


THE OFFICIAL GUIDE FROM **NINTENDO POWER**

GAME BOY ADVANCE

The background of the cover is a dramatic illustration. At the top, two green dragon heads with sharp teeth and horns are positioned on either side of the title. The title 'FIRE EMBLEM' is written in large, bold, yellow-orange letters with a dark outline. Below it, a yellow banner with a dark border contains the subtitle 'THE SACRED STONES'. In the foreground, two characters are shown. On the left is a young man with green hair, wearing a blue tunic and a black cape, holding a sword. On the right is a young woman with long green hair, wearing a red tunic and a yellow cape, also holding a sword. In the background, a large, golden, lion-like creature is visible, and the scene is set against a backdrop of a burning, orange and yellow landscape.

# FIRE EMBLEM™

## THE SACRED STONES

THE OFFICIAL  
**Nintendo**  
PLAYER'S GUIDE



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The top half of the cover features a dramatic, painterly illustration. In the background, a large, dark castle sits atop a hill, partially shrouded in mist or smoke. To the left, a large, bearded figure, likely a deity or a powerful warrior, stands amidst a fiery, orange-hued landscape. The overall color palette is dominated by warm, fiery tones of orange, red, and yellow.

# **FIRE EMBLEM**™

## THE SACRED STONES

**THE OFFICIAL NINTENDO PLAYER'S GUIDE**

The bottom half of the cover continues the artistic theme with a large, billowing cloud of fire or smoke in shades of yellow and orange. Below this, a body of water reflects the intense light, with a few small, dark shapes that could be boats or distant landmasses visible on the horizon.



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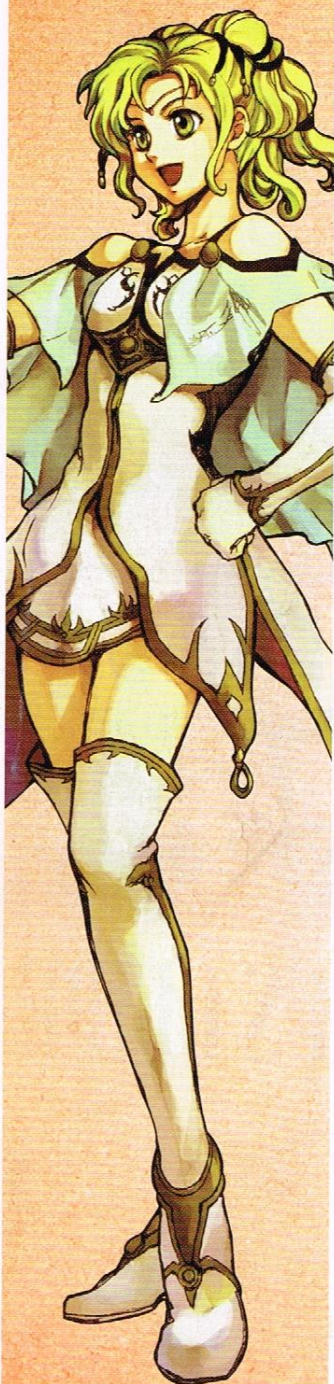
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# THE SACRED STONES

In an age long past, darkness covered the land, and evil became embodied in an entity known as the Demon King. Heroes of legend used five Sacred Stones to imprison the Demon King's soul, saving the continent of Magvel from certain ruin. For 800 years, peace reigned on Magvel as the stones kept the darkness

at bay. The stones were passed down from generation to generation as a symbol of power, but the stories of monsters and dragons became nothing more than legends to most. In the year 803, however, all that changed as Magvel was again threatened by the darkness.

## HAYDEN

Ruler of the kingdom of Frelia, Hayden the venerable Sage King holds alliances with most of the nations in Magvel, including Carcino.



## THE CONTINENT OF MAGVEL

Magvel is home to six nations, five of which were built around the power of the Sacred Stones. The continent has avoided war for 800 years, each nation respecting the other's territory and flourishing independently.



## MANSEL

The theocracy of Rausten, ruled by Mansel the Divine Emperor, is home to the legend of Saint Latona, instrumental in the defeat of the Demon King.



## FADO

The peerless Warrior King of Renais and father to Prince Ephraim and Princess Eirika, Fado rules his kingdom honorably and is loved by his people.



## KLIMT

The young mercantile region of Carcino is ruled by Council Leader Klimt. Carcino is the only nation that does not possess a Sacred Stone.



## VIGARDE

The Grado Empire, ruled by the stalwart Silent Emperor Vigarde, has been an ally of Renais for many years. Grado houses one of the Sacred Stones.



## ISMAIRE

Ismaire, Queen of White Dunes, possesses beauty known throughout the empire, and she rules the nation of Jehanna with a firm but gentle spirit.



## VIGARDE'S MASQUERADE

To the great surprise of the other nations, the once peaceful Emperor Vigarde of Grado attacks his longtime ally, King Fado of Renais, for no apparent reason. His three most trusted generals (Selena, Duessel and Glen) must balance their loyalty to their king and their desire to do what is right as Vigarde hires three additional generals with questionable reputations: Caellach, Riev and Valter.



## SELENA

**ORDER: BRING THE KING OF FRELIA TO VIGARDE**

Selena, a commoner-turned-general wrestling with her loyalty to Vigarde, is paired with Caellach the Tiger Eye. Caellach was a mercenary in the desert before he was mysteriously promoted to general.



## CAELLACH



## DUESSEL

**ORDER: DEFEND THE GRADO EMPIRE**

Duessel, a respected general of the Grado army, quietly questions Vigarde's recent decisions. He is paired with Riev the Blood Beryl, who is rumored to be connected to the recent outbreak of monsters.



## RIEV



## GLEN

**ORDER: BRING EIRIKA & EPHRAIM TO VIGARDE**

Glen, a loyal general and brother to Cormag, is the most vocal of the three in questioning the intentions of his commander. Glen is paired with Valter the Moonstone, an evil man who cherishes war.

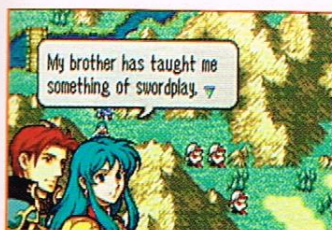


## VALTER



# PRINCESS EIRIKA OF RENAIS

The beautiful and capable Princess Eirika, upon her father's orders, is rushed from Castle Renais as Grado Forces attack without warning. General Seth, Fado's most trusted soldier, must accompany Eirika until she is safe within the borders of Frelia. As she rides with Seth to safety, Eirika's only concern is knowing that her brother Ephraim is well. For now, though, she will obey her father's wishes, not knowing that her involvement in this war is only just beginning.



Before Seth and Eirika get far from Renais Castle, they are confronted by enemies, forcing Eirika to pick up a sword and fight. The first portion of the game will follow Eirika and Seth as they search for Prince Ephraim. Along the way, they'll make allies that will join them in their fight against the Grado Empire.



## PRINCE EPHRAIM OF RENAIS

Prince Ephraim, son of King Fado and heir to the Renais throne, is much more content as a soldier than as a ruler. Rather than returning to Renais upon hearing news of its attack, Ephraim and his loyal men decide to fight Grado forces head-on. Though they are weary, and have no news from Renais, Ephraim's loyalists follow him into battle without question. Their only hope is that King Fado and Eirika have made it to safe ground.



As Ephraim and his men push further into Grado territory, their supplies and momentum dwindle. Soon, they will meet up with Eirika and her followers, and form a unified attack on Grado's forces.

### MODE OF PLAY

As soon as you begin a game, you'll be asked to select between Easy, Normal and Difficult modes. Easy mode provides players with tutorials whenever a new type of gameplay is introduced. Normal mode lets you play through the game without tutorials. Difficult mode is geared toward more-advanced players, with additional enemies on many maps.



## THE TWINS REUNITED

Other than Chapter 5x, you'll play the first seven chapters of the game as Eirika and the units she recruits along the way. After Chapter 8, you'll be able to choose whether to follow Eirika's or Ephraim's story. In Chapter 17, the twins' parties will be reunited, and will fight together for the rest of the game to dispel the evil plaguing Magvel.



After you finish either Eirika's or Ephraim's story, the other character will have grown into a seasoned fighter. Eirika will be on her way to mastering the fighting skills taught to her, while Ephraim will have become a great and powerful leader.



## INTRODUCTION



# CONTROLS

Fire Emblem: the Sacred Stones can be played on a Game Boy Advance, a Nintendo DS or a Game Boy Player. Being a turn-based strategy game, FE:SS will utilize every button on the Game Boy

Advance. If you're new to the Fire Emblem series, try playing the game on Easy mode—it will prompt you midbattle each time a new command is available.

## L BUTTON

During battle, the L Button serves as a quick way to cycle the cursor through each unit in your party (this will save time if a unit is separated from the rest of the group). On the world map, the L Button will quickly cycle the cursor through all available locations. (See the Start Button box for additional L Button functionality).

## R BUTTON



The R Button lets you access information on just about anything in the game. For in-depth character information, press the R Button over a character, then press it again and use the cursor to scroll through items and statistics. (See the Start Button box for additional R Button functionality).

**PERSONAL DATA PG. 10**

## A BUTTON

The A Button will select a unit and its destination during battle, and will serve as a confirmation button, allowing you to select menu items and advance game dialogue. You can hold down A to move around the world map quickly.

**WORLD MAP MAIN MENU PG. 8  
BATTLE MAP MAIN MENU PG. 16**

## CONTROL PAD

Whether you're on the world map, in battle or within a menu, the Control Pad will allow you to move the cursor up, down, left and right. In battle, use the Control Pad to move around the entire map and get the lay of the land. The three cursor items are as follows:

- WORLD MAP CURSOR**
- BATTLE MAP CURSOR**
- DATA & MENU CURSOR**

## SELECT BUTTON

Equipment					
Name	Equip	Atk	Hit	Avail	Sort
Ephraim	Reinhold	25	118	50	3/6
Joshua	Killing Edge	19	109	47	
Cormag	Killer Lance	27	94	26	
William	Short Spear	26	88	25	
Franz	Armorslayer	18	109	43	
Doria	Battle Axe	32	90	30	

When picking units before a battle, press Select to bring up a handy side-by-side comparison of your characters. On the world map, pressing Select will toggle a smaller map view on and off. In the Guide option on the world map main menu, press Select to switch between sorting options.

## START BUTTON




Pressing Start in the battle preparation menu will initiate the battle. It will also skip cinema scenes, though you'll miss out on vital plot points if you skip them often. During battle, press Start to bring up a smaller map, showing the positions of all visible characters. (Press and hold the L or R Button in this mode to make the small map transparent as you move the cursor.)





## INTRODUCTION



# GAME FLOW

Though gameplay in FE:SS will vary to accommodate special situations, there is a basic game flow from chapter to chapter. There are always story elements involved, and there is always a clear objective

that you must complete to clear a map (for a more thorough breakdown of the battle system, see page 16). Familiarize yourself with the basic system to be better prepared for the trials ahead.

## CHAPTER PROLOGUE

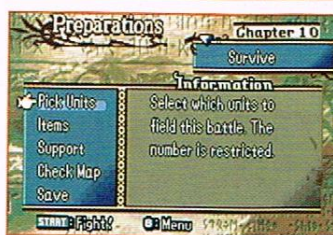


Despite their stations, the two men share similar dispositions and a warm relationship.

The story in FE:SS is deep and intertwining. Selecting your destination on the world map will trigger a cinema scene to introduce the chapter. You'll see another scene before the battle begins, and one more at the chapter's close.

## BEGINNING CINEMA SCENE

## BATTLE PREPARATIONS



PREPARATIONS SCREEN PG. 11

Before most battles begin, you'll have an opportunity to choose which units to bring, to trade items, to access your party's supplies and to use certain items. Your strategy for victory begins here.

## BATTLE

The sidebar to the right breaks down the battle flow from beginning to end.

## ENDING CINEMA SCENE

## SAVE OPTION



Upon completion of a chapter, you'll have the option to save your game. There are three save slots, allowing you to keep old save files or have multiple players use the same game pak. This will prove useful if you want to play through both Ephraim's and Eirika's stories.

## BATTLE STEPS

Battle is turn-based, giving you time between moves to meticulously choose where to position your units and what actions they should perform. Watch your enemies' movements closely to determine the right course of action.

BATTLE SYSTEM PG. 16

## TALK TO YOUR ENEMY

In some chapters (usually those in which you fight a major boss) you'll engage the enemy in dialogue before you engage him in battle.

## START THE BATTLE

## PLAYER PHASE

Each turn begins with you. If you move every unit, the turn will end automatically. If not, you'll need to select End from the main battle menu to wrap things up.

## ENEMY PHASE

The enemy phase will begin as soon as yours is through. You'll be able to watch only, though your units will retaliate against enemy attacks based on their position.

## COMPLETE BATTLE OBJECTIVE

Every battle has an objective that must be completed before the battle will end. You can check the objective at any time on the Status screen, accessible from the main battle menu.

YES

## END THE BATTLE

## OTHER PHASE



Many chapters have neutral units that you'll have the opportunity to rescue or recruit at some point, but while they are neutral, they will have their own turn immediately following the enemy phase.



# PREPARING FOR BATTLE

Good organizational skills are key to a successful tactician. This pertains not only to your actions on the battlefield, but to which units receive items and attention. As your party grows, deciding what

weapons a unit should use and how often to use that unit will become more difficult and complicated. This section will walk you through when and how to manage your troops and supplies.

## ON THE WORLD MAP

Fire Emblem: The Sacred Stones has a major element that the original game didn't: the ability to navigate on a world map. In between chapters, you'll be able to revisit locations and access the vendors and armories there. You'll also have access to additional, non-chapter battles that you can fight at any time to earn extra items and experience.

### TOWER OF VALNI



TOWER OF VALNI STRATEGY PG. 89

Completing Chapter 8 will open up the Tower of Valni, the first of two areas that you can play over and over again once they're available (the other is Lagdou Ruins, available after completing Chapter 19—see page 95). There are eight floors in the tower, and each will get successively harder. You can retreat at any time.

#### LOCATION NAME

When you complete a chapter, the next location will show up on the world map. Placing your cursor over a location will display its name, while pressing A will send your party there.

#### CURRENT LOCATION

An icon of your main character will signify your party's location. Visit previous locations to access vendors and armories.



#### MAGVEL AT A GLANCE

Pressing Select will toggle a thumbnail of the continent of Magvel on or off.

### MONSTER SKIRMISHES

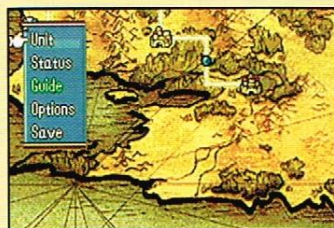


MONSTER SKIRMISHES STRATEGY PG. 105

As you progress across Magvel, some areas may become infested with monsters. If you move your party to or through a monster icon, you'll be forced to fight (though you can retreat at any time during the skirmish). Monster skirmishes are an excellent way to gain extra experience between chapters.

## WORLD MAP MAIN MENU

The main menu in the world map is your first stop when searching for information about your party. You'll also find overall game information, options and the ability to save between chapters.



Access the world map main menu by positioning the cursor over any non-location area on the map and pressing A (you'll know your cursor is over a non-location if no location name is displayed).

#### UNIT

Equipment		Sort: Name	3/6
Name	Equip	Atk	Hit
Ephraim	Reginleit	19	108
Seth	Axereaver	30	115
Kyle	Iron Sword	15	105
Forde	Javelin	13	84
Franz	Iron Lance	18	100
Gilliam	Iron Lance	18	98

The unit list will give you a detailed comparison chart for every character in your party. Press left and right to scroll through the different sets of statistics, and up and down to scroll through characters. Moving the cursor into the chart header will allow you to sort the list by any item or statistic.

#### STATUS

The Status screen in the world map main menu will detail your next destination, number of units, funds and playtime. Press R to get information on the different statistics.

#### GUIDE



Just about any question relating to game rules, items, locations and character growth is answered on the Guide screen. Pressing Select while navigating the left column will sort the guide by chapter, giving you the information in the order you'd encounter it in the game.

#### OPTIONS

The Options screen allows you to customize your game experience dramatically. You can adjust much of how the game looks and sounds, as well as how fast you want to experience the game by changing text speed and turning animations on or off.

#### SAVE

Although you'll be able to save your game at the end of every chapter, the Save option in the world map main menu will be useful after spending quality time between battles. Organizing units and shopping for items can eat up a lot of time.



# SMART PLANNING PAYS OFF

Another upgrade from the previous Fire Emblem game is the ability to manage units and items fully before entering a battle. Many of the options on the Manage Items screen are also available on the Prepa-

rations screen. On the world map you'll be able to visit a variety of vendors to buy and sell items, then distribute them among your units and save before committing to a battle.

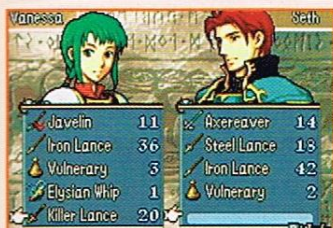


On the world map, position the cursor over your character icon and press A to get the Manage Items icon (if your party is at a location with a vendor or armory, you'll have those options as well). Select Manage Items and scroll through your party members to get a quick glance at what items each member is carrying.

## MANAGEMENT OPTIONS

Select a unit on the Manage Items screen to bring up six menu options. It's easy to spend a lot of time organizing your items, especially when your item list grows large. Each unit can carry only five items. Learn to use all six options to exchange, sell and use your items with ease.

### TRADE



The Trade option will allow you to select a second unit to swap items with. This menu works well when you know specifically which unit is carrying what item, or when two characters with similar item compatibility need to make an exchange.

### LIST

The List option is a good place to start if your item management is a mess. It will list all items (both from your supply and in the possession of a unit), and let you sort through them. Items listed in gray are incompatible with the selected unit.

### GIVE ALL

The Give All option is a quick way to send all items in a unit's inventory to the supply. This option will be especially useful when a unit needs to start fresh after changing classes.

### USE



The Use option will become available only if the selected unit is carrying an item that will upgrade his stats or class. Vanessa, for instance, can upgrade her class using an Elysian Whip once she reaches level 10. Other items, such as the Speedwing, can be used by any unit at any time to upgrade the unit's Speed.

### SELL

Use this option to sell unwanted items without having to visit an armory or a vendor (the price offered will be the same no matter where you sell the item). Units can sell only the items in their own possession.

### SUPPLY



After completing Chapter 1 and receiving aid from King Hayden, your party will have a supply unit that will be able to store up to 100 items in excess of your party members' inventory. Choose Supply from the menu either to give items to the supply or to take items from it. Items listed in gray are not compatible with the selected unit.



# KNOW YOUR UNITS

Whether you're managing items, picking units or engaged in battle, press the R Button over a character to access a unit's information screen (press the R Button again to scroll through items and statistics to read their descriptions). While on the information screen, press left or right to switch categories, and press up or down to switch to other party members.



## PERSONAL DATA



A unit's personal data includes statistics that determine how the unit will fare in battle, among other things. The list below provides a description for each category.

<b>STR</b>	Strength: Determines how much damage a unit will inflict in battle
<b>SKILL</b>	Fighting skill: Determines a unit's hit percentage
<b>SPD</b>	Speed: Affects the probability of evading or being evaded
<b>LUCK</b>	Luck: Affects many different things, including the ability to avoid criticals
<b>DEF</b>	Defensive skill: Reduces damage from weapons
<b>RES</b>	Magical resistance: Reduces damage from magic attacks
<b>MOVE</b>	Movement: The normal distance you can travel in one turn (on normal terrain)
<b>CON</b>	Constitution (physical size): Affects a unit's ability to be rescued
<b>AID</b>	Aid: Affects a unit's ability to rescue another character
<b>TRV</b>	Traveler: Lists the name of the rescued character with whom the unit is traveling
<b>AFFIN</b>	Elemental affinity: Determines compatibility with other units
<b>COND</b>	Condition: Lists the unit's current state (poisoned, asleep, etc.)

## ITEMS



The top slot in the Items screen is reserved for the equipped weapon, which will default to the last weapon used in battle (unless otherwise designated). Press the R Button to review each item's innate statistics; the chart below the list indicates the equipped item's statistics while in the hands of the selected unit.

<b>ATK</b>	Attack: Determines the amount of damage a weapon causes
<b>HIT</b>	Hit: Determines the probability that an attack will hit
<b>RNG</b>	Weapon range: Determines how close a unit must be to attack
<b>CRIT</b>	Critical: Affects the probability that a unit will land a critical attack
<b>AVOID</b>	Avoid: Affects the unit's ability to dodge enemy attacks

## WEAPONS AND SUPPORT LEVEL



On the Weapon and Support Level screen, four categories will appear. The categories will be different depending on whether the unit is a magic wielder or not. A letter represents the unit's weapon level (see the chart below). The higher a unit's weapon level, the more weapons of that type the unit can use.



SUPPORT AND AFFINITY PG. 127



# THE PREPARATIONS SCREEN

Before you enter a battle, you'll have the chance to make any last-minute changes to your party. The Preparations screen will launch as soon as you enter a battle, whether it's an extra level or the next

chapter in the story. This is your last chance to manage your items and purchase weapons. Once you press Start, you're committed to finishing the battle.

## PICK UNITS



The Pick Units option is where you'll decide which characters to take into the upcoming battle (units listed in green are required). Each map has a maximum number of allowed units. Press A to deselect a unit listed in white to make room for other party members. Pressing Select will bring up the unit-comparison list.

## SUPPORT



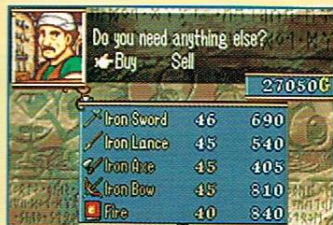
The Support option in the Preparations screen will give you a detailed breakdown of each character's affinity, compatibility and support levels. Keep this information in mind when deciding which characters to bring into battle to increase their support levels.

SUPPORT AND AFFINITY PG. 127

## ITEMS MENU

Select the Items option to make any last-minute item-management decisions before entering battle. The screen will give you the same options as you have on the world map (see page 9), except that the Sell option is replaced with access to a limited armory.

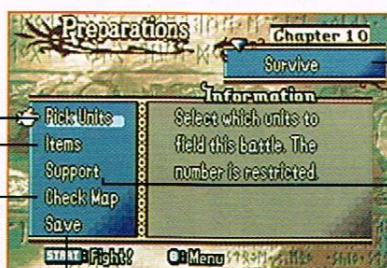
### ARMORY



Keeping your units equipped with enough weapons is a big part of item management. Having access to a limited armory before battle will be handy, especially when your supply gets low. Check the map to see what weapons your enemies will be carrying, and enter the armory to buy and sell appropriately.

### CHAPTER AND OBJECTIVE

The Preparations screen will inform you of your upcoming objective. For more-detailed info, choose the Status option when in battle.



### SAVE

You'll have the option to save your game from the Preparations screen. This will save time, but you won't be able to return to the world map if you save over that slot.

## CHECK MAP MENU

The Check Map menu is very useful when you're entering a battle for the first time. It lets you view the entire map and visible enemies, check enemies' stats and ranges, and change the composition of your party.

### VIEW MAP



Use the View Map option to check enemy positions and information. Press A over an enemy to see its range, and press R to view its items and stats. This will be useful to see which enemies are recruitable, or if your foes have available items (listed in green) that will be useful.

### FORMATION



The Formation option allows you to customize your units' starting positions. The formation itself cannot change, but you can move characters around within the set parameters (required units cannot be moved). On a map with fog or darkness, view the map with a Thief, and move him around in the formation to see certain enemies.

### OPTIONS

The Options menu allows you to adjust overall game options (the same options are available on the world map main menu—see page 8).

### SAVE

The Save option on the Check Map screen is no different from the Save option in the Preparations screen. Again, you won't be able to return to the world map if you save from this screen.



## INTRODUCTION



# TERRAIN & BUILDINGS

The surroundings on any given map should influence your combat strategy. Terrain, buildings and environmental conditions can turn the tide of a battle when used wisely. Whether attacking over walls,

hiding in the trees for cover or gaining experience in Arena battles, a master tactician will want to know everything there is to know about the surroundings.

## TERRAIN'S EFFECTS ON COMBAT

The type of terrain your units are standing on when they're attacking or being attacked may affect their defensive capabilities. Some terrain types will add to both a unit's Defense and its Avoid stats (see the chart to the right). Terrain effects can be equally beneficial to enemy units, so try to secure them early on.



### TERRAIN STATISTICS BOX

To quickly view the benefits of a terrain type, check the small box on your screen as you move the cursor.

### A BLESSING OR A CURSE



Rivers and mountains will severely limit the movement of your ground units, though they will raise your Defense stats and can also provide opportunities to confine the movement of your enemies. While you're inside a building, walls will block all units' movement, but will provide an opportunity to attack your enemy from behind the walls with long-range attacks.

### ENVIRONMENTAL SHORTCUTS



#### SNAGS

On some maps, snags on the river shores can be attacked to create a shortcut across the river. A snag's hit points will appear in the terrain box when your cursor is over it—this will help you determine if it's worth your time.



#### WALLS

You can attack cracked walls to break open shortcuts. Like snags, cracks in walls have hit points that can be checked in the terrain box. Keep in mind that opening up a shortcut may be just as beneficial to your enemies as it is to you.

	<b>ARENA</b>	DEFENSE	AVOID
		+0	+10
	<b>ARMORY</b>	DEFENSE	AVOID
		+0	+10
	<b>BRIDGE</b>	DEFENSE	AVOID
		+0	+0
	<b>CHEST</b>	DEFENSE	AVOID
		+0	+0
	<b>DECK</b>	DEFENSE	AVOID
		+0	+0
	<b>DESERT</b>	DEFENSE	AVOID
		+0	+5
	<b>FLAT</b>	DEFENSE	AVOID
		+0	+0
	<b>FLOOR</b>	DEFENSE	AVOID
		+0	+0
	<b>FOREST</b>	DEFENSE	AVOID
		+1	+20
	<b>FORT</b>	DEFENSE	AVOID
		+2	+20
	<b>GATE</b>	DEFENSE	AVOID
		+3	+20
	<b>HOUSE</b>	DEFENSE	AVOID
		+0	+10
	<b>MOUNTAIN</b>	DEFENSE	AVOID
		+1	+30
	<b>PEAK</b>	DEFENSE	AVOID
		+2	+40
	<b>PILLAR</b>	DEFENSE	AVOID
		+1	+20
	<b>PLAIN</b>	DEFENSE	AVOID
		+0	+0
	<b>RIVER</b>	DEFENSE	AVOID
		+0	+0
	<b>ROAD</b>	DEFENSE	AVOID
		+0	+0
	<b>RUINS</b>	DEFENSE	AVOID
		+0	+0
	<b>SAND</b>	DEFENSE	AVOID
		+0	+5
	<b>SEA</b>	DEFENSE	AVOID
		+0	+10
	<b>STAIRS</b>	DEFENSE	AVOID
		+0	+0
	<b>THRONE</b>	DEFENSE	AVOID
		+3	+30
	<b>VENDOR</b>	DEFENSE	AVOID
		+0	+10
	<b>VILLAGE</b>	DEFENSE	AVOID
		+0	+10
	<b>WATER</b>	DEFENSE	AVOID
		+0	+10



# TERRAIN'S EFFECTS ON MOVEMENT

Terrain can hinder unit movement, depending on the type of terrain and the unit's strengths or weaknesses. Flying units can move over anything except walls without being affected, but you'll need to take the surrounding terrain into consideration for all other units. Check your active units' movement ranges frequently on the battlefield.

## TERRAIN MOVEMENT MATHEMATICS



A unit's Movement stat determines how many spaces the unit can move in normal conditions, though some classes have strengths and weaknesses to certain terrain types. The example below uses a Paladin with a movement range of 8.

### UNHINDERED MOVEMENT



When moving over plains, the Paladin can move an unhindered eight spaces, one space for each Movement point.

### DIAGRAM KEY

- S** Start Position    **8** Finish Position  
**1** Movement Cost

### HINDERED MOVEMENT



When moving over forest terrain (which negatively affects a Paladin), the unit can move only two spaces. Each movement over forest terrain costs a Paladin three Movement points, so he must stop after using only six Movement points.



## WATER-WALKERS



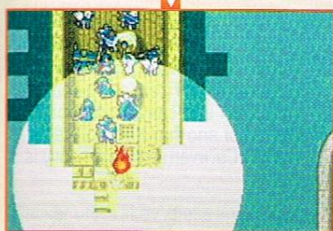
Some classes, such as Pirates and Berserkers, can walk over water. Though they won't be able to move very far, this ability will be a huge advantage. On some maps, you'll be able to catch the enemy off guard, or reach a desired area much faster.

## MOUNTAIN PEAKS & DESERT SANDS



Most ground units will not be able to move over peaks at all. Berserkers and enemy Bandits can, but they will move very slowly. Desert will also prove to be difficult terrain for your ground units, especially those on horseback. Magic wielders, however, can move much farther than most units across the Desert terrain.

## FOG & DARKNESS



Fog and darkness will limit your party's vision during battle. Enemies will be hidden until your units get close enough to clear the fog or darkness. If a unit moves into the unseen area and an enemy blocks his path, he will stop abruptly and his turn will end before he can attack. Rogues and Thieves have a much greater range of vision than other classes in fog and darkness, and are a must-have on any level with either condition. The Torch item will extend a unit's vision, and the Torch staff will allow a qualified magic wielder to cast a spell, temporarily clearing a large area of fog or darkness.

## FLYING UNITS



Flying units' greatest strength is their mobility. While outside, they can fly long distances over any terrain and not be affected. Use them to get to hard-to-reach positions, and to rescue units in danger. While inside a castle, flying units will not be able to move as easily because of the walls.





# BUILDING BENEFITS

During battles, you'll be able to interact with a variety of buildings and items. Your activities inside a building can range from warning villagers of an attack to buying items at a shop. If you spot a location

that looks different from its surroundings, move a unit there to see if an unusual option appears in the battle menu. Use this guide's walkthrough to find the locations of secret shops.

## HOUSES & VILLAGES



Houses and villages are often scattered across a map. It may seem like a chore to visit them all, but you might miss out on valuable items or information (and sometimes both) if you don't. In chapters in which villages are being threatened by enemies, you'll want to reach the villages before they are destroyed.

## HEALING POWERS



FORT

GATE

THRONE

During battle, placing your units on forts, gates or thrones will not only increase their defensive statistics temporarily, but automatically restore some HP at the beginning of each turn.

## ARMORIES & VENDORS



Some battlefields have vendors or armories that units can visit. Vendors sell staffs and other random items, while armories deal only with non-magic weapons. It will cost your unit a turn to visit a vendor or armory, but your unit's defensive stats will increase while he's positioned there. Unlike in the previous Fire Emblem game, you'll be able to revisit these shops between battles via the world map, though item inventory can vary depending on when you visit (see page 128 for more details).

## TREASURE CHESTS & BALLISTAE



You'll find treasure chests on battle maps throughout the game. To access a chest, you'll need to use a Chest Key, a magic wielder with an Unlock staff or a unit with lock-picking abilities (a Thief or a Rogue). Treasure chest content is called out on the maps in the walkthrough section of this guide. Ballistae are artillery machines that can be used only by units with the ability to use bows. When a unit enters a Ballista, he will have a limited amount of ammo, but will be able to fire it very long distances across the map. He will also be able to move the Ballista, though it cannot cross some terrain and will be useless once it runs out of ammo.

## SECRET SHOPS



Secret shops that sell very rare items are hidden on certain battle maps. The shop locations are called out on the maps in the walkthrough section of this guide. To access the shops, you'll need a Member Card, which you'll receive after recruiting Rennac in Chapter 14A or 14B. Inventory in the secret shops is generally expensive, but you'll find powerful items that can change your characters' stats, and even their class.

## LOCATIONS

Chapter 14A Father and Son  
Chapter 14B Queen of White Dunes  
Chapter 19 Last Hope

## SUPPLY CARAVAN

If a unit's inventory is full (five items) when he finds or purchases a new item, you'll be asked to send the newly acquired item to the Supply Caravan. The Supply Caravan can hold up to 100 items, and can be accessed by anyone during battle.



To access the Supply Caravan in battle, stand in a space adjacent to your party's captain to gain the option in the battle menu. If a unit acquired a new item on the battlefield, that unit can automatically send it or another item to the Supply Caravan if his inventory is full.



# ARENA BATTLES

Like in the previous Fire Emblem game, arena battles are a great way to level up your units and make some money. As with any good thing, though, there are risks involved. If a unit loses an arena battle, he will die and disappear from your party permanently. Learn how to use the arenas wisely, and when to forfeit a battle. Arenas are inaccessible from the world map, so access them on the battlefield while you have the opportunity.



Destroy all enemies but the boss before entering an arena. That way, you can take your time.

## LOCATIONS

Chapter 5	The Empire's Reach
Chapter 10B	Revolt at Carcino
Chapter 12A	Landing at Taizel

## WAGERING YOUR FUNDS



Move a unit onto an arena to enter it. Before you battle, you'll be asked to wager an amount of money based on your unit's level.

## RANDOM BATTLE

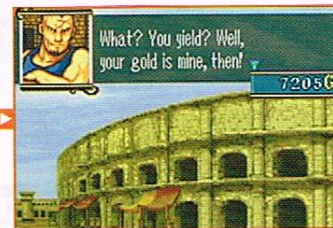


Opponents in arena battles are random—you won't know what type of enemy you're fighting until the battle begins. It doesn't matter what weapon you're carrying when you enter the battle. You'll be given a default weapon, though the weapon triangle will remain in effect (see page 19).

## CRITICAL DECISION

When you enter a battle, pay attention to your opponent's class. Enemies such as Myrmidons, Swordmasters and Berserkers often have high Critical stats. You may want to forfeit the battle before it even begins.

## LEAVE WITH YOUR LIFE



Building your experience and earning money is all good, but if you lose an arena battle, you lose your unit. You can forfeit the battle before each of your unit's attacks by pressing the B Button. You'll leave with your life, but not your dignity.

## BUILD UP WEAKER UNITS

Weaker units like Amelia and Ross can battle in the arena. Their low level will be taken into consideration when the game is selecting an opponent, and if your unit wins, your earnings will be higher because the risk is greater.



## INTRODUCTION



# BATTLE SYSTEM

Once your party is prepared, it's time to engage the enemy in battle. The battle system in Fire Emblem: The Sacred Stones is turn-based, allowing you to take your time and formulate a strategy before com-

mitting and letting your opponent do the same. The following six pages will break down the battle system and offer strategies for a myriad of situations.

## BATTLE BREAKDOWN

Battle in FE:SS is versatile. Below, you'll find a battle flow breakdown that will be applicable to most combat situations. Keep in mind, however, that getting into too much of a flow will be dangerous, as different situations require different measures.

### KNOW THE OBJECTIVE

Part of being prepared for a battle is knowing the objective. This will not only affect which units you choose to bring, but how you use them. Your objective will vary from battle to battle—check it in the Status menu.

### BRING THE RIGHT UNITS & ITEMS

A map's terrain and conditions, as well as its enemies, should determine which units you bring along. A great unit is useless without the proper equipment—make sure units are carrying plenty of weapons and healing items.

### ADJUST YOUR START POSITION

You can adjust the starting positions of most characters in the Check Map option of the Preparations screen. A good rule of thumb is to keep your strongest units closest to the enemy to protect your supporting units.

### THINK BEFORE YOU MOVE

Before you move, have an idea of what you want each unit to achieve. Know your units' strengths and weaknesses as well as your enemy's. Check nearby enemy units' ranges, and decide whether you want to attack aggressively or draw the enemy in for a counterattack.

### FIGHT!

Attacking on your turn gives you the first hit, which can be useful. Move your character in and set up the attack, checking the advantages and disadvantages of each weapon before committing.

### RECOVER FROM COMBAT

Anticipating the damage that the enemy will inflict on your unit will be important for survival. Keep a rescuer or healer nearby if there's a chance that your unit will perish, and have healing items in your unit's inventory.

### WATCH THE ENEMY'S TURN

Once your turn ends, all you can do is watch and study your enemies' movements and attacks. Enemy units will usually focus on either the closest or the weakest unit in your party. Use this to your advantage by drawing them into a trap.

## BATTLE MAP MAIN MENU

During battle you can access the battle map main menu, which has many of the same options as the world map main menu (see page 8). Much of the information, though, is specific to the team you've chosen for the current battle.



The battle map main menu is accessed by positioning the cursor over any area on the map that does not contain an active ally or enemy unit, and pressing A (you'll know your cursor is in a suitable location if the character information box isn't visible).

### UNIT

The Unit list will give you a detailed comparison of your units' items and stats. It will show only units fighting in the current battle.

### STATUS



The Status screen contains important information about the battle, and you should check it before taking your first turn. The battle's objective, turns taken and time played are all displayed on the Status screen, along with the number of enemy units on the map (when conditions such as fog or darkness are not a factor).

### GUIDE

The Guide option provides information about every aspect of the game. It is identical to the Guide option in the world map main menu (see page 8).

### RECORDS

The Records option is accessible only in the Tower of Valni and Lagdou Ruins. It allows you to view your combat statistics in the two locations (see page 86 for more details).

### OPTIONS

The Options menu provides the same options found on the world map main menu and the Preparations menu (see page 8 for more details).

### RETREAT

The option to retreat from a battle is available only in the Tower of Valni, Lagdou Ruins and monster skirmishes (see page 86 for more details).

### SUSPEND

The Suspend option will save and quit your game on the current turn. Choose Resume Chapter from the game's main menu to start where you left off (this will not save characters that have already perished in battle).

### END

Your turn will end automatically if you perform an action with each unit. If you don't need to move every unit, use the End option to finish your turn.





# GREAT TACTICS BEGIN WITH PREPARATION

Preparing your units for battle can take many different forms, from assigning items to leveling up in monster skirmishes. Don't send units into battle until they are ready, unless you have a plan to protect them. Often, you will want to include lower-level units in a battle for the sake of gaining experience, but remember: if you lose a unit during battle, he's gone forever. Decide early on each unit's roles, and stick to them.

## EQUIP CAREFULLY

When you select a weapon to use against an enemy, that weapon becomes equipped. Any attacks your unit endures during the enemy's turn will be countered with that weapon (if your character is able to attack), so attack only with weapons you're willing to counterattack with. If a unit does not attack during a turn, you can change his equipped weapon in the Item menu option.



The Check Map option on the Preparations screen will be a helpful tool when deciding which units to bring into a battle and what items to add to their inventories. Before entering a battle, study the enemy units' classes and weapons then pick your desired units, view the map to play around with their formation and devise a strategy.

## MOVEMENT METHODS

Deciding where and when you move your units is the meat of tactical strategy. Many factors affect movement, including class, stats, surrounding enemies and terrain (for more information on terrain, see page 12). Knowing each unit's movement abilities will be vital in formulating your strategy.

### BLUE SQUARES

Blue squares indicate how far a unit can move, taking all obstacles into account.



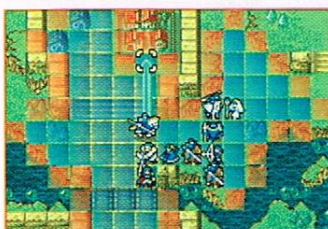
### RED SQUARES

Red squares indicate your unit's longest attack range from the farthest distance you can move.



Comparing the ranges of your enemies and your allies will help you know where to move your units. Some units' ranges are much longer than others'—checking ranges ahead of time will help you keep the party together when you want to. Press A over a unit to select that unit and view its range.

## MOUNTING BENEFITS



Mounted units, such as Cavaliers and Pegasus Knights, have a much larger range of movement than on-foot units. Flying units in particular are not affected by outdoor terrain, and can move far ahead of the rest of your party. Other benefits of mounted units include the ability to continue their move after performing an action. This does not apply to attacking, but if they rescue another unit, trade items or visit a location, they can often use up the remainder of their movement range.



## UNIT COMMAND MENU

After selecting a unit and a destination for that unit, the command menu will appear. Use this opportunity to browse your options. Until you commit to an action, you'll always be able to back out to your original position.



Available commands will vary based on each situation. (Wait is the only command that will always be available.) The list below gives a brief description for every possible command that can appear on the menu.

### ARENA

Enters a unit into an arena battle, from which you can retreat by pressing B.

### ARMORY/VENDOR

Allows a unit to enter an armory or vendor to buy and sell items and weapons.

### ATTACK

Initiates an attack on an enemy unit. Range depends on the unit's weapons and abilities.

### CHEST/DOOR

Allows compatible units with a key, Lockpick or Unlock staff to open a chest or a door.

### DANCE

Initiates a dance that allows an adjacent unit to move again (this option is exclusive to Tethys).

### DROP

Allows a unit to drop a rescued ally in an adjacent space.

### GIVE

Allows a unit to pass a rescued ally to another ally in an adjacent space.

### ITEM

Allows a unit to use or equip an item from his inventory.

### PICK

Allows a Rogue to open a door or chest without using a key, Lockpick or Unlock staff.

### RESCUE

Allows a qualified unit to rescue an adjacent unit (for more details, see page 20).

### SECRET

Allows a unit carrying a Member Card to access a hidden shop.

### SEIZE

Allows a unit to seize a gate or throne to complete an objective (exclusive to Ephraim and Eirika).

### STAFF

Allows a unit to use the magic stored within an equipped staff.

### SUMMON

Allows a Summoner to summon a Phantom.

### SUPPLY

Allows units adjacent to the captain to exchange items with the Supply Caravan.

### SUPPORT

Initiates a Support conversation. Units within range must be qualified (see page 127 for detailed information).

### STEAL

Allows Thieves and Rogues to steal an item from an enemy (weapons, magic and staffs cannot be stolen).

### TAKE

Allows a unit to receive a rescued ally from another ally in an adjacent space.

### TALK

Allows a unit to speak with an enemy or neutral unit in hopes of recruiting him.

### TRADE

Allows a unit to trade items with allies in adjacent spaces.

### VISIT

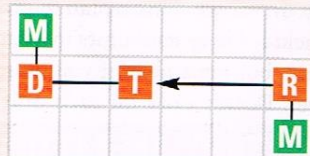
Allows a unit to visit a residence on the battle map, often earning a reward.

### WAIT

Allows a unit to end his turn before performing an action.

## RESCUE MANEUVER

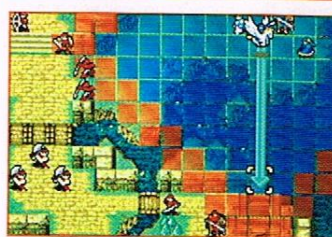
Mounted units have the advantage of being able to move the remainder of their range after performing certain actions. To move slower units more quickly, or to evacuate them from a dangerous situation, have a mounted unit rescue them and move, then have a second mounted unit take the rescued unit from the first and drop him. All this can be achieved in one turn.



### DIAGRAM KEY

M Moved Unit  
R Rescue  
T Take  
D Drop

## SPECIAL SKILLS



Certain party members possess unique movement skills that will come in handy during special situations. Pirates, for instance, can walk on water, while winged units can fly over any terrain, enabling them to take shortcuts across some maps. Thieves and Rogues can see farther than other units through darkness or fog. Tethys, the Dancer, can inspire another unit to move twice in one turn.





# ATTACKING AN ENEMY

When attacking an enemy, you'll want to consider the pros and cons of every possible scenario. Each unit's weapons and stats will affect how the unit will fare in the confrontation. Use the guidelines below to choose which weapon to attack with, which enemy to attack and where to attack from before jumping blindly into a skirmish—the consequences of unwise decisions can be devastating.



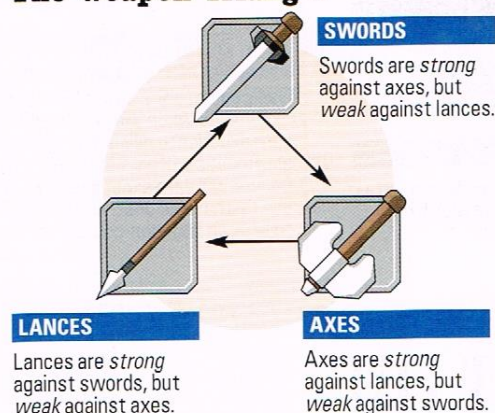
Once an attack is initiated, you'll jump into a battle animation where you'll watch the units duke it out (animations can be adjusted or turned off completely in the Options menu to speed up gameplay).

## KNOW YOUR ARSENAL

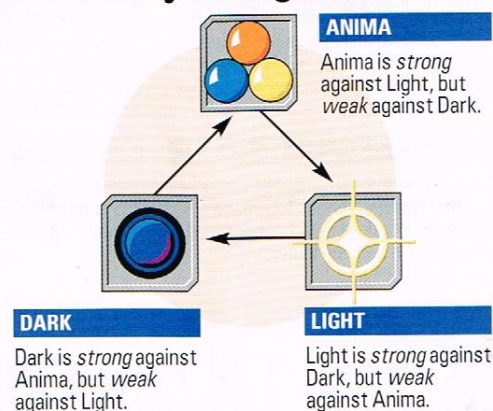


Once you select the Attack option, you'll be able to choose from a list of applicable weapons or spells in your unit's inventory. (Only five slots are available in a unit's inventory, and it is possible for a unit to carry items that are not compatible with it—manage your items carefully.) The triangles to the right will help you understand which weapons or magic work well against which other types.

### The Weapon Triangle



### The Trinity of Magic



## EXCEPTIONS TO THE TRIANGLES

The triangles are a good place to start, but there are exceptions to the rule. A weapon in the hands of a strong or weak unit will behave accordingly in battle. Also, there are many unique weapons, all with different strengths and weaknesses. Pitting a weak Light tome against a powerful Dark tome may not work in your favor. Other weapons, like the Lancereaver, Axereaver and Swordreaver, reverse the flow of the triangle entirely (see page 124-126 for weapon and magic details).

## VALUABLE COMBAT INFORMATION



Once you've chosen a weapon, an information box will appear that presents estimated statistics as to each unit's chances in the battle phase (your unit's information is shown in blue, and the enemy unit's in red). Many things will affect the numbers, including the nearby terrain and each unit's individual statistics. You can access a more detailed version of the combat information box in the Options menu, though it will not add up the odds for you.

### WEAPON ICON

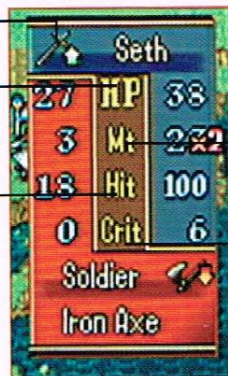
The icon of the selected weapon is displayed here, along with an arrow indicating if it is strong, weak or neutral to the opponent's weapon.

### HP

Each unit's hit points are displayed. Whoever reaches zero first loses.

### HIT

The hit percentage indicates the chance that the unit's attack will connect. This statistic is affected by terrain and surrounding enemies.



### MT

The numbers indicate the projected damage that will be inflicted on the other unit (if the attack succeeds). Some weapons can strike twice in one turn, as indicated by a multiplier floating over the number.

### CRIT

The Critical percentage reflects the chance that the unit's attack will be a critical hit, doing triple the indicated MT damage.

## WEAK WEAPONS FOR STRONG UNITS

Eventually, your more powerful characters will be able to take out most enemies based on their stats alone. Equipping them with weaker weapons will allow you to save your rare and powerful weapons for times when you'll really need them. Once a weapon breaks, it's gone forever.



## ATTACK RANGE



Always know the attack range of your unit and of the enemy he's up against. Below, weapon ranges are broken up into six categories. The Latona staff is an exception to these categories; its range covers the entire map, no matter the size.

### RANGE 1

Most melee weapons have a range of 1, meaning that the attacking unit must be in a space adjacent to the unit being attacked.

### RANGE 1-2

Weapons such as Javelins and Hand Axes have a range of 1-2. This means you can attack from either one or two spaces away.

### RANGE 2

Most bows have a range of 2, meaning that a unit must be two spaces away to attack (the unit cannot attack from one space away).

### RANGE 2-3

The Longbow has a range of 2-3, which requires that the attacker be two or three spaces away (the unit cannot attack from one space away).

### RANGE MP/2

Magic staves such as Physic and Restore will allow the magic wielder to attack from a distance equal to their Magic stat divided by two.

### RANGE 3-10

Ballistae and long-range magic such as Bolting allow a unit to attack from three to 10 spaces away.

## BACKING UP THE FRONT LINE

Even the strongest units will eventually run out of HP, especially in longer chapters. Having good backup techniques is just as important as having good attackers. If a strong unit runs out of HP or weapons, he'll be useless. When picking units and managing items before a battle, be sure to bring along a generous amount of healing power to keep your front line active.

## HEALING WITH SPELLS



Healing items such as Vulneraries and Elixirs should be a last resort. Having your magic wielders heal your injured party members will be more effective, and will gain experience points for your healers. Mend and Heal staves will always be useful, but as the game progresses, try to acquire Physic staves to heal units from a distance.

## ALTERNATE HEALING METHODS

Besides offering a defensive advantage to your units, resting on certain map locations is an easy way to heal your units. At the end of each turn that a unit is resting on a fort, a gate or a throne, he'll regain some HP. Watch for these benefits each time you enter a battle, and keep all units stocked with Vulneraries and Elixirs in case of an emergency.

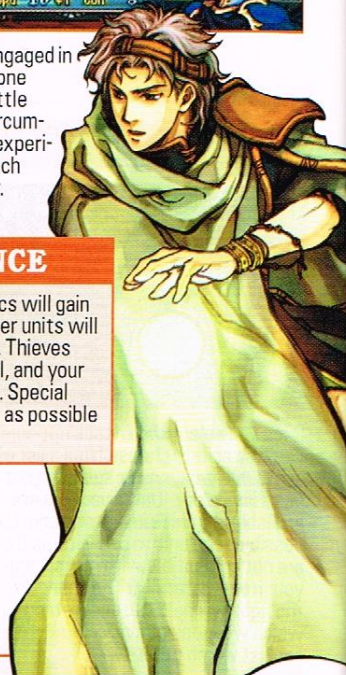
## EXPERIENCE POINTS



A unit will earn experience every time he's engaged in battle. Experience earned can be as little as one point, and as much as 100 points from any battle phase. The amount earned depends on the circumstances. The success of the attack and the experience level of both parties will affect how much experience your unit will gain in the endeavor.

## NON-COMBAT EXPERIENCE

Non-combat units such as Priests and Clerics will gain experience when they use their staves. Other units will earn experience using their special abilities. Thieves and Rogues will earn experience using Steal, and your Dancer will earn experience by using Dance. Special abilities have no cost, so use them as often as possible to level up your non-combat units.



## RESCUING A UNIT



When a unit is in trouble, sometimes the best solution is to send in another unit to rescue him. A unit can be rescued if his Constitution stat is lower than the rescuer's Aid stat. If a rescue is possible, a Rescue option will appear in the combat menu when the rescuer is in an adjacent space to the unit being rescued. Units on horseback make especially good rescuers—they have high Aid stats, and can usually move additional spaces after they rescue another unit. When a unit is carrying someone, the rescuer's Skill and Speed stats will be reduced until the rescued unit is dropped.

## THE SUPPLY CARAVAN



Your party's captain (Eirika or Ephraim, depending on which story you chose) controls the Supply Caravan, which must be accessed through the captain. The captain can access the Supply Caravan at any time, but any other unit must be in a space adjacent to the captain to access it. Visiting the Supply Caravan will use up a unit's turn.



## ENEMY AND OTHER PHASES

After you're finished moving your units, the turn progresses to the Enemy phase, then the Other phase (if there are neutral units on the map). Watch your enemy's turn closely—its movements and actions will affect what you do on your next turn. To the right are three types of units that tend to sneak up on you in battle. Keep an eye out for them.

### FLYING UNITS

Flying enemies can move a great distance without being affected by terrain. They will often move into the center of your party and prey on the weaker units. Check their range of movement, and take them out quickly.

### UNITS CAPABLE OF LONG-RANGE ATTACKS

Many enemies will attack over walls whenever possible. Enemy units controlling Ballistae and some magic wielders will attack from very long distances. Check each map for these types of enemies, and watch out for them.

### UNITS CARRYING POISONOUS WEAPONS

Even the toughest unit is susceptible to poisonous weapons. Keep your units healthy by striking and destroying these enemies before they can get a hit in.

## BONUS TIPS FOR GREAT BATTLING

### The Golden Rule of Fire Emblem



If you remember one thing about battling, remember this: the enemy will always go after the weakest unit within range. Moving your weak units will attract the enemy's attention. Use this knowledge to guide the enemy where you want him to go, but don't sacrifice your weak units to do so. A Summoner can summon a Phantom troop with only 1HP—these troops will serve as a great distraction.

### Leveling Up the Weak



Throughout the game, you'll sometimes recruit units that are very weak in comparison to the rest of your party. Use a strong unit and the right weapon to lower an enemy's HP without eliminating him, then have your weak unit strike the final blow to gain the experience. At the end of a battle, spend some time triggering support conversations to increase a character's stats before completing the objective.

### Boss Battle Trickery

Many bosses won't move, making it possible to defeat them without ever allowing them to use their attack phase. Example 1 below is for enemies with a weapon range of only 1, while Example 2 will work on enemies with a range of 1-2. Have Unit A attack the boss, then have Unit R immediately rescue Unit A. Have Unit T take the rescued unit, then drop Unit A directly behind them. Unit H can heal if necessary. As shown in Example 2, sometimes two healers will be helpful, and a Dancer will allow Unit R to move out of the way before the enemy's attack phase.

EXAMPLE 1



EXAMPLE 2



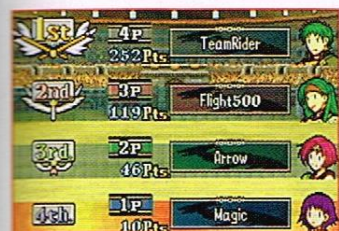
DIAGRAM KEY

- B Boss
- A Attacking Unit
- R Rescuing Unit
- T Take/Drop Unit
- H Healing Unit
- D Dancer

## INTRODUCTION

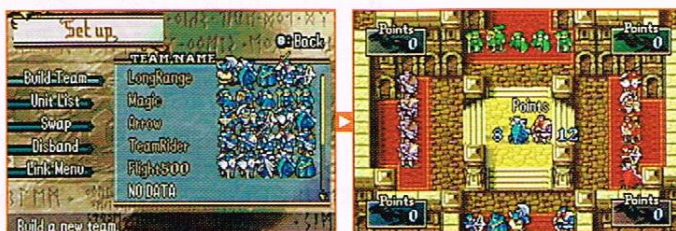
# LINK ARENA

You can reach the multiplayer Link Arena from the Extras option in the game's main menu. The Link Arena allows you to build up to 10 teams based on characters from your save files, and pit them against each other or against up to three friends' teams using Game Boy Advance systems and link cables.



In Practice mode, you can select up to four of your own teams to fight against each other. You'll control one team, and the game's AI will control the others. This can be a fun way to test the capabilities of your units before taking them into a real battle. There are no consequences for using your units here—what happens in the Link Arena stays in the Link Arena.

## CHOOSE, THEN FIGHT!



Experience is king when building a team in the Link Arena, though having a well-rounded team will go a long way when battling an unknown party. Choose five characters from your save files (not all characters are available for the Link Arena), and try to have a variety of weapons and magic represented. During battle, have your units gang up on your opponents' units one at a time.



## INTRODUCTION



# WORLD MAP

Magvel consists of six regions, five of which hold a Sacred Stone. Your adventure begins in Eirika and Ephraim's homeland of Renais, when Grado unexpectedly attacks the castle. The first eight chapters,

which comprise the Prologue, will take place in the locations noted below. From there, you'll have to choose to follow Eirika or Ephraim until Chapter 16. After that, you'll control both twins until the end.



### WORLD MAP KEY

- Prologue/United Chapters
- Ephraim's Story
- Eirika's Story





# CHAPTER FLOW

The prologue follows Eirika and her companion Seth as they search for Prince Ephraim (the prologue will break to an Ephraim mission in Chapter 5x). Ephraim's chapters are shown in green, while Eirika's appear in red. In Chapter 17, when the twins reunite, they'll finish the game together.

## FOLLOW BOTH STORIES

Save your game before Chapter 9 and keep the save file. After you finish the game, you can go back and play through from Chapter 9, choosing the opposite story.

### PROLOGUE: THE FALL OF RENAI



**1** **ESCAPE!** PAGE 26

**2** **THE PROTECTED** PAGE 27

**3** **THE BANDITS OF BORGO** PAGE 28

**4** **ANCIENT HORRORS** PAGE 29

**5** **THE EMPIRE'S REACH** PAGE 30

**5x** **UNBROKEN HEART** PAGE 31

**6** **VICTIMS OF WAR** PAGE 32

**7** **WATERSIDE RENVALL** PAGE 33

**8** **IT'S A TRAP!** PAGE 34

### THE TWINS SPLIT UP

After Chapter 8, you'll have to choose to follow either Ephraim's or Eirika's story, both of which are covered on the following pages.

### A NEW JOURNEY: EPHRAIM'S STORY



**9A** **FORT RIGWALD** PAGE 38

**10A** **TURNING TRAITOR** PAGE 40

**11A** **PHANTOM SHIP** PAGE 42

**12A** **LANDING AT TAIJEL** PAGE 44

**13A** **FLUORSPAR'S OATH** PAGE 46

**14A** **FATHER AND SON** PAGE 48

**15A** **SCORCHED SAND** PAGE 50

**16A** **RULED BY MADNESS** PAGE 52

### A NEW JOURNEY: EIRIKA'S STORY



**9B** **DISTANT BLADE** PAGE 56

**10B** **REVOLT AT CARCINO** PAGE 58

**11B** **CREEPING DARKNESS** PAGE 60

**12B** **VILLAGE OF SILENCE** PAGE 62

**13B** **HAMILL CANYON** PAGE 64

**14B** **QUEEN OF WHITE DUNES** PAGE 66

**15B** **SCORCHED SAND** PAGE 68

**16B** **RULED BY MADNESS** PAGE 70

### THE TWINS REUNITED



**17** **RIVER OF REGRETS** PAGE 74

**18** **TWO FACES OF EVIL** PAGE 76

**19** **LAST HOPE** PAGE 78

**20** **DARKLING WOODS** PAGE 80

**FINAL CHAPTER: SACRED STONE** PAGE 82





# UNDERSTANDING THE GUIDE

Pages 25-84 of this strategy guide consist of a walk-through for every chapter in the game. Each chapter's walk-through is divided into two sections: battlefield information and strategy information. Each sec-

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The battlefield information section will outline every item and character found on the battlefield. For most chapters we've provided a list of classes that we recommend you bring into the upcoming battle. Next to Recommended Classes will be a New Members list, showing units that you can recruit in the battle or between chapters. Check the Recruitable Units chart on the lower portion of the page for their stats.

**P**

Blue boxes on the map indicate your units' starting locations (the locations themselves won't change, but you can adjust which character occupies each space). In early chapters, you'll use every unit, but as your party grows you'll be able to select which units to bring into battle. Blue boxes with numbers in them represent your allied reinforcements, whose stats will be listed in a chart at the bottom of the page.

But I have a question about the

Black boxes indicate the starting position of every enemy on the map in Easy or Normal mode. Red boxes represent bosses. The number within the box corresponds to the Starting Enemies chart, which displays each unit's name, class, level, number (how many are on the map) and items. Items that the enemy will drop when defeated are listed in green.

2. *Chlorophyll a* and *Chlorophyll b* contents were determined by spectrophotometry using the following equations:

Green boxes represent neutral or enemy units that you can recruit during battle. The number in the box corresponds to the Recruitable Units chart, which displays the unit's name, class, level, items and the turn during which the unit will appear on the map. You cannot control neutral units and they will not attack you, but they'll often be attacked by the enemy. Recruitable enemy units, however, will attack you until they are convinced to join your party.

**P**

Dark-red boxes indicate general areas where enemy reinforcements will arrive. The boxes correspond to the Enemy Reinforcements chart, which lists the units that will show up in the specified area, along with their stats. It also displays the number of units that will appear, as well as the turn during which they will appear on the map. Some enemy reinforcements will appear only when a special condition is met, such as reaching a specific zone on the map (the zone will be marked on the map in the strategy information section). These situations will be noted in the Turn column.

1000

The map in the battlefield information section contains callouts that indicate the locations of vendors, armories, arenas, items and extra tips. When vendors and armories are accessible, a chart will show the items available, along with the cost and use of each item.

tion has its own map of the battlefield to help you plan an attack strategy. Below, we'll break down a standard walk-through page to help you better understand the information laid out in this guide.

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The strategy information map is geared toward strategy tips. Any letters and arrows on the map will be referred to in the text, serving as a tool to further illustrate a strategy point.

## 1.6

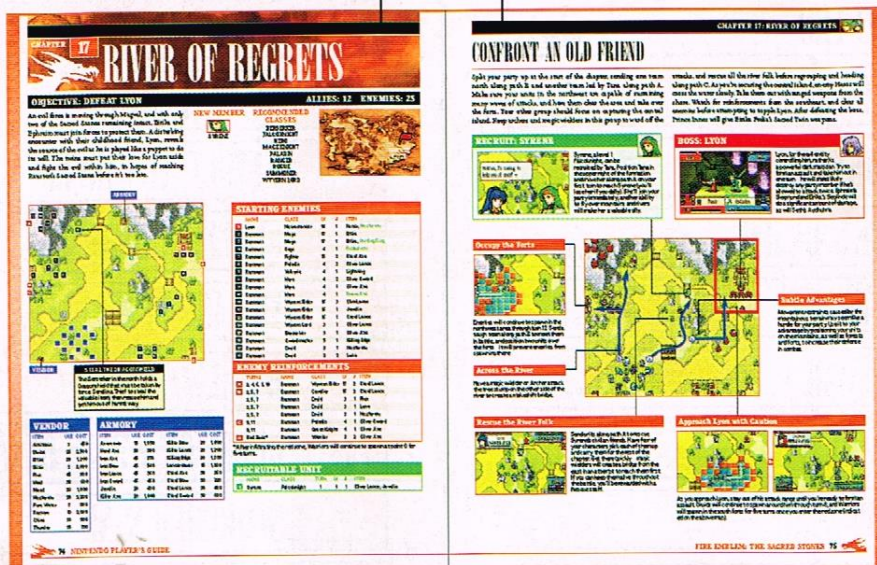
The strategy information section will always begin with a paragraph explaining overall strategy tips for the map.

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Specific strategy tips are called off the map, indicating the locations to which they apply.

On the other hand, the

Strategy for defeating bosses will appear in red boxes. Every map has a boss, indicated in the game by a blinking shield icon.



2.  $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$

Strategy for recruiting a new party member will be called out in a green box from the unit's starting position on the map. The box covers which unit must recruit a new party member (if a requirement exists), and how to keep the recruit safe. Blue tips refer to any allied reinforcements on the map. These tips are also called out from the unit's starting position.

## D. H. B. ...

Blue arrows and letters illustrate strategy for a general area. The arrows indicate which direction a group should move, while the letters represent points where an action should be taken.

—

Red zones, marked with a letter in the upper-left corner, indicate areas that will trigger reinforcements when your party reaches them. All red zones will be referred to in the Enemy Reinforcements chart in the battlefield information section.

\_\_\_\_\_

When playing through the game in Difficult mode, additional enemy units and reinforcements will often appear. To indicate Difficult-mode exclusivity, the colors of the callout boxes are the exact opposite of the colors for non-Difficult mode. In these situations, starting enemy positions will be represented on the maps by white boxes with a black outline, and enemy reinforcement areas will be represented by white boxes with a dark red outline. Enemy stats and information will appear in the appropriate charts.





PROLOGUE

# THE FALL OF RENAIS



# LAUNCHING INTO THE PROLOGUE

As the Renais kingdom falls to the attack from the Grado empire, Princess Eirika and her guardian, General Seth, flee for neighboring Frelia. At the border, they're cornered by Grado soldiers. Though you need only slay their leader to win, you'll have to cleave through two lack-eyes in the valley to reach him. All three wield axes, so use Eirika's and Seth's swords to get the advantage. Let the princess fight the lion's share of the battle, especially against the leader—she'll level up quickly.



## CHAPTER

1

# ESCAPE!

## OBJECTIVE: SEIZE THE CASTLE GATE

ALLIES: 2 ENEMIES: 7

As Eirika and Seth rush for sanctuary in Frelia, they pass into its Mulan region, where the Frelian princess, Tana, has come searching for them. Unfortunately, the Grado commander, Breguet, seizes the local fortress and takes Tana hostage. You'll need to defeat him, then reclaim the gate using Eirika. Fortunately, Renais Cavalier Franz and Frelian Knight Gilliam join your cause right away.

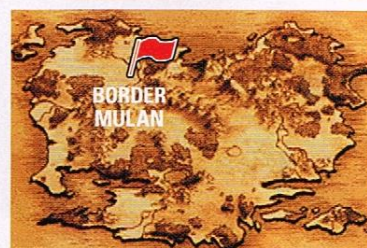
### NEW MEMBERS



FRANZ



GILLIAM



## LEVEL UP THE YOUTHS

You'll be tempted to use your powerhouses, the Paladin Seth and Knight Gilliam, to blast the Grado forces. With wise use of healing Vulneraries, instead push Franz and Eirika into battle so they can level up and better hold their own in future fights. When a wave of Grado reinforcements appears in the south, send them to take care of the problem and soak up the experience.

### STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Breguet	Knight	4	1	Iron Lance
2 Soldier	Soldier	2	2	Iron Lance
3 Soldier	Soldier	3	1	Iron Lance
4 Soldier	Fighter	2	3	Iron Axe

### ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A Red Zone	Soldier	Fighter	1	2	Iron Axe
Red Zone	Soldier	Soldier	2	1	Iron Lance

### ALLIED REINFORCEMENTS

NAME	CLASS	TURN	LV	#	ITEM
1 Franz	Cavalier	2	1	1	Iron Sword, Iron Lance
2 Gilliam	Knight	2	4	1	Iron Lance

\* The wave of Grado reinforcements will appear only if Eirika infiltrates red zone A.

### Fortify Your Troops

Placing a party member in a fort provides defense and, at the start of your turn, restores HP. Breguet has lots of men on the field; take cover if a mob comes close.



### Talk to the Locals

If you visit the huts, you'll hear tips that will help in the face-off against Breguet: In the south house, you'll learn about the defensive and healing powers of castle gates, where he stands. In the north abode, you'll learn that rapiers will effectively pierce the knight's armor.

### BREGUET

There's only one space where you can get at Breguet. Have Eirika face him; she'll get plenty of experience if she foils him. She's at a weapon-triangle disadvantage (her sword against his lance), but her rapier is effective against infantry (like Breguet). Take the risk, but have someone ready to rescue Eirika and yank her out of harm's way if things go badly.





## CHAPTER

2

## THE PROTECTED

## OBJECTIVE: DEFEAT ALL BANDITS

ALLIES: 6 ENEMIES: 6

Upon hearing news of her father's death, Eirika sets out to find her missing twin brother, Ephraim. Though King Hayden disapproves of her decision, he assigns two of his most trusted servants, Moulder and Vanessa, to aid her in her journey. Their first stop is the remote village of Ide, which is under attack by bandits looking to take advantage of a defenseless people. You'll need to provide protection to the villagers and destroy the bandits before they decimate the entire village.

## NEW MEMBERS



MOULDER



VANESSA



GARCIA



ROSS



## ELIXIR

## RED GEM

## ARMORY



## PURE WATER

## ARMORY

ITEM	USE	COST
Iron Axe	45	270
Iron Lance	45	360
Iron Sword	46	460
Slim Lance	30	450
Slim Sword	30	480

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Bone	Brigand	4	1	Iron Axe
2	Cutthroat	Brigand	2	1	Iron Axe
3	Cutthroat	Brigand	3	2	Iron Axe
4	Cutthroat	Brigand	3	1	Iron Axe, Vulnerary
5	Cutthroat	Archer	1	1	Iron Bow

## ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	3	Cutthroat	Brigand	3	1	Iron Axe
	3	Cutthroat	Brigand	2	1	Iron Axe

## RECRUITABLE UNITS

	NAME	CLASS	TURN	LV	#	ITEM
1	Ross	Journeyman	1	1	1	Hatchet
2	Garcia	Fighter	1	4	1	Iron Axe, Hand Axe

## FIGHT FOR FREEDOM

Use Vanessa to rescue young Ross on turn 1, then bring him back over the mountains and have Moulder heal him. Attack with weaker party members as much as possible to level them up, but keep Seth and Gilliam nearby to step in when members' health gets low.

## Sneaky Reinforcements

On the third turn, two Brigands will show up in the mountains above the town. Lure them out into the open before launching an attack—they'll be nearly invincible while in the mountains.

## Arm Your Party

Use some of the 5,000 gold donated by King Hayden to stock up on basic weapons. In particular, purchase an Iron Lance for Seth—it will allow him to save his powerful Silver Lance for later battles.

## Rescue Mission

The bandits will destroy the village in the southwest corner if you don't get there first. Send a party member there and receive a Pure Water from the locals.

## Long-Range Attacks

Vanessa, your Pegasus Knight, has the ability to move long distances and attack long-range with her Javelin. Her mobility, though, comes at the price of her being weak against most attacks. Keep her above rough terrain whenever possible.

## RECRUIT: GARCIA

Garcia, a legendary ex-member of Renais's army, is a level-4 Fighter who can hold his own. Let him fight off the bandits in his area while you rescue his son, Ross. Only Ross can recruit Garcia.

## RECRUIT: ROSS

Rescuing the injured level-1 Journeyman, Ross, should be your first priority. Send Vanessa to pick him up, then bring him back over the mountains to Moulder. After Eirika talks to him, Ross will fight alongside your party.

## BONE

Bone is not much tougher than his bandit brothers. Wait until he clears the mountains, then attack him with lower-level party members to build their experience.



# THE BANDITS OF BORGO

## OBJECTIVE: SEIZE THE THRONE

**ALLIES: 9 ENEMIES: 10**

The phantom thief in possession of Eirika's bracelet was seen heading toward Borgo Ridge, home to the Bazba's Bandits hideout. Neimi, an Archer from Lark, pleads with Eirika to assist her friend Colm, who is already on his way to the bandits' hideout. Colm intends to rob Bazba's Bandits and reclaim Neimi's mirror, a priceless heirloom that the bandits stole from Lark. You'll need to infiltrate the hideout, save the foolhardy Colm and seize Bazba's throne.

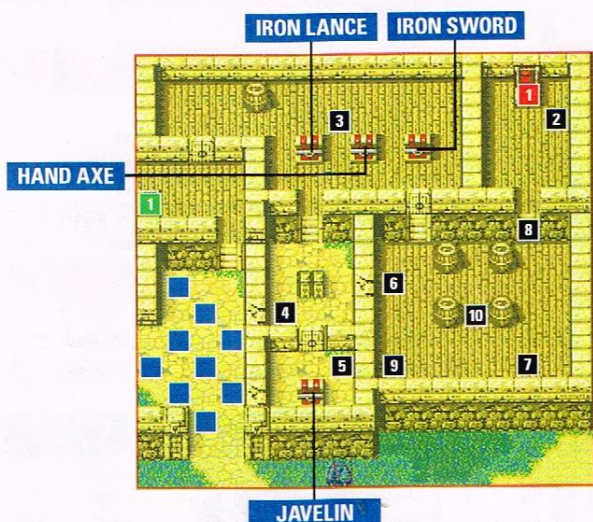
### NEW MEMBERS



NEIMI



COLM



### STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Bazba	Brigand	6	1	Steel Axe, Hand Axe
2	Cutthroat	Mercenary	2	1	Iron Sword
3	Cutthroat	Brigand	3	1	Iron Axe
4	Cutthroat	Brigand	3	1	Iron Axe, Door Key
5	Cutthroat	Brigand	3	1	Iron Axe, Chest Key
6	Cutthroat	Brigand	3	1	Hand Axe
7	Cutthroat	Brigand	4	1	Hand Axe
8	Cutthroat	Brigand	3	1	Steel Axe
9	Cutthroat	Thief	3	1	Iron Sword
10	Cutthroat	Archer	4	1	Iron Bow

### RECRUITABLE UNIT

	NAME	CLASS	TURN	LV	#	ITEM
1	Colm	Thief	1	2	1	Iron Sword, Lockpick

## DISBAND BAZBA'S BANDITS

Send Neimi north to meet Colm, and have the rest of your crew work on breaking through the walls. Most of the bandits can attack over the walls, so keep your party members away from a wall unless they

are attacking. Clear the lower room and have Vanessa attack the bandit Thief from behind the wall. Neimi the Archer can also attack over a wall to gain easy experience.

### RECRUIT: COLM

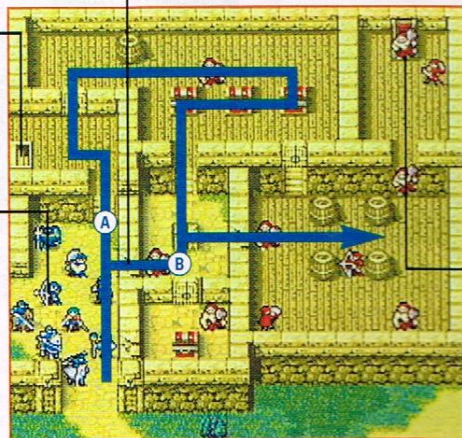
Colm, a Thief from Lark, will show up after your first turn of battle. Send Neimi to the room north of your party's starting point to cut him off before he gets himself killed. He'll reluctantly join your party, giving you the ability to pick door and chest locks.



### Friendly Support



After you recruit Colm, place Neimi next to him and choose the Support option from the action menu. This will trigger a conversation between the two, and increase their Support level.



### Destructive Shortcuts

You can break through a crack in the wall by attacking it. Depending on which character you use, it may take multiple strikes to get through. (Long-range attacks will give you more hits per turn.) Have one character attack the wall, then send someone to rescue that character and have another character step in to pick up the slack.

### BOSS: BAZBA



Bazba won't leave his throne, but he is much more powerful than his minions and can strike from a distance. Hit him with weaker characters to level them up, but keep a stronger character nearby to come in for the rescue.



## CHAPTER

4

## ANCIENT HORRORS

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 9 ENEMIES: 15

As the party heads through Za'ha Woods en route to the Grado-Renais border, they make a frightening discovery. Ancient monsters have been reawakened, and are wreaking havoc on nearby villages. For the first time, you'll need to choose which party members you'll take into battle. Colm and Ross are the least useful here, but keep them in if you're determined to level them up. Your party will be joined by Artur the Monk and Lute the Mage.

## NEW MEMBERS



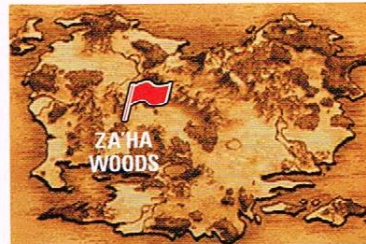
ARTUR



LUTE

## RECOMMENDED CLASSES

ARCHER  
CAVALIER  
FIGHTER  
KNIGHT  
PALADIN  
PEGASUS KNIGHT  
PRIEST



## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Monster	Entombed	1	1	Fetid Claw
2	Monster	Mogall	1	2	Evil Eye
3	Monster	Mogall	2	1	Evil Eye
4	Monster	Revenant	1	3	Rotten Claw
5	Monster	Revenant	2	3	Rotten Claw
6	Monster	Revenant	3	2	Rotten Claw
7	Monster	Bonewalker	2	1	Iron Sword
8	Monster	Bonewalker	3	2	Iron Sword

## ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	1	Monster	Bonewalker	1	2	Iron Lance
	1	Monster	Bonewalker	2	1	Iron Lance
B	Red Zone	Monster	Revenant	2	3	Rotten Claw
	Red Zone	Monster	Revenant	2	1	Fetid Claw, Vulnerary

## FIENDS OF LEGEND

Don't be overwhelmed by the number of monsters in Za'ha Woods. They're all fairly weak, including the boss, and present a good opportunity to level up your characters. Monsters will gang up on weaker party members, though—be sure to spread them out.

## Makeshift Bridge

Forge a shortcut to the southwest village by turning the dead tree into a bridge. Simply attack the snag until it falls into the river.

## Cross the River Carefully

Once you enter the area outlined in red on the map to the right, four monsters will join the fight from the northwest corner. Don't cross the river until you're ready to take on the enemy reinforcements.

## ALLY: LUTE

Lute, a fire-wielding Mage, is waiting in the southwest village. The sooner you send a party member to visit her, the sooner she'll join the battle. Don't be too hasty, though—make sure you're ready to deal with the enemy reinforcements from the northwest first.



## RECRUITABLE UNIT

	NAME	CLASS	TURN	LV	#	WEAPON
1	Lute	Mage	Visit	1	1	Fire



## Lady L'Arachel

Don't count on any aid in this battle. Lady L'Arachel and her men will see you fighting from the ridge but conveniently won't make it down until the fight's over.

## Mogall Movement

Mogalls aren't particularly strong, but they can travel far in one turn and attack from a distance. Check their range and don't be caught off guard.

## BOSS: MONSTER

The boss isn't much stronger than the other monsters. Use the battle as a way to level up your weaker party members. Clear the rest of the monsters first, then take it down.



# THE EMPIRE'S REACH

## OBJECTIVE: DEFEAT SAAR

ALLIES: 9 ENEMIES: 17

Eirika and her party press on, hoping for any news of Prince Ephraim. Upon reaching Serafew, the once peaceful common ground between Renais and Grado, Eirika is begged for help by a young Cleric named Natasha. Having just escaped from Grado, Natasha holds vital information regarding her emperor's motives for attacking Renais. Saar, Grado captain of the Serafew border guard, has other plans for Natasha.

### RECOMMENDED CLASSES

CAVALIER  
KNIGHT  
MAGE  
PALADIN  
PEGASUS KNIGHT  
PRIEST

### NEW MEMBERS



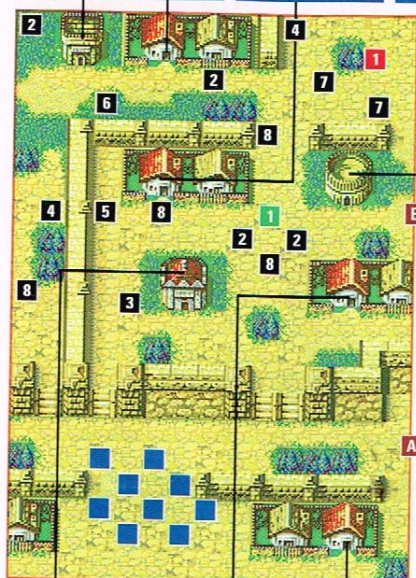
JOSHUA



NATASHA



### ARMORY TORCH SECRET BOOK ARENA



### ARMORY

ITEM	USE	COST
Iron Axe	45	270
Iron Bow	45	540
Iron Lance	45	360
Iron Sword	46	460
Slim Lance	30	450
Slim Sword	30	480
Steel Axe	30	360
Steel Bow	30	720
Steel Lance	30	480
Steel Sword	30	600

### VENDOR

ITEM	USE	COST
Fire	40	560
Heal	30	600
Lightning	35	630
Vulnerary	3	300

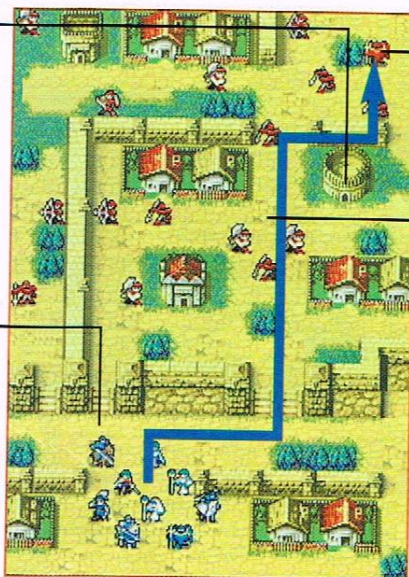
### VENDOR ARMORSLAYER DRAGONSHIELD

### Arena Battles

Arena battles can earn you much money and experience—don't miss the opportunity. Clear the field except for the boss, then test your party members in the arena. If the battle isn't going your way, tap the B Button to exit—you'll lose money, but leave with your life.

### Draw Them In

Immediately send Seth and another strong party member east to cut off the two reinforcements. Once they're taken care of, position your group near the town gate and let them come to you. Be sure not to draw in Joshua, though—he's your enemy until recruited by Natasha.



### STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Saar	Knight	8	1	Javelin
2 Soldier	Fighter	5	3	Iron Axe
3 Soldier	Fighter	4	1	Iron Axe
4 Soldier	Archer	5	2	Iron Bow
5 Soldier	Archer	4	1	Iron Bow
6 Soldier	Mercenary	6	1	Iron Sword
7 Soldier	Soldier	6	2	Iron Lance
8 Soldier	Soldier	5	4	Iron Lance

### ENEMY REINFORCEMENTS

TURNS	NAME	CLASS	LV	#	ITEM
A 1	Bandit	Brigand	4	2	Iron Axe
B 5	Bandit	Brigand	5	2	Iron Axe
C 7	Bandit	Brigand	6	2	Iron Axe

### RECRUITABLE UNIT

NAME	CLASS	TURN	LV	ITEM
1 Joshua	Myrmidon	1	5	Killing Edge

## A NEW RECRUIT

The most difficult part in the battle for Serafew is recruiting Joshua. On your first turn, have Vanessa rescue Natasha, and then move them out of harm's way. After the rest of your party successfully lures some of the guards surrounding Joshua away, land Vanessa off to the right near the houses and drop Natasha off. On the very next turn, have Natasha move in and speak to Joshua. As soon as he's recruited, Joshua should rescue Natasha and return her to safety.

### BOSS: SAAR

Saar, a level-8 Knight, will wait in the northeast corner until you approach him. Pick up the Armorslayer in the nearby village and equip it to Eirika—Saar will fall easily to this weapon.



### RECRUIT: JOSHUA

Joshua is a Mercenary working for Grado, and can be persuaded to join your party only by the lovely Natasha. Joshua will prove to be a powerful and dangerous ally, specializing in critical attacks.







## CHAPTER

5X

## UNBROKEN HEART

## OBJECTIVE: SEIZE THE THRONE

ALLIES: 4 ENEMIES: 31

Tired and hungry, Prince Ephraim and his small band of soldiers persevere through Grado territory, hoping against hope for the safety of Princess Eirika and the people of Renais. In an attempt to defy enemy expectations, Ephraim decides to attack the Grado stronghold of Renvall rather than go back for supplies. His loyal soldiers follow him into battle, determined to capture Renvall despite the odds. In the meantime, General Valter and Tirado devise a plan to capture Ephraim and his men.



## ELIXIR KILLER LANCE



## Keys to Victory

One of the chests in this room contains a Killer Lance. The keys to the two chests are in the possession of the Mage and Fighter inhabiting the room. Earn access to the chests, and equip the Killer Lance to a compatible character.

## Cowardly Attacks

The Archers and magic users on the enemy side can attack over walls. Move strategically through the level, avoiding the shortcut down the middle of the map—it will put your party members in a vulnerable position.

## STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Zonta	Mercenary	8	1	Steel Blade
2 Soldier	Fighter	4	4	Iron Axe
3 Soldier	Fighter	4	1	Iron Axe, Chest Key
4 Soldier	Mercenary	4	1	Iron Sword
5 Soldier	Soldier	5	8	Iron Lance
6 Soldier	Soldier	6	1	Iron Lance
7 Soldier	Cavalier	4	3	Iron Sword
8 Soldier	Archer	5	1	Iron Bow
9 Soldier	Archer	4	1	Iron Bow
10 Soldier	Archer	4	1	Iron Bow, Elixir
11 Soldier	Archer	3	1	Iron Bow
12 Soldier	Knight	5	1	Iron Lance
13 Soldier	Knight	4	1	Iron Lance
14 Soldier	Knight	3	1	Iron Lance, Door Key
15 Soldier	Mage	5	1	Fire, Chest Key
16 Soldier	Shaman	4	1	Flux
17 Soldier	Mage	4	1	Fire
18 Soldier	Shaman	3	1	Flux
19 Soldier	Monk	4	1	Lightning

## AGAINST ALL ODDS

Loot the two treasure chests at point A first, then follow the blue path around the castle perimeter. Take your time, remembering to check the range of your enemies and draw them to you when possible. Have Orson lead the pack—he is by far the strongest party member. On your way down the eastern hallway, send Orson first to take out the Soldier and the Archer. When your party reaches the entrance to the throne room, position two troops on each side, just out of the center Knight's range. On the next turn, barge in and defeat Zonta's guards.

## BOSS: ZONTA

Zonta can be approached from all sides. Once his troops are depleted, use Vulneraries or Elixirs on your wounded characters and swarm Zonta for the easy victory.





# VICTIMS OF WAR

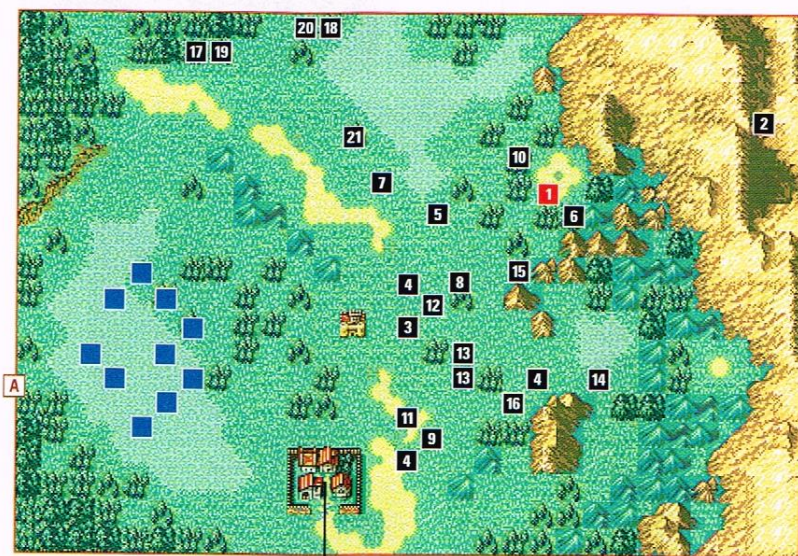
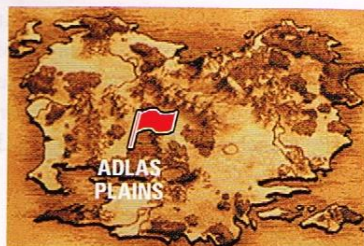
## OBJECTIVE: DEFEAT NOVALA

**ALLIES: 10 ENEMIES: 24**

Unaware of her brother's troubles, Eirika and her party are heading into an ambush of their own. Novala and his troops, under orders from Grado, are to stop Eirika and appropriate her mysterious bracelet by any means necessary. Eirika and her loyal followers must fight through the fog to save the kidnapped citizens of Renais and take down the cold-hearted Novala.

### RECOMMENDED CLASSES

CAVALIER  
FIGHTER  
MAGE  
PRIEST  
PALADIN  
PEGASUS KNIGHT  
THIEF


**ANTITOXIN**

### STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Novala	Shaman	10	1	Flux
2	Monster	Bael	1	1	Poison Claw
3	Soldier	Soldier	6	1	Iron Lance
4	Soldier	Soldier	7	3	Iron Lance
5	Soldier	Soldier	7	1	Javelin, Iron Lance
6	Soldier	Soldier	7	1	Iron Lance
7	Soldier	Fighter	5	1	Iron Axe, Halberd
8	Soldier	Fighter	6	1	Poison Axe
9	Soldier	Fighter	6	1	Steel Axe
10	Soldier	Mage	6	1	Thunder
11	Soldier	Mercenary	6	1	Iron Sword
12	Soldier	Mercenary	6	1	Iron Blade
13	Soldier	Knight	6	2	Iron Lance
14	Soldier	Knight	6	1	Horseslayer, Javelin
15	Soldier	Priest	6	1	Mend
16	Soldier	Shaman	6	1	Flux
17	Soldier	Cavalier	6	1	Iron Sword
18	Soldier	Cavalier	6	1	Iron Lance
19	Soldier	Cavalier	7	1	Iron Blade
20	Soldier	Troubadour	6	1	Mend, Elixir
21	Soldier	Archer	6	1	Iron Bow

### ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	3	Soldier	Cavalier	6	1	Iron Sword, Javelin
	3	Soldier	Cavalier	6	1	Iron Lance, Javelin
	3	Soldier	Cavalier	7	1	Iron Lance

### A Terrible Fate Awaits

To save the civilians from the giant spider, either send Vanessa to rescue them one by one, or defeat Novala within 9 turns.

## THE THICK OF IT

Send Vanessa along path A to rescue the trapped civilians, having her pick up the Antitoxin on the way. The rest of your party should follow path B and work their way toward the boss, drawing enemies out of the fog when possible. Move slowly, leading your party with Colm and Seth. Colm will increase your vision through the fog, and Seth can easily sustain damage from the hidden enemies.

### BOSS: NOVALA

If you're trying to end the battle before the spider reaches the civilians, send in a powerhouse like Seth to take Novala down easily. Otherwise, use characters that you want to level up, keeping in mind Novala's powerful magic attacks.





## CHAPTER

7



## WATERSIDE RENVALL

OBJECTIVE: SEIZE THE CASTLE GATE

ALLIES: 10 ENEMIES: 19

After learning the importance of the bracelets she and her brother wear, Eirika decides with Seth to confront the enemy head-on in an attempt to save Ephraim. Renvall, a Grado stronghold, is rumored to hold the captured Ephraim and the rest of his men. Against impossible odds, Eirika, along with her loyal band of soldiers, will attack Renvall in the name of Renais and King Fado.

## RECOMMENDED CLASSES

ARCHER  
FIGHTER  
MAGE  
PALADIN  
PEGASUS KNIGHT  
PRIEST  
THIEF



BALLISTA

BALLISTA

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Murray	Cavalier	12	1	Steel Sword, Javelin, Knight Crest
2	Soldier	Archer	7	3	Iron Bow
3	Soldier	Archer	5	1	Iron Bow
4	Soldier	Mage	7	1	Thunder, Pure Water
5	Soldier	Fighter	7	2	Iron Axe
6	Soldier	Fighter	7	3	Steel Axe
7	Soldier	Soldier	7	1	Slim Lance
8	Soldier	Soldier	7	1	Iron Lance
9	Soldier	Mage	7	1	Thunder
10	Soldier	Mercenary	7	1	Iron Sword
11	Soldier	Mercenary	8	1	Iron Sword
12	Soldier	Mage	7	1	Fire
13	Soldier	Soldier	7	1	Iron Lance
14	Soldier	Soldier	8	1	Steel Lance

## STORM THE GATES!

Neimi the Archer has the ability to control the Ballistae on this level, so be sure to add her to your party at the beginning of the chapter. On your first turn, you may want to send a second party member to accompany her to the north along path A, depending on her experience level. Have Seth lead the rest of the party along path B over the bridge and around the mountains. Check the range of the northeastern Ballista, and keep your party close together. Move into the forest for extra protection.

## BOSS: MURRAY

Defeat all other enemies on the map before attempting to topple Murray. Send party members other than Seth to fight him for the experience, but keep rescuers and healers nearby.



## Ring Bearer

This Mage holds an Enemy Ring. Bring a Thief to steal it.

## Second Ballista

The second Ballista is manned by an enemy Archer, and can fire at a very long range. Send a lone Cavalier its way to eliminate the Archer. If the Ballista has any remaining ammo, have Neimi take control of it to snipe the second castle guard.

## On the Approach

Beware the two Mages on the other side of the mountain range—their attacks can be devastating.

## First Ballista

Have Neimi requisition the Ballista directly to the north. She can use it to attack two of the castle guards.





# IT'S A TRAP!

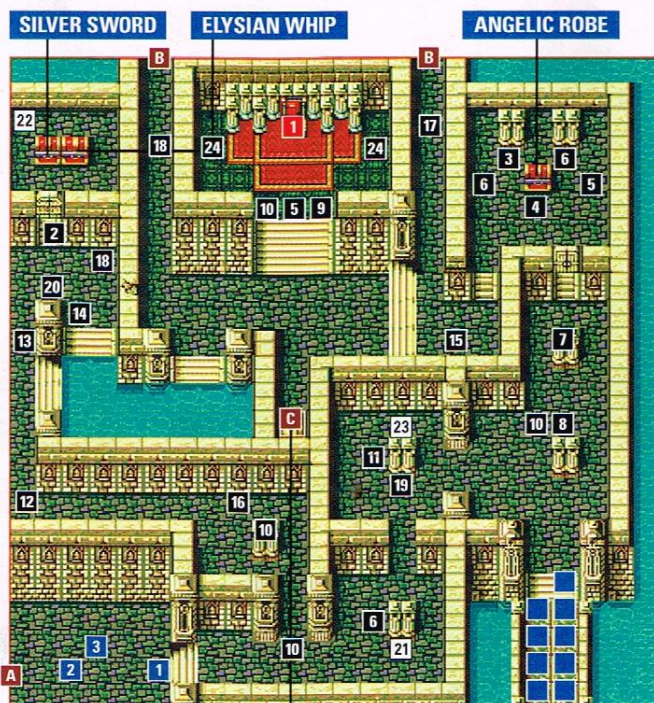
## OBJECTIVE: SEIZE THE THRONE

**ALLIES: 9 ENEMIES: 27**

Following word of Ephraim's capture, Eirika and her companions rush to his rescue. Once inside Renvall castle, they realize that they have fallen into an elaborate trap orchestrated by General Valter himself. Even Orson is involved, and has betrayed Renais for his own gain. Tirado, Valter's loyal aide, destroys the bridge to the castle, leaving no choice for Eirika and her party but to fight. But they won't fight alone. Ephraim is alive and well, and will join his sister in battle.

### RECOMMENDED CLASSES

ARCHER  
CAVALIER  
KNIGHT  
MAGE  
PALADIN  
PRIEST  
THIEF



### ENEMY THIEVERY

When you enter the red zone indicated on the following page, a level-10 Thief will emerge looking to steal your party's loot. As soon as he shows his face, send someone his way and give him a warm Renais welcome.

### STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Tirado	General	1	1	Silver Lance, Javelin
2	Soldier	Knight	6	1	Iron Lance
3	Soldier	Knight	8	1	Iron Lance
4	Soldier	Knight	6	1	Steel Lance
5	Soldier	Knight	7	2	Steel Lance
6	Soldier	Knight	8	3	Steel Lance
7	Soldier	Knight	8	1	Steel Lance, Door Key
8	Soldier	Soldier	6	1	Iron Lance
9	Soldier	Soldier	7	1	Steel Lance
10	Soldier	Soldier	8	4	Steel Lance
11	Soldier	Myrmidon	6	1	Iron Sword
12	Soldier	Mercenary	7	1	Steel Sword
13	Soldier	Mercenary	8	1	Steel Sword
14	Soldier	Shaman	6	1	Flux
15	Soldier	Shaman	8	1	Flux
16	Soldier	Archer	6	1	Iron Bow
17	Soldier	Archer	6	1	Longbow
18	Soldier	Archer	8	2	Longbow
19	Soldier	Archer	7	1	Steel Bow
20	Soldier	Mage	6	1	Thunder
21	Soldier	Fighter	7	1	Steel Axe
22	Soldier	Shaman	8	1	Flux
23	Soldier	Mercenary	7	1	Steel Sword
24	Soldier	Mage	7	2	Thunder

### ENEMY REINFORCEMENTS

	TURNS	NAME	CLASS	LV	#	ITEM
A	4	Soldier	Cavalier	8	1	Steel Sword
	4	Soldier	Cavalier	8	1	Steel Lance, Javelin
	4	Soldier	Cavalier	8	1	Iron lance
B	Red Zone	Soldier	Mage	7	2	Thunder
C	Red Zone	Soldier	Thief	10	1	Lockpick, Iron Sword

### ALLIED REINFORCEMENTS

	NAME	CLASS	TURN	LV	#	ITEM
1	Forde	Cavalier	1	5+	1	Same weapons as equipped on Chapter 5x
2	Kyle	Cavalier	1	6+	1	Same weapons as equipped on Chapter 5x
3	Ephraim	Lord	1	4+	1	Same weapons as equipped on Chapter 5x



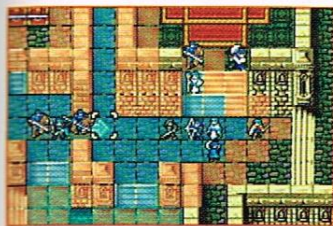


# A WELCOME REUNION

Send Eirika southwest to meet Ephraim, while having Seth and the rest of your party head north starting at point A. Lead with your toughest characters, but keep Colm and Neimi near the front to pick locks and attack over walls. Archers and Mages run rampant in Renvall and will use the castle's many walls for cover as they attack you. Keep your party

out of their range whenever possible. Ephraim's loyalists, along with Eirika and perhaps a few reinforcements, can hold their own as they travel up the western side of the castle. Once either party enters the red zone, two more Mages and a Thief will join the fight. Clear all enemies and chests in the castle, then head for the mighty Tirado.

## Wreck the Weak Wall



Attacking the crack in the wall will create a passageway that will enable the two parties to meet up. If Ephraim's group gets there first, have them clear the surrounding enemies, then break the wall. If Seth's group reaches the crack first, break it open and provide cover for the other party.

## Ephraim Joins the Fight

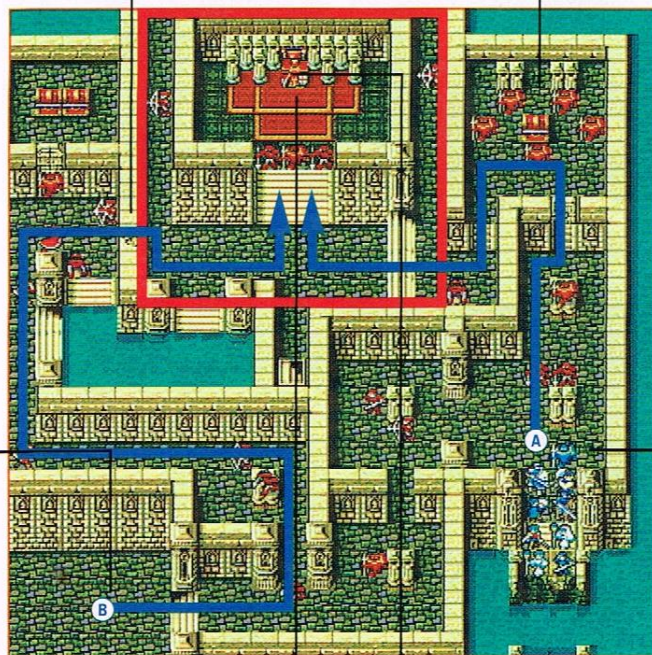


Ephraim, Forde, Kyle and a few other members (including a healer) will enter the castle at the end of turn 1 at point B. Send Eirika to meet up with them, and have the whole lot make their way up the west hallway. Be sure to take out the Cavalier reinforcements that show up on turn 5.

## The Art of Rescuing



If a character's Aid is equal to or higher than another character's Constitution, he can rescue that character. This will come in handy during boss battles when you're testing which characters are effective. In the example shown here, Seth is leading the fight against Tirado, but his Constitution is high. Keep another character with a relatively high Aid nearby throughout the battle in case Seth's health gets too low (see pages 18 and 20 for a more in-depth look at rescuing).



## Colm's Tactics



Colm should use the Lockpick to open all doors and chests. The northeast room contains five nasty Knights that will pummel Colm if you send him in rashly. After Colm unlocks the door, have a stronger character block the entrance to draw in the Knights.

## Spread the Experience



It is tempting to use Seth excessively on this level. Keep him near the action, but don't forget about your other party members, such as less-experienced Cavaliers. They'll need the experience for future battles.

## BOSS: TIRADO



Most of your characters are useless against Tirado. The Silver Lance, the Reginleif and the Armorslayer are effective, though you'll need healers and rescuers nearby to lend a hand. Tirado has the ability to dodge many of your attacks, and will heal himself up to four HP every round.





# PARTING WAYS AND PROTECTING THE SACRED STONES



## CHAPTERS

- 9A:**  
FORT RIGWALD
- 10A:**  
TURNING TRAITOR
- 11A:**  
PHANTOM SHIP
- 12A:**  
LANDING AT TAIZEL
- 13A:**  
FLUORSPAR'S OATH
- 14A:**  
FATHER AND SON
- 15A:**  
SCORCHED SAND
- 16A:**  
RULED BY MADNESS

On the verge of a great disaster, Eirika and Ephraim return to Castle Frelia to provide vital information to King Hayden. Though many questions remain unanswered, the twins explain that a great evil has been awakened, and the Sacred Stones are in danger of being destroyed. Eirika will travel the long road to Rausten to warn the princess of Grado's intent to destroy their Sacred Stone, while Ephraim will lead an attack into the imperial city of Grado in an attempt to stop the evil at its source. For the walk-through of Eirika's story, jump to page 56.



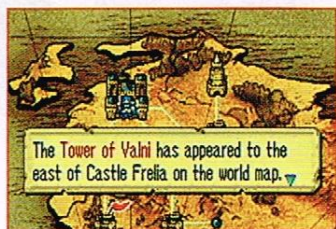
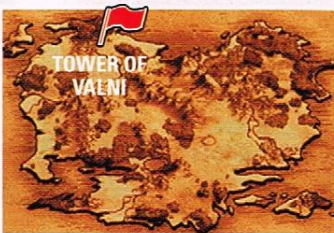
## Your Destiny Is Written



After deciding whether you'd like to follow the story of Eirika or Ephraim, you'll be asked to save your game. Once you choose a path, there's no going back. If you'd like to play the other character's mission eventually, save your game in an alternate spot to avoid playing through Chapter 8 all over again.

## INTO THE TOWER OF VALNI

Once the resting place for Frelia's sacred stone, the Tower of Valni is now overrun by monsters. Whether you choose Ephraim's or Eirika's story, the Tower of Valni will become available on the map after you complete Chapter 8. Battling in the tower won't advance the story, but it will serve as a training ground to earn experience for your characters (see pages 89-94 for a more in-depth look at the tower). You can access the Tower of Valni as often as you please, but take care—if a character dies in the tower, he'll be gone forever.



## CHAPTERS

- 9B:**  
DISTANT BLADE
- 10B:**  
REVOLT AT CARCINO
- 11B:**  
CREEPING DARKNESS
- 12B:**  
VILLAGE OF SILENCE
- 13B:**  
HAMILL CANYON
- 14B:**  
QUEEN OF WHITE DUNES
- 15B:**  
SCORCHED SAND
- 16B:**  
RULED BY MADNESS





A NEW JOURNEY

# EPHRAIM'S STORY



## CHAPTER

9A



## FORT RIGWALD

## OBJECTIVE: SEIZE THE THRONE

ALLIES: 12 ENEMIES: 38

While Innes travels to Jehanna and Eirika sails to Rausten, both to warn the people of Grado's desire to destroy the Sacred Stones, Ephraim faces Emperor Vigarde's forces head-on in a march to the south. His first stop: Fort Rigwald, where Commander Gheb holds Tana captive. Joined by Seth and the rest of Eirika's troops, the new king of Renais enters the Grado outpost.

## NEW MEMBERS



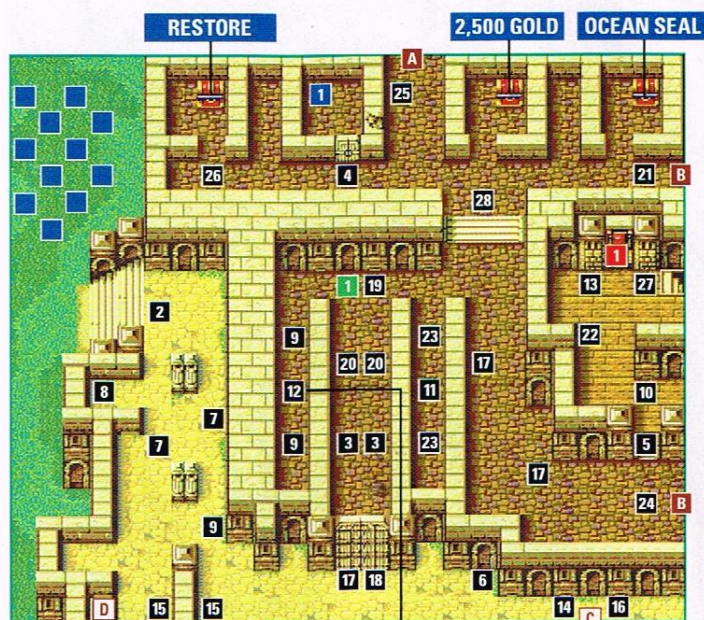
AMELIA



TANA

## RECOMMENDED CLASSES

ARCHER  
CAVALIER  
CLERIC  
MAGE  
PALADIN  
PEGASUS KNIGHT  
THIEF



## LOCATION-BASED ENEMIES

When you enter some areas of Fort Rigwald (detailed on page 39), enemy reinforcements will appear. In Difficult mode, Shamans materialize on consecutive turns in red zone D.

## BEWARE OF DREAM WEAVERS

One Priest near the fort entrance and another in the throne room (at points 12 and 13, respectively) are both equipped with Sleep spells, which they'll use to knock out your party. Use Restore on a sleeping battler or carry him to a safe place where you can have him wait several turns to recover.

## RECRUITABLE UNIT

NAME	CLASS	TURN	LV	#	ITEM
1 Amelia	Recruit	1	1	1	Slim Lance

## ALLIED REINFORCEMENT

NAME	CLASS	TURN	LV	#	ITEM
1 Tana	Pegasus Knight	1	4	1	None

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Gheb	Warrior	5	1	Iron Axe, Killer Axe
2	Soldier	Knight	9	1	Steel Lance
3	Soldier	Knight	9	2	Steel Lance, Javelin
4	Soldier	Knight	9	1	Steel Lance, Door Key
5	Soldier	Knight	9	1	Axereaver
6	Soldier	Knight	10	1	Horseslayer
7	Soldier	Fighter	9	2	Iron Axe
8	Soldier	Archer	8	1	Steel Bow
9	Soldier	Archer	9	3	Steel Bow
10	Soldier	Archer	9	1	Short Bow
11	Soldier	Archer	9	1	Longbow
12	Soldier	Priest	9	1	Sleep, Heal
13	Soldier	Priest	11	1	Sleep, Physic, Heal
14	Soldier	Cavalier	9	1	Iron Sword
15	Soldier	Cavalier	9	2	Steel Lance
16	Soldier	Cavalier	9	1	Heavy Spear
17	Soldier	Soldier	9	3	Iron Lance
18	Soldier	Soldier	9	1	Iron Lance, Door Key
19	Soldier	Soldier	9	1	Steel Lance
20	Soldier	Mercenary	9	2	Steel Sword
21	Soldier	Mercenary	9	1	Iron Blade
22	Soldier	Mercenary	10	1	Armorslayer
23	Soldier	Mage	9	2	Fire
24	Soldier	Mage	9	1	Thunder
25	Soldier	Mage	9	1	Thunder, Chest Key
26	Soldier	Myrmidon	10	1	Killing Edge
27	Soldier	Shaman	9	1	Flux
28	Soldier	Shaman	9	1	Luna

## ENEMY REINFORCEMENTS

TURNS	NAME	CLASS	LV	#	ITEM
A Red Zone A	Soldier	Cavalier	9	1	Iron Lance
	Soldier	Cavalier	9	1	Javelin
B Red Zone B	Soldier	Cavalier	9	1	Steel Sword
	Soldier	Cavalier	9	1	Iron Lance
	Soldier	Cavalier	9	1	Javelin
C Red Zone C	Soldier	Cavalier	9	1	Steel Lance
	Soldier	Cavalier	9	1	Iron Sword
	Soldier	Cavalier	9	1	Iron Lance
D Red Zone D	Soldier	Cavalier	9	1	Javelin
	Soldier	Shaman	9	1	Flux







# ENTER FIGHTING

It takes a Thief, or someone equipped with keys, to unlock Fort Rigwald's many doors and chests. Include Colm in your party. Also take anyone who can attack from a distance, as you will wage war with several Archers and spell casters across a wall. The first part of your

assault on Fort Rigwald, especially the tour through the double-wide hallway after the entrance, is the most difficult part of your journey. Keep an eye on the health of every party member.

## Rush from Priest's Magic



As you thunder down the opening passage, a Priest on the other side of the double-thick wall will threaten your party with a Sleep spell. Use your horsemen (who are fast and agile enough to elude the spell) to gather up the allies who are on foot and carry them through the area. Once you round the corner at point A, you'll be out of the Priest's range temporarily.

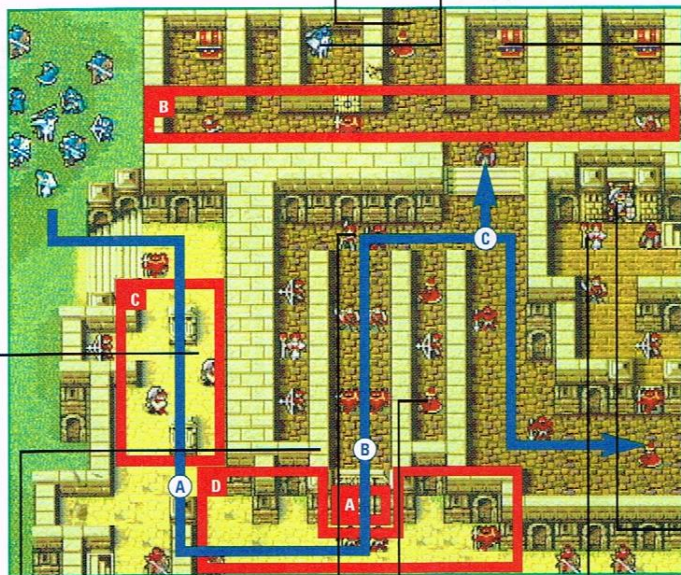
## Cavalier Appearance

After you enter the fort (red zone A), Cavaliers will charge into the north end (a pair for each of two consecutive turns). You'll need powerful fighters to challenge them.

## ALLY: TANA



Tana is on your side from the beginning of the mission, but since she's not armed, she won't be able to escape from her cell without help from someone else in your party. If you let her venture to the right side of the cell, she'll be open to attacks from the Mage nearby.



## Seize Castle Assets



Once you've liberated Tana and defeated all of the enemies in the fort's northern section, have your Thief ransack the place, opening all three treasure chests. The chest on the west side holds a Restore item, which will come in handy if any of your party members are asleep.

## Hallway Charge



After you open the doors to the keep, enter with your two strongest team members moving side by side, and have those who can attack from a distance follow. Use the battlers in the lead to clear the passage while the fighters on the second line attack the enemies on the other side of the walls. If any of your team members aren't up to the task, have them wait outside while the first group secures the area.

## RECRUIT: AMELIA



Amelia is one of several Grado soldiers who have misgivings about fighting their former allies. You can sway her to your side by having Ephraim or Franz speak to her. Approach her as soon as she is within your movement range. If you wait for another turn, she'll likely attack and perish at the end of one of your party member's swords.

## Dangers from the Throne Room

A Priest and a Mage will try to hit you with spells at point C. Use an Archer or your own Mage to retaliate. Once the Priest has cast three Sleep spells, he'll switch to healing his comrades.

## A Steal of an Opportunity

A fire-wielding Mage in the hallway carries a Red Gem, but he won't drop it when he's defeated. In order to obtain it, you'll need to take a stealthy approach and send in a Thief.

## BOSS: GHEB



Commander Gheb holds steadfast on the throne. Use the Axereaver and the Heavy Spear that you acquired during the mission while attacking Gheb with your strongest units. If one of your units is in bad shape, rescue it with a supporting unit, then swoop in quickly to pound Gheb with another attack.





## TURNING TRAITOR

**OBJECTIVE: GUARD DUESSEL FOR 10 TURNS OR DEFEAT BERAN** ALLIES: 14 ENEMIES: 24

At the tip of the southwestern peninsula, in Bethroen, Ephraim and his crew discover General Duessel, now an enemy of Grado. As Grado forces and pirates spread over the town's land, air and waters, Ephraim must support Duessel for 10 turns. While your strongest forces forge into the south, the others must prepare for an attack by insurgents in the northeast.

## NEW MEMBERS



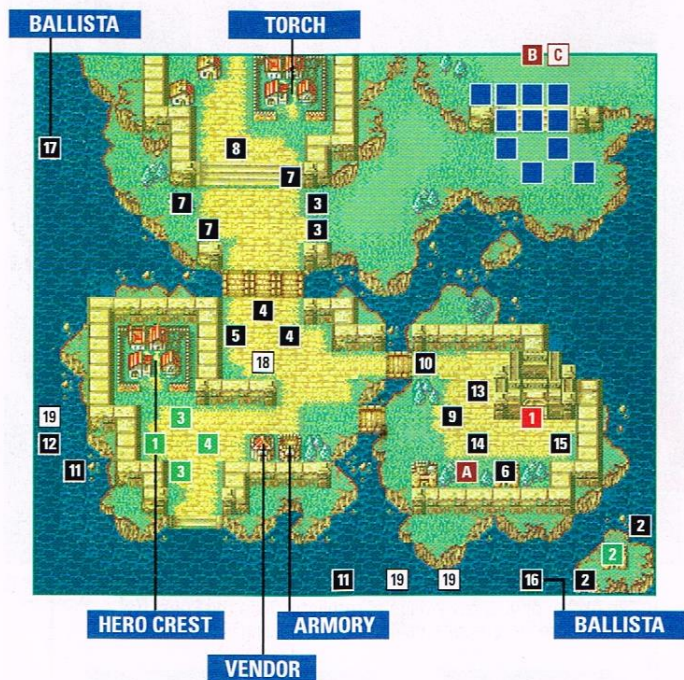
DUESSEL



CORMAG

## RECOMMENDED CLASSES

CAVALIER  
CLERIC  
FALCONKNIGHT  
GREAT KNIGHT  
PALADIN  
RANGER  
SAGE



## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Beran	Ranger	7	1	Lancereaver, Killer Bow, Longbow
2	Soldier	Wyvern Rider	8	2	Steel Lance
3	Soldier	Soldier	10	2	Iron Lance
4	Soldier	Fighter	10	2	Iron Axe
5	Soldier	Fighter	10	1	Hand Axe
6	Soldier	Mercenary	7	1	Iron Sword
7	Soldier	Mercenary	10	3	Iron Sword
8	Soldier	Archer	9	1	Iron Bow
9	Soldier	Archer	9	1	Killer Bow
10	Soldier	Myrmidon	10	1	Lancereaver
11	Soldier	Pirate	9	2	Iron Axe
12	Soldier	Pirate	9	1	Hand Axe
13	Soldier	Cavalier	11	1	Javelin, Horseslayer
14	Soldier	Cavalier	11	1	Javelin, Killing Edge
15	Soldier	Shaman	10	1	Luna
16	Soldier	Fleet	10	1	Ballista
17	Soldier	Fleet	10	1	Ballista, Secret Book
18	Soldier	Fighter	9	1	Iron Axe
19	Soldier	Pirate	9	3	Iron Axe

## ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	3-8	Soldier	Mercenary	10	2	Iron Sword
B	6	Soldier	Cavalier	10	2	Iron Sword
	6	Soldier	Cavalier	10	2	Iron Lance
	6	Soldier	Cavalier	10	1	Steel Lance, Javelin
	6	Soldier	Troubadour	9	1	Physic, Mend
C	6	Soldier	Cavalier	10	2	Iron Lance

## RECRUITABLE UNITS

	NAME	CLASS	TURN	LV	#	ITEM
1	Duessel	Great Knight	1	8	1	Silver Axe, Steel Lance
2	Cormag	Wyvern Rider	1	9	1	Iron Lance, Killer Lance

## NEUTRAL UNITS

	NAME	CLASS	TURN	LV	#	ITEM
3	Soldier	Cavalier	1	10	2	Iron Lance
4	Soldier	Cavalier	1	11	1	Iron Sword

## ARMORY

ITEM	USE	COST
Hand Axe	20	300
Iron Axe	45	270
Iron Blade	35	980
Iron Bow	45	540
Iron Lance	45	360
Iron Sword	46	460
Javelin	20	400
Steel Axe	30	360
Steel Bow	30	720
Steel Lance	30	480
Steel Sword	30	600

## VENDOR

ITEM	USE	COST
Antitoxin	3	450
Fire	40	560
Heal	30	600
Lightning	35	630
Mend	20	1,000
Restore	10	2,000
Shine	30	900
Thunder	35	700
Torch	5	500
Unlock	10	1,500
Vulnerary	3	300





# LEVEL UP AND ENDURE

From this mission on, the fights will continue to increase in difficulty. If the bulk of your battlers are not yet at level 10 and ready for item-aided class changes, have them level up in the Tower of Valni or in random skirmishes against roaming monsters.

The main objective of Chapter 10A is to survive 10 turns while facing heavy Grado forces in the south and, eventually, the northeast.

## Sink a Ship, Steal a Book



Two Ballista-equipped Fleet units support the Grado forces. Your troops should generally stay out of their range, but if you get one flier to approach and defeat the ship in the northwest corner, you'll earn a Skill-point-increasing Secret Book.

## Reinforcements from the North



A large part of your army should hold tight at point B on the map. Have them clear the area, then ready them for the appearance of four Cavaliers (with more coming) and a Troubadour in the northeast corner. The Troubadour will heal her comrades from a distance. Deal with her quickly.

## Kidnap a Cavalier



Duessel's Cavaliers heal themselves in the southwest-corner village. That village holds a Hero Crest. To collect it, you may have to rescue the Cavalier that is parked there, then move into its space and visit the village.



## Rush to the Front Lines



Although Duessel's men can probably hold their own, you'll want to offer your support as soon as possible. Using two or three of your best horsemen, rescue Ephraim and charge to point A. After you drop off Ephraim near Duessel, head east with the bulk of your forward troops.

## RECRUIT: DUESSEL



Duessel is destined to join your team during this mission, whether or not Ephraim speaks to him. If you don't have the prince and the general converse, however, you will not be able to recruit Cormag. Have a horseman carry Ephraim to the southwest to speak to Duessel, who will then join your party midmission.

## Riders Storm

Wyvern Riders led by Cormag will attack from the southeast a few turns in. Target them using your strongest men.

## BOSS: BERAN



On the first turn, Beran will take over for Selena at the castle post. If you manage to get to him and defeat him, you will be able to complete the mission before the 10-turn endurance test is over. Beran can fight from a distance or up close. Attack him head-on with your best close combat soldier.

## RECRUIT: CORMAG



A Wyvern Rider of the Grado corps, Cormag will switch to your side if you instruct new recruit Duessel to speak to him. Hurry. If Cormag mixes it up with the rest of your team, he may be defeated before the general can get to him.





# PHANTOM SHIP

## OBJECTIVE: DEFEAT ALL MONSTERS

**ALLIES: 11 ENEMIES: 10**

Ephraim's instincts about Duessel's convictions were true. The general was not swayed by Grado's evil turn. To investigate Duessel's story about the Dark Stone and find Prince Lyon, Ephraim sets sail for Taizel, only to be overtaken by a phantom ship. Recruit battlers with strong defenses and equip your magic users with Torches to cut through the eerie fog that surrounds the vessels.

### NEW MEMBERS



L'ARACHEL



DOZLA

### RECOMMENDED CLASSES

CLERIC  
KNIGHT  
MYRMIDON  
PALADIN  
PEGASUS KNIGHT  
SAGE  
THIEF  
WYVERN RIDER



### STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Monster	Mogall	9	4	Evil Eye
2	Monster	Gargoyle	8	1	Iron Lance
3	Monster	Gargoyle	9	4	Iron Lance
4	Monster	Gargoyle	9	1	Steel Lance

### RECRUITABLE UNITS

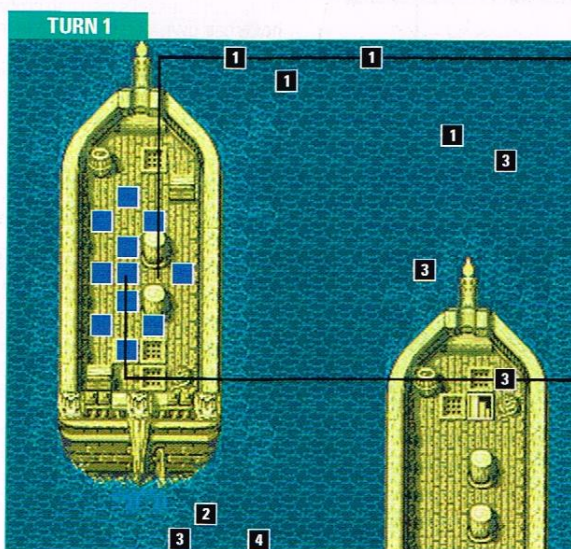
	NAME	CLASS	TURN	LV	#	ITEM
1	L'Arachel	Troubadour	4	3	1	Mend
2	Dozla	Berserker	4	1	1	Battle Axe

### ENEMY REINFORCEMENTS

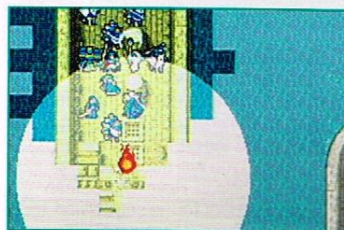
TURN	NAME	CLASS	LV	#	ITEM
A 2	Monster	Revenant	9	5	Rotten Claw
2	Monster	Revenant	10	1	Rotten Claw
2	Monster	Bonewalker	9	3	Iron Sword
2	Monster	Bonewalker	9	1	Iron Lance
2	Monster	Bonewalker	9	1	Javelin
2	Monster	Bonewalker	10	1	Javelin
2	Monster	Bonewalker	9	2	Steel Lance
2	Monster	Bonewalker	10	1	Steel Lance
2	Monster	Bonewalker	9	2	Iron Bow
2	Monster	Bonewalker	10	1	Iron Bow
2	Monster	Wight	3	1	Steel Lance, Javelin
2	Monster	Entombed	3	1	Fetid Claw
2	Monster	Entombed	4	1	Fetid Claw
B 3	Monster	Mogall	9	4	Evil Eye
C 4	Monster	Gargoyle	1	2	Iron Lance
4	Monster	Mogall	1	2	Evil Eye
D 4-6	Monster	Bonewalker	10	1	Steel Sword
4-6	Monster	Bonewalker	10	1	Steel Lance
E 5	Monster	Deathgoyle	8	1	Short Spear
5	Monster	Gargoyle	9	2	Iron Lance
F 5	Monster	Gargoyle	9	2	Iron Lance
5	Monster	Gargoyle	9	1	Javelin
5	Monster	Mogall	9	4	Evil Eye

## BOARD AND BATTLE

The battle evolves with every turn. Start by surrounding the weakest crew members with more resilient ones as you take on flying monsters. When the second ship arrives, have three of your best soldiers hold the bridges while the rest continue to defend the first ship. A third ship will arrive on turn 5. Move toward it, but leave forces on the initial ship to fight the Deathgoyle.



### Cut through the Fog



Monsters swoop in from all angles. The sooner you can see them, the better prepared you will be to fight them off. By employing Torch-equipped magic users to increase the sight range around the perimeter of the first ship, you'll take away the attackers' element of surprise.

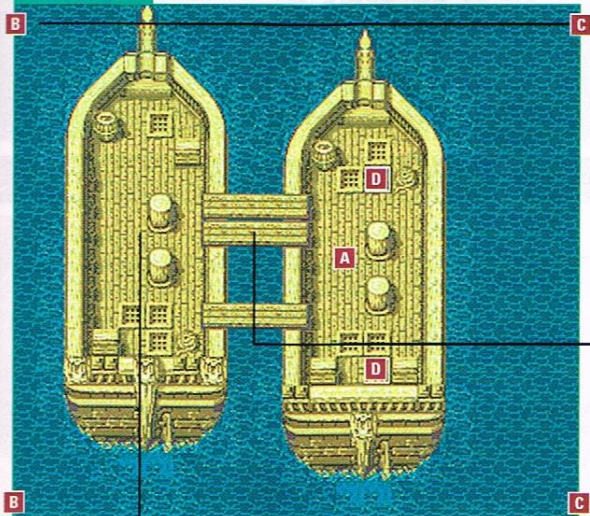
### Maintain a Defensive Formation

Flying enemies will come within range of your ship and sniff out the weakest fighters by the second turn. In setting up your formation, make sure that the enemies have to go through your toughest defenders to reach the others. Since the weak members of a team tend to be ones that can fire from long range, you may be able to arrange it so every fighter attacks on every turn.





## TURNS 2-4

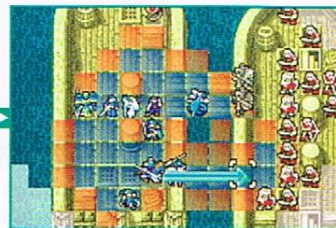


## Fly Close to Home



If you've recruited Wyverns and Pegasus Knights for the battle, have them steer clear of the second ship and its many Archers. Instead, use them to protect your own vessel and to extend the sight range so you'll know in advance about perimeter attackers.

## Crossover Hits

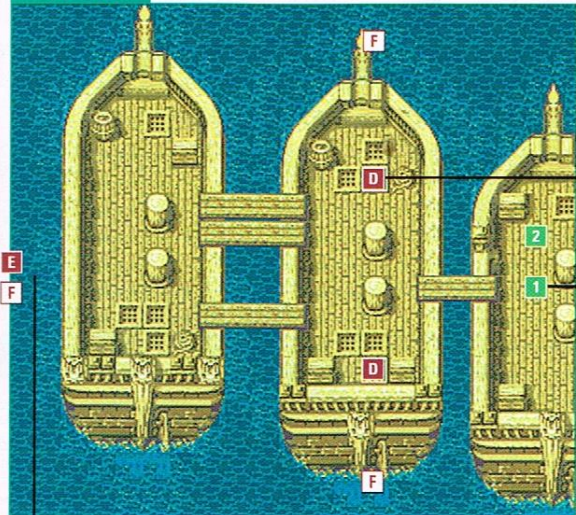


## Batten Down for Wings from the West

Your units on horseback are best equipped to take on the monsters on the second ship. Let them have at it, and keep at least two strong defenders on the first ship to whittle away at the the winged beasts that appear from the west. A good Defense rating and equipment that has a high Avoid stat are big pluses. There's nothing more satisfying than watching an enemy miss its target.

The monsters on the second ship will extend their planks with the intention of boarding your vessel. Don't give them the chance. As soon as the wood drops, cross it and block the path with your horsemen. The creatures will attempt to gang up on the weakest of your fighters. Arrange it so they can approach him from only one angle. You'll cut through most of the ship's forces by the fourth turn and gain a lot of experience from defeating the Entombed monsters.

## TURN 5



## Block the Hatches

Even after you defeat the initial wave of attackers on the second ship deck, you'll have to deal with seafaring baddies that will attempt to come up from the lower deck. Either park fighters on the hatches (marked D on the map) to block the enemies or keep your weaker fighters clear of the area altogether.

## BOSS: DEATHGOYLE



On the fifth turn, a Deathgoyle and its two henchmonsters will show themselves and attack your crew. Consolidate your western forces (winged or otherwise) near the center of the ship and fight the trio with the entire group. The member of your team who deals the final blow to the Deathgoyle will receive a Short Spear.

## RECRUIT: L'ARACHEL



Since Troubadour L'Arachel is not a fighter, she'll rely on Dozla's protection until you can reach her. Use Seth to ferry Ephraim over to L'Arachel as soon as you have an opening. When Ephraim talks to her, she will join your party. Besides being a gifted healer, the green-haired princess has a valuable White Gem.

## RECRUIT: DOZLA



Once you have Lady L'Arachel on your side, instruct her to speak to Dozla. He, too, will change from green to blue and begin to take orders from you. With him, you can clean up the enemies on his ship's deck and on the middle ship. If you aren't able to get to L'Arachel and Dozla during the battle, they will join you (provided that they survive) after the fight to offer help for the coming missions.





## LANDING AT TAIZEL

## OBJECTIVE: DEFEAT THE BOSS

ALLIES: 12 ENEMIES: 37

Taizel at last. As Ephraim and Seth make plans to leave the ship and head to the Grado capital, they find themselves surrounded by enemy soldiers—an ambush orchestrated by Caellach—and a host of monsters to support them. Neutral magic-user Ewan and enemy soldier Marisa can be swayed to join Ephraim's cause, but your forces must reach them quickly.

## NEW MEMBERS



EWAN



MARISA

## RECOMMENDED CLASSES

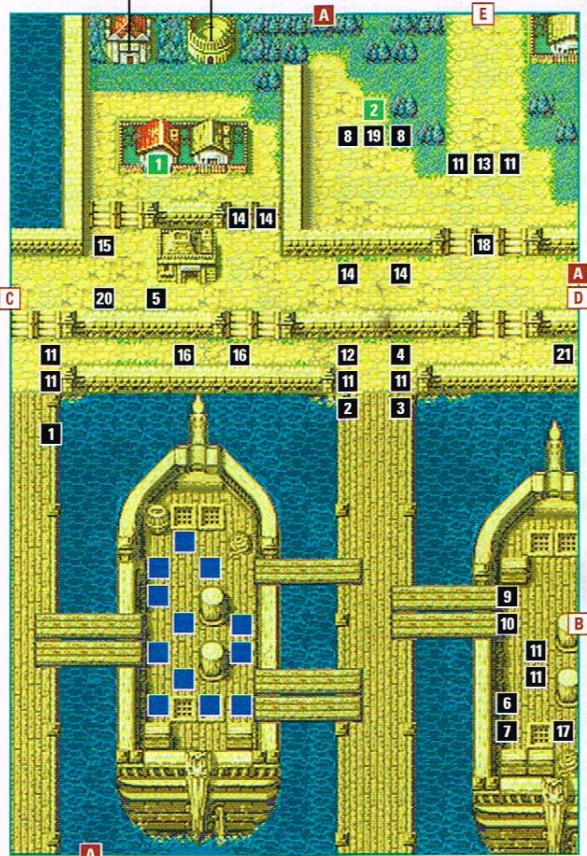
BERSERKER  
FIGHTER  
GREAT KNIGHT  
MYRMIDON  
PALADIN  
RANGER  
SAGE  
TROUBADOUR  
WYVERN LORD



## ARENA BATTLES

As the fight is wrapping up, and you have it well in hand, you can enter the arena to earn extra cash. Also visit the vendor to buy and sell items.

## VENDOR



## VENDOR

ITEM	USE	COST
Antitoxin	3	450
Elixir	3	3,000
Fire	40	560
Heal	30	600
Lightning	35	630
Mend	20	1,000
Pure Water	3	900
Restore	10	2,000
Shine	30	900
Thunder	35	700
Vulnerary	3	300

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Soldier	Cavalier	11	1	Iron Sword
2	Soldier	Cavalier	11	1	Iron Lance
3	Soldier	Cavalier	11	1	Iron Lance, Javelin
4	Soldier	Cavalier	11	1	Steel Lance
5	Soldier	Cavalier	11	1	Lancereaver
6	Soldier	Fighter	11	1	Iron Axe
7	Soldier	Fighter	11	1	Hand Axe
8	Soldier	Fighter	11	2	Steel Axe
9	Soldier	Pirate	11	1	Iron Axe
10	Soldier	Pirate	11	1	Hand Axe
11	Soldier	Shaman	11	8	Flux
12	Soldier	Shaman	10	1	Luna
13	Soldier	Shaman	10	1	Luna, Guiding Ring
14	Soldier	Mage	11	4	Fire
15	Soldier	Mage	11	1	Elfir
16	Soldier	Archer	10	3	Iron Bow
17	Soldier	Archer	10	1	Short Bow
18	Soldier	Archer	11	1	Killer Bow
19	Soldier	Mercenary	11	1	Steel Sword
20	Soldier	Mercenary	11	1	Zanbato
21	Soldier	Mercenary	11	1	Killing Edge

## ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	1	Monster	Cyclops	9	1	Hand Axe, Swordslayer
	1	Monster	Entombed	5	1	Fetid Claw
	1	Monster	Bonewalker	10	1	Iron Sword
	1	Monster	Bonewalker	10	1	Iron Lance
	1	Monster	Bonewalker	10	1	Steel Lance
	1	Monster	Bonewalker	9	1	Toxin Lance
	1	Monster	Bonewalker	10	1	Steel Bow
	1	Monster	Mauthe Doog	10	2	Fiery Fang
	1	Monster	Bael	9	2	Sharp Claw
	1	Monster	Gargoyle	10	2	Iron Lance
	1	Monster	Gargoyle	10	1	Horseslayer
B	3, 4	Soldier	Archer	10	1	Short Bow
	3, 4	Soldier	Mercenary	11	1	Iron Sword
C	4-6	Monster	Bael	9	1	Sharp Claw
D	5-7	Monster	Bael	9	1	Sharp Claw
E	8-10	Monster	Bonewalker	11	1	Iron Sword
	8-10	Monster	Bonewalker	11	1	Iron Lance

## RECRUITABLE UNITS

	NAME	CLASS	TURN	LV	#	ITEM
1	Ewan	Pupil	Visit	1	1	Fire
2	Marisa	Myrmidon	1	5	1	Shamshir





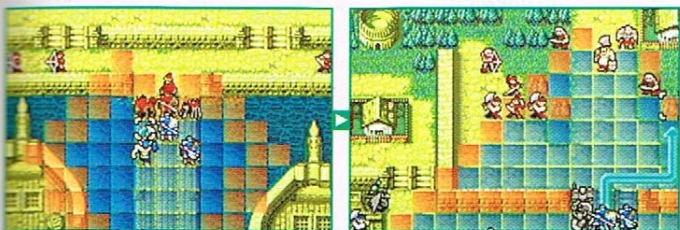


# DIVIDE, THEN SURGE FORWARD

The flow of the game throws you directly into the fight in Taizel, with no chance to visit the Tower of Valni to level up your units. Never fear. Since your team survived the voyage to Taizel, it'll also do well in the port city battle. Have four or five of your best men follow

path A up the eastern dock, three or four units (including a flier to battle Gargoyles) travel north on the western dock, and the rest of your team board the vessel nearby. Once they've cleared that ship, instruct them to meet the others at point D.

## A Meeting in the Middle



Once you amass a strong force where the eastern dock connects to land, stay in that area until you've dispatched all of the enemies there. It's particularly important to defeat Archers to make the path north smooth for the western group. Once the area is clear, head east then north, and draw enemies away from Marisa. Don't approach her until you have Ewan on your side.

## RECRUIT: EWAN

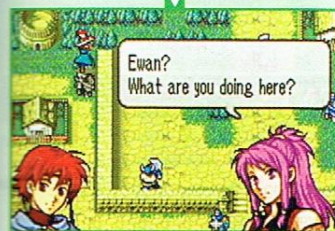
Instruct one of your party members to enter the house with the red roof and recruit Ewan. Once Ewan is on your side, regroup your party at point D and prepare to recruit Marisa.



## RECRUIT: MARISA



Marisa can be convinced to join your party only by Ewan. Because of his short movement range, positioning Ewan next to Marisa will be tricky. Have one of your strongest units empty his arsenal and draw Marisa in for the attack—he won't counterattack if he has no weapons.

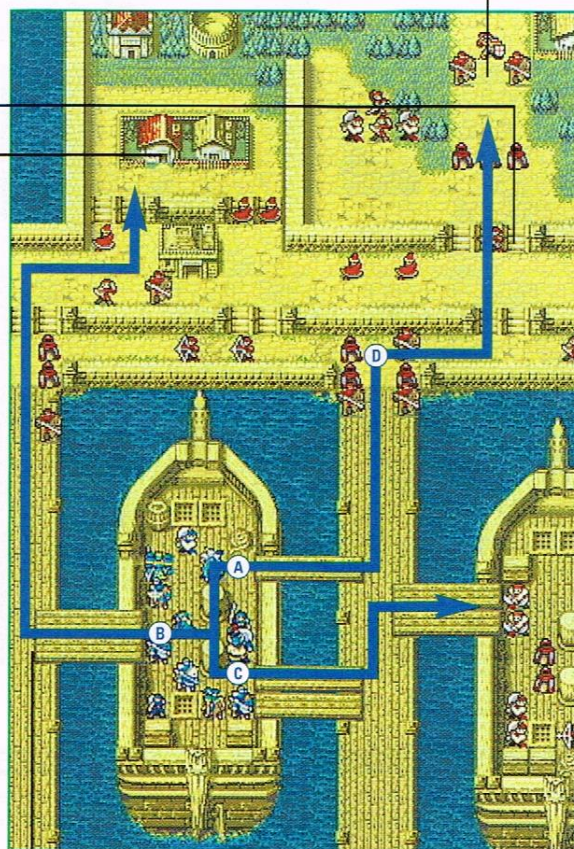


Once Marisa is within Ewan's range, move Ewan next to her and recruit her. If there are other enemies nearby, have a stronger unit rescue Ewan and transport him back to safety.

## BOSS: CYCLOPS



The one-eyed monster of Taizel will take the reins once Caellach leaves. The beast can attack both from a distance and at close range. After you draw all of his support troops away, surround him with your best units and keep others nearby, but out of the Cyclops's range. You should be able to beat him in two turns.



## The Wild West



A trio of Gargoyles represents the southwestern contingent of the monster reinforcements. Use a flying member of your western team to battle the beasts, then head north to find Ewan. Once your other forces defeat the Archers in the middle of the map, the western group will be free to attack the other enemies nearby. If you have a Wyvern Lord on the team, have him take on the magic users.





## CHAPTER

## 13A

## FLUORSPAR'S OATH

OBJECTIVE: DEFEAT ALL ENEMY UNITS

ALLIES: 11 ENEMIES: 44

When Myrrh leaves Ephraim's side to search for a Dragonstone, Ephraim travels east to find her. In Za'albul Marsh, he discovers that Grado commander Selena Fluorspar, a Mage Knight, has captured the stone, but that she has released Myrrh. The prince and the magician meet with spells and weapons at the ready. The attack radius for Selena's Bolting spell is 10 spaces. Approach her cautiously and leave weak healers out of the fight.

## NEW MEMBERS



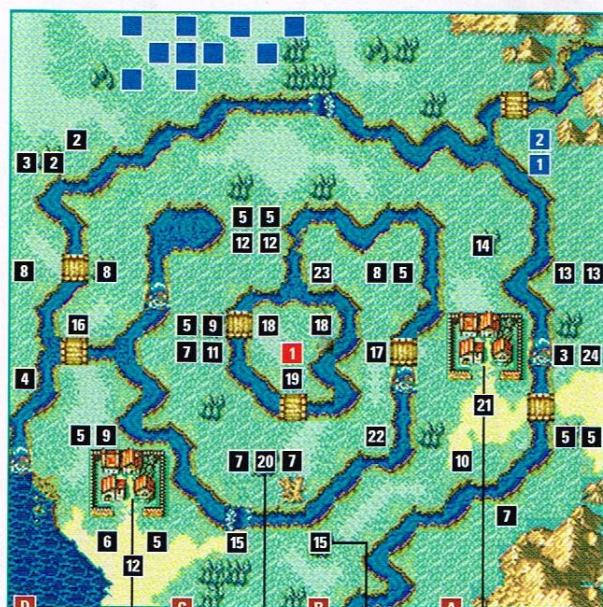
GERIK



TETHYS

## RECOMMENDED CLASSES

BERSERKER  
FALCON KNIGHT  
GENERAL  
GREAT KNIGHT  
ROGUE  
SAGE  
SWORDMASTER  
WYVERN LORD  
WYVERN KNIGHT



## BARRIER

## TALISMAN

## GEM HEIST

The Great Knight who lords over the area south of Selena holds a Red Gem. If you have a Thief on your team, have him lift the item before he defeats the knave.

## SECURE THE SPEEDWING

The Mage near the river carries a Speedwing that a Thief can steal before the enemy is defeated.

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Selena	Mage Knight	11	1	Bolting, Elfir
2	Soldier	Fighter	11	2	Iron Axe
3	Soldier	Fighter	12	2	Hand Axe
4	Soldier	Fighter	13	1	Killer Axe
5	Soldier	Cavalier	12	8	Iron Sword
6	Soldier	Cavalier	11	1	Steel Sword
7	Soldier	Cavalier	12	4	Steel Sword
8	Soldier	Cavalier	12	3	Iron Lance
9	Soldier	Cavalier	12	2	Javelin
10	Soldier	Cavalier	12	1	Steel Lance
11	Soldier	Cavalier	11	1	Dragonspear
12	Soldier	Archer	11	3	Iron Bow
13	Soldier	Soldier	11	2	Iron Lance
14	Soldier	Mage	12	1	Thunder
15	Soldier	Mage	13	2	Elfir
16	Soldier	Knight	11	1	Killer Lance
17	Soldier	Knight	12	1	Killer Lance
18	Soldier	Shaman	12	2	Luna
19	Soldier	Shaman	13	1	Luna
20	Soldier	Great Knight	5	1	Hammer, Hand Axe
21	Soldier	Sniper	2	1	Steel Bow
22	Soldier	Mercenary	13	1	Zanbato
23	Soldier	Troubadour	12	1	Sleep, Mend, Energy Ring
24	Soldier	Fighter	12	1	Hand Axe, Halberd

## ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A 3, 4	Soldier	Brigand	11	1	Iron Axe, Hand Axe
B 3-5	Soldier	Pegasus Knight	12	1	Iron Lance, Javelin
3-5	Soldier	Pegasus Knight	12	1	Steel Lance
C 3-6	Soldier	Pegasus Knight	12	1	Steel Lance, Javelin
D 7, 8	Soldier	Pirate	11	1	Iron Axe, Hand Axe

## ALLIED UNITS

	NAME	CLASS	TURN	LV	#	ITEM
1	Gerik	Mercenary	1	10	1	Steel Blade
2	Tethys	Dancer	1	1	1	None





# SURROUND YOUR ENEMIES

Since it's not recommended that you bring healers who could be defeated quickly by Selena's Bolting spell, you should equip all of your units with plenty of Vulneraries, Elixirs and magic-absorbing Pure Water. Split the party in halves at the beginning, with one half traveling west along path A, and the other half (composed mainly of swift horsemen) traveling east along path B. Send a few members of the western team south to visit the southwestern village, while the

rest move on to the center of the map to take on Selena. Have a member of the eastern team visit the east village quickly, before enemy soldiers destroy it, then dig in for a long battle. Selena starts with five Bolting charges. Keep track of how many she has left. When they're spent, you'll be able to move your forces closer to her without fear of getting zapped.

## ALLY: GERIK

Level-10 Mercenary Geric is equipped with a strong Steel Blade and a Hero Crest, and he can become a Hero or a Ranger on turn 1. Use him to lead the charge on the east side, and have him speak with Marisa when the opportunity presents itself. The two have a history.



## ALLY: TETHYS



Tethys does not carry any weapons, but she can support other party members with her Dance move. Have her perform the move in front of a unit that has already taken its turn. The soldier will be refreshed and ready to attack again.



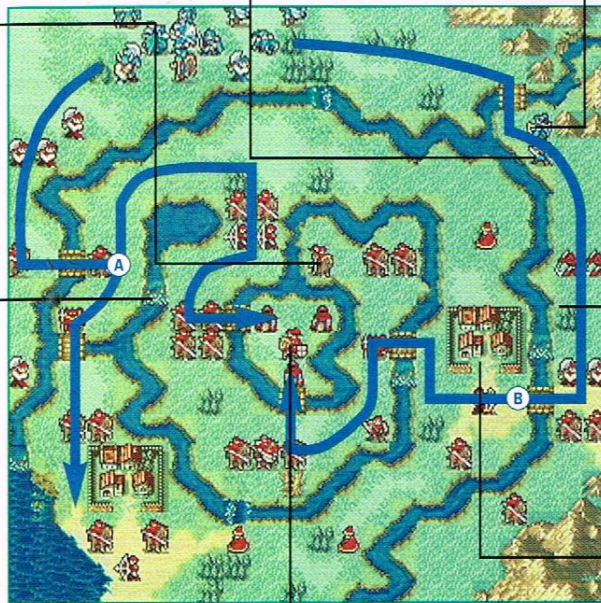
## Fight Off Sleep

A Troubadour with a long-range Sleep spell guards the area northwest of Selena's core forces. Use Seth or another strong horseman to approach her swiftly and defeat her in a single turn before she can cast her magic on your supporting soldiers.

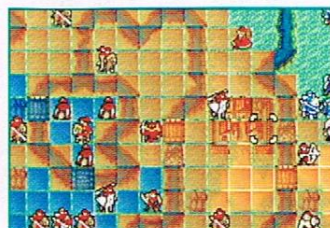
## River Walk



Any Berserkers (such as Dozla) that you have on your team will be able to walk across the river at any point. The rest of your on-foot forces will have to use bridges.



## Beware of Bolts



Near the east village, your soldiers will be particularly vulnerable to Selena's Bolting magic. While the boss still has some sparks left in her, use the strongest members of the east team to carry the weakest ones, and instruct all of your party members to gulp down Pure Water.

## Village Patrol

As the fight wears on, members of Selena's crew will make a move on the area's two villages. Get to the villages as quickly as you can, visit them to earn items that will enhance your Resistance, and keep them safe from raids.

## BOSS: SELENA



Even after Selena has spent all of her five Bolting spells, she'll be able to attack you with Elfire. Once you've defeated her immediate supporters, send in a strong unit to finish her off. The Zanbato, acquired from an enemy Mercenary, will be particularly effective in the hands of a capable ally.





## CHAPTER

14A

## FATHER AND SON

## OBJECTIVE: SEIZE THE THRONE

ALLIES: 12 ENEMIES: 42

With Selena gone—a victim of the dark force that has enveloped the Grado kingdom—Ephraim has a renewed desire to understand Emperor Vigarde's motives. He leads his troops to Grado Keep and thinks back to a more innocent time before charging into battle once again. Divide your forces along the sides of the keep.

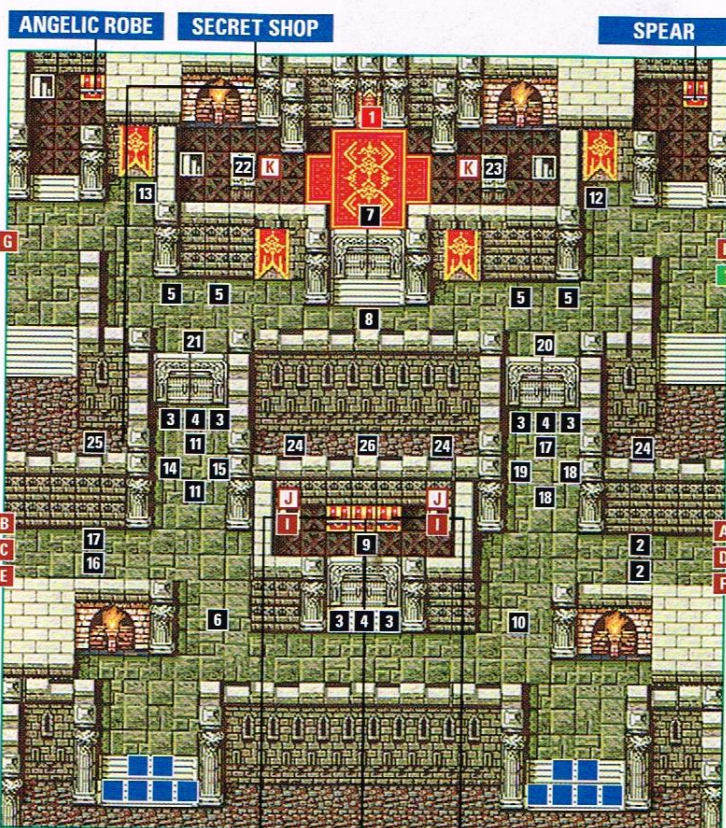
## NEW MEMBER



RENNAC

## RECOMMENDED CLASSES

BERSERKER  
BISHOP  
GREAT KNIGHT  
PALADIN  
SAGE  
TROUBADOUR  
VALKYRIE  
WYVERN LORD



GUIDING RING

10,000 GOLD

HAMMERNE

## RECRUITABLE UNIT

NAME	CLASS	TURN	LV	#	ITEM
1 Rennac	Rogue	1	1	1	Steel Sword

## SECRET SHOP

ITEM	USE	COST	ITEM	USE	COST
Barrier	15	2,250	Killing Edge	20	1,300
Battle Axe	20	1,000	Knight's Crest	1	10,000
Elysian Whip	1	10,000	Lockpick	15	1,200
Guiding Ring	1	10,000	Ocean Seal	1	10,000
Hero Crest	1	10,000	Orion's Bolt	1	10,000
Killer Axe	20	1,000	Physic	15	3,750
Killer Bow	20	1,400	Silver Blade	15	1,800
Killer Lance	20	1,200	Steel Blade	25	1,250

## STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Vigarde	General	13	1	Spear, Knight Crest
2 Soldier	Soldier	12	2	Iron Lance
3 Soldier	Knight	13	6	Javelin, Steel Lance
4 Soldier	Knight	13	3	Javelin, Steel Lance, Door Key
5 Soldier	Knight	13	4	Steel Lance
6 Soldier	Mage	13	1	Thunder
7 Soldier	Shaman	14	1	Luna, Nosferatu
8 Soldier	Shaman	14	1	Luna, Door Key
9 Soldier	Shaman	13	1	Luna, Chest Key
10 Soldier	Shaman	13	1	Flux
11 Soldier	Myrmidon	12	2	Steel Sword
12 Soldier	Myrmidon	12	1	Killing edge
13 Soldier	Myrmidon	12	1	Lancereaver
14 Soldier	Mercenary	12	1	Armorslayer
15 Soldier	Mercenary	13	1	Steel Sword
16 Soldier	Fighter	12	1	Iron Axe
17 Soldier	Fighter	12	2	Hand Axe
18 Soldier	Fighter	12	2	Steel Axe
19 Soldier	Fighter	13	1	Swordreaver
20 Soldier	Bishop	6	1	Silence, Shine
21 Soldier	Bishop	6	1	Sleep, Shine
22 Soldier	Druid	5	1	Luna, Berserk
23 Soldier	Druid	5	1	Nosferatu, Berserk, Red Gem
24 Soldier	Archer	13	3	Longbow
25 Soldier	Archer	12	1	Longbow
26 Soldier	Sniper	5	1	Longbow

## ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A 1	Soldier	Soldier	13	2	Steel Lance
B 1	Soldier	Fighter	13	1	Steel Axe
1	Soldier	Fighter	13	1	Hammer
C 2	Soldier	Soldier	13	1	Javelin
2	Soldier	Soldier	13	1	Steel Lance
D 2	Soldier	Mercenary	13	2	Steel Sword
E 3	Soldier	Knight	13	2	Steel Lance
F 3	Soldier	Myrmidon	13	2	Steel Sword
G 6-8	Soldier	Mage	13	2	Elfire
H 6-8	Soldier	Shaman	13	1	Luna
6-8	Soldier	Shaman	13	1	Flux
I Red Zone A	Soldier	Shaman	13	2	Luna
Red Zone A	Soldier	Shaman	13	2	Nosferatu
J Red Zone A	Soldier	Shaman	13	4	Luna
K Red Zone B	Soldier	Priest	14	2	Physic
Red Zone B	Soldier	Shaman	14	2	Luna
Red Zone B	Soldier	Mage	14	2	Thunder







# BEWARE OF SPELL CASTERS

Your troops will start in two positions, one group of six on either side of the keep, advancing along paths A and B. You'll be dealing with a lot of magic users. Before the battle begins, adjust your formation to ensure that you have a healer (preferably one equipped with Restore and Barrier) on each side, and have L'Arachel start on the west end. Rennac will appear on the first turn in the northeast corner, then he'll move west. You'll want L'Arachel to recruit him in the northwest section of the keep. He won't attack your troops, so you can approach him without worrying that he'll be defeated before L'Arachel can get to him. Once the Rogue is on your side, have him go to work on the treasure chests and visit the secret shop. If you have enough cash, Rennac will be able to pick up some rare items for you there. Since Vigarde's throne is protected on three sides, you'll be able to attack him with only one head-on unit at a time. Use Seth for the mission.

## Dodge the Druids



Two Druids in the throne room are equipped with three Berserk spells each. If any of your fighters are hit by the spell, they'll attack the rest of the members on your team for several turns. Use Barrier spells and Pure Water to pump up your team's resistance to Berserk.

## Power through the Doors



Send advance teams of your strongest units and long-range attackers to clear the enemies around the doors, collect the keys and open the passages. After a team member opens one of the doors, immediately send another unit through the entryway to attack the waiting Mage.

## Leave One Alive

Don't defeat the Archer on the west side of the western door. Instead, wait until you have Rennac to steal his Body Ring.

## A Shop Uncovered

Rennac is equipped with the Member Card, which offers him (or whomever is carrying it) admittance to the shop in the northwest. Have him stock up on Steel Blades, Killer Lances and class-change items.

## RECRUIT: RENNAC



After Rennac makes his appearance in the northeast, he'll steal a Spear from a chest, then make his way through the north end of the castle. L'Arachel is the best choice to recruit the Rogue. Ephraim is also able to get Rennac to join the team, but for a fee of 9,980 gold.

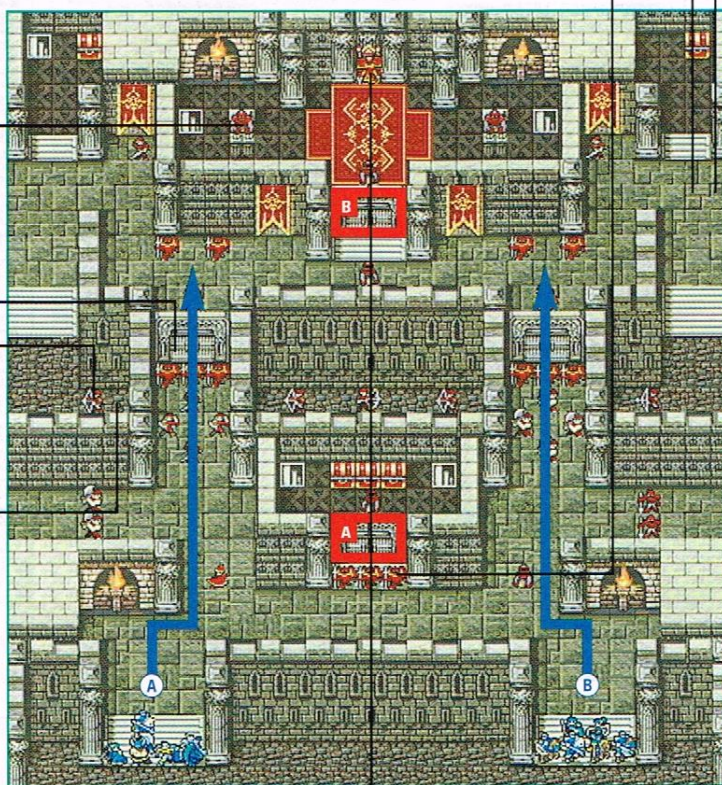


## Stop the Insurgents

Reinforcements pour in from the sides, first in the middle-west and middle-east sections, then the northwest and northeast areas. To keep the enemies from spreading and attacking your rear flanks, have your soldiers block them and fight them where they appear.

## Save the Guards for Last

Three guards protect the center treasure room, never moving from their posts. After you've dealt with the rest of the enemies, send a group to attack the trio and seize the goods.



## BOSS: VIGARDE



Don't use Duessel to attack Vigarde. The emperor will strike down his former general with one lunge of his spear. You can attack Vigarde from a distance, but bows and axes won't do much damage. Have Seth or Ephraim approach the boss and fight him head-on with his strongest weapons. Also, instruct L'Arachel to heal the attacker from behind. Immediately after L'Arachel has taken her turn, rescue her with another soldier to keep her out of Vigarde's range. If your character is low on health, rescue him, take him away from the battle and restore him to full health. You can attack with another unit while Seth or Ephraim is out of the picture, but it might be better to hold off until your best unit can give it another go.





## CHAPTER

## 15A

## SCORCHED SAND

**OBJECTIVE: DEFEAT ALL ENEMY UNITS****ALLIES: 15 ENEMIES: 45**

As General Caellach forces the surrender of Jehanna Hall, Ephraim fears for Eirika's safety. Grado's troops have Eirika's team surrounded in the desert, and they are closing in on the group quickly. Another high-ranking Grado officer, Valter, is also on hand in the name of the Grado army. Ephraim must defeat all of the Grado forces in the desert to claim victory.

**NEW MEMBERS**

EIRIKA



INNES



SALEH



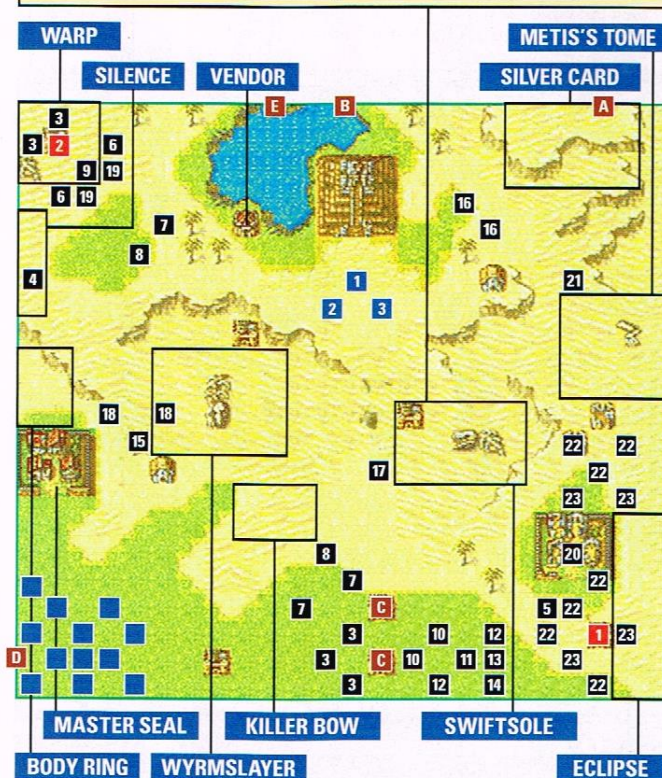
KNOLL

**RECOMMENDED CLASSES**

BISHOP  
FALCONKNIGHT  
PALADIN  
ROGUE  
SAGE  
SHAMAN  
VALKYRIE  
WYVERN LORD

**BURIED TREASURES**

The black rectangles on the map show the general locations of hidden treasures. Use a character with a high Luck stat to search for the items.

**VENDOR**

ITEM	USE	COST	ITEM	USE	COST
Antitoxin	3	450	Mend	20	1,000
Divine	25	2,500	Pure Water	3	900
Elfire	30	1,200	Restore	10	2,000
Elixir	3	3,000	Shine	30	900
Flux	45	900	Thunder	35	700
Heal	30	600	Vulnerary	3	300

**STARTING ENEMIES**

NAME	CLASS	LV	#	ITEM
1 Valter	Wyvern Knight	13	1	Spear, Killer Lance, <i>Fili Shield</i>
2 Caellach	Hero	12	1	Tomahawk, Silver Axe, <i>Hoplion Guard</i>
3 Soldier	Shaman	13	5	Flux
4 Soldier	Shaman	13	1	<i>Luna</i>
5 Soldier	Shaman	14	1	<i>Luna, Eclipse</i>
6 Soldier	Fighter	11	2	Iron Axe
7 Soldier	Fighter	12	3	Iron Axe
8 Soldier	Fighter	13	2	Iron Axe
9 Soldier	Fighter	11	1	Hammer
10 Soldier	Cavalier	14	2	Steel Lance
11 Soldier	Paladin	4	1	Silver Lance
12 Soldier	Ranger	4	2	Steel Sword, Steel Bow
13 Soldier	Troubadour	3	1	Physic, <i>Mend</i>
14 Soldier	Troubadour	3	1	<i>Berserk, Mend</i>
15 Soldier	Mercenary	13	1	Iron Sword
16 Soldier	Mercenary	11	2	Iron Blade
17 Soldier	Mercenary	14	1	Iron Blade
18 Soldier	Archer	14	2	Iron Bow
19 Soldier	Myrmidon	13	2	Iron Sword
20 Soldier	Berserker	6	1	<i>Devil Axe</i>
21 Soldier	Berserker	5	1	Dragon Axe, <i>Hand Axe</i>
22 Soldier	Wyvern Rider	13	7	Steel Lance
23 Soldier	Wyvern Rider	13	4	Steel Lance, Javelin

**ENEMY REINFORCEMENTS**

TURN	NAME	CLASS	LV	#	ITEM
A 2-4	Soldier	Pegasus Knight	13	2	Steel Lance
B 3, 4	Soldier	Pegasus Knight	13	2	Steel Lance
3, 4	Soldier	Pegasus Knight	13	1	Steel Lance, Javelin
C 4-6	Soldier	Cavalier	14	1	Steel Lance
4-6	Soldier	Cavalier	14	1	Javelin, Steel Lance
D 7	Soldier	Paladin	4	1	Steel Sword, Javelin
7	Soldier	Cavalier	14	3	Steel Lance
7	Soldier	Fighter	13	2	Steel Axe, Hand Axe
7	Soldier	Mercenary	13	1	Steel Sword
7	Soldier	Mage	13	2	Thunder, Elixir
7	Soldier	Mage	13	4	Fire
E 8, 9	Soldier	Mage	13	2	Fire
8, 9	Soldier	Mage	13	1	Thunder

**ALLIED UNITS**

NAME	CLASS	TURN	LV	#	ITEM
1 Eirika	Lord	1	10-15	1	Same weapons as equipped in Chapter 8
2 Saleh	Sage	1	4	1	Elfire, Thunder
3 Innes	Sniper	1	3	1	Silver Bow



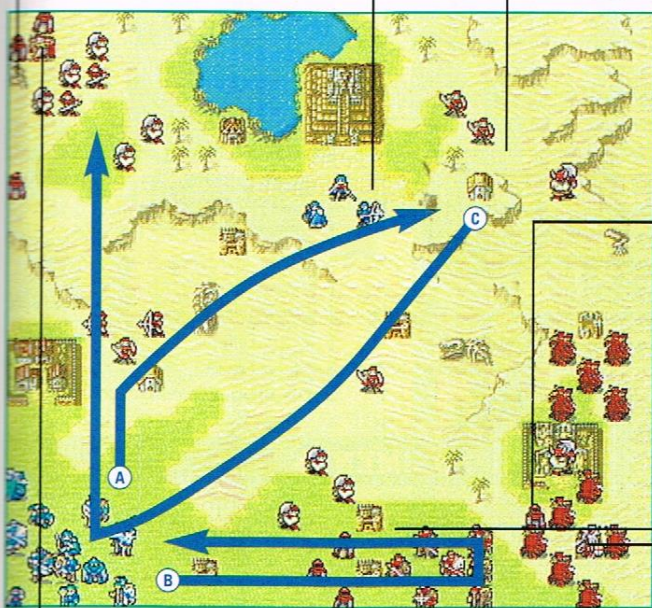


# SWEEP EAST, THEN WEST

The best way to clear out the desert is to conquer it by sections. Start by having two flying units soar over the sand to help Eirika, and the rest of her squad take on the enemy reinforcements in the northeast. Use the remainder of your army to sweep east and take on Valter. After the eastern sections are clear, have all of your units return to the southwest to attack the reinforcements that will show up on the seventh turn. With that task done, send winged units and at least one very strong axe-equipped fighter to the northwest for the battle against Caellach. Before you've defeated all of the enemy units, have a Rogue or some other Luck-strong character search for buried treasure.

## Happy Hunting

Once you whittle down all of the enemies except for Caellach, have a flying unit ferry a Rogue or Thief to the places where treasure is buried. You'll be able to uncover all of the treasure without danger of coming under attack.



## BOSS: CAELLACH



It'll take a while for a strong unit, such as a Paladin, to trudge through the sand and reach Caellach, but that's alright—Caellach's not going anywhere. If your best unit has an axe, use it, and have a magic user equipped with a Physic staff at the ready to offer support.

## ALLY: EIRIKA



Eirika will have the same items that you left her with in Chapter 8, and she'll be at a higher experience level. With any luck, she'll have a few Vulneraries, as neither of her traveling partners is a healer.

## ALLY: SALEH



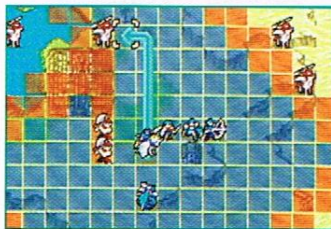
Nimble on his feet and equipped with spells that will knock the Pegasus Knights out of the air, Saleh is a key player in Eirika's defense of the northeast.

## ALLY: INNES



Of the three stranded heroes in the north, none is better equipped to take on the enemy reinforcements than Innes. With every turn, you'll be able to use Innes's Steel Bow to pierce the armor of a Pegasus Knight.

## Fly to Eirika's Defense



At the start of the mission, use at least two winged units to attack the Archers directly north of the starting point (they won't be able to retaliate), then instruct the team to veer off to the east to help Eirika's squad battle the Pegasus Knight reinforcements in the northeast.

## Steal a Guiding Ring

Use a Rogue or Thief to steal the Shaman's Guiding Ring before you defeat him, then rescue the item nabber and go west.

## Battle of the Wyverns



The bulk of your troops should head east from the start and travel across the grass to take on Valter's Wyvern forces. If you're quick to reach the forts to the south, you can block the arrival of six Cavaliers. When Valter's army is defeated, go west to take on the reinforcements. You can leave Valter where he is and fight him later.

## BOSS: VALTER



The Wyrm Slayer that your Thief can find in the sand, or a Dragonspear, will aid Seth or another leveled-up fighter in your battle against Valter. If your soldier is low on health, use a back-up battler to rescue him, then heal and return for another volley.





# RULED BY MADNESS

## OBJECTIVE: SEIZE THE THRONE

ALLIES: 11 ENEMIES: 42

Returning to their home, Ephraim and Eirika discover that Orson, a former ally and the custodian of the kingdom while the prince and princess were away, has aligned himself with the Grado empire. Tucked away inside the castle, tending to his revived wife, Orson has allowed the ruined kingdom to fall into a chaotic state. Ephraim vows to confront Orson and right this wrong.

### NEW MEMBER



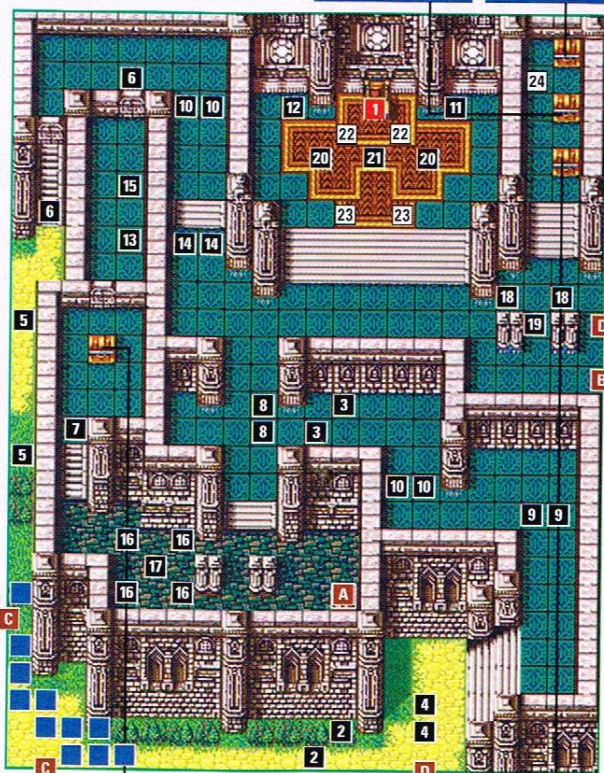
MYRRH

### RECOMMENDED CLASSES

BERSERKER  
GREAT KNIGHT  
MAGE KNIGHT  
MANAKETE  
PALADIN  
RANGER  
ROGUE  
VALKYRIE



### KNIGHT CREST TALISMAN



TOMAHAWK

5,000 GOLD

### STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Orson	Paladin	13	1	Runesword, Silver Lance
2 Remnant	Myrmidon	14	2	Iron Sword
3 Remnant	Fighter	12	2	Iron Axe
4 Remnant	Fighter	14	2	Iron Axe
5 Remnant	Soldier	14	2	Iron Lance
6 Remnant	Knight	12	2	Iron Lance, Door Key
7 Remnant	Knight	12	1	Javelin
8 Remnant	Knight	12	2	Iron Lance
9 Remnant	Mage	14	2	Fire
10 Remnant	Monk	14	4	Lightning
11 Remnant	Priest	12	1	Physic
12 Remnant	Priest	12	1	Physic, Mend
13 Remnant	Priest	14	1	Berserk, Mend
14 Remnant	Shaman	14	2	Flux
15 Remnant	Shaman	14	1	Luna, Chest Key
16 Remnant	Mercenary	15	4	Iron Sword
17 Remnant	Warrior	8	1	Steel Axe, Hero Crest
18 Remnant	Druid	5	2	Flux
19 Remnant	Druid	5	1	Luna
20 Remnant	Druid	10	2	Nosferatu, Eclipse
21 Remnant	Druid	10	1	Luna, Eclipse
22 Remnant	Swordmaster	5	2	Steel Sword
23 Remnant	Knight	8	2	Steel Lance
24 Remnant	Shaman	14	1	Luna

### ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A 6	Hunter	Thief	18	1	Iron Sword, Lockpick
B 16	Hunter	Thief	18	1	Iron Sword
C Red Zone A	Remnant	Cavalier	15	3	Steel Sword
Red Zone A	Remnant	Cavalier	15	2	Javelin
Red Zone A	Remnant	Cavalier	15	1	Steel Lance
Red Zone A	Remnant	Great Knight	4	1	Steel Axe, Red Gem
D Red Zone B	Remnant	Sage	5	1	Elfire, Sleep
Red Zone B	Remnant	Sage	5	1	Purge, Divine
Red Zone B	Remnant	Ranger	3	3	Steel Sword
Red Zone B	Remnant	Valkyrie	3	1	Divine







# MAIN ENTRANCE WARRIORS, BACKDOOR THIEVES

Magic users are abundant in Renais Castle. In addition to four or five strong and mobile fighters (including an axe wielder to fight Orson), your team should include as many magic users (each equipped with Barrier and Restore spells), one or more Rogues and new recruit Myrrh. Instruct half of your force (including at least one healer) to follow path A on the map, through the castle's main entrance. Have the other group (including a healer and a Rogue)

travel north along path B to the castle's back entrance. At point C, guide the Rogue and a pair of strong battlers directly south to clear away the enemies in the castle's western section and collect a Tomahawk from the treasure chest. Have the rest of the northern team head to the throne room and join up with the crew that stormed through the castle's southeastern section. Once the group is assembled, head north to the throne.

## Shield Fighters from Spells



Ideally, each of your teams should have a magic user who can deal with the effects of other magic users. Before your fighting units go up against Mages, cast a Barrier spell on the units to make them less vulnerable to offensive spells. Also, have a Restore spell at the ready to correct any ill effects that do occur. Berserk, in particular, should be dealt with swiftly.

## BOSS: ORSON

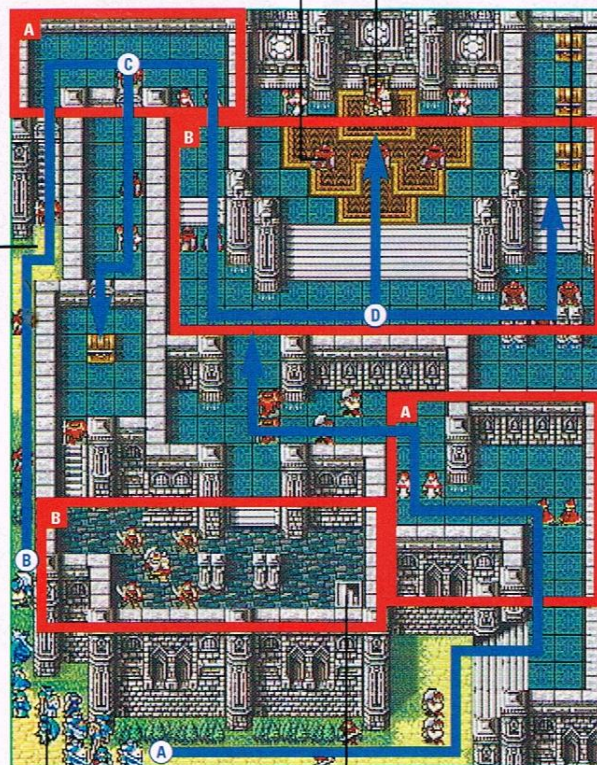


Orson's attacks are brutal and his defenses are thick, plus he can heal himself on every turn. Get your best unit to meet him head-on, and use long-range attackers to supplement your principle attack. If your lead man is low on health, have him step away, then instruct another fighter to take his place.

## A Strong Rear Flank



Instruct two fighters on each team to lag behind while the rest of the squads storm the castle. As soon as one team is inside the castle (in one of the zones marked A on the map), an enemy contingent will appear at your starting point. Fight the enemies aggressively to keep them from entering the castle.



## Protect the Treasure



On the 16th turn, a Thief will appear on the east side of the throne room and head for the three treasure chests in the northeast corner. If you haven't already opened the chests, block the Thief's path and defeat him.

## More Magicians

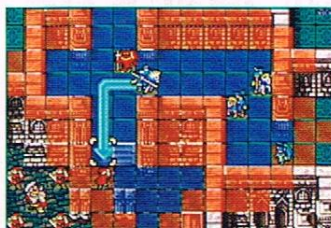
As soon as one of your teams enters the throne room or the room in the southwest corner, magic-using reinforcements will appear on the castle's east side. One of the magicians is equipped with long-range Purge magic. Another one uses a Sleep spell. Attack them as quickly as you can with Barrier-enhanced fighters.

## Mighty Myrrh



The Dragonstone transforms sprite Myrrh into a mean green dragon with a powerful bite. Attacking with Myrrh is fun, but it's in your best interest to save her precious Dragonstone for chapters 20 and 21, in which Myrrh's strength will be unparalleled. The Dragonstone cannot be restored using the Hammer staff, and once its power runs out, Myrrh will be useless.

## Hunt the Hunter



A hunter in the Thief class will appear from below in the castle's southern section on turn 6. Send a member of the group that stormed through the main entrance to attack the character before he can secure the treasure on the west side.





# A WARM RECEPTION AND AID FOR FUTURE BATTLES

With the fight for Renais over, Ephraim and Eirika pick up the pieces and prepare for the challenges ahead. Ephraim fears that the people of Renais will give them a quiet reception because the pair had abandoned the kingdom are swept away by an outpouring of good will outside the castle. As the new king and the princess continue, they are happy to know they have the kingdom's backing.



After hearing from the crowd outside of the castle, Ephraim and Eirika expose the Solar Brace and Lunar Brace to the Sacred Stone. The stone's magic enables both of the royals to change classes, giving them added strength.



In addition to class changes, Ephraim receives Siegmund, the Fire Lance, and Eirika earns Sieglinde, the Storm Blade. With the twin weapons of legend in hand, the pair is equipped to vanquish the dark forces once and for all.

## THE MADNESS OF KING LYON

What started as good intentions—an attempt by Lyon to use the Sacred Stone of Grado for healing and protection—quickly turns sour, as a cut-scene will show you. Lyon has since descended into madness. Ephraim and Eirika will attempt to unravel the mystery surrounding Prince Lyon as the story comes to a close.



### CHAPTERS

**17:**  
THE RIVER OF REGRETS

**18:**  
TWO FACES OF EVIL

**19:**  
LAST HOPE

**20:**  
DARKLING WOODS

**FINAL CHAPTER:**  
SACRED STONE

**TO CONTINUE TURN TO PG. 74**





A NEW JOURNEY

# EIRIKA'S STORY



# CHAPTER 9B

# DISTANT BLADE

**OBJECTIVE: DEFEAT ALL ENEMY UNITS**

**ALLIES: 11 ENEMIES: 23**

While searching for a ship to reach Rausten, Eirika and her friends find themselves in the young merchant nation of Carcino. Once a Frelian ally, Carcino is now overrun by mercenaries looking to collect the bounty on Princess Eirika's head. Franz can persuade Amelia, a Grado Recruit working for the mercenaries, to join your party during battle.

## NEW MEMBER



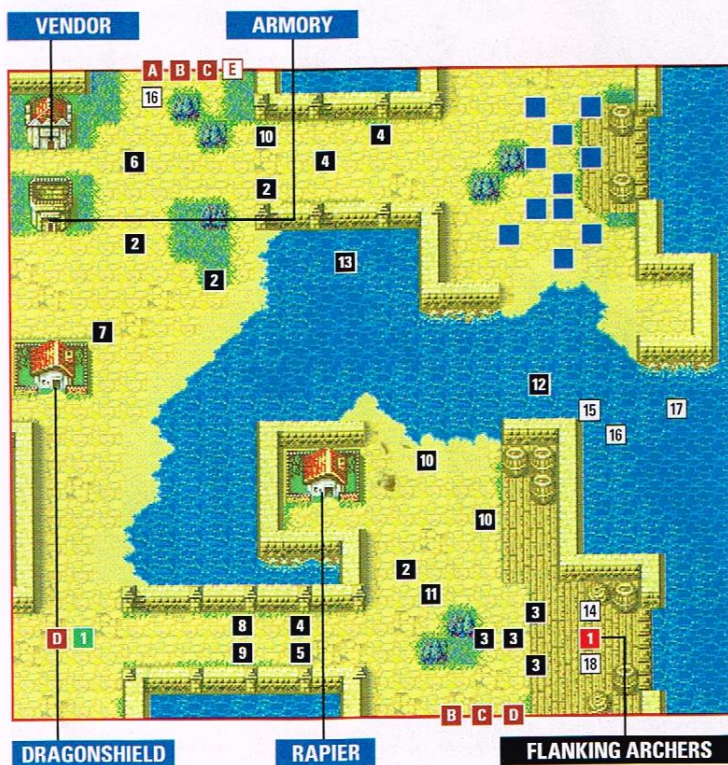
AMELIA



TANA

## RECOMMENDED CLASSES

CAVALIER  
FIGHTER  
MAGE  
MYRMIDON  
PALADIN  
PEGASUS KNIGHT  
PRIEST



VENDOR

ARMORY

DRAGONSHIELD

RAPIER

## FLANKING ARCHERS

In Difficult mode, two level-9 Archers will be positioned on either side of Binks. Draw them out separately without entering Binks's attack range before taking on the boss.

## VENDOR

ITEM	USE	COST
Antitoxin	3	450
Fire	40	560
Heal	30	600
Lightning	35	630
Mend	20	1,000
Shine	30	900
Thunder	35	700
Torch	5	500
Unlock	10	1,500
Vulnerary	3	300

## ARMORY

ITEM	USE	COST
Hand Axe	20	300
Iron Axe	45	270
Iron Blade	35	980
Iron Bow	45	540
Iron Lance	45	360
Iron Sword	46	460
Javelin	20	400
Steel Axe	30	360
Steel Bow	30	720
Steel Lance	30	480
Steel Sword	30	600

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Binks	Warrior	5	1	Steel Axe, Steel Bow
2	Mercenary	Mercenary	9	4	Iron Sword
3	Mercenary	Mercenary	9	4	Steel Sword
4	Mercenary	Soldier	8	3	Iron Lance
5	Mercenary	Soldier	8	1	Axereaver
6	Mercenary	Sniper	2	1	Steel Bow
7	Mercenary	Myrmidon	9	1	Killing Edge
8	Mercenary	Fighter	9	1	Iron Axe
9	Mercenary	Fighter	9	1	Hand Axe
10	Mercenary	Archer	8	3	Iron Bow
11	Mercenary	Shaman	8	1	Flux
12	Mercenary	Pirate	9	1	Iron Axe, Ocean Seal
13	Mercenary	Pirate	9	1	Hand Axe
14	Mercenary	Archer	9	2	Steel Bow
15	Mercenary	Pirate	9	1	Steel Axe
16	Mercenary	Pirate	9	2	Iron Axe, Hand Axe
17	Mercenary	Pirate	9	1	Steel Axe, Hand Axe
18	Mercenary	Archer	9	1	Iron Bow

## ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A 1	Mercenary	Pirate	9	1	Iron Axe
B 2	Mercenary	Mage	8	1	Fire
2	Mercenary	Mercenary	9	1	Iron Sword
2	Mercenary	Archer	8	2	Iron Bow
C 3	Mercenary	Mercenary	8	1	Iron Sword
3	Mercenary	Soldier	8	1	Iron Lance
3	Mercenary	Fighter	9	1	Iron Axe
3	Mercenary	Fighter	9	1	Steel Axe
D 4	Soldier	Soldier	9	3	Iron Lance
4	Mercenary	Mage	8	1	Fire
4	Mercenary	Mage	8	1	Elfir
E 4	Mercenary	Fighter	9	2	Iron Axe, Hand Axe
4	Mercenary	Fighter	9	1	Steel Axe

## RECRUITABLE UNIT

	NAME	CLASS	TURN	LV	#	ITEM
1	Amelia	Recruit	4	1	1	Slim Lance, Speedwing





# MERCHANTS AND MERCENARIES

While moving the bulk of your party along the path marked B, send Seth and a Pegasus Knight on a mission of their own to save the southern village. Pegasus Knights are highly vulnerable to the Pirates' attacks, so be sure to eliminate them before crossing the water. One of the Pirates will drop an Ocean Seal, which will come

in handy later. Depositing Seth on the other side of the water will draw hordes of troops, a great distraction for the rest of your party. As soon as the village is saved, have the Pegasus Knight retrieve Seth and rejoin the rest of the party. Move the group toward point C and send Franz to recruit Amelia.

## RECRUIT: AMELIA



The vast number of enemies will make recruiting Amelia a difficult task. She'll leave the battle on turn 11, so be sure to get there in time. If you fail to recruit her and she lives, you'll have another chance in Chapter 13B. As your party moves south toward point C, check Amelia's attack range—as long as you avoid it, she'll stay put. Fight your way south and position Franz just outside of her attack range. Once Franz recruits Amelia, send her north to safety.

## Draw In the Water Walkers



Let the Pirates come to you. Position a Fighter or a Cavalier on the shore to draw in the first enemy, then place a magic user against the left wall to entice the other to attack over the wall.

## The Other Side

While Seth and a Pegasus Knight are saving the village to the south, move the rest of your party across the first bridge toward point B. Reinforcements will continue to pour in from the north—take out as many enemies as possible each turn. Once you've reached the other side, hurry to the nearby village to warn them of an enemy attack—they'll reward you with a Dragonspear. After the village is safe, stock up at the vendor and armory.



## Distract the Enemy



After dealing with the water-walking Pirates, have a Pegasus Knight pick up Seth and follow the path marked A, dropping him off on the small piece of land just north of the village. When landing, try to avoid leaving your Pegasus Knight in range of the deadly Archers. Seth will immediately be bombarded by enemy troops. Either have him fight his way to the village, or use him as a distraction for the Pegasus Knight to reach the village.

## Secure the Second Bridge

Once Amelia has joined your party, start moving your troops across the second bridge. As you approach the boss, check the attack range of the surrounding enemies. Carefully draw them out one by one to avoid a single character getting swarmed. When only Binks is left, move your group toward him, keeping an eye on his attack range.

## BOSS: BINKS



Binks's attacks aren't incredibly powerful, but he does have high HP. He'll wait for you to come to him, giving you the opportunity to attack him from all sides. You should be able to take him out in one turn. Binks can attack from a distance, so watch your weaker characters' health.





## CHAPTER

10B

## REVOLT AT CARCINO

OBJECTIVE: SEIZE THE CASTLE GATE

ALLIES: 12 ENEMIES: 34

On their way to Jehanna, Prince Innes and his hired Mercenaries Gerik and Tethys are trapped in Carcino by enemies of Frelia. As Princess Eirika and her troops come to the rescue, a powerful alliance will be made between Eirika and Innes, creating an even stronger force for Grado to reckon with.

## NEW MEMBERS



MARISA



TETHYS



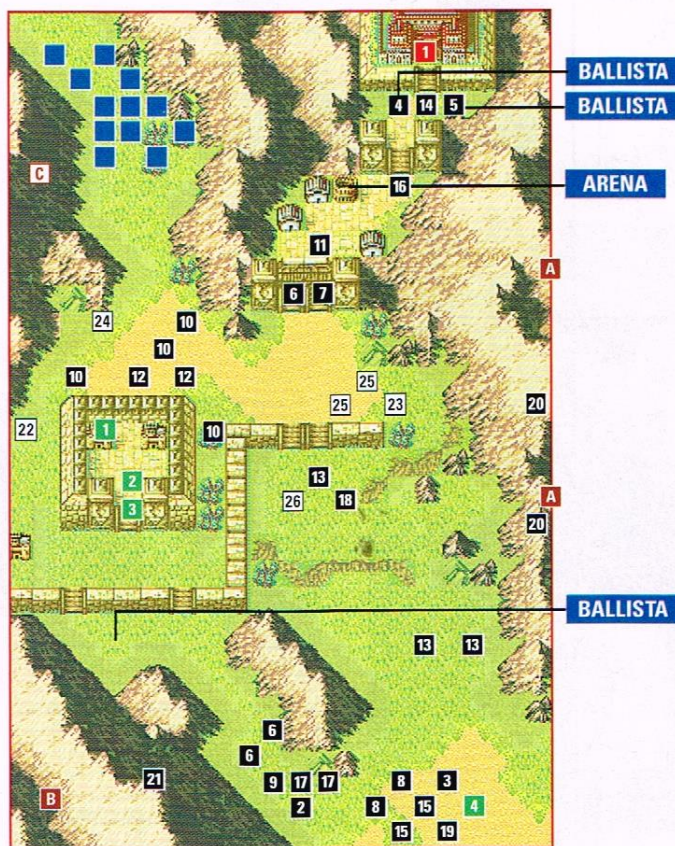
INNES



GERIK

## RECOMMENDED CLASSES

ARCHER  
CAVALIER  
FIGHTER  
MYRMIDON  
PALADIN  
PEGASUS KNIGHT  
PRIEST



## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Pablo	Sage	7	1	Divine, Guiding Ring
2	Sellsword	Archer	9	1	Iron Bow
3	Sellsword	Archer	9	1	Steel Bow
4	Sellsword	Archer	10	1	Iron Bow
5	Sellsword	Archer	10	1	Longbow
6	Sellsword	Soldier	10	3	Iron Lance
7	Sellsword	Soldier	10	1	Iron Lance, Door Key
8	Sellsword	Soldier	10	2	Slim Lance
9	Sellsword	Soldier	10	1	Steel Lance
10	Sellsword	Mercenary	10	4	Iron Sword
11	Sellsword	Mercenary	10	1	Lancereaver
12	Sellsword	Mage	9	2	Fire
13	Sellsword	Myrmidon	10	3	Slim Sword
14	Sellsword	Myrmidon	11	1	Steel Sword
15	Sellsword	Myrmidon	10	2	Iron Sword
16	Sellsword	Myrmidon	11	1	Steel Sword
17	Sellsword	Fighter	10	2	Iron Axe
18	Sellsword	Fighter	10	1	Hand Axe, Killer Axe
19	Sellsword	Priest	11	1	Sleep, Heal, Torch
20	Bandit	Brigand	10	2	Iron Axe, Hand Axe
21	Bandit	Brigand	10	1	Steel Axe, Hand Axe
22	Sellsword	Archer	10	1	Iron Bow
23	Sellsword	Archer	10	1	Steel Bow
24	Sellsword	Fighter	10	1	Hand Axe, Steel Axe
25	Sellsword	Mercenary	11	2	Steel Sword
26	Sellsword	Soldier	10	1	Javelin

## ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	1	Bandit	Brigand	10	2	Iron Axe
	2	Bandit	Brigand	10	2	Iron Axe
	3	Bandit	Brigand	10	2	Iron Axe
	4	Bandit	Brigand	10	2	Iron Axe
B	Recruit Marisa	Sellsword	Pegasus Knight	10	3	Slim Lance
		Sellsword	Pegasus Knight	10	1	Slim Lance, Talisman
		Sellsword	Cavalier	10	3	Steel Lance
		Sellsword	Ranger	1	1	Steel Bow
		Sellsword	Falcoknight	1	1	Steel Lance
C	Recruit Marisa	Sellsword	Pegasus Knight	9	1	Slim Lance, Javelin
		Sellsword	Pegasus Knight	10	1	Iron Lance, Javelin
		Sellsword	Pegasus Knight	10	1	Steel Lance, Javelin

## RECRUITABLE UNITS

	NAME	CLASS	TURN	LV	#	ITEM
1	Innes	Sniper	1	1	1	Silver Bow
2	Tethys	Dancer	1	1	1	None
3	Gerik	Mercenary	1	10	1	Steel Blade
4	Marisa	Myrmidon	1	5	1	Shamshir







# AIDING PRINCE INNES

Move your party south to point A on the map, keeping them out of range of the Ballistae in the east. Once the enemies in the area are defeated, send Eirika and a Pegasus Knight down to recruit Prince Innes. Recruit Innes's Mercenary, Gerik, and send him south to recruit Marisa, an enemy Myrmidon. The rest of your party should move east and acquire the key to the gate. When sending troops north, avoid putting weaker characters, especially Pegasus Knights, in range of the Ballistae. Send Seth and a Cavalier to fight their way north to the Archers, while keeping the rest of your party near the stairs—you'll need troops there to handle the coming reinforcements. Don't attempt to fight Pablo until all enemies surrounding him are destroyed.



### Flying Reinforcements

Four Pegasus Knights and a Falcoknight will show up in the mountains on the turn after Marisa is recruited. These enemies can move long distances and will swarm your party quickly. Make sure that your party members' health is sufficient before recruiting Marisa. Flying enemies are particularly vulnerable to Ballista fire, so use it to attack the reinforcements.

### RECRUIT: INNES



Innes will eventually start moving south with Gerik as they try to fight their way to safety. Once your party reaches point A and defeats the surrounding enemies, have a Pegasus Knight pick up Eirika, and make your way south to Innes. Either Tana or Eirika can recruit him.

### RECRUIT: TETHYS



Tethys must be recruited by Innes, though you may want to leave her be until Marisa is recruited and the Pegasus Knight reinforcements are dealt with. Tethys will prove to be a useful character—her Dance move enables an adjacent character to move and attack twice in one turn.

### RECRUIT: GERIK



Tethys or Innes must talk to Gerik to recruit him. Gerik possesses the powerful Hero Crest, an item that can be used immediately to transform him into a Hero or a Ranger (or Joshua can use it if he's above level 10). You'll need Gerik to recruit Marisa into your party.

### RECRUIT: MARISA



Marisa, a Myrmidon for hire, is working with the enemy. As your party members move south toward Innes, she and her group of Sellswords will start their assault. Approach her carefully, and have her old friend Gerik recruit her.

### BOSS: PABLO



Pablo, a merchant lord and level-7 Mage, will cast a powerful offensive spell called Divine. Defeat all surrounding enemies, then attack Pablo using a character with strong magic resistance. Pablo will heal himself every turn, so fight quickly and fiercely, keeping a Priest or Cleric nearby to heal your attacker.

### Make the Myrmidon Pay

The Ballista-flanked Myrmidon carries a Red Gem that he will take to the grave with him when he's defeated—unless you steal it, that is. Clear out the nearby enemies and send in a Thief to do the honors.

### North and South



When your party reaches point B and earns the gate key, split up your troops. Send a group North to deal with the Archers while sending the rest South to fight the enemy reinforcements.

### Mountain Men

After four waves of reinforcements, there will be 10 Bandits crawling around the mountains. Take some of them out with Archers and magic users to avoid trouble later.

### Renegade Priest

Marisa's group in the southeast contains a Priest that can cast Sleep on your party members, in addition to healing his injured allies. As his group starts moving north to attack Innes, take the Priest out as quickly as possible.





# CREEPING DARKNESS

**OBJECTIVE: DEFEAT ALL MONSTERS**
**ALLIES: 11 ENEMIES: 41**

After joining forces with Prince Innes and his troops, the whole party heads into the mountains, looking to a young boy named Ewan for passage to Johanna. On their way, they come across an seemingly abandoned fort in which Lady L'arachel and her companion Dozla have taken refuge.

**NEW MEMBERS**

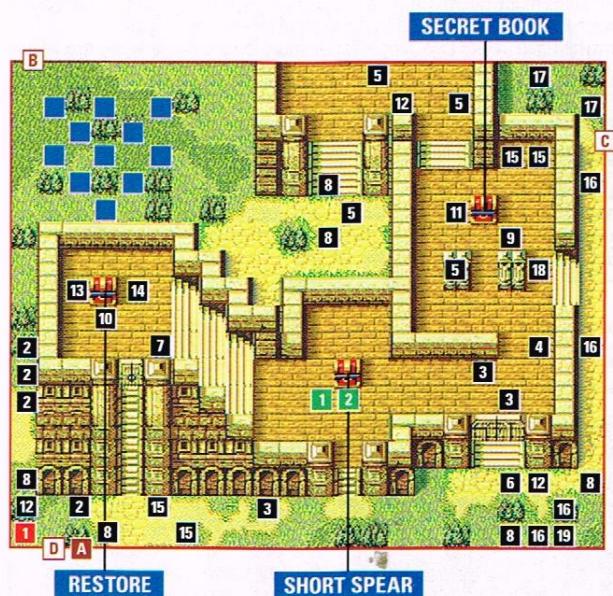

L'ARACHEL



DOZLA

**RECOMMENDED CLASSES**

ARCHER  
DANCER  
FIGHTER  
GREAT KNIGHT  
PALADIN  
PRIEST  
THIEF


**RECRUITABLE UNITS**

	NAME	CLASS	TURN	LV	#	ITEM
1	L'Arachel	Troubadour	1	3	1	Mend
2	Dozla	Berserker	1	1	1	Battle Axe

**STARTING ENEMIES**

	NAME	CLASS	LV	#	ITEM
1	Monster	Wight	8	1	Steel Sword
2	Monster	Revenant	10	4	Rotten Claw
3	Monster	Bonewalker	2	3	Iron Lance
4	Monster	Bonewalker	8	1	Iron Lance
5	Monster	Bonewalker	10	4	Iron Lance
6	Monster	Bonewalker	10	1	Iron Lance, Chest Key
7	Monster	Bonewalker	2	1	Iron Sword
8	Monster	Bonewalker	10	6	Iron Sword
9	Monster	Bonewalker	10	1	Slim Sword, Chest Key
10	Monster	Bonewalker	10	1	Poison Sword
11	Monster	Bonewalker	9	1	Longbow
12	Monster	Bonewalker	10	3	Iron Bow
13	Monster	Bonewalker	9	1	Poison Bow
14	Monster	Entombed	4	1	Poison Claw
15	Monster	Mogall	9	4	Evil Eye
16	Monster	Gargoyle	10	4	Iron Lance
17	Monster	Mauthe Doog	9	2	Fiery Fang
18	Monster	Mauthe Doog	10	1	Fiery Fang
19	Monster	Deathgoyle	2	1	Steel Lance

**ENEMY REINFORCEMENTS**

	TURN	NAME	CLASS	LV	#	ITEM
A	8	Monster	Bonewalker	10	1	Iron Sword, Chest Key
B	3	Monster	Revenant	10	3	Rotten Claw
	4	Monster	Revenant	10	3	Rotten Claw
C	7	Monster	Bonewalker	9	1	Toxin Lance
	7	Monster	Bonewalker	10	1	Iron Sword, Javelin
	7	Monster	Bonewalker	10	1	Iron Bow
D	11	Monster	Bonewalker	10	1	Toxin Lance
	11	Monster	Bonewalker	10	1	Iron Sword, Javelin
	11	Monster	Bonewalker	10	1	Iron Bow







# MONSTERS IN THE MIST

As a thick fog rolls in, Lady L'Arachel and Dozla find themselves trapped inside a fort overrun by monsters. Split your party into two groups to invade the fort from both sides. Move slowly through the fog—there are many monsters present, and they'll use the cover to their advantage. Go after the chapter's boss early on with one group, and move through the fort with the other. Colm will provide a big

advantage on this level, with his ability to see through fog and open locked chests. Two monsters on this map carry Door Keys: one to the southwest room, and another to the gate in the southeast. If you defeat either of them before they use their key, you'll need to take a different route. Otherwise, they'll open the doors themselves when coming after you.

## Divide Your Party

Have Colm and five or six others follow path A to the east. Colm can increase your range of vision and pick locked treasure chests and doors, but he'll need protection from the monsters hiding in the fog. Send a Dancer, a Healer, an Archer and one or two strong party members down path B toward the boss. Equip the leader of this group with a Torch to cut through more of the fog.

## Prepare for Poison

All three monsters surrounding the treasure chest in the western room carry poisonous weapons. Poisoned party members will receive damage at the beginning of each turn until the effect wears off. Bring some Antidotes along to cure afflicted party members.

## Single-File, Please

When entering the narrow pathway, first send an Archer or a Mage to take out the monster who carries a Poison Bow on the other side of the wall. Lead the assault toward the boss with a strong party member, but keep the Dancer close behind to enable multiple attacks.

## BOSS: WIGHT



Unlike many other bosses in the game, the Wight will not stay put as you approach him. Engage him early on in the battle with a strong party member as you move down the western edge of the map. The Wight isn't much stronger than his monster brethren—take him down as quickly as possible and move on.

## Onward to the Gate



In the room with the first chest, clear all the monsters before moving farther south. Passing through the corridor will catch the attention of seven monsters outside—they'll unlock the gate and come pouring in after you. Block the corridor with strong units, keeping any Archers or magic users out of the group's attack range.

## RECRUIT: L'ARACHEL



Lady L'Arachel will join your party regardless of whether you recruit her or not, and Dozla will protect her from monster attacks, so there's no need to rush to them. L'Arachel is a level-3 Troubadour with a mysterious history. Her true identity will come to light later in the game.

## RECRUIT: DOZLA



L'Arachel's loyal follower Dozla is of an axe-wielding class known as Berserker, and will be a powerful ally when recruited. Dozla must be recruited by L'Arachel. If the mission ends before recruiting Dozla, he'll join your party automatically at the end of the chapter.





## CHAPTER

## 12B

## VILLAGE OF SILENCE

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 12 ENEMIES: 32

Tired and weary, the party's hopes of reaching Jehanna are crushed when another group of monsters ambushes them. Ewan, the young guide, is trapped inside a house surrounded by monsters. Eirika's troops must fight their way through the mountain pass and save young Ewan from a terrible fate.

## NEW MEMBERS



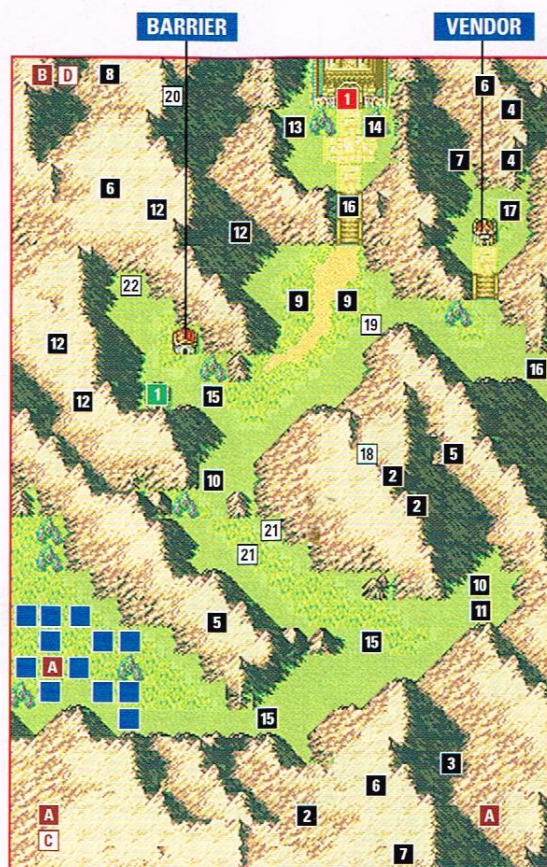
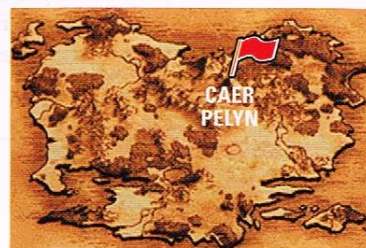
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EWAN

## RECOMMENDED CLASSES

CAVALIER  
DANCER  
FIGHTER  
MAGE  
MYRMIDON  
PALADIN  
SNIPER  
TROUBADOUR



## VENDOR

ITEM	USE	COST	ITEM	USE	COST
Antitoxin	3	450	Mend	20	1,000
Elfir	30	1,200	Pure Water	3	900
Elixir	3	3,000	Restore	10	2,000
Fire	40	560	Shine	30	900
Flux	45	900	Thunder	35	700
Heal	30	600	Vulnerary	3	300
Lightning	35	630			

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Monster	Maelduin	9	1	Halberd, Steel Bow
2	Monster	Gargoyle	9	3	Iron Lance
3	Monster	Gargoyle	10	1	Iron Lance, Javelin
4	Monster	Gargoyle	9	2	Steel Lance
5	Monster	Bael	9	2	Sharp Claw
6	Monster	Bael	10	3	Sharp Claw
7	Monster	Bael	9	2	Poison Claw
8	Monster	Bael	10	1	Poison Claw
9	Monster	Mauthe Doog	8	2	Fiery Fang
10	Monster	Mauthe Doog	9	2	Fiery Fang
11	Monster	Mauthe Doog	10	1	Fiery Fang
12	Monster	Mogall	9	4	Evil Eye
13	Monster	Bonewalker	7	1	Steel Sword
14	Monster	Bonewalker	7	1	Steel Lance
15	Monster	Revenant	10	3	Rotten Claw
16	Monster	Tarvos	9	2	Steel Axe
17	Monster	Entombed	4	1	Fetid Claw
18	Monster	Gargoyle	9	1	Iron Lance
19	Monster	Mauthe Doog	8	1	Fiery Fang
20	Monster	Mogall	9	1	Evil Eye
21	Monster	Revenant	10	2	Rotten Claw
22	Monster	Bonewalker	7	1	Killing Edge

## ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A	Red Zone A	Monster	Gargoyle	10	2 Iron Lance, Javelin
	Red Zone A	Monster	Gargoyle	10	1 Steel Lance
	Red Zone A	Monster	Gargoyle	9	1 Axereaver
	Red Zone A	Monster	Gargoyle	9	1 Horseslayer
	Red Zone A	Monster	Mauthe Doog	9	3 Fiery Fang
B	Red Zone B	Monster	Gargoyle	9	3 Steel Lance
	Red Zone B	Monster	Gargoyle	10	1 Iron Lance, Javelin
C	Red Zone A	Monster	Gargoyle	9	1 Steel Lance
	Red Zone A	Monster	Gargoyle	9	1 Steel Lance, Javelin
D	Red Zone B	Monster	Gargoyle	10	1 Short Spear

## RECRUITABLE UNIT

	NAME	CLASS	TURN	LV	#	ITEM
1	Ewan	Pupil	Visit	1	1	Fire



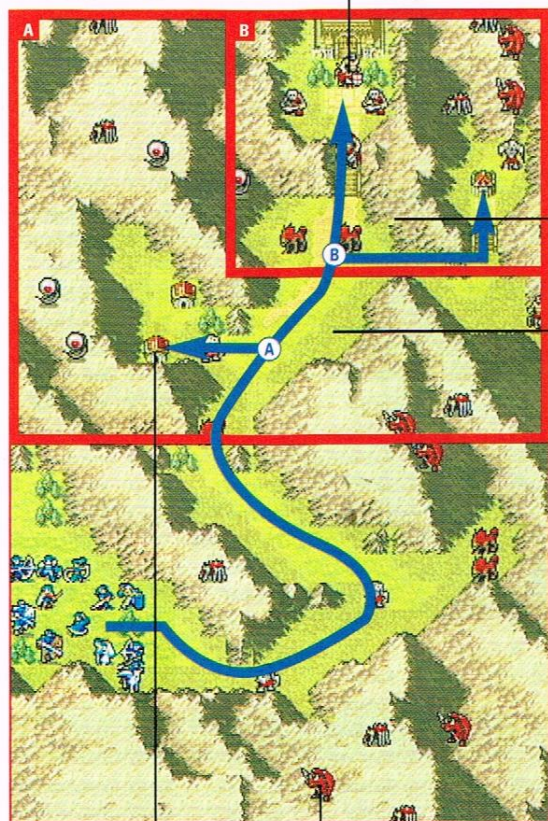




# THROUGH THE CANYON

When Chapter 12 begins, immediately send Seth and another character on horseback ahead to rescue Ewan. Fight your way to the house, and have one character visit Ewan. When Ewan steps outside, have the other party member rescue him. Move the rest of your party along the path, keeping them close together. Archers can take out the Baels coming down the mountains, while the rest of your

party deals with the Mauthe Doogs and Gargoyles. Keep your crew ready for the enemy reinforcements that will be triggered when you enter red zone A. Once Ewan is in safe hands, return your rogue troops to the rest of the party, and continue moving north. Proceed slowly, watching for more reinforcements. Don't attempt to fight the boss until all enemies are destroyed.



## BOSS: MAELDUIN



The Maelduin carries a Halberd and a Steel Bow, giving him the ability to execute both short-range and long-range attacks. Dispose of all other enemies first, and use a character in need of leveling up. Take Maelduin down one hit at a time, moving in and out of range to heal—he won't chase you.

## Entering Zone B



Once your party moves north and infiltrates zone B, another group of Gargoyles will appear in the north-west. Move your weaker characters and Archers to the south and out of the Gargoyles' range, enticing them to attack your tougher characters.

## Entering Zone A



Rescuing Ewan will be tough on both fronts. When you send your rescue crew into zone A, clusters of Gargoyles and Mauthe Doogs will appear from the southwest and southeast corners. Keep the rest of your party in a tight group, with stronger characters on the outer rim to ward off enemy attacks.

## ALLY: EWAN



Ewan, a magic pupil of Saleh's, is trapped in a house to the north and in need of rescuing. Have two strong troops fight their way north to the house. When you visit the house, Ewan will step outside. As soon as he does, rescue him with the second character and head south to regroup.

## Long-Range Danger

Gargoyles are dangerous, and there's plenty of them to go around in the mountains. When a group of Gargoyles is forming for an assault, you'll need to organize your group to defend themselves. More resilient characters should be on the outer rim of your formation, while weak characters are safer in the middle. Archers are particularly vulnerable to the Gargoyles' range and tendency to swarm. It will be tempting to break formation and dispatch Archers when the Gargoyles are perched on the edge of the mountains. Most of the time, you'll be better off drawing the Gargoyles away from the cover of mountains before attacking.





## CHAPTER

13B



## HAMILL CANYON

OBJECTIVE: SURVIVE FOR 11 TURNS OR DEFEAT AIAS

ALLIES: 12 ENEMIES: 21

On the outskirts of Jehanna, Eirika finds the nation embroiled in battle with Grado forces. With her party vastly outnumbered and Pablo's mercenaries on their tail, Eirika hopelessly engages the Grado army in battle. The evermore mysterious Lady L'Arachel assures Eirika that reinforcements from Rausten will arrive soon and fight by their side.

## NEW MEMBERS



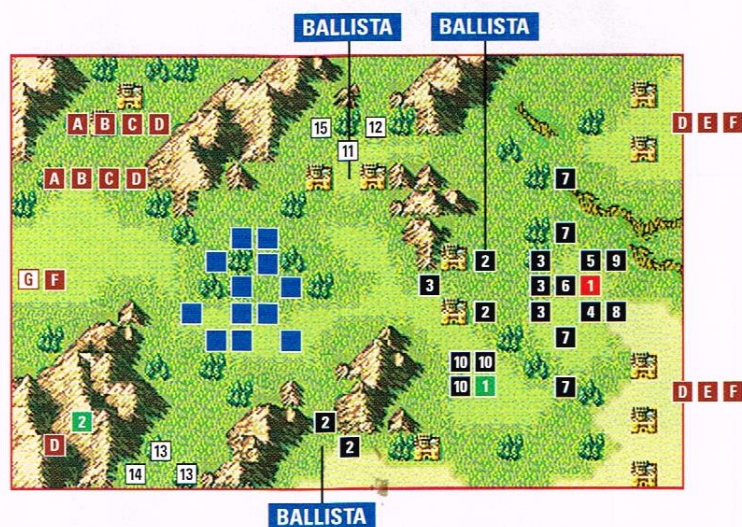
CORMAG



AMELIA

## RECOMMENDED CLASSES

BERSERKER  
CAVALIER  
GREAT KNIGHT  
KNIGHT  
PALADIN  
SAGE  
SNIPER  
THIEF  
TROUBADOUR



## ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A 1	Soldier	Mercenary	11	1	Zanbato
1	Soldier	Fighter	12	1	Iron Axe, Hand Axe
B 2	Soldier	Mercenary	12	1	Iron Sword
2	Soldier	Fighter	12	1	Iron Axe
C 3	Soldier	Fighter	12	1	Iron Axe
3	Soldier	Mercenary	12	1	Iron Sword
D 4	Soldier	Fighter	12	1	Iron Axe
4	Soldier	Mercenary	12	1	Iron Sword
4	Soldier	Cavalier	12	2	Iron Lance
4	Soldier	Cavalier	12	1	Iron Sword
4	Soldier	Cavalier	12	1	Iron Sword, Javelin
4	Soldier	Cavalier	11	1	Iron Lance, Javelin
4	Soldier	Wyvern Rider	10	1	Steel Lance
4	Soldier	Wyvern Rider	10	1	Steel Lance, Javelin
E 6	Soldier	Cavalier	11	1	Iron Lance, Javelin
6	Soldier	Cavalier	12	2	Iron Lance
6	Soldier	Cavalier	12	1	Iron Sword, Javelin
6	Soldier	Cavalier	12	1	Iron Sword
F 8	Pablo	Sage	9	1	Elfire, Purge, Mend
8	Remnant	Mercenary	12	2	Iron Sword
8	Remnant	Mage	11	2	Fire
8	Remnant	Brigand	12	2	Iron Axe
8	Remnant	Brigand	12	1	Iron Axe, Hand Axe
8	Soldier	Brigand	12	1	Poison Axe
8	Remnant	Warrior	2	1	Swordslayer, Hand Axe
8	Soldier	Cavalier	12	2	Iron Lance
8	Soldier	Cavalier	12	1	Iron Sword
8	Soldier	Cavalier	12	1	Iron Sword, Javelin
8	Soldier	Cavalier	11	1	Iron Lance, Javelin
G 8	Soldier	Cavalier	12	2	Steel Lance

## STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Aias	Great Knight	10	1	Short Spear, Silver Blade, Swordslayer, Knight Crest
2 Soldier	Archer	11	4	Iron Bow
3 Soldier	Knight	12	4	Iron Lance
4 Soldier	Ranger	2	1	Steel Sword, Iron Bow
5 Soldier	Ranger	3	1	Steel Sword, Iron Bow
6 Soldier	Ranger	2	1	Iron Sword, Steel Bow
7 Soldier	Cavalier	12	4	Iron Lance
8 Soldier	Priest	10	1	Physic, Mend
9 Soldier	Priest	13	1	Sleep
10 Soldier	Soldier	12	3	Iron Lance
11 Soldier	Archer	11	1	Iron Bow
12 Soldier	Archer	11	1	Steel Bow
13 Soldier	Soldier	12	2	Iron Lance
14 Soldier	Soldier	12	1	Javelin
15 Soldier	Mercenary	12	1	Steel Sword

## RECRUITABLE UNITS

NAME	CLASS	TURN	LV	#	ITEM
1 Amelia	Recruit	1	1	1	Slim Lance
2 Cormag	Wyvern Rider	4	11	1	Killer Lance, Steel Lance, Elysian Whip







# CLASH IN THE CANYON

There are two ways to finish Chapter 13: Defeat Aias, or survive for 11 rounds. You can push your forces through to Aias and take him down without too much trouble, but you'll miss out on the experience and items left by enemy reinforcements. If you choose to hold out, your party will face a difficult battle. Cormag will join the fight

on turn 5, and Pablo on turn 9. Both of these characters can take down certain party members with a single blow. After turn 11, Aias will retreat, taking with him the most valuable item on the field: a Knight Crest. If you choose to clear all the enemies, keep some troops near Aias so you can defeat him before turn 11.

## Commandeer the Ballistae

Send an Archer to the North Ballista to provide cover for your party as they move east. The Ballista in the south has two enemy Archers near it—eliminate them, and take over the Ballista if a second Archer is available.

## Fort Benefits

Forts are littered throughout Hamill Canyon. If characters can attack the enemy from a fort, take advantage of it. They'll be more likely to evade incoming attacks and regain health at the beginning of the next turn.

## Enemy Additions

Enemy reinforcements will arrive in hordes on almost every turn. Fighters and Mercenaries will enter the battle on the two forts in the northwest, and Cavaliers on the five forts in the east. Place your troops on the forts whenever possible—it will prevent the next turn's reinforcement from coming, in addition to healing your character.

## Pablo's Return

On turn 9, Pablo, the boss from Chapter 10, will return with a small band of troops. Pablo knows a spell called Purge and can cast it from an incredible distance. If you choose to take on Pablo and his troops, be ready for them and strike hard, taking out Pablo first. One of Pablo's Brigands carries a Body Ring that can be stolen by a Thief or Rogue.

## RECRUIT: CORMAG

On turn 5, Cormag will appear in the southwest corner looking for revenge for his brother's death. He'll be joined by two other enemy Wyvern Riders. Send Eirika down near the mountain peak to recruit him, but move cautiously—the Wyvern Riders have a large movement range, and will attack Eirika mercilessly.



## RECRUIT: AMELIA

If young Amelia survived Chapter 9, and you did not successfully recruit her, she will return in Hamill Canyon under the command of Aias. Send Franz or Eirika to speak with her—she'll leave the Grado army behind and join your party.



## BOSS: AIAS

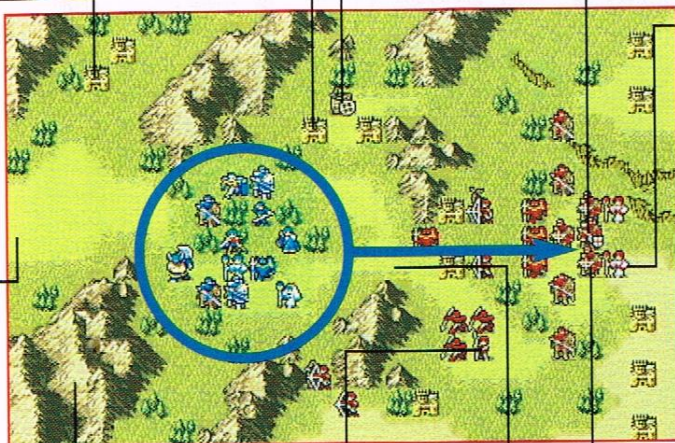


Great Knight  
LV 10 E--  
HP 46/46

Items	Count
Short Spear	12/12
Silver Blade	15/15
Swordlayer	20/20
Knight Crest	1/1

Equipment	Count
Ring	1-2
Atk	27
Crit	5
Hit	87
Avoid	31

Aias the Great Knight will prove to be a powerful foe. Take out the Rangers surrounding him, and watch for Cavalier reinforcements. If you defeat him, the chapter will end, so let him live until you're ready for the battle to be over. If you wait until turn 11, though, he'll flee, and you won't be able to earn his Knight Crest.



## Priest Plight



Don't ignore the two Priests comfortably nestled behind Aias. In addition to a Physic staff that allows him to heal enemy units from a distance, the southernmost Priest carries a Red Gem that can be stolen using a Thief.

## Aggressive Advancement



While your Archers are securing the Ballistae, move the rest of your troops straight across the middle of the battlefield. Lead with your strongest, and place troops on the two forts to prevent the enemy from utilizing them. Healers should stay at a safe distance, but keep them close enough to do their job.

## Slay the Rangers

Three Rangers with the ability to attack by sword or bow are stationed around the boss. As your party moves east, draw them to you, but beware of their strength—they'll prey on weak party members. Equip a Horseslayer (if you have one) to a sword-wielding party member to strike a particularly effective blow.





## CHAPTER

14B



## QUEEN OF WHITE DUNES

## OBJECTIVE: SEIZE THE THRONE

ALLIES: 12 ENEMIES: 42

Upon your arrival at Jehanna Hall, Eirika finds the castle under siege by Grado forces searching for the sacred stone. She and her troops storm the castle, searching for any sign of Queen Ismaire. The evil General Caelach has taken her, and no doubt will harm her if Eirika doesn't act fast. While inside the castle, Princess L'Arachel will run into her old travel companion, Rennec, and convince him to join the group.

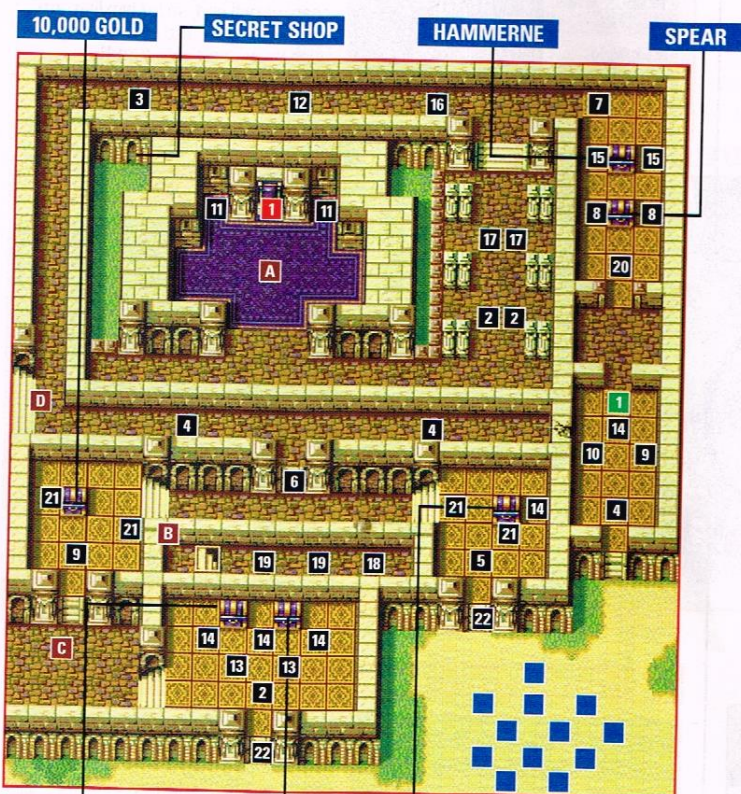
## NEW MEMBERS



RENNEC

## RECOMMENDED CLASSES

DANCER  
HERO  
MAGE KNIGHT  
PALADIN  
SAGE  
SNIPER  
THIEF  
VALKYRIE



## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Carlyle	Swordmaster	11	1	Wind Sword
2	Soldier	Knight	13	3	Iron Lance
3	Soldier	Knight	13	1	Iron Lance, Door Key
4	Soldier	Knight	13	3	Javelin
5	Soldier	Knight	13	1	Javelin, Chest Key
6	Soldier	Knight	13	1	Javelin, Door Key
7	Soldier	Knight	13	1	Steel Lance
8	Soldier	Fighter	12	2	Hand Axe, Iron Axe
9	Soldier	Fighter	12	2	Iron Axe
10	Soldier	Fighter	12	1	Swordreaver
11	Soldier	Monk	13	2	Lightning
12	Soldier	Priest	12	1	Berserk, Mend
13	Soldier	Mage	13	2	Fire
14	Soldier	Shaman	12	5	Flux
15	Soldier	Shaman	13	2	Flux
16	Soldier	Shaman	13	1	Luna
17	Soldier	Archer	12	2	Iron Bow
18	Soldier	Archer	12	1	Steel Bow
19	Soldier	Archer	12	2	Longbow
20	Soldier	Myrmidon	14	1	Killing Edge, Hero Crest
21	Soldier	Mercenary	13	4	Iron Sword
22	Soldier	Soldier	12	2	Iron Lance, Door Key

## ENEMY REINFORCEMENTS

	TURN	NAME	CLASS	LV	#	ITEM
A	1	Soldier	Knight	14	1	Steel Lance
	1	Soldier	Knight	12	1	Heavy Spear
	1	Soldier	Knight	12	1	Iron Lance
	1	Soldier	Fighter	12	2	Hand Axe
	1	Soldier	Sniper	3	1	Silver Bow
B	4,5,6,7	Soldier	Archer	12	1	Longbow
	5,6,7	Soldier	Cavalier	12	1	Javelin
	5,6,7	Soldier	Cavalier	13	2	Iron Lance
C	Red Zone A	Soldier	Knight	13	1	Axereaver
	Red Zone A	Soldier	Knight	13	1	Iron Lance
	Red Zone A	Soldier	Knight	13	1	Iron Lance, Door Key
D	Red Zone B	Soldier	Shaman	13	4	Flux

## RECRUITABLE UNIT

NAME	CLASS	TURN	LV	#	ITEM
1 Rennec	Rogue	1	1	1	Steel Sword, Member Card

## SECRET SHOP

ITEM	USE	COST	ITEM	USE	COST
Barrier	15	2,250	Killing Edge	20	1,300
Battle Axe	20	1,000	Knight Crest	1	10,000
Elysian Whip	1	10,000	Lockpick	15	1,200
Guiding Ring	1	10,000	Ocean Seal	1	10,000
Hero Crest	1	10,000	Orion's Bolt	1	10,000
Killer Axe	20	1,000	Physic	15	3,750
Killer Bow	20	1,400	Silver Blade	15	1,800
Killer Lance	20	1,200	Steel Blade	25	1,250







# DIVIDE AND CONQUER

Split your party into three groups, one for each entrance to the castle. Group A should consist of L'Arachel, a Dancer and a couple of strong units with Door Keys. Send them to the northeast to recruit Rennec and clear the eastern rooms. Group B will need characters with long-range attacks to take on the enemy Archers. Send group B to the north to fight their way through the castle and meet up with

group A. Enlist stronger, short range units for group C. Keep them near the starting point to deal with the Cavalier reinforcements, then move them to the southwest entrance. A Thief will be useful in group C, as well, to open doors and chests. Clear the three southwest rooms and move north to regroup. Visit the secret shop for some rare items, then head toward Carlyle.

## BOSS: CARLYLE



Carlyle is lovesick, and will fight like a man with nothing to lose. His Wind Sword enables him to attack from both a short and a long range. His short-range attack can randomly strike a critical hit to any of your characters. Surround him and attack from one space away, unless you're striking the final blow.

## RECRUIT: RENNEC



Eirika would have to pay to recruit Rennec, but L'Arachel can recruit him for free. Organize a small group consisting of L'Arachel, Tethys, a Thief and a couple of strong characters right outside the east-most entrance. Have the Thief open the door, and on the same turn eliminate the Knight and the Shaman to clear the path.

## Shhh...A Secret Shop

Recruiting Rennec comes with a big perk: access to a secret shop! Any character can access the secret shop, but he'll need Rennec's Member Card to get in. In addition to a handful of rare weapons, the secret shop sells six class-changing tokens.

## Enter the Shaman

Moving through red zone B will spawn level-13 Shamans from the western stairs. Draw the Shaman out from the outer hallway and dispose of them before sending a unit to the secret shop.

## Hall of Archers

In an unreachable hallway on the map, Archers will continue to spawn through turn 8, showering your party members in all adjacent rooms with arrows. Choose characters that can attack over walls to follow path B and neutralize the enemy Archers.

## Knights Hold the Key



When group C enters the castle, three Knight reinforcements will appear in the southwest room. One of them holds a key to the door. Fight your way through to the next room and use a Chest Key to earn 10,000 G. The extra money will come in handy at the secret shop.

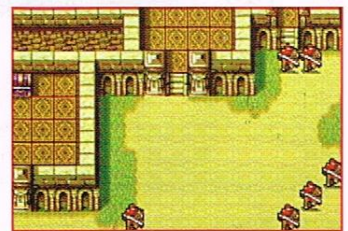
## Rennec Will Run

As soon as your group following path A unlocks the first door, Rennec will run north, pilfering every treasure chest along the way. If you don't catch him right away, he'll be tough to catch up with. Try to recruit him within one turn of unlocking the first door.

## Alternate Entry

The best way to have L'Arachel reach Rennec is to secure the room on the same turn that you unlock the door. If you don't have a capable party, though, take the long way around and break through this wall. There won't be as much room for Rennec to flee.

## Southern Reinforcements



A large group of Cavalier reinforcements will begin forming on turn 6. Keep a small but tough group there to combat them before embarking along path C.





## CHAPTER

15B

## SCORCHED SAND

OBJECTIVE: DEFEAT ALL ENEMY UNITS

ALLIES: 12 ENEMIES: 46

Before Eirika and her party can get there, Queen Ismaire is struck down and the Sacred Stone of Jehanna destroyed. As Jehanna Hall burns to the ground, they are attacked by two armies led by General Caellach and General Valter. Both Caellach and Valter must be defeated if there is any hope of victory over Grado.

## NEW MEMBERS



EPHRAIM



DUESSEL



KNOLL

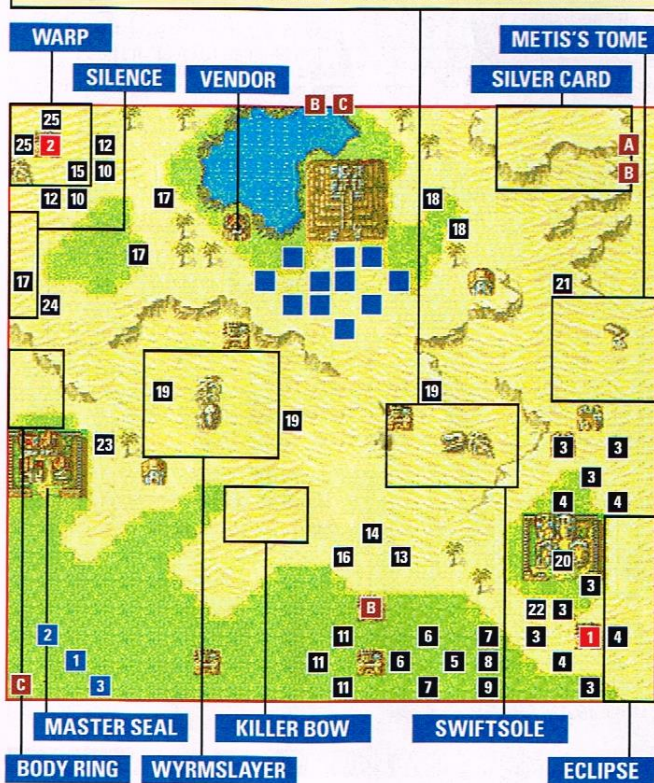
## RECOMMENDED CLASSES

BISHOP  
FALCON KNIGHT  
PALADIN  
SAGE  
SNIPER  
SUMMONER  
THIEF  
WYVERN RIDER



## BURIED TREASURES

The black rectangles on the map show the general locations of hidden treasures. Use a character with a high Luck rating to search for the items.



## VENDOR

ITEM	USE	COST	ITEM	USE	COST
Antitoxin	3	450	Mend	20	1,000
Divine	25	2,500	Restore	10	2,000
Elfire	30	1,200	Shine	30	900
Elixir	3	3,000	Pure Water	3	900
Flux	45	900	Thunder	35	700
Heal	30	600	Vulnerary	3	300

## ALLIED UNITS

NAME	CLASS	TURN	LV	#	ITEM
1 Ephraim	Lord	2	10-15	1	Same weapons as equipped on Chapter 8
2 Knoll	Shaman	2	10	1	Flux, Nosferatu
3 Duessel	Great Knight	2	10	1	Silver Axe, Silver Lance

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Valter	Wyvern Knight	13	1	Spear, Killer Lance, Feli Shield
2	Caellach	Hero	12	1	Tomahawk, Silver Axe, Hoplon Guard
3	Soldier	Wyvern Rider	13	7	Steel Lance
4	Soldier	Wyvern Rider	13	4	Steel Lance, Javelin
5	Soldier	Paladin	4	1	Silver Lance
6	Soldier	Cavalier	14	2	Steel Lance
7	Soldier	Ranger	4	2	Steel Sword, Steel Bow
8	Soldier	Troubadour	3	1	Physic, Mend
9	Soldier	Troubadour	3	1	Sleep, Mend
10	Soldier	Myrmidon	13	2	Iron Sword
11	Soldier	Myrmidon	13	3	Steel Sword
12	Soldier	Fighter	11	2	Iron Axe
13	Soldier	Fighter	12	1	Iron Axe
14	Soldier	Fighter	13	1	Iron Axe
15	Soldier	Fighter	11	1	Hammer
16	Soldier	Mercenary	12	1	Iron Sword
17	Soldier	Mercenary	13	3	Iron Sword
18	Soldier	Mercenary	11	2	Iron Blade
19	Soldier	Mercenary	14	3	Iron Blade
20	Soldier	Berserker	6	1	Devil Axe
21	Soldier	Berserker	5	1	Hand Axe, Dragon Axe
22	Soldier	Shaman	13	1	Flux, Eclipse
23	Soldier	Shaman	13	1	Luna
24	Soldier	Brigand	13	1	Steel Axe
25	Soldier	Mage	13	2	Thunder

## ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A 3	Soldier	Pegasus Knight	13	2	Steel Lance
3	Soldier	Pegasus Knight	13	2	Steel Lance, Javelin
B 4	Soldier	Pegasus Knight	13	3	Steel Lance
4	Soldier	Pegasus Knight	13	1	Steel Lance, Javelin
4	Soldier	Cavalier	14	1	Steel Lance
4	Soldier	Cavalier	14	1	Steel Lance, Javelin
C 8	Soldier	Mage	13	2	Fire
8	Soldier	Mage	14	1	Thunder
8	Soldier	Cavalier	14	2	Steel Lance
8	Soldier	Mercenary	13	1	Steel Sword
8	Soldier	Paladin	4	1	Steel Sword, Javelin
8	Soldier	Fighter	13	2	Steel Axe
8	Soldier	Fighter	13	2	Steel Axe, Hand Axe
8	Soldier	Shaman	13	3	Flux





# DESERT ONSLAUGHT

Visit the Vendor near your starting point, then follow path A, leaving an Archer and Falcoknight behind to handle the flying reinforcements. Keep your units as far north as possible to avoid drawing the attention of the Wyvern Riders. Defeat Caellach and his men first, then meet up with Ephraim and move down path C. As you head toward Valter, the sand will slow some of your characters down. Keep your Archers in front to deal with the riders, and work your way south to eliminate the remaining enemies. Before fighting Valter, spend some time searching the map for hidden items. The Silver Card in particular can be acquired here only, and will reduce the prices in all vendors and armories by half.

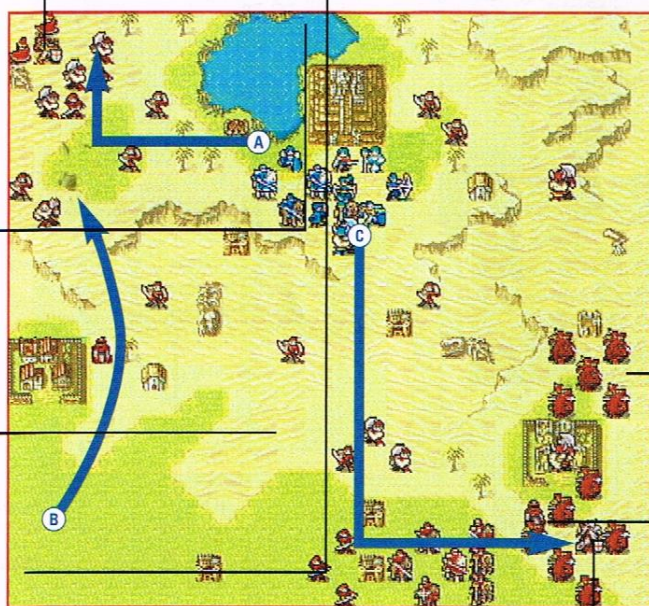
## BOSS: CAELLACH



Be careful who you pit against Caellach—he can perform critical attacks that will catch you off guard. Deal with his troops first, and keep a rescuer nearby to step in if necessary. When defeated, Caellach will give up a Hoplon Guard, an item that will negate critical attacks to whoever carries it.

## Reinforcements from Above

As your party moves along path A toward Caellach, several rounds of battle. Keep an Archer and a flying unit of your own near the ruined Jehanna Hall to deal with them.



## Slog Through the Sand



The rougher spots of sand will prove to be a huge handicap to your non-flying units. After defeating Caellach, head back to Eirika's starting point and follow path C down to Valter. This route will make for minimal sand slowdown. Keep Archers and flying troops nearby to deal with Valter's Wyvern Riders.

## ALLY: EPHRAIM



Ephraim, along with Knoll and Duessel, will join the fight on turn 3, and will be a welcome addition to the battle. Send his party north along path B to meet Eirika's party. Stop at the village along the way to receive a Master Seal, an item that will allow you to change the class of any capable unit.



## ALLY: DUESSEL

Duessel, Ephraim's loyal Great Knight, will also join in the fight. As Ephraim moves north to meet Eirika's party, leave Duessel behind. He is a powerful unit and can single-handedly take on the enemy reinforcements that will show up in the southwest.



## ALLY: KNOLL

Knoll is a Shaman and master of dark magic. When he shows up, have him follow Ephraim to the north. Knoll and other magic-wielders will have no problem moving across the sand. Have him eliminate enemy soldiers as you move Eirika's party south along path C toward Valter.



## Valter's Riders



Don't attract the attention of the Wyvern Riders until all of the map but the southeast corner is cleared. As your troops trudge south through the sand, keep Archers near the front to lure the Wyvern Riders one or two at a time. Move slowly—Valter's troops have a variety of ranges and attacks.

## Jewelry Thief

Bring along a Thief to pilfer the Guiding Ring from this Shaman.

## BOSS: VALTER



Valter is a powerful boss—many weapons will not affect him. He is, however, particularly vulnerable to the Dragon Axe. Equip this weapon to a Great Knight or another strong character to take Valter down with ease. He will drop a Fili Shield, which will provide flying characters protection from arrows.





# RULED BY MADNESS

## OBJECTIVE: SEIZE THE THRONE

ALLIES: 12 ENEMIES: 29

Chaos rules in Renais. Although Grado has been cut down, the battle continues as Ephraim, Eirika and their followers return home and find Renais in turmoil. The sick and traitorous Orson is now residing in Renais Castle, along with his deceased wife Monica, whose corpse is being controlled by the same magic used to manipulate Emperor Vigarde. Eirika and Ephraim must defeat Orson and take back the castle before the entire nation folds in on itself. They'll be joined by Myrrh, a dragon girl from Darkling Woods who holds vital information regarding the evil plaguing the land.

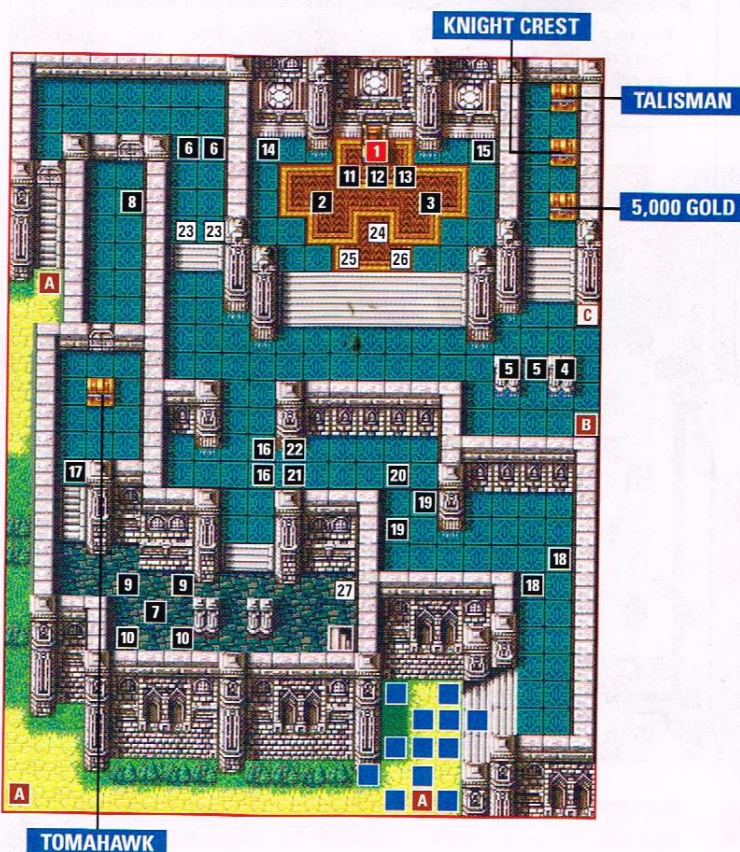
### NEW MEMBERS



MYRRH

### RECOMMENDED CLASSES

DANCER  
GREAT KNIGHT  
MAGE KNIGHT  
PALADIN  
RANGER  
ROGUE  
SAGE  
SUMMONER



### STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Orson	Paladin	13	1	Spear, Silver Sword
2	Remnant	Sage	10	1	Divine, <b>Purge</b>
3	Remnant	Sage	10	1	Elfire, Bolting
4	Remnant	Warrior	4	1	Hand Axe, Steel Axe
5	Remnant	Warrior	4	2	Steel Axe
6	Remnant	Warrior	3	2	Silver Axe
7	Remnant	Druid	8	1	Luna
8	Remnant	Druid	4	1	Luna, <b>Chest Key</b>
9	Remnant	Shaman	16	2	Luna
10	Remnant	Shaman	16	2	Flux
11	Remnant	Hero	5	1	Silver Sword
12	Remnant	Hero	5	1	Silver Sword, <b>Hero Crest</b>
13	Remnant	Hero	5	1	Silver Axe
14	Remnant	Priest	3	1	<b>Physic</b>
15	Remnant	Priest	3	1	Physic
16	Remnant	Knight	14	2	Steel Lance
17	Remnant	Knight	13	1	Steel Lance, Javelin, <b>Door Key</b>
18	Remnant	Mercenary	14	2	Iron Sword
19	Remnant	Fighter	15	2	Iron Axe
20	Remnant	Fighter	15	1	Poison Axe
21	Remnant	Mage	13	1	Fire
22	Remnant	Mage	13	1	Thunder
23	Remnant	Knight	14	2	Steel Lance
24	Remnant	Knight	14	1	Spear
25	Remnant	Knight	14	1	Horseslayer
26	Remnant	Knight	14	1	Killer Lance
27	Remnant	Swordmaster	3	1	Steel Sword

### ENEMY REINFORCEMENTS

TURN	NAME	CLASS	LV	#	ITEM
A	Red Zone	Hunter	Thief	16	1 Iron Sword
	Red Zone	Remnant	Cavalier	15	3 Steel Lance
	Red Zone	Remnant	Great Knight	3	3 Steel Sword
	Red Zone	Remnant	Great Knight	3	2 Steel Axe
	Red Zone	Remnant	Great Knight	4	1 Silver Lance
	Red Zone	Remnant	Cavalier	15	1 Steel Sword
B	12	Hunter	Thief	16	1 Iron Sword
C	13, 14, 15	Remnant	Druid	4	1 Luna





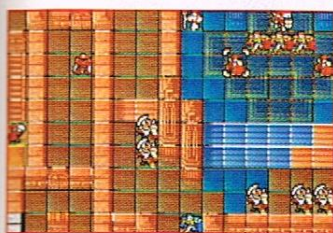


# RENAIS CASTLE IN RUIN

From your party's starting point, send a powerful unit (such as Seth or Duessel) to accompany a Thief to the west. Move them along the outer rim of the castle while the rest of your party moves along path A on the inside. As soon as the enemy reinforcements have been triggered, an onslaught of troops will attack. Send units along path B to take out the magic wielders, and have the rest of your party protect the intersection

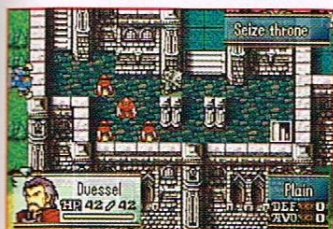
at the center of the castle. Attack enemies from behind walls with Archers and magic users as often as possible, and bring along enough Pure Waters and Barrier Staffs to protect your party from the enemies' strong magic. When moving along path C, protect your non-offensive characters from the powerful enemy attacks. Clear out the throne room before putting Orson out of his misery.

## Distant Magic



The throne room, now occupied by Orson and his minions, contains powerful Heroes, Priests and Mages. The Mages will try to pick off your weaker characters using long-range spells. Use Pure Water to boost the magic resistance of your most vulnerable characters, and take out the Mages as quickly as possible.

## Sneak Around Back



Send a Rogue and a strong offensive character along the outside of the castle's west side. When the rest of your group breaches the red zone, a large cluster of enemy reinforcements will arrive. Draw them into the narrow pathway with your stronger character. From the inside of the castle, position an Archer against the west wall to pick off the enemy Great Knights as your outside character fights them head on.

## A Storm of Reinforcements



When you infiltrate either of the red zones marked on the map, 11 enemy reinforcements, including a Thief, will storm the castle from the south and west. Enter the red zone along path B with your main party. Position your Thief in the northwest corner to take down the enemy Thief before he enters the castle.

## BOSS: ORSON



Defeating the mighty Paladin Orson will require the attention of your most powerful characters. Swarm him from all sides and try to slay him in one turn before he goes on the offensive. Powerful swords such as the Reginleif and the Audhulma will do a significant amount of damage to Orson.



## Stolen Goods

The treasure room in the northeast of Renais Castle will be a great score, if you can get there in time. On turn 12, a second Thief will come into the castle to steal the loot from under your nose. Clear out the enemy Warriors and send your own Thief along path C to empty the chests first. If he can't get there by turn 12, have a capable unit waiting to eliminate the Thief before he reaches the first chest.

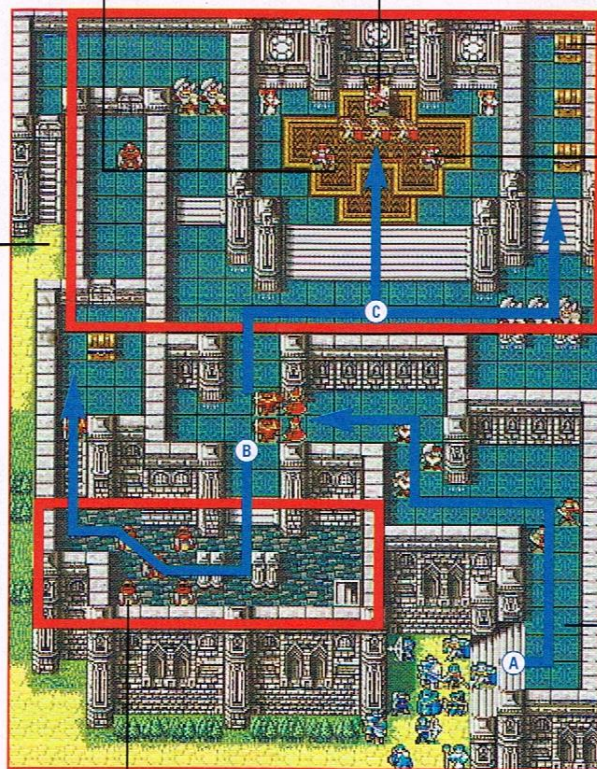
## Steal from the Sage

The powerful Sage in Orson's throne room holds a Red Gem that he will not drop when defeated. To obtain it, send in a Thief to lift the gem from the enemy, then have another unit eliminate the Sage.

## Lead the Assault



Keep your main party in a tight formation as they move along path A. When you reach the intersection near the center of the map, send an Archer and a couple other units down path B—they can deal with the enemy magicians and provide cover for your other units that are heading around the back.





# THE POWER OF THE STONE BESTOWED UPON THE TWINS

After you complete Chapter 16 and reclaim Renais Castle in either Ephraim's or Eirika's story, the mystery of the two bracelets is revealed. Following King Fado's instructions passed down to Seth, the twins use their bracelets to unlock the secret chamber beneath the castle. Once inside, their bracelets react to the power of the stone, bestowing its power onto Ephraim and Eirika.



With only two of the five Sacred Stones still intact, Eirika and Ephraim must harness the power of the stone of Renais in order to defeat the darkness that is plaguing their land.



By drawing in the stone's power, Eirika and Ephraim change classes from Lord to Great Lord. They are also bestowed special weapons: Eirika obtains the Sieglinde, the Storm Blade, while Ephraim receives Siegmund, the Fire Lance.

## LYON'S NATURE REVEALED

Prince Lyon, longtime friend of Ephraim and Eirika, once dreamed of using the power within Grado's Sacred Stone to heal his father. As the twins head for Rausten, they'll meet their old friend and learn how his tampering with the stone placed him helplessly under the dark power of the Demon King.



### CHAPTERS

- 17:  
RIVER OF REGRETS
- 18:  
TWO FACES OF EVIL
- 19:  
LAST HOPE
- 20:  
DARKLING WOODS
- FINAL CHAPTER:**  
SACRED STONE





PROTECTING THE STONES

# THE TWINS REUNITED



## CHAPTER

17

## RIVER OF REGRETS

## OBJECTIVE: DEFEAT LYON

ALLIES: 12 ENEMIES: 25

An evil force is moving through Magvel, and with only two of the Sacred Stones remaining intact, Eirika and Ephraim must join forces to protect them. A disturbing encounter with their childhood friend, Lyon, reveals the source of the evil as he is played like a puppet to do its will. The twins must put their love for Lyon aside and fight the evil within him, in hopes of reaching Rausten's Sacred Stone before it's too late.

## NEW MEMBER

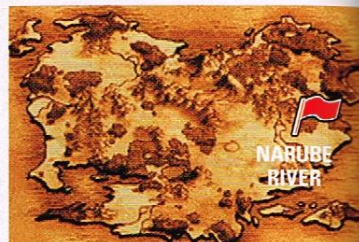


SYRENE

## RECOMMENDED

## CLASSES

BERSERKER  
FALCONKNIGHT  
HERO  
MAGE KNIGHT  
PALADIN  
RANGER  
ROGUE  
SNIPER  
SUMMONER  
WYVERN LORD



## ARMORY



## VENDOR

## STEAL THE DRAGONSHIELD

The Berserker in the north holds a Dragonshield that must be taken by force. Send in a Thief to steal the valuable item, then rescue him and get him out of harm's way.

## VENDOR

ITEM	USE	COST
Antitoxin	3	450
Divine	25	2,500
Elfire	30	1,200
Elixir	3	3,000
Flux	45	900
Heal	30	600
Mend	20	1,000
Nosferatu	20	3,200
Pure Water	3	900
Restore	10	2,000
Shine	30	900
Thunder	35	700

## ARMORY

ITEM	USE	COST	ITEM	USE	COST
Axereaver	15	1,950	Killer Bow	20	1,400
Hand Axe	20	300	Killer Lance	20	1,200
Iron Axe	45	270	Killing Edge	20	1,300
Iron Bow	45	540	Lancereaver	15	1,800
Iron Lance	45	360	Steel Axe	30	360
Iron Sword	46	460	Steel Bow	30	720
Javelin	20	400	Steel Lance	30	480
Killer Axe	20	1,000	Steel Sword	30	600

## STARTING ENEMIES

	NAME	CLASS	LV	#	ITEM
1	Lyon	Necromancer	14	1	Fenrir, Nosferatu
2	Remnant	Mage	17	1	Elfire
3	Remnant	Mage	17	1	Elfire, Guiding Ring
4	Remnant	Sage	4	1	Fimbulvetr
5	Remnant	Fighter	15	2	Steel Axe
6	Remnant	Paladin	4	2	Silver Lance
7	Remnant	Valkyrie	4	1	Lightning
8	Remnant	Hero	4	2	Silver Sword
9	Remnant	Hero	4	1	Silver Axe
10	Remnant	Hero	4	1	Brave Axe
11	Remnant	Wyvern Rider	16	3	Slim Lance
12	Remnant	Wyvern Rider	16	1	Javelin
13	Remnant	Wyvern Rider	16	1	Steel Lance
14	Remnant	Wyvern Lord	3	1	Silver Lance
15	Remnant	Berserker	3	1	Silver Axe
16	Remnant	Swordmaster	5	1	Killing Edge
17	Remnant	Druid	3	1	Nosferatu
18	Remnant	Druid	3	2	Luna

## ENEMY REINFORCEMENTS

	TURNS	NAME	CLASS	LV	#	ITEM
A	2, 4, 6, 8, 10	Remnant	Wyvern Rider	17	2	Steel Lance
B	3, 5, 7	Remnant	Cavalier	16	2	Steel Lance
	3, 5, 7	Remnant	Druid	3	1	Flux
	3, 5, 7	Remnant	Druid	3	1	Luna
	3, 5, 7	Remnant	Druid	3	1	Nosferatu
C	9, 11	Remnant	Paladin	4	1	Silver Sword
	9, 11	Remnant	Great Knight	4	1	Silver Axe
D	Red Zone*	Remnant	Warrior	3	2	Silver Axe

\*After infiltrating the red zone, Warriors will continue to spawn at point D for five turns.

## RECRUITABLE UNIT

	NAME	CLASS	TURN	LV	#	ITEM
1	Syrene	Falconknight	1	1	1	Silver Lance, Javelin





# CONFRONT AN OLD FRIEND

Split your party up at the start of the chapter, sending one team north along path B and another team led by Tana along path A. Make sure your units in the northwest are capable of sustaining many waves of attacks, and have them clear the area and take over the forts. Your other group should focus on capturing the central island. Keep archers and magic wielders in this group to ward off the

attacks, and rescue all the river folk before regrouping and heading along path C. As you're securing the central island, enemy Heroes will cross the water slowly. Take them out with ranged weapons from the shore. Watch for reinforcements from the southeast, and clear all enemies before attempting to topple Lyon. After defeating the boss, Prince Innes will give Eirika Frelia's Sacred Twin weapons.

## RECRUIT: SYRENE



Syrene, a level-1 Falcoknight, can be recruited by Tana. Position Tana in the upper right of the formation and move her along path A on your first turn to reach Syrene (you'll lose her if you dally). She'll join your party immediately, and her ability to fly over mountains and rivers will make her a valuable ally.

## BOSS: LYON



Lyon, (or the evil entity controlling him, rather) is a powerful dark magician. Try to form an assault and take him out in one turn—he will most likely destroy any party member if he's allowed to attack twice. Ephraim's Siegmund and Eirika's Sieglinde will do a significant amount of damage, as will Seth's Audhulma.

## Occupy the Forts



Enemies will continue to spawn in the northwest area through turn 12. Send a tough team along path B to meet them in battle, and position two units over the forts—it will prevent enemies from spawning there.

## Across the River

Have a magic wielder or Archer attack the tree stump on the other side of the river to create a makeshift bridge.

## Rescue the River Folk

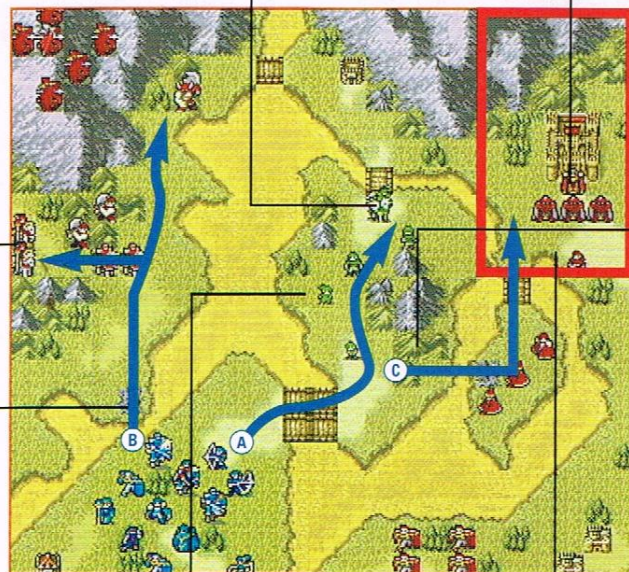


Send units along path A to rescue Syrene's civilian friends. Have four of your characters pick each of them up and carry them for the rest of the chapter. Get there quickly—magic wielders will create a bridge from the east in an attempt to reach them first. If you can keep them alive throughout the battle, you'll be rewarded with a Rescue staff.

## Approach Lyon with Caution



As you approach Lyon, stay out of his attack range until you're ready to form an assault. Druids will continue to spawn around him through turn 8, and Warriors will spawn in the south forts for five turns once you enter the red zone (indicated on the above map).



## Subtle Advantages

Movement restraints caused by the mountainous terrain may seem like a hurdle for your party. Use it to your advantage by positioning your units on the mountains, as well as forests and forts, to increase their defense in combat.





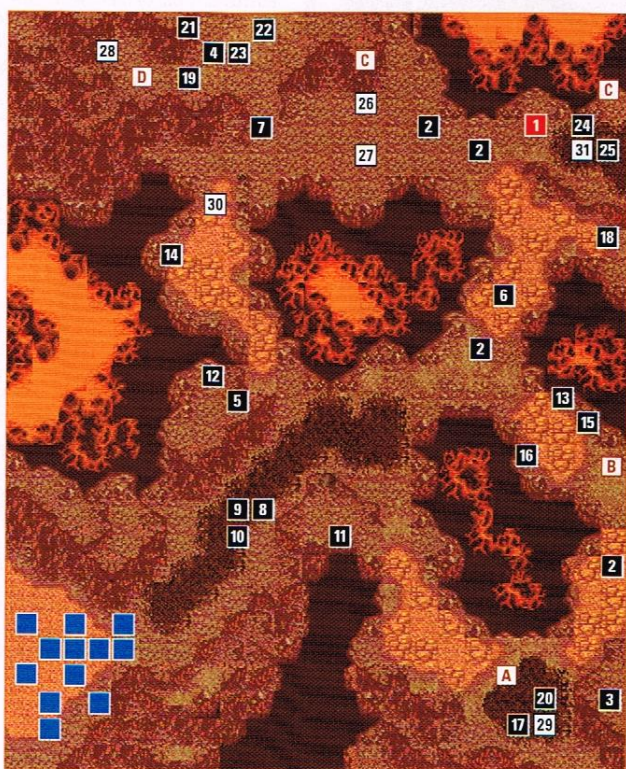
## TWO FACES OF EVIL

**OBJECTIVE: DEFEAT ALL MONSTERS****ALLIES: 12 ENEMIES: 28**

As Ephraim and Eirika search for the elusive Prince Lyon, their path leads them to Mt. Neleras in Darkling Woods. Lyon was last seen entering a volcanic cave, so the party heads in after him, only to find themselves in the heart of a Gorgon nest. If the party is to advance after Lyon, it must destroy the Gorgon Eggs or risk being devoured by hatching Gorgons. Hoping that Lyon can still be saved from the clutches of the Demon King, Eirika's devotion holds strong as she rallies her troops to fight.

**RECOMMENDED CLASSES**

DANCER  
FALCONKIGHT  
HERO  
PALADIN  
RANGER  
SUMMONER  
VALKYRIE  
WARRIOR

**STARTING ENEMIES**

NAME	CLASS	LV	#	ITEM
1 Monster	Gorgon	15	1	Demon Surge, Stone
2 Monster	Mogall	16	4	Evil Eye
3 Monster	Gargoyle	16	1	Toxin Lance, Javelin
4 Monster	Gargoyle	17	1	Axereaver
5 Monster	Gargoyle	17	1	Steel Lance
6 Monster	Gorgon	5	1	Demon Surge, Stone
7 Monster	Gorgon	6	1	Demon Surge, Shadowshot

**GORGON EGGS**

NAME	CLASS	TURN	LV	ITEM
8 Monster	Gorgon	4	4	Demon Surge
9 Monster	Gorgon	3	4	Demon Surge
10 Monster	Gorgon	2	4	Demon Surge, Stone
11 Monster	Gorgon	6	4	Demon Surge, Stone
12 Monster	Gorgon	5	4	Demon Surge, Stone
13 Monster	Gorgon	7	5	Demon Surge
14 Monster	Gorgon	7	5	Demon Surge, Stone
15 Monster	Gorgon	7	5	Demon Surge, Stone
16 Monster	Gorgon	8	5	Demon Surge
17 Monster	Gorgon	7	5	Demon Surge, Stone
18 Monster	Gorgon	9	5	Demon Surge
19 Monster	Gorgon	8	5	Demon Surge, Stone
20 Monster	Gorgon	7	5	Demon Surge
21 Monster	Gorgon	8	5	Demon Surge, Stone
22 Monster	Gorgon	9	5	Demon Surge
23 Monster	Gorgon	9	5	Demon Surge
24 Monster	Gorgon	10	5	Demon Surge, Stone
25 Monster	Gorgon	10	5	Demon Surge, Stone
26 Monster	Gorgon	8	5	Demon Surge, Stone
27 Monster	Gorgon	8	7	Demon Surge, Stone
28 Monster	Gorgon	8	5	Demon Surge, Stone
29 Monster	Gorgon	7	5	Demon Surge, Stone, Shadowshot
30 Monster	Gorgon	8	5	Demon Surge, Stone
31 Monster	Gorgon	9	5	Demon Surge, Stone, Shadowshot

**ENEMY REINFORCEMENTS**

TURNS	NAME	CLASS	LV	#	ITEM
A Red Zone A	Monster	Bael	16	2	Sharp Claw
B Red Zone B	Monster	Bael	16	1	Poison Claw
Red Zone B	Monster	Bael	16	1	Sharp Claw
C Red Zone C	Monster	Bael	16	2	Sharp Claw
Red Zone C	Monster	Bael	16	1	Poison Claw
Red Zone C	Monster	Gargoyle	17	1	Horseslayer
D Red Zone D	Monster	Bael	16	2	Sharp Claw
Red Zone D	Monster	Gargoyle	17	1	Heavy Spear





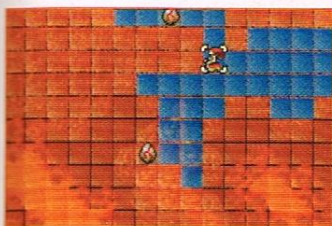


# GORGON EGG EXTERMINATION

Your first priority in the volcanic cave should be to eliminate all Gorgon Eggs. From the middle, break your party into three groups to follow paths A, B and C, while sending a flying unit to destroy the eggs on ledges. Deal with enemies as you come to them and avoid fire traps when possible, but move quickly—the eggs will begin

hatching on turn 2. It is possible to destroy all the eggs before they hatch, which will save you the trouble of fighting more Gorgons that can fight back. Use Pure Water on your weaker characters to decrease the damage from Gorgon attacks, and keep a Restore staff handy to return petrified party members to normal status.

## Avoiding Attacks



As you move through Neleras Peak, check the attack range of your enemies frequently. Some Gorgons have the ability to unleash a devastating Shadowshot attack from a very long distance.

## Eggs Out of Reach



Two eggs reside on ledges and are unreachable by most units. The eggs will hatch on turns 5 and 6—send a flying unit to destroy them before the Gorgon birthing.

## Petrified Party Members



Some Gorgons can cast Stone, rendering a party member unable to attack or move. Bring along a Restore staff and a magic wielder with the ability to use it. Casting Restore will unpetrify the unit and allow him to move on the same turn. If a unit becomes petrified while positioned on a fire trap, make haste with your magic wielder.

## BOSS: GORGON

The boss of Neleras Peak is a level-15 Gorgon. It will behave much like the other Gorgons, but will be slightly more difficult to overcome. Send a group with a strong unit as the leader along path B—the Gorgon will meet the leader in battle as the group moves north.

## Fire Damage



The volcanic landscape of Neleras Peak is littered with fire traps. Avoid positioning a unit over a cracked surface. At the end of the turn, he'll be damaged by fire from the ground. The fire traps do not discriminate—enemies are equally vulnerable, and can be lured into the traps.

## Additional Obstacles

In Difficult mode, entering red zones A-D will trigger enemy reinforcements, which will slow down your progress in eliminating eggs. Be prepared for the monsters, sending extra units their way to deal with them.

## Incubation Period



Gorgon Eggs will gain HP every turn. Once an egg reaches its maximum HP, a Gorgon will hatch from it. Place your cursor over an egg to check its status, and eliminate eggs with the highest HP first. The chart on the previous page will help you determine on what turn each egg will hatch.





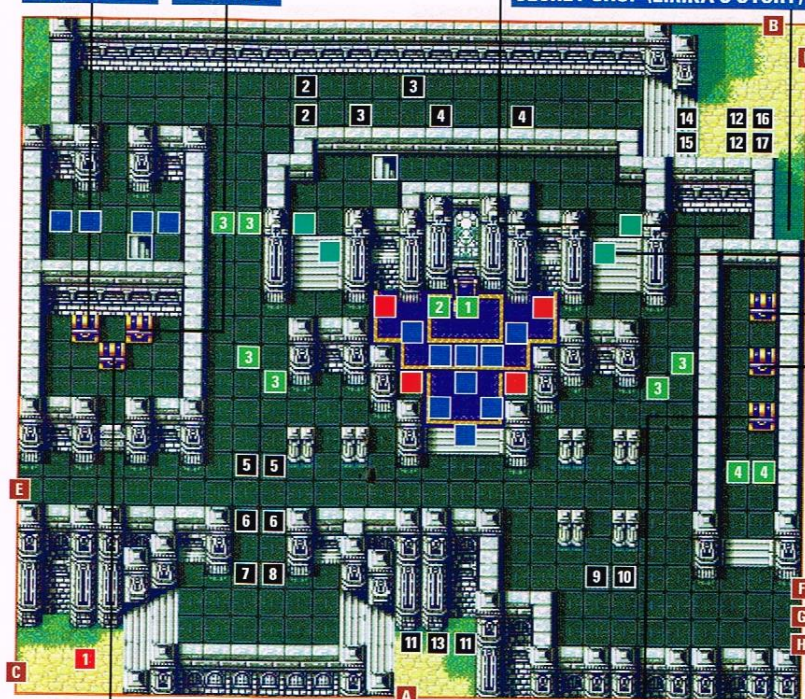
# LAST HOPE

**OBJECTIVE: GUARD MANSEL FOR 13 TURNS OR DEFEAT RIEV**
**ALLIES: 17 ENEMIES: 25**

The Sacred Stone of Renais is destroyed, and only one stone remains unbroken. Riev's desire to do the Demon King's bidding brings him to Rausten Court, where he will lead an all-out assault against the castle. If Riev gets his hands on the Sacred Stone of Rausten, the Demon King will rise from Darkling Woods with unspeakable power. Eirika and her companions must hold the castle and protect the stone at all costs.

**RECOMMENDED CLASSES**

BISHOP  
DANCER  
GREAT KNIGHT  
HERO  
MAGE KNIGHT  
PALADIN  
ROGUE  
SAGE


**SECRET SHOP (EPHRAIM'S STORY)**
**SECRET SHOP (EIRIKA'S STORY)**
**RUNESWORD FENRIR**

**NEUTRAL UNITS**

	NAME	CLASS	#	TURN	LV	ITEM
1	Mansel	Pontifex	1	1	17	None
2	Rausten	General	1	1	1	Silver Axe, Silver Blade
3	Rausten	Knight	6	1	5	Iron Lance
4	Rausten	Knight	2	1	4	Iron Lance

**EPHRAIM'S STORY OR EIRIKA'S STORY**

The starting positions of some of your units, as well as the secret-shop location, will differ depending on whether you played through Eirika's or Ephraim's story.

- Starting Position: Ephraim's Story
- Starting Position: Eirika's Story

**FORTIFY**
**5,000 GOLD**
**SECRET SHOP**

ITEM	USE	COST
Barrier	15	2,250
Elysian Whip	1	10,000
Guiding Ring	1	10,000
Hero Crest	1	10,000
Knight Crest	1	10,000
Ocean Seal	1	10,000
Orion's Bolt	1	10,000
Physic	15	3,750

**SPEEDWING**
**BOLTING**
**ENEMY REINFORCEMENTS**

	TURNS	NAME	CLASS	LV	#	ITEM
A	1-7	Remnant	Great Knight	6	1	Silver Axe, Silver Lance
	1-7	Remnant	Swordmaster	4	2	Silver Sword
B	2, 4, 6	Remnant	Warrior	6	1	Silver Axe
	2, 4, 6	Remnant	Sniper	5	1	Silver Bow
C	2-8	Remnant	Mage Knight	5	1	Elfiré
	2-8	Remnant	Warrior	5	1	Silver Axe
	2-8	Remnant	Ranger	5	1	Silver Sword, Silver Bow
	2-8	Remnant	Paladin	6	1	Silver Lance
D	3, 5, 7	Remnant	Hero	5	1	Silver Sword
	3, 5, 7	Remnant	Hero	5	1	Silver Axe
E	5	Remnant	Thief	18	1	Poison Sword, Lockpick
F	5, 6	Remnant	Thief	18	1	Poison Sword, Lockpick
G	8, 10	Remnant	General	6	2	Silver Lance
H	9, 11	Remnant	Warrior	5	1	Silver Axe
	9, 11	Remnant	Warrior	5	1	Silver Axe, Hand Axe

**STARTING ENEMIES**

	NAME	CLASS	LV	#	ITEM
1	Riev	Bishop	16	1	Aura
2	Remnant	Knight	18	2	Steel Lance
3	Remnant	Myrimidon	18	2	Steel Sword
4	Remnant	Archer	17	2	Steel Bow
5	Remnant	Mercenary	18	2	Steel Sword
6	Remnant	Druid	5	2	Luna
7	Remnant	General	4	1	Brave Lance
8	Remnant	General	5	1	Steel Lance
9	Remnant	Fighter	17	1	Iron Axe
10	Remnant	Fighter	17	1	Iron Axe, Hand Axe
11	Remnant	Swordmaster	4	2	Steel Sword
12	Remnant	Hero	5	2	Steel Blade
13	Remnant	Hero	5	1	Brave Sword
14	Remnant	Warrior	5	1	Steel Axe, Hand Axe
15	Remnant	Warrior	5	1	Steel Axe, Steel Bow
16	Remnant	Sniper	5	1	Brave Bow
17	Remnant	Sniper	5	1	Silver Bow







# DARKNESS FALLS ON RAUSTEN

One of the most difficult chapters in the game, Last Hope will require precise execution to reap its many benefits. Though it is necessary to protect only Pontifex Mansel, keeping six of the 10 allied units alive will earn you the Light Brand. Send a small but solid group along path A to secure the northern hallway and push back the enemy troops. Form a second, stronger group to send along path B and block the front gates, taking out enemies inside the castle

along the way (be sure to include a healer and a Dancer to support the frontline units). Get into a rhythm of fighting and healing using the same units. By turn 5, have a character waiting on the west side of the castle to dispose of the Thief. One last group should head along path C to protect the Knights and neutralize the enemy reinforcements in the east. If you place your units in the same position in which the reinforcements show up, they won't come at all.

## Northern Assault



A group of enemies hides in the shadows of the northern hallway. In the Preparations screen before battle, select a few powerful units to enter the map at point A. Drive back the enemies in the hallway before they eliminate the castle guards. Heroes, Warriors and Snipers will continue to flood in from the northeast, so keep the group in the hallway to hold them off.

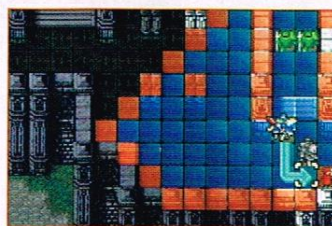
## Earn a Goddess Icon

An Archer hidden in the shadows of the northern hallway carries a Goddess Icon. He will not give up the powerful item when defeated—it must be taken from him. Enlist a Thief or a Rogue in the northwest group to increase visibility in the fog and steal the Goddess Icon from the Archer.

## Protect Rausten's Guard

The Knights of Rausten will fall easily to enemy attacks. If you can keep six of them alive (including the General and Pontifex Mansel), you'll be rewarded with the powerful Light Brand. To keep them alive, you'll need to move fast, holding enemy reinforcements at bay throughout the battle. Alternatively, you can send your units to rescue them, but your Speed and Skill will suffer.

## Poisonous Behavior



On turns 5 and 6, Thieves with Poison Swords will enter from the east and west in an attempt to loot the two treasure rooms. Send a small group southeast to fight off the enemy reinforcements, while deploying a Thief of your own to reach the chests before the enemies do. Equip your Thief with the Member Card to give him access to the secret shop.

## BOSS: RIEV



It's possible to make a mad dash for Riev and defeat him before his reinforcements surround him, but you'll most likely lose a unit or two, and miss out on the castle's treasure, as well. In any case, try to fight Riev before the chapter ends—he'll drop an Aura as he escapes.

## The Main Gate



Your biggest fight in Rausten Court will be at the front gate. Send your most resilient units to hold off the large number of reinforcements, which will keep coming through turn 8. Have magic wielders with Physic staffs heal your units' wounds while keeping clear of the fighting. A Dancer will allow a magic wielder to heal twice in one turn.





# CHAPTER 20



# DARKLING WOODS

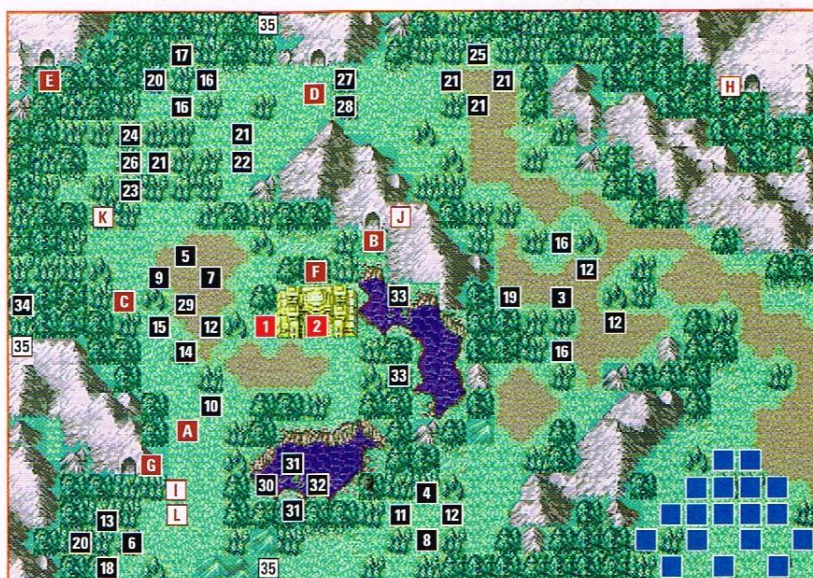
**OBJECTIVE: SEIZE THE LAIR GATE**

**ALLIES: 18 ENEMIES: 47**

Legend has it that Darkling Woods was a beautiful forest before it became the resting ground for the slain Demon King. Preparing for the demon's resurrection, the helpless Lyon enters Darkling Woods to take up residence within the Black Temple. Myrrh's father, charged with protecting the temple from evil, somehow falls into the service of the Demon King, and will fight Eirika's party to prevent them from entering the temple.

## RECOMMENDED CLASSES

BISHOP  
GREAT KNIGHT  
HERO  
MANAKETE  
PALADIN  
SAGE  
SNIPER  
WYVERN LORD



## STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Riev	Bishop	17	1	Aura
2 Morva	Manakete	18	1	Wretched Air
3 Monster	Wight	3	1	Steel Sword
4 Monster	Wight	3	1	Steel Sword
5 Monster	Wight	3	1	Steel Blade
6 Monster	Wight	3	1	Steel Blade
7 Monster	Wight	3	1	Armorslayer
8 Monster	Wight	3	1	Lancereaver
9 Monster	Wight	3	1	Lancereaver
10 Monster	Wight	3	1	Killing Edge
11 Monster	Wight	3	1	Javelin
12 Monster	Wight	3	4	Steel Lance
13 Monster	Wight	3	1	Axereaver
14 Monster	Wight	3	1	Axereaver
15 Monster	Wight	3	1	Spear
16 Monster	Wight	3	4	Steel Bow
17 Monster	Wight	3	1	Longbow
18 Monster	Wight	3	1	Longbow
19 Monster	Gorgon	6	1	Demon Surge, Stone
20 Monster	Gorgon	7	2	Demon Surge, Stone
21 Monster	Maelduin	4	5	Steel Axe
22 Monster	Maelduin	4	1	Poison Axe, Vulnery
23 Monster	Maelduin	4	1	Halberd
24 Monster	Maelduin	4	1	Swordslayer
25 Monster	Maelduin	4	1	Swordslayer
26 Monster	Maelduin	4	1	Short Bow, Elixir
27 Monster	Cyclops	4	1	Steel Axe, Antitoxin
28 Monster	Cyclops	4	1	Halberd
29 Monster	Cyclops	6	1	Tomahawk, Elixir
30 Monster	Gargoyle	15	1	Javelin, Antitoxin
31 Monster	Gargoyle	15	2	Steel Lance
32 Monster	Gargoyle	15	1	Toxin Lance
33 Monster	Mogall	14	2	Evil Eye
34 Monster	Arch Mogall	5	1	Shadowshot, Crimson Eye
35 Monster	Arch Mogall	5	3	Shadowshot, Crimson Eye

## ENEMY REINFORCEMENTS

TURNS	NAME	CLASS	LV	#	ITEM
A 15, 17, 19	Monster	Maelduin	5	1	Steel Axe
15, 17, 19	Monster	Maelduin	5	1	Steel Bow
B 16, 18, 20	Monster	Deathgoyle	3	2	Steel Lance
C 19, 21, 23, 25, 27	Monster	Elder Bael	5	2	Sharp Claw
19, 21, 23, 25, 27	Monster	Elder Bael	5	1	Lethal Talon
D Red Zone A*	Monster	Cyclops	5	2	Steel Axe
E Red Zone B**	Monster	Deathgoyle	3	1	Steel Lance
Red Zone B**	Monster	Deathgoyle	3	1	Steel Lance, Javelin
Red Zone B**	Monster	Deathgoyle	3	1	Axereaver
F Red Zone C***	Monster	Mogall	15	3	Evil Eye
G Red Zone D****	Monster	Deathgoyle	3	2	Steel Lance
Red Zone D****	Monster	Deathgoyle	3	1	Steel Lance, Javelin
H 4, 5	Monster	Gargoyle	15	1	Javelin, Steel Lance
4, 5	Monster	Gargoyle	15	2	Steel Lance
I 15, 17, 19	Monster	Maelduin	5	1	Steel Axe, Hand Axe
J 16, 18, 20	Monster	Death Gargoyle	3	1	Steel Lance, Javelin
K 19, 21, 23, 25, 27	Monster	Gwyllgi	5	1	Hellfang
19, 21, 23, 25, 27	Monster	Elder Bael	5	1	Sharp Claw
L 19, 23, 25	Monster	Gwyllgi	5	2	Hellfang

\* This will continue for three turns upon entering red zone A.

\*\* This will occur every other turn for eight turns upon entering red zone B.

\*\*\* This will continue for two turns upon entering red zone C, then every other turn for eight turns.

\*\*\*\* This will occur every other turn for four turns upon entering red zone D.







# THE HEART OF DARKNESS

Darkling Woods is crawling with vile creatures, but you'll have 18 allies and a powerful arsenal on your side. Move your party along path A until you reach the lower portion of red zone A. Clear out the surrounding enemies before moving northwest along path C. Having grown up in Darkling Woods, Myrrh will be your most powerful unit. Her only weaknesses will be to poisonous weapons and to Morva, the final boss (not to mention her father). Don't overuse

Myrrh—once her Dragonstone weapon runs out, she'll be ineffective. Lead with your most powerful units, unleashing the Sacred Twins to cut through the resistance. Don't hesitate to use the Hammerne on your rare weapons when they are close to breaking (it will work on everything except Myrrh's Dragonstone). Keep magic wielders at a safe distance, using the Latona staff to heal your entire party and Bolting to strike enemies from a distance.

## BOSS: RIEV



Unlike Morva, Riev will not hesitate to move from his position as you near the temple. Approach him carefully—he'll go after a weak party member and eliminate him with ease. Fortunately, Riev isn't very difficult to defeat. Attack him head-on with Myrrh, or with a Sacred Twin weapon.

## Around the Bend



A wide variety of enemies and rough terrain will impede your progress as you infiltrate red zone B and make your way around the mountain. Move slowly, sending Myrrh along the north edge to attract the Deathgoyles. Keep your weaker units to the back, and use long-range attacks like Bolting to attack Riev from a distance as you close in.

## Unite Your Units



Once the southern area is cleared, reunite your party and move along path C. A large wave of monsters will swarm your party after you enter red zone A—move slowly, leading with units carrying Sacred Twin weapons.

## Avoid the Shortcut

Send a small group along path B to fight the monsters to the south. Bring Myrrh along—she'll fend well against the flying enemies. Unless you want the experience, avoid red zone D and head north to reunite with the rest of your party.

## BOSS: MORVA



Morva will stay put at the temple gates, regenerating HP every round. Attacking with Myrrh will earn you a special cut-scene, but attack carefully—unlike the other creatures of Darkling Woods, Morva will inflict significant damage on Myrrh. Attacking with Eirika's Sieglinde, Ephraim's Siegmund or the Light Brand will also be effective.

## Nearing the Black Temple



Entering red zone C will trigger a flurry of reinforcements. Mogalls will continue to spawn around the temple for many turns, distracting you from your true mission. Move in on Morva aggressively, dealing with the reinforcements only when necessary, and seize the throne to end the battle.





# FINAL CHAPTER



# SACRED STONE

## OBJECTIVE: DEFEAT LYON

ALLIES: 12 ENEMIES: 36

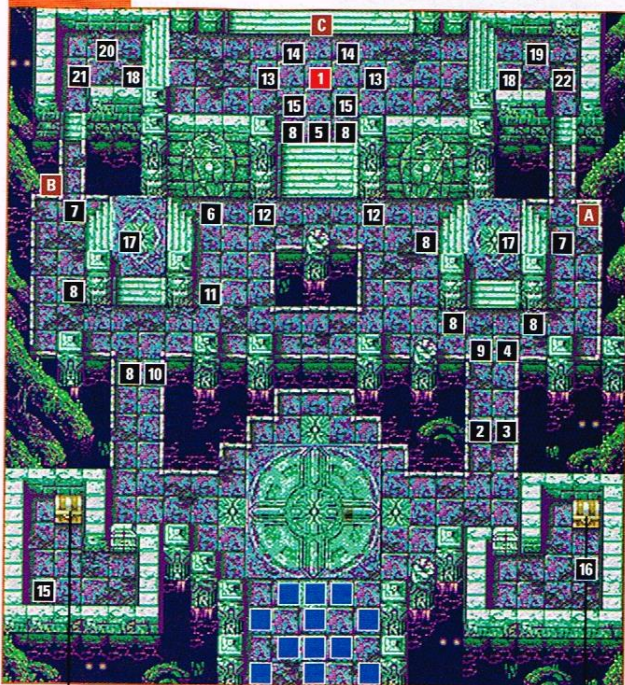
Eirika and Ephraim's final destination, the Black Temple, lies before them. Though the pair possesses the one remaining Sacred Stone, the Demon King has already been awakened and they must strike him down in battle to trap his spirit. The party must put their fears behind them and march forward to end the war of the Sacred Stones. Only the strongest units will survive inside the temple.

### RECOMMENDED CLASSES

BISHOP  
DANCER  
HERO  
MANAKETE  
PALADIN  
ROGUE  
SAGE



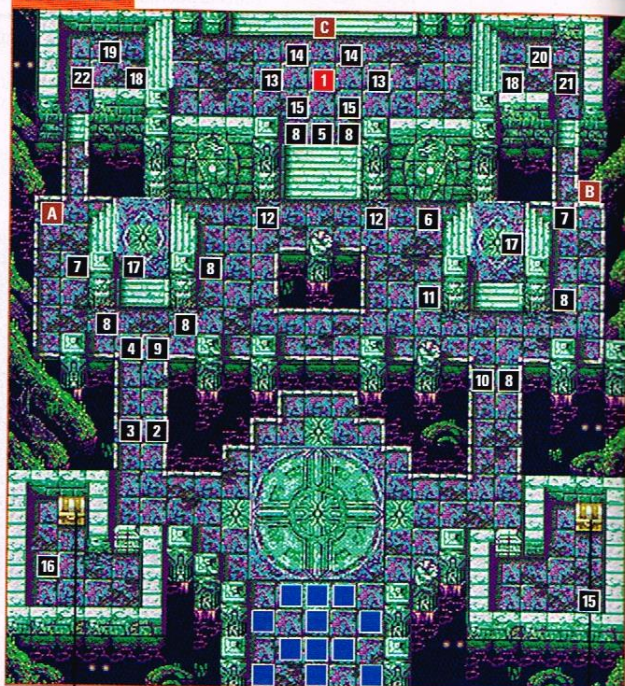
### EIRIKA



MASTER SEAL

ANGELIC ROBE

### EPHRAIM



MASTER SEAL

ANGELIC ROBE

### STARTING ENEMIES

NAME	CLASS	LV	#	ITEM
1 Lyon	Necromancer	14	1	Naglfar
2 Monster	Wight	5	1	Steel Sword
3 Monster	Wight	5	1	Steel Sword, Door Key
4 Monster	Wight	6	1	Lancereaver
5 Monster	Wight	5	1	Killing Edge
6 Monster	Wight	6	1	Killing Edge
7 Monster	Wight	5	2	Javelin
8 Monster	Wight	5	7	Steel Lance
9 Monster	Wight	5	1	Steel Lance, Chest Key
10 Monster	Wight	5	1	Steel Lance, Door Key
11 Monster	Wight	6	1	Axereaver

NAME	CLASS	LV	#	ITEM
12 Monster	Wight	5	2	Steel Bow
13 Monster	Gorgon	7	2	Demon Surge
14 Monster	Gorgon	8	2	Demon Surge, Shadowshot
15 Monster	Gorgon	7	3	Stone, Demon Surge
16 Monster	Gorgon	8	1	Stone, Demon Surge
17 Monster	Draco Zombie	10	2	Wretched Air
18 Monster	Elder Bael	5	2	Lethal Talon
19 Monster	Elder Bael	7	1	Lethal Talon
20 Monster	Gwyllgi	5	1	Hellfang
21 Monster	Gwyllgi	8	1	Hellfang
22 Monster	Maelduin	8	1	Swordreaver

### ENEMY REINFORCEMENTS

TURNS	NAME	CLASS	LV	#	ITEM
A Red Zone A	Monster	Arch Mogall	6	5	Crimson Eye
B Red Zone B	Monster	Deathgoyle	6	3	Steel Lance
Red Zone B	Monster	Deathgoyle	6	1	Axereaver

TURNS	NAME	CLASS	LV	#	ITEM
C Red Zone C*	Monster	Wight	Random	3	Random

\*After you enter red zone C, three Wights will spawn at point C at the end of each turn until you defeat Lyon.







# TAME LYON'S DEMON

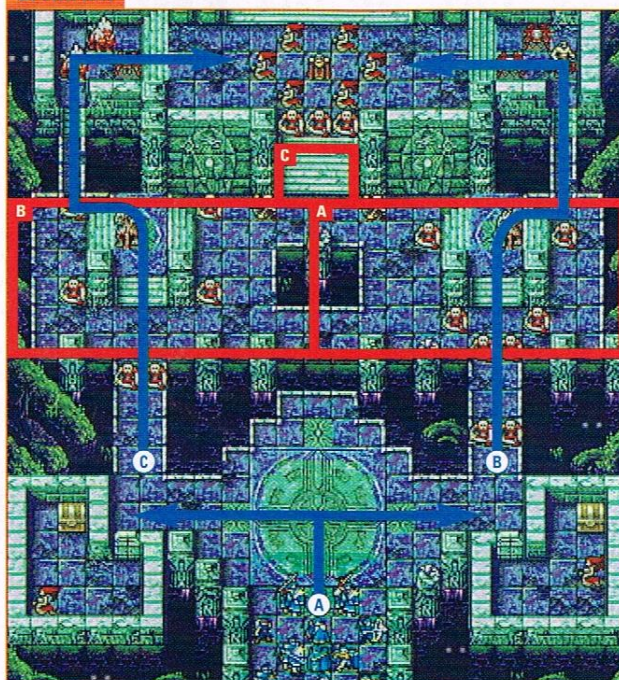
If you played through Ephraim's story, the enemy positions in the final chapter will be exactly opposite from what they will be if you played through Eirika's story. Both maps are represented here, but the strategy is identical for both. Prepare your party with a solid arsenal, and bring only your most powerful units into the temple (you won't be able to choose new units before fighting Fomortiis). Move your units along path A, then split them up into two groups. Move your groups north along paths B and C at a similar pace, leading with strong units to handle the Draco Zombies and other monsters. Myrrh's Dragonstone and Sacred Twins weapons will be effective on every enemy, including Lyon.

## BOSS: LYON

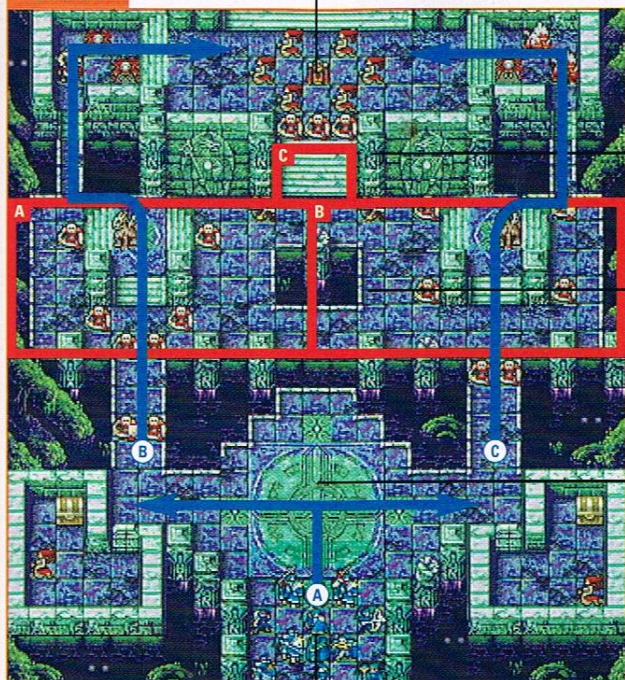


Lyon will randomly deal critical attacks to even your most powerful units. Equip the Hoplon Guard to a character and attack, keeping a healer nearby. Lyon will stay put, making it easy to take him down slowly if necessary. Sacred Twin weapons and tomes, as well as Myrrh's Dragonstone, will prove most effective.

## EPHRAIM



## EIRIKA



## Left and Right of Center



Trying to go up the middle will trigger endless reinforcements that will spawn behind Lyon. When the middle section is clear, heal your units and advance on Lyon from the left and right passageways. When you reach the north corners, Gorgons will attack using Shadowshot and Stone. Have Restore staffs on hand to unpetrify affected units.

## Mirror Affect



Infiltrating red zone A or B will trigger reinforcements on the opposite side. Try to reach both zones at the same time so that one group isn't caught off guard. Keep your weak units away from the reinforcements, and heal your injured party members before you enter the red zones.

## Two Paths, One Goal



Both groups should have healers and strong offensive units. The group that takes path B will encounter more enemies, but the tougher enemies along path C will make the difficulty level of the two paths about the same. Move your units north slowly, drawing the Draco Zombies and other monsters down to you.

## Loot the Lower Rooms

Bring your strongest units into the temple, with the intention of splitting them into two groups for most of the battle. You'll want to split them up at the very beginning, and head for the treasure chests first. If you don't enlist a Rogue, bring extra keys for the southwest room (southeast if you played through Ephraim's story).





# SLAY THE DEMON KING AND SAVE THE FINAL STONE

After defeating Lyon, your party will be face to face with Fomortiis, the incarnate Demon King. The final Sacred Stone will trap his soul, but you must destroy his body to fully stop his resurrection. Don't advance on Fomortiis until you've dealt with the enemy reinforcements. Wait until they appear at the end of turn 1, then draw the monsters away from the boss and attack. If an Arch Mogall is among the reinforcements, it will hide behind Fomortiis and attack from a distance. Use a long-range attack such as Bolting to take it out.



## Rally the Troops!

Though your party's HP will be restored, you won't have an opportunity to manage items or change units before fighting Fomortiis. Use turn 1 to trade items among party members and restore weapon integrity with the Hammerne staff. Once your party is prepared and you've destroyed the surrounding enemies, move in to strike down the hideous Demon King.

## STARTING ENEMY

NAME	CLASS	LV	#	ITEM
1 Fomortiis	Demon King	20	1	Demon Light, Ravager, Nightmare

## ENEMY REINFORCEMENTS

Eight enemy reinforcements will appear around Fomortiis at the end of turn 1—wait to advance on the boss until after they appear. The monsters' levels, weapons and positions will be random (the map to the left indicates approximate positions). Their classes will vary among Wights, Draco Zombies, Maelduins, Gwyllgis, Entombeds, Arch Mogalls, Gorgons, Deathgoyles and Elder Bael.

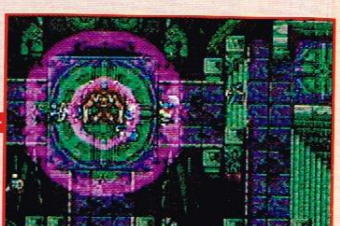
## BOSS: FOMORTIIS



Fomortiis's attack of choice is the devastating Demon Light, which he can execute from two spaces away. After you destroy his minions, move in on the demon and surround him, being cautious to position your units just out of his attack range (Fomortiis will move up to two spaces for a chance to attack).



You'll need to attack Fomortiis a couple of times before his HP is revealed. Most weapons will do no damage to the boss—Myrrh's Dragonstone, the Audhulma, the Sieglinde and the Siegmund will be most effective. Sacred Twin tomes will also inflict damage, but Fomortiis's Demon Light attack will ravage your magic wielders, despite their Resistance.



Be prepared for even your strongest units to take heavy damage from Fomortiis. (A high Speed will increase your chances of evading his attacks—use any Speedwings you have on your attackers.) Most characters cannot endure two attacks from Fomortiis. Position healers and rescuers just out of his attack range, and retrieve your wounded units when they're in trouble. Fomortiis will not advance on your troops if they are out of his range.







TOWER OF VALNI, LAGDOU RUINS & MONSTER SKIRMISHES

# EXTRA BATTLES



## EXTRA BATTLES



# CREATURE CAMPAIGN

## THE TOWER OF VALNI, LAGDOU RUINS AND MONSTER SKIRMISHES

Monster skirmishes, the Tower of Valni and Lagdou Ruins give you opportunities to earn experience, items and gold between chapters by fighting extra battles outside of the main story campaign. The maps on the following pages will give you an idea of how to prepare for each level. While monster skirmishes each contain only one map, the Tower of Valni and Lagdou Ruins contain multiple levels and will require a great deal of preparation.



Specifics are largely random for the Creature Campaign maps. Enemy locations, weapons, levels and classes will be different every time you visit, as will the contents of treasure chests. The maps on the following pages show the estimated locations of enemy units, as well as red zones that will trigger enemy reinforcements (see the key below).

### CREATURE CAMPAIGN MAP KEY

- Estimated starting location of enemy units
- Estimated starting location of boss
- Starting location of allied units

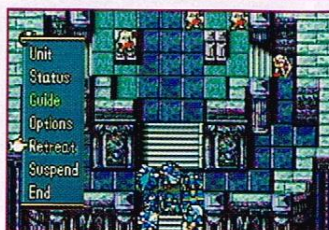
Zone that will trigger enemy reinforcements when infiltrated by allied units

### Your Journey Recorded



In the Tower of Valni and Lagdou Ruins, you will have access to the Preparations screen before each new level. The save option, however, won't appear until you complete every level or retreat. If you retreat, you can reenter the Tower of Valni or Lagdou Ruins, but you'll have to start from the first level. While inside either of these areas, you can access a Records option in the main menu to view your past and current combat record.

### Level Up and Leave



At any time during the player phase, you can retreat from the Tower of Valni, Lagdou Ruins or monster skirmishes (an extra option will appear in the main menu). Level up weaker party members, then retreat before things get too difficult. Any experience or found items will be yours to keep when you leave.

## BEAT THE GAME, THEN CONQUER CREATURE CAMPAIGN

After you complete the game's final chapter and save, a new play mode will be accessible; simply select the Extras option from the main menu. A new option titled Map will appear. Select it, then select the save file of your completed game. This will allow you to continue playing strictly in Creature Campaign. As you play through the available maps, you'll unlock characters for your party who were unplayable in the game's story campaign.



While traveling in Magvel after you finish the game's final chapter, you'll be able to play the Tower of Valni, Lagdou Ruins or monster skirmishes. In addition to the vendors and armories of Magvel, you'll have access to the game's secret shops (formerly accessible only from the battlefield). You'll also randomly unlock powerful new characters (shown to the right) who have items and classes that were unavailable in the story campaign.

### Unlockable Characters



**CAELLACH**

CLASS: Hero



**LYON**

CLASS: Necromancer



**FADO**

CLASS: General



**ORSON**

CLASS: Paladin



**GLEN**

CLASS: Dragon Master



**RIEV**

CLASS: Priest



**HAYDEN**

CLASS: Ranger



**SELENA**

CLASS: Mage Knight



**ISMAIRE**

CLASS: Swordmaster



**VALTER**

CLASS: Wyvern Knight



# ENEMIES OF MAGVEL

In Chapter 4, Eirika and her party will find that the monsters of Darkling Woods have been awakened and are plaguing the continent of Magvel. In addition to the army of Grado, Eirika and Ephraim must fight the fiends and send them back to where they

came from. Each enemy has its own weapons and abilities that will affect how you should attack and who you should attack with. The charts below contain information on all the monsters, as well as bandits, of Magvel.



## ARCH MOGALL

MAGIC: CRIMSON EYE, SHADOWSHOT

MOVEMENT  
6



The most dangerous among the Mogalls is the Arch Mogall. Its ability to fly will allow it to move across a map with ease. Shadowshot, the Arch Mogall's most dangerous spell with a range of 3-10, will devastate your party when it connects. Increase the Resistance of your units to avoid the Arch Mogall's sting.



## CYCLOPS

WEAPONS: AXES

MOVEMENT  
5



A Cyclops is an axe-wielding powerhouse similar to a Berserker. It can carry a variety of axes, including Swordslayers, Devil Axes and Hammers. Cyclopes are prone to attack in groups. Their attacks are often easy to evade, but when they connect, they will inflict massive damage.



## BAEL

WEAPONS: SHARP CLAW, POISON CLAW

MOVEMENT  
5



Baels are giant spiders that can move over mountains. They often have the ability to poison your units—carry Antitoxins when facing them. Keep weaker party members away from Baels. Archers and magic users will do well against them, as Baels cannot perform ranged counterattacks.



## DEATHGOYLE

WEAPONS: LANCES

MOVEMENT  
6



Deathgoyles' high movement range and ability to fly will make them dangerous adversaries. They will often come out of nowhere and prey on your weaker party members, drawing from their wide variety of lances. Target Deathgoyles as soon as they appear on a map—Archers will find success in taking them down.



## BANDIT

WEAPONS: AXES

MOVEMENT  
5



Bandits are axe-wielding opponents out for blood. They are loyal to no one, and will often destroy villages if you do not reach them first. Bandits have the ability to move over mountains. Many carry Hand Axes, allowing them to attack your units from a distance.



## DRACO ZOMBIE

MAGIC: WRETCHED AIR

MOVEMENT  
5



Draco Zombies are the most powerful monsters in the game. Their Wretched Air attack is unparalleled and will devastate your units. Only your most powerful units should approach Draco Zombies. When engaging them in battle, keep healers and rescuers nearby.



## BONEWALKER

WEAPONS: SWORDS, LANCES, AXES, BOWS

MOVEMENT  
5



Bonewalkers are skeleton foot soldiers. They are usually easy to defeat but have a tendency to swarm your units. Bonewalkers carry a variety of weapons. Check their inventory, as some carry ranged and poison armaments that can catch you off guard.



## ELDER BAE

WEAPONS: SHARP CLAW, POISON CLAW, LETHAL TALON

MOVEMENT  
6



Elder Baels are far more powerful than Baels. Their high HP and Lethal Talon attack will make them difficult to defeat without taking heavy damage. Magic and ranged attacks will be effective, but be cautious—it will often take multiple rounds to defeat an Elder Bael.







## ENTOMBED

WEAPONS: ROTTEN CLAW, FETID CLAW, POISON CLAW

MOVEMENT  
5



Entombeds are much stronger versions of Revenants. They have much higher HP, and their attacks and ability to connect are greater. Like their weaker counterparts, Entombeds are vulnerable to Light magic. Stronger melee units should have no problem using conventional weapons to deal with Entombeds.



## MAUTHE DOOG

WEAPON: FIERY FANG

MOVEMENT  
7



A Mauthe Doog is a weaker version of a Gwyllgi. Though their attacks aren't incredibly powerful, Mauthe Doogs have a long movement range and often travel in packs. Magic and bows are effective against Mauthe Doogs.



## GARGOYLE

WEAPONS: LANCES

MOVEMENT  
6



Though they're not as dangerous as Deathgoyles, Gargoyles are a force to be reckoned with. They move around maps with ease and will often surround your party. Gargoyles will often attack with ranged weapons like Javelins and Heavy Spears. In turn, they are vulnerable to ranged lances.



## MOGALL

MAGIC: EVIL EYE

MOVEMENT  
5



Mogalls, the weaker version of Arch Mogalls, often gang up on your party. They tend to whittle down your units' health with their ranged attack. Mogalls are especially vulnerable to Javelins, bows and Hand Axes.



## GORGON

MAGIC: STONE, SHADOWSHOT

MOVEMENT  
6



Gorgons aren't particularly difficult once you reach them—getting to them is the hard part. Gorgons use ranged magic to petrify your units, immobilizing them for multiple turns. Their Shadowshot attack has a high chance of striking a critical blow. Pure Water and Barrier staffs will come in handy against them.



## REVENANT

WEAPON: ROTTEN CLAW

MOVEMENT  
4



Revenants travel in large numbers. They are slow, but their attacks can be powerful when they connect. Revenants are susceptible to magic—Light magic will be particularly effective.



## GWYLLGI

WEAPON: HELLFANG

MOVEMENT  
8



Gwyllgis, the three-headed dogs of Magvel, have one of the highest movement ranges of any monster in the game. A Gwyllgi's Hellfang attack can do massive damage to your units. Weaken Gwyllgis with bows and magic, and use melee units to finish them off.



## TARVOS

WEAPONS: SWORDS, LANCES, AXES, BOWS

MOVEMENT  
8



A Tarvos is a stronger version of a Maelduin. Though they have the ability to carry a variety of weapons, they usually wield axes and Longbows. A Tarvos's movement range is among the highest of the monsters'. A strong melee unit will fare well against a Tarvos.



## MAELDUIN

WEAPONS: SWORDS, LANCES, AXES, BOWS

MOVEMENT  
7



Maelduins carry a variety of weapons and can usually move across a map with ease, depending on the terrain. They will often be carrying two weapons, and frequently they attack from a distance. Take out Maelduins with strong melee units.



## WIGHT

WEAPONS: SWORDS, LANCES, AXES, BOWS

MOVEMENT  
6



Like Bonewalkers, Wights have a variety of abilities. Their movement range is higher than Bonewalkers', and they will usually wield more-powerful weapons like Killing Edges and Poison Bows. Check a Wight's inventory and deal with it appropriately.



## EXTRA BATTLES



## TOWER OF VALNI

## OVERPOWER THE TOWER

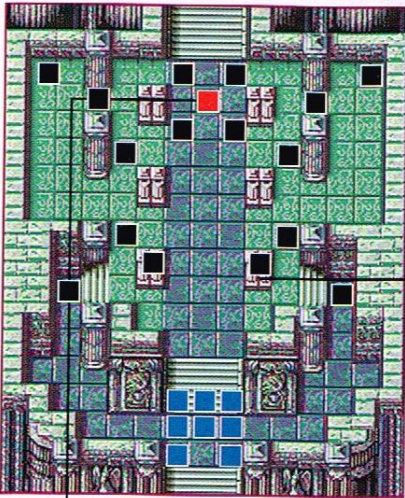
After you complete Chapter 8, the Tower of Valni (once home to Frelia's Sacred Stone) will become available on the main map. After its Sacred Stone was destroyed, Valni became overrun by monsters. There are eight levels in the tower. You'll enter on level one, and move from floor to floor until you either conquer the eighth floor or retreat. Each new level in the tower is more difficult than the previous (see page 86 for more information). You'll be able to access the tower between chapters, and it's an excellent place for leveling up your weaker party members like Ross, Ewan and Amelia.



## TOWER OF VALNI 1

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 8 ENEMIES: 17



## Behind Pillars



Attacking an enemy from behind a pillar will increase your chance of evading its assault.

## Easy Pickings



The most powerful enemy on the map is the floor boss, but he cannot perform ranged attacks. Use his short-coming to level up a unit that can strike from a distance.



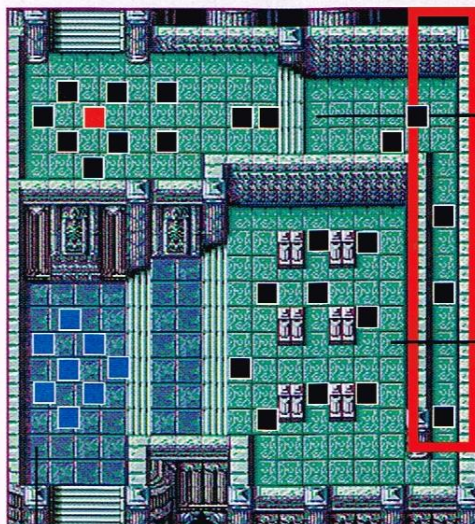




## TOWER OF VALNI 2

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 25**



### Wait Up!

When your units reach the northern portion of the map, wait for stragglers to catch up. The enemies surrounding the boss will require a team effort.

### Back to the Start

Once your party enters the red zone around the eastern hallway, enemy reinforcements will appear in the southwest corner of the map. Leave some capable units near your starting point to deal with the newcomers.

### Archer Arrows



Some of the enemy Archers may be carrying dangerous Longbows or Poison Bows. Attack each of them from an adjacent space to avoid a counterattack.

### When They Least Expect It



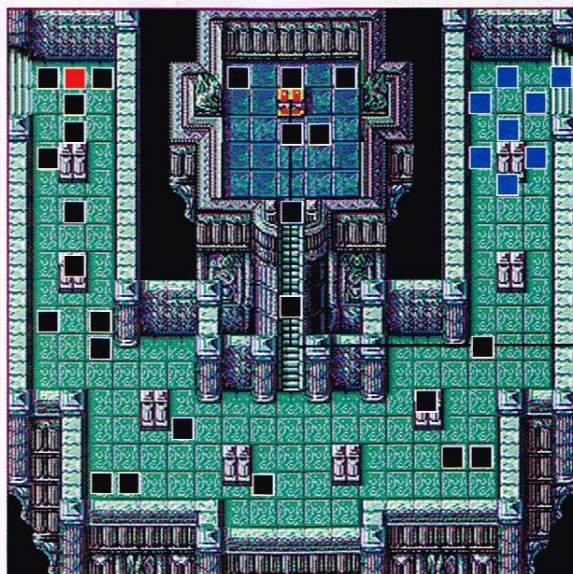
As enemies come storming down the eastern hallway, set up some long-range attackers to give them a nice surprise from behind the wall.



## TOWER OF VALNI 3

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 26**



### Lasting Impressions



Tower of Valni 3 is chock-full of poisonous enemies. If a party member is afflicted with poison, the effect will last multiple turns. Bring along a Restore staff and some Antitoxins to keep your units healthy.

### Thief or Grief



Don't expect to find a key to the treasure chest on level 3. You'll need to bring along a unit with lock-picking abilities to claim the prize. If you don't, you'll be out of luck.

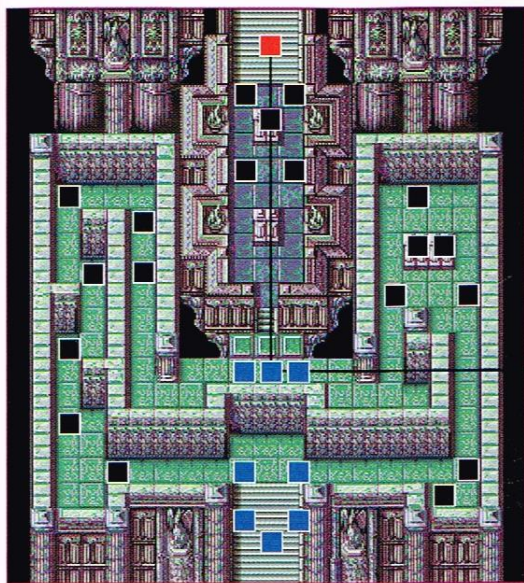




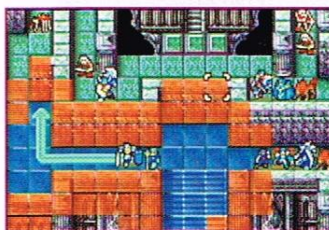
## TOWER OF VALNI 4

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 8 ENEMIES: 20



### Unite and Fight!



Your party will enter floor 4 separated. Bringing the two factions back together should be your first priority. The best way to do so is to divide into four groups, each with a strong unit to lead it through the narrow hallways. In the Preparations screen before Tower of Valni 4, arrange your formation so each group has a leading unit.

### Three-Headed Menace

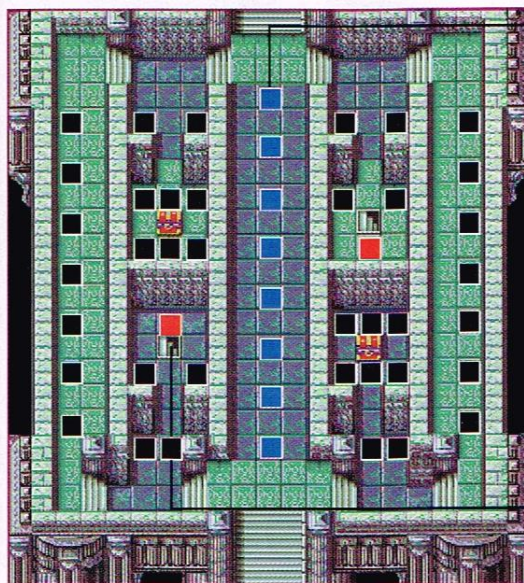


The Gwyllgi boss at the end of Tower of Valni 4 is a tough opponent. Send in your best unit, and have capable healers and rescuers nearby to lend a hand.

## TOWER OF VALNI 5

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 8 ENEMIES: 40



### Survive the Swarm



Move your party either north or south in a tight group, and let the monsters come to you. Keep your weaker units behind your frontline units, and heal often.

### Big Payoff



Battling the Entombed bosses of Tower of Valni 5 will earn a unit a large amount of experience. Attack the Entombeds with a character that you want to level up. They won't be terribly difficult to defeat.

### Negative Reinforcement

Revenants and Bonewalkers will continue to emerge from the two staircases through turn 6.

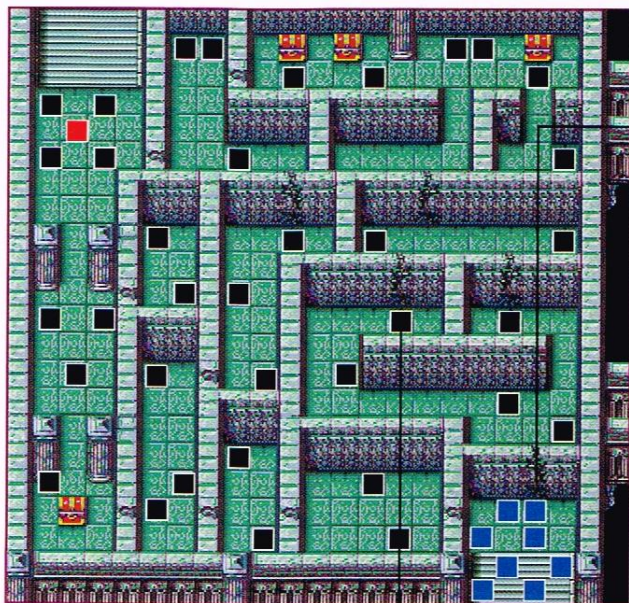




# TOWER OF VALNI 6

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 37**



## Break-Through Tactics



Traversing Tower of Valni 6 will require some demolition work. Attack the cracks in the walls to create passageways. Make your way up to the three northern chests first, then head for the southern chest.

## A Long Shot



Many Bonewalkers in Tower of Valni 6 carry Longbows. Regular bows cannot fire over the walls that run horizontally on the map, but Longbows can. Keep your units (especially your flying units) away from the walls until you can break through and defeat the enemy Archers.

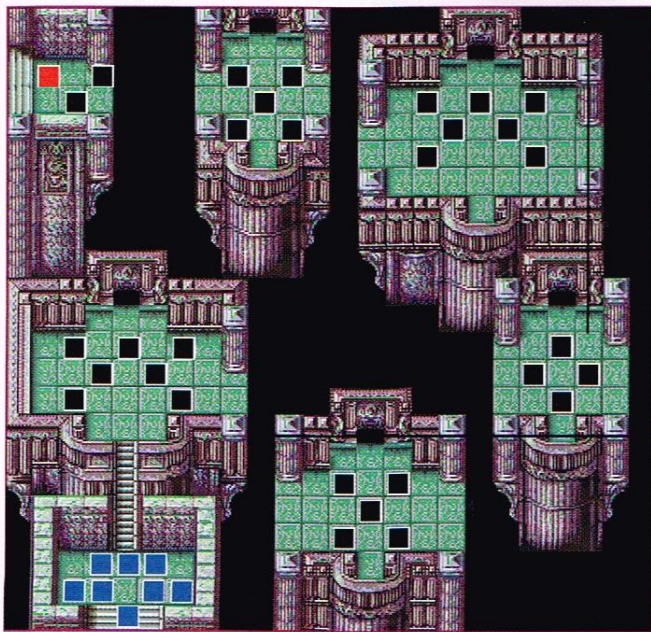




# TOWER OF VALNI 7

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 9 ENEMIES: 40**



## Backtracking

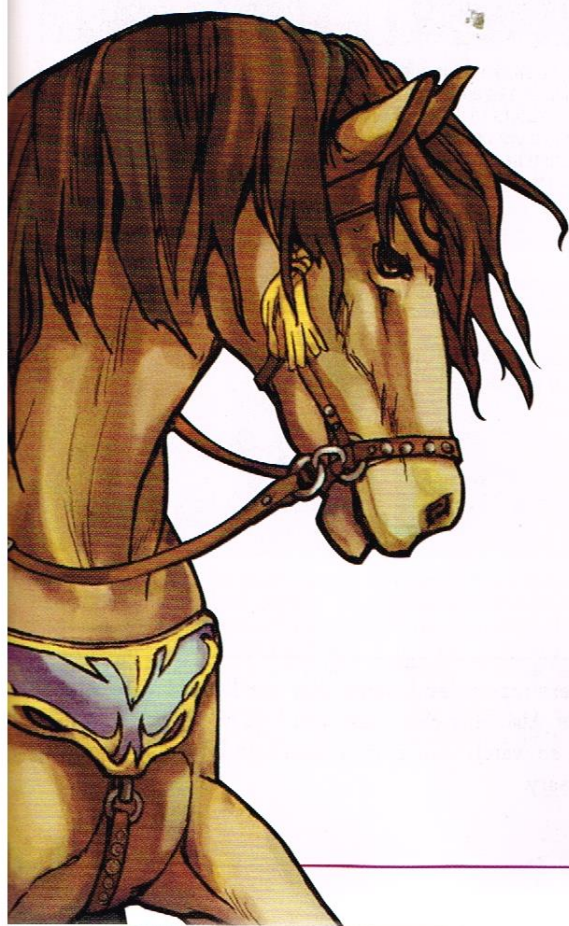


Defeating all the enemies on the third, fourth and fifth platforms will spawn three sets of Gargoyle reinforcements on previously cleared platforms. Hold back a couple of strong units to deal with the Gargoyles while the rest of your party pushes forward.

## Crossing the Chasms



When you defeat all the enemies on a given platform, a bridge that allows you to cross to the next platform will appear.



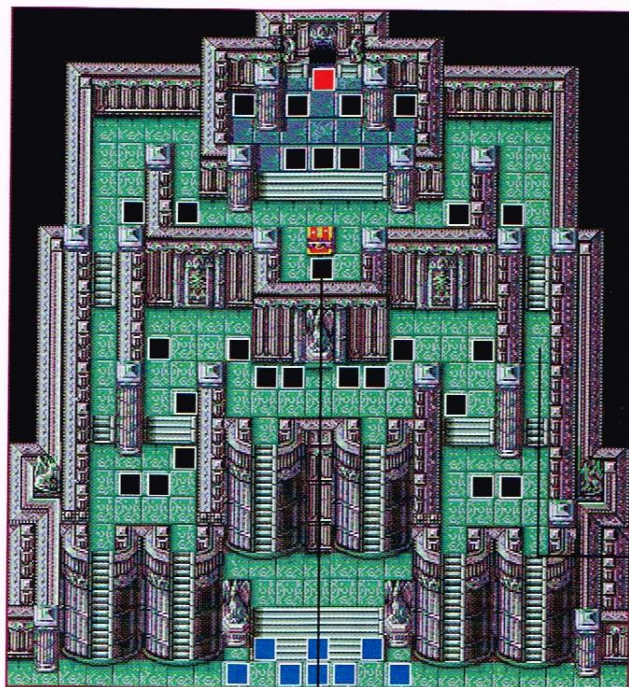




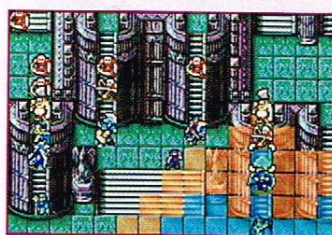
# TOWER OF VALNI 8

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 28**

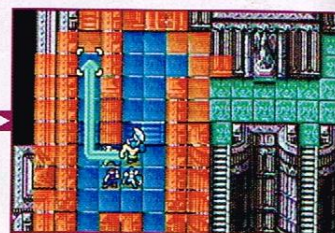
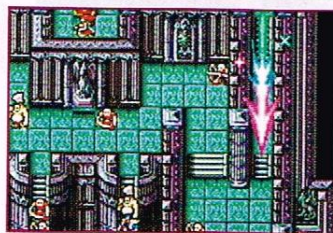


## Attack from Four Fronts



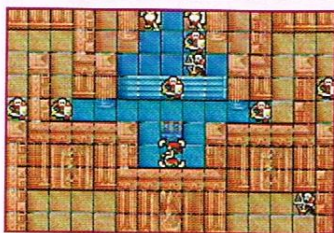
Split your party into four groups, and meet the first wave of enemies on the four inner staircases (avoid the two outer staircases) to keep them from surrounding you. The Cyclops enemies are tough—keep healers nearby to keep the front line healthy. Indirect attacks from magic users are effective against Cyclopes. After clearing the lower portion of the map, split your party into two groups then make your way to the boss.

## Damaging Corridors



At the end of every turn, a bolt of energy will shoot down either the left or right corridor, causing damage to anyone in its path. Stay out of the bolts' paths when possible, and use the bolts to damage your enemies by drawing them into the corridors. When moving your party north, you'll be forced to enter the dangerous passageways. If you time the movement of your units correctly, you can avoid taking damage from the bolts.

## Gorgon Magic



The Gorgon near the chest will use its Dark magic to damage you from a distance. Its attacks can be devastating—take it out as quickly as possible.

# VALOR IN VALNI

Completing the Tower of Valni will earn you valuable experience, and some decent loot to boot. You can access the tower again and again to level up your characters, but keep an eye on your inventory—money is usually scarce in the tower, and you can easily run

out of valuable weapons and items that you'll need to clear the game's chapters. Also, any characters you lose in the tower will be gone for good, so watch your party's health and don't be afraid to retreat if necessary.





## EXTRA BATTLES



## LAGDOU RUINS

## LAY WASTE IN LAGDOU

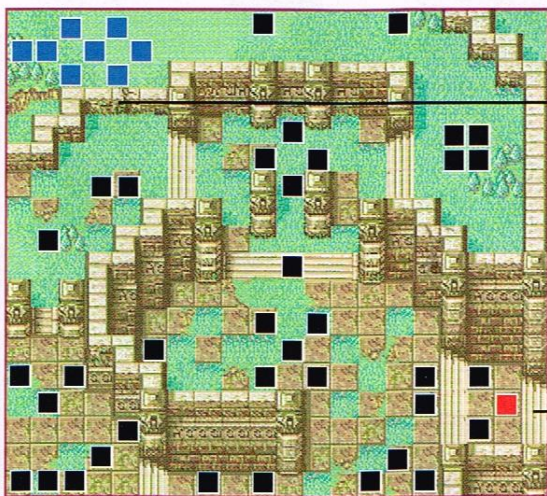
Lagdou Ruins will open up in Jehanna on the world map after you complete Chapter 19. The maps in Lagdou are without a doubt the most difficult parts of the game. Hordes of powerful monsters await you on each of Lagdou's 10 levels, and they'll push your party to the limit. With great struggle, though, comes great reward—Lagdou Ruins is full of powerful items and weapons. Like in the Tower of Valni, your party will be capable of retreating midbattle. Use the ruins to level up your most powerful units to their maximum experience level before heading to the Black Temple to fight the Demon King. When you've cleared the final chapter of the game, Lagdou Ruins will remain available through Creature Campaign mode (see page 86 for more information).



## LAGDOU RUINS 1

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 8 ENEMIES: 40



## Stray from the Path



Attack the crack in the wall near your starting point to create another point of entry. You'll still face the hordes, but you'll be able to limit their options.

## Behind the Boss



Two random enemy reinforcements will spawn behind the boss on turns 6 through 10. It's impossible to reach the boss by the time the reinforcements start coming, but positioning units on their entry points will prevent additional reinforcements from spawning.

## In the Deep End



The difficulty level in Lagdou Ruins is high right off the bat. Use the ruins (especially the earlier areas) to level up your weaker units, but bring your experienced units along as well—you'll need them for protection. Fight your way through, and don't be too proud to retreat if your party is in danger—you don't want to risk losing a character.

## Support Conversations



Extra maps in Lagdou Ruins, the Tower of Valni and the monster skirmishes are often great places to increase character support. You can continue to check for support conversations when visiting these areas in Creature Campaign mode, after you complete the final chapter of the game.

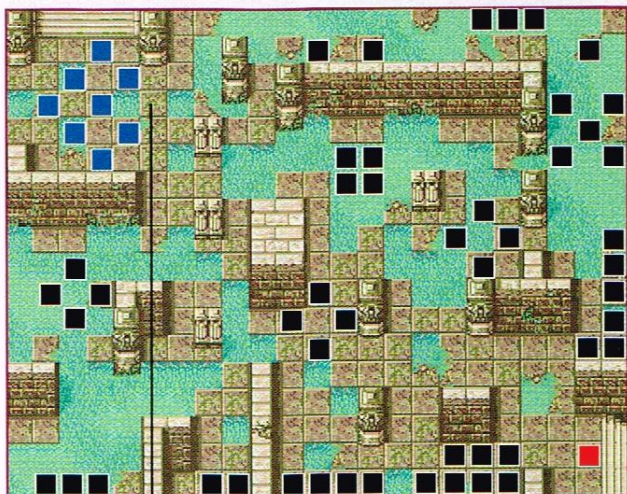




# LAGDOU RUINS 2

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 50**



## Hold Your Ground



Don't rush into battle too quickly on Lagdou Ruins 2. Let your enemies come to you, and create a barricade of strong units to protect your weaker characters. Have your offensive magic wielders attack the enemy from behind the barricade. Enemy units will continue to move your way slowly.

## Lasting Wounds



Many of the enemies in Lagdou bear poisonous weapons. Bring a supply of Antitoxins (Tethys is a good unit to carry extra items into battle) and equip capable units with Restore staffs. Units afflicted with poison will be damaged at the beginning of each turn, so cure them quickly. If a unit is poisoned and you have no way to cure him, have another unit rescue him—it won't cure the poisoned unit, but it will stop the poison from causing damage until the rescuer drops the unit.

## A Force to Be Reckoned With



Selecting a group capable of surviving each level in Lagdou Ruins will depend on which characters you've leveled up and how you've leveled them up. A solid group should have high-level Paladins, one or two good healers, a Great Knight, a Sage, a Sniper and a Hero. Tethys the Dancer is always a good addition, as well.

## Green Is Good



The astounding number of enemies in Lagdou Ruins will take a toll on your weapon inventory. Enemies will randomly hold rare weapons and items that they will drop when defeated. Since you have to defeat every enemy to clear a level, you're guaranteed to get every drop. Organize your weapon inventory on the Preparations screen between levels, and be sure to use the weapons you've earned.

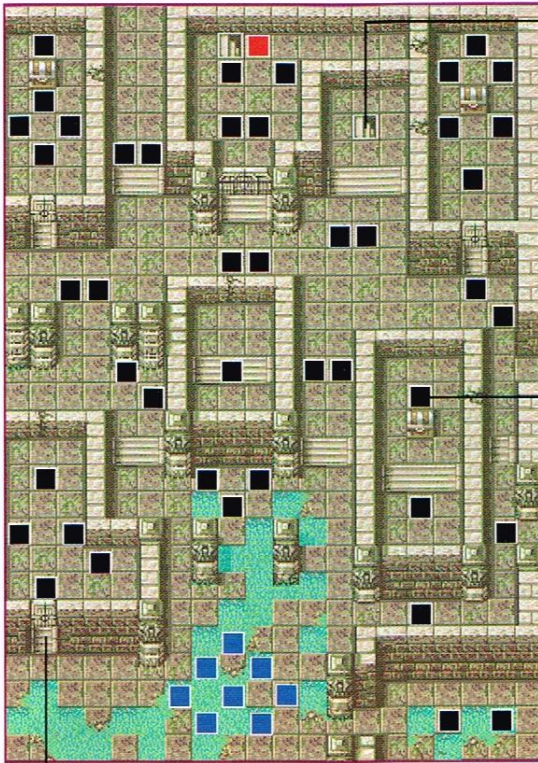




# LAGDOU RUINS 3

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 45**



## From Below



A mass of random enemy reinforcements will begin spawning at the end of turn 3. There are other reinforcements on the map as well, but this is where the majority of them will show up. Deal with the reinforcements before heading to the boss.

## Gorgon Safe Place



As you move north, Gorgons will attempt to petrify your units. Rather than breaking through the walls, deal with the Gorgons from outside the rooms. Draw them to the edge using a unit with high Resistance, then take them out with a nearby bow-wielding unit.

## Stop the Key Carriers



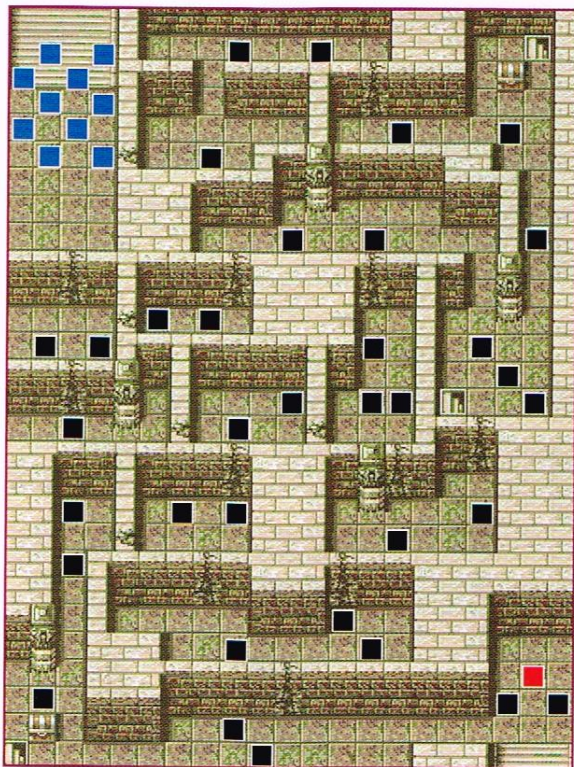
During the first few turns, Wight reinforcements with Door Keys will attempt to unleash the locked-away monsters. Send a unit west on turn 1 to stop the first Wight before he opens the door, then chase down the other two Wights. They'll be tough to reach in time, but it's well worth the effort.



# LAGDOU RUINS 4

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 10 ENEMIES: 36**



## Reaping Lagdou's Benefits



Some levels in Lagdou Ruins contain treasure chests with valuable random items. When you see treasure chests on a level, assume you need to reach them quickly—most chests in Lagdou will eventually be looted by enemy Thieves. Bring extra Chest Keys, or units with unlocking capabilities, to obtain the prizes.

## Disposable Weapons



To get anywhere in Lagdou Ruins 4, you must break through the level's many walls. Bring along an arsenal of cheap weapons (such as Iron Lances, Iron Swords and Iron Bows) to use for the grunt work.

## Reach the Chests First



On turns 1, 5 and 7, enemy Thieves will show up from the staircases and begin looting the treasure chests around Lagdou Ruins 4. Split up your party and get to the chests first. If a Thief does reach a chest first, take him out before he can exit the level to earn what is rightfully yours.

## Narrow Escapes



In Lagdou Ruins 4, the narrow passageways will leave your units open to assault by bow- and magic-wielding enemies behind the walls. Bring plenty of magic users and Archers of your own to return the favor, and always lead the march with a strong melee troop. Move quickly!

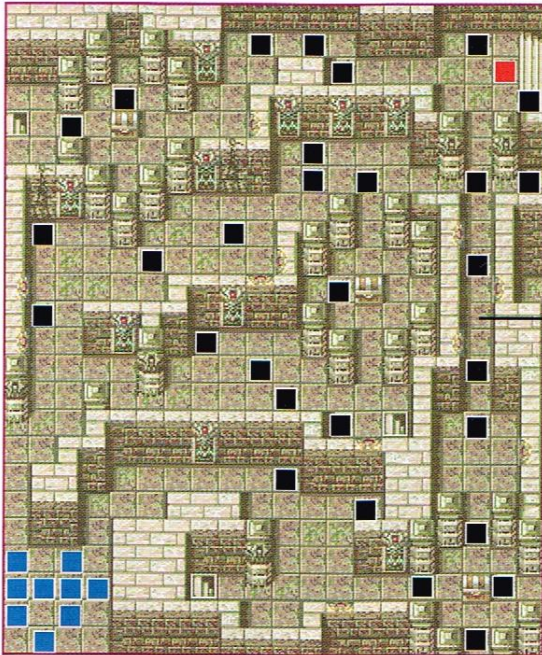




# LAGDOU RUINS 5

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 9 ENEMIES: 31



## Poison in the Walls



Poison gas will emit from any of the statues on the walls when a unit is standing within three spaces directly in front of it. Depending on the angle, some statues are difficult to see—look for a red eye. The gas will damage your units in addition to poisoning them. It will do the same to enemy units, so try to draw them into the statues' line of fire. If your unit is forced into a vulnerable position, have another unit rescue him. Antitoxins and Restore staffs will be helpful in Lagdou Ruins 5.

## Perfect Positioning



The path on the east side of the map is the best route to the boss. It will also provide opportunities to intercept the level's Thieves before they escape with the treasure chest loot. Stagger your units to avoid the poisonous statues.

## Claiming Stolen Goods



At the end of turns 1, 3 and 7, enemy reinforcements in the form of Thieves will emerge from the staircases to loot the treasure chests. If they reach the chests before your units do, hunt them down and eliminate them before they can escape—they'll give up the goods upon defeat.

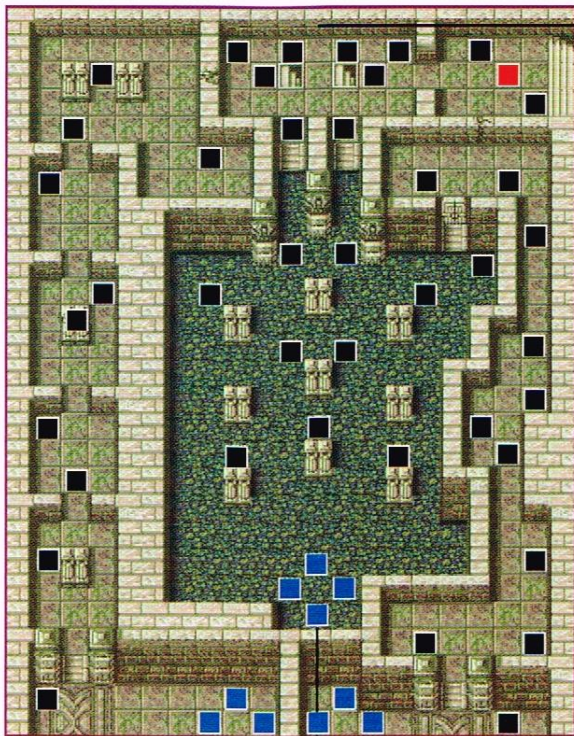




# LAGDOU RUINS 6

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 10 ENEMIES: 42**



## Northern Spawning



Random enemies will spawn in the north from turn 3 through turn 9. Most of them will head directly south toward your four units in the center room. This should be the strongest of your three groups.

## Danger from Both Sides



An Arch Mogall in the western hallway and Gorgons in the east and west will cause you grief as you move your party north. Bring along a Restore staff to neutralize the Gorgons' Stone attacks, and eliminate the three troublemakers as quickly as possible. Use Barrier staffs or Pure Water to boost the Resistance of your frontline units.

## Unit Formations



While picking units for Lagdou Ruins 6, it is vital that you choose their formation on the Preparations screen. Your party will be split up into three groups. The group in the center room has the toughest battle—be sure to include a good healer, and stay away from the walls. Any weak units in this group will most likely be defeated.

## Confront the Boss



Rather than break through the wall crack directly south of the boss, open the door and reunite your units before advancing on the boss.

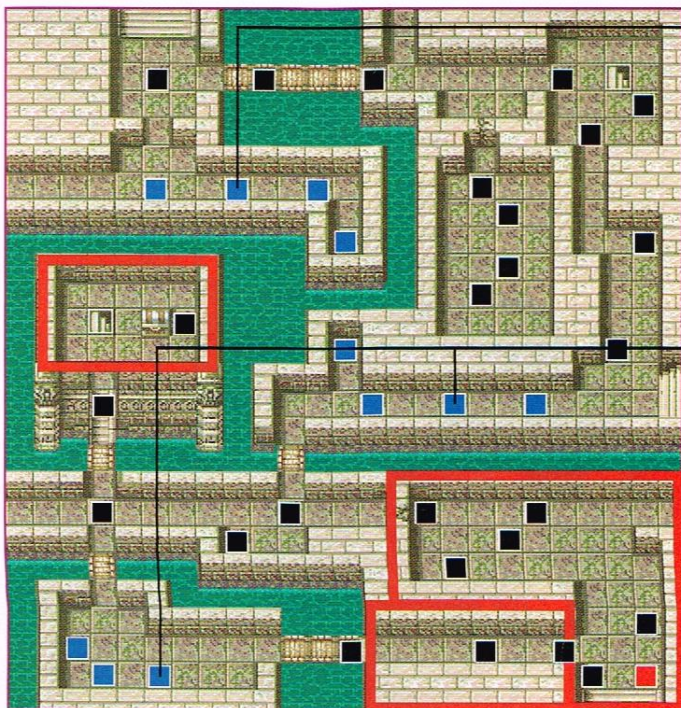




# LAGDOU RUINS 7

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 11 ENEMIES: 27



## Group A



The greatest danger in Lagdou Ruins 7 is the Gorgons' and Arch Mogalls' magic attacks. Have your northern group defeat them as quickly as possible, and use Resistance-boosting items and staffs on your units.

## Groups B and C



The middle and southern groups should come together before attempting to reunite with the northern group. Have a Summoner spawn Phantoms to act as decoys for the surrounding Gorgons and Arch Mogalls while the groups move toward each other.

## Spawns from All Sides



Massive numbers of Arch Mogalls will begin spawning around the edge of the map on turn 3 and when you enter the red zones. Attack them from close range to avoid a counterattack.

## Use Your Plunder



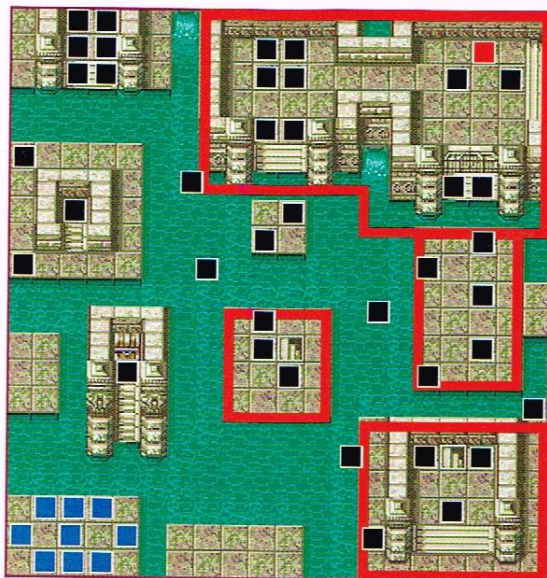
The farther along you get in Lagdou Ruins, the more valuable the items you'll receive. You'll have access to the Preparations screen's armory between maps, where you can buy very basic weapons, but you'll need to use some of the weapons and items you've found along the way, as well. Lagdou Ruins only gets more difficult as you continue.



# LAGDOU RUINS 8

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 9 ENEMIES: 40**



## Red Zone Riot

The red zones in Lagdou Ruins 8 will trigger a random assortment of level-20 monsters from the staircases in the east. The red zones are unavoidable—do your best to prepare for the onslaught.

## Disappearing Bridges



Bridges will appear and disappear throughout Lagdou Ruins 8. Move your units across the bridges carefully—if they disappear at the wrong time, a unit may get stuck in the water. Bring along flying units to move across the map freely and rescue trapped units.

## Separation Anxiety

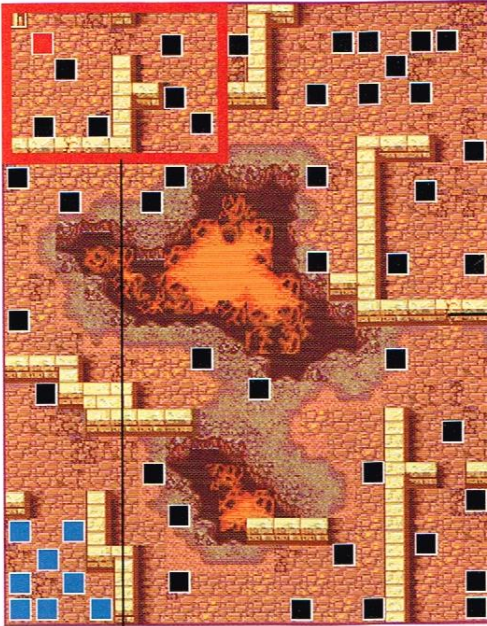


Deathgoyles will swarm your starting position. Keep your units well protected on the first several turns. Place strong units on the outside of your party's formation, while positioning support units on the inside. Once the fliers are defeated, start moving your units. Keeping your units together should be your highest priority. Let enemies come to you, and eliminate as many foes as possible before you head across a bridge. If any units do get trapped in the water, rescue them before the Deathgoyles have their way.





# LAGDOU RUINS 9

**OBJECTIVE: DEFEAT ALL MONSTERS**
**ALLIES: 8 ENEMIES: 43**


## In the Zone

The cowardly boss will call on a large group of enemy reinforcements as soon as you're near it. You must defeat all monsters to clear Lagdou Ruins 9, so prepare for a long battle.

## Beware the Arch Mogalls



The greatest threat in Lagdou Ruins 9 is the high-level Arch Mogalls—you'll be within their attack range as soon as the battle begins. Bring your best units, and move across the map as quickly as possible. You can break through a couple of walls to create shortcuts and reach the Arch Mogalls faster.

## Up in Flames



Like in Neleras Peak, the ground in Lagdou Ruins 9 will scorch you if you're standing in the wrong place. Look for the most-orange areas and avoid them at all cost—the damage from the Arch Mogalls' ranged attacks is plenty to deal with.

## Stay Together



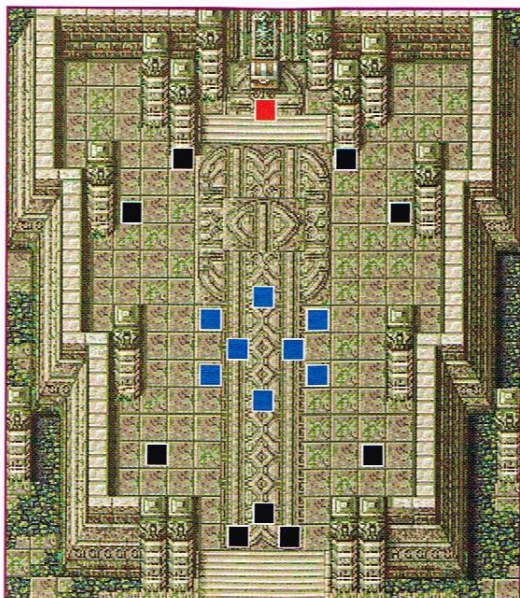
Keep your units close together so that they can protect and heal each other. Once you break through the wall in the east, you'll face a powerful Cyclops army, all wielding nasty weapons including Halberds, Swordreavers and Axereavers. Keep your strongest melee fighters in front and use long-range troops to lend a hand. Once the Cyclopes are defeated, move north then west to finish off the Arch Mogalls.



# LAGDOU RUINS 10

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 10**



## Slow and Steady Wins the Race

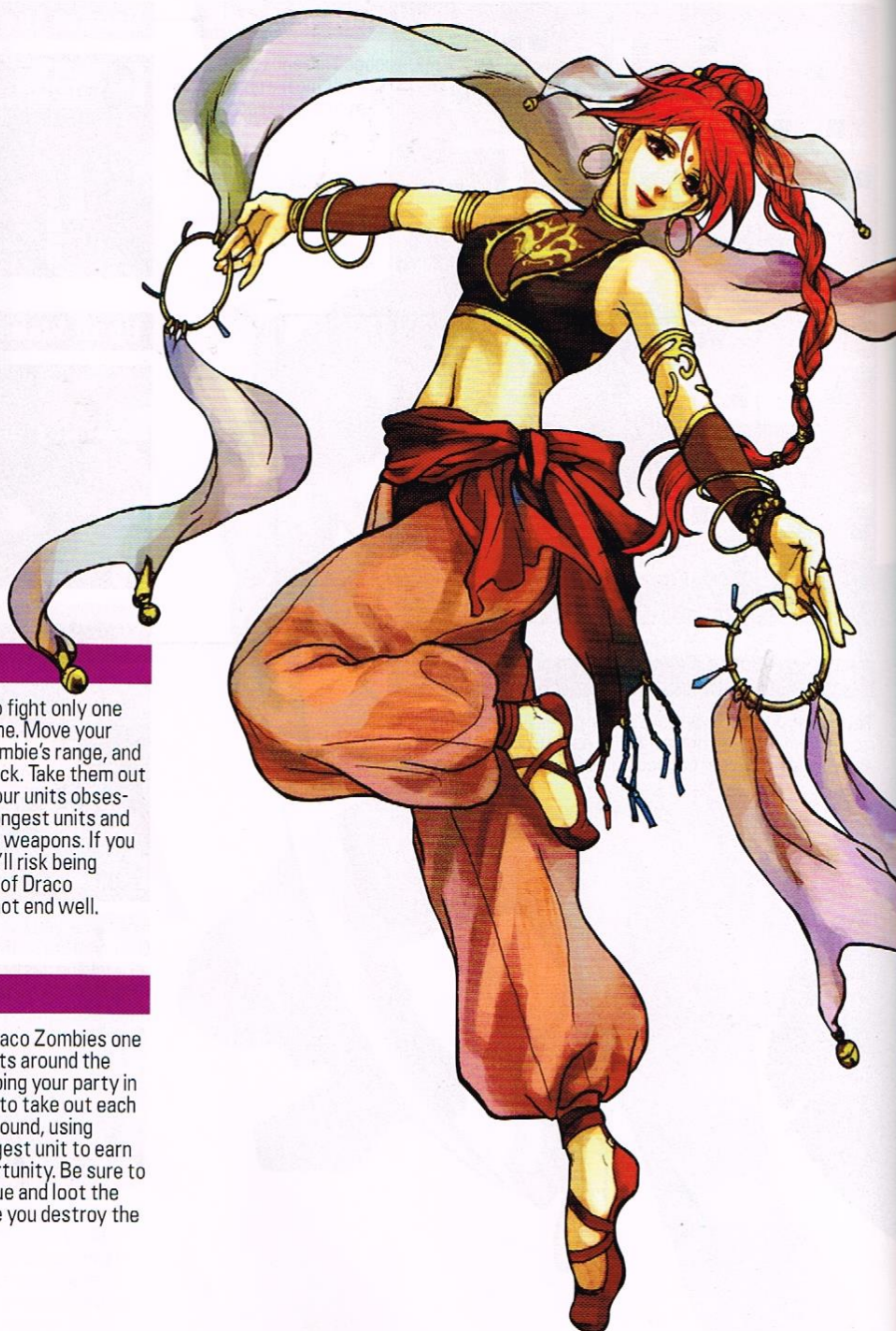


Your goal should be to fight only one Draco Zombie at a time. Move your party into a Draco Zombie's range, and draw it in for the attack. Take them out one by one, healing your units obsessively. Bring your strongest units and your most formidable weapons. If you move too hastily, you'll risk being attacked by a swarm of Draco Zombies, which will not end well.

## Stick to the Edge



As you take on the Draco Zombies one by one, move your units around the edge of the map, keeping your party in a tight formation. Try to take out each Draco Zombie in one round, using Tethys on your strongest unit to earn an extra attack opportunity. Be sure to bring a Thief or a Rogue and loot the treasure chest before you destroy the final boss.



## RULE THE RUINS

Lagdou Ruins is, indisputably, the most difficult portion of the game. Making it to the last level is quite a feat. Many of the chests and enemies are random, and you can access the ruins as many

times as you like—after you complete the final chapter of the game, try Lagdou Ruins again in Creature Campaign mode to unlock powerful new characters (see page 86).





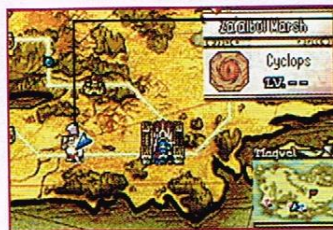
## EXTRA BATTLES



## MONSTER SKIRMISHES

## MONSTERS IN MAGVEL

Sometime after Chapter 4, your first monster skirmish will become available on the world map. Monster skirmishes are optional—they will not advance the game's story, and they will appear only in locations you've already visited or don't need to go. Like the Tower of Valni and Lagdou Ruins, though, monster skirmishes will serve as a great tool for leveling up your weaker party members. If you don't engage in a monster skirmish, it will eventually disappear from the world map.



## CLEAR THE PATH

As monsters infest areas on the world map, they will sometimes be blocking the path when you want to visit a vendor or armory. It's possible to engage the skirmish and then immediately retreat to reach your destination, but you'll miss out on the opportunity to gain some experience points.



## ZA'HA WOODS

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 8 ENEMIES: 21



## Forest Fight



The enemies in the Za'ha Woods skirmish are basic low-level monsters. Move your party across the map, clearing monsters along the way. When approaching the boss, place your units on forest terrain while you attack the surrounding enemies to increase your Defense stats.

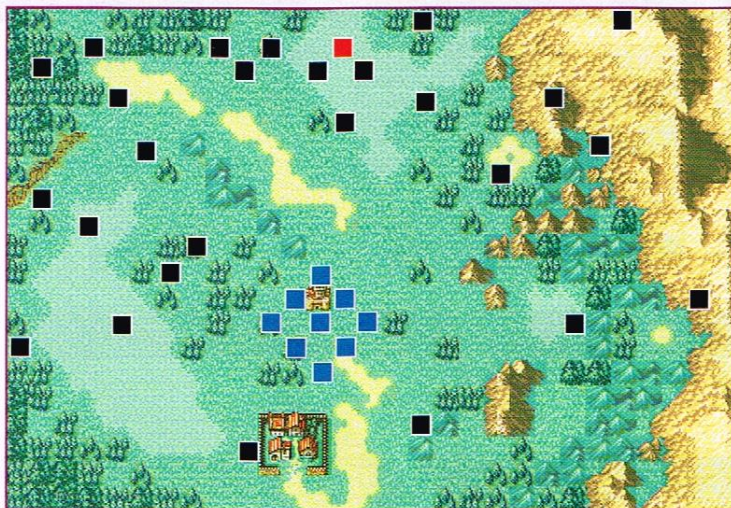




## ADLAS PLAINS

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 9 ENEMIES: 27**



### Secure the Fort

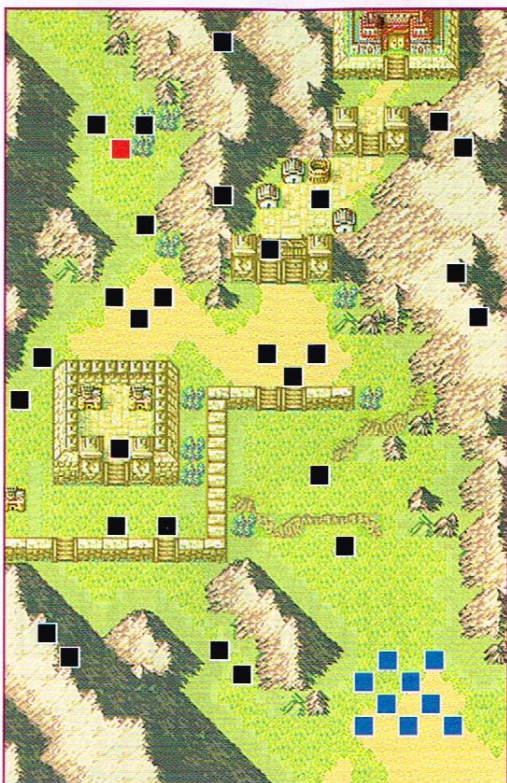


Enemy monsters will move in from all sides in the Adlas Plains skirmish. Hold the fort in the middle of the map to heal wounded units, and let the monsters come to you.

## TERAZ PLATEAU

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 9 ENEMIES: 29**



### Martyr in the Fog



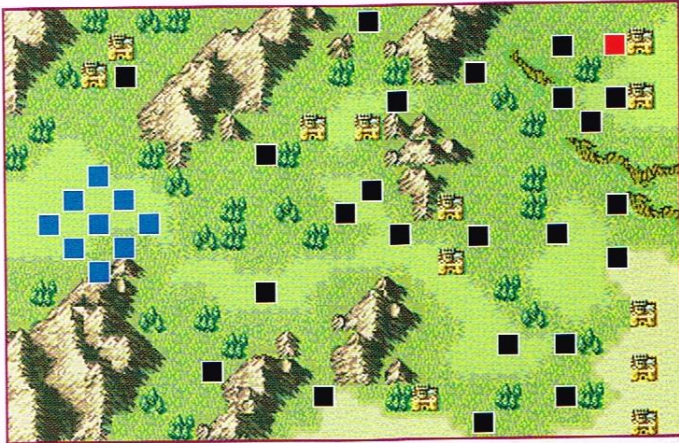
Summoners have the ability to summon a Phantom unit, which is usually good only for distracting the enemy, but in fog, Phantoms can do much more. Summon a Phantom and move him into fog on the same turn (Phantoms are unaffected by terrain) to increase your party's visibility. If you don't have a Summoner, use a Thief or a Rogue to venture into the fog.



## HAMILL CANYON

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 9 ENEMIES: 23



### Onward through the Canyon

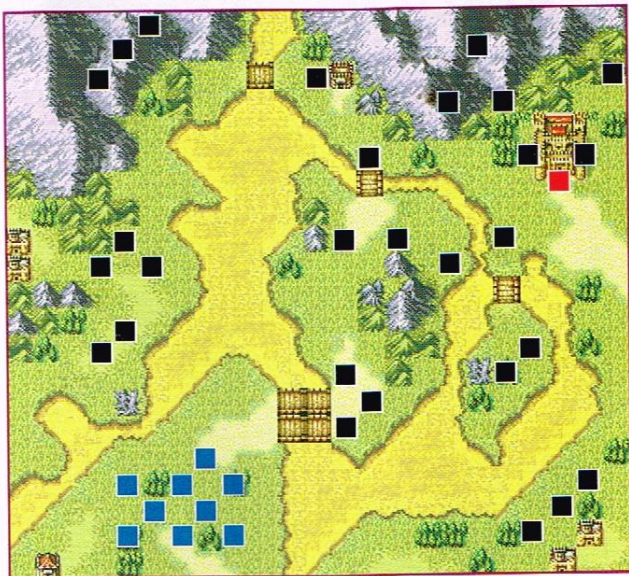


Like many of the skirmish maps, Hamill Canyon will be covered in fog. Move your party from west to east, drawing in the enemy monsters. Bring a Thief or a Rogue to increase your party's visibility in the fog. A Horseslayer or Axereaver will be particularly effective against the axe-wielding Maelduins of Hamill Canyon.

## NARUBE RIVER

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 9 ENEMIES: 29



### Divide Your Forces



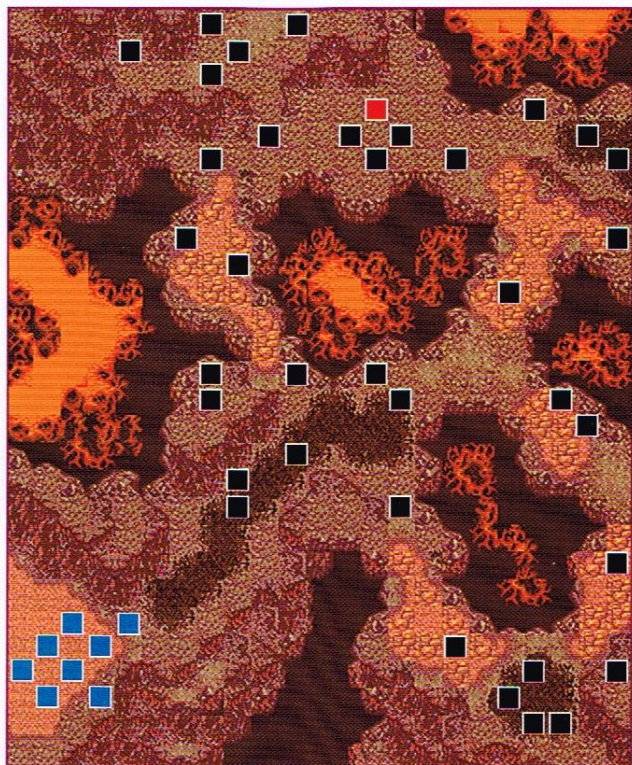
Split your units at the starting point, sending one group north across the snag and another group east across the bridge. Bring Antitoxins or a Restore staff—some enemies will poison your party members. Powerful flying units such as Wyvern Knights will be useful as rescuers. Have the two groups converge just north of the center island and move in on the boss.



# NELERAS PEAK

OBJECTIVE: DEFEAT ALL MONSTERS

ALLIES: 8 ENEMIES: 37



## Focus on the Eggs



The Gorgon Eggs are back at Neleras Peak. There are 10 eggs in all. Move your party to the middle of the map and split them up to exterminate the eggs before they hatch. Avoid standing on the cracked red surface—you'll be burned at the beginning of the next turn.





## BETHROEN

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 8 ENEMIES: 23**



### Cut through the Fog

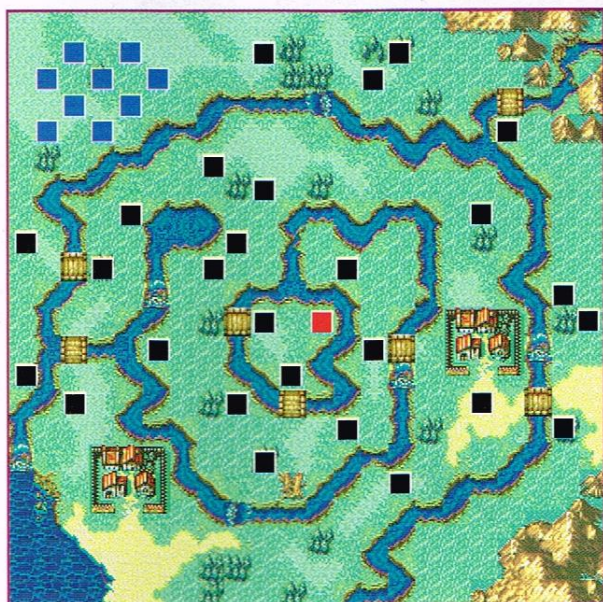


Flying units and mounted units will serve well in Bethroen. Their ability to move long distances will help your units avoid being surrounded. A Thief or Rogue will increase your party's visibility in the fog. Keep an eye out for the flying enemy units—they'll move in quickly on your party.

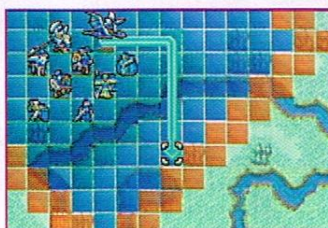
## ZA'ALBUL MARSH

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 9 ENEMIES: 28**



### Water in the Way



Rivers run through the entire map, limiting travel routes for most of your units. Flying units, Berserkers, Pirates and summoned Phantoms will go a long way toward distracting your enemies in Za'albul Marsh. Units capable of long-range attacks will be useful in attacking monsters from the other side of a river.







## MELKAEN COAST

**OBJECTIVE: DEFEAT ALL MONSTERS**

**ALLIES: 9 ENEMIES: 50**



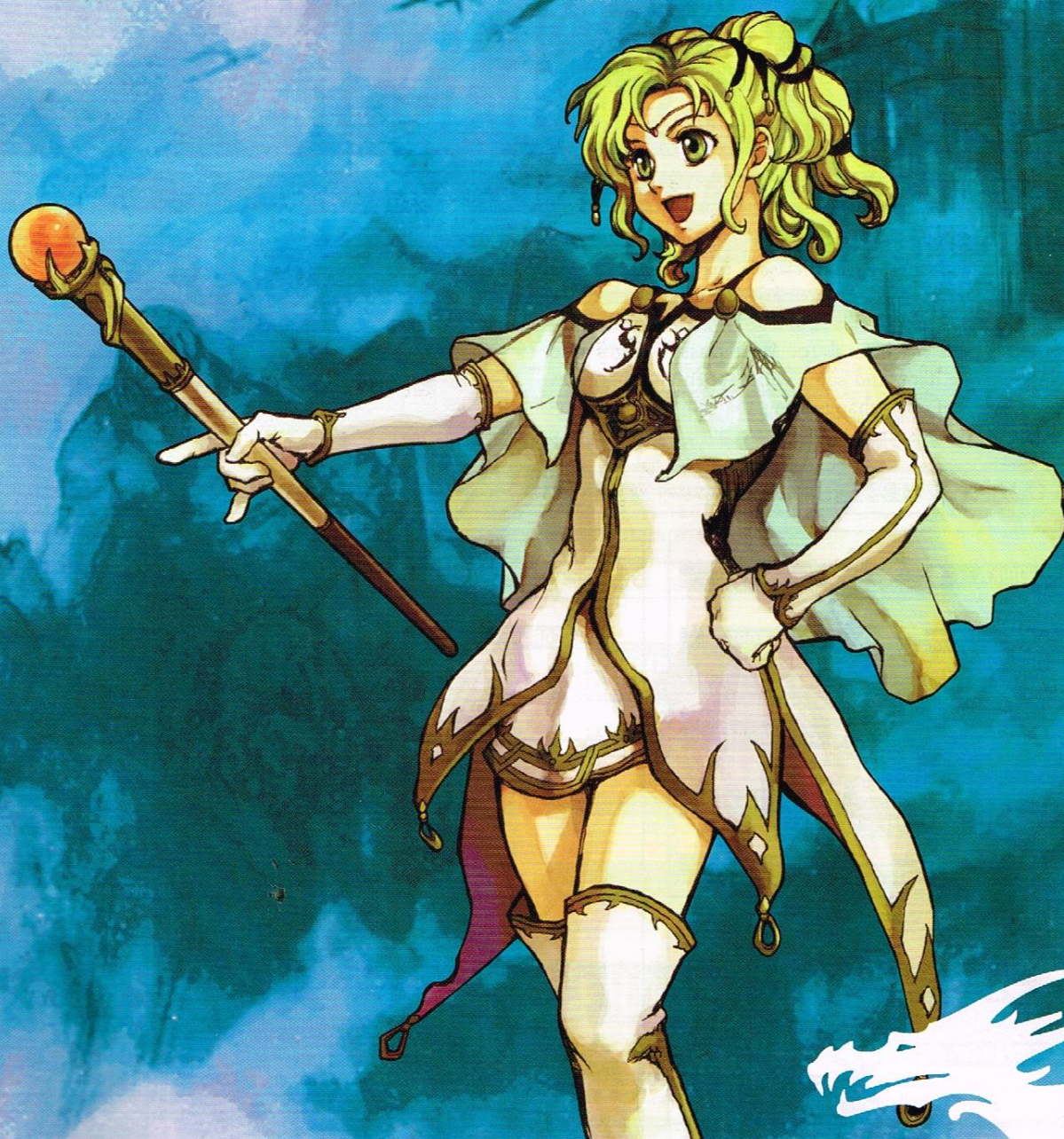
### The Final Skirmish



You'll fight your most difficult monster skirmish at Melkaen Coast, simply due to the overwhelming number of powerful enemies. Split up your party near the beginning. Send one group capable of dealing with the Arch Mogalls along the coast, and another group through the mountain pass. Bring your most powerful units and plenty of healing power.







CHARACTERS, CLASSES AND ITEMS

# APPENDICES



# APPENDICES



# UNITS & CLASSES

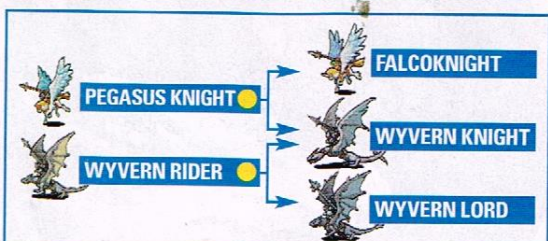
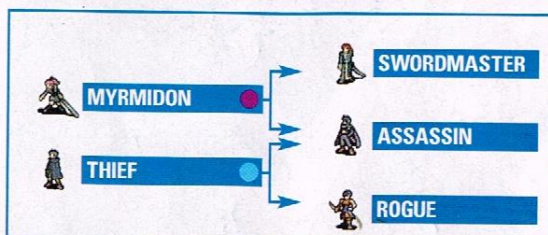
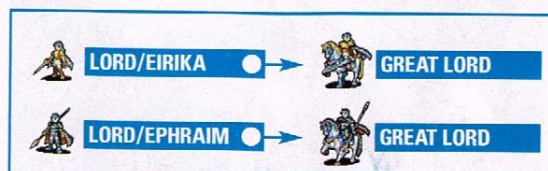
## KNOW YOUR UNITS' CAPABILITIES

The diagram below illustrates the versatile class system in Fire Emblem: The Sacred Stones. All the classes that your units can achieve are listed. You'll have the freedom to choose which class-change path you want a unit to take. For a unit to change class, the unit's experience must reach level 10. Most class changes also require a class-change item, and some will happen automatically. There are seven types of class-change items that can be found during battle or purchased at secret shops.



## CLASS-CHANGE METHODS

● GUIDING RING ● ORION'S BOLT ● KNIGHT CREST ● HERO CREST ● ELYSIAN WHIP ● OCEAN SEAL ○ AUTOMATIC



## SPECIAL CASES

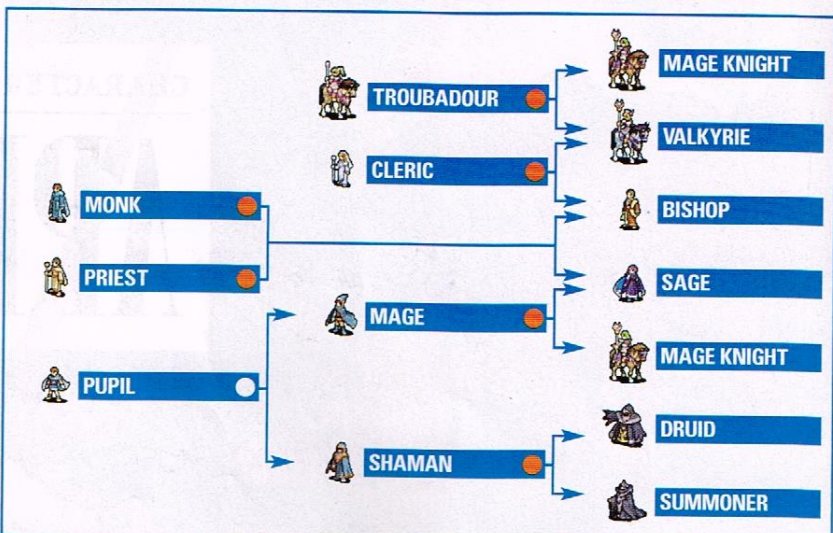
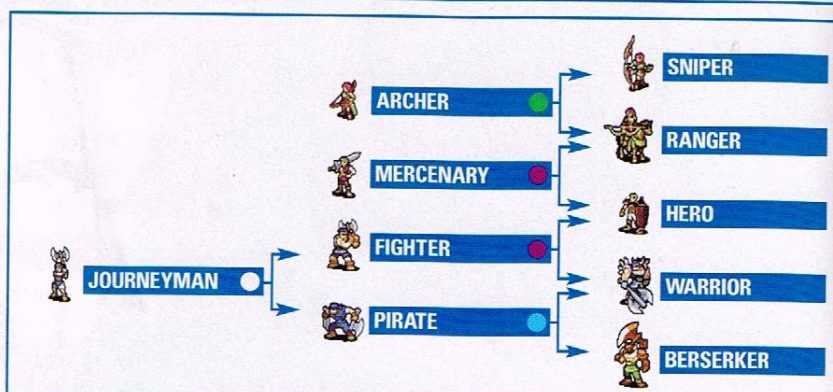
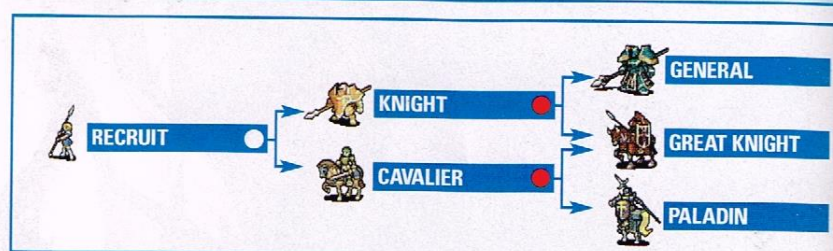
You will find only one Dancer and Manakete in the entire game. They are special cases, and cannot change classes. The only way to obtain a Phantom is to have a Summoner summon one.



## MASTER SEAL



A Master Seal is a rare item that can be found occasionally in the game. The item will change the class of any unit that is capable, regardless of its current class.



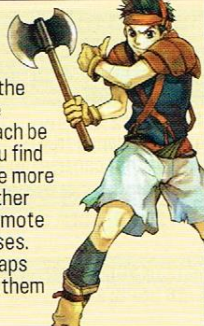


# THE CLASSES

Every class available in the game is listed in alphabetical order on the following pages. The charts include each class's compatible weapons, special skills, default movement range, class change bonuses and stat maximums. The charts also have quick tips on the class's strengths and weaknesses, as well as general stats for both male and female versions when applicable.

## YOUTHFUL UNITS

During your quest, you'll be able to recruit Ross the Journeyman, Ewan the Pupil and Amelia the Recruit. They will each be very weak when you find them, but you'll have more freedom than the other units in how you promote them to higher classes. Arenas and extra maps are a good place for them to earn experience.



## Class Changes & Special Skills



Benefits to changing a unit's class include major stat upgrades, new available weapons and special skills. Classes have special skills, all of which are listed in the charts below. Some classes gain the skill automatically, and other classes will have access to a new option in the battle menu if a special skill can be used in a specific situation.

## SPECIAL SKILLS

CLASS	SKILL	DESCRIPTION
Assassin	Silencer	Enables a 50% chance to strike a one-hit critical; Assassin will earn experience x2
Bishop	Slayer	Strengthens Light magic when attacking a monster
Dancer	Dance	Allows unit to dance for an ally and enable them to move again in the same turn
General	Great Shield	Makes General immune to all attacks except Sleep and Poison
Pegasus Knight/Falcoknight	Triangle Attack	Allows three units to surround an enemy and deal a critical attack
Rogue	Pick	Allows unit to pick the lock of a chest or door (requires a Lockpick)
Thief/Rogue	Steal	Allows unit to steal any non-weapon item from an enemy's inventory
Sniper	Sure Strike	Makes hit rate 100%
Summoner	Summon	Allows unit to summon a Phantom
Wyvern Knight	Pierce	Enables an attack that ignores an enemy's Defense

## ARCHER

MOVEMENT 5

### WEAPONS: BOWS



**STRENGTHS/WEAKNESSES:**  
Archers are basic ranged units that can use only bows. They're good for attacking over walls and commandeering Ballistae.

### CLASS-CHANGE BONUS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

### MAXIMUM STATS

FEMALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20

## BISHOP

MOVEMENT 6

### MAGIC/EQUIPMENT: LIGHT, STAFFS

### SKILL: SLAYER



### STRENGTHS/WEAKNESSES:

Bishops are the best healers in the game and have a relatively high Defense. They will need protection, though, on most maps.

### CLASS-CHANGE BONUS

MALE HP: 3 STR: 2 SKILL: 1 SPD: 0 DEF: 3 RES: 2 CON: Varies

FEMALE HP: 3 STR: 1 SKILL: 2 SPD: 1 DEF: 2 RES: 2 CON: Varies

### MAXIMUM STATS

MALE HP: 60 STR: 25 SKILL: 26 SPD: 24 DEF: 22 RES: 30 CON: 20

FEMALE HP: 60 STR: 25 SKILL: 25 SPD: 26 DEF: 21 RES: 30 CON: 20

## ASSASSIN

MOVEMENT 6

### WEAPONS: SWORDS

### SKILL: SILENCER



**STRENGTHS/WEAKNESSES:**  
Masters of the killing arts, Assassins have a high chance of striking a critical blow. Their defensive abilities, however, are weak.

### CLASS-CHANGE BONUS

MALE HP: 3 STR: 1 SKILL: 0 SPD: 0 DEF: 2 RES: 2 CON: Varies

FEMALE HP: 2 STR: 1 SKILL: 1 SPD: 1 DEF: 2 RES: 1 CON: Varies

### MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 30 SPD: 30 DEF: 20 RES: 20 CON: 20

FEMALE HP: 60 STR: 20 SKILL: 30 SPD: 30 DEF: 20 RES: 20 CON: 20

## CAVALIER

MOVEMENT 7

### WEAPONS: SWORDS, LANCES



### STRENGTHS/WEAKNESSES:

Cavaliers are well-rounded mounted units, with good fighting and movement abilities. They are also good rescuing units.

### CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

FEMALE HP: 1 STR: 0 SKILL: 2 SPD: 2 DEF: 0 RES: 2 CON: 3

### MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 25

FEMALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 25

## BERSERKER

MOVEMENT 6

### WEAPONS: AXES



**STRENGTHS/WEAKNESSES:**  
Berserkers are great frontline units and can move across mountain peaks. They can wield only axes.

### CLASS-CHANGE BONUS

MALE HP: 4 STR: 1 SKILL: 1 SPD: 1 DEF: 2 RES: 2 CON: 3

### MAXIMUM STATS

MALE HP: 60 STR: 30 SKILL: 29 SPD: 28 DEF: 23 RES: 21 CON: 25

## CLERIC

MOVEMENT 5

### EQUIPMENT: STAFFS



### STRENGTHS/WEAKNESSES:

Clerics are low-level holy women with the ability to use healing staffs. They will need protection at all times.

### CLASS-CHANGE BONUS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

### MAXIMUM STATS

FEMALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20





## DANCER

MOVEMENT  
5



EQUIPMENT: NONE

SKILL: DANCE

### STRENGTHS/WEAKNESSES:

A Dancer can revitalize an ally, allowing her to move twice. Dancers cannot attack, and are vulnerable to most enemy attacks.

### CLASS-CHANGE BONUS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

### MAXIMUM STATS

FEMALE HP: 60 STR: 10 SKILL: 10 SPD: 30 DEF: 24 RES: 26 CON: 20

## DRUID

MOVEMENT  
6



MAGIC/EQUIP: ANIMA, DARK, STAFFS

### STRENGTHS/WEAKNESSES:

Wielders of deep and ancient magic, Druids are masters of Dark magic attacks.

### CLASS-CHANGE BONUS

MALE HP: 4 STR: 0 SKILL: 0 SPD: 3 DEF: 2 RES: 2 CON: 1

### MAXIMUM STATS

MALE HP: 60 STR: 29 SKILL: 26 SPD: 26 DEF: 21 RES: 28 CON: 20

## FALCOKNIGHT

MOVEMENT (FLYING)  
8



WEAPONS: SWORDS, LANCES SKILL: TRIANGLE ATTACK

### STRENGTHS/WEAKNESSES:

Falcoknights are well-rounded flying units with great movement and magic resistance. They are vulnerable to bows.

### CLASS-CHANGE BONUS

FEMALE HP: 5 STR: 2 SKILL: 0 SPD: 2 DEF: 2 RES: 2 CON: 1

### MAXIMUM STATS

FEMALE HP: 60 STR: 23 SKILL: 25 SPD: 28 DEF: 23 RES: 26 CON: 25

## FIGHTER

MOVEMENT  
5



WEAPONS: AXES

### STRENGTHS/WEAKNESSES:

Fighters generally have a great attack, but a poor Defense. They are axe-wielders that will serve well on the front line early on.

### CLASS-CHANGE BONUS

MALE HP: 2 STR: 2 SKILL: 1 SPD: 0 DEF: 0 RES: 1 CON: 3

### MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20

## GENERAL

MOVEMENT  
5



WEAPONS: SWORDS, AXES, LANCES SKILL: GREAT SHIELD

### STRENGTHS/WEAKNESSES:

Generals are skilled knights with great attack power and excellent Defense. They are slow-moving and susceptible to magic attacks.

### CLASS-CHANGE BONUS

MALE HP: 4 STR: 2 SKILL: 2 SPD: 3 DEF: 2 RES: 3 CON: 2

FEMALE HP: 3 STR: 2 SKILL: 3 SPD: 2 DEF: 3 RES: 3 CON: 1

### MAXIMUM STATS

MALE HP: 60 STR: 29 SKILL: 27 SPD: 24 DEF: 30 RES: 25 CON: 25

FEMALE HP: 60 STR: 27 SKILL: 28 SPD: 25 DEF: 29 RES: 26 CON: 25

## GREAT LORD/EIRIKA

MOVEMENT  
7



WEAPONS: SWORDS

### STRENGTHS/WEAKNESSES:

After Chapter 16, Eirika will change from Lord to Great Lord—a mounted unit that can use more-powerful swords.

### CLASS-CHANGE BONUS

FEMALE HP: 4 STR: 2 SKILL: 2 SPD: 1 DEF: 3 RES: 5 CON: 2

### MAXIMUM STATS

FEMALE HP: 60 STR: 24 SKILL: 29 SPD: 30 DEF: 22 RES: 25 CON: 25

## GREAT LORD/EPHRAIM

MOVEMENT  
7



WEAPONS: LANCES

### STRENGTHS/WEAKNESSES:

After Chapter 16, Ephraim will change from Lord to Great Lord. The latter class is a mounted unit that can use more-powerful lances.

### CLASS-CHANGE BONUS

MALE HP: 4 STR: 2 SKILL: 3 SPD: 2 DEF: 2 RES: 5 CON: 2

### MAXIMUM STATS

MALE HP: 60 STR: 27 SKILL: 26 SPD: 24 DEF: 23 RES: 23 CON: 25

## GREAT KNIGHT

MOVEMENT  
6



WEAPONS: SWORDS, AXES, LANCES

### STRENGTHS/WEAKNESSES:

Great Knights have high movement and defense, and can use all weapon types except bows. They are solid frontline units.

### CLASS-CHANGE BONUS

MALE HP: 3 STR: 2 SKILL: 1 SPD: 2 DEF: 2 RES: 1 CON: Varies

FEMALE HP: 3 STR: 1 SKILL: 1 SPD: 2 DEF: 2 RES: 2 CON: Varies

### MAXIMUM STATS

MALE HP: 60 STR: 28 SKILL: 24 SPD: 24 DEF: 29 RES: 25 CON: 25

FEMALE HP: 60 STR: 26 SKILL: 25 SPD: 23 DEF: 28 RES: 26 CON: 25

## HERO

MOVEMENT  
6



WEAPONS: SWORDS, AXES

### STRENGTHS/WEAKNESSES:

Heroes are very well-rounded units with great attack power and Defense. They have the ability to move freely across water.

### CLASS-CHANGE BONUS

MALE HP: 4 STR: 1 SKILL: 2 SPD: 2 DEF: 2 RES: 2 CON: Varies

### MAXIMUM STATS

MALE HP: 60 STR: 25 SKILL: 30 SPD: 26 DEF: 25 RES: 22 CON: 25

## JOURNEYMAN

MOVEMENT  
4



WEAPONS: AXES

### STRENGTHS/WEAKNESSES:

Journeyman are basic fighters that will change classes automatically at level 10. They are very weak and can equip only axes.

### CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

### MAXIMUM STATS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -





# KNIGHT

 MOVEMENT  
4


## WEAPONS: LANCES

### STRENGTHS/WEAKNESSES:

Knights are slow-moving, but will serve as good protectors early on. They have the ability to withstand strong attacks.

#### CLASS-CHANGE BONUS

MALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
FEMALE	HP: 2	STR: 1	SKILL: 1	SPD: 1	DEF: 2	RES: 0	CON: 4

#### MAXIMUM STATS

MALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
FEMALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20

# LORD/EIRIKA

 MOVEMENT  
5


## WEAPONS: SWORDS

### STRENGTHS/WEAKNESSES:

Eirika is initially a little weak with swords, but she can level up quite easily. Her class change will be available after Chapter 16.

#### CLASS-CHANGE BONUS

FEMALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
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#### MAXIMUM STATS

FEMALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
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# LORD/EPHRAIM

 MOVEMENT  
5


## WEAPONS: LANCES

### STRENGTHS/WEAKNESSES:

Ephraim has good initial Defense and Speed, and is powerful with the lance. His class change will be available after Chapter 16.

#### CLASS-CHANGE BONUS

MALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
------	-------	--------	----------	--------	--------	--------	--------

#### MAXIMUM STATS

MALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
------	--------	---------	-----------	---------	---------	---------	---------

# MAGE

 MOVEMENT  
5


## MAGIC: ANIMA

### STRENGTHS/WEAKNESSES:

Mages have poor Defense and HP, but will serve well for indirect attacks. Mages can become very powerful magic wielders.

#### CLASS-CHANGE BONUS

MALE	HP: 1	STR: 0	SKILL: 1	SPD: 2	DEF: 1	RES: 2	CON: 1
FEMALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -

#### MAXIMUM STATS

MALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
FEMALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20

# MAGE KNIGHT

 MOVEMENT  
7


## MAGIC/EQUIP: ANIMA, STAFFS

### STRENGTHS/WEAKNESSES:

Mage Knights are mounted magic wielders with good movement. They can use powerful long-range magic, but have a low Defense.

#### CLASS-CHANGE BONUS

MALE	HP: 4	STR: 2	SKILL: 0	SPD: 0	DEF: 2	RES: 2	CON: 2
FEMALE	HP: 3	STR: 2	SKILL: 1	SPD: 0	DEF: 2	RES: 2	CON: 3

#### MAXIMUM STATS

MALE	HP: 60	STR: 24	SKILL: 26	SPD: 25	DEF: 24	RES: 25	CON: 25
FEMALE	HP: 60	STR: 25	SKILL: 24	SPD: 25	DEF: 24	RES: 28	CON: 25

# MANAKETE

 MOVEMENT (FLYING)  
6


## EQUIP: DRAGONSTONE

### STRENGTHS/WEAKNESSES:

Manakete are dragons that can attack only with a Dragonstone. They are not versatile, but are very powerful against monsters.

#### CLASS-CHANGE BONUS

FEMALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
--------	-------	--------	----------	--------	--------	--------	--------

#### MAXIMUM STATS

FEMALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
--------	--------	---------	-----------	---------	---------	---------	---------

# MERCENARY

 MOVEMENT  
5


## WEAPONS: SWORDS

### STRENGTHS/WEAKNESSES:

Mercenaries are well-balanced fighting units with great potential. They are able to use only swords until they change class.

#### CLASS-CHANGE BONUS

MALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
------	-------	--------	----------	--------	--------	--------	--------

#### MAXIMUM STATS

MALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
------	--------	---------	-----------	---------	---------	---------	---------

# MONK

 MOVEMENT  
5


## MAGIC: LIGHT

### STRENGTHS/WEAKNESSES:

Monks have poor defensive skills, and can use only Light magic. They have the potential to become powerful magic wielders.

#### CLASS-CHANGE BONUS

MALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
------	-------	--------	----------	--------	--------	--------	--------

#### MAXIMUM STATS

MALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
------	--------	---------	-----------	---------	---------	---------	---------

# MYRMIDON

 MOVEMENT  
5


## WEAPONS: SWORDS

### STRENGTHS/WEAKNESSES:

Myrmidons are powerful swordsmen who specialize in critical attacks. They have a low Defense early on.

#### CLASS-CHANGE BONUS

MALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -
FEMALE	HP: -	STR: -	SKILL: -	SPD: -	DEF: -	RES: -	CON: -

#### MAXIMUM STATS

MALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20
FEMALE	HP: 60	STR: 20	SKILL: 20	SPD: 20	DEF: 20	RES: 20	CON: 20

# PALADIN

 MOVEMENT  
8


## WEAPONS: SWORDS, LANCES

### STRENGTHS/WEAKNESSES:

Paladins are the best melee units with great attack strength, Defense and Movement. They will move slowly over some terrain.

#### CLASS-CHANGE BONUS

MALE	HP: 2	STR: 1	SKILL: 1	SPD: 1	DEF: 2	RES: 1	CON: 2
FEMALE	HP: 1	STR: 1	SKILL: 1	SPD: 2	DEF: 1	RES: 2	CON: 0

#### MAXIMUM STATS

MALE	HP: 60	STR: 25	SKILL: 26	SPD: 24	DEF: 25	RES: 25	CON: 25
FEMALE	HP: 60	STR: 23	SKILL: 27	SPD: 25	DEF: 24	RES: 26	CON: 25





## PEGASUS KNIGHT

MOVEMENT (FLYING) 7



WEAPONS: LANCES

SKILL: TRIANGLE ATTACK

STRENGTHS/WEAKNESSES:

Pegasus Knights are basic flying units. They are great for rescuing, but are very weak to bows.

CLASS-CHANGE BONUS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

MAXIMUM STATS

FEMALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 25

## PHANTOM

MOVEMENT 5



WEAPONS: AXES

STRENGTHS/WEAKNESSES:

Summoned only by Summoners, a Phantom is a disposable unit that can move across any terrain and be used to distract enemies.

CLASS-CHANGE BONUS

UNKNOWN HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

MAXIMUM STATS

UNKNOWN HP: 1 STR: - SKILL: - SPD: - DEF: - RES: - CON: -

## PIRATE

MOVEMENT 5



WEAPONS: AXES

STRENGTHS/WEAKNESSES:

Pirates have the ability to move freely across water. They're good with Axes, but they generally have low Defense.

CLASS-CHANGE BONUS

MALE HP: 2 STR: 2 SKILL: 0 SPD: 1 DEF: 1 RES: 0 CON: 2

MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20

## PRIEST

MOVEMENT 5



EQUIPMENT: STAFFS

STRENGTHS/WEAKNESSES:

Priests use staffs to heal and restore allies. They have a very weak Defense and require constant protection.

CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20

## PUPIL

MOVEMENT 4



MAGIC: ANIMA

STRENGTHS/WEAKNESSES:

Pupils are magic users in training. They have poor Defense and attack power, but they have the potential to be very powerful.

CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

MAXIMUM STATS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

## RANGER

MOVEMENT 7



WEAPONS: SWORDS, BOWS

STRENGTHS/WEAKNESSES:

Rangers are great backline units, with solid movement and the ability to use both swords and bows.

CLASS-CHANGE BONUS

MALE HP: 3 STR: 2 SKILL: 1 SPD: 1 DEF: 3 RES: 3 CON: 0

FEMALE HP: 2 STR: 2 SKILL: 2 SPD: 1 DEF: 3 RES: 3 CON: 3

MAXIMUM STATS

MALE HP: 60 STR: 25 SKILL: 28 SPD: 30 DEF: 24 RES: 23 CON: 25

FEMALE HP: 60 STR: 23 SKILL: 28 SPD: 30 DEF: 22 RES: 25 CON: 25

## RECRUIT

MOVEMENT 4



WEAPONS: LANCES

STRENGTHS/WEAKNESSES:

Female soldiers training to be Knights, Recruits will be very weak initially. Level them up to unlock their potential.

CLASS-CHANGE BONUS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

MAXIMUM STATS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

## ROGUE

MOVEMENT 6



WEAPONS: SWORDS

SKILLS: STEAL, PICK

STRENGTHS/WEAKNESSES:

Their attack power and Defense aren't great, but Rogues can pick locks and see a great distance through fog and darkness.

CLASS-CHANGE BONUS

MALE HP: 2 STR: 1 SKILL: 1 SPD: 0 DEF: 2 RES: 2 CON: 1

MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 30 SPD: 30 DEF: 20 RES: 20 CON: 20

## SAGE

MOVEMENT 6



MAGIC/EQUIPMENT: ANIMA, LIGHT, STAFFS

STRENGTHS/WEAKNESSES:

Great all-around magic wielders, Sages can use two of the three magic types. Like most magicians, they have a low Defense.

CLASS-CHANGE BONUS

MALE HP: 4 STR: 1 SKILL: 0 SPD: 0 DEF: 3 RES: 3 CON: Varies

FEMALE HP: 3 STR: 1 SKILL: 1 SPD: 0 DEF: 3 RES: 3 CON: Varies

MAXIMUM STATS

MALE HP: 60 STR: 28 SKILL: 30 SPD: 26 DEF: 21 RES: 25 CON: 20

FEMALE HP: 60 STR: 30 SKILL: 28 SPD: 26 DEF: 21 RES: 25 CON: 20

## SHAMAN

MOVEMENT 5



MAGIC: DARK

STRENGTHS/WEAKNESSES:

Shamans are the alternative to Mages, specializing in the dark arts. Their magic is strong, but they have poor movement.

CLASS-CHANGE BONUS

MALE HP: 1 STR: 2 SKILL: 0 SPD: 1 DEF: 1 RES: 2 CON: 2

MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20





# SNIPER

 MOVEMENT  
6


WEAPONS: BOWS

SKILL: SURE STRIKE

## STRENGTHS/WEAKNESSES:

Snipers are the most powerful bow wielders in the game. They cannot use any other weapons.

## CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

FEMALE HP: 4 STR: 3 SKILL: 1 SPD: 1 DEF: 2 RES: 2 CON: 1

## MAXIMUM STATS

MALE HP: 60 STR: 25 SKILL: 30 SPD: 28 DEF: 25 RES: 23 CON: 20

FEMALE HP: 60 STR: 24 SKILL: 30 SPD: 29 DEF: 24 RES: 24 CON: 20

# SUMMONER

 MOVEMENT  
6


MAGIC/EQUIPMENT: DARK, STAFFS

SKILL: SUMMON

## STRENGTHS/WEAKNESSES:

Summoners are masters of the dark arts. They can summon Phantoms, which are great for luring enemies.

## CLASS-CHANGE BONUS

MALE HP: 3 STR: 0 SKILL: 1 SPD: 3 DEF: 1 RES: 3 CON: 1

## MAXIMUM STATS

MALE HP: 60 STR: 27 SKILL: 27 SPD: 26 DEF: 20 RES: 28 CON: 20

# SWORDMASTER

 MOVEMENT  
6


WEAPONS: SWORDS

## STRENGTHS/WEAKNESSES:

Swordmasters are very powerful units and lethal with a sword, but will fare best in one-on-one battles.

## CLASS-CHANGE BONUS

MALE HP: 5 STR: 2 SKILL: 0 SPD: 0 DEF: 2 RES: 1 CON: 1

FEMALE HP: 4 STR: 2 SKILL: 1 SPD: 0 DEF: 2 RES: 1 CON: 2

## MAXIMUM STATS

MALE HP: 60 STR: 24 SKILL: 29 SPD: 30 DEF: 22 RES: 23 CON: 20

FEMALE HP: 60 STR: 22 SKILL: 29 SPD: 30 DEF: 22 RES: 25 CON: 20

# THIEF

 MOVEMENT  
6


WEAPONS: SWORDS

SKILL: STEAL

## STRENGTHS/WEAKNESSES:

When a Lockpick is in a Thief's inventory, he can pick locked doors and chests. Thieves can also see farther in fog and darkness.

## CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

## MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 20

# TROUBADOUR

 MOVEMENT  
6


EQUIPMENT: STAFFS

## STRENGTHS/WEAKNESSES:

Troubadours are great for moving long distances to use healing and status-restoring staffs. Their low Defense makes them vulnerable.

## CLASS-CHANGE BONUS

FEMALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

## MAXIMUM STATS

FEMALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 25

# VALKYRIE

 MOVEMENT  
7


MAGIC/EQUIPMENT: LIGHT, STAFFS

## STRENGTHS/WEAKNESSES:

Valkyries are maidens with the ability to wield both Light magic and staffs. Their good movement range makes them great healers.

## CLASS-CHANGE BONUS

FEMALE HP: 3 STR: 2 SKILL: 1 SPD: 0 DEF: 2 RES: 3 CON: Varies

## MAXIMUM STATS

FEMALE HP: 60 STR: 25 SKILL: 24 SPD: 25 DEF: 24 RES: 28 CON: 25

# WARRIOR

 MOVEMENT  
6


WEAPONS: AXES, BOWS

## STRENGTHS/WEAKNESSES:

Slow-moving Warriors have a high Defense and the ability to use bows, making them a unique unit.

## CLASS-CHANGE BONUS

MALE HP: 3 STR: 1 SKILL: 2 SPD: 0 DEF: 3 RES: 3 CON: Varies

## MAXIMUM STATS

MALE HP: 16 STR: 4 SKILL: 8 SPD: 9 DEF: 3 RES: 1 CON: 5

# WYVERN KNIGHT

 MOVEMENT (FLYING)  
8


WEAPONS: LANCES

SKILL: PIERCE

## STRENGTHS/WEAKNESSES:

Wyvern Knights have excellent Movement and are great attackers. They cannot participate in a Triangle Attack, however.

## CLASS-CHANGE BONUS

MALE HP: 3 STR: 1 SKILL: 2 SPD: 3 DEF: 0 RES: 1 CON: Varies

FEMALE HP: 3 STR: 2 SKILL: 1 SPD: 2 DEF: 1 RES: 1 CON: Varies

## MAXIMUM STATS

MALE HP: 60 STR: 25 SKILL: 26 SPD: 28 DEF: 24 RES: 22 CON: 25

FEMALE HP: 60 STR: 24 SKILL: 27 SPD: 29 DEF: 23 RES: 23 CON: 25

# WYVERN LORD

 MOVEMENT (FLYING)  
8


WEAPONS: SWORDS, LANCES

## STRENGTHS/WEAKNESSES:

Wyvern Lords are the strongest flying units in the game with their massive range, brutal attacks and strong Defense.

## CLASS-CHANGE BONUS

MALE HP: 4 STR: 2 SKILL: 2 SPD: 0 DEF: 2 RES: 0 CON: 1

## MAXIMUM STATS

MALE HP: 60 STR: 27 SKILL: 25 SPD: 23 DEF: 28 RES: 22 CON: 25

# WYVERN RIDER

 MOVEMENT (FLYING)  
7


WEAPONS: LANCES

## STRENGTHS/WEAKNESSES:

Wyvern Riders have impeccable movement range. They are vulnerable to magic and bow attacks.

## CLASS-CHANGE BONUS

MALE HP: - STR: - SKILL: - SPD: - DEF: - RES: - CON: -

## MAXIMUM STATS

MALE HP: 60 STR: 20 SKILL: 20 SPD: 20 DEF: 20 RES: 20 CON: 25





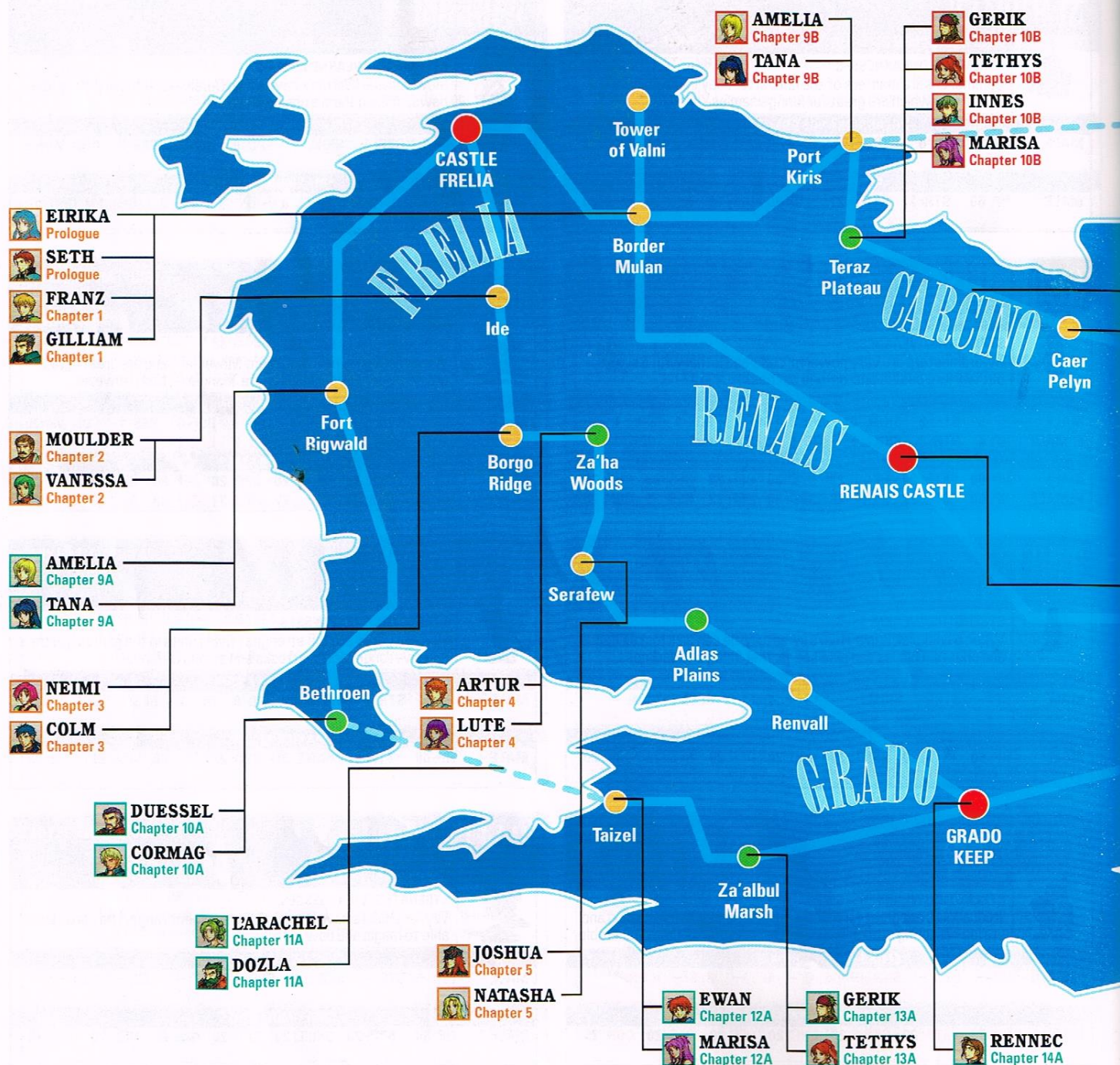


# CHARACTERS OF MAGVEL

## YOUR JOURNEY AT A GLANCE

Magvel is a vast continent with six main regions. On the map below, region capitols are marked with red dots, chapter battle locations with yellow dots and monster skirmish encounters with green dots. Your party will grow as you travel across Magvel and meet new char-

acters. Every character that will join you is called out on the map at the location that he'll join your party. Orange text indicates either a prologue or a united chapter, blue text indicates a chapter in Ephraim's story and pink text indicates a chapter in Eirika's story.

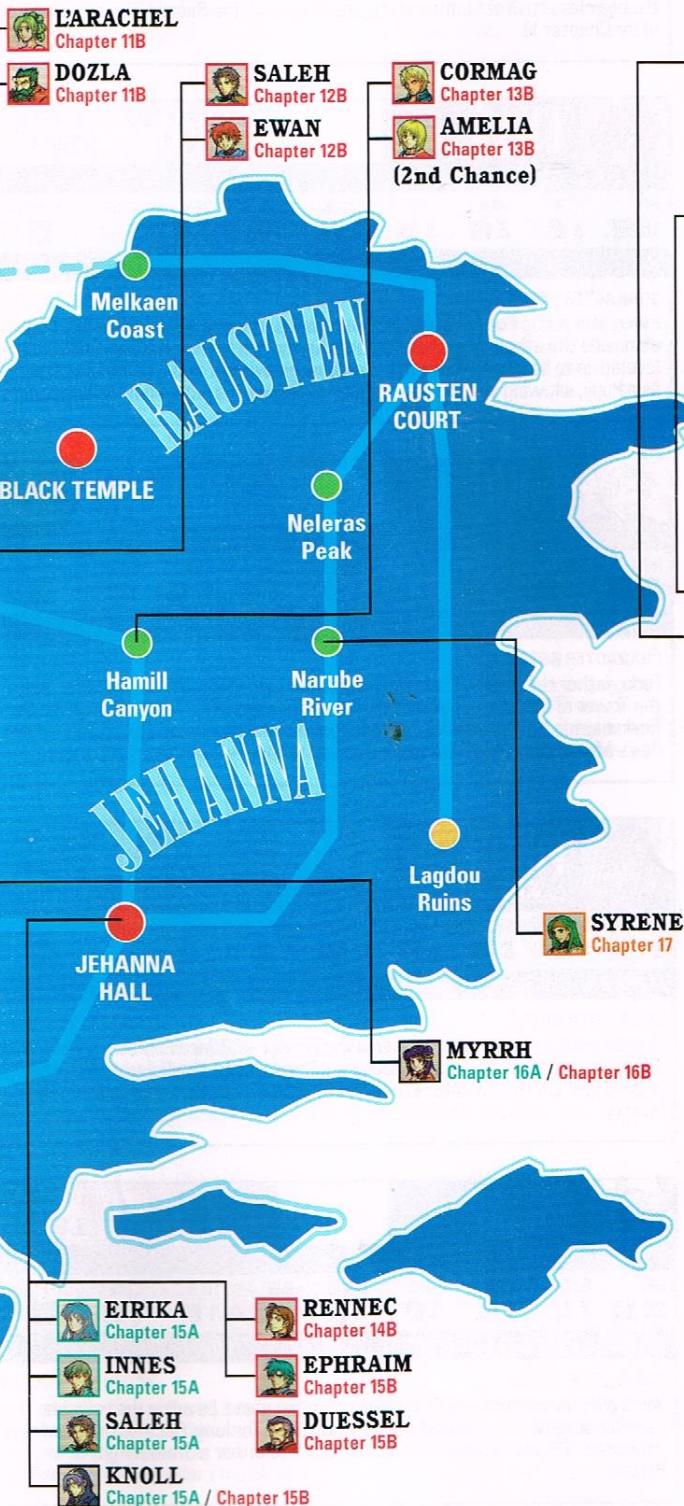




# THE CHARACTERS

You'll have to recruit most of your new party members during battle, though some will join automatically. Each character, along with his starting stats and starting experience level, is listed in alphabetical order on the following pages. Some characters can join your party at

various points in the story. Red character boxes indicate that the character can be recruited only in the Tower of Valni, Lagdou Ruins or Monster Skirmishes, after you complete the game's final chapter (see page 86 for more details).



## WEAPON MASTERY LEVEL

Each character's mastery level for compatible weapon types is signified by the letters S, A, B, C, D and E (strongest to weakest). The stronger a character's mastery level, the more weapons of that type he can use.

## STARTING STATS

Letters A-E to the right of each character's starting stats signify the character's likelihood to increase a particular stat when he levels up (A being most likely and E being least likely).

## RECRUITMENT

To the right of each character's name, you'll find the chapter in which he's available to join your party and his current experience level. Some characters can join your party during multiple chapters.



**AMELIA**

RECRUIT

CHAPTER 9A: LV 1 CHAPTER 9B: LV 1 CHAPTER 13B: LV 5

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
16 C	4 C	3 C	4 C	6 B	2 D	3 E	6	☑

MASTERY: SWORD - LANCE E AXE - BOW -

### CHARACTER NOTES:

Amelia, a young Recruit from a small village in Grado, can be swayed to leave the enemy's side and join your party. She will be weak when you recruit her, but it is possible for her to become a powerful General, Great Knight or Paladin. Level her up in the Tower of Valni to unlock her potential.



**ARTUR**

MONK

CHAPTER 4: LV 2

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
19 D	6 A	6 B	8 C	2 D	2 E	6 A	6	☑

MASTERY: ANIMA - LIGHT E DARK - STAFF -

### CHARACTER NOTES:

Artur, a young Monk from Renais, will come into your party with the ability to use Light magic. His friend, Lute, will join your party at the same time. Use Artur's Lightning attack against Dark magic wielders to level him up. Like Moulder, Artur can eventually change class to a Bishop or a Mage.



**CAELLACH**

HERO

CREATURE CAMPAIGN: LV 12

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
42 A	16 B	15 B	13 B	14 E	13 D	13 E	13	☑

MASTERY: SWORD A LANCE - AXE A BOW -

### CHARACTER NOTES:

Caellach, better known as the Tiger Eye, can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter. The level-12 Hero will already be a master of the sword and the axe when you recruit him. His strength will be nearly unparalleled in your party.



**COLM** CHAPTER 3:  
LV 2

THIEF

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
18 B	4 C	4 C	10 A	8 B	3 D	1 E	6	☼

MASTERY: SWORD [E] LANCE [-] AXE [-] BOW [-]

**CHARACTER NOTES:**  
Colm the Thief, a childhood friend of Neimi's, will be a useful ally to your party. From the moment he is recruited, his ability to pick the locks of doors and treasure chests will be useful. Colm can also steal non-weapon items from enemies. Eventually he'll become either an Assassin or a Rogue.

**EPHRAIM** CHAPTER 5X: LV 4 CHAPTER 8: LV 4+ CHAPTER 15B: LV 10-15

LORD

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
23 B	8 A	9 A	11 B	8 B	7 C	2 D	8	☼

MASTERY: SWORD [-] LANCE [D] AXE [-] BOW [-]

**CHARACTER NOTES:**  
Prince Ephraim is brother to Eirika and heir to the Renais throne. Ephraim has the potential to become an incredibly powerful and well-rounded unit. He'll change class to Great Lord and acquire Siegmund, the Sacred Twins Fire Lance after Chapter 16.

**CORMAG** CHAPTER 10A: LV 9 CHAPTER 13B: LV 11

WYVERN RIDER

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
29 A	13 A	8 C	10 B	3 C	12 D	1 E	11	☼

MASTERY: SWORD [-] LANCE [C] AXE [-] BOW [-]

**CHARACTER NOTES:**  
A Wyvern Rider from Grado, Cormag is a gentle man but a ferocious warrior. Soon if not immediately after recruiting him to your party, Cormag will have the ability to become either a Wyvern Knight or a Wyvern Lord, making him a powerful addition to your group.

**EWAN** CHAPTER 12A: LV 1 CHAPTER 12B: LV 1

PUPIL

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
15 E	3 A	2 C	5 C	5 B	0 E	3 C	5	☼

MASTERY: ANIMA [E] LIGHT [-] DARK [-] STAFF [-]

**CHARACTER NOTES:**  
Ewan, the young Pupil of Saleh, will join your party as a guide before fighting alongside the others. He is very weak when he's first recruited, and must be leveled up to be useful. Ewan is the only magic wielder in the game that starts as a Pupil, allowing you the opportunity to choose his path from the beginning.

**DOZLA** CHAPTER 11A: LV 1 CHAPTER 11B: LV 1

BERSERKER

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
43 A	16 B	11 C	9 C	4 D	11 D	6 D	16	☼

MASTERY: SWORD [-] LANCE [-] AXE [B] BOW [-]

**CHARACTER NOTES:**  
Dozla, a Berserker from Rausten and L'Arachel's devoted protector, will add some much-needed axe skills to your party. Dozla will already be a powerful warrior when he joins. Level him up to increase his Speed and Luck—you'll need both as the game progresses.

**FADO** CREATURE CAMPAIGN: LV 11

GENERAL

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
46 A	20 A	14 C	12 D	5 D	18 B	11 D	18	☼

MASTERY: SWORD [A] LANCE [A] AXE [A] BOW [-]

**CHARACTER NOTES:**  
Fado, father to Eirika and Ephraim and former king of Renais, can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter. He comes equipped with powerful Silver weapons, and also carries a Master Seal. His Defense and ability to rescue are great.

**DUESSEL** CHAPTER 10A: LV 8 CHAPTER 15B: LV 10

GREAT KNIGHT

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
41 A	17 A	12 C	12 D	8 E	17 B	9 D	15	☼

MASTERY: SWORD [B] LANCE [A] AXE [A] BOW [-]

**CHARACTER NOTES:**  
Duessel, also known as Obsidian, will join Ephraim's party in Chapter 10A. (If you play Eirika's story, Duessel will join her party alongside Ephraim in Chapter 15B.) Duessel is a powerful Great Knight that will serve you well as a frontline unit.

**FORDE** CHAPTER 5X: LV 6 CHAPTER 8: LV 6+

CAVALIER

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
24 B	7 C	8 B	8 B	7 C	8 E	2 D	9	☼

MASTERY: SWORD [D] LANCE [C] AXE [-] BOW [-]

**CHARACTER NOTES:**  
Franz's brother, Forde, is a Cavalier in the service of Prince Ephraim. He is a powerful ally, with the potential to become a Great Knight or a Paladin. When he rejoins your party in Chapter 8, use him to protect weaker units and help them level up.

**EIRIKA** PROLOGUE: LV 1 CHAPTER 15A: LV 10-15

LORD

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
16 C	4 C	8 A	9 A	5 A	3 D	1 D	5	☼

MASTERY: SWORD [E] LANCE [-] AXE [-] BOW [-]

**CHARACTER NOTES:**  
The elegant Princess Eirika will quickly become a powerful sword wielder as you progress through the game. Level her up early on—though you won't be able to change her class until after Chapter 16, she'll be useful as a well-rounded fighter and protector.

**FRANZ** CHAPTER 1: LV 1

CAVALIER

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
20 B	7 C	5 C	7 B	2 C	6 D	1 E	9	☼

MASTERY: SWORD [E] LANCE [D] AXE [-] BOW [-]

**CHARACTER NOTES:**  
You'll gain the company of Franz early on in the game. Level up the valuable Cavalier quickly—his low resistance won't cut it for long. Once he reaches level 10, Franz will have the ability to change class to either a Great Knight or a Paladin.



# CHARACTERS OF MAGVEL



**GARCIA**  
FIGHTER

CHAPTER 2:  
LV 4

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
28 B	8 A	7 C	7 E	3 C	5 D	1 E	14	

MASTERY: SWORD ☐ LANCE ☐ AXE ☒ BOW ☐

## CHARACTER NOTES:

Once a feared military leader, Garcia had settled down in Renais before the war began. Unlike his son, Ross, Garcia will come into your party as a valuable fighter that is capable of protecting your weaker party members. As he levels up, you'll have the option of changing his class to a Hero or a Warrior.



**INNES**  
SNIPER

CHAPTER 15A: LV 3 CHAPTER 10B: LV 1

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
31 D	14 C	13 C	15 B	14 B	10 E	9 D	9	

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☒

## CHARACTER NOTES:

Though his experience level can be as low as one, the prince of Frelia will already be a Sniper capable of using many bows when he joins your party. Powerful bow wielders can be deadly allies. Utilize Innes's unique abilities on indoor levels to take enemies out in one shot from behind walls. He can also man a Ballista.



**GERIK**  
MERCENARY

CHAPTER 13A: LV 10 CHAPTER 10B: LV 10

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
32 A	14 B	13 C	13 D	8 D	10 C	4 D	13	

MASTERY: SWORD ☒ LANCE ☐ AXE ☐ BOW ☐

## CHARACTER NOTES:

A mercenary leader from Jehanna, Gerik, the Desert Tiger, will have a Hero Crest in his inventory when he joins your party. You can use it on him immediately to change his class to Ranger or Hero, or you can give the Hero Crest to another qualified unit.



**ISMAIRE**  
SWORDMASTER

MAP MODE:  
LV 9

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
33 B	16 D	20 A	23 A	12 D	8 E	15 D	7	

MASTERY: SWORD ☒ LANCE ☐ AXE ☐ BOW ☐

## CHARACTER NOTES:

Ismaire, Queen of White Dunes, can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter. She'll join your party as a level-9 Swordmaster with exceptionally high Speed and Skill. Use her Wind Sword to deal powerful indirect attacks.



**GILLIAM**  
KNIGHT

CHAPTER 1:  
LV 4

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
25 A	9 C	6 D	3 D	3 D	9 A	3 E	14	

MASTERY: SWORD ☐ LANCE ☒ AXE ☐ BOW ☐

## CHARACTER NOTES:

Gilliam, the dependable Knight from Frelia, will join your party early in the game. His high Defense makes him a good candidate to block enemies and protect weaker party members. As he levels up, he'll become almost invincible to conventional attacks, and will eventually transform to a Great Knight or a General.



**JOSHUA**  
MYRMIDON

CHAPTER 5:  
LV 5

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
24 B	8 D	13 A	14 A	7 D	5 E	2 E	8	

MASTERY: SWORD ☒ LANCE ☐ AXE ☐ BOW ☐

## CHARACTER NOTES:

A wandering swordsman with a secret, Joshua's speed and skill with the sword will make him a valuable asset to your party. Joshua has a soft spot for Natasha—have them support each other in battle to increase their stats. Joshua will eventually mature to a Swordmaster or an Assassin.



**GLEN**  
DRAGON MASTER

MAP MODE:  
LV 12

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
41 A	20 C	17 B	13 B	7 E	18 D	5 C	12	

MASTERY: SWORD ☒ LANCE ☒ AXE ☐ BOW ☐

## CHARACTER NOTES:

A general in Grado's army, Glen is better known as the Sunstone. Unlock Glen in the Tower of Valni, Lagdou Ruin or a monster skirmish after you complete the final chapter. Glen joins your party with a Feli Shield, which protects him from bow attacks. Glen's power and ability to fly make him an excellent ally.



**KNOLL**  
SHAMAN

CHAPTER 15A: LV 10 CHAPTER 15B: LV 10

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
21 C	12 B	9 C	8 C	0 E	2 E	10 B	7	

MASTERY: ANIMA ☐ LIGHT ☐ DARK ☒ STAFF ☐

## CHARACTER NOTES:

Knoll, a royal magician from Grado, knows the secret behind the Dark Stone. Knoll will join your party as a level-10 Shaman. Use a Guiding Ring to change him into a Druid or a Summoner—both wield powerful Dark magic.



**HAYDEN**  
RANGER

MAP MODE:  
LV 10

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
37 C	17 C	14 C	15 B	17 C	12 D	12 D	10	

MASTERY: SWORD ☒ LANCE ☐ AXE ☐ BOW ☒

## CHARACTER NOTES:

Hayden, the king of Frelia, has been a good friend to Eirika and Ephraim throughout their journey. Hayden can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the game's final chapter. He is a powerful Ranger with excellent mobility.



**KYLE**  
CAVALIER

CHAPTER 5X: LV 5 CHAPTER 8: LV 6+

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
25 A	9 C	6 C	7 C	6 E	9 D	1 E	10	

MASTERY: SWORD ☐ LANCE ☒ AXE ☐ BOW ☐

## CHARACTER NOTES:

Kyle is a Cavalier in sworn service to his homeland of Renais. Your first introduction to Kyle will be in Chapter 5x with Ephraim, and you won't see him again until Chapter 8. Kyle will level up quickly, and is a good candidate for using a Knight Crest to change his class to Paladin or Great Knight.





**L'ARACHEL** CHAPTER 11A: LV 3 CHAPTER 11B: LV 3

**TROUBADOUR**

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
18 E	6 A	6 B	10 B	12 A	5 E	8 B	5	

MASTERY: ANIMA ☐ LIGHT ☐ DARK ☐ STAFF ☒

**CHARACTER NOTES:**  
Lady L'Arachel, a staff-wielding Troubadour, will join your party along with her travelling companion, the mighty Dozla. Her ability as a healer is limited to staffs until her class change, but her Resistance and Luck will make her a useful ally.

**MYRRH** CHAPTER 16A: LV 1 CHAPTER 16B: LV 1

**MANAKETE**

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
15 A	3 A	1 A	5 A	3 D	2 A	7 D	5	

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☐

**CHARACTER NOTES:**  
Myrrh can attack only with the Dragonstone, an item that will break after 50 uses and can't be repaired. Myrrh will fend well against most monsters, especially in Darkling Woods. Save her Dragonstone for the last two chapters—she'll be an invaluable asset.

**LUTE** CHAPTER 4: LV 1

**MAGE**

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
17 E	6 A	6 D	7 B	8 B	3 E	5 B	3	

MASTERY: ANIMA ☒ LIGHT ☐ DARK ☐ STAFF ☐

**CHARACTER NOTES:**  
Lute, the headstrong young Mage from Renais, will offer her Anima magic skills to your party. Though her pride heavily outweighs her performance, give her the opportunity to prove herself. Lute has the ability to become a Sage or a Mage Knight.

**NATASHA** CHAPTER 5: LV 1

**CLERIC**

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
18 E	2 A	4 D	8 C	6 A	2 E	6 A	4	

MASTERY: ANIMA ☐ LIGHT ☐ DARK ☐ STAFF ☒

**CHARACTER NOTES:**  
Natasha is a beautiful Cleric on the run from the Grado Empire. Her magic skills are limited to the use of staffs, but she can change class to either a Valkyrie or a Bishop. Leveling up Natasha will be a chore. Have her heal party members, even when it isn't necessary, to get her there more quickly.

**LYON** MAP MODE: LV 14

**NECROMANCER**

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
44 A	22 B	13 E	11 E	4 D	17 E	19 E	7	

MASTERY: ANIMA ☐ LIGHT ☐ DARK ☒ STAFF ☒

**CHARACTER NOTES:**  
Lyon's spirit will live on alongside your party in battle. The childhood friend of Eirika and Ephraim can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter.

**NEIMI** CHAPTER 3: LV 1

**ARCHER**

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
17 D	4 B	5 B	6 A	4 B	3 E	2 C	5	

MASTERY: SWORD ☐ LANCE ☐ AXE ☐ BOW ☒

**CHARACTER NOTES:**  
The emotional Neimi of Renais will lend her archery skills to your party early on. Though her defensive abilities are not great, she will prove her worth by attacking enemies from behind walls. Eventually, Neimi will become either a Sniper or a Ranger.

**MARISA** CHAPTER 12A: LV 5 CHAPTER 10B: LV 5

**MYRMIDON**

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
23 B	7 D	12 B	13 A	9 B	4 E	3 E	5	

MASTERY: SWORD ☒ LANCE ☐ AXE ☐ BOW ☐

**CHARACTER NOTES:**  
Marisa the Crimson Flash is introduced on the side of the enemy, and only Gerik can convince her to join your party. Like Joshua, Marisa has the potential to become a Swordmaster or an Assassin. Her high Luck and Speed will enable her to dodge attacks with ease.

**ORSON** MAP MODE: LV 13

**PALADIN**

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
47 B	18 A	14 B	12 C	6 D	14 B	9 D	12	

MASTERY: SWORD ☒ LANCE ☒ AXE ☐ BOW ☐

**CHARACTER NOTES:**  
Orson, the cavalier from Renais who betrayed his homeland, can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter. A level-13 Paladin, Orson will behave much like Seth when he joins your party.

**MOULDER** CHAPTER 2: LV 3

**PRIEST**

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
20 A	4 C	6 B	9 B	1 E	2 D	5 D	9	

MASTERY: ANIMA ☐ LIGHT ☐ DARK ☐ STAFF ☒

**CHARACTER NOTES:**  
A mature Priest of Frelia, Moulder's healing powers will be a welcome addition to your party. Have him heal units on every round (even when it's unnecessary) to level him up faster. Once he reaches level 10, he'll be capable of changing classes to a Bishop or a Sage.

**RENNAC** CHAPTER 14A: LV 1 CHAPTER 14B: LV 1

**ROGUE**

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
28 D	10 D	16 B	17 A	5 D	9 D	11 D	7	

MASTERY: SWORD ☒ LANCE ☐ AXE ☐ BOW ☐

**CHARACTER NOTES:**  
Rennac, a level-1 Rogue from Carcino, will come in handy as a second unit with the ability to pick locks. When you recruit Rennac in Chapter 14A or 14B, he'll have a Member Card in his inventory, which will grant its carrier access to the secret shops of Magvel (it's the only way to access them).



# CHARACTERS OF MAGVEL



**RIEV**  
BISHOP

MAP MODE:  
LV 16

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
44 B	14 B	21 B	19 C	9 E	17 E	18 B	7	

MASTERY: ANIMA - LIGHT A DARK - STAFF A

## CHARACTER NOTES:

Riev, the evil general in Grado's army, is also known as the Blood Beryl. It will be bittersweet to use Riev in battle due to your party's past with him, but his power as a Light magic wielder will make it hard to resist. Unleash Purge for a mighty long-range attack.



**ROSS**  
JOURNEYMAN

CHAPTER 2:  
LV 1

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
15 C	5 B	2 C	3 D	8 C	3 D	0 E	8	

MASTERY: SWORD - LANCE - AXE E BOW -

## CHARACTER NOTES:

When Ross and his father, Garcia, join your party in Chapter 2, Ross will be somewhat of a liability due to his low Defense and Resistance. Level him up by having him strike the final blows to already-weakened enemies. Before you know it, he'll be following in his father's footsteps as a powerful unit.



**SALEH**  
SAGE

CHAPTER 15A: CHAPTER 12B:  
LV 4 LV 1

HP	MAG	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
30 E	16 D	18 D	14 C	11 C	8 D	13 C	8	

MASTERY: ANIMA A LIGHT B DARK - STAFF C

## CHARACTER NOTES:

Saleh is a Sage capable of using many different types of magic. Though he is only at level 1, his versatility as a magic wielder will be an asset. Saleh has the ability to heal allies and attack enemies. He is also highly resistant to magic attacks.



**SELENA**  
MAGE KNIGHT

MAP MODE:  
LV 11

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
33 A	13 C	13 A	16 C	10 D	9 E	17 D	6	

MASTERY: ANIMA A LIGHT - DARK - STAFF B

## CHARACTER NOTES:

Despite her convictions, Selena was a loyal general of Grado to the end. The powerful Mage Knight can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter.



**SETH**  
PALADIN

CHAPTER 1:  
LV 1

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
30 A	14 B	13 B	12 B	13 D	11 C	8 D	11	

MASTERY: SWORD A LANCE A AXE - BOW -

## CHARACTER NOTES:

Seth's duty to protect Princess Eirika always comes first. He will be your most powerful party member for much of the game. Though it will be tempting to overuse his skills, don't get carried away. Use Seth as protection for weaker party members while they're leveling up.



**SYRENE**  
FALCON KNIGHT

CHAPTER 17:  
LV 1

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
27 C	12 C	13 B	15 A	12 D	10 E	12 B	7	

MASTERY: SWORD C LANCE A AXE - BOW -

## CHARACTER NOTES:

Syrene, the dutiful commander of the third battalion of Frelia's Pegasus Knights, will join your party as a powerful Falcon Knight. Syrene will be able to join two other Pegasus Knights or Falcon Knights to perform a Triangle Attack, inflicting an automatic critical hit on an enemy.



**TANA**  
PEGASUS KNIGHT

CHAPTER 9A: CHAPTER 9B:  
LV 4 LV 4

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
20 C	7 B	9 C	13 A	8 A	6 E	7 D	5	

MASTERY: SWORD - LANCE D AXE - BOW -

## CHARACTER NOTES:

Tana of Frelia will be the second Pegasus Knight to join your party. Level her up, and use an Elysian Whip to transform her into either a Falcon Knight or a Wyvern Knight. If you make her a Falcon Knight, she may be able to perform a Triangle Attack with two other Falcon Knights or Pegasus Knights.



**TETHYS**  
DANCER

CHAPTER 13A: CHAPTER 10B:  
LV 1 LV 1

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
18 A	1 E	2 E	12 A	10 A	5 D	4 A	5	

MASTERY: SWORD - LANCE - AXE - BOW -

## CHARACTER NOTES:

Tethys is the only Dancer in the game, and will prove to be a valuable ally. Level her up by using her Dance ability (which has no cost) every turn, even when it isn't necessary. Use a Speedwing on her to increase her movements stats—she'll need it to keep up with the rest of your party.



**VALTER**  
WYVERN KNIGHT

MAP MODE:  
LV 13

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
40 B	19 C	17 A	15 B	3 E	13 E	10 E	11	

MASTERY: SWORD - LANCE A AXE - BOW -

## CHARACTER NOTES:

The crooked Valter can be unlocked in the Tower of Valni, Lagdou Ruins or a monster skirmish after you complete the final chapter. His abilities as a powerful Wyvern Knight are unparalleled.



**VANESSA**  
PEGASUS KNIGHT

CHAPTER 2:  
LV 1

HP	STR	SKILL	SPD	LUCK	DEF	RES	CON	AFFIN
17 E	5 C	7 A	11 A	4 B	6 E	5 D	5	

MASTERY: SWORD - LANCE D AXE - BOW -

## CHARACTER NOTES:

Vanessa, a Pegasus Knight from Frelia, will earn her keep early on with her ability to move long distances and rescue units. Though she is weak (especially to bows), she holds the potential to be a great flying warrior. Have her attack enemy units when they are already weak to level her up.





## APPENDICES



# WEAPONS & ITEMS

## WEAPONS AND ITEMS CHART KEY

**LEVEL:**

Skill level or character required to use a weapon

**WT:**

Weight of a weapon

**HIT:**

Base hit percentage, or chance that an attack will connect

**USES:**

How many times a weapon can be used before it breaks

**RECOVER:**

Amount of HP your unit will recover using a staff

**RNG:**

Range of a weapon's attack

**MT:**

Base amount of damage a weapon will inflict

**CRIT:**

Base chance that a weapon will inflict a critical attack

**COST:**

Item or weapon cost at an armory, vendor or secret shop

**EXP:**

Amount of experience your unit will earn when using a staff

## SWORDS

	LEVEL	RNG	WT	MT	HIT	CRIT	USES	COST	NOTES
ARMORSLAYER	D	1	11	8	80%	0	18	—	Effective against Knights
AUDHULMA	S	1	9	18	85%	0	30	—	The Sacred Twins Ice Blade; adds 5 to a unit's Resistance
BRAVE SWORD	B	1	12	9	75%	0	30	7,500	Enables a unit to strike consecutive blows
IRON BLADE	D	1	12	9	70%	0	35	980	A heavier sword with good damage but low accuracy
IRON SWORD	E	1	5	5	90%	0	46	460	A basic sword that can be used by any sword wielder
KILLING EDGE	C	1	7	9	75%	30%	20	1,300	A sword with a high chance to strike a critical blow
LANCEREAVE	C	1	9	9	75%	5%	15	1,800	Effective against lances
LIGHT BRAND	C	1-2	9	9	70%	0	25	—	A sword suffused with Light magic
RAPIER	Eirika	1	5	7	95%	10%	40	—	A sword with excellent accuracy; only Eirika can use it
RUNESWORD	A	1-2	11	12	65%	0	15	—	A sword that will drain energy from an enemy and give it to you
SHAMSHIR	D	1	5	8	75%	35%	20	1,200	A sword with a high chance to strike a critical blow
SIEGLINDE	Eirika	1	9	16	90%	0	30	—	The Sacred Twin Thunder Blade; adds 5 to unit's Strength
SILVER BLADE	A	1	13	14	60%	0	15	1,800	A powerful sword with a low number of uses and a low hit rate
SILVER SWORD	A	1	8	13	80%	0	20	1,500	A sword with high damage, but a low number of uses
SLIM SWORD	E	1	2	3	100%	5%	30	480	A lighter-weight sword with a chance to strike a critical blow
STEEL BLADE	C	1	14	11	65%	0	25	—	A heavy sword with good damage and low accuracy
STEEL SWORD	D	1	10	8	75%	0	30	600	A step up from an Iron Sword, usable by most sword wielders
WIND SWORD	B	1-2	9	9	70%	0	40	—	A sword capable of indirect attacks
WYRMSLAYER	C	1	5	8	75%	0	30	—	Effective against Wyverns
ZANBATO	D	1	11	6	85%	0	18	—	A sword effective against cavalry

## LANCES

	LEVEL	RNG	WT	MT	HIT	CRIT	USES	COST	NOTES
AXEREAVE	C	1	11	10	70%	5%	15	1,950	Effective against axes
BRAVE LANCE	B	1	14	10	70%	0	30	—	Enables unit to strike consecutive blows
DRAGONSPER	C	1	8	10	70%	0	30	—	Effective against Wyverns
HEAVY SPEAR	D	1	14	9	70%	0	16	—	Effective against Knights
HORSESLAYER	D	1	13	7	70%	0	16	—	Effective against cavalry
IRON LANCE	E	1	8	7	80%	0	45	360	A basic lance usable by all lance wielders
JAVELIN	E	1-2	11	6	65%	0	20	400	Damage is doubled when attack is ranged
KILLER LANCE	C	1	9	10	70%	30%	20	1,200	A lance with a high chance to strike a critical blow
REGINLEIF	Ephraim	1	8	10	80%	10%	45	—	Effective against Knights and cavalry; only Ephraim can use it
SHORT SPEAR	C	1-2	12	9	60%	0	18	—	Damage is doubled when attack is ranged
SIEGMUND	Ephraim	1	11	17	80%	0	30	—	The Sacred Twin Fire Lance; adds 5 to unit's Strength
SILVER LANCE	A	1	10	14	75%	0	20	1,200	A powerful lance for use only by level-A lance wielders
SLIM LANCE	E	1	4	4	85%	5%	30	450	A lightweight lance with a chance to strike a critical blow
SPEAR	B	1-2	10	12	70%	5%	15	9000	Damage is doubled when attack is ranged
STEEL LANCE	D	1	13	10	70%	0	30	480	A powerful lance with a good hit ratio
VIDOFNIR	S	1	11	15	85%	0	30	—	The Sacred Twin winged lance; adds 5 to unit's Defense

## SPECIAL

	LEVEL	RNG	WT	MT	HIT	CRIT	USES	COST	NOTES
DRAGONSTONE	Myrrh	1	0	16	100%	15%	50	—	Enables Myrrh to transform into a dragon and attack





## AXES

	LEVEL	RNG	WT	MT	HIT	CRIT	USES	COST	NOTES
BATTLE AXE	B	1	15	13	60%	5%	20	1,000	A strong axe, but difficult to wield
BRAVE AXE	B	1	16	10	65%	0	30	7,500	Enables unit to strike consecutive blows
DEVIL AXE	E	1	18	18	55%	0	20	—	An axe that might damage its wielder
DRAGON AXE	C	1	11	12	60%	0	30	—	Effective against Wyverns
GARM	S	1	13	20	75%	0	30	—	The Sacred Twin Black Axe; increases unit's Speed by 5 points
HALBERD	D	1	15	10	60%	0	18	—	Effective against cavalry
HAMMER	D	1	15	10	55%	0	20	800	Effective against Knights
HAND AXE	E	1-2	12	7	60%	0	20	300	Damage is doubled when attack is ranged
HATCHET	E	1-2	5	4	85%	0	50	—	A lightweight axe that is usable by all axe wielders
IRON AXE	E	1	10	8	75%	0	45	270	A basic axe, usable by all axe wielders
KILLER AXE	C	1	11	11	65%	30%	20	1,000	An axe with a high chance of striking a critical blow
SILVER AXE	A	1	12	15	70%	0	20	1,000	A powerful axe for use only by level-A axe wielders
STEEL AXE	E	1	15	11	65%	0	30	360	A good axe usable by all axe wielders
SWORDREAPER	C	1	13	11	65%	5%	15	2,100	Effective against swords
SWORDSLAYER	C	1	13	11	80%	5%	20	—	Effective against swordfighters
TOMAHAWK	A	1-2	14	13	65%	0	15	—	Damage is doubled when attack is ranged

## BOWS

	LEVEL	RNG	WT	MT	HIT	CRIT	USES	COST	NOTES
BALLISTA	E	3-10	20	8	60%	0	5	—	Mobile arrow-firing machine accessible on some battlefields
BRAVE BOW	B	2	12	10	70%	0	30	7,500	Enables a unit to strike consecutive blows
IRON BOW	E	2	5	6	85%	0	45	540	A basic bow usable by all bow wielders
KILLER BOW	C	2	7	9	75%	30%	20	1,400	A bow with a high chance of striking a critical blow
LONGBOW	D	2-3	10	5	65%	0	20	2,000	A bow with an extended attack range
NIDHOGG	S	2	7	18	80%	0	30	—	The Sacred Twin Serpent Bow; increases unit's Luck by 5 points
SHORT BOW	D	2	3	5	85%	10%	22	1,760	A bow with a chance to strike a critical blow
SILVER BOW	A	2	6	13	75%	0	20	1,600	A powerful bow for use only by level-A bow wielders
STEEL BOW	D	2	9	9	70%	0	30	720	A good and inexpensive bow

## STAFFS

	LEVEL	RNG	WT	RECOVER	HIT	USES	EXP	COST	NOTES
BARRIER	C	1	4	—	—	15	17	2,250	Briefly increases magic resistance of adjacent allies
BERSERK	B	1*	8	—	30	3	40	1800	Causes an enemy to attack his allies repeatedly
FORTIFY	A	1*	4	—	—	8	20	8,000	Restores all HP to allies nearby
HAMMERNE	C	1	7	—	—	3	40	—	Restores an adjacent ally's weapon to new condition
HEAL	E	1	2	10	—	30	11	600	Restores HP to allies in adjacent spaces
LATONA	S	Total	5	—	—	3	10	—	A Sacred Twins staff that completely restores HP to all allied units
MEND	D	1	4	20	—	20	12	1,000	Restores HP to allies in adjacent spaces
PHYSIC	B	1*	5	10	—	15	22	3,750	Restores HP to allies from a distance
RECOVER	C	1	6	—	—	15	17	2,250	Restores all HP to allies in adjacent spaces
RESCUE	B	1*	6	—	—	3	40	—	Moves an ally from a distant space to an adjacent space
RESTORE	C	1	7	—	—	8	60	2,000	Returns allies to normal condition
SILENCE	B	1*	7	—	30	3	30	1,200	Halts enemy magic for several turns
SLEEP	B	1*	8	—	30	3	35	1500	Causes an enemy to fall asleep for multiple turns
TORCH	D	1*	5	—	—	10	15	—	Increases visibility in fog and darkness; grows weaker each turn
UNLOCK	D	1-2	7	—	—	10	17	1,500	Unlocks doors from an adjacent space and from a distance
WARP	A	1	5	—	—	5	85	—	Moves an ally in an adjacent space elsewhere instantly

\* STAFF RANGE: The area of range for staffs is dependent on the spell caster's magical power divided by 2.

## ANIMA

	LEVEL	RNG	WT	MT	HIT	CRIT	USES	COST	NOTES
BOLTING	B	3-10	20	12	60%	0	5	2,500	A long-range lightning strike
ELFIRE	C	1-2	10	10	85%	0	30	1,200	A powerful fire attack
EXCALIBUR	S	1-2	13	18	90%	10%	30	—	A Sacred Twin tome; increases Speed by 5 points
FIMBULVETR	A	1-2	12	13	80%	0	20	6,000	A powerful tome for use only by level-A Anima magic wielders
FIRE	E	1-2	4	5	90%	0	40	560	A fire attack usable by all Anima magic wielders
THUNDER	D	1-2	6	8	80%	5%	35	700	A thunder attack with a small chance to strike a critical blow





## LIGHT

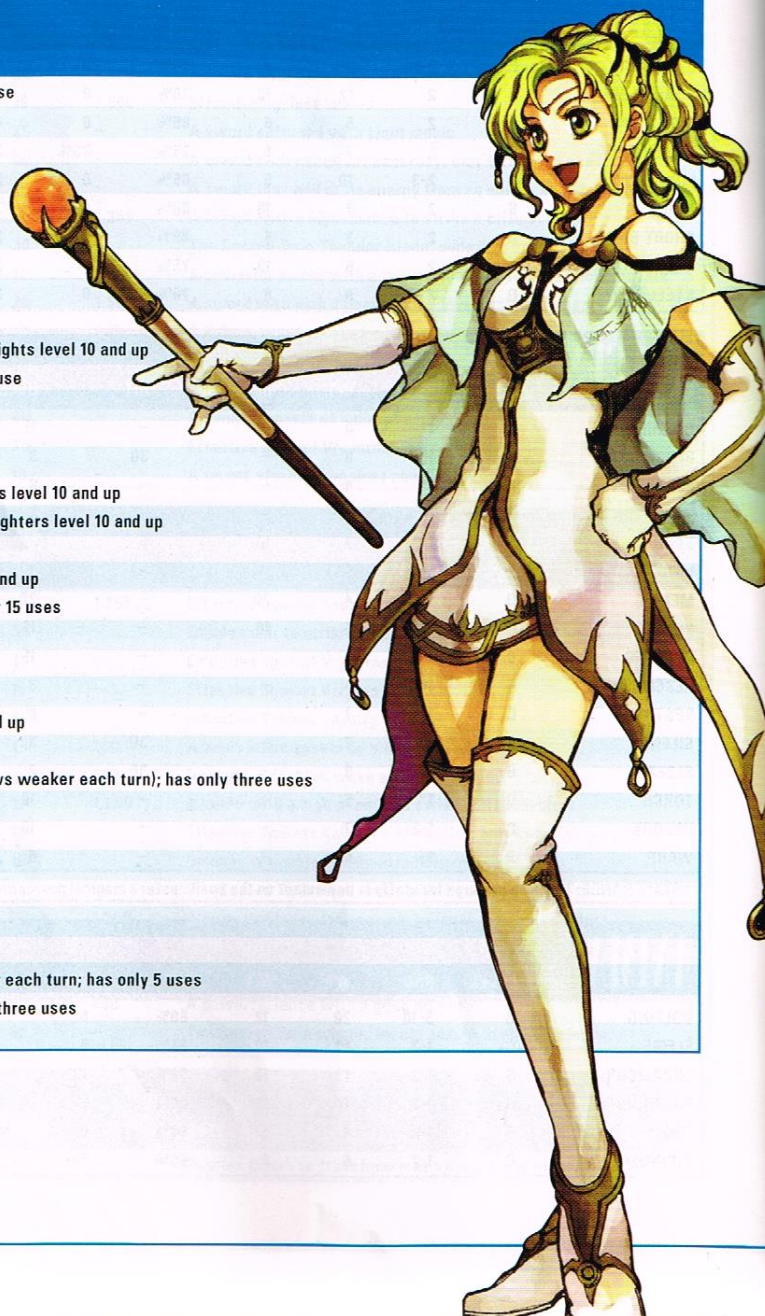
	LEVEL	RNG	WT	MT	HIT	CRIT	USE	COST	NOTES
AURA	A	1-2	15	12	85%	15%	20	8,000	A powerful tome for use only by level-A Light magic wielders
DIVINE	C	1-2	12	8	85%	10%	25	2,500	A Light attack with a chance to strike a critical blow
IVALDI	S	1-2	10	17	90%	5%	30	—	A Sacred Twin tome; increases Defense by 5 points
LIGHTNING	E	1-2	6	4	95%	5%	35	630	A lightning attack usable by all Light magic wielders
PURGE	B	3-10	20	10	75%	5	5	3,000	A long-range Light magic attack
SHINE	D	1-2	8	6	90%	8%	30	900	A Light attack with a high hit ratio

## DARK

	LEVEL	RNG	WT	MT	HIT	CRIT	USE	COST	NOTES
ECLIPSE	B	3-10	12	—	30%	0	5	4,000	A tome that reduces enemy HP by half
FLUX	D	1-2	8	7	80%	0	45	900	A Dark attack with high accuracy
FENRIR	A	1-2	18	15	70%	0	20	9,000	A Sacred Twin tome that adds 5 points to a unit's Skill
GLEIPNIR	S	1-2	20	23	80%	0	30	—	A Sacred Twin tome; adds 5 points to a unit's Skill
LUNA	C	1-2	12	0	50%	10%	30	4,200	A Dark attack that negates enemy Resistance
NAGLFAR	S	1-2	18	25	95%	0	20	—	A powerful Dark tome carried by Prince Lyon
NOSFERATU	C	1-2	14	10	70%	0	20	—	Drains enemy HP and gives it to caster

## ITEMS

	COST	NOTES
ANGELIC ROBE	8,000	Increases HP by a maximum of 7 points; vanishes after use
ANTITOXIN	450	Cures poison; has only three uses
BLACK GEM	—	A valuable gemstone worth 15,000 Gold
BLUE GEM	—	A rare gemstone worth 5,000 Gold
BODY RING	8,000	Increases Constitution by 2 points; vanishes after use
CHEST KEY	300	Opens a chest
DOOR KEY	—	Opens a door in an adjacent space
DRAGONSHIELD	8,000	Increases Defense by 2
ELIXIR	3,000	Restores all user's HP; has only three uses
ELYSIAN WHIP	10,000	Enables class change for Wyvern Riders and Pegasus Knights level 10 and up
ENERGY RING	8,000	Increases Magic or Strength by 2 points; vanishes after use
FIL SHIELD	—	Protects flying units from arrows
GODDESS ICON	8,000	Increases Luck by 2 points; vanishes after use
GOLD GEM	—	A valuable gemstone worth 20,000 gold
GUIDING RING	10,000	Enables class change for magic wielders and Troubadours level 10 and up
HERO CREST	10,000	Enables class change for Mercenaries, Myrmidons and Fighters level 10 and up
HOPLON GUARD	—	Negates enemy critical attacks
KNIGHT CREST	10,000	Enables class change for Knights and Cavaliers level 10 and up
LOCKPICK	1,200	Opens doors and chests; usable only by Thieves; has only 15 uses
MASTER SEAL	—	Enables class change for all capable units level 10 and up
MEMBER CARD	—	Allows unit to enter all secret shops
METIS'S TOME	—	Increases a unit's maturity
OCEAN SEAL	10,000	Enables class change for Thieves and Pirates level 10 and up
ORION'S BOLT	10,000	Enables class change for Archers level 10 and up
PURE WATER	900	Increases user's Resistance temporarily (the effect grows weaker each turn); has only three uses
RED GEM	—	An uncommon gemstone worth 2,500 gold
SECRET BOOK	8,000	Increases Skill by 2 points; vanishes after use
SILVER CARD	—	A special card that reduces the cost of all items by half
SPEEDWING	8,000	Increases Speed by 2 points; vanishes after use
SWIFTSOLE	—	Increases Movement by 2 points; vanishes after use
TALISMAN	8,000	Increases Resistance by 2 points; vanishes after use
TORCH	500	Increases visibility in darkness or fog, and grows dimmer each turn; has only 5 uses
VULNERARY	300	Common healing item that gives the user 10 HP; has only three uses
WHITE GEM	—	A valuable gemstone worth 10,000 gold





## APPENDICES



## SUPPORT &amp; AFFINITY

Each of your characters has between three and six other characters that they can bond with or "support." Support conversations are triggered on the battlefield by placing units next to the units they are compatible with. After a certain number of turns, a Support option will appear in the main battle menu. Select the option to trigger a conversation and increase each character's support level (to a maximum of three). Once support is activated, the participating characters will receive stat bonuses in battle whenever they are within three spaces of each other. The higher each character's support level is, the greater the stat bonuses will be.



Every character in the game has an affinity to a particular element. When a character's support is activated, their stat bonuses will be signified in green on their Personal Data page.



Support conversations trigger unique cut-scenes between characters. When you're focused on battle, it's easy to pass up support opportunities, which can dramatically increase your characters' stats.

<b>AMELIA</b>	
<b>ARTUR</b>	
<b>COLM</b>	
<b>CORMAG</b>	
<b>DOZLA</b>	
<b>DUESSEL</b>	
<b>EIRIKA</b>	
<b>EPHRAIM</b>	
<b>FORDE</b>	
<b>FRANZ</b>	
<b>GARCIA</b>	
<b>GERIK</b>	
<b>INNES</b>	
<b>JOSHUA</b>	
<b>KNOLL</b>	
<b>L'ARACHEL</b>	
<b>LUTE</b>	
<b>MARISA</b>	
<b>MOULDER</b>	
<b>MYRRH</b>	
<b>NATASHA</b>	
<b>NEIMI</b>	
<b>RENNAC</b>	
<b>ROSS</b>	
<b>SALEH</b>	
<b>SETH</b>	
<b>SYRENE</b>	
<b>TANA</b>	
<b>TETHYS</b>	
<b>VANESSA</b>	
<b>WENDELL</b>	
<b>XENIA</b>	
<b>YMYR</b>	
<b>ZELDA</b>	

<b>SETH</b>	
<b>TETHYS</b>	
<b>VANESSA</b>	
<b>WENDELL</b>	
<b>XENIA</b>	
<b>YMYR</b>	
<b>ZELDA</b>	
<b>WENDELL</b>	
<b>XENIA</b>	
<b>YMYR</b>	
<b>ZELDA</b>	
<b>WENDELL</b>	
<b>XENIA</b>	
<b>YMYR</b>	
<b>ZELDA</b>	
<b>WENDELL</b>	
<b>XENIA</b>	

<b>SALEH</b>	
<b>JOSHUA</b>	
<b>MARISA</b>	
<b>NATASHA</b>	
<b>NEIMI</b>	
<b>RENNAC</b>	
<b>ROSS</b>	
<b>SALEH</b>	
<b>SETH</b>	
<b>SYRENE</b>	
<b>TANA</b>	
<b>TETHYS</b>	
<b>VANESSA</b>	
<b>WENDELL</b>	
<b>XENIA</b>	
<b>YMYR</b>	
<b>ZELDA</b>	



## APPENDICES



## MAGVEL SHOPS

Every establishment's inventory will vary depending on when you visit (see the color key below). You can access vendors and armories during battle, and after the battle from the world map. Secret shops

are open during battle, but the visiting unit must have a Member Card to get in. A Silver Card (a rare item found in Chapter 15A or 15B) will cut all prices in half in all establishments.

<b>1 IDE</b> <b>ARMORY</b> Hand Axe 300 Iron Axe 270 Iron Lance 360 Iron Sword 460 Javelin 400 Slim Lance 450 Slim Sword 480 Steel Axe 360	<b>5 JEHANNA</b> <b>SECRET SHOP</b> Angelic Robe 8,000 Axereaver 1,950 Barrier 2,250 Battle Axe 1,000 Body Ring 8,000 Bolting 2,500 Brave Lance 7,500 Elysian Whip 10,000 Energy Ring 8,000 Fenrir 8,000 Fortify 8,000 Guiding Ring 10,000 Hero Crest 10,000 Killer Axe 1,000 Killer Bow 1,400 Killer Lance 1,200 Killing Edge 1,300 Knight Crest 10,000 Lancereaver 1,800 Lockpick 1,200 Ocean Seal 10,000 Physic 3,750 Purge 3,000 Recover 2,250 Silver Blade 1,800 Steel Blade 1,250 Swordreaver 2,100	<b>7 TAIZEL</b> <b>VENDOR ITEM</b> Antitoxin 450 Elfire 1,200 Elixir 3,000 Fire 560 Flux 900 Heal 600 Lightning 630 Luna 4,200 Mend 1,000 Pure Water 900 Restore 2,000 Shine 900 Thunder 700 Vulnerary 300	<b>9 NARUBE RIVER</b> <b>ARMORY</b> Axereaver 1,950 Hand Axe 300 Iron Axe 270 Iron Bow 540 Iron Lance 360 Iron Sword 460 Javelin 400 Killer Axe 1,000 Killer Bow 1,400 Killer Lance 1,200 Killing Edge 1,300 Lancereaver 1,800 Longbow 2,000 Slim Lance 450 Slim Sword 480 Steel Axe 360 Steel Bow 720 Steel Lance 480 Steel Sword 600	<b>10 RAUSTEN COURT</b> <b>ARMORY</b> Axereaver 1,950 Killer Axe 1,000 Killer Bow 1,400 Killer Lance 1,200 Killing Edge 1,300 Lancereaver 1,800 Longbow 2,000 Short Bow 1,760 Silver Axe 1,000 Silver Bow 1,600 Silver Blade 1,800 Silver Lance 1,200 Silver Sword 1,500 Swordreaver 2,100
<b>2 SERAFEW</b> <b>ARMORY</b> Iron Axe 270 Iron Bow 540 Iron Lance 360 Iron Sword 460 Slim Lance 450 Slim Sword 480 Steel Axe 360 Steel Bow 720 Steel Lance 480 Steel Sword 600	<b>3 PORT KIRIS</b> <b>ARMORY</b> Hammer 800 Hand Axe 300 Iron Axe 270 Iron Blade 980 Iron Bow 540 Iron Lance 360 Iron Sword 460 Javelin 400 Short Bow 1,760 Steel Axe 360 Steel Bow 720 Steel Lance 480 Steel Sword 600	<b>4 CAER PELYN</b> <b>VENDOR</b> Antitoxin 450 Elfire 1,200 Elixir 3,000 Fire 560 Flux 900 Heal 600 Lightning 630 Luna 4,200 Mend 1,000 Pure Water 900 Restore 2,000 Shine 900 Thunder 700 Torch 500 Unlock 1,500 Vulnerary 300	<b>6 BETHROEN</b> <b>ARMORY</b> Hammer 800 Hand Axe 300 Iron Axe 270 Iron Blade 980 Iron Bow 540 Iron Lance 360 Iron Sword 460 Javelin 400 Short Bow 1,760 Steel Axe 360 Steel Bow 720 Steel Lance 480 Steel Sword 600	<b>8 GRADO KEEF</b> <b>SECRET SHOP</b> Angelic Robe 8,000 Axereaver 1,950 Barrier 2,250 Battle Axe 1,000 Bolting 2,500 Brave Sword 7,500 Eclipse 4,000 Elysian Whip 10,000 Energy Ring 8,000 Guiding Ring 10,000 Hero Crest 10,000 Killer Axe 1,000 Killer Bow 1,400 Killing Edge 1,300 Knight Crest 10,000 Lancereaver 1,800 Lockpick 1,200 Ocean Seal 10,000 Orion's Bolt 10,000 Physic 3,750 Purge 3,000 Recover 2,250 Silence 1,200 Silver Blade 1,800 Steel Blade 1,250 Swordreaver 2,100 Talisman 8,000
<b>4 CAER PELYN</b> <b>VENDOR</b> Antitoxin 450 Elfire 1,200 Elixir 3,000 Fire 560 Flux 900 Heal 600 Lightning 630 Luna 4,200 Mend 1,000 Pure Water 900 Restore 2,000 Shine 900 Thunder 700 Torch 500 Unlock 1,500 Vulnerary 300	<b>5 JEHANNA</b> <b>SECRET SHOP</b> Angelic Robe 8,000 Axereaver 1,950 Barrier 2,250 Battle Axe 1,000 Bolting 2,500 Brave Sword 7,500 Eclipse 4,000 Elysian Whip 10,000 Energy Ring 8,000 Guiding Ring 10,000 Hero Crest 10,000 Killer Axe 1,000 Killer Bow 1,400 Killing Edge 1,300 Knight Crest 10,000 Lancereaver 1,800 Lockpick 1,200 Ocean Seal 10,000 Orion's Bolt 10,000 Physic 3,750 Purge 3,000 Recover 2,250 Silence 1,200 Silver Blade 1,800 Steel Blade 1,250 Swordreaver 2,100 Talisman 8,000	<b>6 BETHROEN</b> <b>ARMORY</b> Hammer 800 Hand Axe 300 Iron Axe 270 Iron Blade 980 Iron Bow 540 Iron Lance 360 Iron Sword 460 Javelin 400 Short Bow 1,760 Steel Axe 360 Steel Bow 720 Steel Lance 480 Steel Sword 600	<b>7 TAIZEL</b> <b>VENDOR ITEM</b> Antitoxin 450 Elfire 1,200 Elixir 3,000 Fire 560 Flux 900 Heal 600 Lightning 630 Luna 4,200 Mend 1,000 Pure Water 900 Restore 2,000 Shine 900 Thunder 700 Vulnerary 300	<b>8 GRADO KEEF</b> <b>SECRET SHOP</b> Angelic Robe 8,000 Axereaver 1,950 Barrier 2,250 Battle Axe 1,000 Bolting 2,500 Brave Sword 7,500 Eclipse 4,000 Elysian Whip 10,000 Energy Ring 8,000 Guiding Ring 10,000 Hero Crest 10,000 Killer Axe 1,000 Killer Bow 1,400 Killing Edge 1,300 Knight Crest 10,000 Lancereaver 1,800 Lockpick 1,200 Ocean Seal 10,000 Orion's Bolt 10,000 Physic 3,750 Purge 3,000 Recover 2,250 Silence 1,200 Silver Blade 1,800 Steel Blade 1,250 Swordreaver 2,100 Talisman 8,000
<b>9 NARUBE RIVER</b> <b>ARMORY</b> Axereaver 1,950 Hand Axe 300 Iron Axe 270 Iron Bow 540 Iron Lance 360 Iron Sword 460 Javelin 400 Killer Axe 1,000 Killer Bow 1,400 Killer Lance 1,200 Killing Edge 1,300 Lancereaver 1,800 Longbow 2,000 Slim Lance 450 Slim Sword 480 Steel Axe 360 Steel Bow 720 Steel Lance 480 Steel Sword 600	<b>10 RAUSTEN COURT</b> <b>ARMORY</b> Axereaver 1,950 Killer Axe 1,000 Killer Bow 1,400 Killer Lance 1,200 Killing Edge 1,300 Lancereaver 1,800 Longbow 2,000 Short Bow 1,760 Silver Axe 1,000 Silver Bow 1,600 Silver Blade 1,800 Silver Lance 1,200 Silver Sword 1,500 Swordreaver 2,100	<b>11 VENDOR</b> Antitoxin 450 Elfire 1,200 Elixir 3,000 Divine 2,500 Flux 900 Luna 4,200 Mend 1,000 Pure Water 900 Recover 2,250 Restore 2,000 Shine 900 Thunder 700 Vulnerary 300	<b>12 SECRET SHOP</b> Angelic Robe 8,000 Aura 8,000 Barrier 2,250 Battle Axe 1,000 Brave Axe 7,500 Brave Bow 7,500 Dragonshield 8,000 Elysian Whip 10,000 Energy Ring 8,000 Fimbulvetr 6,000 Goddess Icon 8,000 Guiding Ring 10,000 Hero Crest 10,000 Knight Crest 10,000 Ocean Seal 10,000 Orion's Bolt 10,000 Physic 3,750 Shamshir 1,200 Spear 9,000 Speedwing 8,000	<b>13 SECRET SHOP</b> Angelic Robe 8,000 Aura 8,000 Barrier 2,250 Battle Axe 1,000 Brave Axe 7,500 Brave Bow 7,500 Dragonshield 8,000 Elysian Whip 10,000 Energy Ring 8,000 Fimbulvetr 6,000 Goddess Icon 8,000 Guiding Ring 10,000 Hero Crest 10,000 Knight Crest 10,000 Ocean Seal 10,000 Orion's Bolt 10,000 Physic 3,750 Shamshir 1,200 Spear 9,000 Speedwing 8,000

## SHOP LOCATIONS



## COLOR KEY

- The item is available whenever the shop is accessed. Secret shops can be accessed from the world map only after you complete the final chapter.
- The item is available only when you access the store from the world map (some items are available only after you complete the final chapter).
- The item is available only when you visit the store during battle.





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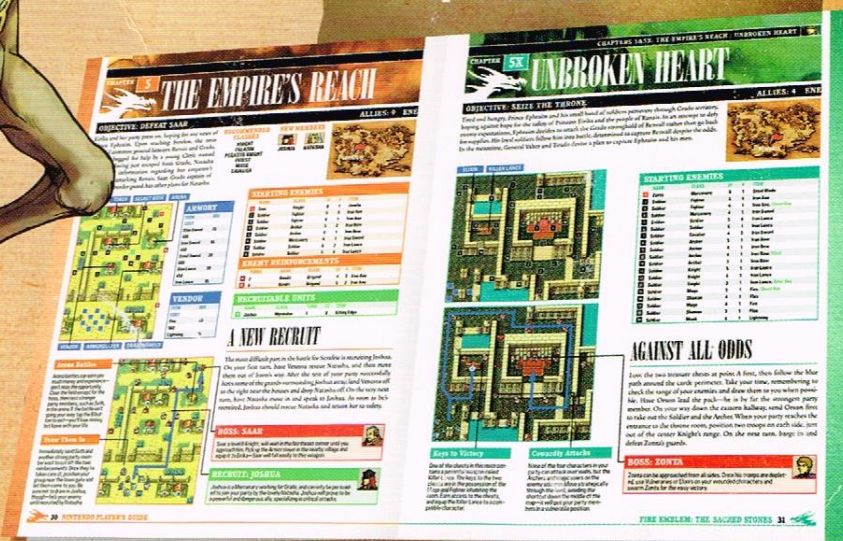
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