

Fire Emblem: Path of Radiance FAQ/Walkthrough

by TripleJump

Updated to v1.0 on Apr 15, 2008

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-----Table of Contents-----

- I. Introduction
- II. Game Basics
- III. Walkthrough
- IV. Character Run-Down
- V. Appendices
- VI. Unlockables
- VII. FAQ
- VIII. Credits

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|-----Introduction-----|
+-----+

Hello, I am TripleJump , bringing yet another terrible FAQ to you. Anyway, I haven't been a Fire Emblem Fan for very long. I started loving it when Fire

Emblem 7 came to North America. I have been a fan ever since.

This particular Fire Emblem game is about a young man named Ike, son of the leader of the Greil Mercenaries. The country of Crimea is invaded, and they find the princess of Crimea. They have to get the Princess to Begnion, another empire. They stop in Gallia, home of the Beast warriors. Where Ike's father falls to a knight in charmed armor.

Ike swears vengeance but must deliver the princess. He succeeds, and the Princess names him Commander of the Crimean Army. They have an army "on loan" from Begnion, and march on Daein to try and retake their lands.

Ike has to face many challenges, against enemies, friends, racial tensions and himself. And so the epic battle for survival begins....

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|-----Game Basics-----+
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=Moving Characters Around the Map=
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To move a character around the map, put the cursor over the character. Press "A" and a radius should appear. The Blue shows where the character can move. The Orange/Red shows where they can attack. If you move the control stick, an arrow appears out of the character. Move the arrow to the desired spot and press "A" to move the character. Once moved, there are a number of actions:

- Attack: Appears when adjacent with an enemy unit, you must have a weapon
- Staff: Appears when an allied unit is damaged, and is within staff range.
- Trade: Trade with an adjacent unit.
- Rescue/Savior: Pick up an adjacent unit. Rescuing unit's weight must be higher than the rescued unit
- Shove/Smite: Same conditions as "Rescue", only you bash a unit 1-2 squares in the direction you are facing them in.
- Item: Use an Item/Equip another weapon
- Chant: (Use by Reyson only) Gives the adjacent allied unit another movement.
- Steal: Steal items from enemies
- Seize: Seize the Gate
- Arrive: Arrive at a place
- Talk: Talk to a unit.
- Escape: Have a unit exit the battlefield
- Visit: Visit a home.
- Door: Open a Door.
- Break: Break open a door.
- Chest: Open a chest
- Order: Order your units, more later on.
- Direct: Order partner units, more later on.
- Wait: End this units turn.

After some actions, cavalry units can move again. Only the range they would have had. Say they have 9 spaces, moved 7, then traded. They can move two spaces afterwards in any direction.

Putting a unit in front of a unit will obstruct his movement range.

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=Attacking an enemy unit=
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To attack an enemy unit, move your character next to the enemy unit. Press "Attack", now select your weapon. Examine the "Pre-Battle Screen". It looks something like this:

HP	HP	Enemies/Your Hit Points
MT	MT	Enemies/Your damage about to be dealt, x2 and x4 show extra hits
HIT	HIT	Enemies/Your Hit percentage, I recommend not attacking if under 75
CRT	CRT	Enemies/Your chance of landing a critical hit, percentwise

Critical hits should never be relied on. Anyway, press "A" to continue, or "B" to cancel. If you continue, your character will strike an opponent first. Then the opponent can strike back. Sometimes you may have "x2 and x4". Then you will attack again.

If you are using magic, bows or a throwable weapon, you either need to be:

U - You
O - Opponent

U O

U
O

Magic and throwable weapons can be adjacent items also.

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=Victory Conditions=
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A victory condition is your goal. Here are the common goals.

Seize - Seize the castle/throne.
Arrive - Arrive at an area. Sometimes you have to Arrive within a certain number of turns.
Rout - Clear all enemy units from the map
Defeat Boss - Defeat the enemy boss
Defend - Defend a square for X amount of turns

A loss condition is the condition your enemy has to do. It is always: "Defeat Ike". But is sometimes taking an area you have to defend.

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=Weapon Bonuses=
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Before I use this section, I just thought I should say that the weapon levels are:

E -> D -> C -> B -> A -> S

Some weapons have bonuses. Here they are:

Thunder Magic: Dragons
Fire Magic: Beast
Wind: Flying
Bow: Flying
Laguz Weapons: Any Laguz
Hammer: Knight

Poleaxe: Cavalry
Knight Killer: Cavalry
Armorslayer: Knight
Longsword: Cavalry
Sonic Sword: Flying
Stillette: Knights
Flame Lance: Beast
Bolt Axe: Dragons

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=Character Specials=
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Some classes have special abilities. Some have skills. Here are some of them:

Theives - (Skill) Steal items not equipped by enemies
Assassins - (Skill) One-hit kills. Critical hits only.
Tanith (Unit) - (Skill) Call in 3 pegasus reinforcements, only 2 uses per map.
Muarim - (Skill) Stuns an enemy for the rest of the game

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=Leveling Up Characters=
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To level up your character, the character must gain 100 experience points. Experience points can be gained by killing enemies or using special abilities. It can also be gained by bonus exp, which is obtained by completing tasks on each map.

After the experience is gained, the character receives some small status boosts. Only in the following areas:

HP (Hit Points) - Amount of Health a Character Has
Str (Strength) - Extra damage points a physical attack inflicts
Mag (Magic) - Extra damage points a magical attack inflicts.
Sk1 (Skill) - Chance of getting a critical hit
Spd (Speed) - Determines chance of being hit, also determines if you get a x2
Luck - Improves chances of being hit/critical hit/hitting an enemy
Def (Defence) - Determines how much damage you will negate from a physical atk
Res (Resistance to Magic) - Determines how much damage you will negate from a magical attack.

Formulas:

Damage
Attackers Strength + Weapon Strength - Defenders Defence

Magical Damage
Attackers Magic + Magic Strength - Defenders Resistance

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=Class Changes=
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Once a unit reaches level 21 the unit automatically promotes. Unless they have already promoted. Promotion also adds to your Cd and Movement Range. It gives a huge status boost.

There are also "Master Seals" that promote units at Level 10 or higher. I would ONLY use these if you are at the last chapter, short some guys and want to give em a bit of juice.

Anyway, Ike and Volke automatically promote at certain chapters. Some units gain the ability to use other weapon types when promoted. These units are:

Lance Knight: Either Bow, Sword or Axe
Bow Knight: Either Sword, Lance or Axe
Sword Knight: Either Lance, Bow or Axe
Axe Knight: Either Lance, Bow or Sword
Warrior: Bow
Bishop: Light Magic
Valkyrie: Sword
Sage: Knife or Staves
Falcon Knight: Sword
Wyvern Lord: Axe

Lastly, here is a promotion chart.

Ranger -> Lord
Lance Knight -> Paladin
Bow Knight -> Paladin
Sword Knight -> Paladin
Axe Knight -> Paladin
Fighter -> Warrior
Wyvern Rider -> Wyvern Lord
Pegasus Knight -> Falcon Knight
Mage -> Sage
Thief -> Assassain
Soldier -> Halberdier
Myrmidon -> Swordmaster
Knight -> General
Archer -> Sniper

The next units cannot promote:

Beserker
Red Dragon
White Dragon
Cat
Lion
Tiger
Heron
Hawk

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=Weapon Triangle=
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Swords are strong against Axes, but weak against Lances.
Axes are strong against Lances, but weak against Swords.
Lances are strong against Swords, but weak against Axes.

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=Commands=
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Ike can command units. Only units not moved will move. Here they are:

Orders

Rally: Surround Ike
Halt: Hold Positions
Target: Move to a chosen area
Avoid: Do not make contact with enemies

Directs

Same as Orders, except in place of "Rally". You get:

Roam: Entrust units to own actions.

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=Base and Adventure Screens=
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Base and Adventure Screens allow you pre-battle preparation. It is available after chapter 7. But Adventure screens are available all game. Here is a little run down of it:

BASE

Outfit: Very Useful, buy items, store items, sell items, use items. The works.
Manage: Give bonus experience to characters, also assign Skills and remove them
Support: View Support Conversations, only if available.
Info: If there is any information/items/characters to be gained, view so here.
Save: Save
End: Go to the adventure Screen

ADVENTURE

Pick Units: Pick the Units that will fight
Rearrange: Move units to a desired position
View Map: Scout out the map without fighting
Conditions: View the conditions for your, and enemy wins.
Go Back: Head to base
Items: Do some last minute moving of items
Save: Save the Game
Fight: Begin the chapter

In one of the chapters, you get a reinforce option. You call up 2 units.

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=Creating Weapons=
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You can make weapons at the Forge. The forge is located at the Base Screen. Anyway, you need a lot of gold if you are just going to make a powerful weapon.

So, you pick a kind of weapon, then choose what type (Iron, Steel, Wind, Light)

You can improve/lower the status of the item. Then rename it. That is the fun part. Ike had a Lightsaber and Boyd had a Cow Killer once. ;)

Then change the color. Give it to a unit, and watch em' rock.

+-----+
|-----Walkthrough-----+
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Here is the basic rundown of how every chapter works. Note: This isn't meant for hard mode. Easy only.

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=====Chapter Name=====

Items:
New Units:
Victory Condition:

Guide:

Alternate Strategies: (If Any)
Side Notes: (If Any)

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=====Prologue: Mercenaries=====

Items: Vulernary
New Units: Ike
Victory Condition: Defeat Boss?

Guide: This is the prologue, meant to teach you the ways of the game. So use it. Watch some tutorials. Now move towards Boyd. He is a sinch. Low stats and you have the weapon advantage.

After defeating him you have to fight Greil. Mist gives you a vulernary. So use it whenever threatened. Otherwise, just beam Greil. Easy, and Ike gains a level or two.

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=====Chapter One: The Battle Begins=====

Items: Steel Sword, Seraph Robe, Iron Sword, Iron Axe
New Units: Boyd, Oscar, Titania
Victory Condition: Seize

Guide: Another Easy Chapter. If you don't watch the visit tutorial Ike gets four Iron Swords at the beginning. Topped with the one that the enemy drops. Otherwise, visit the homes for a couple items and attack every enemy. All of the characters in this Chapter Ranked in my top 5 at the end. But try to avoid using Titania and concentrate on Boyd and Ike.

Remember the weapon triangle also. That can give advantages. Oh, and don't be alarmed when the Bandit destroys the house. I'd give Ike the Seraph Robe, Boyd the Iron Axe, and Ike the Steel Sword. Give the Iron Sword to someone for storage.

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=====Chapter Two: Rescue=====

Items: Vulernary, Steel Axe, Speedwings
New Units: Rhys
Victory Condition: Rout

Guide: Titania will be gone for a turn or two, but do not fear. Attack the enemies near the start before moving Rhys. He is a healer with low status at the moment, and cannot fight back. Otherwise, Kill everyone with the three. Titania shouldn't be used as an offensive weapon really, but do what you want. I'd give Ike the Speedwings. He needs them for a few of the boss battles.

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=====Chapter Three: Pirates Aground=====

Items: Elixir, Thief Band (Hard Mode), Vulernary x2, Hand Axe
New Units: Shinon, Gatrie
Victory Condition: Defeat Boss

Guide: In this chapter you receive Shinon and Gatrie. They are both powerful for the level you are playing at. It doesn't really matter if you leave Shinon in the open, he is already stronger than 95% of the enemies and really won't suffer. Anyway, send Titania to get the Elixir from the house. I'd give it to Ike. He will be killing the boss. Just damage enemies with the stronger 3, then Ike can pick up some EXP by finishing them. This works well with Ike and Gatrie.

After a couple turns, Marcia comes into the battlefield. Be sure to talk to her with Ike before the pirates kill her off. She flees and will join later. Now demolish the normal enemies on the ship. Send Ike and someone with a ranged weapon at the boss. Have the ranged attacker blast the boss. But not so he dies. Then have Ike come in for the fatal blow. Oh, and slip the Hand Axe to Titania.

In the second playthrough, the boss carries a thief band. Do what you want with it.

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=====Chapter Four: Roadside Battle=====

Items: Javelin, Steel Lance, Iron Lance, Regal Sword
Characters: Soren
Victory Condition: Defeat Boss

You won't have Oscar in this one. But he isn't that great at this point anyway. You get Soren, a Mage. He will be awesome later in the game, but for now I'd say try to have him and Ike gang up on an enemy. Anyway, position your units so Soren remains behind Gatrie, and Rhys behind Titania. Put Ike next to Soren and Boyd next to Rhys. Shinon can be at ease and go where you desire.

Try to move so you are JUST in someones range, so he moves forth. Then rush in, kill him and heal. Repeat until you get to the boss.

The boss is quite easy, just split the load among your characters. With once more, Ike as the Killer. If you use Soren, watch out for the Javelin.

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=====Chapter Five: Flight!=====

Items: Ashera Icon, Hammer, Iron Blade, Torch (Hard Mode)
Characters: None
Victory Condition: Defend For 6 Turns

Guide: This is one of the easier levels. Heres what to do:

Position Titania, Oscar, Shinon and Soren at the southern entrance. Stick Boyd, Gatrie and Ike at the eastern flank. Have Rhys within easy range of both squadrons.

After Turn 1, Oscar might be hurting a bit. Heres what to do; Get Shinon to take out the enemy unit ahead of Titania. Now have Titania push forward a space and kill the unit in front of Oscar. Now have Rhys heal Oscar. Now move Oscar forward to the space cleared by Titania.

Once you eliminate the units at the gate, push out at the other enemies, but leave Rhys at the Fort, with Ike and Gatrie staying at the bottom of the east door. To take out reinforcements. Now have some characters injure the boss, and give Soren the experience. Remember, after you kill him the battle doesn't end. So be sure you can save Soren from death.

A little note: The boss will move if you get nearby, so watch out. Also, have Ike get the enemy to the east with the hammer, so Gatrie won't have to face it.

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=====Chapter Six: Brief Diversion=====

Items: Mend, Poleaxe, Short Spear
Characters: None
Victory Condition: Escape

Guide: Alrighty, theres many ways to do this one. I'll show you my way.

At the start, stay in the trees, move east to the far left bridge. Once there, (still in trees), send Titania out and kill the unit there. End the turn. The enemies should be drawn towards her. Then, if they are still alive, retreat for cover. They follow, you rush the enemy.

Now, go the the far left part. Find the range of the enemies. Do this by pressing "A" over the enemies. Order everyone to wait just outside of the range, except for Titania. Leave her a space or two inside.

The boss will now order the rest of the enemy battalion to attack you. So wait, be sure to take out the Knight with Titania, and kill the Cavalry with the Poleaxe ASAP. It can really cramp your style.

Send Titania and Boyd to the north to take out the approaching solidiers. While everyone else deals with the boss. Try to stick to weakening the enemy. Then killing him with Ike. If Rhys cannot make it into the escape afterwards in the turn, have him heal someone. Just for exp.

Ike should be the last one gone. You receive some bonus Experience.

After the battle, Rhys receives the Mend staff, which up until now, I found not much helpful. As my Rhys could still heal 20 or so with a Heal staff already, and not very many units have large HP.

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=====Chapter Seven: Shades of Evil=====

Items: Armorslayer, Chest Key (x2), Fire Book, Miracle, Steel Lance, Ward Mage Band (If this is your second playthrough)

Characters: Mia
Victory Condition: Rout

Guide: I'd personally save the boss for last...

Anyway, split your party up. Not normally good, especially since you are at a slight disadvantage. Anyway. Move Ike, Soren and Titania up to the North. With Boyd, Oscar and Rhys to the left. Be sure Boyd has the Hammer, or this will be a pointless strategy.

Ike and Co. will be party #1. The rest will be Party #2. Have Party 1 move up, Titania can kill some units at the top, be sure Ike is nearby the stairs about halfway up the wall. For Mia pops out next turn and will want to talk to Ike.

Anyway, Party #2 moves cautiously to the left. When you reach a bunch of guys, Halt. Boyd can kill the Knights with the Hammer, and Oscar can finish them. Keep them there for a little. If HP dwindles, Use a hit and run strategy. Then heal with Rhys. Or just plain run.

After a couple turns, Greil, Shinon and Gatrie show up. Greil runs to fight Petrine alone, leaving the others in your command. Just rush the enemies in front of the boss. They should be simple for Gatrie. Shinon might run into the problem that many enemies are Knights, and he has trouble penetrating them. Also that he cannot attack direct, so he might be damaged. So get him away if you must.

A large amount of reinforcements come after you get Shinon and Gatrie. Including a thief who is going to try and steal the western treasure.

Titania should have been getting the chests in the east, then crossing over to the west to get those chests. (Give Mia the armorslayer). Now have the parties join in the middle, and reinforce Gatrie and Shinon. Eliminate the boss quickly, noting damage taken, incase you do not kill him immediately. Candidates for the Kill would be Ike or Mia.

Side Note: Shinon and Gatrie ditch after this chapter. Feel free to use their equipment however. Located in your new convoy.

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=====Chapter Eight: Despair and Hope=====

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Note: Be sure Ike has around 10 uses of his Regal Blade for this fight...

Items: Longbow, Pure Water, Red Gem, Soldier Band (Second Playthrough)
Characters: Ilyana
Victory Condition: Defend for 8 Turns.

Guide: Alright, lets get started.

Send Titania or Boyd to the Bottom. Boyd can rip with the Poleaxe. Titania should just guard the door and wait for the others to come to them, with a Hand Axe. Boyd must be at least level 15-16 to survive, however.

Ilyana will move to the side which Ike is on. I'd position him to the left side. With Mia (Armorslayer Equipped) and Soren. Ike can toast the Knights with the Regal Blade, and Mia can Armorslayer them. Soren will eliminate the enemy in front of Ike, incase you want to interchange Mia and Ike.

Meanwhile, Oscar and whoever you didn't put on the South Entrance should be

guarding the east. Rhys should stay inbetween all 3 flanks. Just in case you are in need.

When Ilyana comes near, do not worry. She will NOT attack you. So just talk to her with Ike.

Keep Rhys AWAY from the Longbow user to the east. Take him out when you can.

If you want to move out to the Boss. Pull a strong unit, (Such as Titania) to the bottom. Have her move out. Stick Mia nearby the south, because enemies may try to sneak in the empty entrance. If you pulled Titania from the east flank, move Boyd there. Although Boyd can kill the boss with the hammer quite easily.

Otherwise, just enjoy your victory.

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Alternate Strategy: (By Rinku_123)

First of all, make sure Titania has a Hand Axe, that Boyd is at least level 10 with a Poleax, and that Oscar, Ike, and Mia don't totally suck.

Here's what you do: Position Titania near the eastern battalion of enemies, on the stairs. Have an Iron or Steel Axe equipped for now, and let the lemmings technique begin.

Now, put Boyd at the southern battalion with his Poleax equipped. Keep Oscar on the stairs- he'll probably be needed for backup later.

As for the rest of your team, send them to the west. Put Mia and Ike side-by-side and have them hack their way through to Illyana, so that Ike can talk to her. Keep Soren behind them a space or two, so that he can attack without receiving any damage. Make sure the three of them have Vulneraries, as Rhys might be preoccupied with Boyd and Oscar, depending on enemy hits.

Taking out the commander: THIS GUY WILL MOVE. Just a forewarning, because a lot of times people will be caught off-guard by a moving boss. Anyway, make sure that Boyd and Oscar are fully healed, and try and have them mop up any stragglers nearby before taking this fatty out. Having a Hammer on Boyd will make this battle much easier, but if you don't have it (for whatever reason), the battle is still doable. Basically, just position Boyd and Oscar around him and have them go at it, healing when neccessary. Be careful, though- defeating this boss will not end the chapter. You still need to wait out the onslaught. Plan ahead.

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=====Chapter Nine: Gallia=====

Items: Arms Scroll, Restore, Talisman
New Units: Mist, Rolf, Marcia
Victory Condition: Seize

Guide:

Okay, well send Boyd south, to get rid of some of the reinforcements. But not too far, so he is facing a whole army.

Direct Mordecai and Lethe towards the two houses on the beach head. Then send your units that way. Be sure to kill the pirates and bandits, before they destroy the buildings. Once there, Head south towards the path to the boss. Now attack the boss after clearing enemies.

Direct Lethe and Mordecai to Roam, until they are in the area with the boss. Tell them to halt.

Be sure to stay out of the bosses throwing range, for it makes him much easier to kill. Just chuck stuff at him with people. Then come in for the kill with someone.

Rolf will be your baby in this level. So use him well. I used him in my game, he was incredible. (With a few status boosters). He was doing 30-40 damage with a Steel Bow. Think of that with a Brave Bow. Or even better, a Killer. So be sure to keep him safe and attack when he cannot get hit.

Marcia isn't all that great, pretty low status, and doesn't excel in anything in particular. Except for Luck. Her cap is 10x what it starts at. Decent HP and all, but I'd use some wyverns you are going to be getting later. You might want to spend the Talisman in this level on her.

Mist isn't even as close to as good as Rhys. But you want to get her at least promoted and to a level C stave. As she really needs Physic.

Note: After the battle, Jack up Rolf a bit on bonus experience. Also, put the Arms Scroll to good use. Pick someone with Low weapon levels, but high potential.

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=====Chapter Ten: Prisoner Release=====

Items: Chest Key, Chest Key (Hard Mode), Counter, Door Key(x2), Javelin, Master Seal, Short Axe, Statue Frag, Steel Lance
New Units: Lethe, Mordecai, Volke
Victory Condition: Escape

Guide: You can try to sneak through without being seen for a lot of bonus exp. But this will just be for the fight. Be sure to bring Marcia and Oscar.

Okay, there are a bunch of chests and 3 new characters to collect. Plus another to rescue. Move up to Sephirans cell and have Volke open it. Talk to Sephiran with Ike. Move the rest of you troops into the cell. Wait for the guard to come by and see you. Three platoons will show up. One from the left, one from the right. The last one is at the top. It won't matter at the moment. Concentrate on the battle at hand.

So barricade the entrance to the cell with someone good. Like Titania or Boyd. Boyd should be promoted, or nearly. If you have been using him. So spend a few turns holding off the two platoons. Once dead, move to the east and open Brom and Kieran's Cell. Talk to Kieran with Oscar, and Brom with Ike. They become Friend units, so Ike can direct them, but not control them.

In the mean time, move the rest of your party north.

I am not sure if you can leave them indoors, but just in case, do the following things:

- Rescue Sephiran
- Direct Brom, Nephenee and Kieran to the escape pad. But not until enemies are cleared.

Anyway, move north. Have Volke open the door, and Ike talk to Nephenee. The other units you sent north earlier will have taken out the third platoon. So

you should be free to finish the boss.

After Volke opens Nephenee's door, have him go east to the Lone Chest. Then have Marcia rescue him, and fly back and drop him off near the other chests.

You should have obtained a Chest Key from one of the Guards, which can be used on two of the other chests. Then have Volke finish the job. Escape. But with Ike as the last one.

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=====Chapter Eleven: Blood Runs Red=====

Items: Dracoshield, Elwind, Killer Lance, Master Seal
New Units: Brom, Kieran, Nephenee, Zihark
Victory Condition: Arrive

Guide: Alright, this one might get difficult. But not too hard. I wouldn't recommend using the units you got from the prison break. Except for Kieran. He is awesome once promoted. So give him some bonus experience. Also, make SURE to bring Lethe or Mordecai.

Have a couple people take out the units to the south. Near where you started. Then send all axe and Sword users to the west. There is a fork. Send Axe and Sword users on the upper path, and a couple lance users down the bottom. Once Lance users have taken out the enemies, visit the house and rejoin the party in the upper path.

Be sure to stay out of the Bosses range until all Cavalry units are clear. Also visit the house before the thief does for an Elwind. Once Cavalry is dealt with, send a unit out so they are JUST in the bosses range, but not in the spot where he can reach with a sword. Also, make sure you do not have a ranged weapon on you. The boss will try to hit you with arrows. Which is foolish.

Rush in on the boss, who has no close range weapon, and kill him with ease. Move north and kill the enemies in the upper left. But DO NOT have Ike enter the "Arrive" space yet. Take Titania and Mordecai/Lethe to the right. Have Titania take out the Bow Knight with a Hand Axe. But let the Horseman come to you. Also, a mercenary will come. Kill him.

Now, the Black Knight will have entered the battlefield after you punished the boss. Keep the Range of him, and the Range of Zihark in your sight. There will be ONE safe spot along the upper wall. Move Mordecai/Lethe there. Have Titania be on the top part, that is as close to the range as possible, but not in it.

Next turn, Titania should be able to reach the upper right hand house, and get the Killer Lance. Mordecai or Lethe can make it to Zihark and talk to him. After he joins, move Ike onto the "Arrive" Space to end the level.

There we go. No Vigilantes are dead and you got all items and characters.

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=====Chapter Twelve: A Strange Land=====

Items: Arms Scroll, Blue Gem, Coin (x3), Laguz Stone, Secret Book (x2), Seraph Robe, Seraph Robe (Hard Mode)
Characters: Jill, Sothe
Victory Condition: Rout

Guide: Lets hope you let Jill live last chapter. See the Info before the fight to get a thief, Sothe.

On Turn One, you should retreat to the back right hand corner of the ship. Form a defensive Perimeter around healers and weaker units. Wait for opponents to come to you, then kill them. There's no rush this level. As only more crows will show up. With more items on them.

On Turn 3 or so, Jill will show up and try to head for Ike. Let her talk to you. She joins up for good. And has an advantage at this level. Or she would, if she could throw Javelins better. You have to trade her one.

The Boss will come to you, or you could always have Jill rescue someone and drop them on the Bosses land, but it's not really worth the effort.

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=====Chapter Thirteen: A Guiding Wind=====

Items: Elfire, Energy Drops, Killer Bow, Laguz Axe, Longsword, Longbow, Occult, Speedwings

Characters: Astrid, Gatrie Rejoins

Victory Condition: Defend 10 Turns

Guide: Before the fight, check the Info conversation between the 3 brothers. They will start working on a new move that can be used later on.

First turn, you might want to have some units bash Ike forwards, then Mordecai can smite him. Have Ike talk to Astrid, she joins. A level 1 Bow Knight. Have Astrid talk to Gatrie, then retreat. Gatrie can attack, or stand on the square you must defend. Remember to do this at all times. Ike with a Laguzslayer is probably best, because Ike should be maxed and quite strong.

Be sure to bring one thief. At least. Have him get all the western chests early on, because later the crows will plunder. So clear a path to the left, so the thief has easy passage.

Taking out the boss is easy. He won't move, and just stay out of his Longbow range. I recommend having someone like Mia or Zihark do the job.

After western chests have been opened, form a defense near the eastern ones on your ship. The Thief should be on the enemy ship, have him head right and get the last couple on the enemy ship. Then move south, towards yours. At this time the crows should have been ordered to plunder.

So finish up any nearby crows and open all the chests. Once that is done, the birds will flee the battle. Which means you win.

=====
=====Chapter Fourteen: Training=====

Items: Killer Axe, Laguz Bow, Laguz Lance, Secret Book, Spirit Dust, Vantage

Characters: Makalov

Victory Condition: Defeat Boss

Guide: Be sure to bring Marcia.

At the start, I suggest splitting the party up. At this time I had Boyd, Mia, Kieran and Soren promoted. But you might have different. Have Soren or someone else with a ranged attack take out the Pirate right next to you. Take Mia, Astrid, Marcia and another person of choice east. Marcia should visit the house with Calill in it at the bottom. She gives you Spirit Dust, and you get a glimpse of a unit to come.

Have the main party move up the dock ahead of you. Taking out enemies as they come. Once at the final bridge to the boss, take note of this: the boss, the mage and the Feral Ones will NOT move. I cannot remember if the fighter does however. The boss also has no ranged attack. So he is easy pickings. But before killing him, kill the other enemies around him. BUT NOT THE FERAL ONES. Also, before read the next paragraph.

Okay, so after the enemies to the east are taken care of. Move Marcia as close as possible to Makalov, but not in his range. Talk to him to have him join. Then move north to the houses to claim their contents. Watch out for the pirate that was slowly but surely sneaking over.

Back to the main group, just peg the boss with arrows or magic, then either give the exp to someone who needs it, or just to the Archers. Voila, done. You also get a small exp bonus for saving the Feral Ones.

=====
=====Chapter Fifteen: The Feral Frontier=====

Items: Coin x2, Boots, Guard, Physic, Shine, Silver Sword, Statue Frag, Vague Katti, White Gem
Characters: Stefan
Victory Condition: Defeat Boss

Guide: Be sure to bring units with High Luck, at least one laguz, and all your weak archers. I have an EXP trick for them.

In this chapter, you must understand the way Laguz work. Every turn as a human form, the laguz meter goes up by 4. Up by 3 every time it is attacked. In laguz form, it goes down by 3 every turn and down by 2 every time it attacks.

You can get a ton of bonus exp for not killing the Laguz, but this is a great powerup level and it would be a shame to waste good exp.

First off, you might have wanted to give Boyd (who hopefully is promoted) the Laguz Axe from some chapters ago and the Vantage you got last chapter. Send him into danger, he will not even remotely be threatened.

Send the thief, the laguz and another unit or two east. Kill the few units here and then move the Laguz north. There is a patch near the top, one space down and three to the left from the right. Have the Laguz stand there. Stefan will come and join. If you send a Beorc there, then he will only give you the sword. I think you would prefer the complete package.

Meanwhile, the others have been moving north towards the boss. Taking out every enemy and collecting the items in the dust. I'm going to recommend using the map in the FAQs and Guides section at GameFAQs.

Anyway. Once everyone is eliminated except for the boss, have your archers stand there and shoot the boss. A low level Astrid does 1 damage, and gains around 50 EXP for each hit. The boss has about 40 health. So that is around 2000 EXP. Although she will get stronger as the fight progresses, so not as much. Plus if Rolf is a low level he will be there too. Anyway, if someone does can kill the boss, but someone else can only weaken him slightly, go with the weaker. Then when he can kill it also, go with the other. Ta-Da.

That strategy only works if you don't mind using turns up though. So if you do, use Soren with some magic and other Units with Laguz Killing weapons.

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=====Chapter Sixteen: Atonement=====

Items: Ashera Icon, Bolting, Chest Key (x2) Dracoshield, Full Guard, Gamble, Physic, Silver
Lance, Spear
Characters: Muarim, Tormod, Devdan
Victory Condition: Seize

Guide: Bring a thief and Soren. Muarim and Tormod joined after the last chapter in case you are wondering why they are on this chapter.

Advance left and up at the starting. Taking out enemies as you go. Have a Paladin break the door down. For on the other side lies a unit with a killer weapon. After, have the same paladin use the chest key gained to open the chests.

Meanwhile, the other gang advances east. Send a group of tougher units towards the throne, and a bunch of weaker ones towards the bottom path. Put Soren and your Thief south. The thief can get a jump on the chests after the Knight is killed.

Have a strong unit equip a ranged attack and stand in Devdans range. Position Soren nearby. Devdan will attack, and you can talk to him with Soren. He comes with a Heavy Spear, which is effective against this boss.

The other group should have taken care of the enemies around the throne long ago. But in case they haven't, the Mages and the Boss won't move. Anyway. Reinforcements have probably appeared to the south already. There are four of them. Boyd can do this easily.

Send a couple units east, as a thief and some units show. Kill them and break down the door. One enemy has a Killer Bow. Which shouldn't do much damage to a paladin. Then get the key dropped and open the chests.

Now kill the boss. He has a ranged weapon, so be wary. After he is defeated, you get the item and can seize the throne.

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=====Chapter Seventeen: Day Breaks=====

This level consists of four stages. You call in 2 reinforcements (optional) after each stage.

STAGE ONE

Items: Antitoxin, Hand Axe, Killer Lance
Characters: None
Victory Condition: Rout

Guide:

Fairly simple, stick together and advance. There are enemy reinforcements coming from the west and the south. Sword users can stop the west, and send someone with Vantage south, as one enemy has a killer weapon.

To the north is a haldberdier. He holds a Killer Lance. Stay out of his range until all other enemies are toast, then kill him with archers and throwing weapons.

STAGE TWO

path and kills the enemy units. Making sure to go to all the houses again.

Do not let Jill talk to the Boss, she will leave. So kill the boss with another unit(s) and arrive. Easy, plus you get the Tomahawk.

=====
=====Chapter Twenty-One: Without a King=====

Items: Brave Sword, Corrosion, Energy Drop, Killing Edge, Master Seal, Parity, Stiletto, Talisman, Thoron

Characters: Tauroneo

Victory Condition: Seize

Guide: Many chests inhabit this level, so make SURE to bring a thief. As there are NO chest keys available in this level. Reyson can help, as it is a long path to the boss and it is probably best to get there quickly, to stop reinforcements establishing position on you.

Move north, opening the doors and taking items. There is an enemy with a Sleep Staff. It may put a couple of units to sleep at most, it doesn't really make a problem. Out of all the mediocre problems in the level, Kasatai is the worst. Blow him up before the Brave Lance does any harm.

Once you have reached the big circle around to the Ena's chamber, split up. Ike and a couple backup go left, and the thief and the rest go right. Draw Tauroneo over to Ike by standing just outside his range, then talk to him. He is Level 14 and Comes with a Spear and a Silver Blade.

Ena herself isn't too strong, give a Swordmaster and a Sniper some Laguz Killer weapons and have the Archer fire away, then the Swordmaster to finish. Ike can then seize the throne.

=====
=====Chapter Twenty-Two: Solo=====

Items: Ashera Staff, Bolganone, Bolting, Chest Key x2, Killer Bow, Nosferatu, Silver Bow, Sleep, Spirit Dust, Tomahawk

Characters: None

Victory Condition: Defeat Boss

Guide: If you can win this fight without killing a single priest, you get the Ashera Staff. Plus a ton of bonus exp. So be sure to not place a unit next to a priest with magic, to avoid a priest's death.

You can get through this chapter with one thief, but two would be recommended. Move the thief to either side, and put a person with a large movement range with him. Open one chest on one side, then get rescued and dropped on the other side. The chest keys will open two chests on each side.

To get to each side and in the middle, you have to use Shove and Smite. So cavalry are only useful if you have foot solidiers to accomodate them.

Meanwhile, send Ike down the middle (with a couple supporting units). Beat the Priests to the side and make your way to the boss. Kill him, if you don't care about the bonus EXP, then kill all of the priests, hit the boss with arrows on the first opportunity, he pulls out his bow and you rush him. Simple as that.

=====
=====Chapter Twenty-Three: The Great Bridge=====

Items: Blizzard, Flame Lance, Heavy Spear, Killer Bow, Longbow
Characters: Ranulf, Haar
Victory Condition: Seize

Guide: Bring Jill on this mission. Leave her and 4 other units at the start, Jill will talk to Haar to recruit him, and the others will take care of the Wyvern Reinforcements, as well as the Paladins. If you haven't been training Jill, then have a couple other Low-Mobility units stay behind. Also, bring a Physic Staff, you might need one. I also suggest Lethe, she made a great scout in this level for me.

Make your way with the rest of the troops towards the ballistas, taking them out with Cavalry. Then advancing. There are several traps that will end a unit's turn, view the Map in the "Maps and Charts" section of GameFAQs for the exact locations. Be warned that one of the Catapults is a Killer catapult, which gives it a high critical hit rate. So be extra wary on that one. The end catapult launches boulders, will damages all adjacent units very slightly.

After you near the second ballista, a bunch of Crimean paladins will show up. Most carry bows, which is good against the wyverns that are near them. But they can die easily, because they cannot fight back. Let them die if you want.

Taking care of Petrine isn't as hard as she makes it sound. She has 1-2 range with her flame lance, but remember the Magic Triangle. Blast it a bit with the Longbow and some Thunder Magic. Then finish her with a strong unit. Not very hard, but a long level all the same.

=====
=====Chapter Twenty-Four: Battle Reunion=====

Items: Antitoxin, Nihil, Savior
Units: Bastian, Lucia, Largo
Victory Condition: Arrive 15 Turns

Guide: You must reach the Castle with the Crimean survivors, General Geoffrey and some company guard the door. They are quite strong and I only see one or two of them fall.

Bring a Sniper and a Sage, there are many Wyverns to be taken care of in this level. Split your party up at the start. Have a couple units go north, and a Paladin go with them. Have the Paladin move ahead and collect the Savior and eliminate the Ballista. Leave a couple guys near the start to take out the Wyvern Reinforcements and send the main party east, past the ballista, which you want to take out soon. Then move a Paladin north, and the rest South towards the boss. Lucia and Bastian will join on turn 2. So add them to the North and East troops.

Once you enter the Bosses Range, the Black Knight joins the fight. Make sure the Wyvern Reinforcement killers are away from him before entering the boss's range.

Take out the boss with Critical hits from Swordmasters, or other strong Sword units. The other Cavaliers there are easy pickings, but the Ballista seemed to Critical me quite a bit, so watch out for it. Pick up the Nihil from the house and make the Paladin you sent north Arrive on the Square to end the chapter.

Other Notes: After the battle, view the 3 Star scene with "Man". Largo will now

join your army.

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=====Chapter Twenty-Five: Strange Lands=====

Items: Bolt Axe, Laguzslayer, Purge
Units: Geoffrey
Victory Condition: Rout

Guide: Geoffrey will join your party if he survived last chapter. This will not be a hard requirement, so you will have him. In this chapter, he wont be much use. Cavalry get a movement deduction in this level. Also, notice the rocks. They can be pushed by you or the enemy down the hill. Here are their paths, #1 being the boulder on the far left, then the rest are moving right.

BOULDER #1	BOULDER #2	BOULDER #3	BOULDER #4	BOULDER #5	BOULDER #6
2 Left	7 Down	20 Down	20 Down	19 Down	20 Down
4 Down	5 Left				
1 Left	6 Down				
1 Down	1 Left				
2 Left	9 Down				
5 Down					
1 Left					
9 Down					

BOULDER #7	BOULDER #8	BOULDER #9	BOULDER #10	BOULDER #11
1 Down	3 Down	3 Down	1 Down	6 Down
5 Right	4 Right	3 Right	4 Left	8 Left
9 Down	3 Down	3 Down	2 Down	2 Down
6 Left	4 Left	4 Left	3 Left	1 Left
2 Down	2 Down	2 Down	4 Down	7 Down
1 Left	4 Right	4 Right	6 Left	
7 Down	4 Down	3 Down	9 Down	
	6 Left	5 Left		
	2 Down	1 Down		
	1 Left	1 Left		
	7 Down	1 Down		
		1 Left		
		7 Down		

So try not to leave yourself in any of those paths. To reduce casualties, split your army up. You should have brought mostly foot soldiers, maybe 2-3 Cavalry. Also, bring your main flier. They can fly up the hill at the start and kill the boss. Use Longbows to kill the Archers on the Ballista's before proceeding.

Remember these things: Using Physic staffs will ease the healer's load. Also, the boulders will ALWAYS, do 10 damage. No matter what the character's defense. So be sure to heal if you are ever in need of a replenishing. Lastly, use any cavalry in this level to shield weaker units.

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=====Chapter Twenty-Six: Clash!=====

Items: Laguz Axe, Laguz Bow, Laguz Lance, Runesword, Silver Sword
Victory Condition: Seize
Units: Elincia

Guide: You start the chapter out with Elincia, a level one Princess Crimea. She doesn't promote, and she rides a Pegasus. To start this chapter, send 5-7 of your troops north, to take the people at the top out. Then send the rest to the

east, just out of range of the Swordmasters. Take out the one with the Killing Edge first. Then work your way over to the left. Beware of the Sage to the north with the Meteor.

Start moving north. There are some soldiers with decent weapons, and there is a Swordmaster with a Brave Sword. He is very dangerous to some weaker characters, so TAKE HIM DOWN WITH ARCHERS. The boss is a little trickier than the others. He has a Runesword, which heals him with every hit he lands. It also has range. If you have any powerful archers with longbows, use them. Longrange Magic also works quite well. If your Ike is not yet lvl 20 (Why oh why?), have him kill the boss with a Brave Sword after he is weakened.

Other Notes: Give ALL of the bonus experience you have to Ike and Mist. Also give Mist a couple of Physic/Mend staves for the next level. Ike should be Lvl 20 right now, hopefully Mist is also. Or at least have Mist promoted.

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=====Chapter Twenty-Seven: Moment of Fate=====

Items: Antitoxin (Hard Mode), Bolganone, Chest Key x6, Door Key x2, Double Bow, Fortify, Laguz Axe, Occult, Physic, Resolve, Silver Lance x2, Spear
Victory Condition: Arrive
Units: None

Guide: Items Galore. Bring a spare key if you have one, if not, choose wisely or bring a thief instead of your Laguz. Start by sending Ike, a swordmaster, and another strong unit straight up. I had an extra key, so I sent Ike, Mia and Lethe that way. This is party #1.

Gather your Cavalry that uses swords and bows and send them east. I sent my Boyd, Astrid and Oscar that way. This is party #2.

Send your strong archers, axe and lance users west. I chose Geoffrey, Rolf and Kieran. This is party #3.

Leave your healer(s) at the start area. There are some strong magic users to the front, and they shouldn't move in until they are taken down. There is one in the middle, and one on each side. Party #1 should have little problem savaging the enemies to the north. As long as they are well equipped. Party #2 might take a little longer, but with little problem, and Party 3 should do fine. Get the thieves so they don't steal your loot first. If a party member is taking some serious damage, retreat and heal. You shouldn't have much problem. The Swordmaster to the west has a Brave Sword, so double team him.

As the enemies outside each area are gone, move everyone in close to the door, then bust it down. SURPRISE! More enemies. Move north and clear out all the areas except for the throne room. The first row of enemies in the Throne Room come to you. There is a couple of long range magic as well, so move in and defeat them. Laguz shouldn't be a problem as long as you have the Laguzslaying weapons. Whatever you do, make sure to get the chests that are south of the throne room. One of them contains a physic. Give this to Mist, it will be of utmost importance. There are several enemies holding chest keys, but not enough to get them all. But be sure to get the Physic.

After the sides and front are clear, have all parties converge on the center. If Ike is not level 20 with Aether and a ton of skill, stop playing. Now stand up, scream "I SUCK!" over and over, then smash your head in with the gamecube and pass out. You will not survive without it. Anyone, smash the easy boss here in and arrive. Hopefully Mist is promoted and has the Physic.

BLACK KNIGHT BATTLE!

At the start, you have Ragnell, Mist and an enemy. Start by attacking the Black Knight and pray to the Fire Emblem gods that you get an Aether. You should be attacking now with 9 attack, if you Aether, you get 9, and 18. In addition, your health is restored slightly. If you get hit, heal with Mist's Physic.

If the Black Knight uses Luna, then you should heal with Mist and DO NOT ATTACK. He has the power to kill you if you do. Anytime you are safe from possible death in the next phase for you and him, attack.

After three or four turns, two priests and a spearman appear. Make Mist stand JUST outside the exit spot. Heal Ike from a distance. If you stand at the back on turn one, the Priests shouldn't heal the Big Guy. Now as Mist, always keep moving. Run around the room away from the enemy. Healing Ike as you go. If at any time the Black Knight is at 9 health or lower, and Ike might be an inch from death, I encourage (not order) you to attack. You have a 96% hit chance. At least my Ike did. If Mist is dieing, have her retreat. If Ike is dieing, have him retreat. You will not defeat him, but you still win the level.

After approximately 10 turns, Nasir runs in and brings the whole place down on everyone. You escape with Ena, and you will get her if this happens. Ena is weak. If you kill the Knight, then you get Nasir. He is a much better character. Don't restart just to get him, I mean, it took you that long to get there anyway. Be happy!

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=====Chapter Twenty-Eight: Twisted Tower=====
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Items: Rexbolt

Victory Condition: Arrive

Units: Nasir/Ena

Guide: This level is almost 90% Laguz. Bring all your Laguz Slaying weapons. If your characters are strong, they shouldn't have much trouble, however. Start by Making a full scale march out towards the temple. Taking enemies as they go. When it starts to go down, go down. Take out all the enemies as usual. If you have Tanith, have her call reinforcements at this point, just to draw away enemy long-ranged spells. Now, after the area around you is clear, form up. You should make a trident of characters. Leave your healer in this area where you start to form.

The bottom group will consist of the not as strong characters in your party. Take two or three. Have them move south and take out the few Laguz here.

The top flank will consist of weaker characters as well. They should probably be reinforced in a turn or two by the Pegasus Reinforcements, and will not be under constant attack.

The center group should be a lot of strong characters. Including Ike, most of your level 20's, and those with the Laguz killing weapons. The enemies here are all posh except for the Dragons. Be wary of them. They can rack some damage. It might be a good idea to have Ike attack from a distance with Ragnell, then have someone strong move in for the finishing blow. After these are gone, send the center squad out towards the boss, and have the others follow. Strike the enemy around the boss. One Bishop has a Sleep staff. He will try and nail the weakest character with this, then have the boss stomp them with the magic. So take out the enemies and hit the boss until he is downed. Look out though, Laguz spawn next to him sometimes. Now Ike can claim the throne in the name of Crimea.

Try to get some experience to the weaker characters in this level. It might be more helpful for tough characters to bash the guys, then have the weak ones get finishing blows.

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=====Endgame: Repatriation=====

This is the last level. So I decided to devote a paragraph or two to pre-game preparations.

Firstly, go out and get top notch weaponry for everyone. Make a Forged item, then buy the new stuff. Only the best. Buy at least two Silver weapons per party member. Dump the Bonus EXP you have towards your strongest characters not yet at level twenty. Go out and get Elixirs and Vulernaries for all characters. Dump anything not useable by a character to another character, or to the convoy.

Next, check your troops. If you are short a few strong ones for some reason, go and use Master Seals on the best characters below level 20 of the first class that you have. Use up any spare skills you have that are good on characters. Make them top-notch warriors. BRING TWO HEALERS. Give each a physic, and it will help to have a fortify with one of them.

Now that your army is ready, begin!

Items: Physic, Speedwings
Victory Condition: Defeat Boss
Units: Giffca/Naesala/Tibarn

First of all, you will want to face the daunting task of taking the fountain area. This will provide your units cover. On turn one, stay out of the General's way. Just inside the range. End the turn. They will move in. The dragons will block the exits except for the one you came in. You are now prompted with an option to get a commander with you. Tibarn, Naesala or Giffca. I personally prefer Tibarn, but choose as you will.

When the Generals move in, hit the crap out of them with several units. Strength in numbers is the golden rule. It will take several attacks to bring all enemies down. Bad news for you is that the dragons should have closed in. Place a Unit that is very strong or can withstand a dragon hit. Hold out and pray that they live. Then have a swarm of units take down the dragons. BE SURE TO HEAL EVERY INJURY. This is why the Fortify staff can be so handy. Anyway. Spend many, many turns (I had seven before moving out) defending this area. It is a good place to stay. The laguz to the east can be tricky, but you should just let them come to you instead of leaving. The priest with the sleep staff will try and put you to sleep so the rest of the units can attack it.

After you move out, go north and split the party into two groups. Paladin's to the east staircase, Ground troops and the rest of the party to the west. Move forth and kill anyone in your way. Watch out for the killer weapons. Up the stairs. Now Ashnard says something. Here is the deal: Bring your healers up the stairs and have them stand there, away from Ashnard. Have Ike and your Laguz Noble you called in stand in front of Ashnard and beat the crap out of him.

Once you get to him, he is really just a weak piece of junk. He could barely hit my Ike and Tibarn. Just keep attacking and healing and he should be NO problem WHATSOEVER. After he is gone, enjoy the epilogue.

+-----+
|-----Characters-----|

+-----+
Due to spoilers, I will only do units up to the chapter the walkthrough covers.

1. Ike
2. Titania
3. Boyd
4. Oscar
5. Rhys
6. Shinon
7. Gatrie
8. Soren
9. Mia
10. Ilyana
11. Rolf
12. Mist
13. Marcia
14. Lethe
15. Mordecai
16. Volke
17. Kieran
18. Nephenee
19. Brom
20. Zihark
21. Sothe
22. Jill
23. Astrid
24. Makalov
25. Stefan
26. Tormod
27. Muarim
28. Devdan
29. Tanith
30. Reyson
31. Ulki
32. Janaff
33. Calill
34. Tauroneo
35. Ranulf
36. Haar
37. Bastian
38. Lucia
39. Largo
40. Geoffrey
41. Elincia
42. Ena
43. Nasir

RATINGS:

Excellent - 10/10
Great - 8-9/10
Good 6-7/10
Satisfactory - 5/10
Poor - 3-4/10
Terrible 2/10
Failure 0-1/10

Potential Rates how well the character would be if you trained them up and used them later in the game.

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-----Ike-----
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Ike is the son of Greil, the leader of the Greil Mercenaries. He has a sister named Mist. His mother, Elena, passed away.

Ike is a great asset in this game. Very powerful for a Lord. Decent speed, skill, and strength. Speed is usually maxed out. His only issue is that he will stop growing for a bit, once he reaches level 20. He is only promoted at a special chapter.

He has low health at the start, but a Seraph Robe will fix that. Once he gets Ragnell he really has no flaws.

Attack Rating: Great
Defence Rating: Good
Speed Rating: Great
Skill Rating: Good

Overall: 8/10
Potential: 9/10

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-----Titania-----
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Titania is the deputy commander on the Greil Mercenaries. She starts off as a super powerhouse, but once maxed, will fall behind the work load slightly. So try to pick someone else to go along, and avoid making mistakes like me.

Attack Rating: Good
Defence Rating: Good
Speed Rating: Good
Skill Rating: Satisfactory-Good

Overall Rating: 7/10
Potential: 5/10

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=====
-----Boyd-----
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Boyd is a member of the G. Mercenaries. He enjoys battles. He holds himself in such high esteems. Thinks hes better than everyone, which, he is. Boyd will grow into one of the greatest members on your team. Large strength and health margins, with nice skill and speed will make him incredible. Don't forget, he can use a bow once promoted. His only folly is defence, which can be fixed with some Dracoshields. But his health is so high, it rarely matters.

Attack Rating: Excellent
Defence Rating: Good
Speed Rating: Great
Skill: Great-Excellent

Overall Rating: 9/10
Potential: 10/10

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=====
-----Oscar-----
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Oscar is Boyd, and Rolf's brother. Oscar always has a smile on his face (Grrr, damn happy go lucky people). He and his brothers were saved by Greil and joined up in the company. Oscar is loyal to most, and is a great asset.

When he joins, his Resistance and Defence is low. Along with his speed. So train him up. He is quite good when promoted, and finished in my Top 5.

Attack Rating: Great
Defence Rating: Satisfactory
Speed Rating: Good
Skill Rating: Good

Overall Rating: 7.5/10
Potential: 9/10

=====
=====-Rhys=====

Rhys is a humble priest, who lived with his parents. Until Titania came by and was dying. He saved her, and then later joined up with the Mercenaries so he could send money to his old frail parents.

Rhys is one of five units who have the ability to heal. (The others being Mist, promoted Soren, Tormod Promoted and Elinicia). He is probably the best out of all of them. His status starts out higher than Mist, and the ability to use light magic after promoting is a great asset. I'd use him the whole game. Do not let my ratings fool you. He isn't supposed to have high amounts of that.

Attack Rating: N/A
Defence Rating: Poor
Speed Rating: Good
Skill Rating: Good

Overall Rating: 7/10
Potential: 8/10

=====
=====-Shinon=====

Shinon is one of the two Archers in this game. Minus the Bow Knights and Boyd. He is quite good, but leaves for most of the game. By the time you get him back in the party, Rolf should be better than him. Shinon is a snob, who steals from the dead. He wants something bigger in life, so he joins Daein.

Shinons stats are quite good. I'd still recommend Rolf over him though. At the beginning he is much faster and stronger than half of the enemies. Like a Titania that has 2/3 of the movement and cannot directly attack.

Attack Rating: Great
Defence Rating: Good
Speed Rating: Good
Skill Rating: Good-Great

Overall Rating: 7.5/10
Potential: 6.9/10

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=====Gatrie=====

Gatrie is a lady-lover. The Sain of the game. At the start, he is very strong. Impenetrable. The only thing that draws him back is poor speed. So he usually won't double attack. But he is still defensively a powerhouse. I usually just stick with Tauroneo at the end. But you could always train him instead.

Another drawback would be his small movement. Using in defending levels is best for him.

Attack Rating: Great
Defense Rating: Excellent
Speed Rating: Poor
Skill Rating: Good

Overall Rating: 6.7/10
Potential: 7.2/10

=====Soren=====

Soren is the first mage you get in the game. He has a knack of telling the truth in a sometimes hurtful way. He is Ike's tactician. Very smart. He travels light and sticks to logic and intuition to survive.

Soren has a strange appearance, I almost thought he was a girl for a moment. He is probably the best mage in your party. So use him. He starts with low health, so protecting him is a must. But as he gets stronger he gets better.

Upon promotion, he gains the ability to use knives or staves. I chose staves. As you could always use an extra healer.

Attack Rating: Good
Defense Rating: Poor-Satisfactory
Speed Rating: Great
Skill Rating: Good

Overall Rating: 7.5/10
Potential: 8/10

=====Mia=====

Mia is a myrmidon with a debt to Lord Greil. She joins Ike and later, doesn't want to leave. She is a very strong girl. Wiields a sword. Her starting status can be low, but she still packs a punch. Hates anyone sexist, like Largo.

Mia is arguably better than the other Swordmasters. Probably the only reason she is better than Zihark is that you get her earlier on, and surpasses him during the time.

Although Low health, she does carry Vantage. If you add a Killing Edge, it will be much better.

I never personally liked myrmidons, I always found them too weak and frail. One of the reasons I prefer Stefan and Zihark over Mia and Lucia is at least they come with a killing weapon. Stefan's Vague Katti means death for all :D

Attack Rating: Good
Defense Rating: Satisfactory-Good

Speed Rating: Great
Skill Rating: Great

Overall Rating: 8/10
Potensial: 9/10

=====
=====Ilyana=====

Ilyana is a mage that was travelling with Ike's mercenaries. But captured by Daein men. They forced her to fight, although she didn't want to. She joins Ike's party.

Ilyana is weak. Hands down. She has low accuracy and power. Can take about one hit and then dies. Although the Elthunder that comes with her is the only good thing about her really. I used her in 3 chapters. Which are the ones where you have to have her. Don't get me wrong, she was okay then, but se often falls behind. Use Soren. Or even Calill.

Attack Rating: Satisfactory
Defense Rating: Terrible-Poor
Speed Rating: Satisfactory
Skill Rating: Good

Overall Rating: 5/10
Potential: 4/10

=====
=====Mist=====

Mist is Ike's little sister. She carries a medallion, which is a memento of her mother. She is sweet and innocent. Until she promotes and gets a sword and starts cutting everyones heads off. Okay, so she can't fight to save her life. She does heal okay though. Plus, promotion means better movement. She is also quite fast, so she fares well against ranged attacks. Her luck is also one of the best.

She is almost crucial to the party, otherwise you will probably fail at killing the black knight.

Attack Rating: N/A
Defense Rating: Poor
Speed Rating: Great
Skill Rating: Good

Overall Rating: 6/10
Potential: 10/10 (Only because you pretty much NEED her)

=====
=====Rolf=====

Rolf is Boyd and Oscar's younger brother. He is friends with Mist. Shinon secretly taught him to use a bow. I have to say, he did a good job. On account of he totally ROCKS! He was doing 30-40 damage to enemies. With a 25% critical hit ratio with a Silver Bow. Pretty much impossible to hit, with large defense. I would choose him over most units any day.

The only drawback is that it takes a long time to train him up from level 1 to his total pwness stage. But it is worth it. Bonus experience, arm scrolls

and boss kills are key.

Attack Rating: Excellent
Defense Rating: Great-Excellent
Speed Rating: Excellent
Skill Rating: Excellent

Overall Rating: 9.8/10
Potential: 1003/10 (Seriously)

=====
=====
=====-Marcia=====

Marcia was a pegasus knight of Begnion. She quit due to helping her brother out of trouble, and she owes Ike for saving her on the pirate ship. She has many fans for being a sweetheart, and using cool noises (Pfft, Psshaw).

Marcia's battle skills didn't quite live up to my expectations. She is quite vulnerable to bows. Especially at the start. The only way to stop that is with the Full Guard. Which would be better used on Jill or Tanith. She comes with mediocre items also. So bonus experience will help here.

All in all: Don't use her. Stick with others. Her one advantage is movement. But that won't save many lives.

Attack Rating: Satisfactory
Defense Rating: Poor
Speed Rating: Satisfactory
Skill Rating: Good

Overall Rating: 4.9/10
Potential: 6/10

=====
=====
=====-Lethe=====

Lethe is a cat warrior of Gallia. She holds a grudge against beorc. But does not mind Ike as much. Very impatient and "frisky" (Cat joke).

Lethe is... incredible actually. Very fast, good defense, power and accuracy. She transforms at the start of every battle. A great asset, as she can help secure the area immediately. Its a sad thing that Laguz cannot get killing weapons. Otherwise Lethe would be wasting everyone twice as fast. Low critical hit rates, but powerful double attacks often make it not matter.

Attack Rating: Excellent
Defence Rating: Great
Speed Rating: Great
Skill Rating: Satisfactory-Good

Overall Rating: 8.5/10
Potential: 9/10

=====
=====
=====-Mordecai=====

Mordecai is another Gallian beast warrior, he has trouble with English. But is a big guy with a bigger heart. I prefer to think of him as "cuddly". But when he is mad, more like a wall of beef about to run you over.

Mordecai suffers from "Late Starting Syndrome". Which means that it takes too

long for him to transform. By the time he does change, usually I am almost finished a chapter. He is very strong though. Fast, with a better critical hit rate than Lethe. But Lethe ends up better. Mordecai's speed makes him fall behind quicker also. He is raw power though.

Attack Rating: Great
Defense Rating: Good
Speed Rating: Good-Great
Skill Rating: Good

Overall Rating: 7/10
Potential: 6/10

=====
=====Volke=====

Volke is a professional assassain for hire. He was hired by Greil for a certain task. Which I will not say, as it involves major spoilers. But charges Ike for a report. Which turns out not to be a report. But something more.

I won't rate Volke, because all you really have to do is have him open doors and chests. You could always wait for him to get promoted and then give him Lethality, but some efforts are better put in other areas.

=====
=====Kieran=====

Kieran is a knight of Crimean service. He was in the platoon that was supposed to take the princess away from Crimea. But survived, and was imprisoned. He has a "rivalry" with Oscar.

Kieran is probably the best paladin. Once promoted, I'd give him Swords. That way, he can Smack bow users with Hand Axes, Kill Axe users with the Sword, Lance Users with his axe. Kieran was already taking around 4-6 damage from enemy Paladins at a level 18 Axe Knight. So great defense. Axes, being powerful are a great asset to his attack.

Final Verdict: USE HIM!

Attack Rating: Great
Defense Rating: Excellent
Speed Rating: Great
Skill Rating: Good

Overall Rating: 8.9/10
Potential: 9.8/10

=====
=====Brom=====

Brom, Brom, Brom. He's a fat man from Crimea. He was originally a farmer, but joined the Militia to protect his lands.

Half that armor must just be fat, because I found him to have bad defence for a Knight. I never used him. So I don't know what he turns out to be like. But I'd stick to Gatrie, who is already strong due to getting him earlier.

Attack Rating: Good
Defense Rating: Satisfactory

Speed Rating: Poor
Skill Rating: Satisfactory

Overall Rating: 6/10
Potential: 5/10

=====
=====Nephenee=====

Nephenee is like Brom, same story. Different skill level though. I found her to be a better fighter. He uses lances, quite average speed and skill. Will easily perish against a couple of enemies if left on the frontlines however. I wouldn't recommend her, but then again. I never used her. So make you own choices.

Attack Rating: Good
Defense Rating: Good
Speed Rating: Good
Skill Rating: Good

Overall Rating: 6.5/10
Potential: 6/10

=====
=====Zihark=====

Zihark is a double agent in the Port Toha Vigilantes. He has reasons personal to why he cares for Laguz. But is still a great asset.

He has great Skill and Speed. With alright attack. Mostly its his critical hits that kill. Otherwise he isn't very powerful. Low HP with not much DEF. I say he is better than Mia. But she has the level advantage. Being around longer.

Attack Rating: Great
Defense Rating: Satisfactory
Speed Rating: Great-Excellent
Skill Rating: Great-Excellent

Overall Rating: 8/10
Potential: 9/10

=====
=====Sothe=====

Sothe, Sothe is useless. A little brat who snuck onto the ship with you. He is looking for some friends, who are so close they are like family. All he really can help with is a couple of chapters after you got him, opening chests. But using him costs you a soldier you could use. Which you may need.

Otherwise, why use him? Volke is already much better than him. Volke promotes. But Volke does cost money to open chests. But who cares about 300-500G gone?

=====
=====Jill=====

Jill Fizzart. Haha, I sure am glad thats not my name. Her father is a Wyvern Lord of Daein. She wants to live up to his expectations, which is hard with a bad commander like Haar.

Otherwise, she is really good once promoted. I prefer her over Marcia, but not

over Tanith. I like Tanith more because when you get her, she is already promoted and strong. With not much training required. But Jill is still really good. :P

Attack Rating: Great
Defense Rating: Satisfactory
Speed Rating: Good
Skill Rating: Good

Overall Rating: 8/10
Potential: 9/10

=====
=====--Astrid=====

Astrid is a bow knight of a family of Nobles. She wants to prove herself, so she became a knight. But was still not satisfied. So she joined up with Ike and his crew.

Astrid starts off weak. Level one. But it is not much of a problem, as she comes with an experience multiplier as a skill. She is quite strong, and can add a weapon to her once promoted. I personally would choose swords, just to live up to the old Nomadic Troopers. But you might not be as nostalgic. So choose well :).

Attack Rating: Good
Defense Rating: Good
Speed Rating: Great
Skill Rating: Great

Overall Rating: 8/10
Potential: 9/10

=====
=====--Makalov=====

Makalov is Marcia's sister. With an... abnormal appearance. He lost all his money to gambling. He then fell into a series of events that put him into many debts. He would try to pay them off by getting money from another group, then having to serve them. Ike was kind enough to pay the debts off, but took it out of Makalov's salary anyway.

Makalov's defence is kind of low at the beginning. But he does have decent HP. But without the strength to back it up. If you train him hard, he will turn into a great unit. But as you probably are training Astrid, Oscar and Kieran, you might not have time for him.

Attack Rating: Good
Defense Rating: Good
Speed Rating: Satisfactory
Skill Rating: Good

Overall Rating: 7.5/10
Potential: 7/10

=====
=====--Stefan=====

Stefan is a half-laguz/half human. So basically, he is a sub sub-human. He lives as a hermit in the desert to avoid society bothering him. He joins Ike's

party and trys to teach him the ways of the sword.

Stefan is very good, for the level you are at now. Zihark will overtake him eventually, but he starts out quite good. His Vague Katti is VERY powerful. It should be used until almost out of Durability, then fixed with the Hammerne. At level 20, he averaged a 60% critical hit chance.

Attack Rating: Great
Defense Rating: Good
Speed Rating: Excellent
Skill Rating: Excellent

Overall Rating: 8/10
Potential: 9/10

=====
=====Muarim=====

Muarim is a laguz. He is quite strong. Probably close to Mordecai's power. Only Muarim can stay as a laguz full time because of the Demi Band. Although it does deduct some status.

Muarim isn't recommended. The only laguz that are is probably Lethe and Nasir. But do what you want with him.

Attack Rating: Great
Defense Rating: Good
Speed Rating: Great
Skill Rating: Good

Overall Rating: 7/10
Potential: 6/10

=====
=====Tormod=====

Tormod is a beorc, who was rescued by Muarim and taken in. Quite young, he is a wielder of magic. And one of the best also.

Tormod comes to you underlevelled and weak. So bonus exp is a must almost. He can be a weak one. With poor defense. But he is a god against enemy mages. Low Health however. Magic and Speed are decent enough.

Attack Rating: Great
Defense Rating: Satisfactory-Good
Speed Rating: Great
Skill Rating: Good-Great

Overall Rating: 7.8/10
Potential: 6/10 (Due to time of joining and status)

=====
=====Devdan=====

Devdan is a nature loving man, who was imprisoned for looking at flowers, and forced to do a years work without pay. He will not fight children. He joins up with Ike later.

Devdan is a Halberdier, which is a class I never was particularlyly fond of. He can only use lances, and is okay with it. Good Attack and health. Average DF.

Not very fast either. Nephenee is better, but only if you train her.

Attack Rating: Great
Defense Rating: Satisfactory
Speed Rating: Satisfactory
Skill Rating: Good

Overall Rating: 6.9/10
Potential: 5/10

=====
-----Tanith-----
=====

Tanith is one of the leaders of the Apostle of Begnion's Holy Guard. She goes with the Crimean Army to liberate the homeland of Elinia. Tanith looks to me like she is anorexic, but so do half the other female characters.

Tanith is quite strong, defensive issues can be solved with the Full Guard. She has great movement. Plus she can call in reinforcements. I use them as distractions. Tanith's weakness is HP. I maxed her out and she still only had 36 HP or so.

Attack Rating: Great
Defense Rating: Good
Speed Rating: Great
Skill Rating: Good

Overall Rating: 7.8/10
Potential: 7/10

=====
-----Reyson-----
=====

Reyson is one of the few surviving Herons. A royal bird family with white wings and long, golden hair. He hated the beorc for burning Serrenes Forest, and did not forgive. Until Empress Sanaki apologized. He is blessed with Mind Reading skills, but only in a peaceful place.

Reyson is a one of a kind unit who can chant to other units to give them a second movement. Thats all really..

Attack Rating: N/A
Defense Rating: Satisfactory
Speed Rating: Good
Skill Rating: Satisfactory

Overall Rating: 8/10
Potential: Depends on what kind of party you want to have.

=====
-----Ulki-----
=====

Ulki is a Kilvas laguz that has incredible Hearing. I never used him, so I cannot rate him.

=====
-----Janaff-----
=====

Janaff is a Kilvas laguz that has incredible sight, I never used him, so I cannot rate him.

=====
=====-Calill=====

Calill is a "World Class Sage", who thinks she is beautiful. She isn't.

Calill is only really good when you first get her, Soren will probably be stronger, but have less Magic level. She also comes with Meteor. Which can be a help in the hands of someone accurate. Overall though, don't use her.

Attack Rating: Great
Defense Rating: Satisfactory-Good
Speed Rating: Good
Skill Rating: Good

Overall Rating: 6.5/10
Potential: 6/10

=====
=====-Tauroneo=====

Tauroneo, one of Daein's generals. He was a good pal with Greil, and could not bear to kill his son, for his swordsman style "cannot be lost from the world".

Tauroneo isn't much better than the other Generals. But you probably gave up on them ages ago, as the lack of moving brought them down. He comes with good weapon levels and a Silver Blade. But you could have purchase Silver Weapons back in Chapter 19+.

Attack Rating: Great
Defense Rating: Great
Speed Rating: Poor
Skill Rating: Satisfactory

Overall Rating: 6.8/10
Potential: 7/10

=====
=====-Ranulf=====

Ranulf is a Gallian Beast warrior, he runs most of Caighanis's errands for him. Ranulf is a nice guy who helps out Ike whenever he can. Brave and reckless, he will try anything.

Ranulf's fighting is okay, I don't know what they were talking about when Mordecai said Ranulf is a better fighter than him. He may be quicker but Mordecai is stronger. He is an okay addition all the same. I'd prefer Lethe by a lot.

Attack Rating: Great
Defense Rating: Good
Speed Rating: Great
Skill Rating: Satisfactory

Overall Rating: 8/10
Potential: 8/10

=====
=====
-----Haar-----
=====

Haar is a Wyvern Lord of Daein, who helped Shiharam with his platoon. He always sleeps, the lazy bum. I prefer to think of him like this: Marcia is to Tanith as Jill is to Haar. Both him and Tanith are pre-promotes but quite strong. I think they would be even, because Tanith has the Reinforcements and Haar comes with the Brave Axe, which is very powerful and effective.

Attack Rating: Great
Defense Rating: Good
Speed Rating: Good
Skill Rating: Good

Overall Rating: 7.7/10
Potential: 8/10

=====
=====
-----Bastian-----
=====

Count Bastian, the almost-french guy. He is an ex-Count over some land. He often babbles on about nature and talks in poems.

Bastian is a weak Sage. Not worth your time. But feel free to take his Elwind and leave him to rot in your non used characters.

Attack Rating: Good
Defense Rating: Satisfactory
Speed Rating: Satisfactory
Skill Rating: Satisfactory

Overall Rating: 6/10
Potensial: 4/10

=====
=====
-----Lucia-----
=====

Lucia is a high-ranking official in Old Crimea's army. Not as good as Zihark, Stefan or Mia, but still okay. She comes with a Silver Blade, which you can steal as soon as you want and give it to someone who might have a future with it. Better than Bastian at least.

Attack Rating: Good
Defense Rating: Satisfactory
Speed Rating: Great
Skill Rating: Good

Overall Rating: 7/10
Potential: 7/10

=====
=====
-----Largo-----
=====

Largo is a "World-Class Berserker". He once wrestled a tiger with his two bare hands. He lives with Calill, if you can remember her mentioning him in that house, way back when. Largo has one beefy chest.

Largo is a Berserker, which means Low Hit percentage, high damage, high critical

hit count, and a ton of health. But, he doesn't have very decent defense. With even lower resistance to magic. That's not good, when he is joining at chapter 25, where you have plenty of enemies that can eat him apart.

Attack Rating: Great
Defense Rating: Very Poor
Speed Rating: Good
Skill Rating: Great

Overall Rating: 7.2/10
Potential: 5.8/10

=====
=====Geoffrey=====

Geoffrey is one of Crimea's most esteemed Generals. He was one of Princess Ellincia's escorts. Which was the group Kieran was in. Only he commanded it. He protected the castle along with several other soldiers in Chapter 25.

Geoffrey is VERY useful. He starts with great defense, speed and skill. He has some great weapons, which gives him an even better rating. This guy is a tank. To cap it all off, he comes with the Paragon skill, 2x Experience. Geoffrey is one of the top-rank cavalry you will use.

Attack Rating: Great
Defense Rating: Excellent
Speed Rating: Good-Great
Skill Rating: Good-Great

Overall Rating: 9.4/10
Potential: 10/10

=====
=====Elincia=====

Elincia is the Princess of Crimea. She rides her grandmother's old Pegasus. She is the unknown to most, heir of the Crimean throne. She wields her blessed sword and can use healing staves.

Elincia is useless as she comes at the beginning. The only way she is going to be any use is if you give her some bonus EXP. But at the time, you will be giving it all to Mist and Ike. As the Black Knight fight comes after the map that Elincia joins. Elincia has the Amity, which has unlimited uses and acts much as a Brave Sword.

Attack Rating: Satisfactory
Defense Rating: Satisfactory
Speed Rating: Good
Skill Rating: Good

Overall Rating: 6/10
Potential: 6/10

=====
=====Ena=====

Ena is Nasir's Granddaughter. I haven't played in a while, until I recently picked it up to continue this FAQ. She did something along with Ashnard, and he turned on her, and set the Black Knight against her. He did not kill her, and Ike has to save her. You get Ena in the army if you don't kill the night. Ena

is a dragon Laguz. She only hangs around the bad crowd because of a certain someone that Ashnard lands his fat ass on alot.

Ena is okay. But is rather weak, and has little movement. If you are looking for a filler to take an empty spot, choose her. Unless you have Nasir. Then choose him. He is far more preferable.

Attack Rating: Good-Great
Defense Rating: Good-Great
Speed Rating: Poor
Skill Rating: Satisfactory

Overall Rating: 7/10
Potential: 8/10

=====
=====--Nasir=====

Nasir is Ena's Grandfather. He is the member betraying the group. Only to keep her alive, however. He will join the party if you defeat the Black Knight. Then he will not need to sacrifice himself.

Now this is more like it. Level 18, more range (it seems), more power and skill, he will most likely be in the end party. He is fairly rounded, but could be a bit more powerful.

Attack Rating: Great
Defense Rating: Great
Speed Rating: Good-Great
Skill Rating: Good-Great

Overall Rating: 8/10
Potential: 8/10

=====
=====--Giffca=====

Giffca is King Caighenis's "shadow". He is the King's bodyguard. Not much is said about him. He is a lion Laguz. You can choose him as one of the nobles at the last chapter. All the Nobles are Godly.

Giffca is the most powerful of all the nobles. But Tibarn can grow into a stronger one if he levels up. Anyway, he is my second choice of noble. With fairly rounded stats.

Attack Rating: Excellent
Defense Rating: Excellent
Speed Rating: Excellent
Skill Rating: Excellent

Overall Rating: 10/10
Potential: 10/10

=====
=====--Tibarn=====

Tibarn is the king of Phoenicis, he sides with Crimea in the war. He is friends with Reyson and Leanne and protects them. Although his people hate Begnion, they still fight along side them in the war. He is one of the three Laguz nobles you may choose from in the last chapter.

Tibarn is by far the best. He has a ton of health, attack and skill. With a large cap on everything. I would choose him because he rocks your soul.

Attack Rating: Excellent
 Defense Rating: Excellent
 Speed Rating: Excellent
 Skill Rating: Excellent

Overall Rating: 10/10
 Potential: 10/10

=====
 =====Naesala=====

Naesala is the king of Kilvas. His company is like the laguz version of Greil Mercenaries, but less friendly. He is one of the three laguz nobles to choose from.

Naesala is the weakest of the choices. But by far the fastest. I wouldn't choose him, as it is good to have a powerful member to help bring down Ashnard. Not some prissy idiot that can dodge, but not attack. Kind of like Richard Park when he was on the Vancouver Canucks.

Attack Rating: Excellent
 Defense Rating: Excellent
 Speed Rating: Excellent
 Skill Rating: Excellent

Overall Rating: 10/10
 Potential: 10/10

+-----+
 |-----Appendices-----|
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Notice: "None" in the LVL column means that its a weapon only a special unit can use.

SWORDS

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Iron Sword	46	E	5	90	0	7	1	460
Iron Blade	35	D	9	70	0	15	1	980
Steel Sword	35	D	8	75	0	12	1	700
Steel Blade	35	C	11	75	0	12	1	1400
Silver Sword	25	A	13	80	0	11	1	1875
Silver Blade	15	A	15	60	0	14	1	1800
Slim Sword	35	E	3	100	5	5	1	560
Armorslayer	18	D	8	80	0	11	1	1260
Brave Sword	30	B	9	75	0	16	1	5400
Killing Edge	20	C	9	75	30	9	1	1300
Laguzslayer	15	C	9	75	0	12	1	900
Longsword	18	D	8	75	0	15	1	1260
Regal Sword	40	NONE	7	95	10	6	1	NONE
Runesword	15	A	15	65	19	19	1-2	7200
Sonic Sword	25	B	10	70	0	9	1-2	2750
Vague Katti	25	S	12	80	35	8	1	NONE
Venin Edge	40	D	3	70	0	8	1	520
Alondite*	INF	NONE	18	80	5	20	1-2	NONE

Amiti	INF	NONE	9	75	0	12	1	NONE
Gurugant	INF	NONE	20	80	0	25	1-2	NONE
Ragnell	INF	NONE	18	80	5	20	1-2	NONE

*Not Useable

LANCES

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Iron Lance	45	E	7	80	0	8	1	360
Steel Lance	35	D	10	70	0	13	1	560
Silver Lance	25	A	15	75	0	12	1	1500
Slim Lance	35	E	4	85	5	6	1	525
Javelin	25	E	6	60	0	11	1-2	500
Brave Lance	30	B	11	70	0	17	1	5700
Flame Lance	25	B	10	70	0	12	1-2	7500
Heavy Spear	18	C	8	80	0	18	1	1260
Killer Lance	20	C	10	70	30	10	1	1200
Knight Killer	18	D	7	70	0	16	1	1170
Laguz Lance	15	C	12	75	0	17	1	1620
Short Spear	15	C	9	70	0	12	1-2	1950
Spear	15	B	12	70	5	15	1-2	5700
Killer Lance	20	C	10	70	30	10	1	1200
Wishblade*	20	S	16	80	5	15	1-2	NONE

* ArchsageX points out that the wishblade can be used in Trial Maps.

AXES

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Iron Axe	45	E	8	75	0	10	1	270
Steel Axe	35	D	11	65	0	15	1	420
Silver Axe	25	A	16	70	0	14	1	1250
Hand Axe	25	E	7	55	0	13	1-2	375
Short Axe	15	C	10	65	0	13	1-2	1500
Bolt Axe	25	B	10	70	0	12	1-2	3750
Brave Axe	30	B	10	65	0	20	1	5050
Hammer	20	D	10	55	0	13	1	800
Killer Axe	20	C	12	65	30	12	1	1000
Laguz Axe	15	C	13	65	0	16	1	5250
Poleaxe	18	D	10	60	0	18	1	810
Tomahawk	15	B	13	65	0	17	1-2	5550
Venin Axe	40	D	5	60	0	11	1	360
Urvan*	??	S	18	70	5	18	1	NONE

This is Greil's axe from the Black Knight fight. Usable only in Trial Maps.

BOWS

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Iron Bow	45	E	6	85	0	5	2	540
Steel Bow	35	D	9	70	0	9	2	840
Silver Bow	22	A	13	75	0	6	2	2000
Brave Bow	30	B	10	70	0	7	2	5650
Bright Bow	??	B	10	70	0	9	2	????
Double Bow	20	S	7	65	0	10	5	NONE
Killer Bow	15	C	9	75	30	7	2	1050

Laguz Bow	15	C	10	75	0	10	2	1950
Longbow	20	D	5	65	0	10	2-3	2000
Rolf's Bow	45	NONE	8	100	5	2	2	NONE
Venin Bow	40	D	4	65	0	5	2	600

WIND MAGIC

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Blizzard	5	C	8	75	0	10	3-10	700
Elwind	30	D	4	90	0	2	1-2	1650
Rexcalibur	??	S	12	85	0	9	1-2	NONE
Tornado	20	A	6	90	0	5	1-2	1800
Wind	40	E	2	100	0	1	1-2	520

FIRE MAGIC

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Bolganone	20	A	9	85	0	9	1-2	2000
Elfire	30	D	5	85	0	5	1-2	1800
Fire	40	E	3	95	0	3	1-2	560
Meteor	5	C	11	70	0	11	3-10	750
Rexflame	??	S	14	85	0	12	1-2	NONE

THUNDER MAGIC

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Bolting	5	C	13	65	5	13	3-10	800
Elthunder	30	D	7	75	10	6	1-2	1950
Rexbolt	20	S	15	75	10	14	1-2	NONE
Thoron	20	A	10	85	5	7	1-2	2200
Thunder	40	E	4	85	5	3	1-2	600

LIGHT MAGIC

-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Light	40	D	2	80	0	4	1-2	800
Nosferatu	20	A	7	70	0	12	1-2	3000
Purge	5	B	10	70	0	8	3-10	1000
Rexaura	20	S	12	85	5	10	1-2	NONE
Shine	30	C	4	75	0	6	1-2	2100

STAVES

-Name	DUR	LVL	HEAL	WT	RNG	EFFECT	COST-
Ashera Staff	3	S	Full	NONE	1-M/2	Heal everyone in range	NONE
Berserk Staff		?	NONE	?	5-15	Send enemies mad	????
Fortify	8	A	10+M	7	1-M/2	Heal everone in range	6400
Hammerne	3	C	NONE	7	1	Fixes a weapon	1800
Heal	40	E	10+M	2	1	Heals an adjacent ally	800
Mend	20	D	20+M	4	1	Heals an adjacent ally	1000
Physic	15	C	10+M	5	1-M/2	Heals an ally in range	3750
Recover	15	B	FULL	6	1	Heals an adjacent ally	2250

Rescue	3	B	NONE	6	1-M/2	Moves an ally nearby	1800
Restore	10	C	COND	4	1	Negates an allies cond.	2000
Sleep	3	B	NONE	8	1-M/2	Freezes an enemy unit	1500
Silence	3	B	NONE	8	1-M/2	Stops unit from using mg	1200
Ward	15	C	NONE	4	1	Raises ally's resistance	2250

KNIVES

Knives have no level, but only two unit types can use them.

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-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Dagger	30	NONE	4	90	0	4	1	600
Knife	30	NONE	2	100	5	2	1	320
Stiletto	20	NONE	8	95	10	8	1	1500

LAGUZ

Laguz Weapons cannot be traded. But have no level. Nor can they be sold.

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-Name	DUR	LVL	MT	HIT	CRT	WT	RNG	COST-
Beak	NONE	NONE	7	90	0	1	1	NONE
Beak	NONE	NONE	8	95	0	1	1	NONE
Breath	NONE	NONE	10	90	0	1	1	NONE
Claw	NONE	NONE	8	90	0	1	1	NONE
Claw	NONE	NONE	9	90	0	1	1	NONE
Claw	NONE	NONE	10	95	0	1	1	NONE

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=====Items=====
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-Name	DUR	EFFECT	-
Antitoxin	3	Stops Poison	
Archer Band	INF	Increases chance of increasing Skill/Speed when leveling	
Arms Scroll	1	Increases weapon level	
Ashera Icon	1	Increases luck by 2	
Beorcguard	INF	1/2's damage dealt by beorc. For Laguz	
Blue Gem	1	Sold For Gold	
Boots	1	Increases movement by 2	
Coin	1	Sold For Gold	
Demi Band	INF	Allows laguz to be in attack form. Stats are lowered	
Dracoshield	1	Increases defence by 2	
Elixir	3	Completely Heals Unit	
Energy Drop	1	Increases strength by 2	
Fighter Band	INF	Increases chance of increasing HP/Str when leveling up	
Full Guard	INF	Cancels any bonus damage a weapon may inflict	
Knight Band	INF	Increases chance of increasing Def/Str when leveling up	
Knight Ring	INF	Gives unit a cavalry like movement after an action	
Knight Ward	1	Increases defence and resistance by 3	
Laguz Stone	2	Changes a humanoid form Laguz to attack form	
Laguz Band	INF	Allows Laguz to stay in attack form w/out status deduct	
Laguzguard	INF	1/2's damage taken by Laguz.	
Mage Band	INF	Increases chance of increasing Magic when leveling up	
Master Seal	1	Promotes a LVL 10+ Unit.	
Pegasus Band	INF	Increases chance of increasing Res/Luck when leveling up	
Priest Band	INF	Increases chance of increasing Res/Luck when leveling up	

Pure Water	3	Increases Resistance for short periods of time.
Paladin Band	INF	Increases chance of increasing HP/Speed when leveling up
Red Gem	1	Sold For Gold
Secret Book	1	Increases Skill by 2
Seraph Robe	1	Increases HP by 7
Soldier Band	INF	Increases chance of increasing HP/Def when leveling up
Speedwing	1	Increases Speed by 2
Spirit Dust	1	Increases Magic by 2
Statue Frag	1	Increases unit's Build by 2*
Sword Band	INF	Increases chance of increasing DEF/Luck when leveling up
Talisman	1	Increases resistance by 2
Thief Band	INF	Increases chance of increasing SKL/SPD when leveling up
Torch	5	Decreases fog of war temporarily
Vulnerary	3	Heals 10 health
White Gem	1	Sold for Gold
Wyvern Band	INF	Increases chance of increasing STR/DEF when leveling up

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=====Skills=====

-Name	CAPACITY	EFFECT	-
Adept	10	Can attack twice per turn	
Aether	20	Triggers Sol and Luna simultaneously	
Astra	20	Attacks with 5 strokes at half damage	
Blessing	20	Restore HP to adjacent allies	
Blossom	15	1/2 exp gained, but better stats gained	
Boon	20	Restores normal condition to adjacent allies	
Cancel	20	Stops an enemy's attack	
Canto	20	Allows you to give an adjacent unit an extra turn	
Celerity	15	Gives unit two extra movement squares	
Colossus	20	Extra damage is dealt if Cn is higher than enemy's	
Corrosion	10	Causes enemies weapon to break easier	
Counter	10	Enemy receives the damage it dealt to you	
Daunt	10	Decreases Critical and normal hit rates by 5	
Deadeye	20	Increases Critical and normal hit rates by 50	
Dicipline	00	Stops units from killing	
Flare	20	Lowers enemy's resistance	
Gamble	10	50% less chance of hitting, x2 chance of critical	
Guard	10	Enemies cannot attack twice on your unit	
Insight	00	Adds chance of hitting	
Knives	00	Allows unit to use knives	
Lethality	20	Causes 1 hit KO's	
Lumina	00	Allows unit to use Light Magic	
Luna	20	1/2's the enemies defence	
Mantle	00	Decreases damage dealt by enemies	
Miracle	05	Take half damage from enemies	
Nihil	15	Stops enemy's skills	
Paragon	15	Doubles EXP gained	
Parity	05	Cancels all bonuses, making unit fight on strength	
Provoke	05	Enemies will attack this unit more likely	
Reinforce	15	Call in pegasus allies	
Renewal	15	Heals some health when damage is taken	
Resolve	10	Increases status when half health or lower	
Roar	20	Stuns an enemy, one use per map	
Savior	20	No status drop when rescuing	
Serenity	05	Biorhythm effects are changed	
Shade	05	Enemies are attracted to units without this skill	

Smite	10	Shoves units 2 spaces instead of one
Sol	20	Restores the health gained by unit's attack
Steal	00	Allows unit to steal unequipped items from enemies
Stun	20	Stuns an enemy
Tempest	05	Biorhythm effects are changed
Vantage	10	Allows unit to attack first in all fights
Vigilance	00	Increases the chance of avoiding an attack
Vortex	20	A wind magic attack is used when activated
Wrath	10	When unit has 1/2 health, increases critical hit

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|-----Unlockables-----+
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After you complete the game, you Unlock a menu called "Extras". You can do much here. Much thanks to the Codes and Secrets Section.

Trial Map How to Get

Hillside Battle	Beat The Game on any difficulty
Lonely Isle	Beat The Game on Normal or Difficult
Strange Turn	Beat The Game on Difficult
Desperation	Connect GBA with an English Fire Emblem 7 game inserted
Escape	Connect GBA with the American Fire Emblem 7 game inserted
Trapped	Connect GBA with Sacred Stones inserted

Character Name How to Get

Oliver	Beat the game three times
Shihiram	Beat the game five times
Petrine	Beat the game seven times
Bryce	Beat the game ten times
Ashnard	Beat the game fifteen times

Characters are only available in the Trial Maps.

Illustrations How to Get

Fuuin No Tsurugi	Connect with Fuuin No Tsurugi
Fire Emblem 7	Connect with Fire Emblem 7
Path of Radiance	Complete the Game
Sacred Stones	Connect with Sacred Stones

Other How to Get

Fixed Growth	Beat the Game
Sound Room	Beat the Game
Theatre	Beat the Game

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|-----FAQ-----+
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- Q. How do you get bonus experience?
A. You must complete special tasks in the game.

Q. When can I kill the Black Knight?

A. Chapter 27. But if you don't finish it in a certain amount of turns, someone else will...

Q. What does "Support" mean?

A. Support increases growth rates, which in time, make characters stronger.

Q. What way should I spend bonus experience?

A. I suggest using it on everyone at the start. It keeps you party level. But once you reach chapter 10 or so, start focusing on units with greater potential, as they will be most handy.

Q. What is the skills system?

A. Skills are special abilities you can assign to your units. Each has a specific function. A skill will take up capacity. Most units have a maximum capacity of 20-25

Q. I removed a skill, but its gone! What happened?

A. Removing skills is not like removing weapons, it will be gone forever if you remove it.

Q. Why are you calling The <weapon> Knights Cavaliers?

A. Because they are Cavalry. Deal with it.

Q. Will you rate my party?

A. Sure, send it in. But be sure to have:

Chapter #: Name

Character Name - Level ##

Q. What was your final party?

A. Its not that great, but deal with it :P

Ike (Lvl 20 Lord)

Titania (Lvl 20 Paladin)

Oscar (Lvl 20 Paladin)

Boyd (Lvl 20 Warrior)

Rolf (Lvl 20 Sniper)

Lethe (Lvl 20 Cat)

Mist (Lvl 20 Valkyrie)

Stefan (Lvl 20 Swordmaster)

Largo (Lvl 12 Beserker)

Tanith (Lvl 20 Falcon Knight)

Tauroneo (Lvl 20 General)

Rhys (Lvl 7 Bishop)

Geoffrey (Lvl 20 Paladin)

Lucia (Lvl 17 Swordmaster)

Ena (Lvl 17 Dragon)

Q. Who is the best <unit type>

A. It depends who you train.

Q. What is the coin?

A. It is an item sold for 1G.

Q. You said _____ is a terrible/great character, he rocked/sucked in my game!

A. Well, due to the Random Number Generator, character's skill levels will vary throughout the game. I base my ratings off of my own playthrough's.

Q. How many characters can you bring in the final chapter?

A. I believe it is 15, but it may have been slightly more.

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+-----+
|-----Credits-----+
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- Me, For Writing this
- You, for reading this
- GameFAQs
- Codes and Secrets Section, for some of the Unlockables
- Rinku_123, for the Alternate Ch. 8 strategy
- Music, or I would have gotten bored long ago.
- Roni's FAQ, for the non-useable weapon stats. which I forgot about.
- The Average Stats FAQ, and Character FAQ, which is where I based some of my character ratings on
- My parents, who got me the game for Christmas
- NeoSeeker, for also hosting all of my FAQs
- WordPad and NotePad
- ArchsageX

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