

Fire Emblem: Path of Radiance Walkthrough

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Introduction

This is not one of those walkthroughs that tell you ever secret and walks you through the game, helping you find absolutely everything. This is a walkthrough that will simply help you get through the game, finding most secrets and not losing any lives. This walkthrough will help make Fire Emblem easier. But if you're looking for something that tells you everything, find another walkthrough. This is to give you hints, tell you some good tricks, and gives you some strategies. I hope that you find it to be of use.

About Fire Emblem

Fire Emblem is a strategy game, a puzzle, which has excellent music, great graphics, and a very complicated but fascinating plot. It is NOT an action game, so you do not get to fight for your characters yourself. You choose who fights who, judging by different variables and information, and you are the brains of first a little mercenary group, and later a huge army.

Fire Emblem Path of Radiance is the newest Fire Emblem game at the moment that I'm writing this, and so there have been quite a lot of Fire Emblem games before this one, but this, in my opinion, is by far the best one of all. The Base feature, I think, is a major improvement and is one of the more important things that make me prefer Fire Emblem Path of Radiance.

So if you enjoyed previous Fire Emblem games, you will enjoy this latest one. I played some of the old ones first, so I would know. Of course, be prepared for some changes. The magic system, for example, has changed.

The Walkthrough

Prologue - Mercenaries

Welcome to Fire Emblem Path of Radiance! You play as Ike, and for most of this prologue chapter, you get to watch him talk and try and fight with his super-powerful father, Greil. Enjoy the movie and the dialogue, but pay close attention. Some of it will help you understand future mysteries and parts of the plot, and also some will help you in the game.

And so you're instructed to fight against Boyd, who's a bit of a rival of Ike's. The chinsy music begins (don't worry, the music is superb later on, there's even an enhanced version of the song in this chapter right now). If it's your first time, agree to view tutorials and listen to what Anna the tutorial girl has to tell you.

The first battles (with Boyd, and then Greil) are fairly self-explanatory, as there aren't very many different things you can do and very few ways you can lose. Basically just run at Boyd, and because you won't reach him yet, you have to wait a turn. On the next turn, move in and choose Attack. A box will pop up, with one half red and the other half blue. Ike is blue, because he is an Ally, while Boyd is red because at the moment he is the enemy. This combat box pops up before almost every battle. It gives you important information, and you'll need to know some things to make any use out of it.

For one thing, HP shows how much health each unit has. Mt shows exactly how much damage you'll do if you hit the enemy with a normal attack (NOT a critical hit). So you know if you are going to kill your enemy, or else you know how much damage you'll do if you don't manage to kill him/her. But then, this is only if you hit the enemy! How do you know if you'll hit them? No worries, just look at "Hit". That shows the percentage (chance out of 100) of hitting your enemy. At the moment it's at 100%, so you don't have to worry about missing. And then there's Crit, to show the percentage of getting a critical hit.

A critical hit is a cooler-looking attack that does more damage and makes a louder noise when you hit the enemy. At the moment you have no chance of getting a critical hit (neither does Boyd) so forget about that in this battle. And finally you'll notice that it shows both units' equipped weapon. You'll see a green arrow beside Ike's trainer, and a red one beside Boyd's axe. This is indicating that Ike's sword is good against Boyd's axe. That fills in a third of the Weapon Triangle, but more about that later.

Now you know that you'll hit and you know that you won't get a critical hit, so you know for sure how much damage you'll do. It looks good, so attack!

Now Boyd will just talk on his turn, allowing you to finish him off. How do I know that you'll kill him now? Well, the MT says 9, and Boyd's health is 9. You'll knock him out in one hit!

You've finished Boyd and now Mist gives you a Vulnerary. Greil challenges you. Now honestly, Ike is no match for Greil, judging by Greil's past (you'll find out what I mean later), but whatever, it's a game, so anything can happen, right?

Heal with a Vulnerary on your first turn (which heals 10 damage and you can use it three times). Then Greil will go for you. "Here I come, Ike!" On your next turn, attack him, forget about healing. And then on his turn, he'll come close to beating you but you'll scrape a win.

On Hard mode, there aren't very many differences except you might get hurt a bit more, in which case just try to stay out of your enemy's range when you are trying to heal with Vulneraries.

Watch the happy ending dialogue and then let's move on to the next chapter.

Chapter 1 - The Battle Begins

When you first see the Mercenary Fort, you'll see some characters standing about who join you later. A little spoiler (an Easter egg, if you will) the game gives you.

Anyway, it's your first job. Congrats. Now in this battle in Caldea, you should be monitoring all of your enemies' movement range. move the cursor to an enemy to show his range, and then press A to keep it visible as you move the cursor to other places.

If you have a vulnerable unit or a unit low on health, you know where to put them to keep them away from danger. You can also do this with multiple enemy units, and then it shows the farthest any of them can go. And you can shorten enemy's range by blocking their range and certain points, like making walls. (Enemies cannot go through your units when they are trying to walk somewhere, just like you cannot go through their units. However, you can move through your own units and your enemy can move through each other. Don't forget that!)

Another important thing to check out is the Status of your enemies. Move the cursor to an enemy and then press Y. That will take you to a three-paged

information (use Left & Right to flip the pages, and Up & Down to switch units/people) section, telling you what the unit is carrying (weapons, items, and such), their Personal Information (strength, speed, luck, defence, and so on), their Class (Paladin, Fighter, Myrmidon, Bandit, etc), Level, Health, Weapon Level (shows what type of weapons they can use and how good/bad those weapons have to be for the unit to use them). And also their skills (special abilities that can be assigned at the Base, but that's for later on) and Biorhythm, which shows if a unit is at a high and is up for a challenge, or is at a low and needs a break before he/she can perform impressive stunts again. For help or more information about things, just move the cursor to them and then press Y. If you, for example, want to know what a certain item does, select that item and press Y.

And remember to visit houses by walking up to the doors and selecting Visit. There are two houses that you can visit in this chapter.

Now for some strategies. This chapter should be easy enough, but just in case, here's some ideas. I usually have Ike visit the first house, and then go fighting, because that house gives you a Steel Sword, and that's a good thing to give him. Get rid of one of his Iron Swords so you can keep the Steel one. Keep in mind that the Steel one is heavier and therefore slower, so he may not be able to use the Steel Sword twice against some enemies. Remember that using a weaker sword twice is probably better than using a stronger sword once (or at least, in a situation like this where the stronger sword is not MUCH stronger). So for now you might want to just keep the Steel Sword and use the Iron Swords anyway.

Use Titania if you need help, she's definitely the best unit you have at the moment. Oscar and Boyd are good, solid fighters but all the same, don't overuse them. Give everyone an equal share of fighting (unless you're in trouble, then your stronger units come in handy).

Remember that bosses who are defending something (like a Seize point or an Arrive point, etc), they can only attack you from where they are sitting. So if they have a 1-range weapon (Iron/Steel/Silver Sword/Lance/Axe etc etc etc) then don't go one square next to them if you don't want to get hurt. If they have a 2-range weapon (Hand Axe, Javelin, etc) then always stay 2 spaces or more away from them.

So my tips: aim Ike at the house and then let him finish off some guys. And then I suggest aiming Oscar at that sword Myrmidon on the left, as Oscar should take him out in like 2 hits. Boyd can probably take care of the axe guy in the bottom left corner, as long as he heals after. As for the boss, I recommend Titania, or if not, you'll probably need to use Oscar, Boyd, AND Ike to kill him (especially on Hard mode).

And you CANNOT save the house in the top right corner, which is a pity.

On Hard mode, this battle is not much different. Just be a bit more careful and you should be fine.

Chapter 2 - Rescue

Blast! Mist and Rolf have been stolen! Reckless Ike feels the need to hurry off without Titania, and the others are silly enough to follow him. There are a few ways to go about this battle.

You can just move out, and play it like any old Rout/Seize chapter, but that may be too difficult (I decided not to do that on Hard mode, for one thing).

If this is too hard then I recommend a defensive method while you wait for

Titania. You'd stick in the starting point, making sure that your characters are forming a wall so that your enemies cannot get at Rhys, and so that Rhys can heal your characters at any time. Something like this:

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|-----|-----|-----|
|Osc   |  Ike   |           |
|-----|-----|-----|
|Rhys  | Boyd   |           |
|-----|-----|-----|
| Wall | Wall  | Wall   |
|-----|-----|-----|
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So that the enemies can only reach Oscar, Ike, and Boyd, and when they do, Rhys is all set to heal them. You can of course morph this protection around, just make sure that there is no path that your enemies can take to reach Rhys.

And then soon enough, Titania will show up. Ike and company should be able to finish the enemies who had just attacked off, with Titania's help. Then you should be well out of any enemy's range, and nothing will happen on the Enemy Phase. So you can move in with all your guys and take out the remaining enemies. Make sure you're monitoring the movement range of your enemies. Beware, though; the boss can move, since this is a victory based on Rout, and the boss does not have to stick around to defend something.

Chapter 3 - Pirates Aground

In my opinion, even on Hard, this battle is a piece of cake. But just in case, I've given some ideas here that may help you out.

Shinon is awesome, his arrogance is not unjustified. If you like, you can follow Titania's advice of letting Shinon and Gatrie move out first and take out a lot of the enemies. If that works best for you, good. But that didn't work well for me, considering you need to get Ike and Titania up to the pirate ship quickly, so Titania can kill all the pirates that are threatening Marcia, a future ally, and so that Ike can talk to her, get her to leave, and later on she'll come back.

The way I did it was I once again had Ike visit the house first. He won't make it in his first turn so you can get him to move towards that axe enemy and have him attack him. That way you're halfway to the house and plus your turn is not totally useless. At the house, make note of that crazy blue-haired guy, because you'll see him later on.....

Anyways, the plot aside. Back to the battle! I normally have Gatrie finish off the axe guy on the bottom left corner of the screen. Even though Gatrie's lance is not so great against it, Gatrie's good enough that it doesn't really matter.

And although Shinon is good enough to dodge most direct attacks (1-range, where archers/snipers can't attack back), don't get overconfident with him. Use caution, especially if you're on hard! Don't be too reckless. (And you may want to pay attention to each unit's Biorhythm, if you're having trouble deciding on whether or not a unit should take a risk.)

Chapter 4 - Roadside Battle

If you're playing on Hard mode, you'll notice there are a lot more guys than on Normal or Easy. I suggest you try another defensive method. I'll explain more in a minute....

So this battle shouldn't be all that hard. I find this battle much easier if I simply pay attention to the Weapon Triangle. For example, I'd go out of my way to send Gatrie to a sword-wielder, because (of course) lances are good against

swords. I find if I just always send one who has a weapon advantage, this battle is quite easy.

But if you're on Hard, or this battle is just too hard on Easy or Normal, then you should try a defensive method. You should have enough units to form a wall that protects Soren and Rhys from direct (1-range) attackers. Bows and long-range axes/lances may be thrown at them, but hopefully they should be able to dodge those or else try to kill those long-rangers before they attack Soren & Rhys.

And I suggest that you use the Seraph Robe that you found earlier (it increases a unit's health maximum) on Soren, because he tends to die a lot due to lacking health. He is probably your most fragile unit, because Rhys seems to dodge a bit more than Soren (if you don't think so, you should compare their Speed, because I didn't get a chance to, this is just an observation).

Soren normally only does like 7 damage with his crappy Wind attack. Funny how he starts out with Wind magic, the weakest of all the magic types, and also he starts out with the worst Wind spell, when he is already good enough to be using Elwind, the next level up. But for now, train Soren by letting him finish off enemies from afar; Wind rarely misses, so you don't need to worry too much about that. (I had Soren finish off the javelin-throwing boss, by the way, which was useful for his experience.)

Chapter 5 - Flight

And here is the first chapter that actually MAKES you use a defensive method! If you've been getting tired of me telling you to use defensive methods when you're stuck, you won't be too happy about this battle, I bet.

This battle is REALLY annoying on Hard, because apparently there is fog and you can't see very far away from each unit. So enemies will just sneak up on you and make it quite difficult. Fortunately, I don't think there are any more troops than on Normal or Easy, and if that's true and you've played this chapter on Normal or Easy before, then you might remember where some of the troops are and that would make this battle considerably easier. And you can also pick up a Torch from a unit that attacks the lower entrance, and it will make a big visible area around the unit that uses it.

So the way I went about this battle was I sent Titania and Gatrie down to the lower entrance, and had them make a wall there. I made Ike, Boyd, and Oscar attack enemies who tried to enter through the left entrance. I sent Shinon wherever he was needed, most often at the left entrance with Ike and the others, but occasionally to Titania and Gatrie. Rhys and Soren were used wherever needed, protected by the walls of Titania and Gatrie, and Ike, Boyd, and Oscar.

And once you've finished off most of the enemies at the lower entrance, you should make a run for the boss at the bottom of the screen with Titania. She can kill all the guys around him and kill him too, collecting a good item.

I hope that helps out a bit. On to the next chapter, where you are escaping into the "sub-human country"!

Chapter 6 - A Brief Diversion

Now here's when it starts to get more difficult. By the way, I mentioned that there's a remix of the very first song (in the battle with Boyd & Greil) combined with a remix of the song that you've been hearing for the last few chapters. Well, this "remix" is the music for this chapter, and it will be for the next few chapters as well. It signifies that you no longer have a base, I suppose.

Anyway, down to business. A VERY IMPORTANT detail of this battle is the fact that the enemies will not move until the end of the turn that you come out the thicket. So you can take as long as you want in the thicket. Move towards the bridge, and get everyone in a position where they can easily spring out and attack. And remember, don't move out of the thicket in the middle of your turn, when you have already used some units. Launch your surprise attack at the beginning of a new turn, when every unit is ready to move. As Soren might say, the outcome of this battle hinges on how you do your surprise attack.

Note the people on the top right corner of the screen; I suggest you keep everyone out of their range, and if one of them starts running after you, wait until he gets so close that he's out of his friends' range, then kill him, and then you have nobody from that area running after you.

Make walls on the bridge, I suggest, to protect your weaker units (Soren, Rhys, possibly Ike, if he's injured). When you've eliminated all of the enemies on the bridge, I suggest running out with Titania, so some of the enemies run out and get themselves killed, and then you have a bunch of enemies that the other units can kill for some good experience, without being in a lot of danger.

Beat the boss as soon as possible, then there's nothing to stop you from taking out the other guards (that were beside the boss) with Boyd or Ike or someone like that. The enemies on the right of the screen should come running towards you when you get near the boss, and try to get the Poleax from one of the riders, and any other items that the enemies will drop. As soon as you've got all the items, get out of there with Ike.

On Hard mode, this battle doesn't change much except that you should just use more caution and watch out when you get to the boss- the mages may be more dangerous than you expect.

Chapter 7 - Shades of Evil

Aha, there are treasure chests in this chapter! Be sure to open them all and get all the items, there are some valuable stuff there (a Ward staff, which raises a unit's resistance to magical attacks for a while, an Armorslayer, good against the Knight class, and a Miracle skill, which in certain situations saves a unit from a lethal blow). If the Thief steals the item before you can get it, just go after the thief, kill him, and then he'll drop it and you'll get it.

So this chapter may be a bit annoying. Here are my suggestions. At the beginning, position Ike near the top so that when Mia comes into the fight, she can easily walk towards him, talk to him, and she'll join you in that one turn. Honestly, I think Mia's pretty lame, even when she changes class, so I never used her very carefully. I put other units as a priority, so if Ike is near dying I would have Mia go out and act as bait, so Ike doesn't die and maybe she does.

So Mia is your little distraction girl, if you don't really care about her. Her Slim Sword is really lame, but it's okay for finishing off enemies or not hurting them much, if that's what you want. Keep in mind that you have a distraction if you need it, and you'll want to keep Mia with the main group so she can jump in if someone's having trouble.

As you're stuck in a corner, you'll want to make a wall on the left side, with possibly Titania, Boyd, and Oscar. (You might need to have Soren, too, to be attacking from behind the wall.) The other fighters can form a wall at the upper side, where Mia came in. When some of the enemies around you have dispersed, you can start moving out, picking up the Chest Key from that Javelin-carrying soldier and getting the Armorslayer from the Chest (This weapon is best for Mia, methinks).

And after a few turns, Greil, Gatrie, and Shinon emerge at the same time as a magic-using boss and a bunch of reinforcements. As you have to Rout the enemy, you'll need to take out the reinforcements eventually, but you don't have to yet. Make your way towards Shinon & Gatrie by going to the left from the room where you found the Armorslayer, and walking past the center of the room, towards them.

That's what worked for me. And I was keeping in mind that Ike's Regal Sword and Mia's Armorslayer are good against all the knights wandering around in this fort, but also I didn't want to overuse them. Oh, and more thing. If you were thinking of running out to the Thief before he can do anything, Titania is obviously the best man (I mean, woman) for the job.

Chapter 8 - Despair and Hope

Before this battle, you get to use the Base for the first time. Remember to go into the Info section and look at every conversation, and in the Support section choose units who you want to talk and build relationships. Whoever you make talk to whoever influences what Support conversations you are allowed to use in the future, and Support relationships can affect the ending of the game. Making people fight beside each other or having two units in the same three squares frequently will allow more support conversations between those two characters. That's very important, keep it in mind! And you can only choose so many Support conversations in one Base session, so choose what you think is most important.

And Manage is for assigning Skills and Bonus Experience. You should have picked up at least one skill by now (Miracle, probably) and I suggest you teach that to Soren, as he is your most vulnerable FIGHTER (Rhys doesn't fight, yet). You should have a bunch of Bonus Experience, as it is awarded to you for various things you do in the game (and plus your Bonus Exp has been building up for the last 7 chapters). You'll want to award a bunch to Boyd, especially if you're going to follow my strategy below. And remember to organize everyone's items! Buy new items at the armory if your old ones were breaking. Buy some new magic for Soren, if there's any in the Armory. Buy some more Vulneraries or Staves at the Shop. And remember that if you forget to do something, you can always go back. At the Preparations screen, choose "Go Back" to return to base. Then End your base session to go to Preparations again. Anyway, on to the battle....

Finally, the new fight music, called Greil Mercenaries. Enjoy!

Despair is right, hope is... unlikely, especially in this battle. In my opinion, this first battle of Ike leading is one of the hardest chapters in the game, especially on Hard. Mainly because later on, you have many more troops, even though the chapters get harder.

Unlike the last defensive battle, you've now got three places where enemies will come pouring in. Left, right, and down. Titania is really the only person who can manage the Right entrance by themselves. The walkthrough I read once told me that (if you picked up the Poleax) Boyd is a good choice for defending the south entrance, because his Poleax is good against all the mounted units down there. And for the left entrance, I normally put Ike, Mia (if she's still alive), and Soren.

Definitely put Ike there, at least, because Ilyana the thunder-specializing mage will come waltzing down to him and she won't attack him, and he'll get to recruit her if he talks to her. Then with her you can finish the remaining enemies at the left side off, and then a few of those people defending there can go and help the others.

And Boyd IS a fairly good choice for the lower entrance, BUT by himself he's no match for all those horsemen (especially on HARD!!!!) so what I did was I had Oscar with him, ready to fill in for him if he gets injured, and also once in a while I would have Titania run out, kill one of the horsemen and then run right back to her original position, so she blocks the right entrance still. If you, when first moving her to her guarding position, put her so she's as close to the defending point as she can be while still blocking the Right entrance, then she should be able to manage this back-and-forth strategy.

Rhys mainly had to stay with Boyd, but occasionally he would heal Ike or Mia or someone like that. I very much suggest giving Boyd the 3 Elixirs you might have found earlier, just in case Rhys can't heal him and he has a bigger wound than a Vulnerary could heal (remember, they heal only 10 damage).

On Hard, it's lucky that you can SEE, unlike the last battle. But it's still going to be very difficult. If you gave Soren the Miracle skill you found in the last battle, good idea. And if you gave him the Seraph Robe you found a long time ago, VERY good idea. With these two things, you won't have to worry about him so much and it could be the important detail that makes this battle possible or impossible. It's really hard NOT to lose anyone in this battle (on Hard mode, that is), so if you have to lose someone... (cough)MIA(cough). That's what I did.

If you're up for a challenge, and some of the troops around the bottom of the screen have dispersed and also some of the ones at the left Entrance, you should try to send Titania after the boss, located around the bottom of the screen (he's a Knight, I believe). And you could have Mia and Ilyana cover for her, and maybe Oscar, or whoever you can use. It's good experience, and you may receive an item, depending on whether or not you or someone else on your Memory Card has beaten this game before.

Chapter 9 - Gallia

Little Mist and Rolf join, and the invincible Lethe & Mordecai are your partner units in this battle, and if you talked to Marcia earlier in the game, she'll show up around the middle of the Chapter and chase after Ike. Let her talk to Ike and she'll join the team.

If Lethe and Mordecai were as strong as they seemed at the end of the last chapter, this battle would be over in a second. But, the game wants to make it... "fun" for you, so they give you a challenge.

If you plan on rescuing the houses at the very top and left of the screen, you need to have Titania or someone like that do it. Most of the beach is surrounded by cliffs, and there are only two ways to get on to the sand. In the Preparations, you need to position this Special Mission unit as high up on the screen (north) as you can, so they can slip through the upper path to the sand and go kill that Pirate that moves towards the houses, wanting to destroy them. After the Pirate is killed you can ride towards the houses, killing the enemies in the way and using Vulneraries if necessary. At some point, two (or three, if you're on Hard mode) more Pirates will come onto the screen with... weird "fooling around" music. If you haven't yet visited both houses, pick up the pace so you can get to the houses before they do, and if necessary, take them out. If Titania is your Special Mission Unit, give her a good axe (Steel Axe is best) and a Hand Axe. If you want to give her more, go ahead, but she'll need to have those or else it's unlikely that she'll make it.

The boss, despite the fact that he has a Knight Killer, is no match for Titania, if she's around. So don't worry about that. But don't let Lethe or Mordecai kill him, because then you won't get the valuable Arms Scroll that he drops. This

useful item lets you improve someone's weapon-using ability (Weapon Level).

Otherwise, this battle should be fairly simple. Don't rush the main force, you have plenty of time. RUSH YOUR SPECIAL MISSION UNIT, if you sent one off, but don't hurry the main force. If Lethe & Mordecai are getting too far ahead, then use Ike's Direct tool to guide them back towards the main force. If you stick together (except for the special mission unit) you should be fine, even on Hard mode.

As for the boss, he sort of gives away free experience. See, he's got a direct (1-range) weapon which is good against Oscar (and nobody else, really) so you can hail him with indirect (2-range) weapons AS LONG AS you get your indirect attackers out of the way after. If you don't get them out of the way, the boss will equip his 2-range weapon and attack them. To get them out of the way, have a unit Rescue them, or Shove them. You just got Rolf, and he's the only archer your going to have for a while, so you'll want to use him a lot (the next archer you get is Astrid, the lame mounted archer. And later on, you get Shinon again if you play a chapter right).

Chapter 10 - Prisoner Release

HIRE VOLKE! He's the best thief; he changes class, he's way better than the other thief you get. Hire him!

If you plan on trying to sneak around the Watchmen, bring your quickest units to this troop-gathering chapter, and bring at least one of your new laguz. I can't really help you with this any more than that, as I've tried before and never have I been successful. So if you want to try and do better than me, be aware that if you kill a watch guard or you are in a watch guard's range at the end of your turn, then they will call out, and reinforcements will come in. GOOD LUCK!

The prisoners are important to save, all the same. To save them, unlock their door and have Ike talk to them, all except for Kieran, the red axe knight. He needs his door opened and then Oscar to talk to him. Apparently they were rivals a while ago. Anyways, here's what I normally do. I send out Ike and Volke to free the prisoners, and give them an escort, most often Lethe. Everyone else I keep back at the starting point, so they can form a while (Titania, Oscar, and Boyd up front, Rolf and Soren being indirect attackers, that's what I did).

It's a good idea to use Volke and whoever gets Chest Keys to open all doors and chests. And kill the boss and his pals- he carries a Master Seal, which may come in handy (changes the class of onewho is level 10 or higher, and it's best to use it on someone level 15 or higher, because then they'll be better in the long run). And then try to let everyone escape before Ike, make him escape last. I've heard this is good for Bonus Experience.

I'll also mention that the end of this game is good for trying to set up Support conversations. Have units who are not being used sit beside other units so they can build trust for a new Support conversation.

Chapter 11 - Blood Runs Red

Here's one of my favourite chapters of the game. You're in a little Crimean town- Port Toha, and if you bring Lethe or Mordecai directly north you'll run into a silver-haired Myrmidon named Zihark (or Zihawk, in some versions, I think) and he is... awesome. If you played the old games, he's like Joshua from the Sacred Stones and Rutger from Fire Emblem (Roy's game).

So that takes a part in my strategy. Send Lethe or Mordecai up the north pathway (preferably Lethe, because she begins the chapter as a Laguz) with a paladin, most likely Kieran, because your Oscar will probably be busy. Have Lethe,

Kieran, and the newly recruited Zihark take care of the enemies up there, visit the house up there, and hurry out, because the Black Knight will eventually come out of that house you see (with a closed door and a path leading up to it).

Try to visit all the houses. If a Thief steals something from one of your units, you can steal it back with Volke. If a Thief destroys a house, too bad for you. You should have been quicker. Re-assess your strategy if you want to get to that house.

You want to move sort of quickly on this battle, because like I say the Black Knight comes out, and plus a few Wyvern knights (as well as Jill, who joins you later). You don't want to be caught in their range (if you're on Hard mode, then the Black Knight will chase after you, even if you're not in his range, so beware of that as well).

The Mackoya boss holds a Master Seal. He's a tough enemy, but you can manage, with Titania and some pals. Remember that ANYBODY can clear this map (because it's an Arrive victory) but you get Bonus Exp (I think) if Ike clears it.

Chapter 12 - A Strange Land

Now, before this chapter I'm going to give you a warning. In about 5 chapters (at the end of Chapter 17) you're going to need Ike to be at Level 20, because he changes class at a set time in the game. This shouldn't be too much of a problem, as Ike is good to use, but just making sure you know about this!

The first battle against laguz! This is a fairly difficult battle, because you'll need some vulnerable players to be able to win, but you need to defend them. So basically you are defending your ship until the crow boss comes, because the reinforcements won't come until he's dead. After a few turns Jill will show up. Give her room so she can ride right up to Ike and talk to him.

Jill is good against the crows because she has a laguz guard, which halves attacks done by enemy laguz. Very useful in this battle, wouldn't you say?

Now like Soren says, you'll need to bring in Rolf the archer (or Boyd if he's a Warrior class already, because he can use bows then) and your choice of Soren, Ilyana, or both. Give your mage(s) wind spells, because that's good against flying.

So, like I say, this is a defensive battle. There are two methods I've used in the past. One is where you block off the whole ship by putting units on the edge. First activate all of the crows' movement range monitor thing, and then start building up a row of ALL units (priests and clerics included!) on whichever side the crows can reach at the time. As you build up your row you'll notice that the crows' range will get shorter, and eventually it will only be able to attack one or maybe two units. This is because of the edge of the ship. If your unit is ON the ship, and the enemy unit is right beside him but OFF the ship, then the game assumes that that unit is 2 spaces away, when it looks like 1. So if a crow came up to Soren, and the crow is off the ship and Soren is right next to him but on the ship, then the crow cannot attack him, and on the next turn, Soren can nail him with indirect (2-range) wind magic. Savvy?

The only way the crows can attack you is if they can get onto the ship. So basically just block them so that when they get on the ship the only units they can attack are people like Titania who are not very vulnerable. Then once they're on the ship just finish them off easily.

The second method does not work as well, but is simpler to understand. At the top of the ship, form a shape like this:

O
OOO
O

And have one of the vulnerable units be the middle unit. Then, look down lower on the ship where there are two staircases on either side, then a ledge connecting them. Position your units like this (brackets are 1-space staircases, and lines are ledges):

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OO
( OO )
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As you may have guessed, the two units that are hiding behind two other units, ledges, and the two staircases are vulnerable units. They are completely covered, and no direct (1-range) attackers can reach them. And then you should have two extra units left, and you can do whatever you want with them. I normally had them help the shape that's higher up, because the units below should be strong and they'll have a healer with them too, probably.

Soon enough, the boss will start moving toward your ship. Take him out with Titania and whoever else, and then finish off the remaining crows, and you're done. Note that there are TONS of items to pick up from the crows in this battle, which should all be used carefully later, at the base.

Chapter 13 - A Guiding Wind

The return of Gatrie! He's guarding Astrid, the "lame mounted archer" I mentioned earlier. She... is pretty bad. ROLF is better than her! Anyway, recruit her by talking to her with Ike, because then you can have her talk to Gatrie and get him back. You probably won't reach Astrid on the first turn (with Ike, that is) so send Titania out to protect her from that Myrmidon that's close to attacking her.

So this is the craziest battle ever. There are "Other" units getting in the way, killing a few enemy Daeins but basically just killing themselves, being more trouble than they're worth. Bring Volke to this chapter, and get him started on the chests right away, because soon crows will come and ONLY try to steal the chests (unless you're on Hard, then they'll come some time before that and only go for you, not the chests). If a crow steals something from a chest, try to kill him before he leaves. He'll drop whatever he stole. Once all the chests are empty (whether the crows got them or not) all of the crows will leave.

Try to kill all of the enemies, even though it's a defensive battle. You'll get all of the items, and you'll get good experience. You have enough time, so trust me; it's worth it. If the crows become an issue, you might need to send Jill or Marcia out to do some damage, if you brought one of them.

And to give you some strategy ideas, do you remember the Info conversation with Daniel, about the war game he plays? This was at the last Base session. Well, did you notice that he made Ike picture pretty much the exact battle that this chapter is based on? There are two ships and one of them needs to defend, and there are three planks connecting the two ships. So if you need some ideas, take them from that conversation! (Mounted units up front, archers and mages lining up behind them, and the mounted units not attacking on their turn, just healing. That was basically the ideas of that conversation, just in case you missed it.)

Chapter 14 - Training

Now for the first part of the apostle's wild goose chase. Honestly, I agree with Ike, she's an annoying, na?e little kid. But there's not much I can do about it, the game has been made.

So, if you're on Hard, here's another foggy level. Your vision is quite limited. If you have some Torches left over, bring 'em to this chapter.

You might want to take some weapons or spells that are good against Beast Laguz, as the boss may call out two tiger laguz who can be difficult.

The boss has a Killer Axe, like a Killing Edge and a Killer Lance, and he gives it to you after you kill him but it's also quite a deadly weapon, so use someone strong against him like Titania. I don't think the boss can move on this level, nor the Fire mage beside him.

Makalov, Marcia's wayward brother, is in this chapter. Before the battle begins you'll hear him talking about how he's in debt and he's going to have to go crawling back to Marcia. Have Marcia fly over to him and talk to him, he'll join your team. Try to have Marcia visit the houses as well, as Pirates are going towards them, and fast.

Otherwise, this chapter is pretty straightforward. You'll want to split up. Have the main force walk up straight to the boss, taking out enemies along the way. Have another force containing at least one mounted unit (Lance/Axe/Sword/Bow Knight or Paladin) and Marcia march right up to Makalov. Kill everyone around, recruit Makalov if you want, and visit the houses quickly. Then cross the bridge to meet the main force, and together you can finish the boss.

Note: This chapter is a great opportunity for Experience for Rolf. He is fast, the enemies are slow. He should do quite well against most of the enemies.

Chapter 15 - The Feral Frontier

Now this battle is against laguz, and laguz only. It's in a desert, so listen to what Sigrun tells you about who is fast in deserts and who is slow. Don't bring Knights or Generals (Gatrie or Brom are examples) because they move like only one square per turn. A waste of a unit in this battle.

In this battle, I have my mounted units and Boyd just charge forward every turn, moving slowly but surely towards the boss. While they're doing that, I send Lethe off to recruit Stefan (an AWESOME swordmaster with an S-rank in swords who you can recruit by moving to a specific square which is two spaces to the left and one space down from the top right corner of the screen).

MAKE SURE you have the best Fire and Wind spells your mage can use. There are no dragons in this chapter, just hawks, ravens, tigers, and cats. So Fire and Wind are good against them. Soren starts out with a D in Wind magic, so bring an Elwind if you have one. And if he's improved with his Fire magic skill (from E to D now) then he can use Elfire, if you have one.

Especially beware the flying laguz in this chapter! Once transformed, they have quite a big range. And they are strong, of course.

The boss is another good experience opportunity. I had everyone fight him with indirect (2-range) weapons, and finally I finished him off with a little arrow from Rolf. Take your time with this boss. Plenty of time to get lots of experience! (If he hasn't given his Vulnerary away, then he will probably heal himself a lot, all the better!)

By this time, the three brothers (Rolf, Boyd, and Oscar) should all be fairly close to a class change, depending on whether or not you've been as determined

to give them lots of experience as I have been. They should be around level 14-20, or maybe one or two of them has class-changed. Once they can all use bows, and you have watched 2 conversations about it in the Info section of the base, they will be able to do their nifty triangle attack.

Chapter 16 - Atonement

Bring a thief along, of course. There's plenty of items to be collected in this chapter. This chapter is very straightforward. You want to quickly take out the enemies, charging towards the first closed item room. Have your thief unlock the door and send some fighters in the room to take care of the guards in there. Now don't go to the boss yet- stay out of the Throne Room guards' range, and sneak through that little hallway below the Throne Room with just a few quick units who can go and kill the Thief who entered the chapter from the left entrance and also have the thief go into those rooms and get all of the items.

Devdan is the Halberdier, and he's great to have because he "hears the sounds of battle". Darnit, I wish all of your troops could do that! Get him if you want by talking to him with a youngster (I've only ever used Soren, but I think you can use others like Mist and Rolf, etc). I didn't use Devdan much, but you might need some more recruits if you lost some so get him if you want him.

When you've killed all of the other enemies in the place, and collected all of the items, move into the Throne Room and take out the enemies there. Note that the two mages and the boss will not move, and will simply try to attack from where they are standing. So, these guys are good for building experience! I had Rolf finish all three of them off, after they all were weakened by others such as Soren (I used a Ward staff or Pure Water on him so his defense against magic went up for a bit and he barely got hurt at all by the other mages).

Seize the throne and voila! You are done this chapter.

Chapter 17 - Day Breaks

Before this battle, send low-durability (near-breaking) weapons to the convoy and replace them with brand new ones from the shop or high-durability spares from your convoy. Make sure everyone has the right equipment to last about four chapters, because that's about how long this chapter is! (I'm not joking, it's separated into four parts).

PART 1

When choosing the units for this first part, take in your very best, your most trusted units. You can send in more later, don't worry. Choose who you NEED to survive (Titania and Lethe are must-haves, I think).

This part of the chapter is fairly easy, as there aren't too many enemies. Just don't get too cocky, it's not THAT easy! After a few turns, three Myrmidons come in as reinforcements, and this wouldn't be a problem if only they DIDN'T come in right where you started off in this part of the chapter. So have some strong units keep at the rear, so the reinforcements don't come up behind you and take out your vulnerable characters.

This is ROUT, so try to finish this battle quickly, because reinforcements come and that means you have more enemies to kill before the part is over. Look out for the MUD (marsh, whatever you want to call it) because it really slows you down. Try to avoid it if possible.

PART 2

You get 2 reinforcements. Bring in your next best units, and give them some goodies to bring to their friends if their friends need new weapons or items or something. This part is harder and does need a good strategy, unlike the last part. This one wants you to ARRIVE, so Ike doesn't have to be the one to finish

this. You can take advantage of this!

Here's how I play this battle. I send a few mounted units, a healer, and maybe a mage and a laguz right towards the Arrive square straight away (through the very marshy shortcut), and everyone else moves a bit up so they block the other route. A horde of mounted units will come at those people and so you'll want to have some weapons that deal bonus damage against mounted units (Longsword, Poleax, Knight Killer...)

Get out of that battle as soon as you like. Just try to get whatever weapons the enemies say they're going to drop (you can find this out by moving the cursor to an enemy and pressing Y, and any item or weapon that is in RED text, the enemy will drop when you kill it).

And the reinforcements! Of course. They're good help for the main force which is blocking off the "long route" (where the mounted units come).

PART 3

Now for the defensive battle. Form walls/circles/whatever you want around the healers (or other vulnerable characters, and fight from there. If that's not working, then move all of your units down to that little corner shaped out of trees, right below the starting point. A strategy? Well, Gatrie really came in handy for me. If you got him back and Astrid survived, then you can give Gatrie the Knight Ward that she was carrying, and his defence goes up and he's practically invincible. Pretty much the only thing that can hurt him is magic.

When the enemies have died down a bit, you can send a mounted unit out to kill the rest of the troops, in case they're carrying some valuable weapon or item or something.

PART 4

And finally you're fighting Duke Oliver Tanas himself. I should once again warn you that at the end of this chapter part, Ike needs to be Level 20 or very close to it! Trust me, you need this for a special battle later on.

There's a few things to think about in this battle. First of all, there's a Mage who is using Meteor (long-range fire magic) so you'll DEFINITELY want to keep Beast Laguz out of his range and also any vulnerable units. You might even want to keep Titania or someone in the range, to drain the mage's shots. He only has five, after all.

And then there's the fact that there's some strong mounted units who come in as reinforcements at the place where you started off. They come after like 5 turns or something. You should be far enough away from them, but if you want to be safe then make a strong unit bring up the rear, so your vulnerable units don't get caught from behind.

And THEN there's the three hawks and Reyson the heron who come in when you're getting near the boss. That is mostly a good thing, but you have to make sure that they don't kill people that drop items, because then THEY get the items and you won't. Baaad! So make sure YOU kill the boss, so you can get his super Nosferatu light magic spell. Once Rhys changes class he can use light magic.

Good luck with this battle! And don't forget: marshes/mud = slow!!!!

Chapter 18 - Crimea Marches

Crimea marches indeed! You've now got Reyson, the two hawks, and Tanith. They'll all come in handy on this one. And be sure to bring your thief! (The new, crazy song for these new chapters is called Crimea Marches.)

Ike changes class. Let's hope that you got my warnings and got him to level 20 before he changed class. Now you might have got a few of the Occult skills by now. An Occult skill can be a few different skills- depending on who you're trying to teach it to. DEFINITELY use one Occult on Ike once he's changed class, because then he gets the intense Aether skill. It gives him extra attacks and heals himself, with cool animation. And he'll need it for beating the Black Knight later on. The other Occults are good for teaching Sol to a Paladin (heals the paladin in certain situations) or Deadeye to a Sniper (raises hit percentage and also sometimes puts enemy to sleep).

Annoyingly enough, you have to Rout in this battle. So you should send Tanith to the right so she can take out the wyvern riders with her awesome Sonic Sword. (A flying unit that's good against other flying units? Wow!)

Have your thief get started on those many chests right away. And if you want something that the enemies have, get the thief to steal it, of course. He can steal Vulneraries, other items, and any unequipped weapons.

And then there's the matter of Shinon. If your Rolf has changed class then you won't need Shinon at all, but if you still want him then here's how you do it. Have Rolf get in his range and Shinon will come up and talk to him OR just have Rolf run up to him and Talk to him. After that, have Ike run in and kill Shinon. After the battle, he'll join. However, if Shinon says, "What a lousy life! I screwed that up," or something like that, then you know you messed up and he's not going to join you.

The crows are good experience for Ike, who now needs to get to level 20 before chapter 27.

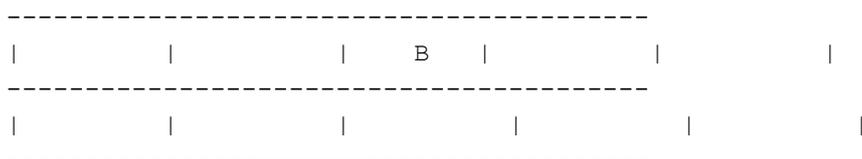
And if anyone else needs experience, use them. The boss gives you Tornado, which is probably too good for Soren at the moment, so shove it in the convoy for now I guess.

Chapter 19 - Entrusted

This is a very annoying battle. It's always very chaotic for me because of all the things I'm trying to do.

So what you want to do is not kill ANY of the crows. You can hurt them, but don't kill them. Then you want to have one of the hawks go out and Talk to King Naesala of Kilvas. Then Naesala will stop attacking you and he'll go after Reyson and try to talk to him. If, by the time he talks to Reyson, you have not killed a single crow, then he will give Reyson the useful Knight Ring which allows units a second movement like mounted units. And after Reyson and Naesala talk, the crows will become Green ("Other" units) and will try to escape. The enemies will go after the crows, which is also helpful. They'll work as a distraction for you.

And you want to be using Ike a lot, so he can get experience. Also, this is the first battle where you can use the 3 Brother's Triangle Attack, that is if they have all changed class and you have watched 2 Info conversations called "3 Brothers". To do the triangle attack, form a triangle around an enemy, have them all equipping bows, and then have one of them shoot a bow at the enemy. It looks like this (E = enemy, B = one of the three brothers)



Or something close to that. Obviously you can flip it 90 degrees in different directions and stuff, but I'm pretty sure it needs to keep that shape.

If you got a Full Guard earlier on, give it to your hawk, because to get to the Crow King, he'll need to be in range of the ballistas, and it would be better if they DIDN'T do craploads of damage to him.

Have Ike kill the mounted guys with a Longsword if you have one, and have him kill the boss if you want. Contrary to my belief, the boss Homasa has no relation to Stefan, even though they look really alike. But if you're looking for a cool conversation, have Stefan fight Homasa.

Ah, and your hawk or Tanith is a good choice for flying over to the ballista guys and taking them out!

Chapter 20 - Defending Talrega

Welcome to Jill's home. Take my advice and don't bring Jill into this battle. If she gets near her dad (the boss) and she doesn't have a good relationship with someone, she'll turn against you. Besides, you can't bring many into this battle. Trust me, there is no way to save Jill's dad or anybody else in this battle. Later on you get Captain Haar, but... not yet.

Before the battle, talk to Calill in the Info section and recruit her. She carries a Meteor, after all, which will be useful to Soren. If you want, you can use her instead of Soren from now on, but in my game Soren was getting too good to be replaced. And Calill is already a stage, and so you don't get to choose whether she uses Staves or Knives. She has already chosen the worse idea, Knives.

Anyways. Split your forces and have one half go and visit the house and kill the people around there. Have the other half march up the path towards the boss. On the way you'll want to try and visit the house and notice that a sniper carries a Longbow, which you may need by now. I (took some effort, but I did it) managed to have Volke steal it from him.

If you want any of those good magic spells that the sages carry, then you need to find a way to make your enemy want to equip their other magic spell, if they have one. So if they have a Blizzard (you want a Blizzard) and an Elwind, then make them equip their Elwind and then steal their blizzard.

Speaking of the Blizzard, keep fliers OUT of the Blizzard-wielding mage, because that will rip them apart.

The boss is pretty annoying. An Aether from Ike can take him out, as well as attacks from Paladins (Titania and such). Soren's magic might do some damage, but I didn't try that much. He was busy at the time. If you're having trouble "arriving" in 15 turns, I think you should try something different. I don't think that should be a problem at all.

Chapter 21 - Without a King

A NOTE: I believe you're going to get the Corrosion skill soon. I, unlike most people, do NOT think it's useless. I gave it to Titania and although she did not kill a fighter, she took away the weapon. Her Corrosion took ALL of the weapon's durability, so an enemy was useless. I'd say that's a pretty good skill, eh? Even if you don't win, your enemies become defenceless?

The plot thickens as the dragon Ena must protect the capital of Daein! Ah, the suspense! In this battle, there are PLENTY of chests and items to be had, so definitely bring a thief. If you successfully got the Knight Ring back in the battle with the crows and their king, then I suggest giving it to Volke, it will save him a bit of time.

Fliers are good for this battle as they can fly over the water that's making this chapter into a maze. And how can we get 7 fliers for the price of one? Bring Tanith and make her call for reinforcements twice! There's a tip for you.

There are a few bishops carrying the hated Sleep staves. There are a few ways of dealing with that. You can have a fast unit get in their range and dodge all the shots, draining the weapon's durability. Around the top of the screen is that crazy General who wields a weapon which likes to always go twice! He may be a bit of trouble, but as long as you're prepared for that and you have a few strong warriors up there, I'm sure you'll be okay.

And as for the throne room, Tauroneo the white general is just on the edge of it. Have Ike run up and talk to him and he'll join the team. He is really powerful, but he's sort of a waste of experience, don't you think? I mean, he's already changed class and there aren't very many more levels for him to pass.

The dragon boss is difficult, but only if you go within her range. Obviously she cannot move, as a boss, and her Breath attack is direct (1-range). So hail her with indirect (2-range) attacks. Rolf with a Laguz Bow is good, Soren with an Elthunder is very good, and Ike is good to finish her off, especially with Aether. Ena the dragon will be using three methods of healing. Her skill will be healing her, then the fact that she's sitting on the throne will heal her, and also she'll drink a few elixirs. So keep attacking her until she's wasted all of her Elixirs, and then you can go for the kill. She's a good experience opportunity, of course. If you need experience, don't waste this chance!

Chapter 22 - Solo

Once again, if you look at the Info section in the Base before this chapter, you'll have a conversation with one of the merchant twins who asks Ike for a strategy on how to deal with this battle! Ike says that if there's an enemy you don't want to fight, just shove him out of the way. That's precisely what you want to do with these priests in this battle.

If you don't kill a single priest, then you get the S-ranked staff which heals everyone on your team fully. So make an effort to do so. Here are some ways of doing it.

First off, have your thief go off and unlock chests. Kill the enemy thief before he takes it all! If he manages to steal one, just kill him and you'll get it back.

Then there's the priests and bishops. None of the priests can attack, they just stand there and do nothing. So just Shove or Smite them out of the way (Smite is a skill that allows a unit to shove a unit one space further than Shove). As for the Bishops, they're only a problem if they attack you, of course, because you'll know not to attack them! I've found that they're a bit like bosses- they won't move at all, they'll attack from where they are. So if you don't want to engage in combat with them, always stay more than 2 spaces away from them. If that's proving to be too difficult, then you can shove the enemy into a corner and have an Archer or Sniper keep him in there. That way if the silly bishop attacks him then the bishop is in no danger- the Archer or Sniper cannot fight back. Just make sure that any unit in the bishop's range cannot fight back!

Hurry up to the coward of a boss and wipe him out with a few strong units. Ike, Rolf, and a few backup Paladins worked for me.

One more tip: Watch out for reinforcements! They come into both chest rooms and also both entrances at either bottom corner of the screen.

Chapter 23 - The Great Bridge

Ballistas! Argggghhhh.... but the best thing for them is to have Soren wipe them out with long-range magic (whichever magic he has a C or better in). If he can't do that, then give a strong flying unit the Full Guard and have them fly out and kill the archers who are using the ballistas.

You don't really need a thief for this battle, by the way. Just a hint (UNLESS you want to steal some of the enemy's stuff). And FLYING UNITS ARE VERY GOOD for this battle because there are traps set all over the bridge. If you step in one that unit cannot move for the rest of the turn, even if they step on it on the way to another point. The traps are not THAT bad, but it's much better if you just avoid them. Flying units do not walk, so they won't get caught in the traps. The traps turn into walls once they've been revealed, by the way.

Use Ike a lot! Remember that you need him to be Level 20 by the end of chapter 27, for the Black Knight Battle.

And finally for the boss, General Petrine. If you have Soren talk to her she'll give you a clue in your mission to find Soren's big secret, she'll be talking about the little mark on his forehead (if you still are wondering about secrets of the game like this one at the end of this walkthrough, look at the Spoilers section of this walkthrough).

General Petrine's flame lance is vulnerable to Soren's lightning magic, another good reason to use him. An Aether from Ike will take her out. If you fight her with Ike she'll be not very difficult, I bet. But try to have a healer on hand (hopefully the Valkyrie Mist, because she can gallop out to him, heal him, and gallop away, OR a healer with the Knight Ring).

Some Crimean Retainer paladins come onto the screen around the end of the chapter, just to warn you. They may steal some experience/items from you, so you may want to hurry.

Lastly, Captain Haar will come onto the screen at your starting point. He will join you if Jill talks to him.

Chapter 24 - A Battle Reunion

There are two ways of doing this: the "escaping quickly" way, or the "getting everything and completing this to the full" way.

In other words, you can get the heck out of there quickly, having everyone charge to the castle, taking out the enemies that are in the way, or you can treat this chapter like any other battle where you kill everyone, collect everything, waste nothing, and get everything out of this chapter.

Both houses give you skills; the one on the top right corner gives you Savior (which allows a unit to Rescue another person without negating their stats, I find this not that useful) and the one on the bottom left corner gives you Nihil (which negates the enemy's combat-related skills and is quite useful).

So, with that information you can decide how you'll go about this battle. Apart from that I can't tell you much, but I'll give you some tips.

The Black Knight will come to your starting point after a while, so make sure you're out of that area after about 5 turns. And before that, some Wyvern Knights will show up at that same point. Make sure you're ready for these things.

The paladin boss and his fellow riders are not the weakest of foes; the boss himself may take about 5 strong units to beat.

TWO packs of bandits and berserkers will show up. The first time they'll appear near the top right house, the second they'll go for the bottom left house.

Chapter 25 - Strange Lands

Now you're in the mountains, and the obstacles are giant boulders that your enemies are going to roll down at you, some stone-throwing ballista-like weapons, one long-range ballista, and a free-moving long-ranged wyvern-riding boss. Are-you-getting-sick-of-dashes?

If your Soren can finally use long-range magic, then here's an easy way to get rid of the boss quickly. Have Tanith call for reinforcements. Send the reinforcements into the mountain range at the center of the screen, in the enemy boss's range. He should come riding out, sending bolts of lightning at the reinforcements with his crazy Bolt Axe. Then Soren should be able to nail him with long-range magic (wind is best because Wind is good against Lightning). Have Reyson use Chant on him and give him another shot if he needs it.

The boulders that are aimed right at a Cliff (or mountain range) are going to roll right DOWN the entire way, they will not change direction. But boulders that are set on a path are going to keep rolling on that path. Keep that in mind. And if you need to distract the enemy's stone-throwers and ballistas, then Tanith's reinforcements are useful.

This is Rout, of course, and reinforcements will only come at the top of the screen. So move up there, taking out the enemies and stealing valuable supplies from the enemies, and then at the top you get to experience the grand face-off with the boss and his boulder-pushing pals.

A last note: the boulders do 10 damage when they hit a unit, and they can damage ANYONE, the enemies, your partners, and you. They do not stop at one person, they keep rolling until they've reached the bottom of the screen.

Chapter 26 - Clash!

Now, who is Bertram? Who does he remind you of, and why would he appear after the fall of Crimea? The game is giving you clues of who he is; pay attention! If you can't figure it out, look at the Spoilers section I provide at the end of the walkthrough.

The identity of the boss aside, this battle is the first chapter to use the the-end-draws-near music. No, it's not called that, but it's used for the last few chapters. It's called like Congregation of Ambition or something.

Onto the strategies. This chapter is different, because it's totally in the open and it's hard to see where you are in relation to your other units or enemy units. First, you want to get those Warriors just above you OUT OF THE WAY, because they are close enough to you to cause trouble for your poor vulnerable units. If you need help there, call for reinforcements (Tanith) and the pegasus

knights that come are good bait for the stupid Warriors. While they're busy with the pegasus knights you can either run off, hurrying to the boss and beating enemies on the way OR you can just wipe out the distracted baddies.

There are MANY sages and bishops on this round. More than usual, I think. They even come as reinforcements eventually. As you know, that Sleep staff is going to get really annoying. Maybe send some of Tanith's reinforcements into the bishop's range to waste his shots or just take him out with long-range magic or something. You should have got a Purge light magic spell last chapter, which may come in handy (if Rhys has changed class).

So as you might remember, Ike has this chapter and most of the next chapter to get to Level 20. If you need Bonus Experience to help you out, go ahead and be using that. But also use Ike a lot in this battle. Did you notice all of those enemies that are running towards your group's starting point from the bottom left corner screen? Ike can take them all out. And once he's got most of them and that bishop is still after him, make him lead the bishop to your thief and steal his valuables.

One last tip: DON'T try to kill everyone on the screen before getting to the boss- reinforcements come in loads, and there are enough enemies as it is. Clear the map as soon as you can (which is going to take fairly long).

Chapter 27 - Moment of Fate

If Ike is still not at Level 20, use him very much in this chapter so he gets there. BEFORE YOU BEGIN THIS BATTLE make sure Ike has learned the Aether skill from one of the few Occult skills that you found in the game. He can learn it as soon as he's a Lord, and it is deadly. It halves the enemy's defence on one hit and then it restores some health on his other hit. This skill is pretty much the only way to defeat the Black Knight at the end of this chapter.

Bring a Physic staff or two in this battle. That's very handy.

So this chapter is a bit different. I'm going to give you MY strategy, because it was the only thing that I could do in this chapter. You can use it or not, but read it anyway for the information.

In a few turns, the thieves near you are going to reach those doors. When they open those doors, MANY MORE enemies and long-range users are going to show up. You're going to be in for some trouble. So start out by killing both of the thieves. Have some strong units and your archer head towards the left thief. Have the archer kill the thief (if he can reach) because then he'll get the super S-ranked bow (Rolf was at S by this chapter for me).

Have Ike and whoever has the beast-killing Flame Lance to take out the enemies hanging around just north of your starting point. And whichever units are left should take out the armoured units on the right (Volke's Stiletto is handy for finishing them off) and their thief.

So after taking out all the enemies that you can see, move into that room that the long-ranged Thunder mage was camping in before (if he's being a pain with his long-range stuff, send reinforcements as bait). Bring everyone into that room, including your Pegasus knight reinforcements (you'll need them). When everyone is set and it's a brand new turn, unlock that door with Volke or a key and send in your units.

When in the boss room, I suggest forming a sort of triangular wall with an archer/mage in the middle. Behind that you can have healers (hopefully they have Physic staves) healing and healing again thanks to Reyson's chanting. Try to

keep beasts out of the Meteor-sage's range, and keep vulnerable units out of the Bolting-sage's range.

I'll explain that wall a bit more. I had Ike, Titania, Oscar, and Rolf move in like this (the lines being the wall and the door):

```
      I
    O  R  T
-----
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With that formation you have two units with high defence and a very powerful unit defending and attacking while Rolf feathers enemies with his new Double Bow or some other good bows.

You can also use Lethe instead of high-defence Paladins, but if she's in human mode or going to be in human mode then THAT'S a problem.

Note that there are also two bishops; one carrying a Sleep staff and one carrying a Silence staff. Both are really annoying, and they need to be taking out hopefully on the very turn that you emerge into the boss room. This is why there are Paladins in the defence wall. You can have them charge out to the bishops, take them out with indirect weapons, and then gallop back to their positions in the wall.

Later on, you can expand your defensive triangle if you want. That is only if you want to use more fighters. You can expand it to this; (L is Lethe, the Ta is Tanith, S is Soren)

```
      I
    L  R  Ta
O           S  T
-----
```

You get the idea? Enlarge the triangle to make more room for indirect fighters like Tanith with her Sonic Sword or Flame Lance or Soren with his nifty magic. You like?

Beat the boss with Ike, of course. Good experience if you're not yet at Level 20 and also it's easy to beat him with Ike. An Aether will do the trick, but you don't necessarily need it.

Remember to get everything out of the chests before Seizing the throne!

Chapter 27 - Moment of Fate Part 2 - BLACK KNIGHT

Now for the Black Knight's showdown. We're finally here. If you're on Hard, good luck. I have never successfully beaten this on Hard. But pay attention to my directions, change them if you think that will help, and try hard. You may get lucky!

To win, you need certain things. Ike needs to have reached level 20 before he changed class, and he needs to be level 20 now. He also needs to have learned the skill Aether, which will land a powerful blow on the Black Knight and also heal Ike a bit (assuming that all of the attack hits the Black Knight). Look at Ike's skill number. If it's capped at 27, then you have a 27% chance of getting an Aether, which isn't too bad. You also need Mist to have survived, and hopefully turned into a Valkyrie (she can ride horsies and use swords). It would be great to give her a Physic staff, and if she's good enough with a sword to beat a bishop and a few Halberdiers, then great!

If you still have a Full Guard (which takes away the effects of Bonus Damage) then give it to Ike and the Black Knight's Luna skill will have no effect. Great, eh?

Note that this is not going to work the first time. The key to this battle is to basically get lucky. Try it a few times before giving up. If you're determined, you should be trying at least 5 times to beat this Black Knight.

Here's the procedure. Send Ike up DIRECTLY to the Black Knight; do not attack him indirectly (2 spaces away) because then he can't get Aethers. If you don't get Aether on your first attack then don't worry. You hopefully will soon enough. Have Mist heal you (with a Physic staff if you like) and prepare for the Black Knight's turn. You might get an Aether on this turn. Keep your fingers crossed!

If Ike got hurt on that enemy turn, then heal him on this turn and don't attack- if you do, then the Black Knight has a good chance of killing you on the next turn.

Basically what you need to beat the Black Knight is 2 full-hitting Aethers. And you need these in about 5 turns because Nasir will show up and end the fight. If you don't beat the Black Knight, all remains a mystery and you get the dragon Ena. If you do beat him, things are revealed and you get Nasir.

I really wish I could give you a very good, working strategy for this chapter, but I really don't think there is one. So I've armed you with everything that I know. Hopefully that will help. Now play this chapter a bunch of times, and try to get lucky!

If you didn't get Mist in this chapter, or she's too weak, give Ike lots of Elixirs and send him up to the Black Knight and don't attack. Whenever he gets hurt, just drink an Elixir on that turn and just hope you get a few Aethers on the Black Knight's turns.

GOOD LUCK! (You'll need it.)

Chapter 28 - Twisted Tower

NOTE: Any mages who are coming to this battle will want to have the best Thunder magic they can use for sure, and the best Fire and Wind magic they can use if possible. Any "Laguz" weapons are good (like laguz axe, laguz lance, laguzslayer...). You're fighting mainly laguz in this battle.

You now have a dragon. Nasir or Ena, you have one. They are quite useful. The most difficult part of this chapter is the enemy dragon bunch. The only things that can do good damage against them are Soren's Elthunder (or Thoron or Rexbolt if you have them and can use them), Ike, the Paladins, your dragon, and... well, there wasn't much else for me. Oh yeah, Tibarn! Only you don't really get to order him around that much.

Watch out for the long-range magic at the beginning- Tibarn or some of your reinforcement pegasus knights should take out that sage soon enough but until then have vulnerable units stay out of his range.

The enemy general holds the all-powerful lightning spell, the Rexbolt. In the unlikely case that your main mage managed to get to an S skill in lightning, GOOD JOB and use this spell in the last chapter. It rocks against dragons.

There isn't really much more to say about this battle, except for watch out for reinforcements. Beat the level as soon as you can, I don't know when the

reinforcements stop coming. Don't worry about Nasaela and whatever he's doing with Leanne, it will all be explained in due time. He's off the board so don't try going over to him.

Endgame - Repatriation

The final battle has come. On normal and easy mode this battle is of course, difficult. But very much manageable. I know that if you lose a guy you'll think, "It's the last battle so what does it matter?" Well, the only thing that matters is that you get to talk to every one of your characters at the end of the game. You may want to keep a character alive just so you can see a different ending, especially if it's an important character.

Anyways, let's get down to business. You treat this like any old battle, right up until Ashnard. Kill everyone except Ashnard, that's what you want to do. I've explained how to kill the dragons in the last chapter's walkthrough. Just repeat that procedure.

On normal and easy you get to ask Nasaela, Tibarn, or Giffca to step into the battle and help you out. Well, they are all good but I suggest either Tibarn or Giffca. Giffca is a LION, if that gives you a hint. WHICHEVER ONE YOU CHOOSE, REMEMBER THAT THESE LAGUZ KINGS CAN HURT ASHNARD!!!! Ashnard can be harmed by Ike and these laguz kings. I don't understand why, but they can hurt him. I also believe Ena hurts him too, and I assume that includes Nasir.

I suggest you move upwards into the fountain circle, wiping out the enemies in there and using it as a stronghold. You can protect the vulnerable and stuff like that. Then once you've wiped out enemies in that area you can either move straight up or split into a few groups and move up. Watch out for General Bryce and his Wishblade (which is a LANCE, not a blade, so don't get confused).

When you have slayed every enemy on the screen except for Ashnard, move up onto his platform. The procedure is much like the Black Knight battle, only there is no time limit and you have ALL of your characters. Hopefully you brought two healers and Reyson into this battle. And hopefully you have some guys who can shove or better yet, smite. Here's how I did it. On his first turn, have Ike attack. If he gets an Aether, great. If not, no worries. Have a healer use a physic staff to heal him OR have Mist (if she's a valkyrie) gallop up to him, heal him, then gallop away out of Ashnard's range OR have a healer heal Ike with normal staff then have another person shove or smite the healer out of the way so that nobody is in Ashnard's range but Ike. Ashnard is programmed to attack the weakest player in his range. He will not move, but will attack anyone 1 or 2 spaces next to him. After Ike is healed but he has used up his turn, have Reyson chant him. Have him attack Ashnard again, heal him right after, shove the healers out of the way, and end the turn (of course you want to be doing the same thing with your Laguz Kings if any).

So Ike is well-healed and prepared for Ashnard's turn. I hope I don't have to remind you to attack Ashnard directly- long-range sword battles will not give Ike any Aethers. On the beginning of your new turn, heal Ike and get out of Ashnard's way. Then follow the same procedure that you did in turn 1.

Hopefully you will get some Aethers eventually and finish the big bad Ashnard. It may take a long time, but you have no time limit so there's no trouble.

HARD MODE is a different story. Everyone charges you, even Ashnard (after a bunch of turns). Not just that but Ashnard will go for everyone BUT Ike, if they are in his range. So here's what you gotta do. Wipe everyone out before Ashnard decides to move out, and then send Ike way up into Ashnard's range and have

everyone else stay out of Ashnard's range, or else they will so get killed. (By the way, Ashnard's music kind of sucks. They could have done something way cooler.) As for healing, give all healers physic staffs and heal Ike from afar. Don't worry about Chanting with Reyson because he'll just get killed. On Hard mode you have no Laguz King reinforcement so it's little Ikey poo out there on his own, fighting the gigantic beast Ashnard.

If you have Fortify or the Ashera Staff, that's excellent too. Give those to your healers, they heal everyone on the board, not just one person. They work long-range of course. They will come in handy for this battle.

Unless you are REALLY good, it is inevitable that you will lose someone in this battle (especially on Hard mode). So try and make it an invaluable person rather than an important character. Someone like Mia doesn't really matter, hahaha.

I think that's all I need to tell you. Good luck on defeating the monstrous Ashnard and good job if you beat him. I hope this Walkthrough helped you out in the game, I hope you write your own walkthrough and add to the Fire Emblem community! After you beat the game remember that you can listen to the music, see the movies, and stuff like that. You can also keep playing at the Trial Maps (try a few with JUST IKE! It's really easy). If you beat the whole game a lot of times you unlock new playable characters such as Oliver the bishop, Petrine, Shihiram (or whatever his name is), and even Ashnard.

But that's not all.....

Spoilers

Soren's Secret - You're wondering about Soren's big secret? Well, he and Petrine both share the same thing. He is a branded- that is, half laguz and half human. They are normally hated by both laguz and humans, so naturally he has to cover it up. Stefan is also a branded, by the way. Anyhow, you find this secret out by having Ike get an A support with Soren. The conversations they have explain the whole thing. There are of course many hints to Soren's secret throughout the game as well.

The Identity of Bertram - Bertram is definitely Princess Elincia's uncle, Lord Renning. Take a look- they both have the same mustache and all- only Bertram wears a helmet. They both ride horses, he appeared AFTER the fall of Crimea, and I have reason to believe that if you place Elincia before him in the fight against him, he will not attack you (I have not tested that myself, as it's really risky). Nobody really knows why or how he joined Ashnard's side, but he seems to be like dead or something.

The Identity of the Black Knight - NOBODY knows. There are many theories about it, all over the internet. The most logical one I believe is the Zelgius theory, where he is General Zelgius, the Begnion hero who Ike talks to a few times. Apparently they have very similar stats (in the game coding) and there is other proof like that. Look it up and check it out if you want. I personally hope that there is more about the Black Knight in the new and coming Fire Emblem Wii game.

Zihark's Secret - Remember how Zihark said his reasons for supporting laguz were personal? Well I believe his wife was a laguz but then she died. I don't really

know as it's hard to find on the web, but I think if someone gets an A support with him he reveals his "extremely personal reasons" for supporting the laguz.

Any other secrets/spoilers you can probably find on the internet. I hope this walkthrough helped you. Maybe you'll hear more of me later. Goodbye!

- Zephyr Obsidian Kage

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