

Fire Emblem: Path of Radiance FAQ/Walkthrough

by skb007

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Fire Emblem
Path of Radiance

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Version 7.0

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!. IMPORTANT NOTE [FE!]:

I made all of the maps for easy/normal difficulty. In hard mode there will be more enemies on each map but this shouldn't affect strategy much (if at all). I've added suggestions for hard mode since some of the maps in hard mode have fog of war and there are more enemies etc. Also note that this (v7.0) will be the last version. I'll probably end up making a few minor adjustments/additions here and there but for the most part this faq = done.

@. Before We Begin [FE*]:

My maps may not be spectacularly accurate but will be close.



\$. Basic Game Controls [FEBGC]:

- Control Stick/Pad: Move cursor, select menu options, move units
- A button: Start game, confirm nenu selections, scroll through messages, select units(place the cursor on a unit and press A), Press A on an enemy unit to have their attack range displayed
- B button: Cancel the current selection, return to the previous screen
- X button: Moves the cursor to units that have not done anything during the current turn
- Y button: Display the status screen (with the cursor on a unit), Display help messages (on certain screens only)
- Z button: Display the map menu, display previous conversations
- R button: Press and hold to remove displays on the map screen
Press the button in a little to make the displays on the map screen semi-transparent
- L button: Zoom in and out of the map. There are 3 levels of zoom
- C stick: Change the camera angle, Rotates the little character image in the top left corner of the status screen
- Start button: Start the game, display the status screen, skip conversations and cutscenes, Leave the base, Begin fight
- Start+B+X buttons: Hold these 3 buttons down to reset the game.



%. Basic Commands [FEBC]:

- Attack: Choose this to attack an enemy
 - 3 types of attack:
 - Direct: Range = 1 ie must be next to an enemy. Most weapons can direct attack
 - Indirect: Range = 2 ie one space away from an enemy. Indirect attacks can hurt the enemy from a distance so they cannot fight back if they don't have a weapon capable of indirect attack
 - Long range: Range varies by weapon and character stats
- Staff: Choose this to use a staff.
- Shove: Choose this to push a unit one space over. Units can only shove other units whose Wt (weight) does not exceed their own

by more than two. Mounted units cannot shove at all.

Rescue: Use this to pick up allied, Partner, or Other units and have them travel with you. Though a rescued unit can't be attacked, the speed and skill of the rescuing unit is cut in half. Rescue can only be used if the unit to be rescued's weight is at least two less than the rescuing unit's weight.

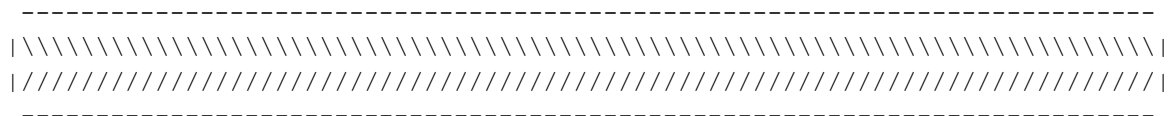
Drop: Use this to drop a rescued unit in an adjacent space. A unit cannot rescue and then drop a unit on the same turn. Dropped units cannot do anything during the turn they are dropped.

Take: Use this to take a rescued unit from another unit. The unit can only be taken if its weight is at least two less than the receiving unit's weight.

Items: Use this to open the item window, in which your character can equip, use, or drop items and weapons.

Trade: Use this to give and/or take items/weapons to/from another unit.

Wait: Use this to have a unit do nothing for the current turn.



^. Special Commands [FESC]:

Talk: Speak with units that are next to the character. This is usually how you gain new allies.

Visit: Enter houses to receive items. But move fast because enemy thieves, berserkers, and bandits will try to destroy houses that you have not visited.

Door: Unlock a door with a door key. Thieves and assassins can open doors without keys.

Chest: Unlock a chest with a chest key. Thieves and assassins can open chests without keys.

Break: Don't have a key or a thief nearby? Choose this to hit a door with one of your weapons. Different doors have different amounts of health and will not open until their health goes to zero. Most doors will take a couple hits to break.

Order: This command can only be used by Ike to give orders to the rest of your units (blue units). Any unit that doesn't get moved by the player will follow these orders.

Request: This command can only be used by Ike to give orders to yellow (Partner) units. The Partner units will follow Ike's orders once you end your turn.

Seize: Only Ike can use this to seize a specific location(the space will be blue) and clear the map.

Escape: Use this when a unit moves onto a space that allows him or her to leave the map (the space will be yellow). If Ike escapes, the map is cleared. If another unit escapes, you will

- 6. Wind Magic Flying units
- 7. Fire Magic Beast Laguz
- 8. Thunder Magic Dragon Laguz
- 9. Light Magic Nothing



". Support System [FESS]:

Support Conversations:

After two characters have had a support conversation their stats will be improved when they stand near each other on each map. Available support conversations can be done anytime at your base. Each character will have a list of other characters that they can support with and each character may have up to 5 support conversations. Of these 5 conversations, only up to 3 may be with a single other character.

So how do you get new conversations to appear?
For new support conversations to become available, two characters that can support with each other must both be used on a certain number of maps. The amount of maps they must participate in together varies depending on the characters and what support level is next (C, B, or A).

So how exactly will their stats be improved?
Well, it varies depending on which two characters are supporting each other. However, the four stats that could be increased are: Attack, Defense, Hit percent, or Avoid percent.

In-Built Supports:

Aside from the support conversations, some characters have in-built support bonuses with other characters that raise their critical percent when standing right next to each other on a map. That's right for these to work, there cannot be a space between the characters.

Characters:	Critical% Increase For Each Character
Ike and Mist	10%
Any 2 of the 3 brothers (Oscar, Boyd, Rolf)	10%
Rolf and Shinon	5%
Marcia and Makalov	5%
Lethe and Mordecai	5%
Calill and Largo	10%
Tormod and Muarim	10%
Geoffrey and Kieran	5%

Ally
Mercenaries 4

Enemy
Army 9

Dropped Items:
1 Vulnerary
1 Steel Axe
1 Speedwing dropped by Ikanau the boss

Units:
You gain Rhys who is a level 4 healer. He's pretty good and will be your only light magic user so I would use him. Just make sure to keep him in the back out of danger as he will die easily.

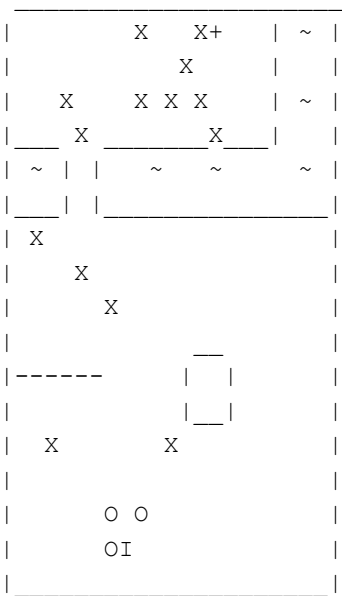
Overview:
You start off with everyone except Titania. She will join you at the bottom of the map at the beginning of turn 3. As always just move carefully and make use of the thickets to add to your evasion. The boss will move and attack when you enter his attack range so watch out for that, though he isn't too strong.

Suggestions:
Just mow the enemies down with Ike and whoever else you want to gain exp. Heal with Rhys but keep him out of the enemies' attack range. Titania makes an excellent wall on this map if you take away her weapons and this is even more useful on hard mode.

Hard mode notes:
There are more enemies at the left so you'll want to stay closer together at the beginning and make sure to carefully protect Rhys.



3. Chapter 3 - Pirates Aground [FE3]:



Ally
Mercenaries 4

Dropped Items:

- 1 Iron Lance
- 1 Steel Lance
- 1 Javelin dropped by Maijin the boss

Units:

You get Soren, a level 1 mage, at the beginning of this chapter. In my opinion he is the best magic user in the game so I'd advise using him... alot. As with all magic users he starts off relatively weak so make sure he doesn't get attacked much.

Overview:

You start out on the right side of the map with enemies scattered to your left. Simply mow them all down to win.

Suggestions:

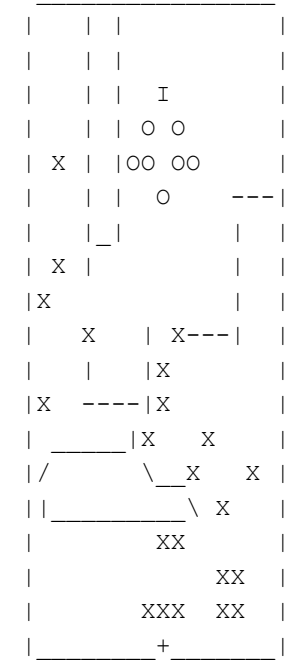
I would weaken some of the enemies and then let Soren finish them off to help him level up. Usually when an enemy is injured he will run away and try to heal so use this to your advantage. Make use of the thickets especially with Soren. Gatrie should probably stay up at the front with Ike to protect Soren and Rhys but other than that I'll leave it up to you to decide who gets to kill what :D . This is another boss who will move and attack when you enter his attack range so just watch out because he has a ranged attack.

Hard mode notes:

There are a lot more soldiers so definetly have Gatrie up front. Be careful at the beginning and know that the enemies will usually run away when injured and this is probably the best time for Soren to pick them off >:D . Also, note that they will usually go after Shinon before going after Soren so I like to keep Shinon in front of Soren in this one. In my opinion it's best to injure them all at the beginning to help keep Rhys safe and then take them down once they retreat to heal.



5. Chapter 5 - Flight! [FE5]:




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Ally

Mercenaries 6

Enemy

Army 15

Dropped Items:

2 Chest Key

1 Steel Lance

1 Fire

1 Mage Band dropped by Balmer the boss (only if you beat the game once already)

Items in Chests:

Right Chest:

1 Armorslayer

Left Chests:

1 Miracle scroll

1 Ward Staff

Reinforcements:

1 Thief appears at the bottom left at the end of turn 2.

1 soldier and 1 mage appear at the bottom left at the end of turn 3.

1 soldier and 1 mage appear at the bottom middle at the end of turn 3.

1 soldier, 1 knight, 2 myrmidons, 1 priest, and the boss Balmer(a sage appear at the top middle at the end of turn 3.

Gatrie and Shinon will appear right above the area with the two chests at the end of turn 3.

Units:

Mia who is a level 6 myrmidon will join you if you talk to her with Ike.

Overview:

The first indoor map yay! Anyways you start at the bottom right corner and Mia appears right above you at the right door. There are 3 chests in this level and you can get 2 sets of 2 chest keys from enemies. So once you get the keys loot the treasure. Also be careful about items because if a character has more than he/she can carry then you'll have to drop something and by now one of your biggest problems is sorting out all of the items you have. Also note that more enemies come in towards the end. They appear in the top middle and the bottom middle areas. When they appear you get Gatrie and Shinon back to use. Kill all the enemies to win.

Suggestions:

I would send Ike up to talk to Mia quickly and then leave him handle the few enemies on the right side of the map(he's probably strong enough to handle them easily on his own). However, ThunderMan has pointed out that Mia will come and talk to you if you don't go to her. I would then send everyone else to the left and then upwards towards the treasure chests. When your main party gets near the chests on the left the new enemies should appear so be careful about the placement


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Dropped Items:

- 1 Longbow
- 1 Pure Water
- 1 Red Gem
- 1 Soldier Band dropped by Kamura the boss (only if you beat the game once already)

Reinforcements:

- 2 Knights appear at the top at the end of turn 4.
- 2 Soldiers appear to the left of the boss at the end of turn 4.
- 2 soldiers appear at the left and 1 appears at the right at the end of turn 5.
- 2 lance knights appear at the bottom right and 1 soldier appears at the bottom left at the end of turn 6.
- 1 soldier and 1 myrmidon appear at the right at the end of turn 7.

Units:

Ilyana, a level 6 mage, can be recruited by having Ike talk to her.

Overview:

Another chapter in which your goal is to defend. This time it's harder as there are more enemies and they are completely surrounding you. Also, it is 8 turns to defend now. There are a lot of knights toward the right while only some fighters, myrmidons and archers to the left. The boss is in the lower right corner and will move and attack you if you enter his range. Ilyana starts off in the top left area and she always moves towards Ike so just talk to her when she gets close enough and she'll join. More enemies keep appearing on all sides on the last couple of turns so just keep killing everyone till the turn limit is up.

Suggestions:

I would send Ike to the right since he should be the strongest of your characters. Leave him so that the enemies can't get past him. Then have Soren attack from behind Ike. There are many sword/lance knights at the bottom so have Titania or Oscar block off the bottom entrance. I'd have Boyd fight the enemies on the left and have Mia help him. Recruit Ilyana and use her if you like but in my opinion Soren is much better and so I never used Ilyana. Eventually work your way down to the boss and kill him (I actually had Boyd go back and kill him after he finished with the few enemies on the left). Another strategy is to give Boyd the Poleax and let him take out all of the mounted units at the bottom.

Hard mode notes:

There are more enemies on the left so this time I just left Titania block the left. An archer always stood right next to her and no enemies even attacked her. The space is the one where the inner wall comes down to, it is the only space you can stand on in the column. So if you have to, just put your weakest character there and don't have him attack. Then you'll just have to worry about the bottom and right sides.

I had Boyd block the bottom and use the Poleax that you should have. The only problem are the 2 sword knights down there but if Boyd is strong enough he can handle them with only a little help from Mia. After taking them out move down and take out the boss to get the soldier band. On the right I just had Ike block the way with Soren


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Ally

Mercenaries 9

Enemy

Army 6

Other

Prisoner 4

Dropped Items:

- 1 Master Seal dropped by Danomill the boss
- 1 Chest key (hard mode only)

Dropped Items(if you're not going stealth):

- 2 Door key
- 1 Chest key

Items in Chests:

Lone Chest:

- 1 Statue Frag

Chests by the boss:

- 1 Counter scroll
- 1 Steel Lance
- 1 Short Axe
- 1 Javelin (thanks ThunderMan for this item list)

Reinforcements(all appearing when you get spotted):

- 1 knight, 2 myrmidon, and 1 archer appear behind where you start.
- 2 knights, 1 mage, and 1 myrmidon appear at the right.
- 3 soldiers, 2 knights, and 1 halberdier appear at the top.

Units:

Lethe, a level 3 cat, and Mordecai, a level 2 tiger, join at the beginning of the chapter. Volke, a level 10 thief, will join at the beginning if you hire him.... SO HIRE HIM!! Nephenee, a level 7 soldier, Brom, a level 6 knight, and Kieran, a level 12 axe knight are also in this chapter but can't be used until the next chapter. Also, there is a character named Saphiran in this chapter but he cannot be recruited.

Overview for stealth:

Oh boy... This chapter is a real pain if you want to get the max bonus experience. In order to get the bonus experience you have to avoid being seen by the 3 soldiers roaming around the map. You can still go and kill the boss and the 2 myrmidons (archers in hard mode) by him and get the bonus experience. If you do get seen... and you get seen if one of your characters or one of your allies (including Saphiran) is in the attack range of one of the 3 soldiers at the end of any of your turns. If you are seen then reinforcements will show up and you won't get the bonus experience. Also, note that if you kill the soldiers they will still call for reinforcements even if you try to kill them after killing the boss. The only prisoners you must talk to for this chapter are Brom and Nephenee. Talking to Saphiran doesn't change anything, and Kieran will join your party whether you talk to him or not.

Suggestions for stealth:

Scroll down a little for a turn-by-turn walkthrough of this chapter.

Overview for non-stealth:

There will be quite a few enemies starting behind you and all of the enemies can move the turn they appear. So you'll want your strongest characters in the back. The enemies on the right will move toward you so finish the ones that start behind you off quickly so that you can then deal with the ones on the right. Once you beat the enemies at the bottom talk to Sephiran with Ike then go over to Brom and Kieran's cell. Talk to Brom with Ike and Kieran with Oscar. Then move up to take out the enemies at the top who won't move until you enter their attack range (the knights and Halberdier won't move at all). The boss and the two myrmidon by him will all move once you enter their attack range. Kill the boss and then have Ike talk with Nephenee. Open up all the chests and escape with Ike to end the chapter.

Suggestions for non-stealth:

I would advise keeping your strongest characters in the back to quickly take out the enemies that will appear there. Then I would block off the area you start in with your strongest characters and slowly advance killing the enemies. The enemies at the top all have lance except for the boss and the mymidons so use that to your advantage. Have others escape before Ike to increase your bonus experience but don't take too long or else the extra turns will detract from your bonus experience.

Hard mode notes:

The enemies by the boss are now archers and one of them drops a chest key. Other than that this chapter is like easy/normal modes. By going stealth I received 700 bonus exp (the max) and 90 for having everyone escape before Ike. I think the bonus is worth it in hard mode since you won't get too much for beating the enemies. (I got about 120 for beating the boss and archers) Also, bonus exp is hard to come by in hard mode and can really help level up low level characters like Rolf, Mist, or Rhys.

10.1 Chapter 10 Turn-By-Turn Strategy [FE10.1]:

This strategy uses Ike, Volke, Marcia, Titania, Oscar and one character of your choosing. It does not bother with Sephiran or Kieran as it has been pointed out that talking to either of them is unnecessary. If you saw the old version then you know it needed a promoted Oscar, this version does not. It takes a couple more turns as a result but the bonus experience in the end will be the same.

Starting Positions (Ike's starting spot is always the same so just use that to align everyone):

I V
M
T
E O

I = Ike

V = Volke

M = Marcia

T = Titania

O = Oscar

E = An extra character of your choosing. This character will be carried by

Oscar up to the boss. Therefore, this should be a strong character that can help win the fight and you want them to get combat experience in this chapter.

Directions:

Up
Left Right
Down

And sometimes for positioning:

Above
Left Right
Below

Turn 1:

Move your extra character to the right of Titania. Then rescue him with Oscar and move Oscar 2 up then 2 right then 2 up then 1 right (This should be one space left of Sephiran's cell door). Have Marcia rescue Volke then move to the left of Oscar. Now move Ike to the right of Titania. Have Titania rescue Ike and move below Marcia.

Turn 2:

Move Oscar 4 right then 1 up. Move Marcia right below him. Move Titania 4 spaces right.

Turn 3:

Move Marcia down 5 then right 1 space. Move Titania to the left of Marcia. Move Oscar down 2 then left 3.

Turn 4:

Move Marcia right 4 spaces then up 1. Move Titania right 5 spaces. Move Oscar down 4 spaces.

Turn 5:

Move Marcia up 6 then 2 right and drop Volke to her right (this should be right in front of Brom's cell). Move Titania up 5 spaces. Move Oscar right 4 spaces then up 1.

Turn 6:

Have Volke open the cell door. Have Marcia rescue Volke then move to the left of Brom. Move Titania up 2 spaces then right 3 spaces then down 3 spaces (this should be right above Brom) and have her drop Ike to her right. Move Oscar up 4 spaces.

Turn 7:

Move Ike down 1 space then have him talk to Brom and right after talking choose Direct then Target and pick the spot in the bottom right corner of the cell. Move Titania to the right of Ike and rescue him. Move Oscar up 3 spaces. Leave Marcia alone.

Turn 8:

Move Oscar up 4 spaces then left 2. Move Titania up 1 space and leave Marcia alone.

Turn 9:

Move Oscar left 4 then up 3 then left 1 (this should put him in the doorway to the room with the boss) and have him drop whoever he's carrying to his right. Leave Marcia and Titania where they are.

Turn 10:

This is where things get tricky around the boss. Depending on your Oscar's stats he may have killed 1 or both of the myrmidon by now and you might be able to take out the boss now. If you can, then move in and take him out. If there is still another enemy in the way then you could have your other unit finish him off from a distance. Or, Oscar could take him out and your other unit could go after the boss. However you decide to do this, just make sure that you get inside the room on the next turn and are out of the soldier's range of sight. Leave Marcia and Titania where they are this turn.

Turn 11:

Finish off the boss and his lackeys if you can. Once you finish them off, your extra character can escape whenever you want, just check that the character stays out of the top soldier's range. Leave Marcia and Titania where they are.

Turn 12:

Move Marcia up 2 spaces. Move Titania up 1 and then left 1.

Turn 13:

Move Marcia right 1 space then up 2 spaces then left 3 spaces then down 2 spaces. Move Titania right below Marcia.

Turn 14:

Move Marcia 5 left then up 1. Move Titania right below Marcia.

Turn 15:

Move Marcia down 5 spaces. Move Titania down 5 then right 1.

Turn 16:

Move Marcia right 4 spaces. Move Titania right 4 then up 1.

Turn 17:

Move Marcia up 3 spaces. Move Titania up 4.

Turn 18:

Move Marcia left 4 then up 2. Move Titania left 4 spaces.

Turn 19:

Move Marcia up 2 then right 1. Move Titania to the right of Marcia. Make sure that Oscar is to the right of the bottom chest.

Turn 20:

Move Marcia up 4 then left 2 and drop Volke to the right. Move Titania left 1 then up 4 then right 1. Move Oscar right 3 then down 3.


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Ally

Mercenaries 13

Enemy

Thief 1

Vigilantes 4

Army 23

Dropped Items:

1 Master seal dropped by Mackoya the boss

Items in houses:

Bottom left house:

1 Dracoshield

Top right house:

1 Killer lance

Middle left house:

1 Elwind

Reinforcements:

Jill and 2 wyvern riders appear at the bottom right corner at the end of turn 4.

Units:

Zihark, a level 10 myrmidon, can be recruited by having either Lethe or Mordecai go up to him (Zihark will talk to them). Also you can now use Nephenee, Brom, and Kieran though I only used Nephenee. Brom and Kieran are decent characters though. Jill appears on the bottom right corner of the map but she is an enemy so just stay away from her so that you can recruit her in the next chapter.

Note:

The 'B' is where the Black Knight will appear once you get up the left side to the same row as the house the Black Knight comes out of.

Overview:

Ok so you start at the bottom right corner of the map and need to go to the top left corner and have one of your characters stand on the blue square and choose "Arrive"(a knight is on it at the beginning). There are 4 vigilantes above you and 1 of them, Zihark, can be recruited. Note that if you let the other 3 vigilantes live you get some bonus experience but in my opinion it's not worth it (I believe it's 50 experience for each one that lives). I would just run up kill them and let Zihark talk to Lethe(or Mordecai). Just keep moving towards the boss (don't forget to visit the 3 houses) and stay away from the house in the middle when you get close to the boss. Also, make sure to stay away from Jill and definitely do not kill her.


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Ally
Mercenaries 12

Enemy
Army 2
Unknown 21

Other
Army 6

Dropped Items:
1 Long Bow dropped by Norris the boss

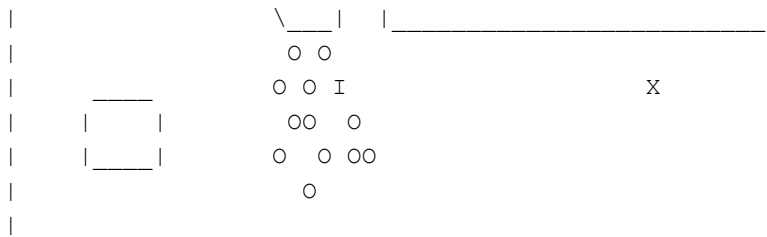
Items in Chests:
Allied boat:
Top Left Chest:
1 Laguz Axe
Bottom Left Chest:
1 Killer Bow
Top Right Chest:
1 Longsword
Bottom Right Chest:
1 Elfire

Enemy boat:
Left Chest:
1 Occult Scroll
Middle Chest:
1 Energy Drop
Right Chest:
1 Speedwing

Units:
At your base there is a 3 star conversation to read. If you read it and then choose to allow Sothe to join you will gain him. He is a level 1 thief. NOTE: HE CANNOT PROMOTE. Therefore I don't recommend using him too much.

Astrid, a level 1 bow knight, will join if you talk to her with Ike. Gatrie will rejoin you if you talk to him with Astrid. You can also talk to him with several other characters but only Astrid will make him join.

Overview:



Ally

Mercenaries 13

Enemy

Peddler 19

Dropped Items:

- 1 Laguz Lance
- 1 Laguz Bow
- 1 Killer Axe dropped by Gashilama the boss

Items in houses:

- Bottom left house:
 - 1 Spirit Dust
- Top left house:
 - 1 Secret Book
- Top right house:
 - 1 Vantage Scroll

Reinforcements:

Two tigers appear at the top behind the boss.

Units:

Makalov, a level 10 sword knight, will join you if you have Marcia talk to him.

Overview:

The objective is to kill the boss. Split your party into two groups with the smaller one heading up the left bridge. Use the main party to go straight up towards the boss. Most of the enemies here are axe users so be sure to make good use of your sword wielding characters. Don't forget to stop by all 3 houses and remember to kill the lone enemy at the bottom right. Make sure you have Marcia talk to Makalov to recruit him and until you recruit him don't put anyone in his attack range that can kill him. When you get up by the boss he will bring two tigers out right behind him. They are relatively strong so be careful up there. The boss and tigers won't move so you can take them out easily enough with ranged attacks. However, if the boss gets low health he will run away and heal himself. This could cause problems if he runs into the river to heal. Kill the boss to end the chapter.

Suggestions:

The enemies aren't too strong, except for maybe the boss and the tigers. So just mow them all down while making sure to visit the houses and talk to Makalov with Marcia.

Hard mode notes:

This is another fog of war map. The toughest part is to get to the top left corner for the houses and Makalov. Just race up there with some of your units and you should be fine. Remember that Laguz and thieves have increased vision in fog of war so use them wisely. You can also make use of the torch you got from chapter 5. The boss and the two tigers still don't move at all so just crush them with ranged attacks.

Stefan/Vague Katti: (26,17)
 White Gem: (27,16) (28,16) (28,15) (27,15)
 Guard Book: Y = 1, X = 2, 3, 4, 5
 Statue Frag: Area of 15 squares. X : 26, 27, 28 Y = 3, 4, 5, 6, 7
 Psychic Staff: Area of 9 squares. X = 16, 17, 18 Y = 9, 10, 11
 Boots: X = 11, 12, 13 Y = 16, 17, 18
 Shine: X = 7, 8, 9, 10 Y = 10, 11, 12
 Silver Blade: X = 3, 4, 5 Y = 8, 9

Units:

Stefan, a level 8 swordmaster, joins if you have a laguz step on the space mentioned above.

Note:

All units except for magic users, thieves, and fliers will have their movement reduced by half in this chapter.

Overview:

As you can tell from the map, both the enemies and the items are spread out. Therefore a good plan would be to split your party up into 2-3 teams. One of them can take out the enemies on the right and get the items over there while the other team or two can handle the middle and left areas. After you get all of the items, beat Muarim the boss, who doesn't move at all, to beat the chapter.

Suggestions:

I've heard that you get 40 exp for every laguz you don't kill plus 300 if you don't kill any of them except the boss. In total if you only kill the boss I believe you get like 1060 bonus experience. On easy mode you can end up with a little bit more for each one not killed and more for not killing any of them. However, this is no small feat when you're trying to get the items so it's up to you to decide whether or not it's worth it to try. Since I don't care too much on what characters you use it's hard to suggest who to put where. Just make sure to split your party up to save time and get all the items+Stefan before beating the boss.

Hard mode notes:

The chapter's basically the same on all three difficulties but the enemies are a little tougher. Try to attack enemies when they are not transformed to make things go smoother. Muarim still won't move at all so just hit him with ranged attacks to beat him.

16. Chapter 16 - The Atonement [FE16]:

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Ally

Mercenaries 11

Enemy

Army 24

Dropped Items:

1 Gamble scroll
1 Spear dropped by Kimaarsi the boss

Items in Chests:

Top Right Room:

Left Chest:

1 Ashera Icon

Right Chest:

1 Silver Lance

Middle Room:

Bottom Left Chest:

1 Dracoshield

Top Right Chest:

1 Full Guard

Top Left Room:

Left Chest:

1 Bolting

Right Chest:

1 Physic Staff

Reinforcements:

2 soldiers at end of turns 6 & 7 in bottom left corner
1 soldier, 1 archer, and a thief at the left door at the end of turn 8

Units:

Tormod, a level 7 mage, and Muarim, a level 9 tiger, will join you automatically after beating chapter 15.

Devdan, a level 4 halberdier, will join if you talk to him with either Rolf, Soren, Sothe, Mist, or Tormod.

Overview:

To start off make sure you're using one of the characters that can talk to Devdan. This map isn't particularly difficult. Just keep moving at a good speed because at the end of turn eight a thief appears on the left. Make sure you get to him before he gets to the chests. Other than that just work your way through the map killing everything in your way.

Suggestions:

I suggest bringing both Volke and Sothe so that you'll have an easier time getting the chests. I would suggest moving a strong character into Devdan's attack range with a character that can talk to him just out of the range. Make sure the strong character can't fight him back. When Devdan attacks them you'll then have an easy time talking to him


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Ally
Mercenaries 10

Enemy
Army 14

Dropped Items:
1 Antitoxin
1 Killer Lance
1 Hand Axe (Dropped by one of the reinforcements)

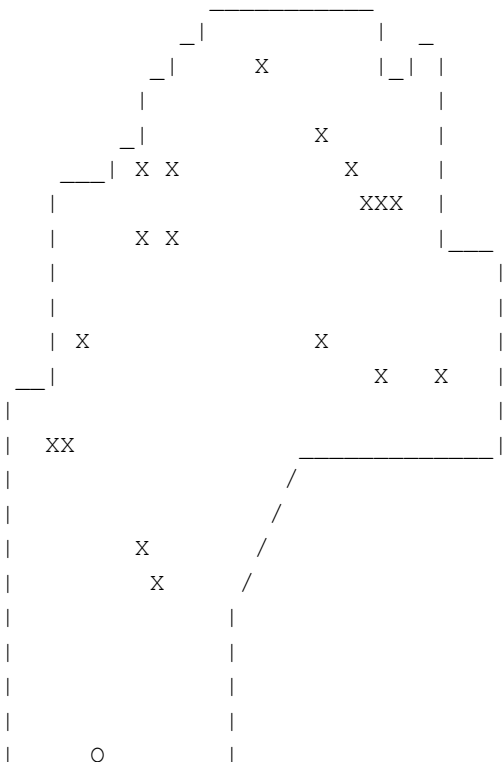
Reinforcements:
3 enemies appear at the bottom at the end of turn two.
2 enemies appear at the left and one at the top right at the end of turn three.
2 enemies appear at the top right at the end of turn 5.

Overview:
Just make your way up the map. Be careful though because one of the enemies that appears at the bottom has a killing edge. Kill all the enemies to move on to the next stage. Just be careful when you get near the top because the halberdier up there with the killer lance will attack when you're in his range and it could be bad if he hits you first and gets a critical.

Suggestions:
I would use a swordmaster or two to take out the axe-users on the left. As I said watch out for the enemies that appear behind you and work your way up to the top.

Hard mode notes:
Another chapter that's pretty much the same on all difficulties. Just note that a couple more enemies show up at the bottom the turn after the first 3 show up.

17.2 Stage 2 [FE17.2]:



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Ally
Mercenaries 10

Enemy
Army 18

Reinforce:
At the beginning of this stage you may select up to two characters to add to your party. They will arrive at the beginning of turn 3 at the bottom of the map.

Dropped Items:
1 Poleax

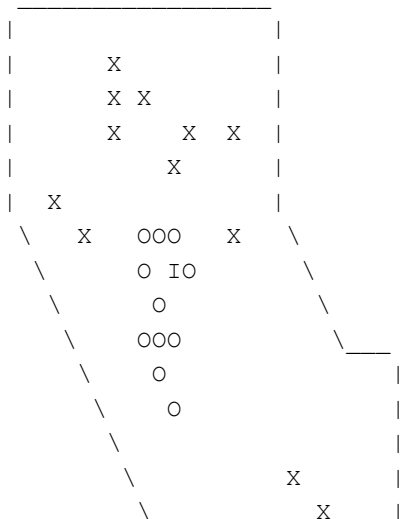
Reinforcements:
One lance knight and one sword knight appear at the top at the end of turn 5.
Two soldiers appear at the left at the end of turn 6.

Overview:
Once again just make your way up the map. In this stage the goal is to have someone arrive at a space on the far right. Notice that there is an enemy healer with mend and physic. Be sure to at least steal the physic staff from him. Kill all the enemies and have a character arrive to move to the next stage.

Suggestions:
As I said, make sure to get the physic staff. Other than that my only other suggestion is to make use of weapons that have an advantage over mounted units.

Hard mode notes:
The soldiers that appear at the left now come at the end of turn 8 so watch out that you don't leave someone weak there for them to take out ie a healer. This stage isn't too hard but I would definitely make use of the longsword that you should have.
If you're really having trouble you could just race everyone up the right side and have someone arrive quickly to end this stage but this stage shouldn't be that difficult.

17.3 Stage 3 [FE17.3]:



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Ally

Mercenaries 10-12 (Depends on number of reinforcements you brought)

Enemy

Army 25

Other

Heron 1

Reinforce:

At the beginning of this stage you may select up to two characters to add to your party.

Dropped Items:

1 Mend
1 Elfire

Reinforcements:

Two mages appear at the top right and a myrmidon appears at the right at the end of turn one.

Two myrmidon and a soldier appear at the right while two mages and any characters you chose to add appear at the top left at the end of turn two.

Three lance knights appear at the top left at the end of turn four.

Two soldiers and an archer appear at the top left at the end of turn six.

Two soldiers appear at the top left at the end of turn seven.

Two more soldiers appear at the top left at the end of turn eight.

Overview:

The goal of this stage is 10 turns defense. Take out the enemies at the top and move down to take out the rest. Be careful, as a lot of enemies show up at the top left. Also keep in mind that this stage has many magic users and note that since Ike is carrying Leanne he will suffer a big speed penalty making him rather vulnerable.

Suggestions:

I suggest splitting your party in two. Move one team down to take out the enemies at the bottom and have the other team take out the enemies on top. I would keep Ike around the middle left to keep him out of harms way.

Hard mode notes:

Nothing really changes on hard mode. Just be careful though as the enemies are a little tougher. Also, just be careful of all the fire mages.

17.4 Stage 4 [FE17.4]:

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Ally

Mercenaries 10-14 (Depends on number of reinforcements you brought)

Enemy

Army 25

Other

Heron 1

Reinforce:

At the beginning of this stage you may select up to two characters to add to your party.

Dropped Items:

- 1 Adept scroll
- 1 Armorslayer (dropped by a sword knight that appears on turn 5)
- 1 Iron Blade (hard mode only)
- 1 Nosferatu dropped by Oliver the boss

Reinforcements:

Any characters you chose to add will appear at the top at the end of turn 2.

Three bow knights and a paladin appear at the top when you get near the bottom middle of the map.

Tibarn, Janaff, Ulki, and Reyson appear at the bottom when you get near the bottom middle of the map.

Two sword knights and a paladin appear near Oliver at the end of turn five.

Note:

If any of the hawks die it shouldn't matter. Reyson died in my hard mode game and still joined me in the next chapter (wow though he really is stupid in stage 4... I mean he just flew up and stood by an enemy... (and of course I let him die to see if he'd still join later :D)).

Overview:

Hooray the final stage! Ok just make your way towards the boss and kill him to finally end this chapter. Be careful because there is a mage to your left with the long range fire magic: meteor. You start out in his range so don't allow characters with little resistance or speed to get targeted. You could go take him out quickly if you have a good flying unit or Rolf with a longbow. Also, watch out for the Bow Knights and the Paladin that appear behind where you start when you get near the bottom middle. Tibarn and his gang also appear when you get close to the bottom middle and will attack your enemies. They can hold their own against the enemies but if you want the dropped items and the exp for killing the enemies you better move fast.

Suggestions:

Just make your way to Oliver but be sure to keep some units in the back that can take care of the paladin/bow knights. Oliver uses light magic that will heal him equal to the damage it does. So use someone with high resistance to take him out.

Hard mode notes:

There are 5 more enemies to start off this stage. That can make it a little harder to move forward. However, once Tibarn and his crew show up you'll have to move quickly if you want the adept scroll that an enemy by Oliver has. Also, note that the hawks will attack Oliver if they can so be careful to not let them kill him.

Note:

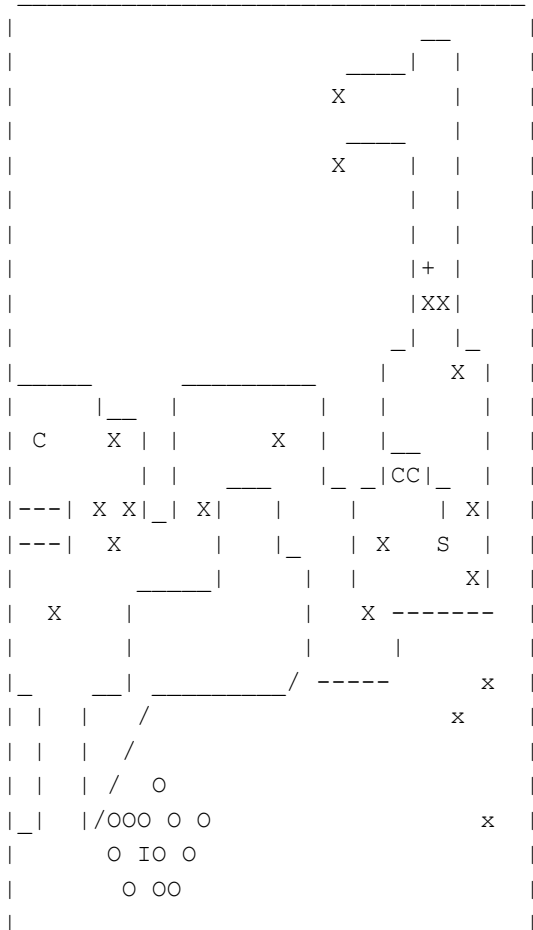
At the end of this chapter Ike will class change to Lord automatically. I suggest then using an Occult on him to give him the skill Aether. That will leave him with space only for one of the smallest skills and out of those I feel that provoke or miracle are both good choices.



18. Chapter 18 - Crimea Marches [FE18]:

Side note:

Go to the armory and buy a dagger(better version of knife) if you want. I think this is the first time they are available.



Ally
Army 13

Enemy
Army 20

Dropped Items:

- 1 Knight Killer
- 1 Tornado
- 1 Shade Scroll (hard mode only)
- 2 coins (hard mode only)

Items in Chests:

- Far left Chest:
 - 1 Recover
- Middle Chest:
 - 1 Silence staff
- Right Chest:
 - 1 Wrath scroll

Reinforcements:

Two ravens at the top left corner at the end of turn four.
Two lance knights appear at the bottom left at the end of turn six.
One lance knight, one axe knight, and one paladin appear at the bottom at the end of turn seven.
Three ravens appear at the top left at the end of turn 7.

Units:

Tanith, a level 10 falcon knight, joins automatically at the beginning of the chapter. Select the option to allow Reyson, a level 3 Heron, to join. You'll gain him, Janaff, a level 8 hawk, and Ulki, a level 7 hawk at the beginning of the chapter. If you choose not to allow Reyson to join then you'll get the Renewal scroll (thanks FAR102777 for pointing this out to me) but I feel that getting Reyson, Janaff, and Ulki is much better than getting the Renewal scroll. Also, you can't get the knight ring without Reyson. Rolf, Rhys, and Mist can talk to Shinon but apparently in order to get him to rejoin you have to talk to Shinon with Rolf or let Shinon come and talk to Rolf. Then defeat Shinon with Ike. He will appear to die but will join at the end of the chapter (He'll talk with Ike right after you beat the last enemy) (Thanks to Flying Dutchman for pointing this out).

Overview:

This chapter isn't too bad. Just keep moving forward but watch out for long range magic. Talk to Shinon with Rolf and then beat him with Ike. At this point you probably want to level up Ike the most so let Ike kill the boss. Also, note that the boss is a magic user and will move when you are in his range, so be careful of who you put in his range.

Suggestions:

I would leave a couple characters at the beginning to deal with the wyverns and the reinforcements. Just keep going forward with the rest of your party and remember to get the chests along the way. Recruit Shinon if you want and make sure Ike gets some good exp in this chapter since he just class changed. Defeat the boss with Ike or anyone with good resistance. Defeat every enemy to end the chapter.

Hard mode notes:

They added some more units including another long range magic user (Those Dastards!). Well actually that's a good thing because this extra sage drops the Shade scroll. So just be mindful that there are now 3 long range magic users and that the one with blizzard has been moved up and to the left a little.

alone. He will then retreat along with any crows that you didn't kill after talking to Reyson regardless of whether you killed crows or not. Once he's gone just advance forward and kill the boss. Be careful about the boss, though, because he is a swordmaster and has the adept skill. This means that he may gain an extra attack or two in battle and that could be really bad since swordmasters have good critical percents. Also watch out for the ballistas since they can do heavy damage to fliers.

Suggestions:

I suggest using Tanith and her reinforce ability. Use Ike's direct command to move the reinforcements near the ballista on the left. That way they can draw the fire from the ballistas and get Naesala to attack them. Move Tanith, Ulki or Janaff, and Reyson up the left (also you could use Marcia or Jill too if they're strong enough). Take out the wyverns and once Naesala goes after the reinforcements he should be in range for Janaff/Ulki to talk to him. After talking to him move Reyson into Naesala's range and take out the ballista. Once Naesala talks to Reyson he and his troops will leave. If you don't kill any of Naesala's crows you'll end up with about 1000 bonus exp at the end. An alternative would be to kill Naesala and his troops. This is not easy but can be done. A good way to kill him is with the brothers' triangle attack. Lure Naesala in with Tanith's reinforcements and then kill Naesala. However, if you kill him and his troops, you won't get the knight ring or the bonus exp.

One last alternative is to just kill the boss and stay away from Naesala, however, you still won't get the knight ring or bonus exp this way but you could use Tanith's reinforcements to lure Naesala away from you so you can kill the boss.

Keep moving forward but be careful with the boss. I suggest having a magic user take out the boss from a distance because he uses a magic sword.

Hard mode notes:

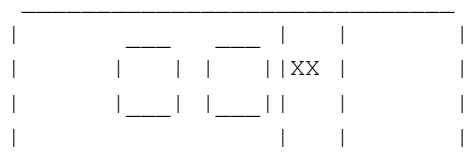
Some of the crows will begin transformed and one of them is at the bottom right. So immediately that crow will come attack you. If you want the bonus exp and knight ring I suggest having a decoy there to distract it (ie someone who can't fight back... I chose to put Boyd there with a bow). Also, note that a crow in the middle right will transform on turn 1 so don't advance too far before getting Naesala to retreat. Naesala will have a laguz band on so he'll always be transformed. Other than that this battle is basically like easy/normal difficulties.

Note:

At the end of the chapter select to hire Volke once again and watch him change into a lovely assassin :D . Also, if you are using him quite a bit then don't forget to give him an Occult scroll so that he can learn lethality. You also get 70,000 gold at the end of this chapter.



20. Chapter 20 - Defending Talrega [FE20]:



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Ally
Army 11

Enemy
Army 27

Dropped Items:
1 Shine
1 Provoke scroll
1 Tomahawk dropped by Shiharam the boss

Item at top house:
1 Smite scroll

Item at bottom house:
1 Rescue staff

Reinforcements:
2 wyvern riders appear at the bottom left at the end of turn two.
1 mage and 1 sage appear by the top house at the end of turn three.
2 wyvern riders appear at the top at the end of turn three.
1 knight at the bottom right house at the end of turn four.
1 knight at the bottom right house at the end of turn five.
3 wyvern riders at the top left at the end of turn 7.
3 wyvern riders at the top left at the end of turn 9.

Units:
Check the conversation with a woman and then choose hire in order to gain Calill, a level 6 sage. She's not the best but not bad either and she comes with elthunder, meteor and a knife so definitely hire her.

IMPORTANT NOTE:
The boss of this chapter, Shiharam, is Jill's father. If Jill talks to him she will join the enemy again. You can bring her back to your side if someone has an 'A' support with her but I advise to just keep her away from him.

Overview:
Another chapter where the goal is arrive. However, this time there is a 15 turn limit. Therefore, move quickly up towards the boss. Watchout as there is a magic user with blizzard at the right. Also, notice that there is a magic user carrying a physic staff. When you can, steal it from him then kill him and he will drop a shine tome. There is a sage with the long range wind magic at the right so watch out for him. The boss has a tomahawk so be careful because it is an improved

1 Killing Edge

Items in chests:

Bottom Right Room:

Bottom Chest:

1 Parity scroll

Top Chest:

1 Stiletto

Top Right Room:

Chest:

1 Energy Drop

Top Middle Room:

Chest:

1 Talisman

Top Left Room:

Left Chest:

1 Thoron

Right Chest:

1 Corrosion scroll

Bottom Middle Room:

Left Chest:

1 Brave Sword

Right Chest:

1 Master Seal

Reinforcements:

2 fighters and a warrior appear at the bottom right at the end of turn 5.

2 fighters and a warrior appear at the top right at the end of turn 7. 2 halberdiers and a sniper appear right above the chests in the middle at the end of turn 8.

2 myrmidon and a swordmaster appear at the bottom left at the end of turn 11.

1 thief appears at the bottom left at the end of turn 18.

Units:

Tauroneo, a level 14 general, will join if you have Ike talk to him.

Note:

You may want to bring a restore staff with you since there are some enemies with sleep staves.

Overview:

Your job here is to make your way up and around to defeat the boss and seize the square she's on. Split your party up as you progress north but note that some enemies will appear at the bottom right. Make sure to open all the doors along the way and get the chests inside. Be careful when you get near the top because there is a magic user with a sleep staff and a powerful general at the top. If you can, use someone with good movement to go up and take out the magic user. The general has a brave lance so be aware that he can strike consecutively. I would take him out with a ranged attack. Once you get to the bridge that leads to the area with the boss watch out for another magic user with a sleep staff. This one will move and use the staff on you. Work your way down and make sure that Ike talks to Tauroneo who will move when you get close to being in his attack range. If you can, steal the physic staff from the magic user that is in the area with the boss. When Ike enters the area near Ena, the boss, they will have a short conversation. She is very strong but doesn't move so I suggest using range attacks to weaken her then finish her off with Ike. A good ranged attack would be lightning since she is a dragon. When you've gotten all the items from the chests and

Middle Chest:
 1 Nosferatu
 Top Chest:
 1 Spirit Dust

Right Side:
 Bottom Chest:
 1 Silver Bow
 Middle Chest:
 1 Tomahawk
 Top Chest:
 1 Bolganone

Reinforcements:

1 tiger and 1 swordmaster appear in the left room with the chests at the end of turn 2.
 1 cat and 1 sniper appear in the right room with the chests at the end of turn 2.
 1 thief appears in the right room with the chests at the end of turn 4.
 1 fighter and 1 cat appear at the bottom left at the end of turn 5.
 2 sages and 2 tigers appear at the bottom right at the end of turn 9.

Overview:

The objective is to kill the boss but it is suggested that you should not kill any of the priests. So if you want you can just push them out of the way but know that the ones with magic will attack. They won't move, however, so you'll be safe from their attacks if you are out of their range. If you manage to not kill any of the priests you will get an 'S' level staff called the Ashera Staff and though it only has 3 uses it is pretty awesome. Note the thief on the left. Make sure to kill him before he steals more than one item from the chests on the left or else you'll have to steal the items from him while blocking his escape. Get all of the chests and steal some of the healing staves if you want then kill the boss to end the chapter.

Suggestions:

I suggest splitting your party into three groups. One to take the left one to take the right, and one to go straight up the middle. If you want to speed things up use the chest keys that are dropped along with Volke. Be careful with the boss, he doesn't move but he does have both a killer axe and a killer bow. You could try to steal the axe if you want and then attack him directly so that he can't attack back.

Hard mode notes:

Well this level just gets more annoying on hard mode especially if you're trying not to kill any priests. In order to move up the middle just push the two priests next to Tomenami up a space and then push Tomenami either right or left. Then push the priest that's behind the sage with bolting up a space and you'll be able to reach the boss. Note that the thief now starts in the left room with the chests. It would be really hard to stop him from stealing the items so I would advise to just block him in there and steal the items back from him.



23. Chapter 23 - The Great Bridge [FE23]:

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Ally

Army 13

Enemy

Army 32

Dropped Items:

- 1 Longbow
- 1 Blizzard
- 1 Killer Bow
- 1 Heavy Spear
- 1 Flame Lance dropped by Petrine the boss

Reinforcements:

- 2 myrmidon and a swordmaster appear at the top right after you get to about the first sandbags.
- 2 sword knights and a paladin appear at the top right after you get to about the second set of sandbags.
- Haar and 3 wyvern riders appear at the bottom right at the end of turn 4.
- 1 wyvern lord and 2 wyvern riders appear at the left at the end of turn 7.
- Lucia and some paladins will appear at the bottom left (below the map) once you get near the second ballista.

Units:

- Ranulf, a level 9 cat, will finally join your party automatically at the beginning of this chapter.
- Haar, a level 11 wyvern lord, will join if you talk to him with Jill.

Note:

- If you try to go over the spaces on the map that have traps your character will be stopped on the trap square and will be unable to move, attack, or switch items until your next turn.

Overview:

- As soon as you start Haar and his wyvern riders will leave the map. Don't worry though because they'll be back. There's a sage below where Haar was with a physic staff that can be stolen but if you are going to try to get it be careful because the sage has powerful wind magic. The sage who drops blizzard uses it so you'll have to kill him quick if you want his blizzard tome. Also note that the farthest left ballista throws stones (which aren't too strong) and the two ballistas right in front of the stone ballista are killer ballistas. That means they have a higher chance of landing critical hits so be careful when you're in their range. (My Soren who had a speed of 27 but only had 12 luck got criticaled by one so I had to restart.) The wyverns on the far left plus the wyverns that show up later at the far left can basically be handled by the five paladins that show up with Lucia.

Suggestions:

- I would suggest leaving Jill where you start with a couple more characters to take out the reinforcements that show up. The number of people you leave is up to you, as it would probably depend on how strong or weak your Jill is. When you recruit Haar he only has a brave

Army 7

Dropped Items:

1 antitoxin

Items in houses:

Top house:

1 Savior scroll

Bottom house:

1 Nihil scroll

Reinforcements:

1 berserker and 1 bandit appear at the top right at the end of the turn in which you get to the top bridge.

1 berserker and 1 bandit appear at the bottom left at the end of the turn in which you get near the boss.

2 wyvern riders appear at the bottom right at the end of turn 3.

1 wyvern lord and 1 wyvern rider appear at the top right at the end of turn 3.

1 soldier, 1 halberdier, and 1 bishop will appear above the bottom left house when you get around the trees near that house.

2 bandits and a berserker will appear at the bottom of the river when you get close to the bottom left house.

Units:

Bastian, a level 13 sage, and Lucia, a level 12 swordmaster, will join automatically at the end of turn 1. They appear at the bottom right.

Major Note:

The Black Knight will appear at the spot I marked on the map at the end of the turn in which you enter Rikard's attack range. You still cannot beat him so make sure you are out of his range. *New note* you actually could have Ike attack the Black Knight. If Ike lives through it, which he should, they will have the same conversation that they would have after the chapter if you don't attack the Black Knight. After they talk the Black Knight will leave. I still advise staying away from him though because it would be better for Ike to be off fighting and getting experience.

Overview:

The goal here is to arrive at the top left in 15 turns. The level is pretty large and the enemy unit types are varied. Geoffrey and his units can the enemies that are close to them so I wouldn't worry too much about that. There are 3 ballistas on the map but the only one that should hit you much is the one in the middle. By now most of your characters should be able to fend off the ballistas anyways since these ones are not killer ballistas. The boss is Rikard who has pretty decent stats so the best bet would be to attack him from a distance while he has his sword equipped then finish him off with one of your strong characters. Before 15 turns are up have someone arrive to end the chapter.

Also, note that non-fliers will have to go up around the trees at the left to get to Rikard and the bottom house.

Suggestions:

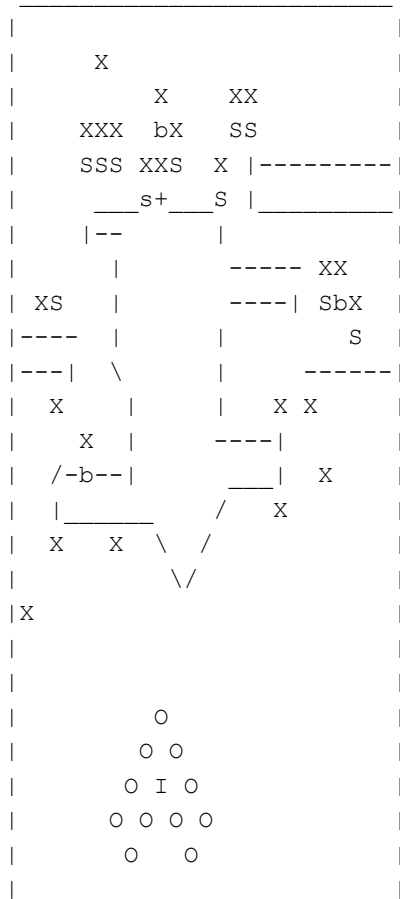
I suggest splitting your party into two groups to save time. I would send one group to the north and then left towards Geoffrey. Of course remember to visit the northern house along the way. The other group I would send over the left bridge and then down to the boss. Make sure this group has someone strong enough to defeat the boss and make sure to visit the house at the bottom left. Also make sure Geoffrey doesn't die because if he lives he will join you in the next chapter. Don't worry though because he should be able to take care of himself.

Hard mode notes:

There are a couple more enemies but that's it. Geoffrey and his units should still be able to handle the enemies though one of his units may die. It might take you an extra turn or two to beat this one but the easy/normal strategy still works well. Just split you party in two and mow through the enemies.



25. Chapter 25 - Strange Lands [FE25]:



Ally
Army 12

Enemy
Army 24

Dropped Items:
1 Laguzslayer
1 Purge
1 Bolt Axe dropped by Gromell the boss

Units:
Largo, a level 7 berserker, will join if you read the conversation with "Man" at your base and then choose to hire him.
Geoffrey, a level 11 Paladin, will automatically be in your party if he survived the previous chapter.

Reinforcements:
1 wyvern lord appears at the top left at the end of turn 3.
1 wyvern lord appears at the top left at the end of turn 4.

Note:

Mounted units and Knights/Generals will have their movement reduced by half on this chapter.

Overview:

First off notice the stones. If one hits you it will do ten damage to that character and then it will keep rolling. So if you have another character behind the first one that got hit the second one will also get hit (and so on) Some of the stones on the sides won't just roll straight down but will instead curve along the paths.

Split your party into two groups and head up the two paths. On the right path there is a bishop with a physic staff that can be stolen. Work your way up both paths, making sure to heal as needed. Check the boss's attack range because he will move and attack you once you've entered his range. Note that his weapon uses magic to attack so a unit with high resistance will do well against him. Defeat all the enemies to finish this chapter.

Suggestions:

I suggest splitting you party into two approximately equal teams to go up both paths. There are halberdiers at the top left and axe users at the top right so I would have your sword wielders go right and lance/axe users go left. You should definitely have healers on both sides and a physic staff or two may come in handy. There is a bishop with purge at the top left and if you're fast enough you can kill him, getting him to drop it before he's used too much of it.

Alternate Suggestions from AShampine:

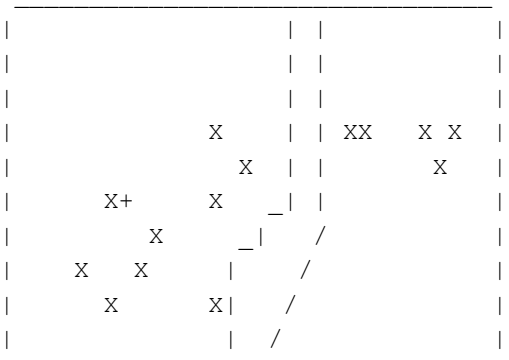
AShampine has emailed me saying that he found this fight to be easier if you send a flyer straight up the middle while carrying another strong unit. If you give the flyer the Full Guard and the Savior skill then they shouldn't have any problems wiping out all the enemies at the top. He has suggested to use only these two units to clear out just about all the enemies so that you can avoid having to deal with the stones. However, I would suggest using this in combination with sending your units up the sides. That way all of your units will still get a bit of experience instead of only two receiving almost all the experience. If you are really having trouble with the stones then you could try to send your units just up one of the sides.

Hard mode notes:

A few more enemies but everything else is the same. The boulders still do 10 damage each so try not to get hit by too many. Magic users with Physic staves can really come in handy here.



26. Chapter 26 - Clash! [FE26]:



```

|   X       \ /           |
|   X                               |
|                                   X |
|   X                               |
|   X       X       X   X       |
|                                   X |
|   X                               |
|   X                               |
|                                   |
|                                   |
|                                   |
|                                   |
|                                   |
|   O                               |
|   O O                            |
| XXX   O O O                      |
| XX    X   O O E O O             |
|        X   O I O                |
|        X   O O                  |
|                                   O O O |
|_____ |

```

Ally

Army 19

Enemy

Army 35

Dropped Items:

- 1 Laguz Axe (don't get in hard mode)
- 1 Silver Sword
- 1 Laguz Bow (don't get in hard mode)
- 1 Laguz Lance (don't get in hard mode)
- 1 Runesword dropped by Bertram the boss

Reinforcements:

- 2 wyvern lords appear at the top right at the end of turn 3.
- 2 paladins appear to the right of the boss at the end of turn 4.
- 3 sages, each with a different magic, will appear in front of the boss when you get near him.
- 3 paladins appear to the right of the boss at the end of turn 9.

Units:

Elinicia, a level 1 princess Crimea, will join automatically at the beginning of the chapter and, like Ike, must be in the fight. She isn't too strong but has good movement and can wield staves so I would suggest giving her a heal and/or physic staff.

Overview:

Aw how sweet, the enemies (for the most part) grouped themselves according to what class they are. As you get near the boss they aren't grouped as well but until then have your units that are strong against axe wielders take on the warriors while your units that are good against sword users take on the swordmasters. Keep moving forward and try to maintain the weapon advantage. Have your best units for each task take the frontlines while having ranged units attack from behind them. Note that there are two bishops with physic staves if you still want/need to steal them. Also note the swordmaster near the top left. He has a brave sword but a general should be able to handle him with no problems. The boss is relatively strong but Ike and your magic users should be able to handle him since he won't move. Seize the space the boss is on to end the chapter.

Suggestions:

You can take a whopping 19 units with you in this chapter but I don't advise taking anyone who's relatively weak. Focus on using and

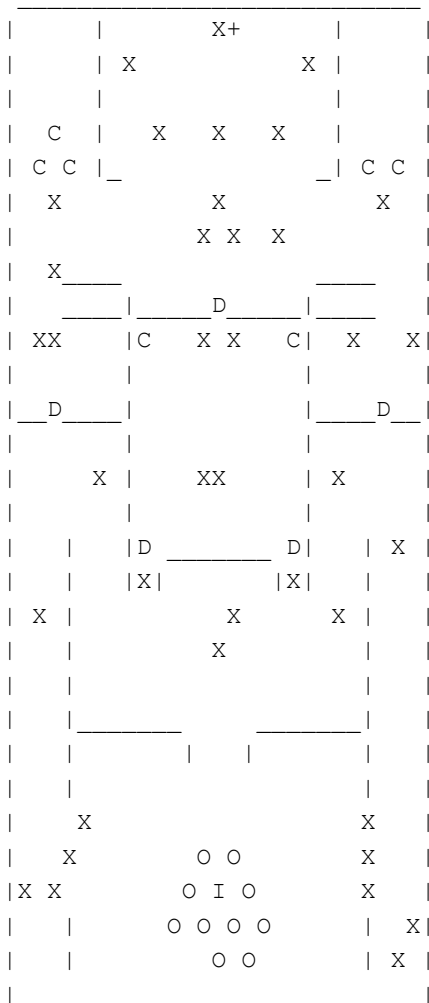
leveling up your best characters here(probably about 10-15 units) and leave the rest behind. As I've said keep your strongest characters in the front and try to maintain the weapon advantage. I suggest having a general go up against the swordmasters and have Ike and your magic users take out the boss.

Hard mode notes:

There are nine more enemies to start off with. You may want to move a little slower in the beginning due to the extra enemies. I would definitely have someone with high defense (like a general) go left a little so that the swordmasters there will come and attack him. You could move up a little then let the warriors and paladins come to you. After you defeat those units, I would regroup everyone and make your way up towards the boss as one big group. The worst part in hard mode is that you won't get those laguz weapons that would really help out in chapter 28.



27. Chapter 27 - Moment of Fate [FE27]:



Ally
Army 11

Enemy
Thief 3
Army 19

Dropped Items:

2 Door Key
1 Silver Lance
3 Chest Key
1 Antitoxin (hard mode only)
1 Double Bow (this is the 'S' rank bow)
1 Occult scroll dropped by Hafedd the boss

Items in Chests:

Top Right Room:

Left Chest:

1 Fortify staff

Right Chest:

1 Spear

Top Left Room:

Left Chest:

1 Bolganone

Middle Chest:

1 Resolve scroll

Right Chest:

1 Laguz Axe

Middle Room:

Left Chest:

1 Silver Lance

Right Chest:

1 Physic staff

Note:

Before this fight I would use some stat up items on Ike if you haven't done so already. The fight with the Black Knight will be a little easier if Ike has higher stats. I would definitely get Ike's skill as high as possible because that will give Ike a little better chance to activate Aether.

Overview:

There are a lot of strong characters in this chapter so be prepared with your best characters. Split up your party into two or three groups and head up the paths. When you open the top three doors you'll open up the top area which contains the strongest enemies. Defeat the boss and when you are ready to face the Black Knight have someone arrive (ready means Ike should be at full health and have an elixir)

Black Knight fight:

In this fight you have Ike and Mist (even if you didn't bring her in the chapter she will be in this fight). Ike will automatically now have the Ragnell which is the only weapon that can hurt the Black Knight in this fight. If Mist is very weak then just have her escape at the bottom. Otherwise have her heal Ike as necessary. If you're using Mist then just have Ike attack and heal with Mist. If you're only using Ike then keep having him heal with elixirs and let the Black Knight attack you. The only way to really defeat the Black Knight is to get lucky and have Aether activate several times. If it doesn't activate you'll only do about 9 damage at most if Ike has max strength. The Black Knight will regain some health at the end of every turn and if you are unlucky will activate Luna which will do a lot of damage to you. After several turns some more enemies will show up and may heal the Black Knight. If you either escape from the Black Knight fight or simply last enough turns against him without killing him (I believe 6?) Ena, a level 10 dragon, will join your party. If you manage to kill the Black Knight then Nasir, a level 18 dragon, will join your party.

Suggestions:

Keep your strongest characters in the front with your ranged characters right behind them. This is a tough fight so don't be afraid to take your time after you get rid of the thieves. In order to get through the chapter faster make use of the chest keys that are dropped. The boss starts with a brave lance equipped so if you want to get the brave lance then put someone with high defense a space away so that he'll have to use his spear to attack. With his brave lance no longer equipped you'll be able to steal it with Volke then just rescue Volke to get him away from the boss. However, if you don't want to bother getting the brave lance then attack him from a distance while it is equipped so that he can't attack back. Then you could finish him off with Ike to give Ike more exp.

The fight with the Black Knight really comes down to luck. If you land Aether a couple of times you'll win but if it never activates then you'll probably lose. Also, if the Black Knight activates Luna several times then you'll probably lose. It's up to you to judge whether or not you think you can win. Don't be afraid to escape, though, because if Ike dies you'll have to restart the whole chapter.

Alternate Suggestions for the Black Knight Fight from Kaiser:

Kaiser wrote an email to me stating:

Hey there, I've read your FAQ for Fire Emblem: Path of Radiance and this last time I went through Hard mode on it I found a very surefire method to beating the Black Knight on Chapter 27. Anyways here is what I did:

Ike obviously needs to be maxed out, if his defense is maxed out and he has 58 hp he can take 3 non-Luna attacks from the Black Knight without dying. Mist could also do with D rank in staves for using Mend. Anyways, all you have to do is equip the Knight's Ring on Mist and attack the Black Knight at 1 range (With Ike obviously), and just keep sitting adjacent to him; then you can position Mist below Ike and run north/south healing and parking her 3 spaces away from the Black Knight. The distance below Ike from the Knight's Ring will give Mist an extra turn of living from the regular troops if you did not bother to level her up (I didn't) but I suppose you could plop a Master Seal on her at level 10 for the extra 3 movement.

Anyways, the Knight's Ring is definately the way to go in making this fight much less problematic; it appears you only get 4 turns (8 exchanges) to have Aether activate two times. You can use a Heal staff but Mend is better to have onhand because it counters the bonus damage from Luna (And that D rank in Staves you can achieve the first level you get Mist and then sit her out for the rest of the game).

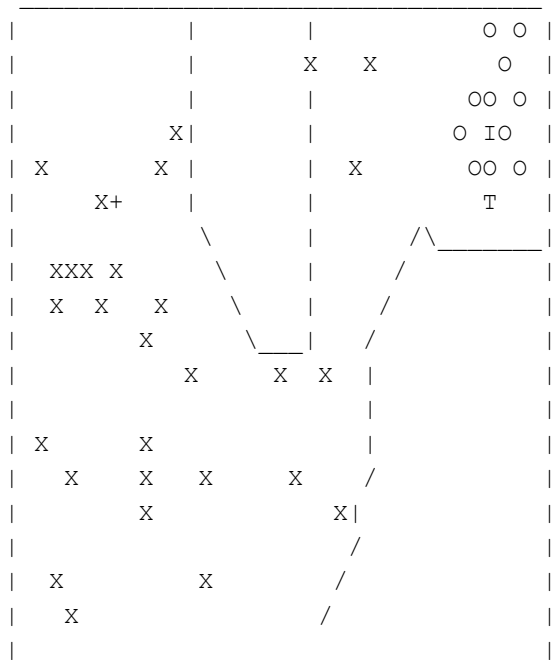
-Kaiser

Hard mode notes:

Until you open the doors, everything is pretty much the same. When you get to the doors, however, I would definitely have all your units ready before opening any of them. There will be more units in the middle and some more on the right side. There will be a bishop with a sleep staff at the left side of the top middle room. Try to take him out quickly so that none of your units fall asleep.



28. Chapter 28 - Twisted Tower [FE28]:



Ally
Army 12

Friend
Army 1

Enemy
Army 29

Dropped Items:
1 Rexbolt dropped by Heddwyn the boss (this is the 'S' rank lightning magic)

Reinforcements:
2 cats will appear in front of the boss at the end of turn 4.
1 hawk will appear at the top left at the end of turn 5.
2 tigers will appear in front of the boss at the end of turn 6.
2 more tigers will appear in front of the boss at the end of turn 7.

Overview:
The objective here is to seize the spot behind the boss. Most of the enemies here are laguz so let's see what does good against laguz? Oh yeah all those laguz swords/lances/axes/bows. Also remember that fire does well against beast laguz, wind against bird laguz, and lightning against dragons. Most of these laguz enemies are pretty strong but watch out for the dragons in particular. Keep you strongest characters out in front and watch out for the dragons. Tibarn is an ally here so use Ike to direct him. Tibarn is very strong so he will be a big help in defeating all of these enemies. Make sure to watch out for the bishop near the boss though because he has a sleep staff. Don't let Tibarn fly into his range and end up falling asleep on you. The boss has powerful lightning magic so be careful. Attack him with characters that have strong resistance and if you can attack him while he has bolting equipped so that he can't attack back. Seize the space behind him with Ike to end the chapter.

Suggestions:
As I said, make use of your laguz weapons and use your magic and bows to your advantage (ie use bows on the flying enemies). Also,

Ally
Army 14

Enemy
Army 50

Dropped Items:

1 Physic staff (don't get in hard mode)
1 Speedwing dropped by Bryce

Note:

Whichever dragon you got (Nasir or Ena) has to come with you in this chapter.

Overview:

The goal here is to defeat Ashnard so if you want you can try to get around some of the enemies. At the end of turn 1 you can choose whether you want to be able to use Tibarn, Naesala, or Giffca. They are all great units so you really can't go wrong here. The character you choose will join you at the end of the second turn at the bottom of the map. Cautiously make your way up the map to Ashnard. Defeat him with Ike and the laguz you chose to beat the game.

Suggestions for who to pick (Tibarn/Naesala/Giffca):

Giffca is the strongest out of the three and has the roar skill but is at level 20. Tibarn is a little weaker but is at level 18 and therefore can level up and be as powerful as Giffca. Also, he has the savior and cancel skills. Naesala is the weakest but fastest and is level 17. He can attack from a distance and has the vantage skill. Most people seem to believe that Tibarn is the best but I feel that him and Giffca are pretty equal. I feel that Naesala is a little less useful because of his lower strength but really they are all awesome.

Suggestions:

This is the last chapter so there's no point in not using any stat ups and/or skills that you haven't used yet. Use those and bonus experience at your base to make your characters as strong as possible. Also, make sure to give your characters the best weapons possible (ie silver/killer/brave/'S' rank weapons). When you're done with that get ready for a tough fight.

I personally like killing all the enemies so if you're like me then split your party into three groups. Have the strongest group go up the middle with the other two going up the sides. If you just want to get through this the easiest way possible or are having trouble then take your whole party up one side of the map. I would go with the right side as it seems to be a little easier to go up. You can take out the enemies on your path and try to pick off the ones that come after you from the middle. The dragons are probably the toughest enemies on the map so I would advise using thunder magic and having Ike and/or the laguz you chose to help you take out the dragons. When you're ready to attack Ashnard make sure you have several healers nearby with physic staves. Ashnard's weapon is ranged so I wouldn't put a healer right behind Ike. Instead just use physic staves to heal. Have Ike and the laguz you chose attack Ashnard and you should win with no problems.

Hard mode notes:

Map Changes:

This is definitely the most changed out of any map. The positions of the enemies are completely rearranged and there are actually 10 less enemies. The left side now just has a lot of Paladins and a couple

inserted

Escape	Connect a GBA with an American Fire Emblem game inserted
Trapped	Connect a GBA with Fire Emblem: The Sacred Stones inserted

You can unlock some characters for use in the trial maps by beating the game multiple times:

Character:	How to Unlock:
Oliver	Complete 3 playthroughs
Shiharam	Complete 5 playthroughs
Petrine	Complete 7 playthroughs
Bryce	Complete 10 playthroughs
Ashnard	Complete 15 playthroughs

On your next playthrough you will be able to choose between random stat increases (which is default) or fixed stat increases that will make it so that your characters have good stats in the end (they won't be great without the help of items but won't be bad either). Random increases could make your characters better than fixed increases but fixed increases guarantee that your characters won't be horrible.

In your next playthrough you will also get these bands which will slightly increase the likelihood of getting a stat up in certain areas (5% increase in chance for each stat to go up except magic which is 10% increase):

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

This is who will have the band to start with but once you get a band it can be equipped on anyone:

Paladin Band:	Oscar
Fighter Band:	Boyd
Soldier Band:	The boss of chapter 8 drops this
Sword Band:	Mia
Archer Band:	Shinon
Thief Band:	The boss of chapter 5 drops this
Knight Band:	Gatnie
Wyvern Band:	Jill
Mage Band:	The boss of chapter 7 drops this
Pegasus Band:	Marcia
Priest Band:	Rhys



Trial Maps [FETM]:

Note:

I don't currently have the GBA games to link up to my GameCube

so I can't list any details at all about the maps you can unlock with them.

Second Note:

Since the Trial maps use character data from epilogue files, your characters will all have the stats and items that they had when you beat the final chapter and they won't be able to gain any more experience. You will be able to change what items they have by trading among characters and by giving/taking items from the convoy. Also, you will be able to use the laguz that you chose in the last chapter.

I. Hillside Battle [FEHB]:

```
|  X X      X |
|  X  X  X  |
|   X  X X X |
|XX      XXX X|
| SSS      SS |
|           |
|-----X X  |
|      X    SS|
|     X   XXX |
|X     X SSSS /|
|    X  -----/|
|           |
|X     X      O|
|      X      O O|
|     X X     O I O|
|           O O |
```

Ally
Army 8

Enemy
Army 31

Note:
Mounted units and Knights/Generals will have their movement reduced by half on this map.

Reinforcements:
2 Halberdiers and a Sniper appear at the top left at the end of turn 2.
1 General, 1 Sniper, and 1 Sage appear at the bottom right at the end of turn 4.
2 Halberdiers and a Sniper appear at the top left at the end of turn 5.
1 General, 1 Sniper, and 1 Sage appear at the bottom right at the end of turn 7.
2 Halberdiers and a Sniper appear at the top left at the end of turn 8.
1 General, 1 Sniper, and 1 Sage appear at the bottom right at the end of turn 11.

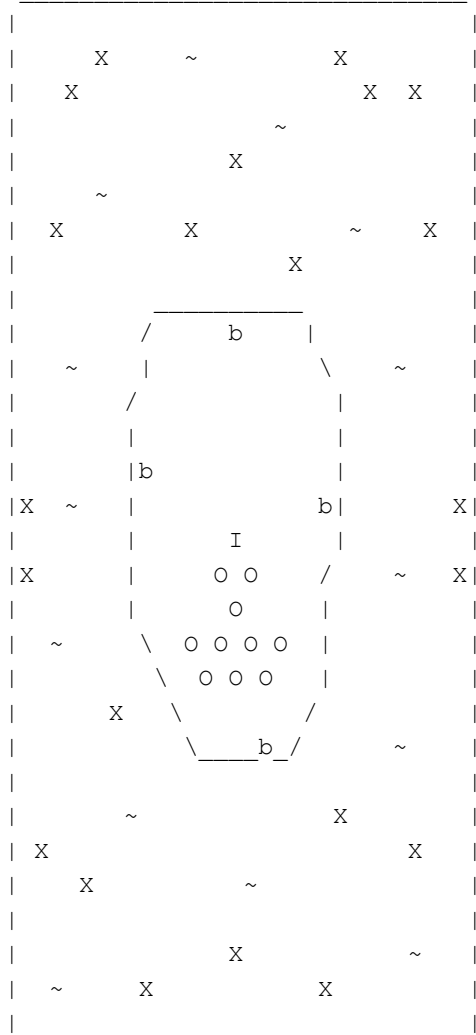
Overview:
They just had to make another map with falling rocks. Anyways you should be able to easily dodge all of the stones except for the top middle two stones which will fall down then left. You could even use the bottom stones on the enemy reinforcements if you want. Just make

your way up the hill while staying out of the columns that the stones are in. You may want to leave a couple characters at the bottom to handle the reinforcements. To beat this map just defeat all the enemies.

Suggestions:

Keep a couple characters at the bottom to handle the reinforcements. Stay out of the columns the stones are in as they'll still do 10 damage. Other than that this map shouldn't be much of a challenge.

II. Lonely Isle [FELI]:



Ally
Army 11

Enemy
Army 22

Reinforcements:

- 6 Wyvern Lords appear at the bottom left and 6 Ravens appear at the top right at the end of turn 2.
- 6 Ravens appear at the top left and 6 Wyvern Lords appear at the bottom right at the end of turn 4.
- 4 Wyvern Lords appear at the middle left and right at the end of turn 6.
- 7 Ravens appear at the middle left and right at the end of turn 7.

Overview:

The goal of this map is to defend the square Ike starts off on for 8 turns. You get 4 Killer Ballistas with each having 5 uses to help you.

However, they aren't very useful especially since only Rolf and Shinon can use them. The toughest part of this map will probably be fending off all of the Wyvern Lords. They are all pretty strong and most have ranged attacks. The Ravens aren't as tough so focus more characters on defending against the Wyverns. Keep someone on the square you have to protect and after 8 turns you'll win.

Suggestions:

You might want to just keep everyone in a semi-circle around the square you have to protect. Swordmasters will be rather ineffective here, especially against the Wyverns, so you might not want to bring any. Focus more characters to defending against the Wyverns and you should be able to last 8 turns.

III. Strange Turn [FEST]:

```
| X   X   X |
|X           X|
|  X  X X  |
|           |
|X   OO   |
|   OOIO  X|
|           |
|  X X  X  |
|X           X|
|_X_____X_|
```

Ally

Army 6

Enemy

Militant 17

Reinforcements:

Note: Snipers will always appear at the top, Swordmasters will always appear at the left, Warriors will always appear at the bottom, and Halberdiers will always appear at the right.

2 Swordmasters and 2 Halberdiers appear at the at the end of turn 1.

2 Snipers and 2 Warriors appear at the end of turn 2.

2 Swordmasters and 2 Snipers appear at the end of turn 3.

2 Halberdiers and 2 Warriors appear at the end of turn 4.

2 Snipers, 2 Swordmasters, and 2 Warriors appear at the end of turn 5.

2 Swormasters, 2 Warriors, and 2 Halberdiers appear at the end of turn 6.

2 Snipers, 2 Halberdiers, and 2 Warriors appear at the end of turn 7.

2 Snipers, 2 Swordmasters, and 2 Halberdiers appear at the end of turn 8.

2 Snipers, 2 Swordmasters, 2 Warriors, and 2 Halberdiers appear at the end of turn 9.

2 Sages appear at the left, 2 Paladins appear at the top and right sides, and 2 Generals appear at the bottom at the end of turn 10.

2 Snipers, 2 Swordmasters, 2 Warriors, and 2 Halberdiers appear at the end of turn 11.

2 Sages appear at the left, 2 Paladins appear at the top and right sides, and 2 Generals appear at the bottom at the end of turn 12.

Overview:

The enemies are composed of a decent mix of Swordmasters, Warriors, Halberdiers, Bishops, and Snipers. Reinforements will show up at the end of the first 12 turns and Sages, Paladins, and Generals will show

Health 43 Speed 30
Strength 22 Luck 24
Magic 9 Defense 17
Skill 29 Resistance 14

4. Rhys
Level 20 Bishop

Health 39 Speed 25
Strength 1 Luck 25
Magic 29 Defense 14
Skill 22 Resistance 30

5. Nephenee
Level 20 Halberdier

Health 43 Speed 26
Strength 25 Luck 14
Magic 9 Defense 20
Skill 28 Resistance 13

6. Gatrie
Level 20 General

Health 55 Speed 15
Strength 29 Luck 16
Magic 4 Defense 30
Skill 21 Resistance 7

7. Boyd
Level 20 Warrior

Health 60 Speed 25
Strength 30 Luck 20
Magic 3 Defense 15
Skill 22 Resistance 12

8. Volke
Level 18 Assasin

Health 45 Speed 30
Strength 23 Luck 14
Magic 3 Defense 11
Skill 30 Resistance 7

9. Soren
Level 20 Sage

Health 38 Speed 28
Strength 3 Luck 13
Magic 30 Defense 7
Skill 28 Resistance 28

10. Stefan
Level 20 Swordmaster

Health 44 Speed 30
Strength 24 Luck 6
Magic 8 Defense 18
Skill 29 Resistance 14

11. Tanith
Level 20 Falcon Knight

Health 37 Speed 28
Strength 19 Luck 19
Magic 15 Defense 19
Skill 24 Resistance 13

12. Haar
Level 20 Wyvern Lord

Health 54 Speed 19
Strength 25 Luck 14
Magic 9 Defense 24
Skill 25 Resistance 12

13. Geoffrey
Level 20 Paladin

Health 49 Speed 26
Strength 22 Luck 13
Magic 10 Defense 24
Skill 22 Resistance 14

II. Final Party Stats on second playthrough (hard mode):

Changes made:

I replaced Nephenee with Mordecai because he doesn't need as much leveling up and is a decent character. I also didn't use Tanith or Haar much so I'm not going to bother listing their stats.

Top 7 wins:

7. Mordecai 70
6. Gatrie 90
5. Rolf 113
4. Mia 115
3. Soren 120
2. Boyd 156
1. Ike 174

Individual Stats:

1. Ike
Level 20 Lord

Health 49 Speed 28
Strength 26 Luck 19
Magic 13 Defense 24
Skill 25 Resistance 20

2. Rolf
Level 19 Sniper

Health 48 Speed 28
Strength 24 Luck 19
Magic 7 Defense 24
Skill 28 Resistance 16

3. Mia

Level 16 Swordmaster

Health 47 Speed 30
Strength 22 Luck 20
Magic 11 Defense 15
Skill 25 Resistance 9

4. Rhys

Level 16 Bishop

Health 40 Speed 24
Strength 1 Luck 24
Magic 29 Defense 10
Skill 22 Resistance 30

5. Mordecai

Level 19 Tiger (not transformed) --> Transformed

Health 60	Speed 20	-->	Health 60	Speed 23
Strength 28	Luck 15	-->	Strength 35	Luck 15
Magic 2	Defense 21	-->	Magic 2	Defense 24
Skill 17	Resistance 7	-->	Skill 21	Resistance 10

6. Gatrie

Level 17 General

Health 56 Speed 16
Strength 29 Luck 15
Magic 3 Defense 30
Skill 23 Resistance 7

7. Boyd

Level 19 Warrior

Health 60 Speed 27
Strength 30 Luck 20
Magic 5 Defense 22
Skill 24 Resistance 9

8. Volke

Level 7 Assassin (Class changed at level 16 Thief)

Health 34 Speed 24
Strength 22 Luck 11
Magic 1 Defense 12
Skill 27 Resistance 7

9. Soren

Level 20 Sage

Health 38 Speed 28
Strength 5 Luck 23
Magic 30 Defense 9
Skill 28 Resistance 28

10. Stefan

Level 16 Swordmaster

Health 45 Speed 30
Strength 24 Luck 6
Magic 10 Defense 17
Skill 29 Resistance 10

For Oscar I would definitely suggest bows since then he could perform the triangle attack with Rolf, and Boyd.
For the others it's really up to you depending on how many other characters you have and which weapons they use. If you're lacking axe users then choose that... if you're lacking bows then choose.... I think you get the idea.

My general dislike of paladins:

Yeah I've never really liked Paladins that much because their stats tend to all end up in the low to mid twenties. I generally prefer characters with a couple stats in the high twenties. However, Paladins in this game are actually very useful.

Oscar:

Oscar can be used starting at chapter one. He is a decent unit and has good movement since he is a mounted unit. He starts off with lances and if you give him bows when he class changes he can perform the triangle attack with Rolf and Boyd. Since he can do the triangle attack that also adds to his usefulness. Overall his his stats end up decent but not great. He is rather useful throughout the game but may lose some of that usefulness in the last couple chapters.

Recommended: Yes

Titania:

Titania is also available beginning at chapter one. She starts off as a paladin and would appear to be rather powerful, but remember that she has already class changed. Therefore she can certainly be of use but will probably be less useful than other paladins in the later chapters. For about the first half of the game, however, she makes an excellent human shield. In my opinion she should be used sparingly to attack but used a lot to stand in and take enemy hits.

Recommended: No, except as a shield

Kieran:

Kieran first becomes available in chapter 11. He is the axe knight in the game and has decent stats. He is pretty useful right from the start and if he levels up nicely, he can be pretty useful later on. One of the main reasons why I like this guy is because he doesn't need bonus experience to help him out when you first get him.

Recommended: Yes

Astrid:

You get Astrid in chapter 13. She is the bow knight in the game and has the skill which doubles her experience points gained. However, since she starts so low at about halfway through the game you'll probably need to dump a bit of bonus experience on her. Her skill, however, reduces the amount of bonus exp she'll need to level up. The problem is that you still may not have enough bonus exp to give her (especially on hard mode) since there are better characters that need bonus experience and that is why I won't recommend her.

Recommended: No

Makalov:

When you get him in chapter 14, this guy's stats and level are only Okay. He starts with horrible resistance but should end up with decent health, strength, speed, and defense if you level him up fully. It'll probably be a little bit easier to level up Kieran and/or Oscar whose stats are about equal to this guy's. On top of that this guy is just plain.... ugly.

Recommended: No

Geoffrey:

When this guy joins in chapter 25, he is pretty useful from the start. If you haven't been using many paladins or just need another solid all-around character this guy is it. He can use both lances and bows, giving him good direct and ranged combat abilities. What's best about this guy is the lack of effort you have to put in him to level him up. He only needs nine more level ups and will level up every couple of kills because of his paragon skill. He's not the strongest, but can definitely help take out almost any enemy.

Recommended: Yes

4. Knight --> General

Lances --> Lances and Swords

Gatrie:

Gatrie is the first knight you get in the game in chapter three. He starts off at level 9 which is very high for that point in the game but does leave for a couple chapters. This guy is very useful because of the amount of physical attacks he can take without taking much (if any) damage. When fully leveled up, he should end up with great health, strength, and defense. His speed will be low, but all generals have low speed. Though he may get double attacked by many characters near the end they won't be able to do more than a couple damage to him unless they are a magic user. In other words, this guy is perfect for fighting basically anything except magic users.

Recommended: Yes

Brom:

You get this guy in chapter 11 and he starts out at level 8. That's lower than what Gatrie started out at back in chapter three. Also, this guy's stats generally end up just a little bit lower than Gatrie's. The one stat this guy has over Gatrie is speed but his speed will usually only be two or three higher than Gatrie's at the end. All of the generals in this game usually end up with speed below 20 so it really doesn't matter. When comparing the other stats, Gatrie tends to be better and I personally don't like using more than one general so...

Recommended: No

Tauroneo:

This guy starts out as a level 14 general in chapter 21. His stats are ok but usually end up lower than both Gatrie's and Brom's. He does have the resolve skill but I don't see why a general's health should drop that much in a fight to really make the resolve skill useful. If you decided not to level up Gatrie or Brom then this guy can be somewhat useful since he starts as a pretty high level general but I feel that both Gatrie and Brom are better characters than this guy.

Recommended: No

5. Pegasus Knight --> Falcon Knight

Lances --> Lances and Swords

Marcia:

Marcia joins in chapter 9 and is a decent character. She starts off with low health and usually ends up with low health when fully leveled up. She can be somewhat hard to keep alive while still allowing her to get plenty of kills. Also, her strength cap is at 23 (which she should basically always reach). She has good speed and pretty good defense and resistance. With decent skill and luck I think she is a good character to use if you can stand to level her up. Also, 9 movement when promoted is awesome. However, since you get her when you get Rolf, you'll probably be giving Rolf and Rhys most of your bonus exp at the time and this might make it hard to use her. Because of that fact alone....

Recommended: No

Tanith:

Tanith starts off as a level 10 falcon knight in chapter 18. Stat wise she usually has less strength, defense, and much less resistance than Marcia. However, she only needs 10 more level ups to max out so she can still be useful if you didn't bother to train and level up Marcia. Also, she has a wonderful skill called reinforce. This allows her to bring in 3 pegasus/falcon knights and let Ike direct them. They make wonderful decoys. So if you're not using Marcia, Tanith can really come in handy and even if you are using Marcia, Tanith still can have some use.

Recommended: Yes

6. Archers --> Snipers

Bows --> Bows

Shinon:

You get him in chapter three as a level one sniper with relatively low stats. He levels up really well, though, and should end up with good stats at the game's end. The biggest problem with this guy is that you can't use him for almost half of the game. Because of that fact and also because Rolf's stats tend to end up a little higher I can't recommend him.

Recommended: No

Rolf:

Rolf joins in chapter nine as a level one archer. The biggest problem with this guy is that he will need some bonus experience to help level him up. He does, however, have a good bow and joins early enough that I think it is worth it to invest some bonus experience into him. Once he promotes, this guy should be a great character and should be able to survive quite a few attacks. He should end up with decent strength and defense and good skill and speed.

Recommended: Yes

7. Myrmidons --> Swordmasters

Swords --> Swords

Mia:

Mia is the first myrmidon you get and she starts at level 6 in chapter 7. Her stats are decent but what makes her great is her vantage skill. This allows her to always attack first in fights and when she becomes a swordmaster she will probably land a critical and end the fight in one hit. The girls' strength cap is two lower than the guys' but she should still end up with great speed and skill and good strength for a swordmaster.

Recommended: Yes

Zihark:

He joins in chapter 11 and starts at level 10. His stats are okay to begin with and he has pretty good level ups. He doesn't have the awesome vantage skill but does have the adept skill which will allow him consecutive attacks occasionally. He should end up with great speed and skill and a strength that's a little higher than Mia's. In my opinion both Zihark and Mia are great characters but it's up to you how many swordmasters you want since they rely on speed and criticals to win.

Recommended: Yes

Stefan:

Stefan comes in chapter 15 as a level 8 swordmaster. To put it simply this guy is possibly the best swordmaster in the game. He starts off with the Astra skill which when it activates lets Stefan attack 5 times in a row with each attack having a chance to be a critical. Also, He joins about midway through the game and is already a relatively high level promoted unit. He can immediately be very useful and should end up with great speed, and skill and will probably max out strength. His only downfall is that he has almost no luck and because of this he will dodge less than the other swordmasters. One last note is that he comes with the 'S' rank sword the Vague Katti which just adds to his awesomeness :D .

Recommended: Yes

Lucia:

She joins in chapter 24 at level 12 swordmaster. She is, however, the worst swordmaster in the game. She has decent speed and skill but will end up with the lowest strength out

of all the swordmasters. If you for some reason, however, chose to not use any of the other swordmasters she can be a decent unit to have. If you are using any of the other swordmasters just stick with them.

Recommended: No

8. Thief --> Assassin

Knives --> Knives

Volke:

Volke joins in chapter 10 at level 10 if you hire him. He is a very useful unit because he can open doors and chests and can steal items for you. He has good stats and should end up maxing strength, skill, and speed before he's a level 20 assassin. You have to wait for a particular story event to make him an assassin but he is still great because he maxes strength and speed so early. If you give him the lethality skill he will simply become more awesome.

Recommended: Yes

Sothe:

Sothe joins in chapter 13 as a level 1 thief. He has horrible stats when you get him but has a skill that will make his stat increases be pretty good. There really is only one little problem with this guy..... HE CANNOT PROMOTE. Yeah so at best all of his stats will end up at a measly twenty. Also, he cannot get the lethality skill like Volke so this guy is pretty useless.

Recommended: No

9. Soldier --> Halberdier

Lances --> Lances

Nephenee:

Nephenee can be used starting at chapter 11. She starts off as a level 7 soldier so she might need a level up or two's worth of bonus experience if you plan on using her. Overall she is a good unit with pretty good strength, speed, and defense and great skill. She has the Wrath skill which will make her critical a lot if she's below half health. All in all, she can be a pretty useful unit but I feel that her stats are much like those of Paladins. Therefore, I'd go with a Paladin over her because they get two weapons instead of one and also have better movement.

Recommended: No

Devdan:

He joins in chapter 16 as a level 4 halberdier. I compared his stats to my Nephenee who was a level lower at the time. Nephenee's stats were better than his in every area. This guy does end up with decent strength but if you want to use a halberdier stick with Nephenee.

Recommended: No

10. Wyvern Rider --> Wyvern Lord
Lances --> Lances and Axes

Jill:

Jill joins in chapter 12 at level 8. Her starting stats/level are kind of low but she can turn into a pretty powerful unit. It may take a little effort to level her up at first but once she gets going she is as I said pretty powerful. When fully leveled up she should end up with good strength, speed, and defense. If you have the time and space in your team to level her up then you should definitely consider using Jill.

Recommended: Yes

Haar:

Haar will join in chapter 23 when you talk to him with Jill as a level 11 wyvern lord. He tends to be quite a bit slower than Jill but will have a little higher strength and defense. If you decided to use Jill then you should probably stick with her. If you didn't use Jill then this guy will make a solid addition to your party because he doesn't require too much effort to level up.

Recommended: Yes

11. Mages --> Sages
Wind, Fire, and Thunder magic --> Those 3 magics plus either knives or staves

Suggestions for whether to pick knives or staves:

I would always choose staves simply because all of the mages have really low strength. On top of that the various knives are the weakest weapons in the game so your magic users will be doing very little with their physical attacks. Another reason why not to choose knives is because both of the sages you get later in the game use knives. Finally I find it much more useful to have another character or two that can heal and note that physic in this game is only level 'C' so it shouldn't be too hard to get any of the sages to be able to use physic.

Soren:

Wow it seems like people either love this guy or hate him. I think he is one of the best magic users in the game. You get him in chapter 4 at level 1 so you have plenty of time to level this guy up. He should end up with amazing magic, skill, speed, and resistance so I can't see why anyone wouldn't use him. He also comes with the adept ability so he will be getting extra attacks at times. For a while in the game his really low strength will make it harder to use the heavier tomes but at that point in the game he shouldn't even need them. By end game his speed should be high enough that he will be able to handle the heavier tomes without much problem.

Recommended: Yes

Ilyana:

You get her as a level 6 mage in chapter 8. She has the shadow

skill which will make enemies tend to attack someone else when she has full health. Stat wise if you've been leveling up Soren then this girl will be quite a bit weaker when you first get her. When fully leveled up her speed will be a bit lower than all the other sages except for Bastian. She'll have good resistance and skill but her magic will probably be a little lower than Soren's. She'll have decent strength for a sage so it'll be easier to use tomes but the lower speed kind of negates the better strength. In my opinion Soren is better overall but she could still be a good unit if you really want another magic user.

Recommended: No

Tormod:

He joins in chapter 16 at level 7 mage. That's pretty low considering it's about the halfway point in the game. He'll probably need quite a bit of bonus experience to really be useful. He has the nice celerity skill which adds two to his movement but that's about it. When fully leveled up he'll probably end up with about the same stats as Soren. So I just don't think he's worth using this late in the game when Soren comes so much earlier.

Recommended: No

Calill:

Calill comes in chapter 20 at level 6 sage. She has the Nihil skill which will negate enemy skills. Her major drawback is that she uses knives instead of staves. With low strength knives are pretty useless on a sage so she would be much more useful if only she could heal. All in all, she'll probably be about as good as Tormod but she won't require nearly as much leveling up. If you need more than one sage for attacking then she is probably your best choice but I'd go with someone else because Calill can't heal.

Recommended: No

Bastian:

He joins in chapter 24 as a level 13 sage. He is probably the worst sage in the game but only by a little. What really hurts him is that, like Calill, he uses knives. He's ok to use if you really need him but between him and Calill I'd go with Calill because she comes earlier and can level up more.

Recommended: No

- 12. Priest --> Bishop
- Staves --> Staves and Light Magic

Rhys:

Rhys joins in chapter 2 at level 1. He is the only light magic user in the game and being your first healer, he will probably see some use early on. Even with this, however, he will still need a lot of bonus exp if you want him to reach level 20 before being promoted. I would advise to just heal whenever you can with this guy in order to help him level up. He'll need to be protected for quite some time and has low speed for most of the game. He does become pretty useful once promoted

and has great magic and resistance. His speed should get over 20 but I'd watch it once he becomes a bishop because he'll be a lot less useful if his speed is under 20 late in the game. Overall, though, he's the best healer in the game and should easily get an 'S' rank in staves/light magic.

Recommended: Yes

13. Cleric --> Valkyrie

Staves --> Staves and Swords

Note: Wait.... SWORDS??? *Sigh* it seems like they just keep making Valkyries less and less useful since they have really low strength.

Mist:

Mist joins in chapter 9 at level 1 and is utter crap! Seriously since she can only heal until promoted, she will need a ton of bonus exp to level up. Then once promoted she uses swords and not magic and has really low strength. Some people will argue that she is the best character to have using magic swords but to get her to be able to use magic swords her sword level will probably have to be increased via arms scrolls. People then argue that she has good speed and resistance and makes a good decoy against enemy magic users but so do the other magic users you have and they can actually fight back with magic. In the end this girl has one use and that is in chapter 27. If you actually level her up she can heal Ike making the fight with the Black Knight a little easier. However, elixirs will probably be almost as useful in that fight and the fight will still come down to whether or not Ike's Aether skill activates several times.

Recommended: No

14. Berserker

Axes

Largo:

He joins in chapter 25 at level 7 berserker. He's one of the few axe users in the game so that can make him somewhat useful. When fully leveled up he'll be about as good as Boyd. He will have great health and strength with decent speed. His defense is really low, however, so if he doesn't dodge then he's going to take a decent amount of damage. Overall, I think he can be a good unit if you're not using Boyd but I would go with Boyd over this guy because you have Boyd throughout the game and Boyd can also use bows.

Recommended: No

15. Princess Crimea

Swords and Staves

Elinzia:

Elinzia joins in chapter 26 at level 1. Her stats are ok but if you want to use her you'll probably need to level her up a little with bonus experience. She has her own sword which acts like a brave sword but with unlimited uses. It's not as useful as you would think, though, because Elinzia has very low strength. This girl's main purpose is to be a flying

healer. When leveled up she'll have good magic, speed, and resistance. Right from the start she can use physic staves so she works nicely as an extra healer if you need it.

Recommended: Yes, as a healer

II. Laguz [FELA]

Recommended: No..... Oh wait I'm supposed to talk about these guys individually :D

Note:

Laguz do not promote in case you were wondering, so they should be treated like promoted units.

Strengths:

When transformed, their stats improve significantly and they can be quite powerful. Their movement is good when not transformed and great when transformed (with the exception of dragons). With Laguz you don't have to worry about their weapons since they are their own weapons. The demi band will allow a Laguz to stay transformed at all times.

Weaknesses:

With only one demi band, the laguz that don't get it won't be able to do a lot of attacking and stay tranformed at the same time. Also note that laguz don't get weapons to add to their attack. Their claws/beaks/breath give them a decent boost in attack but not as much as a good weapon (especially if the weapon has the advantage). Laguz aren't weak against much but then again they don't really excel at killing anything in particular. A big problem with laguz is that they don't gain experience very quickly. This can hurt you early on in the game if you let them kill too much and this is really harmful in hard mode since experience is already much harder to get.

Overall:

Laguz are decent characters but I wouldn't use more than a couple of them in one playthrough and try not to let them get all of the experience early on. I feel that they should be treated like promoted units and used accordingly.

1. Cat

Claws

Lethe:

Lethe is a level 3 cat who joins in chapter 10. She transforms into laguz form at the beginning of each map. This can make her pretty useful early on in fights but as you get nearer to the end she will tranform back into a person and become useless. She has good health but her other stats are usually lower than Ranulf's. So in other words she's nothing special and not really worth using much.

Recommended: No

Ranulf:

After being beaten by random villagers with a combined attack strength that's probably below 2 in chapter 10, he joins your party in chapter 23 at level 9. This guys transforms into laguz form after a couple turns and when leveled up fully will be a little better than Lethe in just about every area. He'll be a great character that can help if you're having trouble in a chapter but may not be as useful if you've already got

your final team set up.

Recommended: Yes

2. Tiger Claw

Mordecai:

He joins in chapter 10 at level 2. He has great strength and health but his other stats are lousy until he transforms. His biggest problem is that he transforms late in chapters. Thus he will be useless early on in chapters unless you give him the demi band when you get it. The demi band is actually decent on this guy so he can be quite useful once you get it. His high strength and defense make this guy a powerhouse if you level him up fully.

Recommended: Yes

Muarim:

Muarim joins in chapter 16 at level 9. He appears to generally just be a weaker version of Mordecai but a little faster so between the two I would go with Mordecai.

Recommended: No

3. Hawks Beak

Janaff:

Janaff comes in chapter 18 at level 8. He has good health and decent speed. His other stats generally aren't as good but he does transform early and then his speed will be even better. He's got good movement but is weak against bows and obviously you can't equip him with both the demi band and the full guard. So in the end, he may help out a little but is nothing special.

Recommended: No

Ulki:

He joins in chapter 18 at level 7. He's a little better than Janaff but transforms later. Both of the hawks have great speed when transformed but their other stats are only decent. Keep them away from bows and wind magic and either of these units can be decent if you really need them.

Recommended: No

4. Heron

Reyson:

Reyson comes in chapter 18 at level 3. He transforms rather late and can't even use the demi band. However, this guy's not meant for fighting so he is still pretty useful while not transformed. He has the chant skill which he can use to make characters move again (1 character when not transformed and up

to 4 when transformed). Though this isn't truly needed, it can come in handy. Reyson can also heal characters that stand next to him. He's quite useful but needs to stay near the rear because of his low defense and only average speed.

Recommended: Yes

5. Dragon Breath

Ena:

You get Ena in chapter 28 at level 10 if you didn't beat the Black Knight. She has great health with decent strength and defense. She can level up ten more times but since she transforms rather late, has poor movement, and only 2 chapters to gain experience she probably won't make it to level 20. Her skills are all decent and she's about as good as Nasir. However, in order to get her you have to lose to the Black Knight :\ .

Recommended: No

Nasir:

Nasir joins in chapter 28 at level 18 if you beat the Black Knight. He'll end up a little weaker than a fully leveled up Ena but as I said it'll be hard to level up Ena that much. Like Ena, Nasir has poor movement and transforms rather late. Neither one of these two units are of much use because of their poor movement but I'll recommend Nasir because you get him if you beat the Black Knight. Note that this guy is quite powerful when transformed and can hurt Ashnard. If you can manage to get this guy up to the front he'll be a great help.

Recommended: Yes

6. The 3 final chapter characters

Giffca:

Giffca is a level 20 lion. He's the strongest of the 3 laguz you can choose from. Basically all of his stats are more than great and he simply looks cool.

Recommended: Yes

Naesala:

Naesala is a level 17 crow (thanks to verasteguikid for correcting me). He has the best speed and is the only one of the three who can attack from a distance. He is the weakest of the three but is still very powerful.

Recommended: Yes

Tibarn:

Tibarn is a level 18 hawk and the only one of the three that can level up (twice). He is a little weaker but faster than Giffca and a little slower but stronger than Naesala. He has

Provoke:
Shinon

Provoke will make enemies tend to go after the character that has this skill if they can. This can be useful if you want a certain character to get most of the kills. I feel that this skill could go well with the Aether skill that you should give to Ike.

Serenity:
Rhys, Devdan

Serenity is the opposite of Tempest. It halves the effect of biorhythm. This, however, is not one of the skill scrolls you get in the game. Biorhythm never really seemed to be much of a factor in my playthroughs so you may just want to get rid of this skill.

Shade:
Volke, Ilyana

Shade is the opposite of Provoke. Enemies will tend to not go after the character with this skill. However, this skill will not work so well if your character doesn't have about full health. Also, if the character with this skill is the only character that an enemy can attack then they still will attack the character with this skill. I believe this skill would probably work best on a magic user.

Tempest:
Boyd, Makalov

Tempest simply doubles the effect of biorhythm. You don't get a Tempest scroll, however, so you don't have to worry about giving this skill to anyone. At most you'll be considering getting rid of this for something better on them.

2. 10 Capacity Skills [FE10C]:

Adept:
Soren, Zihark

Adept's chance of activating equals a character's skill as a percent and upon activating will give the character with this skill a second consecutive attack. This skill can really come in handy when it activates as it can possibly make you kill an enemy before they can even counter attack. Don't count on it activating but it will activate a fair amount of times if you give it to someone with decent skill. This skill could work well on just about anyone but might be best with someone who's strong but might not always be able to attack twice.

Corrosion:
Bastian

Corrosion will reduce the amount of uses of an enemy weapon by 5. Why would you need this?... I.... don't..... know.

Basically every enemy should be killed before their weapon even comes close to running out. Therefore, in my opinion, this skill is absolutely useless.

Counter:
Titania

Counter will sometimes hurt the enemy with half of the damage the unit with this receives in an attack. This skill doesn't activate too often, though, as it's activation chance equals (skill/2) as a percent and I can't see it being too useful. I guess if you have a character that usually takes a bit of damage, you could give this skill to him/her.

Gamble:
Kieran

Gamble will be an option you can choose when you can attack an enemy. Gamble will reduce your hit % by half and double your critical %. This skill may seem really great but when you attack the game generates a random number and compares it with your hit %. If your hit % is high enough, then you will hit the enemy and the game will then compare the random number to your critical % to see if you will also critical the enemy. So with this skill reducing your hit percentage in half you'll at best have a 50/50 shot at hitting the enemy. However, if you land a hit and have this skill on say a swordmaster then you'll probably land a critical. So overall it's an ok skill but I wouldn't use it too much.

Guard:
Haar

Guard will sometimes activate when the character with this skill lands a hit and will prevent the enemy from counter attacking. It's a decent skill but it always seemed to activate for me after the enemy already hit me and wouldn't attack again anyways. This skill could be a decent addition to most characters but don't give it to an archer since most of the time they won't even be able to be counter attacked. Put a percent sign behind your character's skill stat to see its chance of activating when you attack.

Resolve:
Tauroneo

Resolve activates when the character with it has half health or less. It will double the character's strength, speed, and skill. So this skill can make just about any character really powerful when they have low health. Hopefully this skill won't be needed often but give it to someone who has a decent chance of losing half of their health.

Savior:
Tibarn

Savior cancels out skill and speed reductions that would arise from rescuing a unit. If you find yourself rescuing

units often then this skill can be great otherwise this skill has little use. If you need it then give it to a flier or someone else who can rescue a lot of units.

Smite:
Mordecai

Smite doubles the effect of shove and will be an option below shove for a character with this skill. If you think shove is useless then you'll definitely find this even less useful. Seriously, it'll be rarely used but if you want then give it to someone with high weight who doesn't already have other good skills.

Vantage:
Mia

Vantage will allow the character with it to always attack first in fights. In my opinion this is one of the most useful skills in the game especially when combined with either Wrath, Adept, or Guard. This also works great on Swordmasters since they have a good chance of landing a critical and killing the enemy with one hit. If you're using Zihark then he would work very well with this skill. Otherwise give this to someone who either has one of the aforementioned skills or is strong enough to kill most enemies in a hit.

Wrath:
Nephenee

Wrath activates when the character with it is at half health or less. When it's activated it will greatly increase the character's critical %. Hopefully this skill won't get used too much as your character has to have low health for it to be active. However, if your character does go below half health then this skill might just save them from death, while killing an enemy or two in the process. I'd give this to someone who has a good chance of going below half health from just a couple hits.

3. 15 Capacity Skills [FE15C]:

Blossom:
Sothe

Blossom halves the exp gained by a unit but gives them better stat growth. You can't get this skill anywhere and only Sothe, who can't promote, comes with it. Sure his stats will be great for a thief, but they won't be able to go higher than 20 while his health won't be able to go higher than 40. Overall, since Sothe is pretty useless, this skill is also quite useless.

Celerity:
Tormod

Celerity adds 2 to a unit's movement. However, you can't get this skill anywhere and only Tormod comes with it. If you

decide to use Tormod then this skill can help him a bit. However, with its capacity being 15, Tormod won't be able to have many other skills unless you remove Celerity.

Nihil:
Calill

Nihil will negate an enemy's combat related skills when they fight with a character who has the Nihil skill. Nihil's effect is nice since it won't affect your character's other skills. However, its capacity is 15 which is pretty high. Therefore it can be useful but be careful of who you give it to because they won't have much room for any other skills.

Paragon:
Astrid, Geoffrey

Paragon doubles the amount of experience the unit gets and also halves the amount of bonus experience needed to level up a character. Too bad you can't get this skill anywhere and only Astrid and Geoffrey come with it. The skill helps make both Astrid and Geoffrey good characters and if you are using them remove the skill once they get to level 20 Paladin so that they can get some other skill.

Reinforce:
Tanith

Use this to bring in 2 Pegasus Knights and 1 Falcon Knight as Partner units during a turn. Ike can then direct them. Reinforce can only be used by Tanith and you can't get the skill anywhere. This skill can really come in handy, though, and makes Tanith worth using. Just use this when you need some decoys to distract the enemies. Be aware, however, that it can only be used twice per map.

Renewal:
Elincia, Ena

Renewal restores a little bit of health at the beginning of each turn to the character with this skill. Elincia and Ena will probably not be doing much fighting, though, so this skill will have minimal use. You could get the scroll for this by rejecting Reyson's help but then you wouldn't get him, Janaff, or Ulki. So I don't think this scroll is even worth getting.

4. 20 Capacity Skills (Also known as Mastery Skills and Class Skills) [FE20C]:

Note: Any of these skills can be learned by using an Occult scroll on a character. However, you only get 4 Occult scrolls in the game so you can only get 4 of these skills. Also note that instead of putting what character comes with the skill, I will put what class can learn the skill as each skill can only be learned by a certain class.

Aether:
Lord

Aether is a combination of two other skills and when activated performs them in two consecutive attacks. The first attack will be the Sol skill which will do normal damage and heal for the amount of damage done. The second attack will be the Luna skill which will do twice the normal damage since Luna reduces an enemy's defense by half for the attack. So when this skill activates you'll end up doing 3 times normal damage and heal for the first third. This skill is probably the best skill in the game so I would definitely have Ike learn it. Note that one or both of the attacks from Aether could miss but Ike rarely misses with any attack so you probably won't ever see him miss with Aether. Also note that just as they can miss they can also critical. Activation chance equals skill as a percent.

Astra:
Swordmaster

Astra does five consecutive attacks each at half damage when it activates. What is great about it is that each attack has the same chance as a normal attack does to critical. Stefan comes with this skill making him a better character than he already is. Mia and Zihark, however, both already have other good skills on them that would have to be taken away for them to learn this. Because of that, I can't recommend using an Occult to learn this skill. Its activation chance equals $(\text{skill}/2)$ as a percent.

Blessing:
Heron

Blessing restores some health to any unit next to the one with Blessing at the beginning of every turn. The only character in the game that can learn Blessing is Reyson and he already comes with it so obviously you can't use an Occult to learn it. However, this can be a valuable skill and helps make Reyson worth using.

Boon:
Dragon

Boon will restore the status of any unit next to the one with Boon at the beginning of every turn. Only Ena and Nasir can learn Boon and both of them already start with it. It's only usable on the last two chapters and, due to that fact, isn't very helpful.

Cancel:
Hawk

When Cancel activates it will negate an enemy attack. Unlike Guard, however, you don't have to attack for it to have a chance of activating. Tibarn comes with this skill (as if he needs it :D) so the only two characters you could use an Occult on for this are Ulki and Janaff. In my opinion most of the other mastery skills are more useful than this one so I

wouldn't waste an Occult on this. Its activation chance equals skill as a percent.

Colossus:

Warrior, Berserker

Colossus will sometimes activate when the unit who has the skill has a higher weight than the enemy. When it activates it will make the character do a little more damage to the enemy. Only Boyd and Largo can learn this skill and both of them are strong enough as is. They really shouldn't need the extra damage to kill enemies that are lighter than them so I would not use an Occult to learn this skill. Its activation chance equals skill as a percent.

Deadeye:

Sniper

Deadeye increases the unit's hit % and also gives them a chance to put the enemy to sleep when it activates. Snipers already have good accuracy so the extra hit % really isn't needed. Also the skill doesn't put enemies to sleep very often and you really shouldn't need enemies to be asleep anyways. Overall, I don't think this skill is worth having. Its activation chance equals skill as a percent and the chance to put an enemy to sleep is skill/2 as a percent.

Flare:

Bishop, Sage

Flare will reduce the enemy's resistance in half for one attack when it activates. It is a decent skill but most enemies already have low resistance. Therefore, it won't really add much damage to attacks except when you're facing other magic users. If you happen to have an Occult that you don't really know who to give to then this might be a suitable option. Its activation chance equals skill as a percent.

Lethality:

Assassin

Lethality will instantly kill an enemy when it activates regardless of how much damage you would normally do. Only Volke can learn this skill so if you are using him then give him this skill. If you are not using Volke much then don't give him the skill. The skill won't activate too often but when it does the effect is well.... awesome. The chance of it activating is skill as a percent.

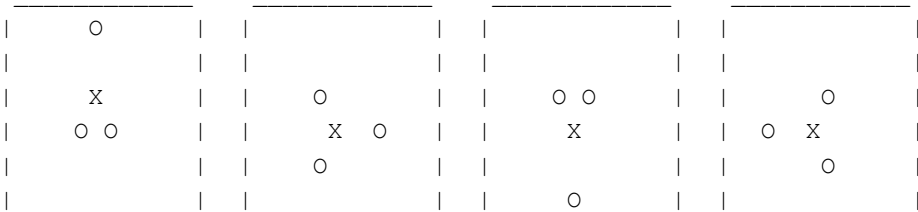
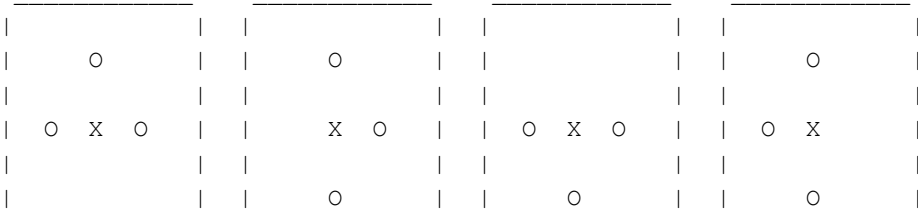
Luna:

General, Halberdier

Luna will cut the enemy's defense in half for one attack when it activates. A lot of enemies have decent defense so this can really help out. Nephenee could probably make good use of this skill but she'd have to lose Wrath in order to learn it so I wouldn't advise ditching Wrath. If you are using a General then I would definitely consider giving them this skill. Its activation chance equals skill as a percent.

Nope :\ .

5. Where are the armories/shops located?
They are no longer in the maps. They are now in your base. Just go to outfit then select a character and choose "Shop".
6. When can I use bonus exp/buy items/forge items?
At the beginning of each chapter starting with chapter 8.
7. What is <insert skill name here>?
It is an item that will give your character that particular skill.
For more info on skills check out the skills section of this faq.
8. What does Occult do?
It can be used on any promoted unit. It will give them their class's special skill. In example Ike will learn Aether, while Volke will learn Lethality from it.
9. Why can't I find my Occult scroll when I try to assign it to a character?
The skill will not be listed as "Occult" but will instead be listed as whatever skill the character can learn from the Occult scroll.
10. Where are all the class changing items?
Characters no longer need items to class change but will instead automatically class change when they reach level 21. However, if you want to class change someone earlier, there are 3 Master Seals that could be used.
11. Why can't my Ike promote?
Ike promotes automatically as a story event at the end of chapter 17.
12. Why can't my Volke promote?
Volke automatically promotes if you rehire him at the end of Chapter 19.
13. Why can't my Sothe promote?
Sothe cannot promote..... ever.
14. Can I kill the Black Knight?
Unless you are on chapter 27, no.
15. What does the Knight Ring do?
It is an item that can be equipped to a character. It will allow a non-mounted unit to be able to use any of their remaining movement after attacking an enemy, just like the mounted units can move after attacking.
16. Why can't I remove a character from my party?
Characters that are listed in green cannot be taken out of your party, while characters in red cannot be put into your party. Ike remains in green for the whole game while a few other characters get listed in green for a couple chapters. For the first few chapters the game will not even let you alter your party at all.
17. What is this "Triangle attack"?
It is an attack that can be performed by Boyd, Rolf, and Oscar if they are all promoted and can use bows. You also need to have read the 2 conversations between them at your base in chapters 13 and 19.
Position these three characters around an enemy and have one attack to perform the move. Here are drawings to help illustrate where everyone needs to be (any 1 of these will work):

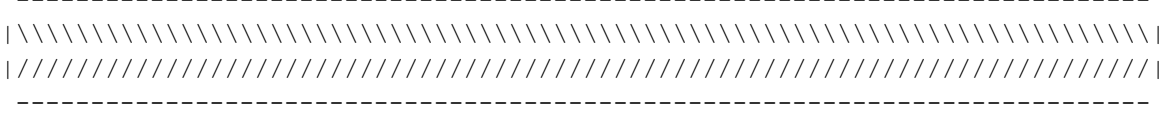


Note that it does not matter which brother is where or who attacks but each brother must be one space away from the enemy and position the first two having them wait and attack with the third. (Makes sense since they attack with bows.)

- 18. Wait isn't there a Falcon Knight triangle attack?
I have heard now that if you made Marcia into a falcon knight and have Tanith and Elinicia they will have a "Holy Knight" conversation in base at the beginning of chapter 28. Then they will be able to do their own triangle attack with swords. Hero of Nobody has now confirmed this to work. You just have to read the conversation between them and then perform the attack like the brothers' triangle attack except using swords this time and without spaces between your units and the enemy.

- 19. Is this game different depending on which level of difficulty you pick?
As far as I know, the story is the same for each difficulty. Easy and Normal modes are basically the same but you get a little less experience in normal mode. Hard mode has more enemies on some of the maps and there are a couple fog of war maps. You also get a lot less experience in hard mode.

- 20. Didn't your name used to be...?
Yeah, I changed my name from skb007 to Ask_B_007 because the letters skb are for a completely different game that has no relevance to my FAQ work. So I changed skb to Ask_B since my friends have told me it sounds better and my real name does start with a B.



Some interesting/cool things [FEINT]:

- 1. If you want a normal weapon but with a different name and/or color just forge the weapon you want. Don't change it's stats but instead just change the name and/or color because changing these do not add to the price. In this way you can have different colored weapons for the same price as the normal ones in the armory.
Also, if the armory doesn't have a basic weapon that you want you could get it at the forgery instead. So say you need an iron sword but the armory currently doesn't have it, just go to the forgery and get the sword there.
Be aware, however, that you can only visit the forgery once per stay at your base.

- Tanith's level 10 stats:
hp 32 sp 24
str 16 lck 18
mag 10 def 15
skill 18 res 13

A level 1 Falcon knight's stats brought in by reinforce:

hp 31 sp 25
str 17 lck 15
mag 6 def 15
skill 23 res 17

Tanith can bring in a better unit than herself. Too bad you can't switch them and keep the reinforcement throughout the game :D .

- So Greil is called Sir Gawain and he fights the Black Knight. Hmmm kinda reminds me of something..... Oh yeah, the story of Sir Gawain and the Green Knight.
- Skills can end up activating against doors if you try to break them. Yes, that's right Aether could actually activate against a door :D .
- David Chang has pointed out to me in an email that "the spell Nosferatu is also the name of a vampire. This explains why when you damage an opponent, you heal yourself."
- Anthony has reminded me in an email that this is not the first Fire Emblem game to have a sword with the word "Katti" in its name. The first two swords were Lyn's "Mani Katti" and "Sol Katti" in Fire Emblem 7. The series did not add in a "Katti" sword in Fire Emblem 8 but brought the sword back with the "Vague Katti" in this Fire Emblem game.

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Radiant Dawn Notes [FERDN]:

Fire Emblem: Radiant Dawn is the sequel to Path of Radiance, and as such, it allows you to transfer data to it. However, as of now, only normal and hard mode epilogue save files can be used. Also, you must not even have any form of an easy mode save on your Path of Radiance file or the game will freeze up.

Now onto what actually transfers:

First, you can get stat bonuses for your characters. If a character reached level 20 of their final class and capped a stat (or more) then they will receive a fixed bonus to that stat (or stats) in Radiant Dawn.

The Health stat bonus is +5 while strength, magic, skill, speed, defense, resistance, and luck get +2.

Some special cases, however, are Danved, Calill, and Sothe. Danved will get all of the bonuses from Devdan since they are actually the same person. Calill will receive her own bonuses and any bonuses that Largo would

|||||

Thanks [FETHX]:

Thanks to the sites that are hosting this FAQ.

Also, thanks to everyone who helped make the Fire Emblem: Path of Radiance game.

Thanks to ThunderMan for pointing various info out to me and for doing a turn-by-turn guide for chapter 10 which I ended up having to redo :\ .

Thanks to those who have emailed me with various useful info.

Also, thanks to Xereth for making me rethink my position on laguz.

And of course, thanks to you for reading this.

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