

# Fire Emblem: Thracia 776 (Import) FAQ/Walkthrough

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Fire Emblem Thracia 776

by archayanami  
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- 0. Legal Stuff

This guide is under copyright protection. You cannot copy it. You cannot use it in your site. You cannot distribute it to anyone, certainly you cannot rip off and use this as your own guide or generate any profit from this.

General Tips to making you into a pro in no time

-- Only Leif can clear the chapter.

-- This game has capturing command which is no doubt a pretty cool option.

-- Use the terran to increase their evasions.

-- There is never a 0% or 100% chance in the attack generator. Only random from 1%-99%

-- Thieves are one of the most useful units in the game. The more BLD that they gain the better they can get at robbing things. Get a Thief' BLD to 14 and up and they will be able to steal almost anything.

-- Use the forts to heal your troops.

-- The Weapon Triangle

Swords beats axes

Axes beats Lances

Lances beats Swords

Rock paper scissors indeed.

-- Use the Elite Mode code to make the game easier. (See cheats section for more details.)

-- Only Torches and or Torch Staves can pierce the darkness in the Fog Of War maps.

-- Characters cannot be revived in this game. If they die in combat you probably would want to restart the chapter.

-- Statuses NEVER goes away unless cured.

-- Gold can only be made by selling equipment or the \*Gasp\* Arena.

-- This game can get really cheap.

-- Weapons cannot be stolen if a Thief' BLD is under the enemy unit' BLD.

-- Only Leif can use the Blagi No Ken.

-- Use support often as this will increase the chances of your succession in battles.

-- Use Kill weapons when capturing enemies as this is by far the easiest way to capture them. Sleep Swords do nicely as well.

1. Walkthrough

Chapteer 1 Fiana Braves

Starting Characters

Leif (!!!)

Eyvel (!!)

Fin (!!!)

Othrin (!!!!)

Halvan (!!)

New Characters

Tanya (!!)

Joins automatically on Turn 2.

Marty

Joins automatically on turn 2.

Dadgar

Joins automatically on Turn 2.

Treasure

Villages

Upper Left-Life Ring

Far left village-Medicine

House outer village down south-Pugi Axe (Have Othrin visit this village!)

House far east down south in village-Hero Axe (Have Halvan visit this village)

Middle Village-Iron Sword

okay it begins as Leif and his army escapes south away from Thracia. Eyvel and her army starts to show them the legend of the Fiana Braves army. Well this chapter is certainly a great warm up for the tougher chapters dead ahead. Okay I have to say this but do not use Dadgar or Eyvel because they gain very little EXP and Dadgar isn't really a good unit. And as for sweet Eyvel she will hardly gain no EXP right now.

Guard the entrance of the town and begin waiting for them to come to you first before picking each of them off. Do not rush in or they just might get the best of you. This is almost a no no in a strategy/RPG. I would advise to capture these enemies so that you can begin to sell their equipment because in this game you do not start with any gold. Take this opportunity now as the enemies here are very easy to capture. Especially kidnap the enemies that are holding Medicine.

Try to tread everyone except Eyvel and Dadgar some EXP. Hopefully everyone will be at LV 2-3 by the end of this chapter. Have Othrin visit the village outside the village to get a Pugi Axe. And have Halvan visit the east village down south to receive a Hero Axe. And visit the other remaining villages to get everything else. About the Life Ring I would recommend giving this to Leif as he will really need this. Keep 1 of everything and sell the rest of the captured enemies weapons for some gold. Hopefully you'll make at least 2000G by the end of this chapter.

Time to deal with the first boss fight. Use any distant weapon such as the Light Sword or the Fire Sword and he should be toast in no time. You can possibly have Tanya beat him up for some EXP. Have Leif conquer the castle to begin the next chapter.

Item Store

Medicine 600

Chapter 2 Iss Shore

Starting Characters

None

New Characters

Ronan

Visit the NW village.

Treasure

Villages

By Start-Medicine

NE Village-Speed Ring

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Note: To access a secret chapter save all the villages. Prevent  
any of them from being destroyed.  
-----

This chapter is rather smooth sailing. Surely you'll want to level anyone that has not reached LV3 yet. Don't use Dadgar unless for capturing. And for Eyvel don't use her at all because she will almost gain no EXP whatsoever. See because this EXP should be treaded to the other characters. Be sure to save the villages as the wandering ho of the seven seas will try to plunderthe villages and destroy them.

Be sure to save the NW and NE ones as it won't be long until they destroy them as Pirate reinforcements will start coming. Be sure to capture any enemies with Medicine. Make sure that every character has one of these if not then give them to anybody who can be downed in a hit or two. Okay for the boss surely you will want to use the Light/Fire Sword on him. I would advise that you get to this secret chapter.

Chapter 2 Gaiden Pirate Island

Starting Characters

None

## New Characters

Rifis

Capture him and do not release him or take his stuff.

Treasure

None

Well well well this chapter is dark isn't it? To tell you the truth the Fog Of War maps on Advanced Wars was invented from this game. Yep! ^\_^ Continue to pick off the enemies as well as capturing them. Especially the Warrior as he has a torch. Enemies do not die when they are captured. Capture the enemies that are holding Steel weapons. Some reinforcements will be coming but there really isn't much strategy that is worth mentioning to defeat them. Don't rush up north as it has Shiva and some Swordfighters nearby.

If Shiva does go after you then you will want to disarm someone like Eyvel see this way she won't retaliate. Trap Shiva with Eyvel and Dadgar disarmed. Give them both a Medicine with full 3 uses because Shiva carries a deadly weapon called the Kill Sword. Heal them if they have gotten hurt. Whatever you do do not kill him because he is a recruitable character you just cannot recruit him right now. A Warrior will be coming up north. But he shouldn't be any difficult to defeat. Some Swordfighters will be coming but they shouldn't be any difficult to defeat. Capture Rifis and do not release him or take his stuff. Quickly have Leif conquer the castle to get the hell out of here.

## Chapter 3 Kelbeth Gate

Starting Characters

Lifis (!!!!)

If you have captured him from last chapter.

Saphy (!!!!)

Treasure

Left One-Armor Killer

Right One-Meteor

Villages

- 1.Shield
- 2.Nothing
- 3.Baldo

#### 4.Nothing

This chapter isn't hard at all. To tell you the truth this chapter is actually easier than the last one. Oh Yeah! Try not to get Rifis much EXP right now because you will want to try to get him to grow some BLD later. But try to gain him a few levels now so that he can perform better in battle. Some robber thieves will be coming on Turn 11 so be sure to fend them off as they are on a mission to plunder the villages. Have your weakest characters kill them as they are rather weak.

The Bishop will most likely take the treasures. You will have to capture him in order to get them. Kill the Robber thieves quickly so that they don't destroy the villages. You do not want to rush in the castle as you will want to bait the Bishop into wasting his Meteor spells. But be sure to defeat the enemies in the castle keeping out of range of the Meteor' distance. Bait him into wasting his Meteor spells then save the children and rescue them and send them to their homes to get rewarded with some very useful stuff. Even without anything this is still the right thing to do anyway.

Okay for the boss you can just use someone like Eyvel to kill him. She should hold a league of her own. ^\_^ Try to capture the Bishop but he is quite hard to capture though. If you couldn't capture him then that's okay these items aren't any important at all anyway. Then the Bishop would otherwise die at the ends of your blade otherwise.

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Note: Have Saphy heal anyone who is hurt with the Live Staff that she starts with.  
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As for the Shield Ring you can either give this to Leif or Eyvel. Oh and I am simply going to tell you right now but be sure to take Eyvel's' equipment and either store it or keep it in some elses inventory. DO NOT GIVE HER YOUR SCROLLS. Now clear the chapter.

-----  
Note: There is actually one way to level Eyvel up and that would be to allow her to get attacked by the boss. But doing this will make it so that you will be spending many turn here affecting your tactics ranking. So unless you don't mind this then go ahead but otherwise just have her use the Fire Sword on him to kill him otherwise.  
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#### Item Shop

Medicine 600

Door Key 500

#### Chapter 4 Underground Prison

#### Starting Characters

Machuya (!!!)  
Brighton  
Lara  
Felgus  
Karin

New Characters

Dalshin

Have Leif speak to him.

Treasure

Your Belongings

-----  
Note: To access a secret chapter here all the civilians must escape.  
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I'm going to simply tell you right now but this chapter will likely frustrate the hell out of you as I would have to say that this has to be the 3rd hardest chapter in the game. Okay it starts as Leif has been captured by the evil General Leidrick. In case that you are wondering who he is the father of Lex and that he was the 2nd boss in chapter 5 in the first generation of FE4. Yep in this game he is back and now he is plotting for revenge.

Officially now Leif and his friends have been thrown in prison and it's up to Machuya, Brighton, and Lara to free them. Begin by having Machuya take out one of the guards. If your luckly she can score a critical blow and kill him. If not then finish off that soldier with Brighton. Keep Machuya and Brighton by each other to get them their support bonuses going. This will greatly help out in chapters such as this.

The other remaining guards will be coming after you but they should'nt be much of a problem. Now as you do this have Lara unlock the doors with the treasures and Rifis. Have Machuya open some of the treasures with the Cheast Key that she has on her. Free Rifis and 3 Mountain Thieves will also be joining the frey. YAY! ^\_^  
Okay have Rifis free Leif and the others but be sure to grab those treasures quickly because some reinforcements will be coming very soon.

Be sure to give each character a weapon otherwise do not put them in range of the Soldier reinforcements because most likely they will otherwise just be captured and taken away. I would advise to gain each troop a level or 2 before proceeding any further.

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Note: If you are worried about the NPC Mountain Thieves units they are most likely going to be doomed to die anyway.  
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Be sure to capture some of these enemies as they are holding

Medicine. As you are holding them off send a couple of units to grab the remaining treasures up north. As you are trying to free the citizens I would highly advise to block the reinforcement areas. Keep them blocked until the civilians escape. Hopefully everyone should be around LV4-6 by now. DO NOT open the upper door yet unless that you are absolutely ready.

Be sure to have Leif equipped with the Light Sword as he will really need this now. Open the door as you see some Armors and Clerics in there by the exit. O\_o Now the toughest part of the battle is about to begin now. Quickly have Leif talk to Dalshin to have him switch sides. Now have him and Leif guard the way. Make sure that Leif ONLY uses the Light Sword in this part. He won't have much trouble holding them off.

Capture the Clerics and take their Live Staves as well as killing the few remaining enemies with your other troops. Now I am simply going to tell you this right now but DO NOT HAVE LEIF EXIT FIRST OR ELSE THE ONES THAT HAVEN'T ESCAPED WILL BE CAPTURED AUTOMATICALLY. SO BE SURE THAT EVERYONE ELSE ESCAPES BEFORE LEIF DOES. This is extremely important I'm not capping all this for nothing you know. I'm just telling you this for your own good so that all of your efforts won't be for nothing.

Now making SURE that everyone else escapes first BEFORE Leif does now then have Leif escape to begin the next chapter.

#### Chapter 4 Gaiden Hero Of Winds

##### Starting Characters

None

##### New Characters

Asvel (!!!!)

Have Leif speak to his buddy.

##### Treasure

12

XX

3

X

1.Claymore

2.Hero Sword

3.Life Ring

Sety-Have Karin speak to him to receive the Sety Scroll.



Now this is a pretty straightforward chapter. Have your Thief Lara light the Torch to see the farthest. Put your stronger units in front of your weaker ones behind the others. Have Rifis steal the Fire Mages' books. This will allow them to get disarmed. Have Leif use the Light Sword/Rapier to take out the Armors. When the enemies are picked off block the side rooms as this will prevent reinforcements from coming out so you can free the children and allow them to escape. Have Rifis/Lara do this.

After the children have escaped safe and sound now it is time to make your getaway. Sety and Asvel should'nt really have no problem taking care of the soldiers up north. Open the upper gate and have Leif speak to Asvel and have Karin speak to Sety to get the Sety Scroll. Open the left gate to the treasure room. Have Dalshin try to capture the Armor Knight with the Devil Axe. If the Axe backfired on him then go ahead and laugh as that is really funny.

They also have a Thunder Mage which can be easily taken care of with Leif (Light Sword). I would consider doing this before opening the door. Grab the treasure and head east. Have someone like Leif block the narrowway in center to prevent the enemies down south proceeding north. And as for Sety he can handle a league of his own. Watch out for the exit area as it has quite a few enemies and the Elfire Bishop. Capture the Bishop if need be otherwise just kill him and forget that I've said anything about it.

Reinforcements will not stop coming but don't worry about Sety. He's the all powerful Wind God here these enemies are just mere fleas compared to him. Have everyone else escape first before Leif to begin the next chapter.

## Chapter 5 Mother & Daughter

### Starting Characters

None

### New Characters

None

### Treasure

Outer Fortress-Magic Ring

Innerfortress

Left One-Thief Key

Right One-Skill Ring

Oh my. I hope that you have the Light Sword because this is a chapter where you will really need it. You may want to capture some enemies

here since that by now you are very likely going to run low on weapon supplies if you haven't done so already. Move Nanna at maximum range east and move Eyvel just right next to her. END TURN. Eyvel may kill the General instantly. If she did kill him then you otherwise will be having an easier time. Next move Nanna up by the left sided wall by the door and have Eyvel move a space just in front of her.

If Eyvel got hurt then otherwise move her a space just before the door and have Nanna go behind her and heal her. Finish off the remaining troops and capture the Priest and take his Pure Water. Eyvel should hold a league of her own but she won't last long out there so be sure to get to her quickly. Because some really deadly enemies including Mareeta will be coming. Just hope that a Barbarian with a Kill Axe doesn't come. If he does then aha ha ha don't worry just leave it to me to get you out of this mess. ^\_^

Anyway some Thunder mages from Manster will be coming. Have Leif use the Light Sword as you put him by Nanna to get his support with her started. Yes support is good enough to even conquer this very difficult game. Leif (Light Sword) should be able to take care of them easily. If you do not want to waste your Light Sword uses then otherwise just have someone like Karin (Using Pure Water) to take them out. Use Medicine if they seriously got hurt. Oh and don't worry about the soldiers Armor Knight Battle Axe as strategies for them aren't even worth mentioning.

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Note: You can have Asvel help out Eyvel by having him hit the enemies on the side wall.  
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Note: Eyvel will not retaliate when Mareeta attacks her. Do not kill her.  
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Note: Save the Bishop with just a Live staff to have Lara nick at him to provide her with lots of EXP needed to level her. You can possibly get her to level 20 this way. But I would advise to turn the battle animation off so that it'll take lesser time to level her up.  
-----

Have Leif get a Door key as I would recommend him to unlock the door. As Eyvel and Leif has a brief chat Beldo comes in and spoils all of the fun. Eyvel immediately gets teleported to him as he turns her into stone. -\_- Poor Eyvel. There is no way to prevent this from happening to her. After the evil wizard Beldo and the Iron Clad Leidrick gets away teleporting Mareeta with him. If Galzus does come don't worry about him and do not kill him. He teleports away after Mareeta is taken I think.

I'm pretty sure that happens though. Oh great Eyvel becomes a bird bath now and they leave you to their Kill weaponed soldiers. Oh great just hope and pray that their criticals doesn't activate. If the Kill Axe Barbarian didn't come then you will be having an easier time. Leif should be equipped the Light Sword and next to Nanna. This is the only surefire way to defeat the Kill weaponed soldiers. If the critical did activate Oh no. =( I know that this game is very hard but not impossible. If not then Yippie. =D

Have Asvel beat them kill soldiers with Excalibur along having Leif use his Light Sword on them. This is the only surefire way that I have found on how to defeat them. Take out the soldiers by the General one at a time and as for the General use Iron Cutter/Hammer to defeat him. Be careful not to move any low Mag Def units west as they have a Priest that knows Meteor which that's bad. Have Leif with Light Sword take out those soldiers on the following turn so you can quickly capture that Bishop.

This Bishop will get captured automatically as he has nothing on him. Just go up to him and capture him. Simple as that. Finish off the remaining enemies and do not send any slow moving units like Machuya and Dalshin down there because the Sniper down there will slaughter them rather easily. Machuya is too slow right now. Trap the Sniper and capture him. Kill the Thunder Mages and as for the Dark Mages have Leif (Light Sword) block the entrance way and put Nanna 1 space below them.

Leif should be able to take care of them rather easily. Grab the treasure and whenever that you are done leveling Lara to your liking Capture that Bishop and take his Live Staff. Have everyone else exit first then Leif to begin the next chapter.

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Note: Do not worry about Eyvel as she cannot be saved. =(

## Chapter 6 Escaping

### Starting Characters

None

### New Characters

Hicks

Save the Center Top Village.

Treasure

Villages

Left Upper-Elite Manual

Left Bottom-Odo Scroll

Center Top-Hicks (comes with Pole)

Center Bottom-Knight's Proof

Right Top-Rapier

Right Bottom-Pure Water

An easy chapter. Leif and his army are now on the verge to escape Manster. The evil Baron Leidrick (Lex' pops) now is on their trails. As he is watching them as if this is some spectator sport or something.

Mount everyone then have Rifis and Lara unlock the doors. Have Karin go south below the 2 soldiers guarding the gate by the center exit. Have everyone else head south having an elemental weapon Light/Fire Sword doesn't matter. If Leif's' Light Sword broke then otherwise have him use the Fire Sword otherwise.

I would highly advise not to capture anyone here as this is really not a chapter to do that. And you certainly do not want to be diddly daddling around either as I'm going to simply be telling you this right now. Reinforcements will be coming on Turn 13 along with Galzus. THIS GUY SHOULD NOT be approached as he has the power of an endgame boss. Some Elfire Mages and Armor Knights will be coming by have Leif by Nanna and have him use the Fire Sword and watch as he tears these jokers to pieces.

Put Machuya by Brighton to give them support making this easier for them. After this wave of enemies is defeated continue saving the towns getting only rewarded by saving the children from chapter 4 Gaiden. After getting the villages saved sell any unwanted items. If you weren't able to capture any enemies from last chapter then you may want to buy some Iron weapons here. Now hurry and get these errands done because it won't be long now before the Social Knights and Galzus will be coming. Now escape!

#### Item Shop

Medicine 600  
Door Key 500  
Fire 2200

#### Weapon Shop

Iron Sword 2200  
Iron Spear 2200  
Iron Axe 1100  
Iron Bow 2200

#### Chapter 7 Thracia Shield

#### Starting Characters

Finn (!!!)  
Saphy (!!!!)

#### New Characters

Shiva

Have Saphy talk to him.

#### Treasure

#### Villages

Left (top)-Antidote  
Left (bottom)-Knight's Proof

Ooh an easy chapter. Recruiting Shiva okay here's on how to recruit him. Well for starters Leidrick will be sending some Social Knights after you. Kill the Paladin boss this will stop from having more enemies coming from north. Hvae Rifis steal the Social Knights' Rapiers. To defeat the Paladin use Magic Swords/Magic/Rapier. Hicks' Pole may also work well. Now Shiva and his group will now start coming after you. Have Karin move by Finn & Saphy. Move Finn & Saphy by the castle. Have Karin lure Shiva away from his group.

But just prey that she doesn't critical him and kill him. Once Shiva is by quickly have Saphy talk to him in order to recruit him. And he comes with a Kill Sword too. Try to capture the Swordfighters that have the Silver/Kill Sword. There is an Arena here you can battle in it if you want. Store your rare stuff then whenever that you are ready escape! Oh and as for the brigands west don't really bother with them as they really have nothing that is worth mentioning except for the Thief Key but other than that I really would'nt bother doing this. NEXT!

Item Shop

Medicine 600

Live 2200

## Chapter 8 Purple Dragon Mountain

Starting Characters

Carrion (!!!!!)

New Characters

Marty

Have Othrin/Halvan speak to him.

Treasure

1

X

2

X

1.Knight's Proof

2.Luck Ring

-----  
Note: To access this secret chapter you must beat this chapter 20  
turns or less.  
-----

Wow your going to say to yourself. Oh this is so easy. ^\_^ Your quite right this is easy. If you haven't been battling in the Arena then I would advise to capture some enemies here and take their equipment and sell them. It's rather weird when you take their Poison equipment as they turn into Iron equipment when you get them. -\_- This chapter is so easy that there really isn't any strategy needed for this. Just have Othrin/Halvan talk to Marty to get him to rejoin your cause.

Now to capture this boss have Leif use his Light Sword on him as well as having Finn using his Hero Spear on him putting them by each other for support. Once that you capture him be sure to take his belongings as he REALLY does have some REALLY GREAT STUFF. Especially the Knight's Proof. You could also have a Thief steal it before battling him to get it. Well take everything that he has on him but DO NOT RELEASE HIM. Visit the towns as you do this buy whatever that you need or just head out to begin the next assignment.

#### Item Shop

Medicine 600  
Antidote 1500  
Torch 500  
Door Key 500

#### Weapon Shop

Iron Axe 1100  
Steel Axe 1700  
Hand Axe 1000  
Hammer 1200

### Chapter 8 Gaiden Dagdar's Mansion

#### Starting Characters

Dadgar  
Tanya (!!!)

#### New Characters

None

#### Treasure

NW Area-Leg Ring  
NE Area-Pure Water

#### East Area

1 2  
x x

- 1.Hammer
- 2.Neir Scroll

#### West Area

- |   |   |
|---|---|
| 1 | 2 |
| X | X |

- 1.Wrath Manual
- 2.Devil Axe

Another easy chapter. I hope that you have some Medicine for Tanya and Dadgar. If not then pretty much that they will be by the Bandit' hands otherwise without the use of Libro Staff uses. Annyway just have Tanya in the lefthand corner with Dadgar above her protecting her. This is a Straightforward chapter pretty much. Dadgar should easily take care of the bandits. But there is a thief that will open the door but mysteriously will not take any treasure.

Now is your chance to get them. Hurry to save Dadgar and Tanya. Now begin by taking out the reinforcemets. Don't be afraid to get the others some EXP as EXP is especially important. To defeat Gomes put Leif by Nanna supporting him as Leif should be using the Light/Fire Sword to defeat him. Gomes should go in a few turns. Anyways grab the remaining treasures taking out the remaining enemies. Watch out though as these enemies can poison you. Then have Leif pursue the throne to get out of here.

#### Chapter 9 Nova Crest

##### Starting Characters

Selfina  
Roberto (!!!)  
Kein  
Alva

##### New Characters

None

Treasure

Villages

North-Fala Scroll  
South-Stamina Bag

This chapter should'nt be too hard. Surely you'll want to bring Rifis and Asvel and anyone else that you plan on training in the Arena. But using it is certainly a must. Begin moving everyone west towards the mountains. Bring along Leif to increase his evasion and defense towards the mountains. Putting Finn and Nanna by him to give him support bonuses. Surely you'll want to take out those Thracian flyers. Especially Mark. Have Leif use the Light Sword and Asvel use Excalibur.

Excalibur is by far most effective against him. You really will want to defeat him quickly before he causes alot of problems for you. Some Thracian flyers will be attacking Selfina' group making sure to have them snipe them off. Have Othrin and Asvel move down by the mountains by Selfina' group having Othrin use the Pugi Axe and Asvel using every spell but Excalibur on the oncoming soldiers. Because you'll want to save it's uses for other chapters.

This is all that it takes to taking out this squadren. Raise Leif's' Mag Def and bait the Meteor Mage into wasting the Meteor uses. They will start charging at you now. Have Rifis steal the Wind book taking out the remaining enemies. Go back to the Mountains area by the exit to have an easier time to taking them out. Visit the villages and now I've got a really nice tip to tell you.

Note: Give Rifis the Odo/Neir Scrolls to increase his chances to grow BLD. As BLD is very imporant for Thieves if you don't want them to suck. Which nobody does. Give him the remaining scrolls to make his growths go nuts. I would highly advise to use savestates if your playing this on an emulator whenever Rifis doesn't grow any BLD during his LV gains. You can actually max out a Thief' BLD by doing this.

Note: (If playing this on the actual cart)- Otherwise don't level Rifis much until you get to this chapter. Hopefully he will grow some BLD anyway if you haven't leveled him past LV15 during the chapters. Max him out in the Arena along with the promotional gains to get him to grow as much BLD as possible. Now if you are playing this on the actual cart you may want to consider stopping there.

If you are playing this on an Emulator then go ahead and max everyone out with the 6 scrolls that you have right now if you feel like it.

Note: You will get much better scrolls later in the game. Training them in the Arenas much later on will grow them some much better stats. Whatever that you choose is completely up to you. Whenever that you are ready buy some Medicine/Stamina bags with your new gold. Now escape.

#### Weapon Shop

Iron Spear 2200  
Steel Spear 3200  
Thin Spear 2000  
Steel Bow 3200

#### Item Shop

Medicine 600  
Torch 500  
Live 2200



Thunder 3200  
Stamina Bag 5000

## Chapter 10 Noel Valley

### Starting Characters

None

### New Characters

None

### Treasure

### Villages

Upper One- Rescue Staff

Bottom One-Magic Staff

My my this is certainly a pretty hard chapter. See you will be attacked by several distant attackers. This is already bad enough as they will have some thieves that will try to plunder the booty from the villages. Good luck trying to stop them as it is pretty hard though. You have to hope to get lucky that the computer AI doesn't move them for at least one turn or having another turn done by movement stars or else it's very likely the the thief up north will get to that village before you will.

A Thracian with a Silver Lance will be coming and he is quite hard to kill because of already having your hands full with the ballistes and the thieves. Kill the Thracian soldier with magical element sword attacks and or pelt him with bow attacks. Be sure to send Karin and Rifis down south as you are doing this so that you can catch him down south. Do not worry about Olwen or Fred coming as they will automatically leave after 2 turns.

I would recommend bating them into wasting their balliste fire and the Bishop with the Storm book. Be careful with this spell as it has a high chance of perfoming critical strikes. The enemies west does not move except for the ones by the boss. The ones that do not move is perfect for some capturing. As for the boss the only surefire way to defeat him would be for Asvel using Excalibur on him. Otherwise if a Social Knight is left alive you can steal his weapon then then it'll go and take one of the boss' weapons. Repeat this till the boss has nothing to fight then just capture him and release him.

Note: This boss has a Knight's Proof. Either steal it or capture him when he has nothing to fight with.

These are the only surefire methods on how to defeat this boss.

Destroy the ballistas to whomever needs EXP. Have Lara hit them until she reaches LV20 because you really would want to promote her right now as this is rather of small importance. Anyway once that you are finished with your errands. Conquer the castle to begin the next chapter.

#### Weapon Shop

Iron Sword 2200  
Steel Sword 2900  
Thin Sword 2600  
Claymore 2000

#### Item Shop

Medicine 600  
Live 2200  
Torch 500  
Thunder 3200

#### Chapter 11 Daii

##### Starting Characters

None

##### New Characters

Fred

Joins at the start of the chapter.

##### Treasures

Lone one-Torch Staff

This chapter is so easy that it's so pathetic. Hardly much strategy is required for this. Use anti armor weapons on the armors. This would be Armor Killers and Hammers. And use Asvel for back up. But do not use Excalibur as you will need it for the other chapters. And be sure to keep out other characters to just be in range of 1 Balliste rather than both of them. And don't worry about Kempluf he leaves after you attack him just once. Get the treasure.

Note: Beat this in under 30 turns to access a secret chapter.

#### Chapter 11 Gaiden Mandarhores

## Starting Characters

Fred (Joins automatically on Turn 2.)

## New Characters

Olwen

Have Fred speak to her.

## Treasures

Ahh nooo they will have lots of Thunder Storms and Meteors coming down upon your units. I would recommend having some Libro Staves for this chapter as this is 1 chapter where you will really need them. Fire Swords will help out greatly in this chapter as it has a +5 bonus into raising Mag stats. Use a Pure Water on that person and that character should'nt take any DMG from the spell attacks. This is actually by far the easiest way to taking out those mages lined up in the walls. Archers works well as well into taking them out.

Fred should come out by Turn 2. Hurry now Olwen won't last long out there. Have Fred guard the gateway as some reinforcements will be coming out of the doorways. You want to get him to stand by Olwen so that she doesn't get hurt. As for the Gate DON'T open it yet. Because the children will get attacked by them long distant spells and or from the reinforcements which you CERTAINLY do not want that.

Ahhhhh I know you want to free them so badly. Have Fred pick off the reinforcements with the Thunder Sword. He's immitating that he is immitating I am the hero of light or something. Bwa ha ha. As for the Javalin users pelt them with Bow users' attacks. Cover the reinforcement areas and bait the boss into wasting his remaining spells so that you can finally free the children. Once that his spells are used up FINALLY free the children and allow them to escape.

Have Fred talk to Olwen to recruit her. Leif cannot do this even though they say that she can be recruited with him but he cannot recruit her as I myself has already tried that already. Take out the walled archers with distant attackers. Watch out as they can poison you. Use a Torch to see the throne room area. Kill the remaining enemies to your style then conquer the throne rather quickly as there really isn't no point in sticking around here anymore as it has no treasure here whatsoever. Really what on Earth is the point in coming here as it has no treasure. =/ Oh well Olwen and Fred will make up for this then.

## Starting Characters

Mareeta (!!!!)

YESSS!!!

## New Characters

Salem

Capture him and do not release him.

## Treasure

SW area-Medicine

NEarea-Silence Staff

Start area(south)-Heim Scroll

Note: To access a secret chapter you must capture Slaem and finish it under 20 turns.

This chapter is very easy. Just ensure to bring in some torches or the Torch Staff. And bring in any other units that are under LV7. Because the enemies here are quite weak. Currently the only problem would be that Salem will be putting 3 of your units to Sleep and that there is absolutely no way to prevent this either. And also there is no way that you can remove the status right now. So anyway be sure to save the eastern villages before the bandits will destroy them. And as for Mareeta keep her in the bushes after saving the village. This will get her another well needed Medicine.

Keep Mareeta in the bushes as you advance her up north to Salem's' hideout. Some Mountain Thieves reinforcements will be coming but they shouldn't pose too much of a problem. The mini boss will have a Priority Manual to steal. Have a Thief steal it then have Karin rescue that Thief out of the way. During this time that mini boss shouldn't go after you. Quickly have Karin carry Leif over the river as you have Mareeta to try and capture Salem. She should easily be able to do this due to her high Crit of the Mareeta Sword.

Hopefully she should be at LV 6-7 by now. Once that she captures him DO NOT RELEASE HIM. And another thing the Salem does not attack during enemy phase either even though that he is an enemy unit. Strange. SERIOUSLY you will want to do this chapter very quickly because you REALLY will want to go to this secret chapter as it has several recruitable characters as well as some really good treasure. And as for the arena just pretend that it isn't even there.

If you need any items quickly send someone by the shop to buy them just be sure that you do not pass Turn 20 or else your efforts will pretty much be for nothing. Have Leif conquer the fort to begin the next chapter.

Item Shop

Medicine 600

Door Key 500  
Wind 2200  
Fire 2200  
Torch 500

## Chapter 12 Gaiden Dandy Lion

### Starting Characters

Salem

### New Characters

Treud

Either have Pahn talk to him or capture him and do not release him.

Tina

Have Saphy speak to her.

Pahn

Have Salem, Rifis, or Lara speak to him

### Treasure

1 2

X X

3

X

4

X

5

X

1. Duel Manual
2. Shield
3. Reserve Staff
4. Armor Killer
5. Knight's Proof

Note: I hope that you have some torches because this is another Fog Of War chapter.

This is probably the most annoying chapter in the game. You can expect your stuff to get stolen many many times. Do not bring anything that is irreplaceable or rare here. Especially do not bring any scrolls here. Bring Iron Weapons as that is easily replaceable and that you really do not need anything beyond that

here anyway. Send Saphy or anyone else who is in need of leveling.

Note: I'm going to tell you this right now but if your planning on making Lara a Dancer this is your only chance in doing so. Be sure to have Lara speak to Pahn instead of Rifis or Salem. This feature will allow her to promote into a Dancer. Making sure that she is a LV10 Thief Fighter which that's she should be into by now. I would not recommend killing any of the Archers or Dancers. Because they can be spared shortly. This is rather a soulless thing to do by killing them.

Go ahead if you must but would'nt it feel better to spare them rather than killing them because they aren't really bad guys. But as for the Thieves that's a whole different story. Seriously you would really would want them to die as they are just going to be taking everything. Tina will also start stealing your stuff with her Thief Staff. But just be absolutely sure that you have a weapon in the end for each character because otherwise it is very likely that the Thief reinforcements will just capture them and take them away.

Oh great I really hope that you have the Warp Staff otherwise there is no way in hell that you will be able to get these treasures here. Go right ahead and use the Warp Staff because you will get several more later in the game. If you don't have it then there is really nothing that I can do to help get some of these treasures otherwise. Otherwise it's very likely that the Duel Manual, Reserve Staff, and Shield Ring will otherwise be most likely in the hands of the Thieves trio.

Okay here's on how to get these treasures. And that is having Saphy use the Warp Staff to Warp your best Thief to the Reserve Staff treasure. Have that Thief collect the treasure immediately. If your Thief has 13+ BLD then this chapter will be alot easier. Move someone east to block the way so that the Thief doesn't try to get away. If you have brought Mareeta otherwise have her fight off the Thieves. END TURN. Now Warp Leif by the Duel Manual treasure so that the thieves do not get this one. If anyone has under 12 BLD the Thieves are just going to have fun robbing you.

If your Thief has at least 10 BLD you can otherwise steal Trewd's' Silver Sword. This will allow him to be disarmed. But be sure to block his ways so that he doesn't try to get away when you try to have Pahn speak to him. If not then otherwise capture him and do not release him. Okay be sure to block the eastern corridor staying out of the Thief' range so that he doesn't try to get away with the Shield Ring. Steal the Dancer' sword if she is in the way this will allow her to escape. Have Leif kill those Thieves that are by him. If he could'nt down them quickly send someone up there to kill those thieves otherwise without a weapon Leif is going to likely get captured and taken away.

Anyway take out the reinforcements watching out for the right area as they are Thieves that will be coming out in that area. If the Thief got away with the Armor Killer then that's okay as you will still have other chances to get many many of these. Have a Thief steal the Shield Ring first before getting Lara or Rifis/Salem to speak to her. Grab the Duel Manual treasure. Anyway once that you get Saphy to speak to Tina and Lara, Rifis, or Salem to speak to Pahn.

Now the remaining enemies will be running away now. See doesn't that feel better in letting them go. Especially the Dancers. Killing them is just a soulless thing to do anyway. Steal the Dancer's' Thin Sword that is by the throne. Now then grab the remaining treasure and have Leif conquer Pahn's' throne to begin the next chapter.

Note: If you didn't get the Armor Killer and or the Shield Ring then just let them go as they aren't really important items anyway.

And congrats on finishing one of the top #5 most difficult chapters in the game. And congrats on finally getting through 1/2 of this very difficult game.

## Chapter 13 Fort City

### Starting Characters

Glade  
His compatriots

### New Characters

None

### Treasure

### Villages

Upper One-Hammer

Bottom One-Armor Killer

Side One- Knight's Proof

Hero Bow- Have Selfina talk to Glade in order to receive it.

This is a pretty straightforward chapter. Prepare to get bombarded by a crapload of reinforcements. Surely you will want to bring Fin, Karin, and Selfina. Because for Selfina she can receive the Hero Bow by talking with her husband Glade. Hurry up and save him as he does not have much time. And don't worry about his soldiers. Even though that it is rather strange that they are blue colored men rather than NPC green units. As for them there is no way to save them.

Most likely they are going to be defeated after a few turns. And that there is nothing that you can do to stop it. This will be a tough battle. You will want to send them over there fast as it won't be long before List and his men will get the castle and take it. Watch out for List as he has a Kill Lance. Send Karin west watching out for the Balliste' ranges. Dismount her by the mountain and have her destroy it. Have Asvel (Excalibur) defeat List as this is just about the only surefire way to defeat him. Block the reinforcement area NE because they hardly shell out any EXP and they are just there to be a nuisance.

Okay the moment that List and his army gets defeated then I'd advise to block

the upper area's reinforcements by the castle as those reinforcements DO NOT STOP COMING when they first show up. When the other soldiers starts leaving that's a sign that they will start coming. Have the person who used to block the reinforcement area go to save the village with the Hammer in it. Have Karin go to save the villages down south. See by blocking the upper reinforcement areas will allow you to buy the precious time needed to save those villages and allow everyone else to escape.

Do not get off of those reinforcement areas until everyone else has escaped first as they do not stop coming. Now allow the ones that blocked the reinforcement areas to escape then have Leif escape to call it a day.

Note: Have Finn speak to Glade to activate a support. And have Selfina talk to Glade to get the Hero Bow.

## Chapter 14 Entire Attack

### Starting characters

Dean (!)

Eda (!)

### New Characters

Homer (!!!)

Have Nanna visit the 1st village up NE.

### Treasure

#### Villages

1            67

X 3        5XX

2 X       4X

X        X

7        8

X       X

Note: The other villages are just to trigger the secret chapter. Visit every village in the town and have Homer on your team.

1. None
2. None
3. None
4. None
5. None
6. None
7. Dragon Lance



Now this is a fun chapter. Oh great I hope that you have some highly defensive troops as this is a chapter that will start pushing thier limits to no end. Bring ONLY your most formidable units here as this is certainly not a chapter to gain any rookie units any EXP. The evil army Freeji will stop at nothing to conquer Lenster Castle. Have Nanna visit the first NE village to recruit a very good unit named Homer. Put Nanna at the Arena to increase her evasion.

Anyway once that he is recruited get him out of the way because of those darned Balliste's. Anyways as you are trying to defend the castle if you brought Glade in this battle then put him by Finn to activate a support. Put Nanna by her father to increase the support bonuses. Now if your a Fin fanatic like me he has gotton the Hero Spear from his close friend Cuan in FE4. This is pretty much a memento thing. Play that game as that game rules anyway. Plus that this game is much harder anyway.

To defeat Balzec have Asvel (Promoted) use Excalibur on him and he should be toast in no time. As the enemies by Balzec gets defeated send Dean, Karin, and Asvel down there. Leif should come with them as well. Have a flyer go east to the eastern village to get the Rizaia Spell. But be sure to get this as this is probably the best spell in the game. Not kidding use this baby and see for yourself. Now if you want to get the Dragon Lance getting this will be harder than it seems.

Because many enemies down there will carry Kill Lances. If you haven't used the Arena then getting this Lance will be alot harder otherwise. Send Dean to that village to get the Lance. But first you must battle some enemies and a boss first though. Have Leif use the Light Sword along with Asvel by him putting them in the trees. This is by far the surefire way to defeat them. Plus an Iron Balliste will be attacking you. Getting this Lance isn't really worth your time as only Dean can use it and he will not be able to use it after chapter 23 anyway.

Anyway some NPC soldiers from Thracia will be coming as the evil Dragon Master Trabant orders some Dragon Knights to attack them. AND despite the fact that they are green units DO NOT be fooled as THEY ARE NOT ON YOUR SIDE. Believe it or not. They will attack anyone that is in their distance. Some Loputo Mages will come on Turn 9. Hopefully they really should'nt be a threat as this chapter ends after Turn 10. Anyway once Arion comes and speaks to with Lionan this chapter will end after that. Be sure to buy at least 3 Stamina Bags as this is YOUR last chance to buy these at all.

Weapon Shop

Thin 2600  
Claymore 2000  
Silver 4200  
Steel 3200

Item Shop

Thunder 3200  
Live 2200  
Medicine 600  
Antidote 1500  
Stamina 5000 (BUY THIS!)

## Chapter 14 Gaiden Freedom

### Starting Characters

Lionan (!)

### New Characters

None

### Treasure

Stamina Bags- Allow the civilian to successfully escape.

ARRGH! This chapter will be very annoying. Bring Leif's Light Sword for sure. If it broke have Saphy repair it because you will need it. Bring anyone else that is in need of leveling. Especially Mareeta and Eda because right now they start at a rather low level right now and that they are really good characters. Bring a bow user or 2. I would recommend Robert or Tanya or both. Also bring sword users. Anyway your assignment is to escort Leif and his army to the upper part of the map. This is not as easy as it sounds.

Surely you will want to pass Lionan's staves to someone else as they are REALLY good staves that will prove to be very helpful in the later chapters. She will most likely be captured many many times. Because surely the enemies that capture her will take those nice staves that she has on her. Pass the healing staves to whomever can heal the characters then take that staff back to another user. This is so that the staff doesn't get taken away when your Clerics gets captured.

Don't worry about the Repair Staff as that rare staff doesn't seem to get taken away. Capture some Dark Wizards as they hold some Yotsumung books which this is the only way to get Salem any spells at all. As well as some Rewarp Staves. Have Dean use a Kill Lance to capture them. Advance Leif on the second bush up north. The Pegasus Knights indeed are very annoying bitches.

Cod will start attacking Leif with Fenrir the dark cold god spell of death. Wait until his Fenrir spells runs out before heading up north. But watch out as they have a Kill Axe Mercenary up there. Put him on the mountains with the Light Sword to have your best chance at besting this very deadly enemy. Once this deadly enemy is dead you get a Stamina Bag for each civilian that escapes. Some will most likely get captured and taken away. Defeat as many enemies as you can as they try to get away. As for Cod I really would'nt bother with him. Escape now!

## Chapter 15 Two Road

### Starting Characters

None

### New Characters

Ralf

Have Leif talk to him.

### Treasure

### Village

34  
2XX  
X  
1 5  
X X

- 1.Ulir Scroll
- 2.Kill Lance
- 3.Skill Ring
- 4.Armor Killer
- 5.Rest Staff

YAY! An easy chapter for once. This chapter is great to capture alot of enemies and sell thier equipment for a small sum. Bring any weak units here as the enemies here are quite weak. Be sure to bring Mareeta, Dean,Eda,Karin here as you need them if you are going to expect to save the villages in time as it won't be long before the bandits destroys them. DO NOT ENTER the church at the start of the battle as the chapter will end automatically if you do. Okay wait until Turn 20 and Shanam should come out of the fort.

Do not block the reinforcement areas until after Shanam shows up. Have Mareeta talk to this guy to get her to learn the SHOOTING STAR!!!! DO NOT leave this chapter until Mareeta learns this technique. Don't worry about Amalda she won't die.

Note: Amalda will not die because even down to 1 HP the Attack Generator will surely make it so that she never gets hit since she is a storybound character.

Immediately have Leif talk to Ralf to get him to join your cause. Some Swordfighters with Kill Swords and Warriors will come out if you take too long. Have your Thief steal some of those Kill Swords if you can.

Note: This is actually a way to get unlimited Kill Swords that's if your Thief has good enough BLD that is.

Now you simply have two choices of which route that you would want to take. Go west if you would like the A Route and east for the B Route. The A Route has some rather nice stuff but this is a rather harder route. Choose the B Route for an easier route with some rarer items. Whatever Route that you choose is completely up to you. Either route is self rewarding really.

#### Item Shop

Medicine 600  
Antidote 1500  
Door Key 500  
Torch 500

#### Chapter 16A Nohrden Rain

##### Starting Characters

None

##### New Characters

Eyrios

Have Karin speak to him and that you cannot have Olwen either.

Sleuf

Have Leif save the upper village to the east.

##### Treasure

2  
1 X 3  
X X  
4  
X

1. Pure Water
2. Bridge Key
3. Sleuf (Relieve Staff)
4. Knight's Proof

Ugh! >\_< This chapter is quite hectic. Seriously! You can find yourself having to restart the mission many times. As many foes here have really good things to steal this chapter is going to be a headache because of this. This chapter is going to require a really sharp mind to be able to steal most if not all of the good things that these enemies has on them. Start by selecting Karin, Dean, Eda, Rifis, Lara, Tina (Definitely).

Bring in anyone else that needs leveling. Bring Saphy if Tina's Thief Staff is broken. If the staff doesn't select 2 of the 3 Social Knights with the Sleep Swords RESTART! Because you would want to get all 3 of these swords. They will be incredibly helpful for capturing in the later chapters. Start by having Tina steal the Sleep Swords. You will really want these as this is your only chance in the game to get these.

Start by giving Karin some Medicines with at least 4 uses total. Send her east over the mountains keeping out of range of the ballistes as well as sending Dean to secure the NW village. Forget about saving the other village as there is no way that you can save it. It only has an item in it that isn't really worth mentioning. I doubt that you can save it without getting a dismounted flying unit killed. Let it get destroyed as it has nothing worthwhile to speak of in it.

Keep everyone else far away to the left having Karin bait Eyrios into wasting his Thunder Storm spells. If an enemy took Eyrios' Master Sword after taking their Sleep Swords which is most likely going to happen then otherwise have Tina steal it. This will actually make it easier to take Eyrios' Torron especially the Sunblade Manual. You should be able to steal the stuff from him as he has really low BLD stats.

Sleep the Social Knight with the Sleep Sword if Tina wasn't able to take all three then capture the slept foe and take it from him. Viola all 3 Sleep Swords shall be yours now. Have Karin or someone else that you've sent to the east. Karin is most recommended though because of her high Mag Def. Have her save those villages quickly as it won't be long when the wandering ho of the seven seas will show up. Dismount Karin and have her block the village by the arch as only Leif can save that one. But it'll certainly take some time to get him there.

If you have Olwen then steal the stuff that Eyrios has on him then he will run away after he has nothing to fight with. If you do not have Olwen then have Karin speak to him otherwise in order to recruit him. And oh yeah move Dean south of the southeastern town at the mountains as some Pegasus Knights from Syria will come. Dean should handle them easily. Heal him if he is seriously hurt. Be sure to move everyone else east as it has some Social Knights and a Paladin from Alster that will be coming on Turn 20.

Hopefully everyone should be at east by then when this happens. Well they have come to polish their spears red with glory. Look in Conmoore's' inventory as you will see an Awareness Manual on him. And that this is your only chance to get this. If your afraid to get this then keep out of Conmoore' range. He is quite lethal. Have a good highly defensive unit defeat the Social Knights. After a few turns Conmoore and the rest of his remaining army will retreat. This chapter is easier without getting the Awareness Manual.

Anyways wear out the arches and start stealing/capturing these foes by Kempuf. These enemies do not move. If Olwen is with you have her talk to Kempuf to initiate the funniest conversation in the game. Kill the Kill weaponed Armor Knights with someone like Asvel with a Wind spell on the fort as he should have no trouble killing them off. Kempuf should be taken care of with a high magic defensive character.

As for the boss oh great just hope and prey that Asvel doesn't get killed. Have him use Excalibur on him with Nanna by him. If he dies

ohhh -- this will just want you to put this game away for awhile if this officially happens. Have Leif visit the village to recruit Sleuf. Battle in the Arena if you would like.

## Chapter 17A Lenster Gate

### Starting Characters

None

### New Characters

Misha (!!!)

Have Karin speak to her and sleep her and capture her and DO NOT RELEASE HER.

Sara (!!!) IMPORTANT CHARACTER!

Secure the church with any unit.

Oh my! =o You have yourself a nearly impossible battle here. Surely you will want to bring your most durable units here as this chapter is completely insane. I really do mean it. This has to be the second hardest chapter in Fire Emblem history. I really do mean it. \*Sigh\* -- I really do not have much strategy to give folks as it is very likely that you will lose some units here unless that you have been using the Arena like heck and that there is almost no way to prevent it either.

If they managed to make it in one piece then that's great. =) But that's very unlikely even with the Arena training. =( If you absolutely have no way to beat this without losing people then sacrifice characters that your not really plan on using or that is rather useless at fighting. No I cannot pick them for you. This is the only surefire advice that I can give to you to beating this chapter. Okay I'll do absolutely the best that I can to help you out in this one. That's what I'm here for. ^\_^

Okay start by moving everyone east. Send Dean by the boss with the Fenrir. You really would want him to waste his Fenrir spells quickly. Try to get him to waste his Fenrir spells quickly before Turn 10. Make sure that none of your sacrificial characters has anything rare and important on them. Finish off the remaining enemies before Turn 7. Now lure the Silesia Pegasus Knights and do not get into Misha's range until Karin and Leif with the Sleep Sword is by her. Finish off the Pegasus Knights quickly with bow users.

Seriously you will want to kill them all before Turn 9 or else they are just going to cause alot of problems for you. Have someone like Sleuf get into Misha' range without anything on him so that she'll capture him making this alot easier to sleep her with the Sleep Sword. Make sure to have Karin speak to her first before putting her to sleep.

Have someone like a flyer capture her and DO NOT RELEASE HER.

Make sure to put the characters that you are planning to sacrifice by the bridges. Dammit now that bastard Cyas will come starting on Turn 10. Crap this is where the real fear of this chapter starts. It even makes the music of when you lose a character in battle. BE VERY AFRAID of these enemies as they now all of a sudden start going on a full assault on your army. They will receive 40% extra bonuses to Hit and Dodge making this alot more difficult. --

Yep Cyas' leadership is offering them these bonuses. Crap I know! =( The NPC pirates are nothing to worry about as these units will not receive the leadership bonuses for Cyas. But for everyone else though. Try to back away NOW! Hold them off for 5 turns. Hopefully the characters that you are sacrificing will hold them off. Those Torron Mage Knights will likely kill these sacrificial characters outright yes but this will hold them off long enough until Cyas leaves by Turn 15. These 5 Turns is crucial with him around though.

Once that this red haired bastard leaves Ishtar tells him that Yurius isn't felling well as Cyas agrees to help her out as they teleport away. YAY! ^\_^ He's gone. Now have Leif, Finn, and Nanna by each other in the trees by the town west have them equip these following weapons.....

Leif Light Sword/Hero Sword  
Finn Hero Spear  
Nanna Earth Sword

They should'nt have much trouble holding off the Mage Knights. After they eventually kick the dirt now the easy part of the chapter begins. Use the Reserve/Libro Staves to heal them if they got hurt. You will want to warp someone to the area where the Dark Mages comes out this is to prevent them from spawning out. Send Dean to the village to recruit Sara. Quickly use the Rescue Staff to save her from those Dark Mages. Once she is safe and sound wear out the arches. Steal the Kill Axe Armor Knight' Weapons. Kill the other one if your not able to steal both.

Now to show Nicluf what he's got. Put Leif by Finn and Nanna equipping him the Light Sword. Hack him with it until he dies at from a distance because he beholds a Kill Axe also. =\ Asvel works good on him making sure to put him by Nanna using Excalibur and ONLY Excalibur. This is only the surefire way to defeat him. Kill off the arches for some easy EXP then buy whatever that you need then have Leif reclaim his castle to finally get the heck out of here. ARRGH! Finally I know what a pain! >\_<

Note: I seriously doubt that you can do this chapter without at least losing a few characters. =\

Weapon Shop

Iron Lance 2200  
Steel Lane 3200  
Thin Lance 2000  
Silver Lance 4000

Item Shop

Medicine 600  
Antidote 1500  
Live 2200  
Relieve 2300

## Chapter 16B Dark Forest

### Starting Characters

None

### New Characters

Shanam (!! ) !!-Because of the Bargain Skill.

Have Homer speak to him.

Sara (!!!) IMPORANT CHARACTER!

Have Salem speak to her first for support. Then  
have Leif speak to her to have her join your cause.

Miranda (!)

Have Leif secure the fortress.

Oooh an easy chapter. Bring Salem,Homer,Tina definitely. Bring in anyone else that you want. Make sure to steal the Pugi Axe,Wind Sword,Sleep Sword,Master Bow,Master Sword,and the Moonlight Manual. Have Tina do this. Anyway if Tina cannot steal the Pugi Axe,Moonlight Manual,Wind Sword and the Sleep Sword then restart the mission until that she can. Go slowly until Reincok uses up the Berserk Staff. Treat the Berserk immediately.

Spread out Leif's' troops once that Reincok has used up his Berserk Staff rounds. Surely you will want Asvel (Promoted) take out these Dark Mage pests. Have him take out any enemies that you don't want the equipment for. Anyway once Sara teleports by the Barbarians have Salem talk to her to activate a support for these 2. Now have Leif speak to her to have her join. YAY! ^\_^

Don't really waste your Antidote here as quite a number off Dark Mages will be coming. Reincok should'nt be difficult to defeat. Have Leif visit the castle to recruit Miranda Princess of Alster. I would recommend having Tina steal the Claymorre from Shanam to get Homer to speak to him. Block the way so that he doesn't get away as you are trying to get Homer to talk to him. YESSS! He is the only one to have the Bargain Skill (Cut prices 50% in any store!!!!) Don't bother with the village as that it only provides information. Kill the remaining enemies then begin your getaway.



## Chapter 17B May Rain

### Starting Characters

None

### New Characters

None

### Treasure

Knight's Proof-Visit all of the villages and then you will receive it by clearing the chapter.

Wow this is a very easy chapter. Not much strategy is required for this one. Have Asvel by Nanna and have him wear out the arches. This chapter is absolutely perfect for capturing. Absolutely! Anyway be sure to steal Amalda's Master Sword and her other things. Especially the Blagi Scroll. If not then otherwise just steal the Blagi Scroll then I would advise killing her now. (No there is no way to save her if you took this route.) So might as well finish her off now otherwise chapter 19 will be ALOT harder.

As for Pablos I don't even have to discuss this. This is so easy that no strategy is required for this fight. Now when your finished buying things simply visit all those villages and then have Leif claim his home Lenster. You receive a Knight's Proof upon visiting all of the homes here (Which that you should of already). Now then time to begin the next chapter. Wow wasn't that real easy. =D

### Item Shop

Fire 2200

Elfire 3200

Medicine 600

Antidote 1500

### Weapon Shop

Iron Bow 2200

Steel Bow 3200

Silver Bow 4000

Silver Axe 4200

## Chapter 18 Going Capitol

### Starting Characters

None

New Characters

Xavier

Must turn all 8 of his men into NPC's and then have Leif speak to him.  
This is not as easy as this sounds.

Treasures

1	4
X	X
	3
2	X
X	

1. Noba Scroll
2. Door Key
3. Silver Sword
4. Body Ring

Character Stat Growth Information

Will be coming soon.

Character Bio

Will be coming soon.

Weapons/Items

Will be coming soon.

Credits

CJayC Of course for creating and running one of the best gaming sites on the net. And of course for posting this guide!!!! Definitely deserves major thanks!!!! ^\_^

Nintendo/Intelligent Systems

For creating one of the top 10 greatest videogames in the world. Special thanks to SSBM (Super Smash bros Melee) game that got us including me introduced into Fire Emblem series. The SSBM staff definitely deserves major thanks!!!!

Myself

For creating this guide of course!!!!

You

For reading this. I have worked very hard on this masterpiece. Hope this guide helps you.

More Credits will update later.

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