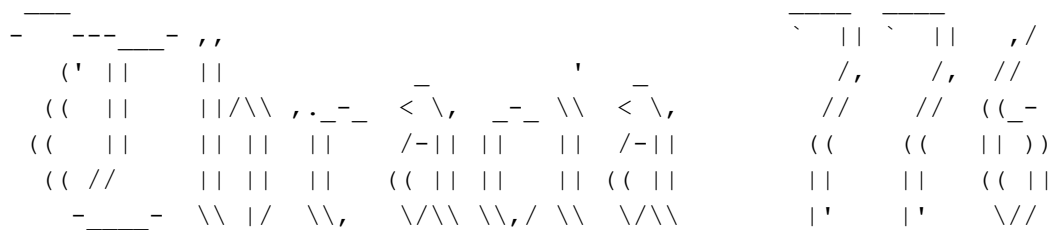
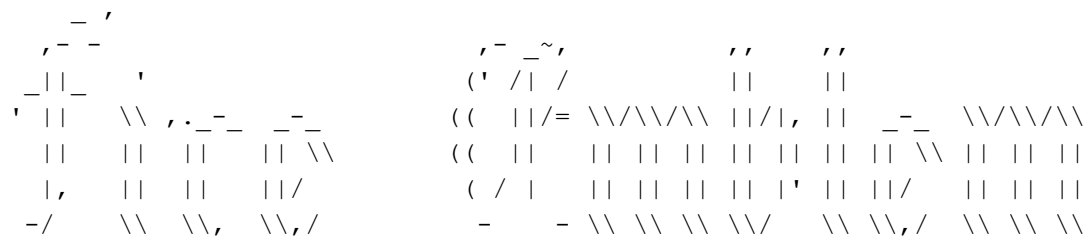


Fire Emblem: Thracia 776 (Import) Item/Weapon FAQ

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Updated to v1.0 on Jan 7, 2010



Items/Weapons FAQ

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I. Introduction

This guide contains information about all of the weapons and item that are in the game. There may be some spoilers here in the form of certain characters that hold a rare/unique weapon/item, or in the form of which characters certain weapons/items are exclusive to.

II. Version History

Version 1.0
-FAQ released

III. How to use this FAQ

This is how this guide will be set up.

For Weapons:

Name
Rank: (Weapon rank required to use)
Worth: (how much money this weapon costs; if it has full uses you can sell it for half this value)
Mt: (Weapon might)
Hit: (Weapon's hit accuracy)
Crit: (Critical)
Rng: (range of weapon)
Wt: (Weight)
Use: (How many times it can be used before breaking)
Any additional info: (If there's something else to say it'll go here)

For Staves:

Name
Rank: (weapon rank required to use)
Worth: (how much money this staff costs; if it has full uses you can sell it for half this value)
Rng: (range of staff)
Wt: (weight)
Use: (how many times it can be used before it breaks)
EXP: (experience given for using)
Effect: (what this staff does)

For Items:

Name
Worth: (how much money this item costs; if it has full uses you can sell it for half this value)
Use: (How many times it can be used before breaking)
Effect: (What this item does)

For Crusader Scrolls:

Name
Growth Alterations: (which growths are altered and by how much)

Also, to quickly find something in particular, you can use Ctrl+f to type in what you're looking for to perform a search of this document.

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IV. Weapons  
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Swords

Short Sword
Rank: E
Worth: 1000
Mt: 6
Hit: 75
Crit: 0
Rng: 1
Wt: 8
Use: 40

Iron Sword

Rank: E
Worth: 2200
Mt: 6
Hit: 70
Crit: 0
Rng: 1
Wt: 6
Use: 40

Poison Sword

Rank: E
Worth: -
Mt: 3
Hit: 60
Crit: 0
Rng: 1
Wt: 60
Use: 40

Additional Info: Poisons on contact, becomes Iron Sword when stolen

Slim Sword

Rank: E
Worth: 2600
Mt: 3
Hit: 100
Crit: 5
Rng: 1
Wt: 2
Use: 30

Elite Sword

Rank: E
Worth: 5800
Mt: 9
Hit: 65
Crit: 0
Rng: 1
Wt: 9
Use: 40

Additional Info: +5 Defense, gives Elite skill

Long Sword

Rank: D
Worth: 1400
Mt: 10
Hit: 65
Crit: 0
Rng: 1
Wt: 12
Use: 30

Steel Sword

Rank: D
Worth: 2900
Mt: 9
Hit: 65
Crit: 0
Rng: 1
Wt: 11
Use: 30

Iron Blade
Rank: C
Worth: 2000
Mt: 12
Hit: 55
Crit: 0
Rng: 1
Wt: 15
Use: 30

Rapier
Rank: C
Worth: 1000
Mt: 4
Hit: 90
Crit: 10
Rng: 1
Wt: 3
Use: 20
Additional Info: Effective against armored and horseback units

Kill Sword
Rank: C
Worth: 3800
Mt: 9
Hit: 80
Crit: 30
Rng: 1
Wt: 7
Use: 30

King Sword
Rank: C
Worth: -
Mt: 13
Hit: 70
Crit: 20
Rng: 1
Wt: 10
Use: 60
Additional Info: Allows 2 consecutive hits, gives Charisma skill

Great Sword
Rank: B
Worth: 2000
Mt: 15
Hit: 55
Crit: 0
Rng: 1
Wt: 16
Use: 20

Silver Sword
Rank: B
Worth: 4200
Mt: 14
Hit: 75
Crit: 0
Rng: 1

Wt: 8
Use: 20

Armor Killer

Rank: B
Worth: 4400
Mt: 10
Hit: 60
Crit: 0
Rng: 1
Wt: 12
Use: 30
Additional Info: Effective against armored units

Hero Sword

Rank: B
Worth: -
Mt: 15
Hit: 75
Crit: 0
Rng: 1
Wt: 14
Use: 60
Additional Info: Allows 2 consecutive hits

Flame Sword

Rank: B
Worth: 8200
Mt: 9
Hit: 70
Crit: 0
Rng: 1-2
Wt: 9
Use: 40
Additional Info: Casts Fire at 2 range, Magic +5

Thunder Sword

Rank: B
Worth: 8200
Mt: 9
Hit: 70
Crit: 0
Rng: 1-1
Wt: 9
Use: 40
Additional Info: Casts Thunder at 2 range, Skill +5

Wind Sword

Rank: B
Worth: 8200
Mt: 9
Hit: 70
Crit: 0
Rng: 1-2
Wt: 9
Use: 40
Additional Info: Casts Wind at 2 range (no effective bonus against flying units), Speed +5

Master Sword

Rank: A
Worth: 4200
Mt: 14
Hit: 60
Crit: 10
Rng: 1
Wt: 15
Use: 20
Additional Info: Allows 2 consecutive hits

Sleep Sword
Rank: A
Worth: 2000
Mt: 8
Hit: 55
Crit: 0
Rng: 1
Wt: 20
Use: 10
Additional Info: Sends the enemy to sleep on contact

Berserk Sword
Rank: A
Worth: 3000
Mt: 8
Hit: 55
Crit: 0
Rng: 1
Wt: 20
Use: 10
Additional Info: Berserks enemy on contact

Light Sword
Rank: *
Worth: -
Mt: 12
Hit: 80
Crit: 0
Rng: 1-2
Wt: 10
Use: 60
Additional Info: Leaf only, casts Lightning at 2 range, Luck +10, can be used to recover all HP

Earth Sword
Rank: *
Worth: -
Mt: 12
Hit: 80
Crit: 0
Rng: 1-2
Wt: 9
Use: 60
Additional Info: Nanna only, casts Resire at 2 range, saps HP from enemy

Darkness Sword
Rank: *
Worth: -
Mt: 11
Hit: 70

Crit: 20

Rng: 1

Wt: 6

Use: 60

Additional Info: Mareeta only, allows 2 consecutive hits, gives Awareness skill

Mareeta's Sword

Rank: *

Worth: -

Mt: 11

Hit: 70

Crit: 20

Rng: 1

Wt: 6

Use: 60

Additional Info: Mareeta only, allows 2 consecutive hits, gives Awareness skill

Beo Sword

Rank: *

Worth: -

Mt: 16

Hit: 70

Crit: 30

Rng: 1

Wt: 13

Use: 60

Additional Info: Delmud and Fegus only, gives Ambush and Wrath skills

Holy Sword

Rank: *

Worth: -

Mt: 17

Hit: 65

Crit: 20

Rng: 1

Wt: 11

Use: 60

Additional Info: Olwen only, allows 2 consecutive hits, effective against horseback units, Magic +10, gives Prayer skill

Blaggi Sword

Rank: *

Worth: -

Mt: 15

Hit: 70

Crit: 0

Rng: 1

Wt: 12

Use: 60

Additional Info: Leaf, Nanna, Delmud, Fergus only, effective against armored units, negates the effect of the Loputo Sword, gives Prayer skill

Loputo Sword

Rank: *

Worth: -

Mt: 15

Hit: 70

Crit: 0

Rng: 1

Wt: 20

Use: 60

Additional Info: Halves enemy's attack power, Magic +20

Broken Sword

Rank: E

Worth: 200

Mt: 0

Hit: 0

Crit: 0

Rng: 1

Wt: 20

Use: -

Lances

Iron Lance

Rank: E

Worth: 2200

Mt: 7

Hit: 70

Crit: 0

Rng: 1

Wt: 9

Use: 40

Slim Lance

Rank: E

Worth: 2000

Mt: 4

Hit: 100

Crit: 5

Rng: 1

Wt: 6

Use: 20

Poison Lance

Rank: E

Worth: -

Mt: 4

Hit: 70

Crit: 0

Rng: 1

Wt: 9

Use: 25

Additional Info: Poisons on contact, becomes Iron Lance when stolen

Short Lance

Rank: E

Worth: 800

Mt: 5

Hit: 70

Crit: 0

Rng: 1

Wt: 8

Use: 20

Darkness Lance

Rank: E

Worth: 200

Mt: 20

Hit: 60

Crit: 0

Rng: 1-2

Wt: 20

Use: 60

Additional Info: Unused, gives Awareness skill

Steel Lance

Rank: D

Worth: 3200

Mt: 10

Hit: 65

Crit: 0

Rng: 1

Wt: 15

Use: 30

Long Lance

Rank: D

Worth: 1400

Mt: 11

Hit: 65

Crit: 0

Rng: 1

Wt: 13

Use: 20

Javelin

Rank: D

Worth: 1200

Mt: 6

Hit: 50

Crit: 0

Rng: 1-2

Wt: 12

Use: 20

Great Lance

Rank: C

Worth: 2200

Mt: 18

Hit: 60

Crit: 0

Rng: 1

Wt: 18

Use: 20

Silver Lance

Rank: B

Worth: 4000

Mt: 15

Hit: 75

Crit: 0

Rng: 1

Wt: 10

Use: 20

Knight Killer

Rank: B

Worth: 3000

Mt: 14

Hit: 60

Crit: 0

Rng: 1

Wt: 13

Use: 20

Additional Info: Effective against horeseback units

Killer Lance

Rank: B

Worth: 3000

Mt: 12

Hit: 80

Crit: 30

Rng: 1

Wt: 10

Use: 20

Gaebolg

Rank: B

Worth: 200

Mt: 20

Hit: 100

Crit: 50

Rng: 1-2

Wt: 2

Use: 90

Additional Info: Unused, Strength +10, gives Charisma, Ambush, Awareness and Wrath skills

Gungnir

Rank: B

Worth: 200

Mt: 20

Hit: 100

Crit: 70

Rng: 1

Wt: 1

Use: 90

Additional Info: Unused, Defense +10, gives Ambush, Awareness, Wrath and Elite skills

Master Lance

Rank: A

Worth: 3400

Mt: 14

Hit: 55

Crit: 0

Rng: 1-2

Wt: 16

Use: 20

Additional Info: Allows 2 consecutive hits

Dragon Lance

Rank: *

Worth: -

Mt: 16

Hit: 65

Crit: 0

Rng: 1

Wt: 12

Use: 60

Additional Info: Dean only, allows 2 consecutive hits, gives Ambush skill

Hero Lance

Rank: *

Worth: -

Mt: 16

Hit: 70

Crit: 10

Rng: 1

Wt: 9

Use: 60

Additional Info: Fin only, allows 2 consecutive hits, Luck +10

Broken Lance

Rank: E

Worth: 200

Mt: 0

Hit: 0

Crit: 0

Rng: 1

Wt: 15

Use: -

Axes

Iron Axe

Rank: E

Worth: 1100

Mt: 9

Hit: 65

Crit: 0

Rng: 1

Wt: 10

Use: 30

Poison Axe

Rank: E

Worth: -

Mt: 6

Hit: 65

Crit: 0

Rng: 1

Wt: 10

Use: 30

Additional Info: Poisons on contact, becomes Iron Axe when stolen

Devil Axe

Rank: E

Worth: 1200

Mt: 20

Hit: 50

Crit: 0

Rng: 1
Wt: 20
Use: 20
Additional Info: May damage user instead

Steel Axe
Rank: D
Worth: 1700
Mt: 13
Hit: 55
Crit: 0
Rng: 1
Wt: 15
Use: 25

Hand Axe
Rank: D
Worth: 1000
Mt: 6
Hit: 45
Crit: 0
Rng: 1-2
Wt: 12
Use: 20

Hero Axe
Rank: D
Worth: -
Mt: 14
Hit: 70
Crit: 0
Rng: 1
Wt: 12
Use: 60
Additional Info: Allows 2 consecutive hits

Hammer
Rank: C
Worth: 1200
Mt: 12
Hit: 50
Crit: 0
Rng: 1
Wt: 18
Use: 20
Additional Info: Effective against armored units

Killer Axe
Rank: C
Worth: 2000
Mt: 12
Hit: 75
Crit: 30
Rng: 1
Wt: 10
Use: 20

Pole Axe
Rank: C
Worth: 2200

Mt: 15
Hit: 60
Crit: 0
Rng: 1
Wt: 17
Use: 20
Additional Info: Effective against horseback units

Silver Axe
Rank: B
Worth: 4200
Mt: 18
Hit: 65
Crit: 0
Rng: 1
Wt: 12
Use: 20

Battle Axe
Rank: B
Worth: 1000
Mt: 13
Hit: 60
Crit: 10
Rng: 1
Wt: 14
Use: 20

Master Axe
Rank: B
Worth: 3200
Mt: 15
Hit: 55
Crit: 0
Rng: 1-2
Wt: 16
Use: 20
Additional Info: Allows 2 consecutive hits

Pugi
Rank: *
Worth: -
Mt: 10
Hit: 80
Crit: 30
Rng: 1-2
Wt: 9
Use: 60
Additional Info: Othin only

Broken Axe
Rank: E
Worth: 200
Mt: 0
Hit: 0
Crit: 0
Rng: 1
Wt: 20
Use: -

Bows

All bows are effective against flying units

Iron Bow

Rank: E
Worth: 2200
Mt: 7
Hit: 65
Crit: 0
Rng: 2
Wt: 6
Use: 40

Poison Bow

Rank: E
Worth: -
Mt: 4
Hit: 55
Crit: 0
Rng: 2
Wt: 6
Use: 40
Additional Info: Poisons on contact, becomes Iron Bow when stolen

Short Bow

Rank: E
Worth: 800
Mt: 5
Hit: 75
Crit: 0
Rng: 2
Wt: 6
Use: 20

Steel Bow

Rank: D
Worth: 3200
Mt: 10
Hit: 60
Crit: 0
Rng: 2
Wt: 12
Use: 30

Long Bow

Rank: D
Worth: 1400
Mt: 10
Hit: 65
Crit: 0
Rng: 2
Wt: 11
Use: 20

Great Bow

Rank: C
Worth: 2200

Mt: 18
Hit: 55
Crit: 0
Rng: 2
Wt: 16
Use: 20

Silver Bow
Rank: B
Worth: 4000
Mt: 15
Hit: 70
Crit: 0
Rng: 2
Wt: 9
Use: 20

Killer Bow
Rank: B
Worth: 3200
Mt: 11
Hit: 70
Crit: 30
Rng: 2
Wt: 9
Use: 20

Hero Bow
Rank: B
Worth: -
Mt: 14
Hit: 95
Crit: 20
Rng: 2
Wt: 10
Use: 60
Additional Info: Allows 2 consecutive hits

Master Bow
Rank: A
Worth: 3000
Mt: 13
Hit: 65
Crit: 0
Rng: 2
Wt: 14
Use: 20
Additional Info: Allows 2 consecutive hits

Long Arch
Rank: *
Worth: 2200
Mt: 15
Hit: 75
Crit: 0
Rng: 3-10
Wt: 20
Use: 10
Additional Info: Long Arch (class) only

Iron Arch

Rank: *

Worth: 4200

Mt: 20

Hit: 75

Crit: 0

Rng: 3-15

Wt: 20

Use: 10

Additional Info: Iron Arch (class) only

Poison Arch

Rank: *

Worth: -

Mt: 10

Hit: 50

Crit: 0

Rng: 3-10

Wt: 20

Use: 10

Additional Info: Poison Arch (class) only, poisons on contact, becomes Long Arch when stolen

Broken Bow

Rank: E

Worth: 200

Mt: 0

Hit: 0

Crit: 0

Rng: 2

Wt: 12

Use: -

Fire Magic

Fire

Rank: E

Worth: 2200

Mt: 5

Hit: 70

Crit: 0

Rng: 1-2

Wt: 4

Use: 20

Elfire

Rank: C

Worth: 3200

Mt: 11

Hit: 60

Crit: 0

Rng: 1-2

Wt: 7

Use: 20

Bolganone

Rank: A

Worth: 2200

Mt: 20
Hit: 90
Crit: 0
Rng: 1-2
Wt: 18
Use: 10
Additional Info: Unused

Meteor
Rank: A
Worth: 2200
Mt: 9
Hit: 70
Crit: 0
Rng: 3-10
Wt: 20
Use: 5

Falafame
Rank: *
Worth: -
Mt: 20
Hit: 90
Crit: 20
Rng: 1-2
Wt: 15
Use: 50
Additional Info: Unused, nobody can equip

Thunder Magic

Thunder
Rank: E
Worth: 3200
Mt: 7
Hit: 60
Crit: 5
Rng: 1-2
Wt: 5
Use: 30

Thoron
Rank: A
Worth: 2200
Mt: 18
Hit: 70
Crit: 20
Rng: 1-2
Wt: 9
Use: 10

Thunderstorm
Rank: A
Worth: 2200
Mt: 10
Hit: 70
Crit: 20
Rng: 3-10

Wt: 20

Use: 5

Dime Thunder

Rank: *

Worth: -

Mt: 15

Hit: 70

Crit: 10

Rng: 1-2

Wt: 12

Use: 60

Additional Info: Olwen only, allows 2 consecutive hits

Thorhammer

Rank: *

Worth: -

Mt: 20

Hit: 90

Crit: 30

Rng: 1-2

Wt: 15

Use: 50

Additional Info: Unused, Ishtar only

Wind Magic

Wind

Rank: D

Worth: 2200

Mt: 6

Hit: 90

Crit: 10

Rng: 1-2

Wt: 1

Use: 20

Additional Info: Effective against flying units

Tornado

Rank: A

Worth: 2200

Mt: 18

Hit: 80

Crit: 0

Rng: 1-2

Wt: 10

Use: 10

Additional Info: Effective against flying units

Blizzard

Rank: A

Worth: 2200

Mt: 9

Hit: 70

Crit: 0

Rng: 3-10

Wt: 20

Use: 5

Additional Info: Sends enemy to Sleep

Grafcalibur

Rank: *

Worth: -

Mt: 13

Hit: 100

Crit: 40

Rng: 1-2

Wt: 3

Use: 40

Additional Info: Asvel only, effective against flying units

Holsety

Rank: *

Worth: -

Mt: 20

Hit: 90

Crit: 30

Rng: 1-2

Wt: 6

Use: 50

Additional Info: Sety only, effective against flying units, Skill +20,
Speed +20

Light Magic

Lightning

Rank: E

Worth: 3200

Mt: 9

Hit: 75

Crit: 20

Rng: 1-2

Wt: 6

Use: 20

Resire

Rank: B

Worth: 5200

Mt: 12

Hit: 65

Crit: 0

Rng: 1-2

Wt: 12

Use: 60

Additional Info: Restores HP equal to damage done to enemy

Aura

Rank: A

Worth: 200

Mt: 20

Hit: 100

Crit: 0

Rng: 1-2

Wt: 12

Use: 80

Additional Info: Unused

Dark Magic

Yotsmungand

Rank: C

Worth: 2200

Mt: 14

Hit: 70

Crit: 10

Rng: 1-2

Wt: 12

Use: 20

Additional Info: Poisons on contact (only for enemy users)

Fenir

Rank: A

Worth: 2200

Mt: 18

Hit: 80

Crit: 0

Rng: 3-10

Wt: 20

Use: 5

Poison

Rank: A

Worth: 3200

Mt: 8

Hit: 70

Crit: 0

Rng: 3-10

Wt: 20

Use: 3

Additional Info: Poisons on contact, becomes Fenrir if stolen

Stone

Rank: A

Worth: -

Mt: 1

Hit: 100

Crit: 0

Rng: 3-10

Wt: 20

Use: 5

Additional Info: Petrifies enemy on contact, becomes Fenrir if stolen

Hel

Rank: *

Worth: -

Mt: -

Hit: 60

Crit: 0

Rng: 1-2

Wt: 20

Use: 3

Additional Info: Enemy only, brings HP down to 1 (or 0 if already at 1)

Loputousu

Rank: *
Worth: -
Mt: 0
Hit: 60
Crit: 0
Rng: 1-2
Wt: 15
Use: 3
Additional Info: Unused, nobody can equip

Staves

Sleep, Silence, Berserk, and Thief only work on enemies that have a lower magic stat than the user

Live

Rank: E
Worth: 2200
Rng: 1
Wt: 4
Use: 20
EXP: 15
Effect: Recovers an ally's HP

Relive

Rank: D
Worth: 2300
Rng: 1
Wt: 6
Use: 15
EXP: 17
Effect: Recovers an ally's HP (stronger than Live)

Torch

Rank: D
Worth: 2200
Rng: -
Wt: 6
Use: 5
EXP: 30
Effect: Increases the user's sight in Fog of War to radius of 10 squares, effect decreases by 1 each turn

Recover

Rank: C
Worth: 2200
Rng: 1
Wt: 8
Use: 5
EXP: 30
Effect: Recovers all of an ally's HP

Reblow

Rank: C
Worth: 1700
Rng: All
Wt: 8
Use: 5

EXP: 25

Effect: Recovers an ally's HP

Rest

Rank: C

Worth: 3200

Rng: 1

Wt: 8

Use: 5

EXP: 40

Effect: Removes status conditions (except Stone) from an ally

M Up

Rank: C

Worth: 2200

Rng: 1

Wt: 8

Use: 5

EXP: 30

Effect: Increases an ally's Magic by 7, effect decreases by 1 each turn

Sleep

Rank: C

Worth: 1700

Rng: All

Wt: 8

Use: 3

EXP: 25

Effect: Sends an enemy unit to sleep, doesn't work on enemies on thrones or gates

Watch

Rank: C

Worth: 1800

Rng: All

Wt: 7

Use: 4

EXP: 30

Effect: Unused, supposed to reveal areas hidden under roofs

Reserve

Rank: B

Worth: 1700

Rng: All

Wt: 9

Use: 3

EXP: 35

Effect: Restores all allies' HP

Rescue

Rank: B

Worth: 2000

Rng: All

Wt: 7

Use: 3

EXP: 40

Effect: Brings an ally next to the user

Silence

Rank: B

Worth: 1400

Rng: All

Wt: 9

Use: 3

EXP: 30

Effect: Seals an enemy's ability to use magic or staves, doesn't work on enemies on thrones or gates

Warp

Rank: A

Worth: 2000

Rng: 1

Wt: 8

Use: 3

EXP: 40

Effect: Teleports an ally to a traversable square

Berserk

Rank: A

Worth: 2000

Rng: All

Wt: 10

Use: 3

EXP: 40

Effect: Induces Berserk on an enemy, doesn't work on enemies on thrones or gates

Return

Rank: A

Worth: 1810

Rng: 1

Wt: 7

Use: 3

EXP: 40

Effect: Unused, lets an ally escape the map

Rewarp

Rank: A

Worth: 1200

Rng: All

Wt: 6

Use: 5

EXP: 20

Effect: Teleports user to a traversable square

Repair

Rank: *

Worth: -

Rng: 1

Wt: 6

Use: 5

EXP: 30

Effect: Safy only, repairs an ally's weapon or staff

Thief

Rank: *

Worth: -

Rng: All

Wt: 5

Use: 4

EXP: 30

Effect: Tina only, steals an enemy's weapon, staff or item

Unlock

Rank: *

Worth: -

Rng: All

Wt: 5

Use: 3

EXP: 30

Effect: Tina only, opens a door or chest

Kia

Rank: *

Worth: -

Rng: 1

Wt: 7

Use: 5

EXP: 30

Effect: Sara only, removes Stone condition from an ally

~~~~~  
V. Items  
~~~~~

Vulnerable

Worth: 600

Use: 3

Effect: Restores all HP

Holy Water

Worth: 1000

Use: 1

Effect: Increases Magic by 7, effect decreases by 1 each turn

Torch

Worth: 500

Use: 1

Effect: Increases sight in Fog of War to a radius of 10 squares, effect decreases by 1 each turn

Antidote

Worth: 1500

Use: 3

Effect: Removes Poison condition

Door Key

Worth: 500

Use: 1

Effect: Opens a door

Bridge Key

Worth: 500

Use: 1

Effect: Releases a drawbridge

Chest Key

Worth: 6000

Use: 20

Effect: Opens a chest

Lockpick

Worth: 3000

Use: 30

Effect: Thieves, Thief Fighters and Lara only, opens any lock

S Drink

Worth: 5000

Use: 1

Effect: Removes Fatigue condition if a character holds onto it during battle preparations

Knight Proof

Worth: 8000

Use: 1

Effect: Promotes most Level 10+ units (doesn't work for Leaf or Linoan)

Master Proof

Worth: 8000

Use: 1

Effect: Unused

Member Card

Worth: -

Use: -

Effect: Allows access to the Secret Shop

Elite M

Worth: 8000

Use: 1

Effect: Teaches the skill Elite

Charge M

Worth: 8000

Use: 1

Effect: Teaches the skill Charge

Bargin M

Worth: 8000

Use: 1

Effect: Unused, teaches the skill Bargin

Ambush M

Worth: 8000

Use: 1

Effect: Teaches the skill Ambush

Wrath M

Worth: 8000

Use: 1

Effect: Teaches the skill Wrath

Continue M

Worth: 8000

Use: 1

Effect: Teaches the skill Continue

Prayer M

Worth: 8000

Use: 1

Effect: Unused, teaches the skill Prayer

Awareness M

Worth: 8000

Use: 1

Effect: Teaches the skill Awareness

Sun Sword M

Worth: 8000

Use: 1

Effect: Teaches the skill Sun Sword

Moonlight Sw M

Worth: 8000

Use: 1

Effect: Teaches the skill Moonlight Sword

Luck Ring

Worth: 8000

Use: 1

Effect: Permanently increases Luck by 3

Life Ring

Worth: 8000

Use: 1

Effect: Permanently increases Max HP by 7

Speed Ring

Worth: 8000

Use: 1

Effect: Permanently increases Speed by 3

Magic Ring

Worth: 8000

Use: 1

Effect: Permanently increases Magic by 2

Power Ring

Worth: 8000

Use: 1

Effect: Permanently increases Strength by 3

Body Ring

Worth: 8000

Use: 1

Effect: Permanently increases Build by 3

Shield Ring

Worth: 8000

Use: 1

Effect: Permanently increases Defense by 2

Skill Ring

Worth: 8000

Use: 1

Effect: Permanently increases Skill by 3

Leg Ring

Worth: 8000

Use: 1

Effect: Permanently increases Movement by 2

Empty Tome

Worth: 200

Use: -

Effect: -

Broken Staff

Worth: 200

Use: -

Effect: -

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VI. Crusader Scrolls  
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What Crusader Scrolls do is increase the holder's growth rates when the unit levels up. For example, let's say that Unit A has a Skill growth rate of 50%. This means that, at level up, Unit A has a 50% chance to gain a point of Skill. Now, let's say that Unit A was holding the Odo Scroll at level up. The Odo Scroll increases the Skill growth rate by 30%. So, if Unit A levels up while holding the Odo Scroll, it has an 80% chance to gain a point of Skill. Bonuses given by Crusader Scrolls stack with each other.

Also, all Crusader Scrolls have the effect of negating non-Wrath critical attacks.

Odo Scroll

Growth Alterations: Skill +30%

Baldo Scroll

Growth Alterations: HP +5%, Strength +5%, Skill +5%, Speed +5%, Luck +5%, Defense +5%

Hezul Scroll

Growth Alterations: HP +30%, Strength +10%, Luck -10%

Dain Scroll

Growth Alterations: Strength +5%, Speed -10%, Defense +30%, Movement +5%

Noba Scroll

Growth Alterations: Strength +30%, Magic -10%, Speed +10%, Luck -5%, Defense +5%

Neir Scroll

Growth Alterations: HP +10%, Strength +10%, Skill -10%, Defense +10%, Build +10%

Ulir Scroll

Growth Alterations: Skill +10%, Speed +10%, Luck +10%

Tordo Scroll

Growth Alterations: HP +5%, Strength +5%, Magic +5%, Skill +10%, Luck +5%

Fala Scroll

Growth Alterations: Strength +5%, Magic +5%, Skill +10%, Speed +10%

Sety Scroll

Growth Alterations: HP -10%, Magic +10%, Speed +30%

Blaggi Scroll

Growth Alterations: Strength -10%, Magic +10%, Luck +30%

Heim Scroll

Growth Alterations: Magic +30%, Luck +10%, Defense -10%

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VII. Legal Stuff + Credits  
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I would like to thank VincentASM, the webmaster of serenesforest.net Without his willingness to share information this FAQ wouldn't have gotten off the ground. In turn, I am also crediting pegasusknight.com, the Fire Emblem Thracia 776 Official Guidebook, and the Fire Emblem Thracia 776 Illustrated Works.

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VIII. Contact Information  
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Questions? Comments? Critiques? Concerns? Feel free to contact me at
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