

# Fire Emblem: Path of Radiance FAQ/Walkthrough

by gsninja

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Fire Emblem: Path of Radiance FAQ/Walkthrough

Walkthrough Version: 1.5

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Introduction  
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This is the ninth installment of the popular Fire Emblem series, Path of Radiance. A Strategy/RPG game, it's guaranteed to please you. This guide is for the Normal Mode, but the strategies I'll give you here should work for the Hard Mode as well (except for the final chapter), since they worked for me for both modes. Still, since this guide is mainly for the Normal Mode, the items, etc. that only appear on Hard Mode will not be listed. Anywho, I like the Fire Emblem series, since it's a lot of strategizing and planning. :)

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Version History  
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-January 1, 2007

Happy New Year! :) I finished up the introduction and all the starting categories. I completed the walkthrough up until Chapter Eight.

-January 2, 2007

Completed FAQ until Chapter Thirteen. I'm almost halfway through this walkthrough. :)

-February 1, 2007: Version 1.0

Whew, a month break! I finished the rest of the FAQ and released Version 1.0.

-February 2, 2007: Version 1.45

I added the Basic Controls and Commands section. I also added the Triangle Attack and Weapon Triangle in the Extras section.

-July 1, 2007: Version 1.5

Wow, talk about not updating for a while. :P I fixed some errors and added a little bit of information in parts that it was missing.

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Basic Controls and Commands  
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Joystick/Control Pad:

Move between menu options, move map cursor, move units across map.

Start Button:

Initiates game, skips conversations, shows objective screen, begin battle, leave the base.

A Button:

Confirm option, select units, press during conversations to scroll back to words previously said.

B Button:

Go back to previous option/screen.

C Joystick:

Toggle camera angle.

X Button:

Aims the cursor to the inactive units Of the current turn.

Y Button:

Reveals status screen for all units,

Also shows help notes on menu options.

R Button: Controls the transparency of the unit displays. The more you hold down the button, the more transparent the displays get.

Y Button: Toggles camera view. Press once to go Back, press again to go back further.

The basic commands on the battlefield are as thus:

Attack: Attack a unit with the desired weapon. Weapon ranges range from 1 to 10 panels

Shove: Push other units one space in a desired direction. A unit can only push another whose Weight is lower than that of the pusher.

Staff: Heals a unit with an equipped staff.

Chant: Reyson only. Allows a unit in an adjacent space move again.

Reinforce: Tanith only. Call for two Pegasus Knights and a Falcoknight. Can only use twice per battle.

Rescue: Pick up all allied units. You can only pick up units with a lower Weight than the rescuer's.

Take: Transfer a carried units from one unit to another.

Drop: Put a rescued unit down in an adjacent space.

Item: Control items in the unit's inventory. Use items or drop items.

Trade: Trade items between two units.

Wait: A unit stops all actions and must wait until the next Turn to act.

Talk: Speak to another unit. This is the main method of recruiting more characters.

Door: Unlock a door with a Door Key or a Thief.

Chest: Unlock a chest with a Chest Key or a Thief.

Break: Deplete a door's HP to open if you do not have a Door Key or a Thief. :P

Visit: Visit a house to gain items.

Steal: Use a Thief to get an unequipped weapon or an item. Thief's Speed must be higher than target's.

Arrive: A chapter goal. Guide a unit to a blue square to complete the battle.

Seize: A chapter goal. Move Ike to a red square to complete the battle.

Escape: A chapter goal. Guide a unit to a yellow rectangle to escape. Once Ike escapes, the chapter is complete.

Order: Give the Rally, Halt, Target, and Avoid commands to blue colored units.

Direct: Give the Roam, Halt, Target, and Avoid commands to the yellow units.

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RNG Guide  
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The Random Number Generator (RNG) is the system Fire Emblem uses to determine how often a character's stats will go up. When you play through this game the first time, you automatically use the Random growths. The Random growth option utilizes the RNG factor and can either make you character spectacular or absolutely horrible. Once you beat the game at least once, you also have the option to begin a new game with Fixed growth rates. This option doesn't use the RNG factor to its full extent like Random growths do. If you use Fixed growth rates, your units will be guaranteed to not be horrible, but they will never reach their full potentials either.

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Stat Descriptions  
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Since this game is part RPG, there are, of course, stats to determine, for example, what power an attack has. I'll explain them here.

Health/Hit Points (HP) - An incredibly important stat in this game. If a unit's HP runs out, he/she will die and never come back. Therefore, don't let your units die, since it'll put less strain on you and your army; in other words, just don't let it happen. It's in everyone's best interest. Still, high HP doesn't mean much if a unit has a low Defense, which is explained later.

Strength (STR) - This determines the physical attack power of a unit and how much damage he/she can do while equipped with a physical weapon (swords, axes, etc.). This stat is required for most of the units in the game, since they use physical weapons. However, there are certain magical weapons, like the Flame Lance, that don't run on strength, but instead on magic. Strength also pertains to how well a unit can deal with a weapon's Weight (WT). If the WT is higher than the STR, then the amount of points the WT has over the STR is subtracted from the unit's

Speed.

Magic (MAG) - This determines the magical attack power of a unit and how much damage he/she can do while equipped with a magical tome (Wind, Fire, Thunder, etc.) or a magical weapon (Flame Lance, etc.). This stat is very important to Mages or Bishops dealing damage and how well a healer can...heal. Magic works exactly how Strength works, except it's more important for magic users.

Skill (SKL) - Skill determines the accuracy of a weapon and it also determines the critical hit rate of a unit. The higher the Skill, the better the chance a unit will hit the enemy. The other factor Skill determines is the chance a unit will perform his/her special skill. The amount of Skill is the percentage of success that the skill will activate.

Speed (SPD) - Speed is incredibly important. First, it determines the avoidability of a unit, meaning how well he/she will be able to dodge attacks. Second, it determines if a unit will be able to perform what is known as a "double-attack" in one round. If a unit's Speed is 4+ points higher than the enemy's, he/she will strike twice in one round. Third, and last, Speed pertains to the success of a Thief being able to steal. A Thief's Speed must be higher than his target's in order to steal.

Luck (LCK) - This stat determines the hit rate, the dodge rate, the rate a unit can critical, and how much an enemy's critical rate will be lowered by. Luck seems to affect dodging more than anything, but it could be just me. :P

Defense (DEF) - Defense determines how well a unit can protect him/herself from a unit's Strength. The higher the Defense the less damage a unit using a physical weapon will do. If a unit's Defense is higher than his/her enemy's Strength and weapon MT, then he/she will take no damage. However, Defense in no way is able to protect one from Magic attacks.

Resistance (RES) - Resistance pretty much works like Defense. However, it protects from magic attacks and not physical weapon attacks. If Resistance is higher enough than an enemy's magic power and weapon MT, no damage dealt to the character. :)

Movement (MV) - Determines how many spaces a character can move in a turn. If a mounted unit performs an action and he/she hadn't used all his/her movement range, he/she will be able to move again in the amount of spaces remaining.

Constitution (CON) - This is the unit's Build. If a unit's Build is higher than another unit's Build, he/she will not be able to be shoved unless someone with a higher Build than him/her comes along. Also, if a unit's Build is lower than another unit's Aid, he/she can be rescued. If it's higher, then the reverse holds true.

Aid - Aid determines whether a unit can rescue another unit or not. A unit's Aid must be higher than another's Build to rescue him/her. It's very handy if you want to pull someone out of a particularly risky situation. There's a big downside, though. If a unit is carrying another, the unit that is carrying will suffer a point deduction from Skill and Speed. However, if a unit has the Savior skill equipped, he/she won't suffer the penalty.

Weapon Level - Each unit has a certain Weapon Level, which in order from lowest to highest, goes like this: E->D->C->B->A->S. The more a character uses a weapon, the higher his/her Weapon Level for that particular weapon grows.

Each weapon has its own Weapon Level as well. For example, if a unit has a "C" in Weapon Level for swords, he/she will be able to use all class E, D, and C swords, but not class B, A, or S swords.

Might (MT) - This is the power of a weapon. This in conjunction with Strength and Magic determines how much damage a character will do. The combined numbers must be higher than the enemy's Defense or Resistance to do any damage.

Weight (WT) - The weapons Weight. If the Weight of a weapon exceeds the Strength of the wielder, then the amount of points the Weight exceeds the Strength will be deducted from the Speed stat.

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Strategy Basics  
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This section is dedicated to some strategizing advice. The beauty about Strategy and RPG games is that there is never only one way to go around doing things. If you discover another strategy that works, then use it if you'd like. If you think it's good, e-mail it to me and I'll see if I can add it to my walkthrough.

On another note, strategizing can be easy or hard, depending on how well you can solve situations. If you're great at figuring things out quickly and/or finding more than one way to do things, then strategizing should be easy. If you aren't too great at that, then you might find trouble. My advice is to go carefully inspect and scrutinize as many details about the chapter as possible. In that case, you'll have an easier time assembling your team and getting through the chapter.

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Walkthrough  
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Yay, here's the cream of the crop of my FAQ: the actual walkthrough. :) In this walkthrough, there may be some story references, but they're not too big. If you don't want to know anything about the story at all, then you might not want to read further. The layout of each chapter goes like this:

Chapter Name

Victory: What you have to do to gain a victory (Defeat Boss, Rout, Survive, Defend, Arrive, Escape, Seize).

Units Available: This is how many units you can use for the chapter.

Allies: Any units you can't control directly, but will help you.

They're labeled as either yellow or green. You can control Yellow units to an extent, but you can't control Green units at all.

Items: Items found in the chapter will go here.

Strategy goes here.

NEW UNIT ALERT!

The New Unit Alert will alert you to which units are joining in for the

first time in the chapter. I will give the name, my description, the stat growths, the unit's master skill, and then a rating based on my opinion. Because it's an opinion, don't go flaming me if you think it's wrong. ):

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Prologue: Mercenaries

Victory: Defeat Boss

Units Available: 1 (Ike)

Items: Vulnerary x3 (Mist)

You can't lose in this chapter. If you somehow do, then you honestly suck. :P Anywho, after Mist arrives, seeing that Ike got his ass beaten by their father, Greil, Boyd will come along. Greil will ask Boyd to spar with Ike, and Boyd will happily agree.

Before you get to move Ike, the game will ask you if you want a tutorial. If you choose to follow it, you start the next chapter with one Iron Sword. If you choose not to, you start with four Iron Swords. I suggest not following it, but it's your choice. Make your decision, then move towards Boyd. Boyd won't move, instead choosing to taunt you. On the next turn, go up to him and fight! Ike and Boyd will exchange blows, then the scene ends. Boyd won't attack you again, and on the next turn, you'll attack him and defeat him, earning you some nice experience. :)

After that, Greil will ask Mist to give Ike a set of 3 Vulneraries, the basic healing item of the game, which heals 10 HP. Once you pop one in to heal yourself, Greil will start coming after you. After he's moved, go up to him and attack. All you need to do is keep attacking him and you'll win without having to heal yourself.

Congrats! You've leveled up and completed the Prologue!

NEW UNIT ALERT!

Name - Ike

Description - Since Ike is the main character, you're forced to use him, and you better make darn sure you do! Ike is the best Lord since Hector. He easily maxes Strength, Skill, Speed, and Defense. His HP is very good, and it will most likely max out, too. His Luck and Resistance are both good, too, and his Magic is the only mediocre stat, but he doesn't need it. Even at the beginning, Ike's stats all start off well, and his avoidability is pretty good as well. As a Ranger, he's great; as a Lord, he's an uber killing machine. Ike is so awesome, and I haven't even mentioned his master skill: Aether. This skill alone makes Ike the best Lord, and you have no excuse not to give him an Occult scroll for it. Aether, coupled with his incredible Strength and Skill, will make mince meat of even the final boss. Aether will also keep Ike alive forever. Small story short: Use Ike. I think he's even better than Hector. And that's saying something.

Stat Growths - HP: 75%, STR: 50%, MAG: 20%, SKL: 50%, SPD: 55%, LCK: 35%, DEF: 40%, RES: 40%

Master Skill - Aether

Rating - 10/10

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Chapter One: The Battle Begins

Victory: Seize

Units Available: 4 (Ike, Titania, Oscar, Boyd)

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

Yay, you have three more party members! Here's a note about Titania: She's a Jeigan. For those of you who don't know what a Jeigan is, it's the character that joins normally at the beginning of a Fire Emblem game (Normally a Paladin). A Jeigan is a pre-promoted class that's overpowered at the beginning, but shouldn't be trained until the middle of the game. Titania is one of those. Therefore, being an equivalent to a level 21 unpromoted unit, she'll be an experience hog, and will steal experience from the characters that need it way more. In other words, don't use Titania, except if you really need her. In this chapter, you want her to kill the Bandit going after the NW House that houses the Seraphic Garb.

Anywho, start off the chapter by sending Titania to visit the SE house for the Steel Sword. Send Boyd to kill the nearby Fighter, Ike to kill the other Fighter, and send Oscar a bit north to try to get in the enemy Myrmidon's range. For the next turn, have Boyd finish the Fighter if he hasn't, have Ike back Oscar up, and Titania move towards the Bandit trying to destroy the NW house. During the next turn, clean up the rest of the enemies and then confront the boss. Weaken him with Oscar and/or Boyd, then finish him with Ike. On the next turn, have Ike go into the square the boss was guarding and Seize the building.

#### NEW UNIT ALERT!

Name - Titania

Description - Titania is this FE's Jeigan. She's definitely much better than Marcus, but she's not quite as good as Seth. Nonetheless, some people really hate Titania because her base stats are really low and just don't use her enough to realize her stat growths are among the best of any FE character. Although she has bad base stats, she can easily reach her full potential and still become powerful like the rest of your team. She starts with Counter, which is a useless skill you should probably remove right away. Teaching her Sol might not be such a bad idea, since, for some reason, she can get a bit Defense-screwed at times. Still, Titania's dodging ability is really good and her Resistance is definitely better than most of the physical attackers in the game. All in all, Titania's only real fault is her rather mediocre Strength and her tendency to get Defense-screwed. Other than that, she's excellent.

Stat Growths - HP: 80%, STR: 45%, MAG: 25%, SKL: 60%, SPD: 50%, LCK: 45%, DEF: 40%, RES: 45%

Master Skill - Sol

Rating - 8.5/10

Name - Oscar

Description - The best potential Paladin in the game. At the beginning, he starts off as a level 3 Lance Knight with some pretty good stats. All of his growths are solid, but none of them are exceptional either. Still, Oscar is one of the least likely characters to be RNG screwed, which makes him at least pretty good in all of your playthroughs. His growths are actually good enough to make him an incredibly useful, well-rounded unit. Once he's a Paladin, he starts becoming a powerful colossus that'll mow down virtually everything. If you opt to give Oscar Sol, he'll be kept alive very easily. Oscar's a character that's very worth using, and will most likely surpass Titania in almost everything, sans Resistance. Oscar also has the ability to unleash the Triangle Attack with his brothers Rolf and Boyd, but to perform this, you must choose the Bow as his second weapon.

Stat Growths - HP: 55%, STR: 45%, MAG: 20%, SKL: 50%, SPD: 45%, LCK: 30%, DEF: 35%, RES: 30%



Master Skill - Sol

Rating: 10/10

Name - Boyd

Description - Poor Boyd is the only Warrior in the game. His Strength growth is awesome, and he'll be able to max STR with little to no trouble. His Skill growth is pretty good, and his Speed growth is good too, meaning that Boyd can double-attack and dish out high damage each round. However, Boyd has a big problem: his Defense growth. It's pretty bad, and even though he's a frontline unit, it'll still be hard keeping him alive there, due to bad Defense. He can avoid rather well, but not enough to survive long enough. His Resistance is bad too, so keep him away from magic users. All in all, Boyd will deal lots of damage, but will take a lot as well, due to low Defense and Resistance.

Stat Growths - HP: 75%, STR: 60%, MAG: 5%, SKL: 50%, SPD: 45%, LCK: 35%, DEF: 25%, RES: 25%

Master Skill - Colossus

Rating: 7/10

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Chapter Two: Rescue

Victory: Rout

Units Available: 4 (Ike, Oscar, Boyd, Rhys) (Titania joins later)

Items: Vulnerary (Enemy drop), Steel Axe (Enemy drop), Speedwing (Boss drop)

This is the first battle that introduces you to the using and act of protecting your healer. Rhys is your first and only Priest/Bishop, your only Light magic user, and your only healer until Chapter 9. In this chapter, Rhys is easy to protect, just keep him away. Begin by having Oscar ride to the northern Myrmidon and kill him. Then have Ike and Boyd move to the east and attract the enemies. If one of them gets hurt too much, have them move towards Rhys and he'll heal (Haha, rhyme. :)) him. After Oscar's killed the Myrmidon, have him join Ike and Boyd and push forwards, just as Titania arrives on turn 3. Attract the several enemies surrounding the boss with Ike, Boyd, and Oscar, then confront the boss. Weaken him with Oscar and Boyd, then kill him with Ike. After that, when the battle ends, Shinon and Gatrie come and Shinon kills the Fighter that was about to kill Rolf and Mist. Go Shinon! :P

NEW UNIT ALERT!

Name - Rhys

Description - Rhys is the first healer you get in the game and the only Light magic user you can get. Rhys is very useful as a healer, invaluable in the beginning chapters and still very good later in the game. Once he promotes to a Bishop, he'll start to be able to use Light magic tomes and be able to cause damage. His awesome magic growths will enable him to cause lots of damage with each hit, and his good Skill growth will let him hit pretty well. It's too bad Rhys' Skill only maxes out at 22. Since his Defense is basically pretty bad, you don't want him near physical attackers. Rhys' only weakness is his Strength, which weighs upon him when he's using heavier tomes. Overall, Rhys is a very reliable healer and a good attacker with lighter tomes.

Stat Growths - HP: 40%, STR: 5%, MAG: 60%, SKL: 50%, SPD: 40%, LCK: 50%, DEF: 25%, RES: 55%

Master Skill - Flare

Rating - 9/10

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### Chapter Three: Pirates Aground

Victory: Rout

Units Available: 4 (Ike, Titania, Shinon, Gatrie)

Allies: Marcia

Items: Elixer (SE House), Hand Axe (Enemy drop), Vulnerary x 2 (Enemy drop), Thief Band (Boss drop...only if it's the second playthrough or above)

You don't get Oscar, Boyd, or Rhys in this level, and you instead get Shinon and Gatrie, who are, at this point of the game, definitely better. Shinon is a Sniper, the promoted Archer, and Gatrie's the first Knight you'll see in the game, and he's a total tank. First off, begin the battle by having Titania ride to the house right nearby to claim your set of 3 Elixers, which heal your HP completely. Also, take note of the person who gives you the Elixers; you'll see him later. Have Ike lock into combat with the Fighter near the house, and have Shinon and Gatrie do their "Thunder and Lightning" tactic they were talking about before; have Gatrie smash through, since he won't be taking damage, and have Shinon back him up from behind with arrows. Have Ike also join Shinon and Gatrie and help them. Try to let Ike get in the most kills, since he needs the experience the most and he'll develop even more. Try not to let Shinon get too many kills, since he's already promoted, therefore being an experience hog like Titania. After turn 2, a Pegasus Knight called Marcia rides in and speaks with the pirates about her brother. After that, it's your turn again. Marcia will obviously be attacked, but she should survive long enough for Ike to board the ship and speak to her. After that, she'll leave the field of battle. Don't worry--she'll come back in a later chapter. After everyone's on the ship, have Ike provoke the pirate captain from the northern staircase, and Gatrie lure the others in so that he and Shinon can kill them. Once Ike kills the boss and everyone else is dead, the battle is done.

#### NEW UNIT ALERT!

Name - Shinon

Description - Being a pre-promoted unit, you might think right away that you might not want to use him. That's a bad idea; of the three bowmen in this game, Shinon's actually the best. Although Shinon's base stats rather suck for a level 1 Sniper, his growths are incredibly awesome, and it won't take much time before he start to become better than most units in terms of power, speed, and accuracy. Ironically, his Defense growth is really good, considering he's an Archer. Once Shinon starts to pick up, he'll basically destroy almost anything in his path. He'll do a lot of damage, take little, critical a lot, and dodge lots of attacks. Even his Resistance is good. Using an Occult scroll to give Shinon Deadeye isn't a bad idea, since it increases accuracy and has a chance of putting an enemy to sleep. Since Shinon's accuracy is already awesome, the best thing about Deadeye for him is the sleeping part. Using Shinon is a great idea, especially if you want a reliable ranged attacker. If it weren't for the fact that Shinon disappears before Chapter 8 and returns on Chapter 18 being under-leveled, he'd get a 10. Stat Growths - HP: 75%, STR: 65%, MAG: 20%, SKL: 70%, SPD: 65%, LCK: 35%, Defense: 50%, RES: 40%  
Master Skill - Deadeye  
Rating - 9.8/10

Name - Gatrie

Description - Gatrie is one of the three available Generals in the

game, and he's the best of them. He's an absolute tank, due to his high Strength and Defense growths. Physical attackers will stand no chance of causing much damage, let alone none, and Gatrie's high Strength can cause him to severely injure his attackers. Gatrie has two weaknesses: his Speed and his Resistance. Very low scores in those categories makes magic users his hell. If you want Gatrie to protect against magic too, pray that his Resistance gets RNG-blessed, which just might happen. Most people make Gatrie's low Speed look like a way bigger problem than it normally is, since they're worried about his double-attacking. Thing is, Gatrie's not really an attacker; his job is to take damage, not necessarily deal it. Still, if it wasn't as low as it is, then he wouldn't be as tormented by magic users. When he leaves after Chapter 7 and returns on Chapter 13, you'll need to baby him a bit with bonus experience, or he'll have trouble growing. Giving Resolve and Wrath to Gatrie will make him a killing machine at half HP. Anywho, Gatrie is, in my opinion, the best General in the game. I recommend him.

Stat Growths - HP: 80%, STR: 55%, MAG: 5%, SKL: 55%, SPD: 25%, LCK: 25%, DEF: 60%, RES: 30%

Master Skill - Luna

Rating - 9/10

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#### Chapter Four: Roadside Battle

Victory: Defeat Boss

Units Available: 6 (Ike, Titania, Soren, Rhys, Shinon, Gatrie)

Items: Iron Lance (Enemy drop), Steel Lance (Enemy drop), Javelin (Boss drop)

Yay, your first battle with a Mage. You don't want to attack head-on with Soren, since he'll obviously be slaughtered. Therefore, you want to put him behind your main attacking units.

It's too bad Oscar and Boyd aren't with you in this battle, since they would have really helped. This battle pits your six units against Daein's 16 units, effectively outnumbering you nearly 3 to 1. Due to the fact that this is an open battle ground, it might be a bit difficult to protect Soren and Rhys, but other than that, it's easy. I suggest that you advance slowly with Ike, Titania, Shinon, and Gatrie and leave Soren and Rhys far behind enough so that they don't get attacked.

Therefore, send Ike, Titania, Shinon, and Gatrie slowly forwards while Rhys and Soren stay behind, maybe letting Soren get a couple of hits in if you want. Advance slowly, while letting the enemies come to you as well. Use the thunder & lightning tactic with Shinon and Gatrie and let Ike and even Titania help. After you kill off the first wave of enemies, it's only a couple enemies along with the boss, who is a Knight, left. At this point, let Rhys and Soren catch up to the other four. Have Ike, Shinon, and Gatrie lure the enemies in by stepping into their ranges, then have someone like Gatrie or Titania attract the boss, who attacks with a Javelin. Ike can give his Regal Sword a real workout on this enemy Knight. If you want, weaken the boss to just a little bit of HP left, then have Soren attack with his Wind tome to kill him, netting him lots of experience.

#### NEW UNIT ALERT!

Name - Soren

Description - Soren is the first Mage you get in this game, and he's the best. I actually think Soren is the best Mage in all the Fire Emblems I've played. He starts off with good enough base stats, but

because he starts off at level 1, he needs quite a bit of work. Still, once he starts to gain levels, his true power will start to show. His Magic growth is superb, and his Skill and Speed are good enough to make Soren a total powerhouse. He starts off with Adept, a particularly useful skill, and with his Skill growth, he'll be able to activate it a lot. Now, like Rhys, Soren's weakness is his Strength. With a horrible Strength growth, he won't be able to wield heavier tomes with simplicity. Thing is, he doesn't need heavy, powerful tomes. All Soren needs is "El" tomes and he'll rip enemies asunder with them, especially ElThunder. Soren also has a pretty bad Defense growth, but we know better than put him in the open against physical attackers, right? Soren's Resistance is great, so he won't take damage from magic.  
Stat Growths - HP: 45%, STR: 5%, MAG: 60%, SKL: 55%, SPD: 40%, LCK: 30%, DEF: 15%, RES: 55%  
Master Skill - Flare  
Rating - 10/10

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Chapter Five: Flight!

Victory: Defend for 6 Turns

Units Available: 8 (Ike, Titania, Oscar, Boyd, Shinon, Gatrie, Soren, Rhys)

Items: Hammer (Enemy drop), Iron Blade (Enemy Drop), Ashera Icon (Boss drop)

Oscar and Boyd have rejoined you, now that the Daein army found out about Elinicia and want to take her. There are three entrances, but Greil takes the eastern one, so you're ok there. ;) The western entrance has easy enemies that your weaker units can take out. The southern entrance is what you have to worry about, as that's where the massive-ass brunt of the force attacks from, and it's the path you must take to reach the boss.

Gatrie HAS to go down to the southern exit, his Defense is really needed. Oscar, Boyd, and Shinon should go to the west to confront the easy enemies. Now, you have two choices: One is to send Ike with Gatrie and have Titania wait near the square, or have Titania go with Gatrie and have Ike aid the units going west. Since the majority of the southern attackers consists of lance users, Ike may have a tough time, so that's why he'll need Vulneraries. If you want to get to the boss quickly, you can use Titania if you want. :P I suggest using her to kill the boss, since he's somewhat far away. Anywho, all you need to do is keep fighting the enemies back for 6 turns without having any of them reach the blue square. If you have enough time, have Titania meet the boss and put him to sleep...forever. >:0

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Chapter Six: A Brief Diversion

Victory: Escape

Units Available: 6 (Ike, Titania, Oscar, Boyd, Soren, Rhys)

Difficulty: Easy

Items: Vulnerary (Enemy drop), Poleax (Enemy drop), Short Spear (Boss drop)

The goal in this chapter is to escape through the yellow square that the Halberdier is guarding. Shinon and Gatrie aren't in this battle, since they're helping Greil. Since the enemies won't attack you as long as you're within the trees, make your way, slowly I might add, towards the western bridge. After that, charge through the trees. Allow Ike and

Titania to clean up the enemies on the bridge, and let Boyd, Oscar, and Soren stay a bit east of the bridge to lure the Soldiers in and kill them. Let Rhys cure whoever needs healing. After a couple turns, the boss gets impressed at your feat and starts sending everyone after you. In this case, have Ike, Rhys, and Titania advance down the bridge and slowly east towards the boss, clearing out the enemies along the way. Have Boyd, Oscar, and Soren catch up to the others once they're done with their part. Once you've killed the boss, you can escape!

However...!

Let everyone BUT Ike escape first, then let Ike escape last. I'll tell you why you should do this later on.

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## Chapter Seven: Shades of Evil

Victory: Rout

Units Available: 6 (Ike, Titania, Oscar, Boyd, Soren, Rhys) +2 (Shinon and Gatrie appear on Turn 3)

Allies: Mia

Items: Chest Key x2 (Enemy drops), Steel Lance (Enemy drop), Fire (Enemy drop), Mage Band (Boss drop...only if it's the second playthrough or above), Armorslayer (NE Chest), Miracle (NW Chest, left), Ward (NW Chest, right)

Simply put, beat the crap out of everyone in the room. Titania is very important in this chapter, as enemies attack en masse a lot in this chapter. Since you start at the bottom-right hand corner, have Titania gallop left to the middle corridor, then have her swing up and start hacking through the enemies there. Meanwhile, send the rest of the party north and take care of the couple enemies there.

At the end of the first turn, a myrmidon named Mia will come along. If Ike doesn't go to her, she'll approach him and bring up a conversation. After that, Mia will become your new party member! Once you've done that, have whoever has the Chest Key from the Soldier open the treasure chest. After that, have everyone advance carefully into the middle corridor while defeating the enemies in the process.

At the end of Turn 3, Greil, Shinon, and Gatrie will appear, along with Petrine. Greil will lure Petrine away, so Petrine leaves several units along with the boss to tend with your party. This leaves Shinon and Gatrie near an orgy of enemies, but they won't have trouble. Have Gatrie block the entrance to the treasure chests nearest him and Shinon while Shinon pelts the enemies with arrows. Once all the enemies are cleared up, advance towards the boss and beat him up until he's dead.

### NEW UNIT ALERT!

Name - Mia

Description - Mia is the first Myrmidon you get in the game. She starts off with base stats typical of a Myrmidon. When she joins, she'll seem a bit lacking Defense wise, and she won't be dealing much damage compared to the rest of the party when she first joins. Mia also joins at a bad time in the game, within which the next 2-3 chapters contain mainly lance enemies, making Mia seem even worse to start off with. She starts to prove herself once she's bumped up a few levels. Mia should end up with great Skill and Speed, which means her innate ability to dodge well coupled with a great critical hit rate will make her quite useful for some part. Mia's problem lies with her Strength and Defense. Being the Myrmidon she is, she won't really be doing much damage, and Mia will almost always have to depend on her Speed to survive the front lines. You basically can't cause enough damage with

her unless she manages to critical enough. Overall, you may want to consider the other two Swordmasters in the game.

Stat Growths - HP: 50%, STR: 40%, MAG: 30%, SKL: 45%, SPD: 60%, LUK: 45%, DEF: 20%, RES: 25%

Master Skill - Astra

Rating - 7/10

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#### Base Description

The mercenaries have found merchants with a caravan. Thank God. This nifty caravan will be the Base for the whole game, and it's accessible in between chapters and right before battles. You can buy/sell weapons and items or forge a weapon with stats you can chose for the weapon, as well as a color! :) The Base is incredibly handy, and it will carry all your items. Therefore, if during battle you can't carry enough items, the item you choose to not have in your inventory automatically gets sent to the caravan.

Another thing about the base is the Support conversations. These are personal chats between two characters, and a character can increase his/her "Support Level" by attending these convos. When one character is near a character on the battlefield he/she has support with, both units will receive a little stat boost, the amount depending on the support level.

And then, there's the option that you MUST use to get through the game: Bonus Experience. Bonus Experience is accumulated throughout the chapters, and you can use the experience to boost characters' levels while in the Base. At this point, you should have around 1200-1300 Bonus Experience if you had everyone but Ike escape first in chapter 6. If you let Ike escape first, you'll have less. Use it now, as an annoying chapter is coming up...

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#### Chapter Eight: Despair and Hope

Victory: Defend for 8 Turns

Units Available: 7 (Ike, Titania, Oscar, Boyd, Soren, Rhys, Mia)

Items: Red Gem (Enemy drop), Soldier Band (Boss drop...only if it's the second playthrough or above)

Great. Shinon and Gatrie have left, Ike wants to kill, and it's raining. ):

Now, this chapter must be planned out carefully, as there are a crapload of enemies coming from all three entrances to the fortress. Boyd and Oscar MUST be AT LEAST level 10 in order for this to work. Not only that, but Boyd should also have a Poleax, as he'll be a main working force.

Now, there are different groups of enemies coming from the entrances: On the western side, there's the assorted group, with simple enemies like Fighters, Soldiers, and Archers. Easy enough. The southern entrance is populated by a trickier crowd, which are the mounted units. The eastern side contains the Knights, who are the very protected units.

Now, this is how it'll work. Ike should be at the western entrance, and he should be fine alone, as his level should be high enough. If you want, have Mia and Soren help Ike out. I know you want to give Ike's Regal Sword a workout on the Knights, but he needs to be at the west to recruit a new unit named Ilyana.

For the southern area, send out Oscar and Boyd. Now, here's where it

gets good: Boyd's STR + Poleax + Mounted units = Slaughterhouse. That's right, Boyd will hack those horsie-riding enemies apart. Due to Oscar's well-balanced nature, he can help Boyd, dealing decent damage and definitely taking more hits. Still, due to the fact that Boyd WILL take a ton of damage because of his bad Defense, have his go to Rhys for healing when he gets too wounded. Boyd and Oscar should mop the ground with these guys.

As for the eastern entrance, there's one unit left for that, and that's Titania! Give her a Steel Axe and/or a Hammer, and she'll kill those Knights easily.

For Ike, once he's killed off most of the enemies in his way, have him walk to Ilyana and talk to her to get her to join the group! Now you can use her to help out for the rest of the battle. If the battle starts drawing to a close, have Titania and/or Boyd approach the boss in the southeast part of the map and take him down. After the battle ends, Lethe and Mordecai will save you from dying. ;)

#### NEW UNIT ALERT!

Name - Ilyana

Description - Ilyana is one of the underappreciated units in Path of Radiance. Most people don't like her because her below average Speed growth makes her a bit too slow. Well, it's true her Speed growth isn't that pleasant, but it doesn't make Ilyana unusable. Ilyana, unlike Soren, actually has a good Strength growth for a Mage, so she'll wield the heavier tomes better than Soren can. Not only that, but because of her biggest strength towards Thunder magic, Ilyana will be a powerhouse in not too long; still, her Speed will eventually weigh her down and she won't be double-attacking as much. Typical of a Mage, she has low Defense too, but Shade helps a bit. Still, Ilyana makes up for most of her mediocre Speed with nice Magic growths and Thunder magic.

Stat Growths - HP: 45%, STR: 25%, MAG: 50%, SKL: 45%, SPD: 30%, LUK: 45%, DEF: 15%, RES: 50%

Master Skill - Flare

Rating - 8/10

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Chapter Nine: Gallia

Victory: Seize

Units Available: 10 (Ike, Titania, Oscar, Boyd, Soren, Rhys, Mia, Ilyana, Mist, Rolf)

Allies: Lethe, Mordecai, Marcia

First off, once you have the battle start up, Mist and Rolf will run in and beg to join the fight. Ike will accept, and now you have two liabilities for this battle. Since they start at level 1, Rolf and Mist will have no use at all in this chapter. Mist may have use being a second healer, but Rhys alone is good enough.

The Laguz who saved you last chapter, Lethe and Mordecai, will be your allied units, labeled in yellow instead of blue. They can't necessarily be controlled directly, but you can give the one of four choices: Roam, Target, Flee, or Stand. Roam lets them do what they want, Target lets you choose a spot on the map you want the allies to go to, Flee makes the allies move away from enemies, and Stand makes them stand still. Got it? OK!

Now, you see the two houses way in the far left hand corner? Pirates are gonna go after them. If they reach the houses before you do, they

will burn them down. Because Titania's movement range is a lot bigger than the others, put her in the back of the party, then have her make a break for the beach, then run towards the houses, killing enemies along the way.

As for the rest of the party, have them start south. These are all just basic enemies, and they shouldn't be much trouble at all. Once you reach the castle walls, the boss will get reinforcements all around him. Kill them, then confront the boss. He has Counter, which isn't too bad, but it's detrimental if it activates on characters with low HP. Marcia should have come from the north after about 3-4 turns. She'll automatically start flying towards Ike. To make things easier, have Ike run towards her as well. They speak, and you have your first flying unit!

After you kill the boss, have Ike Seize the blue space, and you're done.

#### NEW UNIT ALERT!

Name - Lethe

Description - Lethe is a force on the battle field. She gets a high attack power, she can take damage with her good Defense, and she evades attacks incredibly well, too. Lethe's superb Skill and Speed growths means she'll constantly double-attack and dodge while giving her a better chance of criticaling too. Being a beast Laguz, though, she has an elemental weakness, which is Fire. Therefore, that coupled with low Resistance means she should stay away from magic, especially fire. Another great thing about Lethe is that she can jump into a battle right away, since she transforms right away. Although she can't attack in human form, she can still dodge a lot. I find Lethe to be the second most useful Laguz in the game, and she won't disappoint.

Stat Growths - HP: 130%, STR: 50%, MAG: 5%, SKL: 65%, SPD: 70%, LUK: 50%, DEF: 40%, RES: 25%

Master Skill - Roar

Rating - 8.5/10

Name - Mordecai

Description - Personally, I never liked Mordecai too much. When you first get him, he has great HP, STR, and DEF, making him totally powerful. He will double-attack sometimes, and he will hardly ever be in the state in which he needs dire attention. As the game progresses, however, Mordecai begins to weaken to the point that he'll fall behind. His Speed will fall short of what it should be, making Mordecai less able to double-attack and dodge. His Defense will fall a bit too, making him more susceptible on the front lines. Overall, Mordecai is a total monster offensively, but his defensive stats will cause him to falter. Also, like Lethe, he should be kept away from fire magic.

Stat Growths - HP: 150%, STR: 65%, MAG: 0%, SKL: 55%, SPD: 50%, LUK: 40%, DEF: 40%, RES: 20%

Master Skill - Roar

Rating - 6/10

Name - Mist

Description - Another underrated character, probably because of her performance at the beginning. She comes as a healer, like Rhys, and that's why she isn't quite so good. You only need one staff healer at the beginning, and since Rhys was already there, Mist seems pointless. Still, that changes when Mist promotes into a Valkyrie. She gains the ability to use swords, and she rides a horse. :) Even though she can use swords, Mist's STR stat isn't too good, so Mist may be lacking in attack power. In terms of a magic weapon, like the Sonic Sword, that's



a different story. Mist's magic is high, so a Sonic Sword falls right into the perfect hands when used by Mist. Still, Mist is better for killing magic users, not physical attackers.

In chapter 27, when Ike has a battle with the Black Knight, the only person helping him is Mist. Another reason you may want to use her.

Stat Growths - HP: 50%, STR: 35%, MAG: 50%, SKL: 25%, SPD: 40%, LUK: 60%, DEF: 15%, RES: 40%

Master Skill - Sol

Rating - 7/10

Name - Rolf

Description - Rolf is the second of the three bowmen you can get in the game. It's not really a good idea to use both Shinon and Rolf, so it's only one or the other. Shinon outstrips Rolf in every category except evade, which Rolf is a little better at. Even though that's the case, Rolf isn't a bad unit. Even though he comes at level 1, he still has potential, and unlike Shinon, Rolf has twice as much room to grow. Choose Rolf if you think Shinon is too troublesome when he rejoins the party later.

Stat Growths - HP: 60%, STR: 40%, MAG: 20%, SKL: 45%, SPD: 50%, LUK: 40%, DEF: 30%, RES: 25%

Master Skill - Deadeye

Rating - 7/10

Name - Marcia

Description - Marcia is the first flying unit you get. She's one of the more fragile units in the game, and she's usually at risk from the beginning to the end. Her Strength and Defense are about average, but do have potential to be better. Her Skill, Seed, and Luck will help Marcia survive the front lines and avoid lots of attacks. It's not enough to depend on for what she lacks in Defense, though. Marcia isn't necessarily as good as pegasus knights like Fiora, but she's passable. All in all, though, Marcia should be used as a mage killer, like Mist.

Stat Growths - HP: 55%, STR: 40%, MAG: 20%, SKL: 50%, SPD: 55%, LUK: 40%, DEF: 25%, RES: 30%

Master Skill - Stun

Rating - 7.5/10

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## Chapter Ten: Prison Break

Victory: Escape

Units Available: 9

Allies: Sephiran, Brom, Kieran, Nephenee

Items: Master Seal (Boss drop), Statue Frag (NE Chest), Counter (NW Chest, bottom left), Javelin (NW Chest, top left), Short Axe (NW Chest, top middle), Steel Lance (NW Chest, top right)

Since you can choose the units you want from now on, I'm not going to list anyone on "Units Available".

Before the fight begins, you get the choice of hiring Volke or not. Do the right thing and choose him. He's one of only two Thieves, and he's the only one that promotes. Volke kicks major ass, and I strongly recommend him.

Now, the main objective of this chapter is to sneak past the guards and escape through the two panel horizontal yellow space at the top of the map. I don't know if that nets you any extra bonus experience or something, because the only thing I did was charge in and slaughter everyone. Once one guard dies, reinforcements will come from the three entrances. Since one of them is north of your deployment zone, leave a

couple units to tend to those guys, then send everyone else towards the jail cells. The nearest guard drops Door Keys, so send someone like Oscar or Titania forward to kill him, then use them to unlock the cells. If you have Volke, and you hopefully do, he can unlock the jail cells without keys. Also, unlike the other American-released Fire Emblems, he doesn't need a Lockpick. He doesn't need a Lockpick for chests, either.

OK, back to the point. There are four allied units, three of them that can fight. Although they don't join the party during the fight, they join soon after. Talk to Sephiran, Brom, and Nephenee with Ike, and talk to Kieran with Oscar. Make sure you open all the chests, kill everyone, and escape. Remember, let everyone but Ike escape first, then let Ike escape, so you can get more bonus experience.

#### NEW UNIT ALERT!

Name - Volke

Description - Volke is one of two Thieves in this game. He's the only good one, and he's absolutely exceptional. Although his base stats aren't anything incredible, it won't be long before Volke starts to gain enough power and speed to go uber ballistic on enemies. :P

Once Volke promotes into an Assassin, he becomes obscenely Herculean. He will kill, kill, and kill everything in his path. And it just gets better if you choose to give Volke his Master Skill, Lethality, which kills enemies in one hit. Volke's only major weak point is his Resistance, which is terrible. His Defense isn't too good either, but Volke's agility makes up for it.

Stat Growths - HP: 65%, STR: 50%, MAG: 5%, SKL: 50%, SPD: 65%, LUK: 35%, DEF: 20%, RES: 10%

Master Skill - Lethality

Rating - 9.5/10

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Chapter Eleven: Blood Runs Red

Victory: Arrive

Units Available: 13

Items: Master Seal (Boss drop), Killer Lance (NE House), Dracoshield (SW House), ElWind (Center house)

Poor Ranulf, getting all beaten up like that. ): Anywho, Ike's outburst now put you in a sticky situation. Luckily, this battle isn't hard. This battle is the first with the Arrive objective. All you need to do is have any unit go on the blue square and choose Arrive to complete the mission.

Note the group of Vigilantes northeast of where you start from. If you don't kill them, you can get a little more bonus experience, but that means avoiding recruiting Zihark, the game's best Myrmidon/Swordmaster. In order to recruit him, send Lethe or Mordecai to talk to him. Send another unit or two with him/her, because you'll use them to get the Killer Lance in the NE House, then swing around to meet up with the main group.

The main group will go through the two left paths, then swing upwards to the boat. The enemy Thief is most likely going to go after the house with the ElWind tome, so make sure you get there before he does.

At the end of Turn 5, a wyvern rider named Jill and two others will appear in the southwest corner of the map. They'll only go after you if you go into their attack range, but you should be well beyond it by then. You don't want Jill dead anyways, since she will join your party in the next chapter if you leave her alive.

As you start to get nearer to the boss, the Black Knight will appear out of that lone house in the middle of the body of water. Like Jill, he'll only go after you if you're in his attack range, which you shouldn't be in. If, for some reason, you are, then it's instant death for you.

Anywho, once you've cleared most of the enemies, take Mackoya down, knock that Knight away from the arrival space, and...Arrive!

#### NEW UNIT ALERT!

Name - Brom

Description - Haha, what a total wuss this guy is. :P Brom is the second of the three Generals in the game. While Gatrie specializes totally in Attack and Defense, Brom focuses a bit more on Skill and Speed than Gatrie. With the higher Skill and Speed, Brom is the most nimble of the three Generals, but not by much. He'll definitely double-attack more often than Gatrie, but not enough. Brom's better Skill and Speed simply aren't enough for him to be better than Gatrie. Not only that, Brom's Attack and Defense are a bit worse than Gatrie's too. Nonetheless, Brom's still reliable, with decent Speed for a Knight, and good Strength, Skill, and Defense. I would recommend using Gatrie instead, though.

Stat Growths - HP: 75%, STR: 45%, MAG: 10%, SKL: 50%, SPD: 25%, LUK: 20%, DEF: 55%, RES: 25%

Master Skill - Luna

Rating - 7/10

Name - Kieran

Description - Kieran is the second mounted knight you get. Titania and Boyd were the only axe users in the game for a while now, so it's welcome to see another one, especially one that's mounted. :) Kieran's pretty useful when he first joins, but after a while, his Speed starts to fall behind a bit. Kieran's a good potential Paladin, though, but the fact remains that his Speed and his Resistance are what ultimately screw him over a bit.

Stat Growths - HP: 60%, STR: 50%, MAG: 15%, SKL: 50%, SPD: 40%, LUK: 25%, DEF: 40%, RES: 30%

Master Skill - Sol

Rating - 8/10

Name - Nephenee

Description - Nephenee is one of the biggest favorites in this game. She also happens to be the most overrated character, too. Although Nephenee's well-rounded, she isn't really perfect. She's useful in many situations, but she can't solve them with as much efficiency as several others. In Nephenee, you have the above-average porridge: Not too hot, not too cold, but still a bit warm. She doesn't have any notable weaknesses, though, so that's a plus.

Stat Growths - HP: 55%, STR: 40%, MAG: 20%, SKL: 55%, SPD: 55%, LUK: 25%, DEF: 35%, RES: 25%

Master Skill - Luna

Rating - 7/10

Name - Zihark

Description - Zihark is a great Swordmaster. His HP, Strength, and Defense growths are pretty good, considering he's a Myrmidon. His Skill and Speed, of course, are amazing. Zihark can really take the fight to his enemies and beat the living hell outta each one of them. If you have played FE8, then Zihark should remind you of Joshua, as they're pretty similar. Zihark is very useful, and his innately high Speed will

actually be pretty reliable, although not completely. Zihark doesn't necessarily play the evasion game as well as Mia, but he's definitely more powerful and sturdier.

Stat Growths - HP: 55%, STR: 45%, MAG: 15%, SKL: 50%, SPD: 60%, LUK: 40%, DEF: 30%, RES: 20%

Rating - 9/10

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Chapter Twelve: A Strange Land

Victory: Rout

Units Available: 10

Allies: Jill

Items: Seraph Robe (Enemy drop), Blue Gem (Enemy drop), Arms Scroll (Enemy drop), Coin (Enemy drop), Secret Book (Enemy drop), Laguz Stone (Enemy drop)

Ugh, the stupid crows wanna fight you by surrounding your ship and attacking from several directions. It may be a little difficult protecting your weaker units, so make sure you know where to put them to stay out of harm's way. The Ravens drop a lot of stuff too, so that's all good.

At this point in the game, Ike should probably be level 20. If not, this is the perfect opportunity to bump him up some levels, since the crows give a lot of experience. Of course, train others, too. :) You should also have at least one or two units promoted at this point too. Ad if not...well, get someone promoted!

Anywho, since these crows fly, you can't hit them until they come overboard. If you read the Info before the battle in chapter 11, a Vigilante should have given you a Laguzslayer, a sword specifically made to combat Laguz. Give it to someone like Ike or Zihark and let loose. It would be a great idea if you have Oscar promoted at this point, because he's incredibly useful. If not, use Rolf and/or soren, as they have the Wind magic and the bows to hunt them crows down.

At the end of turn 2 or 3, Jill will appear from the southwest corner of the map. She'll automatically fly over to Ike and talk to him. After that, you have a flyer to help with the pesky Ravens.

The boss, Seeker, will eventually come over to you. He's equipped with the skill Miracle, so make sure you take him down quickly. Once all the crows are dead, you're done.

NEW UNIT ALERT!

Name - Sothe

Description - Sothe joins the party before the battle, and he is the absolute worst character in this game. If you want to use him, fine, but Sothe really sucks because he can't promote. This is a real shame, because his growths are really good and he could have been able to reach a good potential. But no, his stats, besides HP and Luck, will only max out at 20, and you'll see Sothe ultimately suffer before long.

Volke is made of much higher quality than Sothe, and that's why you should not use Sothe. He's only useful for...2-3 chapters, I guess.

Stat Growths - HP: 60%, STR: 55%, MAG: 10%, SKL: 70%, SPD: 65%, LUK: 55%, DEF: 35%, RES: 30%

Master Skill - N/A

Rating - 2/10

Name - Jill

Description - Jill is the second flier, and a Wyvern Rider at that. Wyvern riders have better attack and defense, while pegasus knights

have better Skill and Speed. In general, wyvern riders are the power while Pegasus knights are the speed. Jill is a prime example of a wyvern rider; pretty good attack and defense, good enough Skill and Speed, but bad Resistance. Her base Speed really sucks at this point in the game, so Jill won't really double-attack and she'll get double-attacked sometimes as well. Later on, though, Jill will catch up in her Speed and end up a decent all-around unit. Her Resistance isn't so great either, so keep her away from magic casters. If only her base Speed didn't suck so bad, I would have given Jill a higher rating.

Stat Growths - HP: 60%, STR: 40%, MAG: 30%, SKL: 45%, SPD: 45%, LUK: 25%, DEF: 35%, RES: 30%

Master Skill - Stun

Rating - 7/10

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### Chapter Thirteen: A Guiding Wind

Victory: Defend for 10 Turns

Units Available: 12

Allies: 8 (Gatrie, Astrid, 6 other units)

Items: Killer Bow (SW Chest), ElFire (SE Chest), Laguz Axe (MW Chest), Longsword (ME Chest), Occult Scroll (NW Chest), Energy Drop (MN Chest), Speedwing (NE Chest)

Yay, Gatrie! He's back! To recruit him, you must first talk to Astrid with Ike, then talk to Gatrie with Astrid. It may be a little difficult to get Astrid, since she loves to put herself in the middle of lots of enemies and kill herself. So, make sure Astrid is recruited no later than Turn 2, or she'll most likely die before you get to her.

Volke is extremely useful in this chapter, as there are seven treasure chests and he can open them no problem. If you have any spare Chest Keys, give them to another character you won't use for fighting much and help Volke with the chests as well.

First things first, have a unit stand in the space you must protect. Someone with a higher Defense should do just fine. Now, one of the problems in this chapter is the crows. Since they can fly between ships and have rather long movement ranges, they can have no problem taking over the square if it's not protected. Make sure you also have two or three other units around the square to fight off the crows.

There is one plank connecting your ship and Begnion's, and three connecting Begnion's and Daein's. Send three good melee attackers, one on each plank, to push back the enemies and advance to the boss.

At around turn 7 or 8, Naesala will send his crows to start stealing the treasure from the chests. Make sure the crows don't get away with the northwest chest, as that contains an Occult Scroll. If you've already taken it, then there's nothing to worry about. Once all the treasure is taken, the crows will not attack you at all and only fly away.

#### NEW UNIT ALERT!

Name - Astrid

Description - Astrid is an OK character, not necessarily great. She's like the Nomads from FE7, but I think Rath was better than she is. Astrid's Strength is alright, but her Defense needs work. Astrid's one advantage is her evade. Her Speed and Luck will help her avoid most attacks, but not all. Her Resistance isn't really all that great, either. Astrid doesn't really excel in anything, she's pretty much an average character. Astrid is all-around except for high evasion and below average Defense. Shinon and Rolf make for better bow users than

Astrid.

Stat Growths - HP: 45%, STR: 40%, MAG: 20%, SKL: 55%, SPD: 50%, LUK:  
40%, DEF: 30%, RES: 25%

Rating - 6/10

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#### Chapter Fourteen: Training

Victory: Defeat Boss

Units Available: 13

Items: Spirit Dust (SW House), Secret Book (NW House, left), Vantage  
(NW House, right)

This is one of the easiest chapters in the game, and you should have no problem with it. It's pretty basic and straightforward. You want to split your party up, one part going north, and one going west. Make sure you bring along Marcia to recruit Makalov, the sword knight in the top left hand part of the map.

Recruiting Makalov could prove a little tricky, since he tries to attack you, and if he attacks one of your stronger characters, he may die. Make sure no one is in his range when he moves, and when he does, send Marcia up to him and recruit him.

Make sure you get to the northwestern houses on time, because pirates are already going for them, and you really want that Vantage scroll. Very useful skill. Someone like Oscar, Kieran, or Titania is good enough to charge up there to get to the houses on time and kill other enemies along the way. Soon enough, your party should have caught up with each other.

As you approach the boss, two laguz tigers will appear behind him. Neither he nor the laguz will move, so ranged attackers can sweep the floor with them. If you attack the boss at close range, be careful, as he's a Berserker and has a Killer Axe, which makes his critical rate around 35%. Still, if you have a reliable ranged attacker, he/she won't get hurt attacking the boss or the laguz.

#### NEW UNIT ALERT!

Name - Makalov

Description - Despite his appearance, Makalov is actually pretty good. I'm one of those people who didn't use Makalov on my first playthrough because he looked freaky. Till, once I started using him in my second playthrough, he turned out pretty well. The tough part is training him in the beginning with his crap bases. He'll almost certainly die if you leave him to contend with enemies on his own. However, once Makalov gets going, and especially once he promotes into a Paladin, he becomes a competent killing machine. Although his Defense is good, it doesn't really make up for what he lacks in evasion. Therefore, Makalov will be hit a lot, but still be able to take it. His growths are good, and they definitely make up for his bad base stats.

Stat Growths - HP: 60%, STR: 55%, MAG: 5%, SKL: 45%, SPD: 50%, LUK:  
25%, DEF: 45%, RES: 20%

Master Skill - Sol

Rating - 9/10

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#### Chapter Fifteen: The Feral Frontier

Victory: Defeat Boss

Units Available: 14

Items: Random items strewn across the desert.

First off, there are certain items you can find in certain parts of the desert. There's a map you can look at that shows you where all the treasures, and where Stefan, are. To recruit Stefan, you need either Lethe or Mordecai. Go to a square somewhere in the top right corner of the map. From the corner there, go two spaces left, then once space down, and that's where you put Lethe or Mordecai. If you put anyone else on the spot, Stefan will give you his S-rank sword, the Vague Katti, but won't join up with you. Just put Lethe or Mordecai there, so you can get a person and a sword instead of just a sword. ;)

This map is somewhat medium because the movement rate of the characters is decreased by .33 or less. Do not bring Gatrie or Brom, because they can only move once space at a time. Mounted units won't do so well here either, as that can only move 2 spaces at a time. The only mounted units you should use are Titania and another Paladin if you have one. Oscar's an excellent choice. This is also an excellent map to exercise your Laguz weapons, as laguz are your only enemies here.

Oscar can totally massacre the laguz in one hit, occasionally two, if he's a Paladin with a Laguz Lance. Bring someone with high Luck along, like Volke, to maybe get the hidden treasures. Just advance forward, clearing the laguz along the way. Send Lethe and/or Mordecai and another unit to the northeast to kill those laguz and recruit Stefan. Once you defeat Muarim, the battle ends.

Something to note is that the only units who won't be slowed down by the sand are the magic/staff users, thieves, and flying units. Soren can be really devastating here if you've trained him.

#### NEW UNIT ALERT!

Name - Stefan

Description - Stefan joins the party as a level 8 Swordsman, and unlike most pre-promoted units, his base stats are amazing, save Defense and Luck. Stefan is probably the most susceptible unit to being screwed over in Defense, so he'll probably go down in several well-placed hits. His Luck doesn't serve him well either, so his evade loses points from that. However, Stefan is still very powerful and very fast, able to always strike twice and deal great damage. His 27 Skill base already gives him a great chance to activate his Astra skill. As great as he is when you first get him, though, Stefan becomes increasingly more fragile until the only characters more fragile than him are Largo and Reyson. Stefan is overall very fast and pretty powerful, but he gets bumped down several points because he becomes so easy to bring down.

Stat Growths - HP: 70%, STR: 50%, MAG: 20%, SKL: 40%, SPD: 55%, LUK: 25%, DEF: 35%, RES: 30%

Master Skill - Astra

Rating - 6.5/10

Name - Muarim

Description - Muarim is the next and last Tiger you get in the game. He's definitely better than Mordecai. Muarim actually trumps Mordecai in basically everything, including Strength. He's a lot better in terms of Skill and Speed than Mordecai, so Muarim will dodge and double-attack a lot more. Muarim also retains a constant good Defense rating, unlike Mordecai. Muarim comes with the Demi Band, an item that keeps a laguz in...laguz form, but decreases some stats a little, but not too much. Muarim should keep it on, as he'll do very well with it on anyways. Muarim also get a good Resistance growth, making him more bearable against magic users, but still a bit susceptible to fire magic. Muarim doesn't really have any weaknesses, which is great.

Stat Growths - HP: 145%, STR: 70%, MAG: 5%, SKL: 75%, SPD: 55%, LUK: 35%, DEF: 60%, RES: 45%

Master Skill - Roar

Rating - 9/10

Name - Tormod

Description - Tormod joins quite under-leveled, so it's difficult to train him when you first get him, like Makalov. Although Tormod turns out to be a pretty good Sage, he definitely doesn't come up to par with Soren, and Ilyana is a bit better than he is, mostly due to her starting strength in Thunder magic. And because Soren's starting strength was Wind magic, Tormod's starting strength is Fire magic. Tormod's stats will become pretty good, but his stat growths aren't really that amazing, just above-average, really. His Defense growth is better than Soren's or Ilyana's, so he can probably take more physical attacks than they can. If you have the choice of Sages, Soren and/or Ilyana would probably be better choices. Tormod still suffices, though. Stat Growths - HP: 50%, STR: 20%, MAG: 45%, SKL: 40%, SPD: 45%, LUK: 35%, DEF: 25%, RES: 45%

Master Skill - Flare

Rating - 7/10

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## Chapter Sixteen: The Atonement

Victory: Seize

Units Available: 11

Items: Gamble (Enemy drop), Spear (Boss drop), Ashera Icon (NE Chest, left), Silver Lance (NE Chest, right), Dracoshield (Center Chest, left), Full Guard (Center Chest, right), Bolting (NW Chest, left), Psychic (NW Chest, right)

Pretty simple and straightforward like chapter 14. There are six chests to open in this map. Nice. You want to bring a Thief along to unlock the doors and chests, so bring Volke or Sothe along.

There's a Halberdier named Devdan in front of the NW trasure room. To recruit him, you need to talk to him with one of the children in your party (Soren, Mist, Rolf, Sothe, Tormod). He hates fighting children. How nice. :P

Getting to the NE and Central treasure rooms is simple enough, but at the end of turn 9, a hief will appear next to the NW room. Make sure someone can get to him on time to kill him and secure your dibs on the Bolting and Psychic.

The boss is a General, like in chapter 10. this time around, though, he doesn't move. He still has a Spear though, so he can attack units one or two spaces away. Finsh him off, claim his Spear, and Seize the place.

NEW UNIT ALERT!

Name - Devdan

Description - Devdan is one of those characters that isn't exceptional at anything, just well-rounded overall. Devdan's most redeeming features are his good Strength and Skill. Heck, his Strength growth is actually good enough to max out easily. His Defense isn't so bad, but later on, it may lag behind, and Devdan doesn't have the necessary avoidability to make up for it. If all works out, though, Devdan's Defense will be fine. Since Devdan's a Halberdier, he can do well in many situations, as the Halberdier class is pretty versatile. All in all, though, Devdan's decent. He and Nephenee both have about the same amount of usefulness.

Stat Growths - HP: 75%, STR: 60%, MAG: 30%, SKL: 40%, SPD: 35%, LUK:







## Chapter Eighteen: Crimea Marches

Victory: Rout

Units Available: 13

Items: Brave Bow (Shinon drop), Tornado (Boss drop), Recover (NW Chest), Silence (East Chest, left), Wrath (East Chest, right)

Congratulations. You have now come even closer to perfecting the ultimate killer that is Ike. Yes, he's promoted, and he's ready to kick ass and gain experience again! If you have a spare Occult Scroll handy, use it now, because Ike can now learn Aether, the skill that makes him utterly destructive.

Before the fight begins, the four flying laguz that helped you before will come visit you. Reyson will offer his help to you, and if you turn down his offer, may you be smitten where you stand/sit/etc.! :P

Honestly, take up Reyson's offer. If you do, not only do you get an awesome support character, Tibarn gives you Janaff and Ulki, too! Talk about kick-ass.

Before the laguz join up, Tanith will have become a unit of yours too. She comes as a level 10 Falcoknight, and she's seriously useful. Don't worry about what she says about the "...true Wyvern Riders."

beforehand. They're actually easy enough.

And look who else is here! Shinon! Yay! After 11 chapters, he's finally back, but on the enemy's side. Like Gatrie, you can't recruit Shinon by talking to him with Ike. What you first need to do is talk to him with Rolf, then defeat him with Ike, and he'll join your party after the battle. If you kill Shinon with Ike before having Rolf talk to him, Shinon will die and never come back. But I know you wanna have him. :P Still, getting Rolf to Shinon will be difficult if you haven't used Rolf. Ever (which was the case in all my playthroughs but one). There are two Sages with the uber long range spells like Meteor, so you want to take them out first before letting Rolf advance.

As for the two or three Wyvern Riders to the right of your deployment zone, just use your newly obtained fliers to take them out. Tanith causes some serious damage with her Sonic Sword to flying enemies. Her Reinforcement skill will really come in handy, too.

Anywho, all in all, it's a pretty basic field map. Just go along, killing everyone, and you'll pull through just fine.

### NEW UNIT ALERT!

Name - Tanith

Description - One of the most useful flying units you get. Since she starts as a level 10 pre-promoted unit, don't let her get too many kills at first. That way, units who need the experience more can get it. Tanith is one of the most useful units in the game. She evades so well that it's actually dependable, as her Defense isn't necessarily up to scratch. Her Strength is alright, so she'll do decent damage to all but the armored units. Tanith has a decent Magic growth, making her a suitable candidate for magic weapons. The thing that makes Tanith really special, though, is her unique skill, Reinforce. With this skill, Tanith can call two Pegasus Knights and a Falcoknight as yellow units, and boy, can they be useful. Note that she can only use Reinforce twice per battle. Overall, Tanith is an incredibly dependent unit, and is definitely more useful than Marcia.

Stat Growths - HP: 60%, STR: 40%, MAG: 35%, SKL: 70%, SPD: 40%, LUK: 30%, DEF: 25%, RES: 30%

Master Skill - Stun

Rating - 9.5/10

Name - Reyson

Description - Remember characters like Tethys, Nils, and Ninian? Reyson is like them, except he's more useful and one of the best supporting units on the battlefield. He heals AND he makes other units move again by using the "Chant" option, much like the "Dance" and "Play" options from the two games before. Reyson is extremely fragile against physical attacks, as most of the time, one hit from a physical attacker will bring him down. Of course, you have enough sense to keep him out of the way of those units, right? :) His Resistance is the best, though, so magic is no threat to him. Use Reyson, he won't disappoint.

Stat Growths - HP: 65%, STR: 5%, MAG: 40%, SKL: 50%, SPD: 50%, LUK: 60%, DEF: 15%, RES: 50%

Master Skill - Blessing

Rating - 9/10

Name - Janaff

Description - Janaff, like Lethe, transforms right at the beginning of the battle, which is awesome. At first, Janaff is a great unit with awesome Speed and good enough Strength to do enemies a lot of harm. Later on, though, Janaff starts to seem a bit more susceptible to damage, as his rather shady Defense growth will lower his Defense. He dodges well enough, though, and will turn out to be rather dependable.

Stat Growths - HP: 130%, STR: 55%, MAG: 10%, SKL: 70%, SPD: 65%, LUK: 40%, DEF: 30%, RES: 25%

Master Skill - Cancel

Rating - 7/10

Name - Ulki

Description - Ulki is the second of the two hawks Tibarn allows you to use. Ulki is stronger and can take more hits than Janaff can, but he's a bit slower than Janaff is. Ulki also transforms later, so he can't fight until a couple of turns pass. Nonetheless, Ulki is better than Janaff simply because he's tougher to bring down and he can cause more damage. Ulki's one major weakness is that his Speed isn't as great as Janaff's, so he double-attacks less.

Stat Growths - HP: 130%, STR: 60%, MAG: 10%, SKL: 65%, SPD: 60%, LUK: 35%, DEF: 35%, RES: 25%

Master Skill - Cancel

Rating - 7.5/10

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Chapter Nineteen: Entrusted

Victory: Defeat Boss

Units Available: 13

Items: Knight ring (Naesala, if you can make him leave without killing any other ravens)

There are two units you MUST bring into this battle: Either Janaff or Ulki and Reyson. Notice that the boss you're required to kill is Naesala. Well, unless you want to fight him and risk having several of your units die trying, this is what you must do...

First of all, bait Naesala over with a sturdy character (Oscar, Titania, etc.) near the first ballista. Make sure Janaff or Ulki are nearby, but not within the ballista's range from the left part of the map. Once Naesala's come over, have Janaff or Ulki fly to Naesala and talk to him, telling him that Reyson is here and fighting for Crimea. Once that's done, Naesala will fly over to Reyson and speak with him. Once Naesala's done that, he'll order all his minions to retreat. Note that without a hawk and Reyson, you'll have one hell of a battle.

If you followed the steps and got rid of Naesala, the boss you will have to kill will shift over to the lame Swordmaster at the north part of the map. :P

Anywho...equip the Full Guard to a flier like Tanith. This is so that the person can fly to the ballistae on the hills and kill the archers there. Tanith is great for this. Have everyone else charge forward while keeping the other fliers away from the ballistae's ranges. Treat the boss with some super butt-kicking to complete this chapter. :)

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Chapter Twenty: Defending Talrega

Victory: Arrive in 15 turns

Units Available: 11

Items: Provoke (Enemy drop), Smite (N House), Rescue (S House)

\*gasp\* You need to Arrive in 15 turns! Well, it's nothing to worry about, really. 15 turns is actually more than enough to complete this chapter. Oh, and a note: Jill's daddy, Shiharam, is the boss in this chapter. If you're using Jill, and you put her too near Shiharam, she will go back to Daein's side and become an enemy. Make sure that if you're using Jill, she should stay away from her daddy. >:O

Anywho, Tanith and her Reinforcement ability will come in handy once again! The north-eastern part of the map consists of Wyvern Riders. They will waste no time in swooping down and trying to attack you. Therefore, send Tanith and a couple other units up towards the northern houses to kill the enemies there and to kill the Wyvern Riders. Tanith's reinforcements are a tremendous help here.

As for the other units, make them go down the southern path so that they can travel it until they reach Shiharam, defeat him, and Arrive on the square. Shiharam uses a Tomahawk, and Ike tears him apart because of that.

NEW UNIT ALERT!

Name - Calill

Description - Calill sure is energetic! :P The one thing that sucks about her is the fact that she uses Knives, which are so useless for a Sage that...they're useless. Something amazing about Calill, though, is the fact that she starts with a "B" Weapon Level for all magic, which is exceptionally useful. Calill will cause great damage right from the start, so you can start using her as a main attacker. Calill is overall quite useful, and the B ranking in all three magic types really helps. If Calill used Staves instead of Knives, she would be more useful.

Stat Growths - HP: 50%, STR: 25%, MAG: 45%, SKL: 45%, SPD: 45%, LUK: 30%, DEF: 40%, RES: 35%

Master Skill - Flare

Rating - 8/10

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Chapter Twenty-One: Without a King

Victory: Seize

Units Available: 13

Items: Occult Scroll (Tauroneo), Energy Drop (NE room), Parity (SE room, bottom chest), Stiletto (SE room, top chest), Talisman (N room), Thoron (NW room, left chest), Corrosion (NW room, right chest), Brave Sword (S room, left chest), Master Seal (S room, right chest)

Wow, lots of treasure here. Make sure you bring along Volke and/or

Sothe to unlock the doors and take the chests. Using them in conjunction with Reyson is very useful, as it will speed up the process. Make sure to bring Tanith along as well, as her Reinforcement technique will prove very useful.

Nonetheless, your party will be split for the majority of this battle. First off, leave a couple units behind once the battle starts, as several turns later, enemy reinforcements will come from there. Split the advancing units in two to go up the fork in the path. Make sure your Thief gets all the chests on the map. Leave a couple units in the top-right corner of the map, as enemy reinforcements will come from there eventually. At the top, there will be an enemy General with the Brave Lance and a Bishop with a Sleep Staff. Make sure you have a Paladin to bulrush the Bishop and take him out before he can cause any more annoyance with the staff.

As you near the area where Ena and her guards are, that is where Tanith comes in. Use her Reinforcement technique and make sure they are set to "Target" by Ike. Have them aim for the point at the NE part of the Ena area. The Bishop inside there, who has a Sleep Staff as well, will target the flying units. Once Tanith's reinforcements have baited the Sleep Staff into destruction, have the whole party come towards the entrance to where Ena is. Before rushing in, though, make sure Tauroneo, the purple General, is baited into attacking someone, then have Ike talk to him to join the party. He comes with an Occult scroll, which is awesome.

Anywho, kill Ena's guards, then confront the dragon general herself. Dragons are racially tough and powerful, but they have no ranged attack, and Ena stay still. Therefore, have Soren or whoever keep beating Ena down with ElThunder, then take her down with someone like Ike. Make sure to take Ena's HP down quickly, because if you leave her too far low in HP, she'll heal herself with an Elixer. Seize the square to win.

#### NEW UNIT ALERT!

Name - Tauroneo

Description - The third and last General you get in the game, Tauroneo also happens to be the weakest, although he isn't that bad overall. If you haven't trained Gatrie or Brom, Tauroneo serves as a suitable replacement. Tauroneo lacks in almost all stats for a General, except for Resistance, which is pretty high for one. It would be better to train Gatrie or Brom to a General and use either one of them instead of Tauroneo.

Stat Growths - HP: 60%, STR: 55%, MAG: 5%, SKL: 60%, SPD: 30%, LUK: 15%, DEF: 60%, RES: 40%

Master Skill - Luna

Rating - 6.5/10

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Chapter Twenty-Two: Solo

Victory: Defeat Boss

Units Available: 11

Items: Chest Key x2 (Enemy drop), Bolting (Enemy drop), Killer Bow (Boss drop)...Left Room - Spirit Dust (Top chest), Nosferatu (Middle chest), Sleep Staff (Bottom chest)...Right Room - Bolganone (Top chest), Tomahawk (Middle chest), Silver Bow (Bottom chest)

First of all, try not to kill any of the Priests and Bishops in the map. If you don't kill any of them, you'll get a little bit more Bonus Experience and the Ashera Staff, and awesome "S" rank Staff.

Make sure you have a Thief here with you as well so you can get the six treasures here. The key to not killing any Priests and Bishops is the Shove option. Shove them out of the way to get to the treasure rooms and to reach the boss.

And talking about getting to the boss...if you don't want to kill and Bishops and Priests, only one person or two people at a time will make it through without risking killing the Priests and Bishops. Make sure you're very careful in shoving them all outta the way to reach the boss. The boss has a Killer Axe and a Killer Bow, so he has a high rate of causing a critical hit. Make sure you get right next to him with a sword user and beat him up till he dies. Sword users are best for the boss; after all, he carries an axe. Once the boss is dead, you're all done with the chapter.

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### Chapter Twenty-Three: The Great Bridge

Victory: Seize

Units Available: 13

Items: Longbow (Enemy drop), Blizzard (Enemy drop), Killer Bow (Enemy drop), Heavy Spear (Enemy drop), Flame Lance (Boss drop)

The Daein army has definitely put up quite the defense on the bridge, eh? Anywho, you will be splitting your party in two this round. And you get Ranulf in your party at last! :D Make sure Jill is in your party in this map to recruit a great unit. Leave Jill and a couple other units behind, so you can contend with the reinforcements and to recruit Harr when he comes at the end of Turn 4. Yes, Haar. He's awesome, and you need Jill to talk to him to recruit him. After Haar turns up, no more reinforcements will appear there, so take those units to follow your other team, who should have wiped out the whole bridge by that time. As for that part of the party, use Operation: Blitzkrieg. :P That's right, use a quick, versatile, and powerful team to rush down the bridge and eat these guys alive in the process. Be careful of the ballistae, though, as they're Killer Ballistae, so criticals on your characters will be increased. Just make sure no one like Soren or Rhys is attacked by those. At the end of the bridge, there is a ballista and a rock catapult. The rock catapult will attack your units for very little damage, but it damages units where it lands and all adjacent spaces next to it.

The worst part about this map is the pitfalls. There are about 12 of them in all hidden across the bridge, and it's a pain when you fall into one, disabling the unit who fell in for the phase he/she fell in. There is a map in the FAQ section that maps where all the pitfalls are located, so take a look at it.

At one point, two people named Lucia and Bastian will arrive with five Paladins at the way SW part of the map. The Paladins should be able to handle their own against the Wyvern units right there. They won't attack Petrine either, so you don't have to worry about them dying. Once you've made it across the bridge, face Petrine. She carries the Flame Lance, a magic weapon. It's a magic weapon and, therefore, will be defended against based on Resistance. Ike and Soren fight really well against Petrine in that matter. Once she's dead and you obtain the Flame Lance, Seize the square to win.

#### NEW UNIT ALERT!

Name - Ranulf

Description - Ranulf is a great unit. He and Lethe are the only cats in the game, and Ranulf is better. Ranulf is basically a Lethe who was

cleaned around the edges to make the best Beast Laguz in the game. Ranulf can do quite a lot of damage, dodge like crazy, and he will have no problem surviving on the front lines. Ranulf's only weakness is his mediocre Resistance, but he makes up for it with making all his other stats awesome. Well, besides Magic, of course. All in all, Ranulf will become an increasingly dependable unit on your team and he will help in tearing through enemies.

Stat Growths - HP: 130%, STR: 50%, MAG: 0%, SKL: 55%, SPD: 55%, LUK: 35%, DEF: 35%, RES: 20%

Master Skill - Roar

Rating - 10/10

Name - Haar

Description - Haar is the second Wyvern unit you get in the game, and he tends to be better than Jill is. Haar is a tank, but not a Gatrie-like tank. He does a lot of damage and takes little in return. Haar will become an awesome killing machine the moment he joins your army. His only problem is that he gets a bit slower as the game wears on, but not by much. I thought Cormag was better, but not by much, only because he has better Speed than Haar does.

Stat Growths - HP: 65%, STR: 60%, MG: 5%, SKL: 60%, SPD: 35%, LUK: 15%, DEF: 45%, RES: 20%

Master Skill - Stun

Rating - 8.4/10

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#### Chapter Twenty-Four: Battle Reunion

Victory: Arrive in 15 Turns

Units Available: 11

Items: Antitoxin (Enemy drop), Savior (N house), Nihil (S house)

Yet another battle in which you need to arrive in 15 turns. It still isn't difficult to accomplish that goal, though. Above all else, though, make sure Geoffrey doesn't die, although he most likely won't, as he's pretty good himself.

Start the battle by sending a bit less than half the party over the bridge to the left of your deployment zone. I suggest having at least Ike and Titania in this part, as this party will be the one to confront the boss. Have the rest of the party rush to the northern bridge, while avoiding the range of the ballistae at the same time. They're all normal ballistae, so you don't need to worry about them too much. ;) Something else that's useful is to leave at least two fliers like Tanith and Haar at the NE corner of the map, as some reinforcements will come from the water, and fliers will be the best to take them out quickly and efficiently.

An important thing to notice is that once you enter the boss's range, the Black Knight will appear once again from where you deployed. Once again, he doesn't move, so ignore him. Also, Lucia and Bastian will come at the end of Turn 1, so you will have two additional fighters to help. :D

Anywho, bringing Shinon or Rolf in this map is a pretty good idea. You can put them in any one of the ballistae and start shooting down enemy units. Most of the enemies at the left side of the map will go towards Geoffrey and his entourage, but they will be able to do well by themselves.

Reach the Arrive square to complete the chapter.

NEW UNIT ALERT!



Name - Lucia

Description - When Lucia joins the party, you might think "Wow, what horrible base stats! She sucks!" Well, her bases may not be appealing, but her growths are extremely awesome, so a couple of level-ups and she becomes a great unit. As a matter of fact, Lucia has the potential to become a great Swordmaster in the game, even though she only has eight levels to grow. If you're already using Stefan and/or another Swordmaster, then you're probably better off using them, as Lucia does join late and it's a bit of a hassle to level her up.

Stat Growths - HP: 70%, STR: 50%, MAG: 30%, SKL: 70%, SPD: 65%, LUK: 50%, DEF: 40%, RES: 40%

Master Skill - Astra

Rating - 8/10

Name - Bastian

Description - Bastian is the final Sage you get in the game. Like Calill, he has knives instead of Staves. Bastian joins at the worst point in the game because the other Sages at this point are MUCH better than Bastian is. Even though Bastian's growths are actually pretty good, it doesn't make up for low base stats, including bad Speed. Bastian's Strength growth is really good for a Sage, though, so wielding heavy tomes shouldn't be a problem for him. Bastian can turn out to be rather good overall, but his Speed is mainly what makes him worse than the others.

Stat Growths - HP: 55%, STR: 40%, MAG: 65%, SKL: 65%, SPD: 55%, LUK: 30%, DEF: 35%, RES: 50%

Master Skill - Flare

Rating - 6.7/10

Name - Geoffrey

Description - Geoffrey is the last Paladin to join the party. He's pretty good, and even though he joins late like Bastian and Lucia, his Paragon skill will enable him to get to level 20 with ease. Geoffrey is a good all-around, but he's second only to Oscar. He has great stats, and he will be helpful the moment he joins. A plus about Geoffrey is that, because he can also use Bows, he can attack from short and long range easily. :D

Stat Growths - HP: 65%, STR: 50%, MAG: 25%, SKL: 55%, SPD: 55%, LUK: 20%, DEF: 45%, RES: 45%

Master Skill - Sol

Rating - 8.3/10

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## Chapter Twenty-Five: Strange Lands

Victory: Rout

Units Available: 12

Items: Laguzslayer (Enemy drop), Purge (Enemy drop), Bolt Axe (Boss drop)

This is probably my least favorite level in the whole game. D: Do you see those boulders at the top? Just in case you haven't guessed, those pesky enemies will roll those down on you. Doesn't that just suck? D: Each boulder does 10 damage each, which is decent damage, and the worst part is that, even though one character gets hit, the boulders will plow right through and hit anyone behind that person, and so on. Some boulders don't roll straight ahead, but also curve through, so be careful.

Mounted units and armored units will have trouble walking up this

place. Therefore, make sure most of your party consists of units that aren't those types of units. If you want the Purge tome that Bishop at the top left uses, then you better rush up the mountain quickly, since the Bishop will use it right away and won't stop. Each side of the mountain has a rock catapult, and the top of the mountain has ballista, henceforth adding to your worries. The ballista has a pretty big range too, so watch out. Make sure your units are spread apart in this level so they don't get hit consecutively by the boulders.

The boss of this level has a Bolt Axe, another magical weapon. Soren can use ElWind to rend him apart effortlessly. Shinon does well against him, too. Since the boss is a Wyvern Lord, he can move around the mountain very easily, so make sure you can counter him effectively. Another thing to note is that the very SW part of the map has a little indent in the ground. If a unit stands there, the two-three boulders that head in that direction won't reach him/her. Kill all the enemies to complete the chapter.

NEW UNIT ALERT!

Name - Largo

Description - Largo joins in an Info conversation before this battle begins. Being a Berserker, he's incredibly powerful. Largo only has one weakness really, but it's huge: Defense and Resistance. Boyd has better Defense and Resistance, not to mention he can avoid a bit better than Largo. Largo is geared towards full-out offense, but putting him on the front lines can get him killed ruthlessly. Even Soren has a better chance of surviving, since his avoidability outstrips that of Largo's. Long story short, Largo is all offense, virtually no Defense.

Stat Growths - HP: 80%, STR: 70%, MAG: 5%, SKL: 45%, SPD: 45%, LUK: 30%, DEF: 25%, RES: 20%

Master Skill - Colossus

Rating - 5/10

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Chapter Twenty-Six: Clash!

Victory: Seize

Units Available: 19

Items: Silver Sword (Enemy drop), Laguz Axe (Enemy drop), Laguz Lance (Enemy drop), Laguz Bow (Enemy drop), Runesword (Boss drop)

Not only does Ike have to be in the battle, but Princess Elincia must be in it, too. Neither must die, or the battle ends, of course. Anywho, you can take the more than enough amount of 19 units with you! 19 units is understandable in this chapter, though, as there are enemies almost surrounding you. Not only is that it, but for the most part in this map, enemies are bunched together according to class, which is handy.

First off, you want to send a couple units north to take out the Warriors, Paladins, and the Sage way up there to stop him from pestering the party with Meteor. You only need to send three units at most up there. Ike and Oscar are awesome candidates. Once those units are done, leave one at the NE corner to take care of the coming reinforcements of two Wyvern Lords, while letting the others rush left towards the boss area.

As for the other part, just head left from the start, then swing upwards, while killing all enemies in the process. Keep a General in from when first going left so that the Swordmasters and others will all fruitlessly try to harm him, then let the others kill them. While swinging upwards, though, make sure to send a couple units farther





## NEW UNIT ALERT!

Name - Nasir

Description - If Ike defeated the Black Knight, Nasir will join the party right before the battle in Chapter 28. Nasir is basically awesome. His stats are all really good, and the only bad thing about him is that he has very short movement, so he doesn't go anywhere fast. Nasir has excellent stats all-around, and you really can't go wrong with him.

Stat Growths - HP: 150%, STR: 50%, MAG: 10%, SKL: 55%, SPD: 45%, LUK: 35%, DEF: 60%, RES: 25%

Master Skill - Boon

Rating - 9.7/10

Name - Ena

Description - Ena is the "reward" if Ike doesn't defeat the Black Knight or Escapes. Nasir is much, much better than she is. Ena comes at level 10, with some low stats, including low Speed. Because Ena comes at the second-to-last chapter of the game, she won't really grow at all. If Ena had the room to grow, she could have become as good as Nasir.

Stat Growths - HP: 145%, STR: 35%, MAG: 5%, SKL: 50%, SPD: 60%, LUK: 40%, DEF: 40%, RES: 30%

Master Skill - Boon

Rating - 4.5/10

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Endgame: Repatriation

Victory: Defeat Ashnard

Units Available: 14

Items: Psychic (Enemy drop), Speedwing (Bryce drop)

At last, the final chapter of the game. There are three ways of going about this chapter. The first two are the better choices; the third choice is definitely slower and riskier, but it gives you a sense of accomplishment. :P

The first way is to send everyone into the fountain area, take out the enemies there, then barricade the entrances until the enemies stop coming after you. Bryce is there in the fountain area as well. He has a spear dubbed the Wishblade, and it's a decently powerful weapon. Once business is taken care of, rush up en masse. Be careful of the Bishop with the Sleep staff, as putting someone asleep on this map is dangerous. Once the party reaches the sets of stairs leading to Ashnard, take out the Paladins, then battle the King of Daein himself.

The second way of going through this map is to split the party into three parts. Send the parts of the party through the west, north, and east pathways. This way, you can be sure to take care of all the enemies without having to crowd around everywhere in clumps. Just make sure to send at least one strong unit in each team so that no one team is too weak alone. Take care of Bryce, make sure to kill the Sleep staff Bishop, kill the Paladins at the stairs, then fight Ashnard.

The third way is to solo this map with Ike. No, I'm serious, Ike can solo this map by himself. That's how I did it in my first playthrough. Ike is extremely powerful, and with Ragnell and Aether, he won't die. The only real danger he's in when he's alone is the Sleep staff Bishop. If Ike falls asleep, he's most likely screwed. Still, just going

through with Ike feels good. XD

Now, at the end of Turn 1, Ena or Nasir will tell Ike that it would be better reinforcements should be called. At this point, you can choose to have either Tibarn, Naesala, or Giffca help out. It doesn't matter who can be chosen, as all three of them are absolutely, extremely amazing and powerful. Once you choose one, the Laguz chosen will arrive at the end of Turn 2. Each one of them has a Laguz Band, which allows each one of them to stay in Laguz form without stat penalties. These three really help in this chapter. Now, on to Ashnard...

Ashnard, like the Black Knight, has armor that can only be affected by Ragnell. However, Tibarn, Naesala, Giffca, Nasir, and Ena can also damage Ashnard. Therefore, the only six units that can damage Ashnard and kill him are Ike, Tibarn, Naesala, Giffca, Nasir, and Ena. Ashnard has a sword that, like Ike's Ragnell and the Black Knight's Alondite, is really powerful and can also strike 2 panels away. Once Ashnard is dead, prepare to read the Epilogue!

#### NEW UNIT ALERT!

Name - Tibarn

Description - You've seen him twice as an ally. You get the chance to finally put him in your party during the beginning of Endgame. Tibarn comes at level 18, and he's the second strongest of the three you can choose from. Tibarn is awesome. He's fast, he's powerful, he's resilient. Not many can hit him, he kills virtually everything in one round, and he just looks awesome in hawk form. Tibarn is a great choice.

Stat Growths - HP: 145%, MP: 70%, MAG: 5%, SKL: 70%, SPD: 65%, LUK: 50%, DEF: 60%, RES: 25%

Master Skill - None

Rating - 10/10

Name - Naesala

Description - Naesala is quite unlike the other two. While Tibarn and Giffca are both very powerful, Naesala isn't quite as powerful as they are. Instead, his biggest strength is packed behind his Speed. Naesala is unbelievably fast; Ashnard can barely hit him. Naesala is also the only one with a ranged attack, Vortex, and the only one who can double-attack Ashnard. Naesala has more discrepancy than the other two, and that's what makes him so likeable. Since Naesala starts at level 17, he has more room to grow than Tibarn.

Stat Growths - HP: 135%, STR: 60%, MAG: 40%, SKL: 70%, SPD: 75%, LUK: 20%, DEF: 55%, RES: 35%

Rating - 10/10

Name - Giffca

Description - Giffca finally finds his biggest role as a playable character in the final chapter. Giffca already starts at level 20, so he can't grow anymore. But look at that Strength. Giffca is overpowering, able to tear, slash, and rend anything in his way. Giffca is the slowest of the three, so he isn't as nimble as the birds are. Still, no one is as powerful as Giffca. Plus, he's a Lion. How awesome is that?

Stat Growths - HP: 160%, STR: 75%, MAG: 5%, SKL: 70%, SPD: 60%, LUK: 40%, DEF: 50%, RES: 30%

Master Skill - None

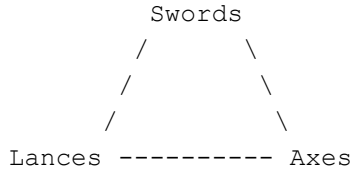
Rating - 10/10

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Extras  
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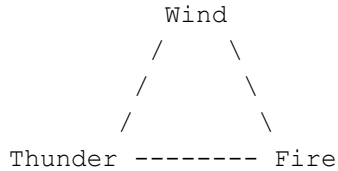
This is the Extras section. Here, I will list random things that would be helpful or stuff that would be interesting to know. :D

Weapon Triangle ++++++



Swords are most effective against Axes. S>A  
Axes are most effective against Lances. A>L  
Lances are most effective against Swords. L>S

Magic Triangle ++++++



Wind is most effective against Fire. W>F  
Fire is most effective against Thunder. F>T  
Thunder is most effective against Wind. T>W

Bands ++++++

After the first playthrough, there will be certain items called Bands that will appear in possession of different allies and enemies. These bands, when equipped, increase the growth rates of certain stats. I will list the names of the different bands, who comes equipped with each band, and what growths they improve below:

Archer Band	Skill +5%, Speed +5%	Shinon
Fighter Band	HP +5%, Strength +5%	Boyd
Knight Band	Strength +5%, Defense +5%	Gatrie
Mage Band	Magic +10%	Kamura
Pegasus Band	Luck +5%, Resistance +5%	Marcia
Priest Band	Luck +5%, Resistance +5%	Rhys
Soldier Band	HP +5%, Defense +5%	Kamura
Thief Band	Skill +5%, Speed +5%	Havetti
Wyvern Band	Strength +5%, Defense +5%	Jill

Classes ++++++

LORD -----> RANGER

Ike

LANCE/AXE/SWORD/BOW KNIGHT -----> PALADIN

Astrid  
Geoffrey  
Kieran  
Makalov  
Oscar  
Titania

PRIEST -----> BISHOP

Rhys

MAGE -----> SAGE

Bastian  
Calill  
Ilyana  
Soren  
Tormod

FIGHTER -----> WARRIOR

Boyd

KNIGHT -----> GENERAL

Brom  
Gatrie  
Tauroneo

PEGASUS KNIGHT -----> FALCOKNIGHT

Marcia  
Tanith

ARCHER -----> SNIPER

Rolf  
Shinon

MYRMIDON -----> SWORDMASTER

Lucia  
Mia  
Stefan  
Zihark

THIEF -----> ASSASSIN

Sothe (Doesn't promote)  
Volke

WYVERN RIDER -----> WYVERN LORD

Haar  
Jill

BERSERKER -----> BERSERKER



Largo

SOLDIER -----> HALBERDIER

Devdan  
Nephenee

CLERIC -----> VALKYRIE

Mist

PRINCESS CRIMEA -----> PRINCESS CRIMEA

Elincia

BEAST TRIBE -----> CAT

Lethe  
Ranulf

BEAST TRIBE -----> TIGER

Mordecai  
Muarim

BEAST TRIBE -----> LION

Giffca

BIRD TRIBE -----> HAWK

Janaff  
Ulki

BIRD TRIBE -----> KING PHOENICIS

Tibarn

BIRD TRIBE -----> HERON

Reyson

BIRD TRIBE -----> KING KILVAS

Naesala

DRAGON TRIBE -----> DRAGON

Ena  
Nasir

Triangle Attack ++++++

Oscar, Boyd, and Rolf will start discussing this battle plan before the battle in Chapter Twelve, then in Chapter Nineteen. If Marcia's a Falcoknight, she, Tanith, and Elincia will discuss this as well at a very late chapter. The Triangle Attack is a certain attack formation that calls for three units to position themselves in a triangular formation around the enemy. Oscar, Boyd and Rolf need to perform this attack with bows. If you didn't give Oscar the ability to use bows,

then you can't do the triangle attack.

In the Triangle Attack, the person who activates it will be the last person to attack. In this certain move, the first two characters will attack, then the third will strike with a 100% chance of criticaling. Elincia, Tanith, and Marcia can do this too, except with swords instead of bows.

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FAQ  
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Q: HOW IS BOYD ABLE TO USE A BOW?

A: When he promotes into a Warrior, he automatically earns the ability to use Bows.

Q: HOW CAN YOU MAKE SURE SOMEONE CONSTANTLY GROWS IN A CERTAIN STAT?

A: You can't really make sure. You can increase chances by equipping a unit with a certain band, but that's about it.

Q: WHICH FIRE EMBLEM SHOULD I GET: FE7, SACRED STONES, OR PATH OF RADIANCE?

A: All of them are good. Whichever one you like is you own personal preference.

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Legal Notes  
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Thanks  
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1. Me, for writing my first full walkthrough. :D
2. My parents for giving birth to me to write FAQs. :P
3. Intelligent Systems and Nintendo for creating this game.
4. GameFAQs, of course.
5. All the websites that are hosting my FAQ.
6. Everyone that has informed me about missing info and spelling errors.

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End FAQ  
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