boots - Increases unit's movement range by 2.  
Where found: sand (chapter 15)

Arms Scroll - Increases weapon level of currently equipped  
weapon.  
Where found: boss (chapter 9), boss (chapter 11),  
raven (chapter 12)

Master Seal - Promotes a unit at level 10 or above.  
Where found: boss (chapter 10, 11), chest (chapter 21)

Torch - Allows units to see in fog of war. Comes in a pack  
of 5.  
Where found: enemy drop (chapter 5), shop

Laguz Stone - Transforms a laguz. Comes in pack of 2.  
Where found: Mordecai, various drops/houses

Coin - Can be sold for 1 gold at the base. (Uh?)  
Where found: everywhere

Red Gem - Can be sold for money at the base.  
Where found: priest (chapter 8)

Blue Gem - Can be sold for money at the base.  
Where found: raven (chapter 12)

White Gem - Can be sold for money at the base.  
Where found: sand (chapter 15)

Paladin Band - Adds chance of increasing HP and speed on  
levelup.  
Where found: Oscar

Fighter Band - Adds chance of increasing HP and strength on  
levelup.  
Where found: Boyd

Soldier Band - Adds chance of increasing HP and defense on  
levelup.  
Where found: boss (chapter 8)

Sword Band - Adds chance of increasing skill and luck on  
levelup.  
Where found: Mia

Archer Band - Adds chance of increasing skill and speed on  
levelup.  
Where found: Shinon

Thief Band - Adds chance of increasing skill and speed on levelup.

Where found: boss (chapter 3)

Knight Band - Adds chance of increasing strength and defense on levelup.

Where found: Gatrie

Mage Band - Adds chance of increasing Magic on levelup.

Where found: Soren

Pegasus Band - Adds chance of increasing luck and resistance on levelup.

Where found: Marcia

Priest Band - Adds chance of increasing luck and resistance on levelup.

Where found: Rhys

Full Guard - Denies any enemies bonuses to damage.

Where found: chest (chapter 16)

Laguzguard - Halves damage taken from laguz (beorc only).

Where found: Jill, Lucia

Beorcguard - Halves damage taken from beorc (laguz only).

Where found: Lethe

Knight Ward - Increases def and res by 3.

Where found: Astrid

Knight Ring - Allows unit to move after acting, just like a cavalry unit.

Where found: chapter 19 (see chapter notes)

Demi Band - Allows laguz unit to always stay in beast form at the cost of stat penalties.

Where found: Muarim

Laguz Band - Allows laguz unit to always stay in beast form without suffering penalties to statistics (royalty only).

Where found: Tibarn/Naesala/Giffca

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]xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx[
X                               Skills                               [faa] X
]xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx[
```

Here, I'm going to list each skill in the game, and for the ones you can get and/or equip on your units, I'll list the amount of points each skill takes (not much use knowing how much it takes if you don't ever get it, eh?). Also, I'll include who comes with each skill and where a scroll can be found to learn the skill, if there's one available ingame. Finally, I'll include a brief description of the skill (mine, not the game's), followed by my thoughts on usage.

At the end of the list, I'll just list a few combos that I've found to work and some other ones as well.

| Skill | Points | Unit | Scroll |
|-------|--------|------|--------|
|-------|--------|------|--------|

|       |    |               |    |
|-------|----|---------------|----|
| Adept | 10 | Soren, Zihark | 17 |
|-------|----|---------------|----|

Activates on attack; the unit will get an extra attack. This pairs great with Vantage and any other skill that enhances your attacks. Just don't rely on it to activate all the time.

|         |    |       |    |
|---------|----|-------|----|
| Blossom | 15 | Sothe | -- |
|---------|----|-------|----|

Passive; the unit will get less exp over time, but will have increased stat growth for every level. Basically, this skill is there to make up for the fact that Sothe can't promote.

|       |    |        |    |
|-------|----|--------|----|
| Canto | 20 | Reyson | -- |
|-------|----|--------|----|

When used, the targetted unit will get an extra turn to move and act. In laguz form, all adjacent units get an extra turn. Potentially, this skill is awesome. The only problem is that you have to get close to the action to use it, and since Reyson is so fragile, you have to be very cautious.

|          |    |        |    |
|----------|----|--------|----|
| Celerity | 15 | Tormod | -- |
|----------|----|--------|----|

Grants +2 movement range. Not the greatest of 15-point skills, but really helps make up for sage's low move.

|           |    |         |    |
|-----------|----|---------|----|
| Corrosion | 10 | Bastian | 21 |
|-----------|----|---------|----|

Activated on attacks; the target will lose 5 points of durability on the currently equipped weapon. I would say that this skill is the worst skill ever. I see no use for it in battle, because it's almost always easier to simply kill an enemy or steal his weapon if he's giving you problems.

|         |    |         |    |
|---------|----|---------|----|
| Counter | 10 | Titania | 10 |
|---------|----|---------|----|

Activates when taken damage; deals back half the damage taken. Titania comes with it, but it was made for Boyd and Largo. Someone who has high hp and low defense can really do some handy extra damage with it, and couple it with Boyd's already high attack and you get OHKOs quite often.

|       |    |              |    |
|-------|----|--------------|----|
| Daunt | 10 | Daein Riders | -- |
|-------|----|--------------|----|

Passive; decreases hit % and critical % to units within 3 spaces. You can't use it, and it's annoying.

|        |    |        |    |
|--------|----|--------|----|
| Gamble | 10 | Kieran | 16 |
|--------|----|--------|----|

When used, gamble halves the unit's hit % but doubles the critical %. Well now, most of the time this is a skill you won't use. However, there are times where you need to kill a certain unit to save your own unit or to win the battle, but you can't get it without a crit. Say you give this skill to Zihark. He's already got a high crit % and high hit %, plus he's got Adept and he's fast, so you're looking at 2-4 chances to score a crit, and with a Killing Edge, your chance per hit is probably over the 70 mark. It's really a situational skill, and I'd consider taking it

off Kieran for something like Sol or Resolve.

Guard            10        Haar                            15

Activates on attack; will stop one enemy attack. Give this skill to someone who has low Def and high skill and you'll end up avoiding several attacks. Coupled with Vantage you get a really great combo.

Insight           0        Janaff                        --

Passive; increases hit %. Not much to say here.

Mantle            0        Sephiran                      --

Passive; greatly reduces damage taken. If only you could use it.

Miracle           5        Mist, Ena                      7

Activates on attack; if attack is lethal, then damage taken will be halved. This works well on Rhys and Mist, but other than those two I don't see anyone who would really benefit from it more than any other skill.

Nihil             15        Calill, Nasir                 25

Passive; renders enemy's skills inactive during combat. This is great vs. bosses with Daunt or Resolve. In fact, this makes Calill a really good boss-killer late in the game when you have to kill guys like Bertram and Petrine.

Paragon           15        Astrid, Geoffrey              --

Passive; doubles experience gain (bonus and battle). Use it, and when they hit 20, dump it for something else.

Parity            5        Lucia                         21

Passive; eliminates terrain and support bonuses to both units in combat. (Units in thickets get higher dodge %.) I've never seen much use for this on most units, but maybe a laguz could benefit from it, since they have the best raw skill in the game.

Provoke           5        Shinon                        20

Passive; enemies will tend to attack a unit with provoke over other units. I usually slap this puppy on Ike. First of all, he could always use some extra exp. Second of all, since it only costs 5, you can use it alongside Aether, making a great great combo.

Reinforce        15        Tanith                        --

When used, a level 1 falcon knight and two level 10 oegasus knights will come onto the field as allies. Can be used twice per battle. Great when you first get Tanith, but later on when the enemies get high, it loses its effectiveness. It's always handy to have decoys, though.

Renewal           15        Elinicia, Ena                --

At the beginning of the unit's phase, the unit will have HP restored. Cool skill. Full stop.

Resolve           10        Tauroneo                      27

Passive; when the unit drops to 50% HP, that unit's str, skill, and speed will increase by 50%. Since Nephenee comes with Wrath, you can give her this skill and turn her

into some kind of monster. Once she drops below that 50% HP mark, nothing will stop her. This works great with Vantage too, so if you're using Mia, you might consider holding out for this.

Savior            10            Tibarn                            24  
Passive; allows unit to rescue without stat penalties. I never really used Rescue much, but there could be a time or two when a unit will need to be rescued, so I like to give this to someone who has 10 spare points, like Kieran for example.

Serenity            5            Rhys, Devdan                    --  
Passive; halves biorhythm effects. For Rhys, it's not too bad, but for Devdan, it's horrible. Get rid of it on him if for some reason you decide to use him.

Shade            5            Volke, Ilyana                    18  
Passive; enemies will tend to attack other units first. Effect lessens when unit has taken damage. I always like to give this to Rolf. Otherwise it's a great skill.

Smite            10            Mordecai                        20  
When used, smite works just like shove, except it moves the target two spaces instead of one. This is actually a really handy skill to have. If you have a heavy ground unit with a few points to spare, give him this. I promise, there are uses for shove, you just have to look for them.

Tempest            5            Boyd, Makalov                    --  
Passive; doubles biorhythm effects. Boyd is an absolute monster because of this skill, and Makalov would be too if he didn't already look like a monster.

Vantage            10            Mia                                14  
Activates on attack; unit will always have first strike in combat. Vantage is probably the most versatile skill in the game. It pairs well with just about any other skill, and Mia is a good unit mostly because she comes with this skill. Vantage + Adept, Vantage + high crit weapons, Vantage + Resolve, Vantage + Wrath, Vantage + Guard...I'm sure the list has a few more entries.

Vigilance            0            Ulki                                --  
Passive; increases dodge %. Moving right along...

Wrath            10            Nephenee                        18  
Passive; when unit's HP falls to 50%, crit chance will increase dramatically. Give this to a unit with high HP or one with low HP and high Def, and you will gawk at the carnage that spews forth. Wrath has a few good combos too.

Occult Skills: All Occult skills can be learned by using one of the four occult scrolls you can obtain throughout the game. Each skill learned from the scroll depends upon the class of the unit. All occult skills take up 20 capacity, so here I'll only list the skill, which class learns it, and a description.

Locations of the 4 Scrolls:

- #1 - Chapter 13, in a chest
- #2 - Chapter 16, Info conversation with Stefan (pre-battle)
- #3 - Chapter 21, Tauroneo
- #4 - Chapter 27, Boss

Skill                    Class

Aether                 Lord

Activates on attack; 2-hit combo of Sol followed by Luna, see individual skills below. There is no reason not to use this skill for Ike.

Astra                    Swordmaster

Activates on attack; 5-hit combo all at half damage, but each hit can critical. I personally don't like this skill all that much, since there are other regular skill combos which benefit swordmasters in a better way. However, Astra does have some potential for huge damage, and simply giving it to a unit will effectively give them two chances per strike to score a critical, although 5 normal hits at half damage only comes out to 2.5x a single hit.

Blessing                Heron Laguz

At the beginning of the unit's phase, all adjacent units will have some HP restored. This comes on Reyson and gives him some capacity for healing.

Boon                    Dragon Laguz

At the beginning of the unit's phase, all adjacent units will have their conditions restored (eg. poison, sleep). Ena comes with this one and because of it she is a good sort of frontline cleric. You shouldn't ever have much of a problem with statuses, though.

Cancel                  Hawk Laguz

Activates on attack; totally nullifies enemy attacks. I adore this skill. If a unit has a 50% chance to hit you, with this skill you're adding another barrier which cuts off another 25-30% of attacks, basically adding that much to your avoid %.

Colossus                Warrior, Berserker

Activates on attack; when unit's constitution score is higher than the target's, damage will be increased. I've never cared to use this on either Boyd or Largo since the two already do absurd amounts of damage. It's overkill.

Deadeye                Sniper

Activates on attack; puts enemy to sleep, hits 100%. I never see much use for this: a sniper's purpose is to pick off weak enemies and to get big criticals for the OHKO. Deadeye doesn't really help either one of those purposes much, except it gives you the off-chance of putting a fresh target to sleep in one hit. I'd rather give my snipers Gamble or Adept.

Flare                    Sage, Bishop

Activates on attack; decreases the target's resistance. I wouldn't give Soren this, as he's got Adept, and Nihil is good for Calill. Tormod is all cozy with Celerity, and Rhys shouldn't be attacking much anyways, so there's really not

much use for this skill. It's good for extra damage if you want the magical equivalent to Luna, though.

Lethality Assassin

Activates on attack; kills the target instantly. NINJA!  
Need I say more?

Luna Knight, Soldier

Activates on attack; halves the target's defense. Give this skill to Gatrie or Brom and you can really boost their usage in battle. Nephenee already has Wrath, and Devdan is horrible. Finally, Tauroneo has Resolve. So basically, if you have Gatrie or Brom and they have an empty skillbar, Luna is your go-to skill.

Roar Beast Laguz

When used, target will be paralyzed for one turn. I never use this: I like to kill my enemies, not immobilize them.

Sol Paladin, Valkyrie

Activates on attack; the attack will heal the unit for the amount of damage done to the target. This is a great skill for any paladin because it allows them to go out on their own and take a hit or two, because with decent skill they'll activate this once or twice and be fine on HP.

Stun Wyvern Lord, Falcon Knight

When used, target will be paralyzed for one turn. See Roar.

Vortex Raven Laguz

When used, target will be able to attack with a wind spell in either laguz or humanesque form (1-2 range). Naesala is the only raven you get, and he's good mostly because of this skill.

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Extras [gaa]  
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Upon completion of the game, the Extras menu will be available to you from the Main Menu. From here, you can do a few things. You have the Sound Room and Theater, both of which are fairly self-explanatory. There's an Illustrations menu where you can view each unit's portrait (if you've recruited/seen the unit in the main game), and if you connect your Game Boy Advance with either one of the Fire Emblem titles in it, you can see some other illustrations from those games. Finally, there are Trial Maps. Here's a list of all the maps and unlockable characters you can get to play on or with, and how to get them:

| Map/Character   | How to Get                          |
|-----------------|-------------------------------------|
| Hillside Battle | Clear Story Mode on any difficulty  |
| Lonely Isle     | Clear Story Mode on Normal or Hard. |
| Strange Turn    | Clear Story Mode on Hard.           |





Ver. 1.7, 11/06/05 - Added GamePlayWorld to list of authorized sites. Began character section. Began adding tips for hard mode [Chapters 1-17].

Size: 128kb (+22kb)

Ver. 2.0, 11/16/05 - Finished character section. Added items section. Expanded FAQ. Added Leveling Up section. Added supercheats.com to list of authorized sites. Added Skills section. Added Weapons/Magic section. Added In-Depth Mechanics section. Added Extras section. Finished hard mode tips.

Size: 214kb (+86kb)

Ver. 2.1, 11/21/05 - Changed the strategy for chapter 19.

Size: 210kb (-4kb)

Ver. 2.1a, 03/10/06 - Added FireEmblemWorld to list of authorized sites.

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