

Fire Emblem Gaiden (Import) FAQ/Walkthrough

by The Lost Gamer

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Fire Emblem Gaiden (Fire Emblem 2) Walkthrough
by The Lost Gamer (ilovecartoonssomuch@yahoo.com)
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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Fire Emblem Gaiden. It's a Japanese game, and you can tell that's it's the sequel to a game called Fire Emblem (you can tell this by the word "Gaiden" at the end of the title). I've never played Fire Emblem 1.

You can contact me at my incredibly long e-mail address, ilovecartoonssomuch@yahoo.com, but make the subject blank if you do so I know that it's not junk mail. Or you could make the subject something like "Fire Emblem Gaiden" so I know it's about this guide. If you want to use this guide for something, please ask first.

Thanks to Ancient Anguish for providing me with the cool sword picture to put at the top of this guide.

Thanks to Chicobo329 for letting me know about the steel bow, GP, traingle attack.

Thanks to Artemis251 for the translation on leveling-up text.

Thanks to Nathan AKA AnalogMoz (analogmoz@elitemail.org) for the info on the dragon shine lion heads and a solution to the Ragnarok bug.

Thanks to Swift Finch for letting me know about a typo.

Thanks to 000000

002-Story

Well, I don't know the story, so I'm gonna make one up.

Far away from here, there is a beautiful land named Valencia. While it was being formed, Valencia was split up into three kingdoms, Rigel, Sofia, and Mira.

Mira is actually not much of a land, more like a city. A good way to explain it is to think of the Vatican. Vatican City is a city inside Italy, but it technically is its own country. Mira is just like that, including the religious implication. Mira herself is a priestess/goddess. She has a big religious following, and people flock to her shrine to pray for good harvests and things like that.

Now, Sofia and Rigel are rivals, so Mira built a river to separate the two of them. The river separates them, Rigel on north, Sofia on south. In order to get rid of the river, the two countries would have to cooperate (Sofia can only get rid of the river at Mira's shrine in the east, and Rigel can only get rid of it at the west, and only when both of them do it at the same time will the river truly be gone).

Most unfortunately, harsh times have befallen both Sofia and Rigel. The eastern part of Sofia has been taken over by Geeth, a master thief. Geeth has a lot of power and is also a kidnapper. Not that he is only attacking Sofia, he has basically taken over the eastern half of Valencia, which means he has power in a good part of both Sofia and Rigel. Due to the river, he cannot control both parts, so Geeth focuses on the south.

Rigel, most unfortunately, has undergone civil war, and is weak from it. Rigel is becoming quite desperate, and Emperor Rudolf is getting edgy. Perhaps a bit too edgy...

The game starts here.

003-Characters

(In alphabetical order)

Albyne Alm Rudolf: Alm's official name. Somewhat like how Anteze is Celica's official name. See Alm.

Alm: The hero of the game. He is just a villager, but manages to lead a liberation effort and he saves Sofia!
Way to go, Alm!

Anteze: Princess of Sofia, who hasn't been seen for years. She is later revealed to be Celica.

Atla: A villager whose brother and sister were kidnapped by Geeth. He joins Celica's party to get revenge.

Balbo: An unknown person who Baro's party talks about, so Balbo might just be a nickname for Baro. No one knows.

Baro: An armor who led a party of three in a fight against Dahha, a pirate boss. Celica's party lands in the middle of their fight, so Baro's party and Celica's party instantly unite to beat Dahha. When the battle ends, his party joins Celica's.

Berle: A magic knight who shows up in the final fight.

Bird: A person who lives in Alm's village. He joins Alm in the fight to save Sofia.

Boey: A wizard who joins Celica's party to "protect the ladies". He seems to have a high opinion of himself, which is weird because he's not that powerful.

Cami: A member of Baro's party.

Catu: A Pegasus Knight. Sister of Pala and Est. After Est is kidnapped, Pala and Catu go searching for her. They unwillingly hook up with Celica's party to pursue their goal.

Celica: The heroine of the game. She has red hair and is a warrior priestess. She is the last of the Sofia royalty. She also happens to worship Mira. She and Alm knew each other when they were younger.

Chuam: A strong wizard who leads the party that Celica fights just before Judah's party.

Clea: A knight who rides a flying horse. She was held captive in a southern Sofia fort. She joins Alm's party in thanks for saving her. Her brother, Cleve, is the head of the rebellion.

Cleve: First introduced as Cleve, but is always called Cleb from then on. He is Clea's brother. He was head of the liberation effort, but gives the job onto Alm.

Cleb: See Cleve.

Cliff: A person in Alm's village. He joins the liberation effort, despite being a terrible fighter.

Dach: See Dahha.

Dahha: A pirate boss. He controls a minor base of operations at the sea. Baro's party went out to get some revenge on him.

Dean: One of Geeth's big henchmen. He joins your party if you kill Soni and her witch friends.

Dolk: Shaman who protects the entrance to the lost woods.

Doma: A bad guy who was sent to capture Mira. He succeeded, but is much, much worse than anyone expected, including the person who sent him to capture Mira.

Drak: Person who can summon the Dragon of Death. Most likely Drak is Doma.

Doz(z)eh: See Tozeh.

Dyute: Girl who was controlled by the sorceress Tartara. Sister of Ryu. If Tartara is killed before Dyute, she joins Alm's party. However, this is hard to do because Tartara makes her attack Alm's party.

Est: Sister of Pala and Catu. She was kidnapped by Geeth, so Pala and Catu go looking for her. When she is finally rescued, she joins Celica's party.

Fols: A knight in the liberation camp headquarters. He joins Alm's party.

Gaha: A thief, who leads the party Celica fights first in Chapter 3.

Gane: A wizard who shows up in the final battle, when he is too weak to affect the fight.

Garci: Shaman who is the leader of the enemies Celica fights first in chapter four.

Gazel: Leader of a group of archers.

Grey: The third person in Alm's village who joins the liberation effort (Bird and Cliff are the other two villagers who join).

Geeth: Evil thief who has taken over a big part of Sofia and Rigel. He has two henchmen, Soni and Dean. They hate Geeth, but are equally powerful, so they won't rebel against him.

Girl: A girl who was held captive in a southern Geeth fort tells Celica about her mother and her mysterious past. She gives Celica something...

Hades: A pink (ooh, how scary) knight that shows up in the final battle.

Hark: A sage who uses his magical sage powers to turn Alm into Hero Alm.

Hes: A witch who hangs out with Magnu. She looks a lot like Soni, which is a strange coincidence because Soni and Hes are both witches. She reappears in the final fight.

Hul: See Hark.

Jeni: A sister who joins Celica's party. She has a modest opinion of her skills, saying she can only heal "little" wounds.

Jerome: A general of Rigel. He works with Zeke to help stop Sofians.

Jesi: A man who was trying to save Est. He was captured. When Celica's party rescues him, he comes up with a plan to beat Geeth.

Judah: He guards entrance to Doma's tower. He is pretty much Doma's right hand man. He is in the final fight.

Leo: An archer who is a member of Baro's party.

Loso: A paladin who leads the fight right after the Tozeh fortress fight.

Magnu: A baron who leads a party against Alm in chapter four.

Mar: She is just like Hes (they look the same). They show up in the final battle.

Math: See Menah.

Matil: A paladin who was being held at Tozeh's fort. If Alm captures the fort, she is freed and joins Alm's party.

May: A female wizard that joins Celica's party. She boasts about her ability to use thunder, and she doesn't like Boey all that much.

Menah: General of the Rigel Elite army. His dialogue is bugged.

Mika: Shaman whose party prevents you from entering Mira's temple.

Mira: A goddess. If something bad happens to her, bad things will happen...and when the game starts, something bad has already happened to her.

Misen: Wise and famous former-general of Sofia. He is the grandfather of Alm and Celica. He protects the Queen from Tozeh's attack, and also has dealings with the last surviving person of Sofia royalty...

Mular: An archer who leads a fight against Alm in chapter four.

Norm(a): A sage. He lives on an island off of Sofia. Misen sent Celica to him to protect her, and Norm watched over her ever since. He secretly follows her throughout her adventures. If Celica can find him while he is watching her, he'll join her party.

Nuibaba: A wizard who kidnapped Tita to get revenge on Zeke.

Pala: A Pegasus Knight. Sister of Catu and Est. After Est is kidnapped, Pala and Catu go searching for her. They unwillingly hook up with Celica's party to pursue their goal.

Pay: Archer who guards the liberation camp headquarters, and who (stupidly) tells you that you are at the liberation headquarters (what if you were a spy for Tozeh?). He joins your party.

Queen of Sofia: Misen took her away so she wouldn't get hurt when Tozeh took over (he killed all the royalty he could find). When Tozeh is kicked out of Sofia, she doesn't return.

Ripurel: Celica's mother. She was a sister of Mira, and was made Queen. She didn't like being Queen, and died from illness. A tragic tale.

Rudolf: Emperor of Rigel kingdom. Celica thinks he cannot be as bad as people say.

Ruka: A member of the resistance to Tozeh's rule of Sofia. He comes to ask Misen for help, but does not get it, so he instead recruits Alm.

Ryu: A wizard. His sister, who he calls Dute (her real name is Dyute) is being controlled by an evil sorceress. He joins Alm's party in an attempt to save her.

Saizo: Leader of a group of enemies, right beyond Shiza.

Sevr: An unemployed mercenary who likes drinking. He is a rough person, since he has an eyepatch, likes to drink, and yells at people. Celica employs him to protect her.

Shek: (See Zeke).

Shell: A magic knight who shows up in the final fight.

Shiza: Leader of the paladin group Alm fights first in chapter four.

Silk: A sister of Mira. She was captured by thieves, and joins Alm's party after she is rescued.

Soni: One of Geeth's mean henchmen. She joins your party

if you kill off Dean and his mercenary friends.

Sreida: Tozeh's master guard. A paladin.

Tartara: Sorceress who is controlling Dyute. She makes Tartara fight Alm's party, which presents a difficulty, as Alm's party wants to save Dyute, not kill her. If Tartara is killed before Dyute is, Dyute will go back to normal, and then joins Alm's party.

Teeta: (see Tita)

Tita: Zeke's girlfriend. She is held hostage by Nuibaba. She joins Alm's party when saved.

Tozeh: Big bad guy who took over Sofia castle, and killed all of the royalty there.

Wolf: A sniper who wields a steely bow.

Zack: An armor, who leads the first battle against Alm in chapter 3. There isn't much point in him having a name.

Zeke: A general of Regal kingdom. He is hostile to Alm, but if Alm saves his girlfriend first, Zeke joins their party. He is accredited with saving Celica's party at the beginning of chapter 3. I don't think this is accurate.

004-Walkthrough

When starting the game, if you hold start and select, you can choose easy mode, rather than normal mode. In easy mode, EXP gain is twice as much as normal. This is very, very good, as it makes the worst parts of the game go faster. This guide is written for the normal mode, but I recommend doing the easy mode.

Easy mode has a bunch of perks, like hidden items (certain enemies who are itemless in normal mode have items in easy mode).

004a-Chapter One-To Sofia

Alm is pacing back and forth. Misen, now an old man, tells Alm, "Alm, rest. Your sword practice is over, go and play. Don't leave the village, bandits have been around."

Walk Alm right. Woah, a stranger has appeared in town! He wants to talk to you? Better see what he has to say...

It's someone named Ruka. Ruka says that someone named General Tozeh has taken over Sofia, but Tozeh is quite ruthless, and a liberation is forming. Misen used to be a general, so Ruka wants to know if Misen will help.

Well, looks like you'll have to ask Misen if he wants to help the fight. Go left (Misen walked inside while you were talking with Ruka) and talk to him.

Misen makes sure Alm knows his answer is definitely not. Alm decides to fight in his grandfather's (Misen's) place, and he joins up with Ruka.

Before leaving town for the liberation army camp site, talk to the three villagers there. All of them, Cliff, Bird, and Grey, join up with Alm and Ruka. So now there are five people going together to join the cause to save Sofia.

Exit by going through the gates on the right hand side. Unfortunately, it appears evil has taken a really strong grip on Sofia, and before your party can really go anywhere, they get attacked by thieves.

Battle One

Hey, go down and read the fighting section before going to battle!

Move Alm as far right as possible, and have him fight the thief there. Move the rest of your guys to the right. Alm does about 16 damage to an enemy in one fight, and so does Ruka. Grey does 14 damage, Bird does 10, and Cliff does 5.

Cliff is really lame. You'll want to get him some experience fast. Let him kill thieves that have been damaged by the other characters. For example, let Grey and Bird both fight a thief, (since the thieves have 26 HP, this will leave the thief with 2 HP), and let Cliff deliver the final blow. This works because a character gets about 30 EXP for each kill, compared to the 5 or so they get in a fight where the enemy lives.

The enemies will attack Alm because he's the main character (if Alm dies, the whole mission will fail and the game ends) and because he is the strongest. Alm will live through the fight, but not kill any enemies, just damage them (if Alm pulls a special move, which your characters do randomly, he will kill an enemy).

Send in the other characters to help Alm (let Cliff hang back). Kill as many enemies as possible, but make sure to let at least one live, so Cliff can get him.

Once the battle is over, you go back to the map. You can go back left into the town (hey, Misen disappeared...that's unexpected), but eventually you'll have to go into another battle. Save before you do.

Battle Two

Well, this battle isn't hard, but the main problem is that stupid archer. Send Ruka after the archer. Bring the other members of your party closer together (don't do a gather, because Alm doesn't move if you do one of them). End your turn.

The enemies attack, except for the archer. Send Cliff downwards away from the fight, and do a mass assault. On your next turn, do another mass assault.

From there, this battle is simple. If anyone is seriously injured, send them southwest to the healing space there. You might want to consider bringing Cliff up to get a kill. Whatever you do, finish off the enemies to end the battle. It's not hard (the fourth battle is where things become difficult).

After the battle, save and move north into the thief's shrine. Go north one screen into...

Battle Three

Wow, the programmers really DIDN'T make this hard. Five thieves, that's all? Just like the...FIRST BATTLE?

On your first move, move Cliff to the spot where he's at, and do a mass assault. Do a mass assault on your next move (let Cliff move this time).

On the next move there shouldn't be more than three enemies still there. Let Bird, Grey, and Cliff finish them off, for reasons soon to become clear.

After the battle, go north into the main room of the shrine. There are two lion heads there. The lion heads help boost stats and bring people back from the dead, and you can read more about them in the "lion head" section.

Talk to the young lady here. She says, "I'm Silk, a sister of Mira. I was taken by a group of bandits. Please, take me from here." Note that by sister, she means she is a religious follower of Mira, not a blood relative.

So Silk joins up with your party. She deals in magic, both white and black magic. She uses black magic to steal enemy HP and give them to herself, and she uses white magic to give HP to other characters (it takes up her HP to do so, though). Very useful, but it turns out her healing powers are better than her stealing powers.

Walk up to the angel. If anyone can class change, they will do so. Check the class changing section for more details.

Okay, for reasons I'll explain after battle five, don't class change any of your characters. Trust me on this one.

Once this is done, leave the shrine and save. Now enter it again. Repeat battle three and get Silk some experience, as well as experience for the other party members. I recommend doing battle three exactly four times. You'll want all of your characters level 3 or higher (besides Silk).

Whenever you think you're ready, save your game and move east to the surprisingly difficult...

Battle Four

Oh my! You have a new enemy, a magic knight, who is as hard as...heck...to beat. You've got an archer (not much of a problem), and eight thieves (one of them is a level 3 thief, so you'll want to kill it first).

You'll notice Alm starts up directly below the magic knight. Send him up as far as he can go (not far as it is difficult to travel through rock). Send Silk after Alm. Send your other characters right and end your turn.

The magic knight will come after Alm. Bring Alm and Silk closer to the knight once more. Send your other characters after the enemies, preferably with a mass assault. Over the rest of the turns, have your four guys here take care of all of the enemies.

The magic knight, in the meantime, will attack Alm. Have Alm attack back, and have Silk heal Alm. Don't continue bringing Alm up; keep Alm down there and let the magic knight attack you (this way a badly injured character can run to Silk for healing).

Continue having Alm attack the magic knight and having Silk heal Alm (she can also try to steal HP from the magic knight if you want).

The magic knight eventually retreats so follow and kill the coward. After that, the battle is merely a matter of killing any stragglers, and then you're done.

On the map screen, go to the items menu. Give Alm's leather shield (he got it from the corpse of the magic knight) to Silk, which raises her pitiful defense level. Save and go on to the next battle.

Battle Five

The enemies are located in three areas, let's call them the left, middle, and right areas.

The middle area has the most enemies, so you'll want to concentrate your attack there. Move all of your characters so they are below the middle part, except for Alm (send him up/right).

On your next turns, send Alm up the right side and have him kill the rcn (strange name for an enemy...) and archer there. I'd give Alm a head start on this before sending the rest of your party north to the middle section.

So basically, you want to have Alm clear the right section, and have you other characters deal with any rcns that come

looking for you. When this is done, Alm and the rest of your party is not in good shape.

I'd suggest ending your turn, again and again and again. Keep on ending turns without doing anything. The enemies don't come for you, so eventually you'll use up all your turns and be forced to retreat. (The retreat option pops up in this fight, so that can be used to make the retreat quicker).

Then, by the next time you come, the archer and some of the enemies won't be there. You can go off and finish the remaining enemies in a much easier fashion.

Once the battle's over and you're on the map, go to items and give the bow Alm got from the archer to somebody else, like Cliff. Move right, and you enter a castle.

Talk to the person inside. She's Clea, and she joins your party. Her brother is the head of the rebellion. She is a bad fighter.

Open the chest in the castle. Inside a thunder sword, which Alm will equip, which makes him an even better fighter than before. He can attack from a distance with this sword (the distance is one square, so he can attack as long as he is one square away from a fight with an enemy, which leaves you 12 possible places to attack one enemy from).

Wait a second! After battle three I said I'd have a reason for you not making your characters class change. When you class change a character, they become more powerful. Here's the thing: if I upgrade a level 10 character, the result will be much more powerful than if I upgrade a level 4 character. So I want your characters to be about as powerful as they can be before they upgrade.

Go back to battle 3. Send Alm up, and have him fight the thieves by himself. Go back into battle 3 and do this again and again to get Alm experience. We want to get him so much EXP that killing thieves becomes a pointless way of getting EXP (eventually you get 1 EXP from killing a thief). For Alm, this point is level 9 (technically it's past level 9, but let's ignore that since Alm won't be able to upgrade for quite some time), so get him to level 9, and then save your game.

Now you want to do the same from Ruka. Get Ruka to level 20, when he maxes out (strangely, for Ruka, the experience he gains from killing thieves stays at a constant 5 EXP per kill rather than going down, like with other characters). I know it takes a long time, but it's either play the game or give up and play with your rubber snake.

NOTE: Due to various complaints from the RSA (Rubber Snake Association), I would like to say that my previous comment in no way shows any dislike for rubber snakes. Thank you.

Once Ruka is level 20, it becomes impossible for him to

get any more EXP. That's what I mean by being maxed out, in case there was any confusion. Save the game.

Now onto Silk. She can't exactly handle five thieves at once, so send her up with Grey. The Grey/Silk combo works well for getting them both experience. When Silk reaches level 7, she learns warp magic (she can now warp other party members to a different part of the battle screen).

Once Silk learns warp magic, she'll be able to fend for herself against the thieves. Have her max out to level 20 (this is slightly easier with Silk than it is with Ruka, as Silk can kill a thief in one turn, whilst Ruka can't. Also, Silk has a constant 6 EXP for a kill against Ruka's constant 5 EXP).

By now, Silk knows a bunch of magic. See the magic section for more information about it.

Okay, you're not done with getting EXP for your characters. Let's go back to Grey. Now, if you move him up, the thieves have an annoying habit of going past him to other characters. To solve this problem, warp him up to the thieves, and continue with getting him EXP. Get Grey to level 20. You may want to give Grey the thunder sword to speed things up a bit.

Well, from this you should know villagers can be maxed out without the rate of EXP get to four or below for a kill. You have two more villagers, so max out Cliff and Bird as well. You might want to give them the thunder sword as well.

Okay, we're right about at the end of this whole ordeal. Give Silk's shield to Clea. Then get Clea to level 12, which is the level she does a class change at (most unfortunately, by level 11 her EXP gain for thieves goes very low...).

Now that everyone is at a comfortable level, you'll want to go to the angel statue and upgrade them all. Have Ruka become an armor, and have Silk become a nun. Have Clea become a knight.

As for Bird, Cliff, and Grey, they can become a number of things. Since there are swords coming in the future, I'd make Grey and Cliff mercenaries, and make Bird a knight (there's another knight coming in sometime in the future).

Once that's done, give the thunder sword back to Alm, and the shield to Silk. Save, and move onto...

Battle Six

Have Silk cast illusion, and do a mass assault. Keep doing mass assaults until the battle is over. It is very, very easy since you did all the upgrading.

Once the battle is over, save and go onto...

Battle Seven

As you can imagine, simply doing mass assaults over and over again will take care of all of the enemies.

Once that's done, go left into the liberation camp headquarters. A man named Pay guards the entrance. He tells you to look out for monsters.

Go north, and you find the monsters he talked about. Zombies and skeletons. Have Silk cast Dear, which kills all of them, save for one or two. Do mass assaults to destroy the survivors.

Once the battle is over, continue on (hmmm...there are graves here). In the back room are two people. Talk to Kreb (Clea's sister, although she said he was Cleve). Kreb makes Alm head of the liberation effort.

Talk to the other person, Fols, to learn that Tozeh is trying to get Rigel's aid, and that Mira has disappeared, which has let all those bad things happen.

On the way out, talk to Pay again. He joins the party, so now you have 10 people in your party, Alm, Ruka, Cliff, Bird, Grey, Silk, Clea, Kreb, Fols, and Pay. Pay mentions Sreida, the master guard at Tozeh's.

On the map screen, give the bow to Pay, since he's the only one that can use it. You'll notice there's only one more fight left, the fight for the castle.

But before that, you'll want to go through upgrading again. This time you can use the zombie/skeleton lair to get EXP for people, which should result in more EXP due to the fact there are more (experienced) enemies to fight.

Pay is a bit overwhelmed by the zombie lair, so you should get him EXP at the thief lair. Pay is really good at killing thieves, and his EXP gain stays high for a while. He is an archer, so he can attack from far off, you know.

Get Pay to level 20, and then have him class change to a sniper. Get Kreb to level 11 and have him class change to a paladin. Get Fols to level 20 and upgrade him to an armor. Technically, we can turn the armors to barons, the knights to paladins, and the paladins to knights, but I'm tired of class changing, so we won't.

Save your game, and go to the castle.

Battle Eight

Tozeh yells at you. I guess from behind his defenses, he thinks he'll beat you easily. Heh heh heh...let's show him that he's wrong, okay?

Well, first off, there's several archers near the entrance. Send Pay and Clea towards them, then do a gather to bring your party together (they are quite far apart). On the next two turns, do mass assaults.

The archers and their rcn buddies should be dead now (kill off any stragglers). See the entranceway which is so wide that three characters can walk abreast (= side by side)? You want to send everyone through the entranceway at once, which means you'll have to wait for slower characters (Ruka, Fols) to catch up.

Your main problem will be Tozeh and Sreida. Kill Sreida first, because as soon as he dies, Tozeh runs for it (the wuss). Now, do you see the spot below Sreida? If you put someone there, the bad guys there won't be able to get out except through that character, which will buy you time for fighting the knights. Have Silk warp Ruka there, and then do a mass assault.

Ruka is best suited for fighting Sreida. He takes about 1/3 of his total HP for damage. Have him attack Sreida and do a mass assault. By the next turn, Sreida should be dead and Tozeh fled.

Move Ruka up through where Sreida was, so he is on one of the healing spaces there. Do a mass assault. From then on, this battle is just killing off any remaining enemies. Keep in mind Alm is the person who is best at killing the ht (enemy armor).

Once the battle is done, Sofia castle is freed! Go inside and talk to the various people. We learn that Tozeh fled to a fort in Rigel, and that he possess a very fine sword which cannot be used by everyone. We learn about someone named Anteze (we learn more about her later; she's part of the Sofia royalty).

We learn that Misen was faking his timidness, and that he took the Queen and someone else to safety. The Queen hasn't returned, yet, though, for unknown reasons...Also, the Dozkeh/Dozkeh person is Tozeh (the translation isn't so good).

There's also a chest inside that you can open. Open it for a Knight Spear, which goes to Ruka. Once you're done talking to the people, go upstairs through the upper/left staircase. Who's there? Why, it's Misen!

Misen gives you a nice hello. He says that Alm is fated to save Valencia, with the help of a red haired girl who will soon arrive. The chapter ends, and you get to save. Do so.

004b-Chapter Two-To Titt

Note on the chapter name: In this chapter you meet a new party. It is referred to as Titt throughout the pop-up menus in the game. I don't know why.

This chapter starts off away from Alm. A red haired girl named Celica, who is a warrior priestess, is about to make a pilgrimage to Mira's Shrine, due to all the strange things that have been happening.

Norm, the sage who protects Celica, says that it will be difficult. Mira's shrine is near Geeth (Norm says Geese) thief headquarters (Geeth is the main thief boss), and Celica will have a hard time.

Norm also says that Mira is one of the last people of Sofia royalty. Misen knew this and suspected a difficult future, so he sent her away to protect her. However, Norm can't stop her from going, so he asks that Mira protect Celica as she leaves.

Have Celica talk to the other three people there. They are May, Jeni, and Boey. They join up with Celica, so now Celica is in a party of four.

Now for some information on these characters. Boey can cast a fireball spell, which takes one HP. That's about all he can do, which makes him pretty lame. May was right when she said he was still just a kid. May can cast thunder, which takes two HP and is a better attack. May has a bad habit of attacking relentlessly with thunder, and then draining her HP to make her an easy target. Remember Alm's thunder sword? That's the thunder spell.

Jeni, works just like how Silk worked in the beginning. She has a strong magical defense. As for Celica, she can cast fire, just like Boey and May. Unlike the two of them, however, she can actually attack an enemy using a sword (their only attacks are magic attacks). Oh, and since they are all using magic, they can attack from a distance (the same amount of distance Alm could use the thunder sword).

Okay, so have your party go out the entrance to the north. They go directly north into a graveyard.

Battle One

A battle already? Oh no, you have to fight seven zombies? This is a problem...luckily your party is a mostly magic party, and zombies have no magical defense.

Your best chance for this battle is simply just to do mass assaults. Keep an eye on your characters' HPs, though, and have Jeni heal anyone who needs it. With luck, you should be able to make it.

Once you make it through the battle, save your game, and go west to the town of Nowhere. From talking to the people there, you learn that a dragon zombie guards a very nice sword somewhere in the Sea Shrine. We also learn that there is a pirate boss called Dahha. Someone went out to get revenge on Dahha, and they haven't come back.

Talk to the man at the bar. Sevr is his name, and he joins your party. Go on the boat and sail out to sea.

Battle Two

Positioning is key in these battles at sea. There is only a small passageway for enemies to get onto your ship, and for you to get onto their ship. Let's use a picture, shall we?

SSS SSS

SSS SSS

SSS1SSS

234

5

Let's say S represents ship. As you should be able to tell, there is a bridge between the ships. This is the area in the diagram.

Place Sevr in spot 1, Jeni in spot 3, May in spot 4, Boey in spot 5, and Celica in spot 2. It may take more than one move to do all this, so at least make sure Jeni and Sevr are in position. End your turn.

Now, the enemies will have to get through Sevr to go to the rest of your party. Jeni can heal Sevr, and steal HP from attacking thieves. May also can attack thieves with her thunder spell.

Using this ability to attack thieves with more than one person at once, kill all the thieves that attack you (one stays where he is). He's no different from the other thieves. Send Sevr after him, and kill him.

Once the battle's done, save. Now, you'll need more power than you've got to survive the next battles. So unfortunately, it's back to the graveyard to get EXP for your characters.

I recommend forgetting about your other characters, and just getting EXP for Celica and Sevr. You can probably stop doing the graveyard fight when Celica and Sevr are both level 3. Then save, and go onto...

Battle Three

You are outnumbered in this fight, that's for sure! An archer, a magic knight, a level 3 thief, and 7 normal thieves. 10 of them, 5 of you.

See the passageway between the ships (the one on the right)? One of characters is one space below from being on the passageway. Move that character out of the way, and put Sevr there. End your turn.

Enemies will come attack you, most of them coming through the passageway Sevr is blocking. See the little barrel

thing on the ship? Have Celica stand one space above it, and one space to the left. Move Boey one space below her. Have Jeni one to the left of Sevr, and May one below Sevr. End your turn.

On the next turn, the enemies attack. You don't want to be moving your characters. The Celica and Boey combo is good for killing the enemies that come at them. Sevr is good at killing the thieves that come (have May attack the magic knight). Your only real problem is the magic knight and the archer.

Once Celica and Boey are done beating the enemies there, they can come back and help out Sevr.

Once the magic knight and archer are done, the battle is simple. Once you've finished the battle, give the shield you got from the magic knight (hmmm...sounds familiar...) to Jeni. Save your game.

When you're ready, go north into the pirate fortress.

Battle Four

Hey, this is Dahha's (Dach's fortress). He's the big guy up top. Click on him twice to see a picture. Wow, he's ugly. He looks like...Richard Nixon!

NOTE: Due to various complaints from the RNA (Richard Nixon Association), I would like to say that my previous comment in no way shows any dislike for former President Nixon, even if he was not the best president he could have been. Crazy RNA. Thank you.

NOTE: Due to various complaints from biology teachers, I would like to say that RNA is an essential part of my being, and I highly respect it, even if it cannot be seen by the naked eye. Thank you.

Dach has two level 5 thieves to work as his guard. There are three more level 5 thieves there as well. The rest of the thieves are normal thieves.

Baro, who was the guy you heard about earlier (the one who went out to get revenge on Dahha), is here with two of his friends. He'll help you out during the fight. You can't control any of his characters, though.

Okay, now here's the problem with Baro's party: his characters are so intent on revenge that they take dumb risks and get killed. You don't want that because they join your party later.

Note that in this fight, the retreat option pops up. It shows up randomly. So on your first turn, before moving someone, choose retreat if it's there. If it's not there, quit playing, and try again. Keep doing that until you get retreat, and then retreat. Give the shield to Sevr, and save your game.

When you come back, Baro's party is gone, which makes the fight a bit harder. Oh well.

Placement is key in this battle, just like in the other ones. See the bridge between your ship and the land (the one on the right)? Put Sevr on the gray spot (this may take more than one move). Put Jeni one below him, May one below Jeni, Boey one left of May, and Celica one right of May.

Once the enemies come at you, you'll be able to see the wisdom in this plan. The enemies can only attack Sevr, which is why you have Jeni there (so she can heal him, and he doesn't take as much damage as he should because he has the shield). Celica, May, and Boey can all attack thieves, and not be attacked in return. And remember how thieves have no magic defense? You should tear through these guys.

Some of them run for it, but don't chase them. The only healing space available to them is underneath Dach, and Dach is not going anywhere.

There will be a momentary break in the action while the thieves leave. Move one character (not Sevr) to the healing space and have them stay there until they're completely healed.

You can keep having people getting healed, one by one (have Jeni heal Sevr). Eventually, the hurt thieves come back for another fight. Since they're hurt, they get killed easily.

Now, the only enemy left is Dach. Move your party towards him. Have May go to a spot directly underneath him, but below the orange/brown barrier. Put Jeni beneath her.

May can attack Dach with thunder from here, so have her keep on doing that turn after turn (Dach doesn't move). It takes a while to kill him because he's on a healing space. Have Jeni heal May along the way. Don't do anything with your other characters, or Dach may move. Eventually, May kills Dach. Hooray!

Once the battle is done, go right. Inside the fort is Baro's party. Baro, the armor, Cami, the mercenary, and Leo, the archer, join your party. They tell you the secret to beating dragon zombies, which is...angel magic.

Open the chest for a cool sword, which goes to Celica. Go back to the map, and give the shield back to Jeni. Save your game. Sail on for...

Battle Five

Only one enemy in this battle, a shaman. Be warned, he casts a messiah spell, which makes enemies appear out of nowhere. The enemies he can summon are zombies, but later on, more complex enemies will be summoned.

Move Celica and Jeni so Jeni is at the topmost part of the bridge between the ships, and move Celica one place above her. This way, three enemies can attack Celica at once, but none can attack Jeni.

Now what you want to do is not move Celica or Jeni. The enemies will continually attack. Have Jeni alternate between attacking enemies and healing Celica. This is a good way to get EXP for your characters.

When Celica is level 5, she learns the angel magic, which will be used for killing the dragon zombies. Just to make that battle easier, get her to level 6 (retreat when done).

Now, you'll want to do the same thing, getting EXP for all of your characters. Give Jeni's shield to May, and get May to level 6.

Give Jeni her shield back, and get Boey to level 4. Get Sevr to level 7. Get Cami to level 5. Get Baro to level 3, and get Leo to level 5. Finally, if Jeni is not level 5 already, get her there.

Bit of a side note: After you kill a lot of zombies, you get the steel shield, so you may want to keep fighting until you get it.

Save your game. Now we're going to attack the shaman. On the first turn, put Jeni on the healing space, and do a mass assault. On the next turn, have Jeni cast the illusion spell, and do a mass assault.

If you look at the statistics, Celica and Sevr are best suited for fighting the shaman, due to their superior skill and high magical defense.

BUT, due to the difficulty of this battle, this makes only a little difference. You'll want to attack the shaman with as many people as once. The cuad people Jeni summons are really good at fighting the shaman (he can kill them easily, but they do him damage, and if there are a lot of them, they'll just keep on coming and end up doing a lot of damage).

So, basically, there isn't much of a strategy to use during this battle. You want to attack the enemies with as many people as possible. Just do your best.

Once the battle's done, save your game. Give Celica's sword to Sevr. Go to the Dragon Shrine to for...

Battle Six

No, not good, not good at all. See, only Celica knows angel magic, so only she can attack the dragon and do some major damage. Move everyone except Celica right, and move Celica towards the dragon (zombie).

Have Celica attack the dragon with angel magic. He is good at killing her, so have her attack him from a distance. It may take a couple of tries before you finally kill him.

Save your game. Now, Celica gets the holy ring from the dragon zombie. The holy ring heals its wearer every turn. Give the holy ring to Jeni, the shield to May, and the sword to Sevr. Save your game again.

Remember how there was a good sword in the Sea Shrine (that was told to you in nowhere). Enter the Sea Shrine, and you find the second part of that tale (the heavily guarded part) was true as well.

Battle Seven

10 enemies, 2 skeletons and 8 zombies. The bad news? This is the easier part...more on that later.

Well, mass assaults should finish this battle. Just be careful that no one gets severely beaten. If no one dies, continue on in the cave.

Well, as you might expect, there are crosses and the angel statue. But behind the angel statue is an opening. Save your game, and enter it.

Battle Eight

The second battle of this cave. There are three zombies, five skeletons, and two gargoyles. A gargoyle is much better than a skeleton; they can move further and do more damage.

All that aside, same strategy as the last battle. If you really can't make it, do battle seven again, and then try battle eight again.

Whenever you beat battle eight, you make it to the far end of the cave. A treasure chest is there...open it to find the coveted...Holy Sword!

Yes, this baby is holy, so it heals whoever wields it! But it's also a sword, which means you can do more damage with it! Give it to Celica.

Save your game, and start sailing north.

Battle Nine

Time to put that new sword to the test. Move Celica so she is in the passageway between the two ships. Don't move her; just let her fight everyone who comes to attack her.

Celica should defeat them easily. In case her HP dips down too low, you can always have Jeni heal her.

Once the battle's done, save your game.

Battle Ten

Ah, the last battle of the chapter (technically). Seven wizards, all of them level one (except one, who is level three).

Well, there will basically be two fronts, the north and the west. Move Celica as far west as possible, get Pay as far east as possible, and stick Sevr in the passageway between the two ships.

Okay, end the turn. Now, some wizards go after Celica, and some go after Sevr. The two of them can defeat the wizards without much trouble (if Sevr gets in bad shape, have Jeni heal him).

Once Celica has beaten her enemies (she finishes them off better than Sevr), have her attack Sevr's enemies from their west sides. The enemies shouldn't be much trouble after that.

Once the battle's done, save your game and go into town by the Sofia castle. Inside you'll meet the Pegasus Knight triplets from Akaneia, Pala, Catu, and Est. Unfortunately, Geeth pirates have captured Est, so you only meet Catu and Pala.

Well, Catu and Pala don't do much. Exit their town and enter Sofia. Now, Celica's party doesn't have much going for it in the way of getting EXP until chapter four. So go down to the thief shrine, and start getting EXP for the characters.

Get Celica to level 10, by then she learns some new magic. Give Leo to level 8. Get Jeni to level 9, by then she learns the ever-useful *ibro* spell (see the magic section for more details). Get May to level 8. Get Boey to level 6. Get Baro to level 6, Cami to level 8, and Sevr to level 9. You'll probably want to give the holy ring to anyone you want to get experience, so they can survive fighting off all five thieves at once.

Okay, fine, that's enough EXP for Celica's party. Have them go into the castle and talk to the people there. We learn that the people of Sofia are happy about being saved, but are planning to attack Rigel (Regal) kingdom in revenge.

Talk to the man in purple. It's Misen, who apparently is Celica's grandfather, too! He wishes her good luck in her journey to Mira, and advises her to see Alm before leaving.

Well, take Misen's advice. Go upstairs (where you last saw Alm). Celica and Alm talk to each other. The conversation makes sense if you remember Celica is the last of the Sofia royalty.

From the conversation, we learn Alm and Celica were good friends as kids, until Misen sent her to live with Norm because he suspected Tozeh's attack. Alm is going on to attack Rigel because 1) Tozeh needs to be stopped and brought to justice 2) The Queen is still missing.

When Celica learns the Queen is missing, she realizes she might have to take the throne (being the last of the Sofia royalty and all). She says goodbye to Alm, and leaves.

The chapter ends and you then get to save.

004c-Chapter Three-To Mira's Shrine

Alm is left alone. Move him downstairs. An earthquake takes place, unblocking a road and blocking another. Now Alm and Celica can continue on in their respective journeys, but Celica can no longer enter Sofia castle.

Instead of sending Alm north to continue on, move him south of the castle. Switch to Celica's party. Give the holy sword to Celica, the steel sword to Cami, the holy ring to Sevr, and shield to Jeni. Save.

Battle One

This is not a good fight; you stand little chance against the enemies. The Pegasus sisters join up with you in this fight, though; so that's good.

Okay, so there are two fronts. Send Celica on the bridge to block the enemies from going south and fighting your other characters; have Sevr go after the characters in the north.

Okay, you'll want Celica and Sevr to be the only people fighting in this fight. Jeni's ibro spell will allow her to heal either of them from where they are. She might even have to heal one of the Pegasus sisters (you do NOT want them to die).

Hopefully, you survive with no casualties. Once you do, go into the town you met Catu and Pala in. Talk to both of them; they join your party.

Well, they're not exactly very good at fighting; there usefulness now lies in the items they have. They have the angel ring, and the spear/sword combo. See the items section for more info.

Get to the dragon shrine. Have Pala and Catu fight the enemies alone. You want them both to get to level 12, and then class change them. Boy, this sure takes a while... Once you do this, save.

Now, in this chapter, there are rogue groups of enemies who appear randomly and move around the map. You may encounter

them. Sometimes they hang out with enemies in other battles; which you don't want. By this, I mean if there is a group of four paladins you must fight, and a rogue group is at the location the battle takes place in; you will have to fight the rogues and the paladins. Luckily, you can select the item closer to the bottom (on the map screen menu) to lure the rogue groups towards you and away from other enemies.

If you meet up with a group of rogue enemies, do your best in fighting them. Some are big groups of enemies, and others are small 3 paladin groups. You can retreat during those fights; use it to your advantage.

Okay, back on track. On the map screen, choose rank. Switch Catu with Sevr. Save, and go into the mountain graveyard for...

Battle Two

Okay, time to put Pala and Catu's new skills to the test. Move them northwards, only them. End the turn. For some reason, the enemies seem to always choose a fight against a Pegasus Knight rather than anyone else. Go figure.

So, the enemies will attack Pala and Catu, who can kill each of them with only hit. The battle is over, very quickly.

By the way, I had you switch Sevr and Catu so Catu would be on the right side of the screen during the fight, instead on the left, next to Pala.

Once you are done, when the battle's lost and won, and when I'm done paraphrasing Shakespeare, go left into the village. Talk to the youngster in the upper/left part of the town.

Hey, he's Atla, a level 10 villager. He's mad because Geeth, a thief king, has enslaved his brother and sister. Atla joins your party to get some revenge. He doesn't have much going for him in the way of good language, but let's not hold that against him.

Well, talk to everyone else in the village (except for the dude in the middle of the village; he comes into play later). It seems Geeth is enslaving people, and that he has a lot of power. Exit town, and you're forced to do battle two again.

If Jeni can cast the dear spell, have her do so, and that kills off a lot of the enemies. In fact, that's a really good strategy for ending this battle in one turn.

Once you've done battle two again, save, and go north of the graveyard.

Battle Three

Okay, move Pala as far north as she can go. Move Catu as far right as she can go. End your turn.

Move Catu north and have her fight the three enemies there. Have Pala fight the unnamed sword master.

Continue on with Catu and Pala fighting until you win. Pala gets a Dark Sword from the dead sword master; if she has an item, she has to decide which of the two (the one she has and the dark sword) to keep.

The one she decides not to keep will show up in the item menu on the map screen. Select take, and there is the dark sword.

Okay, time to mess around with the items Celica's party has. Give Celica the holy sword, Atla the dark sword, Pala the angel ring, Catu the holy ring, May the leather shield, Sevr the steel sword, and Baro the spear/sword.

Save your game. Move east to...

Battle Four

Mika the shaman's group is stopping you from entering the Mira temple. Meanie.

Well, you can guess what will happen here. Send Pala and Catu to attack Mika's party from the right-hand side. The fight isn't easy, so Jeni may have to do an ibro spell or two. Make use of the healing spaces there as well. You should wait to have Pala and Catu completely healed before sending them left to fight the rest of the wizards there.

You get to meet ers, new, upgraded archer enemies.

Once the battle's done, save and enter Mira temple. Talk to the people inside to learn a thing or two.

Great, Rudolf sent some Doma guy to capture Mira. Doma took Mira to the north, and has some sort of dragon working for him. Even worse, Geeth attacked the shrine after Mira was stolen, leaving it in a poor state.

Unfortunately, no one can go north due to the river. And only Sofia royalty can get the guy in the basement to move the sewer gates. Darn.

Well, we'll have to find some way to prove Celica is of Sofia royalty. Save your game, and go back to battle two. Once you've beaten it, give the angel ring to Jeni, save, and go east into...

Battle Five

Okay, this is Wolf and his party of archers. Wolf has a steely bow.

Have Pala and Catu clear out most of those archer enemies. Jeni, with the angel ring, can use ibro magic to heal them as often as necessary.

The fight isn't tough, just a bit long because archers attack from a distance. Pala and Catu don't attack from far off (unless one has a particular item).

Once the battle is done, you can enter the castle Wolf was protecting. Open the chest inside for a steel spear. Talk to the person inside.

It's Jesi. He was trying to save Est (the kidnapped sister of Pala and Catu), but was captured. He figures that if they kill one of Geeth's henchmen (either Soni or Dean), the other would help Celica fight Geeth.

Now, onto items. Give the steely bow you got in the fight to Leo. Give Jesi the dark sword, Sevr the steel sword, Pala the angel ring, Baro the spear/sword, Jeni the holy ring, and May the leather shield. The steel spear can go to Catu.

Okay, from here you need to fight either Dean's party or Soni's party. Soni's party is much harder to fight than Dean's, so I'll give instructions on how to beat them (Instructions on how to bet Dean follow). So save, and go south to fight Soni.

Battle Six

Okay, you have to fight a lot of witches. Unfortunately, they have their ability to warp themselves, so some come after weak party members (i.e. Atla).

Send Catu down south to attack Soni and the witches there. Jeni WILL have to use ibro magic to heal Catu during this fight. Leave Pala with the other party members so she can protect them if a witch appears. If a witch does appear and Pala is for some reason unable to defeat her (perhaps multiple witches will appear), just attack with everyone (try to get Celica a kill, though, soon you'll be getting her to level 20). Jesi is surprisingly good at fighting witches.

Catu needs to kill Soni. Just do your best during this battle, and hopefully you'll make it out without any casualties, and as a bonus, you'll get Soni's shield.

Once the battle's over, you see Dean's party run into Geeth's tower.

NOTE: If you want to fight Dean's party, it is slightly easier as none of Dean's party can warp themselves anywhere. Dean has the her sword, so if you kill him, you get that. The strategy is to just send Pala and Catu up to kill him and his party.

Item time again: Give Jeni the holy ring, Celica the holy sword, Catu the angel ring, and Pala the steel spear. Do what you want with the other things.

Okay, save, and go onto Geeth's fortress.

Battle Seven

Son of a monkey, this fort is heavily protected!

Right, onto the fight. You'll have three people attack in the fight, Celica, Catu, and Pala. Jeni will heal them with ibro magic.

It'll be best if you let the enemies come at you, rather than you go for them. On the first turn, send Celica east to the n there.

On the next turn, just keep moving Celica towards the n. When they meet, have them keep fighting until Celica wins.

Eventually, the enemies come out of the castle; have Catu and Pala attack them. The main idea is to let them attack you, rather than you attack them.

When Celica's done, she can join Catu and Pala, if they are still fighting enemies.

Well, eventually the enemies stop coming (except for the ones the shaman makes). So, from here the plan is to end your turns without doing nothing until all 40 turns are up, at which point you are forced to retreat (the option may pop up in the menu, making it take less time).

Once you've gotten your retreat, save. Go back to the fight. Now, you'll want to send Celica east to defeat the enemy there. Send Catu and Pala to defeat the two enemies in the middle/lower part of the castle.

Once those enemies are done, move Pala and Catu a bit north. The magic knight (twice upgraded mercenary) will come at them. Kill him (make use of the healing space there, then send them north to finish off the shaman up there.

Side Note: If you kill a lot of skeletons, you get the dark sword. The shaman summons skeletons. So, you may want to put off killing the shaman, and just have a character fight skeletons until they get the dark sword.

From then on, the only remaining enemies are just the guys on the side. Deal with them, one side at a time. Once that's done, you've won the battle.

Enter Geeth's fortress. Now, this is important, so listen up. Talk to the person on the left and on the right, but NOT the girl in the purple in the middle.

The girl on the left is Est, who joins your party. The

dude on the right is Dean. Leave the place, and save.
Get to the Sea Shrine.

Side Note:

Now that you have Est, you can perform a secret move called the triangle attack. If you arrange the three of them in a particular fashion around an enemy, they do insanely large amounts of damage. Here's how it works:

x = Catu, Est, Pala

o = Enemy

XOX

X

Thanks to Chicobo329 for letting me know about this! End Side Note.

Okay, now Celica is going to upgrade to Royal Celica once she talks to the girl in Geeth's fortress. So you'll want to upgrade her to level 20 before doing so. Keep on doing the Sea Shrine until she's level 20 (for a change of pace, you can do the dragon zombie cave, but Celica can't fight three dragon zombies at once, so it isn't that efficient).

Note that Celica has the angel ring. Now, normally when someone goes from one level to another (say from level 3 to level 4), some of their statistics go up (HP, skills, magical defense, whatever). With the angel ring on, the statistics go up twice what they normally go up. Very useful.

So once Celica's level 20, you'll want to give the angel ring to Est. Note that if you're playing the translation, you'll only want to get Celica to level 19 (the magic learned at level 20 is bugged). Get Est to level 12, and upgrade her to a Pegasus Knight.

Okay, so that's all the upgrading you'll need for Celica's party for now. On the rank part of the main screen, make it so Pala, Catu, and Est are in the first ten in the list of people in Celica's party. Save, and go to Geeth's fortress. Talk to (the) Girl inside.

Take some time to read the novel that is the conversation between Girl and Celica. Basically, Girl says that Celica's mother, Ripurel, was a sister at Mira's shrine. Ripurel was made Queen, and gave birth to Celica, who Ripurel called Anteze. Ripurel was then forced to stay at Mira, against her wishes, and Anteze was taken away. Ripurel cried whenever she thought of Anteze.

Ripurel is now dead. However, she left her crown with Girl. Girl gives Celica the crown, so now Celica has proof that she is the last of the Sofia royalty.

Well, now that Celica can prove she is Sofia royalty, which means the butthead in the basement of Mira's shrine can empty the sewers and allow access to the north.

Okay, now head back towards Mira's shrine. But, before going there, once you do the graveyard fight, go into the town.

Remember the person in town that I said came into play later? Yeah, of course you don't. Well, he's in the middle of town, and doesn't speak English in the translated version.

He's a trader. You can use him to give items to Alm's party. Choose yes, and send the angel ring to Alm's party. He leaves town. Now continue on to Mira's shrine.

But wait! The sewers cannot be opened! Why? Something must happen to the aqueducts in the west for the river to disappear! Hey, that's where Alm's party is headed...

Save, and switch to Alm's party. In Alm's party, go to items (on the map menu) and take the angel ring. Go down to the thief shrine.

Now, we could upgrade all of the characters in Alm's party so they rock. But what's easier to do is just upgrade a few characters so that they really rock.

The combination I found that worked well is the archer/mercenary combo. Pay's your archer, so we'll make him really good, and I recommend making Cliff the good mercenary (it's ironic, he was terrible at the beginning, right?).

So, give Pay the angel ring and have him fight until he's level 11 (he gets too little EXP from kills to continue on after that, but you easy mode people should be able to continue on past level 11). Then upgrade him to a bowman, the last class change he can undergo. If things seem to be taking too long, you can go north of Sofia castle, and have Pay fight against any rogue fighting groups there for some EXP (if there aren't any, keep on selecting the second item on the map menu until there are).

When Pay's a bowman, we could technically get him more EXP so he's a level 20 bowman, but that'd take time and I'm lazy, so we won't. Let's work on Cliff now.

Give Cliff the angel ring. Get him to level 10, and class change him to a sword master. Get him to level 10, and class change him to a magic knight. Remember, you people in easy mode can go farther than this.

Well, once Cliff's a magic knight, let's get back to the game. Give Pay the steely bow and save. Get to Sofia castle and go to the battle north of there.

Battle Eight

Okay, so in this battle, just have Cliff and Pay fight. They can move long distances, so you won't have to worry

about other characters getting involved in the fray.

The battle is easy. Pay is better at killing Zack, the leader of the enemies. Save, and continue on.

Battle Nine

Okay, looks like you'll be fighting wizards in this battle. The biggest concern is the level 3 wizard, who does not move around much. Cliff is efficient at killing wizards, but Pay is also useful as wizards attack from a distance with the Dora spell and Pay, unlike Cliff, can attack them while they attack from a distance.

In any case, this battle is even easier than the last one, because there are less enemies. Once the battle's done, go to rank on the main menu, and make it so Pay and Cliff are numbers 8 and 9 on the list. (that means they will be down near the bottom of the list). Save, and continue.

Battle Ten

Three paladins. Cliff and Pay will be closest to them (that's why I had you move them in the rank menu). For some strange reason, this battle is harder than it should be. Perhaps it's because you're fighting paladins and not knights.

Whatever, it's not so hard that you can't win without too much difficulty. Once that's done, enter the forest village.

The person who stands still is another trader. Don't talk to the trader. Talk to everyone else. One person is Ryu, a wizard who joins your party. He wants to free his sister Dyute from the control of the evil sorceress Tartara.

Another person has a missing daughter. If you rescue his daughter, he'll reward you! The other people in town tell you useless things.

Okay, so go to rank and move Cliff and Pay so they are two and three. Save, and continue onto...Tozeh's fortress.

Battle Eleven

Tozeh is there. Remember how he ran away from the last battle you had with him? Chicken. He and his gang appear to be having fun beating up a paladin named Matil.

Throughout the fight, Matil gets attacked while she's in her little room thing there.

Send Cliff and Pay up to fight Tozeh and all the enemies there. Have Pay kill Tozeh and the shaman, have Cliff fight the hts. Once they're all dead, send someone to kill the wizard down in the bottom/left.

Once that's done, go left into the fort. Matil, the paladin you saw earlier, is there. She joins your party. Also there is a sword...the royal sword.

Give Alm the royal sword (only Alm can use it, which is peculiar). Someone talked about it once, it was the sword of an old Regal king. Give Alm's thunder sword to Bird.

On rank, make Cliff third and Pay fifth. Save, and go north.

Battle Twelve

Okay, lots of knights. Move Cliff and Pay upwards. One will fight the guys on the right, and the other will fight the guys on the left.

Loso, the boss of all these guys, is on the right part of the screen. The battle shouldn't be extremely hard.

Once the battle's done, save and move left into the forest temple.

Battle Thirteen

Uh oh, gargoyles. Clea, Pay, and Cliff will be your best fighters for this, so only let them fight. Remember, Clea is a Pegasus knight, so the gargoyles will be strangely drawn towards her.

Once that's done, talk to the girl inside. She says, "It's scary" and runs off. Go back to the mountain village. The man there is happy you saved his daughter. Enter his house for the Holy Spear.

Give the holy spear to Clea or a knight/paladin, save, and head off to the next battle.

Battle Fourteen

Ah, an archer battle. Pay will shine golden in this battle. The boss of these guys, Gazel, looks just like Dean, but with a haircut.

Well, this battle is no problem. Pay defeats them easily.

Okay, save, and get ready for the last battle of the chapter.

Battle Fifteen

Okay, this is the battle for the aqueduct. Dyute, Ryu's sister, is here, but Tartara (the ugly dude) will make Dyute fight you.

Use Silk to warp Cliff to the healing space that is one below Tartara. Have Cliff attack Tartara until she is dead. The spell on Dyute is broken, and she leaves. Tartara's last words? A regret that she refused Doma, the person who has Mira captive.

That just leaves you with the wizards. Pay can attack some from the opposite shore, which works well. Cliff can kill others while going back down to the rest of the party. Whatever, the wizards don't put up a terrific challenge.

Once that's done, move into the aqueduct. Dyute is there. She joins your party. Talk to the man there. He opens the aqueduct (if Celica didn't get the person in Mira's basement to open the sewers, this man won't open the aqueduct).

Once the aqueduct and the sewer have been opened, the river is gone, letting Alm and Celica continue on in their respective journeys. The chapter ends here.

004d-Chapter Four-To Rudolf

Here's where things start to get difficult. According to strength numbers (you can see them on the map), the next party is about as good as yours. Save, and move Alm's party north.

Battle One

Okay, lots of enemies in this fight. Send Pay and Cliff upwards. Move everyone else down (have Silk cast the illusion spell while moving down).

Since Silk cast illusion, that really evens up the odds. The cuad men can defeat all the enemies just by themselves, but that takes a while, so have Cliff and Pay help them out. The cuads aren't good at defeating the hts and Shiza, the leader of these enemies.

Once the battle is over, save. Now, Alm can go either left or north here. Have his party go north.

Battle Two

You have several witches to fight, which means you'll have trouble with their warping ability. Luckily, most of your party starts by a healing space. Try to get all of your party together by the healing space (have Silk cast illusion again).

With your party grouped together, it's easier to protect them when witches warp towards your party. You can simply wait for the Cuad people to destroy the enemies, or send some party members out to help them when the witches are dead. It's your call.

In any case, the battle isn't that difficult because the

enemies were less powerful than the last battle.

Once the battle's over, save. Move right onto fear mountain.

Battle Three

Okay, you'll notice on the right are some enemies, and on the top are some more. Send Cliff right and Pay up, and have them defeat all of the enemies. Look out for the o.

Once the battle's done, save. Now, you may have noticed that only Cliff and Pay are good at fighting anymore. So, we'll have to make everyone else a bit better. Luckily, there's a fear shrine to the right.

Only your first ten fighters are allowed in here, so give them all the items (perhaps not the thunder sword, it doesn't work so well anymore). Give Alm the angel ring, and move right into...

Fear Shrine

Bad news for you, this shrine has quite a few battles in it. Wait, that means there's a lot of potential EXP gain. Good news!

Okay, so in the first battle is a shaman and seven wizards. Send your party up to deal with the wizards. Once they're dead, the shaman starts summoning gargoyles.

So, this never-ending assault of gargoyles is very good for EXP gain. Since Alm has the angel ring, send him up towards the shaman (if he can't fight that many gargoyles at once, warp him into a corner, so only two can fight him at once).

Eventually though, you must continue on. So once the shaman is dead, your party can keep on going.

Go north past the angel statue. Some stairs lead to the basement.

Here's a map of the basement, with the rooms numbered. S means start:

```
2 9-8-7
|   |
1   6
|   |
S-3-4-5
```

Room 1 has five witches, three wizards, and two ns.

Room 2 has two lion heads in it, but no angel statue.

Room 3 has ten gargoyles.

Room 4 has three mummies and seven zombies.

Room 5 has nothing in it.

Room 6 has ten skeletons.

Room 7 has nothing in it.

Room 8 has a shaman in it.

Room 9 has stairs leading down to the second basement.

In the second basement, you can enter the stairs below the stairs you used to enter. Once you do this, you can get a magic shield from the chest there.

Also in the second basement, you can enter the water (from beneath) to get a holy bow, and a shield (either the silver shield or the holy shield). That ends the fear shrine.

Okay, so the fear shrine is good for EXP. Get Alm to level 20, give Clea the angel ring, and get her to level 10. Make use of the shaman create an "endless" stream of enemies to fight.

That'll make it so you have four really good characters, Pay, Cliff, Alm, and Clea. Give Clea the holy spear and give Alm the royal sword. Give Pay the holy bow.

Now that the training's over, onto more fighting. Save and go north.

Battle Four

One of the enemies has a mage ring. Figure out which one it is. This is the most powerful of all the enemies; his Medusa magic almost assures a character will die. This character is Nuibaba.

Move Pay, Cliff, Alm and Clea north. End your turn.

Now, see the yellow stuff? That prevents you from attacking. Everyone must attack the enemies by use of the stairs to the north. Clea can simply fly over it, and Pay can attack from far off, even over that stuff.

See the shaman? Have Pay stand directly beneath the shaman and attack. Pay kills the shaman (the shaman can't attack someone that far off). Move Alm and Cliff up, but make sure Pay is closest to the enemy with the mage ring.

End the turn. The mage ring enemy attacks Pay. Pay can kill him, but will get hit with the Medusa spell. If he dodges it, great! He now has the mage ring! If not, well, it was nice knowing him. You'll have to do the battle over again.

Send Clea, Alm, Pay, and Cliff out to attack the rest of the enemies. You can take them without much trouble, so long as you fight them in groups and not all at once.

Once the battle's done, enter the fortress. Tita (Teeta) is there. She was taken captive when her lover, General Zeke, betrayed Nuibaba (Zeke is against the war). Tita joins your party.

Also inside are some traders. Have one of them take the

angel ring back to Celica's party.

Exit the fortress. Save your game, and have Alm's party go left towards the city there.

Battle Five

Uh oh, lots of enemies. Hey, wait...what?

Zeke and a bunch of his fighters are there. He sees Alm has rescued Tita, and agrees to help Alm fight the enemies.

Warp Cliff up there to help Zeke's party. Send Clea and Pay as far up as they can go, and have them join the fight on the next turn.

Now, it doesn't matter if anyone in Zeke's party dies, including Zeke because if he dies he will magically reappear in town. So this battle is easy in that regard, you can let his party do most of the fighting.

On a side note, the leader of the enemies is called Jerome. He's a general who isn't very nice.

Once the battle is done, save and go into town. Talk to the people in town, specifically Zeke. Zeke has a strange conversation with Alm, and joins Alm's party as Shek. We learn that since Jerome died, other people have become more hostile.

But more interestingly, we learn that Rudolf sent Zeke to find the "chosen one", someone with a cross-shaped birth mark. This person has to be Alm, or Zeke wouldn't have joined his party. Strange...

Leave town (to the south) and save. Now switch to Celica's party. First of all, use the item menu to take back the angel ring.

Enter Mira's shrine. Girl is there, she mentions a Sage Hark that can help you. Go down to the basement, which is empty. From the bottom stair, go two left and all the way up. You walk through the empty area (if you can't go up through the area, try until you find a place where you can do so).

Go all the way right. Norm is there. He was following Celica the whole time. He joins her party.

Look at the wall. See how a portion of it is different than the west (actually two portions)? Stand beneath the right one and walk down into the black area. Walk left. When you are underneath the left portion, go down. You enter a hidden room. Go up the stairs, and open the chest for a mage ring. Exit Mira's shrine.

On the items screen, give each of the Pegasus triplets a healing ring (angel ring, mage ring, or holy ring). Save, and have them go north of Mira's shrine into a swamp.

Battle Six

See that big glob of nasty looking stuff? If a characters stays on it, they take damage. Pala, Catu, and Est are the only people who can cross the nasty stuff in one turn, so send them to the right hand side of it. On the next turn, have them cross it.

The priest is the one who can do the most damage, so have the Pegasus sisters kill him first.

Beyond the priest, you can simply defeat the enemies as you go north. On the top is the leader of this group, Garci. He's the toughest, but isn't much of a problem. The battle is over without much trouble.

Go to the rank menu on the map screen. Put Pala, Catu, and Est in positions five, eight, and eleven. Save and go to the swamp grave.

Battle Seven

Okay, this battle has a bunch of spaced out enemies. These are the kind of enemies that go towards Pegasus Knights before other characters, so send Pala, Catu, and Est out to draw them away from the other characters (don't worry about them standing in the nasty stuff).

The battle is over quickly, the hard part is if the enemies go after a weak character. Even then you should be able to save them from death.

Another, super good, strategy is to have Jeni cast the dear spell, which kills off most (if not all) of the enemies.

Save the game, and move west to Dolk's fort.

Battle Eight

Move Pala, Catu and Est down to fight the enemies (have one kill the wizard that is on the way). Move all the members of your party (besides Pala, Catu, and Est) off of the nasty ground that takes away HP.

Dolk can summon dragon zombies, and he probably will do so. Defeat all of the enemies (besides Dolk) and have Pala, Catu, and Est get back to full power. Then have them all attack Dolk at once. He should die without killing any of your characters.

Save your game.

From now on, only the first ten members of Celica's party will be able to fight (technically this isn't correct, but that doesn't matter). You also will be able to upgrade all your characters quickly here, so you have to make a

decision, which of your characters are going to be part of that lucky ten?

Celica has to be one of the ten, and of course it would be dumb not to include the Pegasus triplets. Jeni's ibro magic makes her a strong contender. But, the choice is up to you.

Once you've decided, give the angel ring to someone who isn't part of the ten (just for an experiment). Put them in the top ten and enter the blue space in Dolk's fortress to enter the Lost Woods.

The Lost Woods is a tough maze. Luckily, a very nice (and very handsome, I've heard) person has sent in a map which shows you how to get through the Lost Woods, which should be accessible from the place where you got this guide from. If not, you can find it at gamefaqs.com.

Using the map, get to the mummy fight.

Battle Nine

You have to fight a lot of mummies. Mummies are just like zombies. Have the person with the angel ring fight the zombies by themselves.

Now, you'll see that when someone kills a mummy, they get a lot of EXP. You folks in easy mode will be getting 100 EXP for each kill, several kills in a row. You can see how doing this battle over and over can get a lot of EXP.

Okay, so you will want to max out all of the ten characters you chose, but that takes a long time. Instead, just choose three of the ten (not Celica or any of the Pegasus sisters).

Give the angel ring to one of the three. Have them fight until they are level twenty. Give the angel ring to another one of the three, and get them to level twenty. Give the angel ring to the last of the three, and have them get to level 20.

Once that's done, you'll want to class change those three characters. Use the map I talked about earlier to find an angel statue in the Lost Woods, and class change them.

After the class change, get the three to level 20 again, with each of them doing so with the angel ring so as to improve their skills by a greater amount. Repeat this process until the three characters are all level 20 and cannot class change anymore.

Side note: villagers become mercenaries, who become sword masters, who become magic knights, who become villagers. Technically, your characters who use this class change path can never be in a position where they can't class change anymore (unless as villagers they don't upgrade to mercenaries). You can simply stop class changing them when

they become magic knights.

Once those three are done, you'll want to max out the Pegasus triplets. Unfortunately, they become so powerful that at around level 10, killing mummies gets them only a little EXP. So just get them to level 10 (you guys in easy mode can go further).

Then use the angel ring, and max out Celica.

Now for the other three people in the ten you chose. They need upgrading, but like I said, maxing them out takes a long time. So do what I like to call a half-max: use the angel ring to get one to level ten, upgrade them, and get them to level ten again, and continue until they can't class change anymore (see the class changing section for more details). Do this for all three of those characters.

Then you'll be done upgrading. Just to recap, Celica is maxed out, three characters are maxed out, the Pegasus sisters are level 10, and so are the other 3 people. That whole group are in your first ten positions.

Once you're done upgrading, you'll be just about done with the Lost Woods. Use the map to get all three of the treasure chests inside the Lost Woods, then exit to the Sage Village.

Talk to the people in the village. The man farthest to the left is Sage Hark. He makes it so Alm can escape, in more ways than one (more on that later). Talk to the other people in town, and use a trader there to give the angel ring to Alm's party. Exit Sage Village, and go through the exit to the Lost Woods (exit Sage Village through the south exit, and go left twice).

Go to the item screen, and arrange it so the ten people you chose all have items they can use. Save your game, then go north.

Battle Ten

There are a bunch of witches north of your party, and to the left is the main castle. First you'll want to defeat the witches.

The five party members who aren't part of the ten you chose will be in the lower/right. Send them downwards, then do a mass assault. On the next turn, move the five who aren't part of the ten out of the way, and do another mass assault.

By the next turn, the witches are pretty much dead. You'll want to attack the castle. The people who you'll want to attack are Chuam, the leader of the group, and the shaman who summons enemies for you to fight. Beware of Chaum, he can pull off a magical move that resembles dear magic; it causes every member of your party to get about 10 damage.

Unfortunately, only the Pegasus sisters can move freely

in the castle; the other people have to go through the halls. Two strategies work here.

Strategy One: Send the Pegasus sisters south, west across the ocean, and assemble them so they attack the castle from the west side. At the same time, have the rest of your party attack from the right side.

Strategy Two: Have the Pegasus sisters attack the people on the south side of the castle. Send the other party members to attack the people on the north side. Have them all come together and attack the people in the middle, who are the most powerful people (Chuam, the shaman are in this grouping).

No matter what strategy you use, this battle shouldn't be too much trouble. If you play it safe, you'll be able to finish it with no big injuries.

Once the battle's done, go to rank. Move the Pegasus knights into positions seven, eight, and nine. Save.

Battle Eleven

This is the battle where Judah (some people talk about him in Sage Village) shows up. He is not meant to be killed in this battle. You can try, but he prevents you from attacking him. If you're really good, you can try to get him to waste all of his HP casting the Death spell. But that most likely won't work.

Okay, there's a new enemy here, a Bigle (looks like an eyeball). Have the two Pegasus sister right by the Bigle attack it; it should die. When it dies, Judah runs for it (coward).

That simplifies things quite a lot. All you have left are three mages. Don't go towards them; let them come to you. Magical characters are good at killing them, but either way they're not too tough.

Save your game. Now, this is pretty much the end for Celica's party. Move your ten characters into the first ten spots in the rank menu (this should already be done). Make sure you've visited all the lion heads, then save and go to Doma's tower, which will be the last for Celica for a while.

Doma's Tower

Doma's tower, rather than being one battle, is a bunch of battles put together.

Outside are two lion heads, the one on the left increases luck (I don't know what the one on the right does). Use them, then enter.

For the first battle, it's your first six people against

two wizards, a mage, and three priests. You'll want your solid fighters (magic knights, barons and such) for this fight. So before entering it, use the sort function (pops up in the menu if you press A while not fighting in the tower) to put your solid people there.

Once that battle's done, you gain access to the next floor of Doma's tower. Use the lion head there to increase skill. Move your Pegasus knights into the top four characters.

Enter the building again. You have a fight against three dragons and an ighter. Basically, each character has one enemy to fight. The dragons die easily under the Pegasus knights.

Continue on. The next battle is just like the last battle, so it's just as easy. This gives you access to the top level.

On the top level, there are two lion heads. The one on the right increases power. The one on the left increases defense. Use them and go up into the main chamber...

Judah is inside. Celica talks with him, and then you switch to Alm's party.

Well, remember how Sage Hark "freed" Alm? Take a look, he's now upgraded to Hero Alm! Give him the angel ring and go to the fear shrine. Have fight all of the enemies alone. Hey, he can use a bow and arrow while using a sword! Cool!

So, once you've tried out the new Alm, give him his royal sword and go back to the Rigel village. Exit town to the north. Before going north, go to rank. Put Clea, Pay, and three other characters who can receive a lot of HP and still live in the last five spots (makes sure Cliff is not one of them).

Save and go north.

Battle Twelve

Five Dragon Zombies. Three go south to attack the group of five there (have Clea and Pay defend them), and two attack the rest of the party (have Cliff and Alm defend them). The battle is over quickly.

On another note, have Silk cast the dear spell. I don't know how this spell works, but if it does, it kills all the dragon zombies, making this fight and the following ones much easier.

Another good idea is have your characters wield Holy weapons, as holy weapons will do extra damage against the dragon zombies, because zombies are unholy.

Unfortunately, that was just a warm-up. Save your game.

You'll notice you can't move; you're stuck! Select the second item from the main map menu.

Battle Thirteen

Seven Dragon Zombies. Two attack the main party on the right hand side, and the rest attack the party on the south. Not much different from the last fight, except the dragon zombies will attack the weaker characters on the south with more ease.

Since the party at the right is not so well protected, you can have Silk warp Alm so he is to the left of the closest dragon zombie. Instead of attacking the other characters, the dragon zombie attacks Alm, and the other one follows suit, which is a good way of making sure those other characters don't get harmed.

Save. Moving still isn't one of your strong points, so choose the second item.

Battle Fourteen

Ten Dragon Zombies. As you might guess, eight fight the party on the bottom, and two fight the rest. You should still be able to win without any casualties.

Once the fight is over, we go back to Celica. Have her follow Judah. As soon as she catches up with him, we see a tough-looking fight start, but then the game switches right back to Alm. That's weird.

Go to the rank menu. Put Cliff as number ten, and Pay as fourteen. Give Cliff the angel ring, Clea the mage ring, Pay the holy bow, and Alm the royal sword. Save, and go east to the waterfall.

Battle Fifteen

Ooh, look at the nice waterfall effect there.

Send Grey to block the bridge to the right. Send Alm to block the stairs to the north. Send Pay left towards the shaman. End your turn.

Now, you'll have to keep up various fronts in this battle. Have Alm kill all of the enemies that come at him, while being on the stairs. Have Cliff kill all of the enemies near him. Have Cliff kill the shaman, and then the baron to the left of him (that's Magnu, the leader of the bunch).

By the way, Magnu's last words are "How ironic. You kill ME. Congrats." That's kind of interesting.

Once Alm and Cliff have finished fighting their enemies, have the two of them attack the fortress thing in the upper left from below, while Pay attacks from the right.

You might want to kill Hes (the level eight witch) first, as she summons other witches to fight your party.

Bad thing: When Hes dies, the witches she summoned do not go away.

Anyway, once the battle's done, save, and give Alm the angel ring. Now go east into the waterfall, which leads to a hidden place...Doma's tower.

Note this is different from the Doma's tower that Celica's party entered. This Doma's tower is more like one of those shrines you saw earlier.

Battle Sixteen

You have seven zombies and eight mummies to fight. Just like with Celica's party, killing mummies is good for EXP. This battle is not difficult at all. Have Alm kill all of the enemies.

Once the battle's done, you can continue on to the angel statue, but there's nothing else to do in here.

Exit Doma's tower. Then go back in and get Alm more EXP. Get him to level 20.

Okay, so we'll want to do what we did with Celica's party to Alm's party, but this time, only choose nine party members instead of ten (Alm is one of those nine). I would recommend Tita, as she is the only one who learns reserve magic.

Max out three of the nine (not Clea, Alm, Pay or Cliff), and half max all of the rest. Once you're done with that, give them all items and make sure they are the first nine in the rank menu. Save and go on to...

Battle Seventeen

Okay, this battle has an interesting set up; it's made so your characters get attacked before they can attack the enemies.

Well, luckily you have a character who can take the attacks and attack the enemies with his bow. I am, of course, talking about Alm. Send Alm up in between the second and third columns.

Keep sending Alm up, and have him kill the enemies in the second and third columns (including the leader, Mular) along the way. By the way, an er from another column may attack some of your characters; just move them out of the way so he can't harm them.

Once Alm has cleared out the second and third columns, send him up top. Have him clear out the other columns, one by one. The battle is finished easiliy.

On the item screen, make it so Alm has the royal sword.
Save and go onto the last battle of the chapter.

Battle Eighteen

Okay, you're at Emperor Rudolf's castle. Rudolf himself is here, with all of his minions.

Now, this battle can be extremely easy if you know what to do. Here's the secret: the battle ends when Rudolf dies, and Rudolf won't attack Alm.

See how Rudolf is right next to a healing space? Send Alm to the space, and have him attack Rudolf. Rudolf can't run for it, because you're on the healing space (he has an angel ring, which he uses to heal himself). Ignore the other people, concentrate on killing Rudolf. Since he doesn't attack Alm, it's easy.

Once Rudolf is dead, the battle ends. You get to hear his dying words...revealing why he did not harm Alm. Alm's real name is Albyne Alm Rudolf...Rudolf's only son! Rudolf also tells Alm that Mira sealed "Falcion" (some sort of weapon), and Alm should retrieve it and use it to kill Doma.

Alm gets the angel ring, and enters the Rigel palace. Inside is...MISEN? Jeez, this guy has a habit of turning up in palaces, doesn't he? Alm talks to him.

Alm is extremely saddened and confused (and thus angry) about the news that he killed his father. Misen has to explain this all to Alm. A bit is left out, but I can make a good guess of what it was.

Years ago, Rudolf sent Misen some children that he weren't supposed to exist. Most likely, Rudolf expected Misen to kill these children, as Misen was a Sofia General and Rudolf was head of Rigel.

Misen realized then that Rudolf was mad. Rather than kill Alm, Misen had Alm become good friends with Celica. The point was this: Alm and Celica were the respective heirs to the thrones of Sofia and Rigel. If they were friends, Sofia and Rigel could stop fighting and all of Valencia could live in peace.

However, there was the unavoidable business of Rudolf being mad to deal with, and Misen sent Celica off. Rudolf most likely got Tozeh to attack Sofia. Rudolf got Doma to capture Mira, even though that spelled the doom for Rigel as well as Sofia.

Now Alm, as the last of the Rigel royalty, must undo Rudolf's damage. Misen joins Alm's party. Thus ends the fourth chapter.

Talk to everyone inside. Most people hail Alm. There is a general, who says a lot of (bugged) stuff. But the important stuff is said by a guy by some stairs.

Okay, the stairs lead to the basement. The basement leads to where Celica is fighting Doma. At a certain point, though, you can no longer go back. Exit the palace.

Put Misen as your tenth character. Give Alm the Royal Sword, which we now know he can equip because he is of Rigel royalty). Also, make sure to go to all the lion heads, since you won't be able to go to the lion heads again after this.

Save before going into the basement of Rigel Palace. The first ten characters listed under rank are Misen and the nine you chose earlier. Of all of your characters in Alm's party, make sure that two of them are unequipped. This is ABSOLUTELY ESSENTIAL. Got all that? Good. Enter the basement.

Now, the basement is pretty much a maze to get to Celica, but, it's also a race against the clock (the longer it takes to get to Celica, the more damage her party takes). Okay? Go right.

A rock blocks your exit. Poop. Keep going right. You go past a treasure chest on the way. Eventually, you can't go right anymore. Go down. Hey, Celica's party is on the other side of the wall...

Celica tells Alm to hurry up and save her party from being killed.

Go one screen left. See the stairs? Note the doorway-like thing directly above the stairs. Walk through the doorway thing that is one left of the doorway thing directly above the stairs.

You are transported to somewhere else. You walk through black spaces here. Go as far up as possible, as far right as possible, as far up as possible, and as far right as possible. Open the chest for the Gladius spear; give it to Misen. Go back through the doorway thing to the area with the stairs.

Go one screen left. There are four black spaces in the middle of the ground here, and they form a square (if you connected them). Enter the bottom/right one, and then go one screen right.

Battle One

This battle isn't too hard. See how the bottom of the battlefield is that nasty stuff that takes away HP. On every turn, the nasty stuff moves one row up.

To start off the battle, notice how there are four enemies close to your party, and the rest are farther away, up towards the top? Do a mass assault to finish off those four enemies.

For the rest of the enemies, I'd send up a few characters who are good (Since you get to choose the ten that fight here, I can't tell you which ones to choose) to deal with the enemies there, and leave the others alone, moving them north only if they're in danger of falling in the nasty stuff.

Once the battle's over, you're in a room with a door. Go through the door. See the sign? Only Rigel royalty are allowed. Well, that means only Alm can continue on from here. Go up the stairs.

Battle Two

Alm, all by himself, has to fight ten leecs. Put his on the healing space, which makes it so only one leec can attack at once.

In three or four moves, the wall disappears, so they all can attack Alm at once. Alm should be able to fight them easily.

Once he does, go up the stairs.

Battle Three

Alm has eight Balrogs to fight. For some reason, I found them incredibly easy to beat (easier than the leec). Well, that's convenient.

Once you're done with them, go up more stairs.

Battle Four

You have to fight two white dragons here. This battle is easy due to the fact that there are only two (it would be harder if there were, say, twelve).

Once the battle's done, go up the stairs and get the Falcion sword. Yay, now you can kill Doma! Give it to Alm, then go back down all the stairs you went up.

Once you get to the bottom level, exit the door and go a screen left. See how there are only three black spaces now? Enter one (they all lead to the same place).

Go one screen right. Down at the bottom are some stairs. Go all the way up these stairs until you end up in an area where you can't go up any more stairs (hint: you've been in this area before).

Go one screen left. This time, go through the top/left

black square. Go one screen right.

Battle Five

This battle isn't that difficult. Send some of your strong guys over to defeat the enemies. It shouldn't be a problem.

But, one thing to look out for is that yellow square. If someone steps on it, a bunch of the nasty stuff shows up. Beware of that.

Once the battle is over, go one screen right. Hey, there are four more black things here! See the one on the right? Enter it, but enter it from beneath.

It transports you somewhere else. Go up the stairs until there are no more stairs, then enter the door to get to Celica.

Battle Six

Last battle of the game.

Okay, since I let you choose who is fighting, I really can't tell you how to fight this battle all that well.

I'd send Alm's party up to fight the three enemies above them. For Celica's party, you can use the Pegasus triplets and set them up in a row to protect the other members of the party.

Once Hades, Berle and Shell have been killed, send Alm and Pay right. Have Alm kill the bigles on the way.

Have Pay kill Judah. Pay is the only one who can attack Judah, because Pay can attack from far off. Judah, while dying, says that Doma will finish you off.

From then on, you can kill the rest of the enemies with whoever you want. It's better to kill all of the enemies there before killing Doma. Do as you wish.

NOTE: It is rumored that if you kill a lot of bigles, you get a really good weapon. Since bigles summon bigles, it isn't hard to kill a lot of them. However, at this point I have no confirmation on whether this is true or not.

When it comes to Doma, there are two ways to kill him. The first way is by using Alm, who has the Falcion sword. You see, whenever someone attacks Doma, Doma will simply block it. If Alm has Falcion, Doma's attempt to block the attack doesn't work. So Alm with Falcion is basically the only way to attack Doma.

The second way to hurt Doma is to have a sister/nun/magic person use the drain spell to steal Doma's HP. Because this attack does low damage (and Doma has high magic

defense because he can use magic), this is hard, and probably should only be done if you're looking for a way to make the final battle harder.

Anyway, Doma has about 150 HP. So just keep having Alm attack Doma with the Facion again and again and again (when Doma's HP gets low, he starts to heal himself, and unfortunately I don't think you can do anything about that). You shouldn't have to worry about Alm dying, because the Falcion heals him on every turn.

When Alm kills Doma, the game ends. Hope you enjoy the ending!

005-Fighting

So you want to learn how to fight, huh? Okay, here's all the information you need to know:

When a fight starts, all of your characters are blue. All of the enemies are pink. You might notice a pink square somewhere. That's a healing square. If someone stands on the square for a turn or more, their HP goes up.

You start each fight with each character at their maximum HP, as well.

To move a character, move the cursor on them, and press A. Move the cursor to where you want the character to go, and press A again. If you want that move, select end. If not, you can press B to undo it.

If you end a move so you are right next to an enemy, you can choose to fight them. If you are next to more than one enemy, you get to choose which one you want to fight. Press A to continue the fight (Press B to end it).

Once the fight starts, the characters run up to each other and fight each other. You get to see how much HP each character has. You kill an enemy when the enemy's HP reaches zero.

Sometimes, a character does a special attack, which means they inflict three times as much damage as normal.

Certain characters, like archers, can attack enemies from a distance.

When one of your characters dies, you can't bring them back to life again.

If you want a character to fight, but stay in the same place, move the cursor on that character and press A three times. If you move the cursor on any character and press A twice, you get to see some statistics on that characters (their strength, how many squares they can move at once, stuff like that).

If you press A while the cursor is not on a character, a

little menu pops up. It has a lot of things you can choose.

First off is roster. You can choose this to see a roster of the people who are fighting for you. In the roster, you can press left/right to flip through their stats. This is a good way of comparing your characters and seeing which ones are the best.

Second is assault. Choose this, and your party does a mass assault. The computer automatically moves your characters so they can fight as many enemies as possible. Quite useful.

Third is gather. Choose this, and the computer moves your party members so they are all gathered together.

Fourth is remove. Remove shows you how many turns you have done so far, compared to the maximum number of moves you can make (40). If you go over the maximum, the fight automatically ends. This can be used as a strategy; if you kill some enemies, you can return at full strength with the already-defeated enemies gone.

Fifth is quit. I don't know what this does. The game stops as soon as you choose it.

Sixth is config (short for configuration). You can configure the music (turn it on or off), the animation (turn it on or off; turning it off speeds up fighting), and wait timer (you can set up a timer).

Seventh is end turn. Once you select end turn, your turn ends and the enemies get to move. When they're done, it's your turn again. Note that if you do gather or mass assault, your turn will automatically end when you do those.

At certain points in the game, another option pops up in the menu. It is the retreat option. It allows you to exit a fight without killing all of the enemies. A strategy is to enter a fight, kill some enemies, retreat, reenter, and repeat until all the enemies are dead. Note that you must do a retreat before moving any characters, or else the option will go away.

Sometimes during a fight, you will gain GP, which stands for Group Points (thanks to Oceanus for pointing this out to me!). What that means is, unlike EXP, everybody in the party gets the number of GP added to their EXP.

Good luck fighting.

006-Enemies

Thief: Axe-wielding enemies. They have 26 HP. There is no honor amongst them.

(Arche)r: An enemy that can attack you from a distance. Due to size limits, the full name archer couldn't be put in, so it is just labeled as r (rather than Arche, which

would surely lead to bad "where is Jughead" jokes).

(M)agic Kn(ight): Oooh, an enemy that is hard to beat. It does about five damage on each turn, and gets about four. Best to fight against one with more than one person.

rcn: Enemies. They're either easy or hard to beat. That's all.

Knight: Just like the knights you have. These guys have 24 HP.

Zombi: Zombies have a lot of HP, and because of this can be hard to beat. Eventually, they become pushovers, though.

Skeln: These guys take little damage and do lots of it. Eventually, they too will become pushovers.

Sreida: Tozeh's master guard. He is not someone to screw around with. He's a powerful paladin.

ht: Enemy armors. Don't know what ht stands for, though. Perhaps it stands for hot, like hot stuff, but I'm not in the game, so that can't possibly be it...(gets slapped in the face repeatedly)

Wizard: Rejects from the Land of Oz, they're going to make sure your party never goes back to Kansas. They do a Dora spell, which forces you to learn Spanish. Wizard of Oz and Nick Junior references aside, these are the enemies you fight that have magic power.

Dach: Also known as Dahha, this guy is a pirate boss. He is very unmerciful. He is quite unattractive. He's a level 10 thief, and has a lot of power. However, his weak spot is that he has no magical defense.

Sham(an): These guys summon undead enemies to come fight you. Not cool, not cool at all. In hand to hand combat, they also do well with the Dora spell.

Dzombie: Dragons are bad, zombies are bad, but dragon zombies are worse. People who can do angel magic are the only ones who can defeat them (aside from Pegasus knights).

Gargoyl(e): Once skeletons start becoming easy to fight, gargoyles show up to take their place. They can travel long distance and usually attack twice. Their weak point is their low amount of HP.

Gaha: A white colored, level 10 thief. You fight him once. Not much of a challenge.

Witch: They can warp themselves to anywhere on the board, but besides that, they're just like wizards. Since they can warp themselves anywhere and attack from a distance, they can do a lot of damage to characters with low magical defense.

Er: Basically, an enemy archer that has undergone two

class changes. They can attack from long distances, which makes them really annoying.

Mika: Shaman who is the leader of the group that prevents access to Mira's Shrine. He's level 5. Fighting him is less difficult than fighting the people who work for him. He summons gargoyles.

Zack: A level 5 enemy armor. In the first battle Alm fights in Chapter 3.

Wolf: A level 3 sniper, armed with a steely bow. He hangs out with a bunch of ers, and he's so good that he makes them look bad.

Soni: A level 5 witch. She has a steel shield. Basically, she hangs out with a bunch of wimps to make her look good.

Dean: Soni's counterpoint, a swordmaster.

n: Upgraded magic knight.

(f)ighter: Enemy archer that has done two class changes.

(P)aladin: An upgraded knight.

Tozeh: The big bad guy of chapter one, you don't fight him until chapter three. He's a powerful baron, and hangs out with strong people in his fort. Killing Tozeh is hard enough, but you have to kill him while fighting all of the other strong people in his fort.

Loso: A level 3 paladin.

Gazel: A bowman.

Shiza: An upgraded paladin.

Saizo: A magic knight.

rdM: Basically the same as Shiza. They are knights, upgraded paladins. They have better spear control.

(Bar)o(n): Enemy baron. Imagine Ruka having done two class changes.

M(u)m(m)y: The same as zombies, but they give much more EXP.

(Pr)iest: Upgraded n.

Nuibaba: A very good wizard, can do the terrible Medusa spell.

Garci: A level 5 shaman that summons gargoyles.

Dolk: A level 10 shaman that summons dzombies.

Mage: Shadowy, gray enemies. They look like Barons. They do a lot of damage and take a little. Use magic to defeat

them.

Chuam: A level 10 wizard, who can cast death. He also has the unfortunate ability to harm every single member of your party at once, but luckily he casts that spell rarely.

Bigle: An eyeball that summons other eyeballs. These guys are really annoying. Pegasus knights can fight them efficiently.

Judah: He can prevent your characters from attacking, and does a powerful attack. He is damn near impossible to beat. Luckily, he pulls a Tozeh and runs for it once you kill the main person working for him. This is because he is not meant to be killed.

Magnu: A level ten baron. He's not that difficult to kill, really, because my strategy involves an archer attacking him, while Magnu is unable to retaliate.

Hes: A level eight witch. She doesn't move to attack your party, preferring to summon witches to attack your party. This is very dangerous, you'll probably want to kill her quickly. The witches she summons do NOT go away when she dies (as with the enemies summoned by shamans and bigles), which is unfortunate.

Mular: A level ten archer, who leads a fight against Alm in chapter four. By the time you face him, he isn't that hard to beat.

Leec(h): These guys are pretty much skeletons, but they've been upgraded so they're harder to beat. Alm has to fight ten of them all by himself, and they never show up again.

Balrog: Like the leec, except these guys are upgraded gargoyles. Also like the leec, they only show up in one fight.

White Dragon: Two of them show up to fight Alm in chapter three. They are somewhat hard to kill, but since there are only two in the whole game, they don't present much of a challenge.

Hades: A pink, level ten knight. Shows up in the final battle.

Berle: A green, level ten magic knight that shows up in the final battle.

Shell: Berle's counterpoint, a green, level ten magic knight that shows up in the final battle.

Gold: A really, really good archer that shows up in the final battle.

Hes: (see above) She shows up again in the final fight.

Mar: She's just like Hes, except she and Hes summon bigles in the final fight.

Gane: A level ten wizard that shows up in the final fight.
Not even a challenge.

Judah: He shows up again in the final battle. He seals all attacks made on him, meaning you can't attack him. The only way to kill him is with an archer, attacking from far off.

Doma: An evil god with a variety of attacks (tentacle, eyeball, bigle summoning). The only safe way to kill him is with Alm and the Falcion sword. Doma has about 150 HP.

007-Class Changing

Okay...in this game, characters can class change at certain points in the game. If you have a character do a class change, their skills improve.

Here are the official rules for upgrades, with various comments added:

When a villager reaches level 3, they can class change into a mercenary, soldier, archer, or knight.

Soldiers becomes armors at level 7, armors become barons at level 10 (armors/barons have high HP and do a lot of damage, but can only move about 4 spaces on each turn, so they are very slow)

Mercenaries become sword masters at level 7, sword masters become magic knights at level 10, magic knights can become villagers at level 10 (they jump a lot is kind of weird. However, they can become villagers again, which means you can have them become villagers, and upgrade them back to magic knights, which, as you might imagine, turns them into completely great fighters)

Archers become snipers at level 7, snipers become bowmen at level 10.

Knights become paladins at level 7, paladins become knights at level 10. (these guys can move long distances, which is why they're particularly useful).

Male wizards become mages at level 20. (I've heard that mages heal themselves on every turn)

Female wizards become priestesses at level 20. (Celica is a priestess)

Sisters become nuns at level 12. (nuns annoyingly use up their HP in angel attacks, which makes them easier to kill, but their ability to heal anyone from anywhere (ibro magic) makes that worth it. They also automatically heal all of the characters who are next to them).

Pegasus Knights (with flying horses) upgrade at level 12. (Pegasus Knights are pretty much useless until they upgrade, at which point they are able to kill zombies and

gargoyles in one move. Since they ride flying horses, terrain means nothing to them).

Celica becomes Royal Celica when she gets the Royal Crown near the end of chapter 3. (Royal Celica isn't much different from normal Celica, but it is necessary to give Celica an opportunity to upgrade, or else she would fall behind everyone else).

Alm becomes Hero Alm after Celica talks to the Elder in the forest maze. (Hero Alm can attack someone with a sword, and he can also attack from a distance with a bow, which he is surprisingly good at).

To get a class change, you must walk up to an angel statue, which are located inside caves. You can choose to upgrade or not. If you're trying to upgrade a villager and you don't like the option you get, select no and do it again for (hopefully) a different option.

Since we're talking about upgrading, here's the profile of a "perfect" character, one who has all of his or her abilities as high as possible. You'd find it on the info menu on the main map screen.

Level 20
MaxHP 52
Power 40
Skill 40
Speed 40
Luck 40
Defense 40
M(agical) Defense 40
Counter 9

The last two were uncertain, but fortunately, Chicobo329 has figured it out. It turns out you can't upgrade either of them. Magical Defense never goes up in this game, and Counter is actually a fancy way of saying how many squares your character can move, which also doesn't change in the game.

For the English translation, the leveling up text is messed up so you don't know what it means. Well, here's a translation for the translation. The first few symbols are on the left, and the statistic they stand for is on the right:

|| power
20 magic power
OB36 defense
OC speed
02 luck
2D skill

008-Magic

Yes, the magical characters can do magic. There are two different kinds of magic, white magic and black magic.

Black magic is used to attack enemies, and all other magic is white magic. It takes up HP to do magic, though. Here's a description of all the magic you can use:

Black Magic:

Drain (0 HP): Use this to steal HP from enemies. You drain them of HP, and their HP goes to the person who cast the spell.

Fire (1 HP): Use this to throw a fireball (ball of fire) at an enemy.

Thunder (2 HP): Use this to make someone get hit by lightning (thunder has less letters than lightning, so the programmers chose to call it thunder rather than lightning).

Excalibur (3 HP): Use it to hit an enemy with a sort of wave thing that looks like this: (

Angel (4 HP): Use this to throw five angels at an enemy. It does them damage. Angel magic is best for killing dragon zombies.

Aura (6 HP): Cover the enemies in what looks like a green spring. Confusing. Do the confusion 'til your head falls off! Blow your nose in your overcoat!

Arrow (8 HP): Fire a volley of arrows at your enemies.

Ragnarok (10 HP): Bugged in the translation, so it doesn't work, and the game freezes when it is cast. Once a character learns it, you will be unable to choose any kind of magic for that person to use. If you're using the translation, use the information (below) to avoid ever learning ragnarok. But if you're not using the bad version, it is quite useful (it does about 50-60 damage), but the 10 HP that is used to cast the spell might make you not want to cast the spell unless you really need to.

Here's some information from Nathan, who found a way to work around the ragnarok bug. This is good, because by the time the bug hits, you're probably too far in the game to want to start over due to a bugged save file.

"After you select black magic option on Celica's screen, the [something] hits the fan shortly afterwards. If you use "end turn", "gather", or "assault" it's lock-up time. BUT if you use the quit option and then reset the emulator, you have an option of "continue" after the title screen. Use continue and VIOLA! No more locked screen! Of course, if you access Celica's black magic screen again, the same problem ensues. But it's something..."

White Magic:

Recover (1 HP): Use this to give HP to your other characters.

Ibro (3 HP): Better than recover, it can heal any of your characters on the screen, no matter where they are.

Warp (8 HP): Used to send a character from one place on the screen to another place on the screen.

Illusion (12 HP): A character uses this to summon numerous Cloud (Cuad) people to come join your party in the fight. You can't control the Cuad people, though. Different people summon different Cuad people (Tita summons Pegasus knights, Jeni summons soldiers, Silk summons magic knights).

Reserve (12 HP): Tita uses this to heal all of her allies. Yes, all of them at once. Cool.

Dear (14 HP): The effects of this are now known, thanks to Chicobo329. Basically, dear magic kills all undead enemies who are onscreen at the time.

And now here's information on magic pertaining to all of your characters who can use magic, yes, all of them* (in alphabetical order):

* You can say, hey, Sevr doesn't use magic. True, but you upgrade him into a swordmaster, magic knight, villager, and then a wizard. That's how I got the information on characters who are usually non-magical.

Atla:

Starts off with fire magic.
Learns arrow magic at level sixteen.
Learns recover magic when he becomes a sage.

Bird:

Starts off with fire magic.
Learns excalibur magic at level six.
Learns recover magic when he becomes a sage.

Boey:

Starts off with fire magic.
Learns thunder magic at level three.
Learns arrow magic at level twelve.
Learns excalibur magic at level eighteen.
Learns recover magic when he becomes a sage.

Cami:

Starts off with fire magic.
Learns excalibur magic at level seven.
Learns recovers magic upon becoming a sage.

Celica:

Starts off with fire magic.
Learns angel magic at level five.
Learns thunder magic at level eight.
Learns recover magic at level nine.
Learns excalibur magic at level sixteen.
Learns ragnarok magic at level twenty.

Cliff:

Starts off with fire magic.
Learns thunder magic at level four.
Learns excalibur magic at level seven.
Learns arrow magic at level eleven.
Learns aura magic at level twenty.
Learns recover magic when he becomes a sage.

Dyute:

Starts off with fire magic.
Starts off with aura magic.
Learns angel magic at level eleven.
Learns ragnarok magic at level sixteen.
Learns recover magic when she becomes a priestess.

Grey:

Starts off with fire magic.
Learns arrow magic at level nine.
Learns thunder magic at level ten.
Learns recover magic when he becomes a sage.

Jeni:

Starts off with drain magic.
Starts off with recover magic.
Learns illusion magic at level four.
Learns ibro magic at level eight.
Learns dear magic at level twelve.
Learns angel magic when she becomes a nun.

Jesi:

Starts off with fire magic.
Learns excalibur magic at level two.
Learns thunder magic at level nine.
Learns recover magic when he becomes a sage.

May:

Starts off with fire magic.
Starts off with thunder magic.
Learns aura at level nine.
Learns angel magic at level fourteen.
Learns recover magic when she becomes a priestess.

Norm:

Starts off with recover magic.

Starts off with arrow magic.
Starts off with excalibur magic.
Starts off with fire magic.
Starts off with thunder magic.

Ryu:

Starts with fire magic.
Starts off with excalibur magic.
Learns thunder magic at level ten.
Learns arrow magic at level fifteen.

Sevr:

Starts off with fire magic.
Learns angel magic at level five.
Learns recover magic when he becomes a sage.

Silk:

Starts off with drain magic.
Starts off with recover magic.
Learns warp magic at level seven.
Learns dear magic at level fourteen.
Learns illusion magic at level eighteen.
Learns angel magic at level one.

Soni:

Starts off with thunder magic.
Starts off with excalibur magic.
Starts off with fire magic.
Learns angel magic at level fourteen.
Learns arrow magic at level eighteen.
Learns recover magic when she becomes a priestess.

Tita:

Starts off with angel magic.
Starts off with drain magic.
Starts off with ibro magic.
Learns reserve magic at level four.
Learns illusion magic at level seven.
Learns warp magic at level eight.

009-Items

You can get a variety of items in this game. Near the end, of the game, due to the sheer number of items, it is hard to decide which item to give to which character. So, to help, here's a list of the items, in alphabetical order.

As a general note, any item that is Holy will heal the character who has that item on every turn. In addition to that, Holy items do extra damage to undead (creatures that should be dead, but aren't. For example, zombies).

Angel Ring: Heals the character who has it on every turn. If you gain a level while wearing this ring, you upgrade

twice as normal. For example, you usually get 1 HP for an upgrade, but with the angel ring on, you get 2 HP. It also increases a character's luck to 40. Gotten when Pala and Catu join Celica's party in chapter 3, and also gotten by killing Emperor Rudolf.

Dark Sword: Won in battle 3 of chapter 3. Decreases speed by five, but increases power by 13. It sometimes curses the person who has it, taking away a lot of their HP. You can also get it by killing a lot of skeletons.

Dragon Shield: The enemy called Judah has this, but he is super hard to beat, so getting this is not likely. It is easier to force Judah to flee. You can get it from attacking a lot of dragons (it's best to do this in chapter four or five on dragon mountain).

Falcion: A sword Alm obtains to kill the final boss of the game with. Heals him every turn. This is the only weapon that can harm the final boss.

Gladius: A spear that you get in chapter five. Use it to attack from a distance.

Her sword: Raises power by five. Gotten from Dean. It might raise the probability of you attacking the enemy, but this is unconfirmed.

Holy Bow: An archer's best friend. Since it is holy, it does extra damage to enemies (they burst into flame when hit). It gives 5 to the wielder's power. Gotten in the fear shrine.

Holy Ring: Heals the character who wields it. Gotten from defeating the dragon zombie (battle six) of chapter two.

Holy Shield: Doesn't raise defense, but heals whoever has it on every turn. Gotten in the fear shrine.

Holy Spear: Increases power by three. Gotten by saving the daughter of a man in a mountain village (near Tozeh's fortress).

Holy Sword: Heals the character who wields it, and raises their power by 3. Found inside the Sea Shrine, which is accessible in chapters 2, 3, and 4.

Knight Spear: Gotten in Sofia castle. It does extra damage to enemy knights/paladins.

Leather Shield: Raises a character's defense by 3 points. Obtained from the magic knight in battle 3 of chapter 2.

Leather Shield: Raises a character's defense by 3 points. Obtained from the magic knight in the fourth battle in chapter one.

Mage ring: Like the angel ring, it heals the person who has it on every turn. If a magic person has it, the character can cast spells and have an effect five squares away,

instead of the normal two squares away. Gotten from killing Nuibaba and in Mira's shrine. You can also get it after killing Judah.

Magic shield: Gotten in the fear shrine. It deflects magical attacks. Very useful for characters who are bad at taking magic attacks. Rarely, magical attacks go through the shield.

Prayer ring: You get it if Dyute joins Alm's party. It heals whoever has it, just like a holy ring. Also, if the character wielding it has more than one HP, that character will not die from any attack.

Royal Sword: Inside Tozeh's castle. Only Alm can use it. It raises his power by 7, and heals him on every turn.

Silver Shield: Raises defense by 8. Gotten in the fear shrine.

Silver Spear: Decreases speed by one, increases power by eight. Gotten in the Lost Woods.

Silver Bow: Raises power by seven and decreases speed by two. Found in the Lost Woods.

Silver Sword: Increases power by eight, decreases speed by one. Found in the Lost Woods.

Spear and Sword: This combo allows you to attack from a one-square distance. It increases power by 3 and speed by 2. Gotten when Pala/Catu join Celica's party.

Speed ring: Makes a character's speed become 40, and allows them to go five extra squares on a turn. Excellent to use with barons and the like. I can't remember where you get it from.

Star Spear: Increases power by 10. You can get it by killing a lot of Gargoyles.

Steel Shield: Raises defense by five. Gotten from Soni. You can also get it by killing a lot of zombies.

Steel Sword: Decreases speed by one, raises power by four. Obtained from Dahha's fortress in chapter 2.

Steel Spear: Increases power by four, decreases speed by one. Gotten in a chest in the castle that Jesi is found in.

Steel Bow: A bow made out of steel; only archers can use it. Increases power by 3, takes away one speed. Increases attack range. Gotten from Wolf in Chapter 3. Also gotten from the fifth battle of chapter one.

Thunder Sword: This sword automatically casts thunder magic, without taking away any HP. Found inside the first fort you reach in chapter 1.

010-Lion Heads

Okay, so what's up with the lion heads, you wonder? Well, if you walk up to a lion head, it can boost your character's stats. You can visit each pair of lion heads a maximum of three times.

You can use a lion head at any time you want to. Note that when you revive someone from the dead, you can have them revived as a member of whichever party you choose. Thanks to Oceanus for this information.

The lion heads are listed in the order you can visit them.

Lion Heads Celica can visit:

Monastery: The left one increases power, the right one increases speed.

Sea Shrine: The left one increases skill, the right one increases maximum HP.

Dragon Shrine: Revive dead people (thanks to Nathan for this information)

Sage village: Boosts defense.

Mira Temple Basement: The right one boosts EXP to 99, the left one raises power rating.

Lion Heads Alm can visit:

Thief Shrine: Left one raises speed, I don't know what the right one does.

Liberation Headquarters: Left one raises defense, right one raises power.

Forest Temple: I don't know what either one does.

Fear Shrine (lion heads closest to entrance): Left one raises speed, right one raises luck.

Fear Shrine (lion heads in basement): I don't know what either one does.

Doma's Tower: Right one raises defense, I don't know what the left one does.

Note that the ones I don't know most likely revive dead people; it's just that I don't feel like repeating the game over again just to double-check this. If someone figures it out, let me know.

011-Credits

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