Guide for Units, Secrets and Strategies for Temple of Ardesia

Chapter 1-1

New units (they all join at the beginning)



from left to right: Nilo, Nila, Nazir, Marcello, Sero

Goal is defeat the boss located at the top left.

There are plenty of stealables, in particular a teal gem (1000 G)

It's strongly adivsed to steal as much as possible, as gold

it's scarce at the beginning. There's no turn limit or strong

reinforcements, so the player can take their time and

plan any strategy they want to. Be sure to not waste the personal

weapons of the five starting characters.

Tips: anti cavalry weapons and fire magic are effective

vs wolves and centaurs. Marcello's special bow always attack

10 times per rounds, 20 when doubling.

Chapter 1-2



from left to right: Minar, Malitia, Fausta, Sika, Piero

Minar and Malitia join at the bottom left with basic gear

The other three join at turn 5 in the top right.

Strong reinforcements will spawn at the player starting position

on turn 17 to 18. It is advised to not fight them.

Tips: Break down pillars to make up makeshift bridges.

Each type of magic has specialities. Fire is effective

vs cavalry, thunder vs wyverns/dragons, wind vs other fliers.

This is an escape chapter, where each unit has to reach

determined tiles. Nilo will always have to escape last.

Chapter 1-3



from left to right: Irma, Tebetian, Beritian, Avilian

Goal is to escape to the boss position (he won't move, but attack in range). Escorting the caravans is optionals, but they'll give you

important rewards, like a horseslayer (very important in the next chapter). Successfully escorting all caravans will grant an extra reward, a gold sword (it won't be useful until you get a unit with A rank in swords).There are plenty of brigands.Anti turtle reinforcements will spawn on turn 12 to 14.

Do not fight them. Watch out for the lance slayer mercenary on the top right, he deals effective damage vs Nilo and Irma.Watch out for the axeslayer deserted on the bridge, he deal effective damage vs Nazir.A thief with a droppable Zanbato is located on the bottom left corner.He'll disappear on turn 5. Talk with Nilo or Nila to recruit the cavaliers. Talk to Irma with any female to recruit him.

Chapter 1-3x



Fiana (as a ship)

Goal is rout, but all the fliers and ships will be charging at you instantly.

The secret is to perform hit and run tactics using effective weaponry to deal with the horde, then break ranks and pursue the stationary sages and ballistas. There will be a Game Over is the map isn't completed in 12 turns.

Chapter 1-3xx

Fun fact: it used to be 1-5x, then I decided to put it together with 1-3x so that I don't mess up with the Nilo's party.

Still using the Feresian fleet from before, goal is to make sure to protect Ivo Shenga (green sage) from all foes. The gate of the castle is also supposed to be protected, but it's under much less pressure than the forces located on the peninsula. On turn 11, a bishop will spawn, it has to be killed to end the map. If he escapes, Game Over.

On turn 2, Hejira will spawn a group of 10 promoted monsters. They can be used to go and visit a village to obtain a light rune.

Chapter 1-4



from left to right: Tom, Tim, Wylson, Vilnius

Tim and Tom are recruited from the bottom left house.

Wylson from the top second left house. Vilnius will appear from the tavern on turn 4 as a green unit. He can be recruited by anybody.

Houses yield: heavy spear, knight crest, defense potion, mend, shadow killer. Goal is to escape to the right side. Player party starts at the left side. Anti turtle reinforcements will spawn on turn 13, but they are plenty of slow. Cavalry will constantly spawn from turn 4, in groups of 2. On hard mode, a group of 8 armors will spawn close to the player.

Chapter 1-5



Nathan: recruited from the bottom left house. He'll leave after chapter 1-7, if he's still alive. Keeping him alive, will yield a reward for later.

Goal is to escape into the ship. The chests rewards each dragon slaying weapon. Houses yield: fire brand, rescue staff.

Tips: watch out for halberds, mages, and mercenaries. Anti turtle reinforcements will spawn on turn 15. Bring torches for dissipating the fog.

Chapter 1-5x

Talk with all the units that survived the previous chapters. In particular: talking with Nazir, will yield a defense potion. Talking with Wylson will yield a roasted chiken.

Chapter 1-6



Hadija: spawn on turn 5, with thunder and wind. (Tips: she can used to defeat the archer nearby, but on hard mode it's not possible)

Goal is to defeat boss in 15 turns, otherwise, game over. Fiana's vessel is also under attacks by soldiers and mirmidons. It is advised to make sure that as few hammer fighters reach her position. This can be done by putting some swordmen nearby. Wyverns will spawn on turn 4-5-8-9. They are very strong, it is advised to bring mages or archers to deal with them. There are two ballista in the player's ship and two on the enemies one. On turn 7, Gruzna will spawn on a ship on the top right. If defeated he'll drop a steel blade. He's a requirement for 1-6x. On turn 8, a ship on the bottom left will spawn. The goonies here, will drop a wind sword, strenght potion, swordreaver and a hand axe. Soldier will spawn on the bottom right, axemen on the bottom left, mages with fire on the top left and mirmidons on the top right. Fiana will reward the player with an Arcana at the end of the chapter.

If the player keeps Hadija alive and defeats Gruzna, 1-6x will be available

Chapter 1-6x

Goal is to seize Gruzna's tavern, located on the bottom right. On turn 6, a pirate will spawn down Gruzna's position. He'll go for the house to destroy it. If the house is saved, the player will get a red gem. Map must be ompleted before turn 15. A ship of reinforcements will arrive on turn 8. They all have powerful weapons. Droppables include a defense potion, javelin, shine, Wooden shield. Stealables include a skill book, juna fruit, teal gem. Chests contain a hero crest, strenght potion, blizzard.

For completing the chapter, the player will get 5000 G. Also, this will unlock numerous side effects later.

Chapter 1-7



Mirikon and Lili. She joins at the beginning and she's forced deployed. Mirikon must be talked with Lili to recruit him. He wields a Shamshir, so use units with high defense to survive a round of combat.

Goal is to defeat Vara. He has a red gem and a hero crest that can be stolen. He wields a wind sword and a silver longbow, so make sure to put away Sika or Hadija, as he'll one round them.

Villages yield recover, skill book, killing edge, defense potion. Brigands will spawn on turn 2, 5 to raid the villages. If all villages are visited, the player will be given a guiding ring.

Wyvern knights will spawn on turn 12. If the player went to chapter 1-6x, they'll also spawn on turn 10. Pirates with dangerous weapons will spawn on turn 4. Wyverns will spawn on turn 3-4-6-7 on the right corners of the map, giving the player ample time to react. Stealables include: 2 teal gems, 4 vulneraries. Droppable include: beacon bow, elfire, iron blade.

And the end of the chapter, Nathan will leave, giving to the supply all of his items. He'll come back eventually.

Tips: pirates can be used to grind Mirikon, but watch out for the Swordslayer one! If the player is swift enough, he won't have problems. Sika is the best unit to go and visit villages. Hadija can do that too, but it will be harder to dodge the brigand's attacks. Nilo, Nila, or any unit with anti armor can deal with Vara. Be mindful that the wind sword does magical damage upclose, and that Vara will use the longbow from 2 or 3 range. This is a good opportunity to go shopping. Go to the arena at your risk and peril.

Chapter 1-7x



Roberto: appears on turn 1 on the bottom, leaves after the battle.

Doesn't drop his items in the supply.

Goal is to make sure that no enemy reaches the three tiles nearby Roberto. The enemies are plenty and dangerous, it's suggested to use strong units for this chapter. The boss, Zigrinat, will spawn on turn 9 and charge at the player. Defeat him to end the map. The pegasi, and any unit with a torch in their inventory, will charge at the gates. On turn 3 and 6, two ships will spawn, each with plenty of pirates that will go towards the gates. Droppables include: Devil Axe, killer axe. Stealables include: defense potion, elixir. Villages give: magic mine, wind sword, killer bow.

Tips: the three tiles can be filled with light runes. Try to prioritize the pegasi first and foremost. Roberto should be used to deal with the most dangerous and threatening units. Villages are optional.

Chapter 1-8



Ferdinand: joins on turn 1, leaves after end of 1-10

Goal is to defeat the boss at the top left. He's a powerful druid with a droppable guiding ring. The villages give: elysian whip, moonlight, speed potion. The three civilians at the top right will give the player an orion's bolt i they survive. The monsters are plenty but sparse. The gargoyles are the most dangerous, as they carry effective weapons. Stealables include a red gem, teal gem, talisman, skill book. There's a droppable bright lance carried by a skeleton. Nilo can talk to Nila to give her a pure water. Assassin will spawn on turn 12, on hard mode, on turn 10. They should not be confronted. On turn 4, a group of 3 brigands will spawn towards the villagers on the top.

At the end of the chapter, you get a chance to give Nilo +2 str at the cost of him being unavailable for 1-9.

Tips: Be careful, but also don't spend too much time turtling. Send a flier to rescue the villagers or complete the map before turn 11. You can buy a restore staff to cure the poison. Deal with the gargoyles first, as they are the most troublesome unit.

Chapter 1-9



Machali: joins on turn 3.

Goal is seize castle gate. The villagers give, nosferatu, silence, talisman, guiding ring. Pirates will spawn on forts from turn 3,5,8. On turn 12, Wolfgang and many more anti turtle reinforcements will spawn. On hard mode. Paladin will also spawn on turn 12. Cavalry will spawn on turn 6-7-8. On hard, also on turn 5. Droppable include: each horse/armor slaying weapon, critical ring, pure water, roasted chicken, elixir, hp potion. Stealables include: teal gem, red gem, magic mine, strenght potion, light rune, guiding ring, knight crest, elixir, pure water, vulnerary.

At the end of the chapter, if Fausta is alive, Bastiano will give her a Brave Light tome.

Chapter 1-10

Goal is seize throne (one of them). Chest contains: hero crest, red gem, hp potion, orion's bolt, guiding ring, ocean seal, defense potion, meteor.Droppables include, heretic, luna, shine, levin sword. There's a stealable teal gem. Cavalry will spawn from behind on turn 6-7. On hard mode, also on 3-8-9. Gameover on turn 21. Mages with siege tomes will spawn on turn 15. Archers with longbows will spawn on turn 10.

Tips: you get droppable doort keys and chest keys. Thieves will spawn only if you get too close from the treasure rooms. If you find the boss too hard, you can defeat the general next door and seize his throne instead.

Chapter 2-1



From left to right: Ascanio, Ekrian, Lenora, Paolus, Ribald, Semil, Zimer, Silva. All join on the beginning. For all part 2, you'll have no access to all the units of part 1. You'll eventually join up later.

Goal is to defeat boss, while preventing the assassins to reach the bottom. There are three paths to take. The left one is the most dangerous, but contains two chests: barrier and talisman. The middle path contains two knight crests in the chests and a only a few archers as foes. The lower one contains less enemies and it's the easiest. The green units on the top are for flavour. They'll eventually die when the anti turtle reinforcements spawn on turn 11. On turn 10, Marduran and a few knights spawn. Don't bother with him, he's for a custscene only. There are doors on the outer walls, they can be open to let the assassins in. Defeating them will award an achievement. The boss drops a guiding ring.

Tips: if you're feeling bold, you can choose the let path. Be careful to the boss, has he has an aura and a bolganone. Keep Lenora away from him. Also, there are two priests with phisic and silence.

Chapter 2-2



From left to right: Arnand, Salafir, Vaska, Stoyan, Uzkrega.

The player will receive a vulnerary at the start of the chapter.

The first two join automatically. The mercenaries are green and are sitauted on the other side of the river. They can be recruited by the two wyvern riders. Uzkrega spawn on the bottom left corner, heading to a village to destroy it. She can be recruited by all units, except Semil, Zimer, Arnand and Salafir. She joins with a killer axe.

Goal is to escape on the bottom right corner, in any order. Villages drop: mageslayer bow, metis scroll, killing edge. Droppables: 3 elixir, stell sword, axereaver, steel blade. 2 stealable elixirs. Bandits will constantly spawn nearby the mercenaries to defeat them. The mercenaries are no Game Over condition. On turn 10, 2 berserker bosses with swordslayer will spawn. on turn 6 and 7, a group of 4 deserter will spawn on the player location. On turn 14 to 16, a group of great knights will spawn on player position to pursue the player. They are the anti turtle.

Tips: Salafir and Arnand can be used to visit the villages. Salafir in particular, can deal with the bandit and the berserker bosses. Uzkrega can traverse terrain with ease and go to a mountain to deal with the deserter reinforcements. The player can chop down snags to make bridges.

Chapter 2-3



Bastiano: joins at the beginning.

Goal is to survive for 12 turns. The player group is already surrounded by monsters, most of them carry poison weapons. They have the same stats as iron weapons, but do 5 poison damageper turn for 5 turns.

Chests contain: hp potion, 3000 G, mend, silver lance, battle axe, divine.

Droppables: restore, many chest/door keys, teal gem, unlock staff, one of each poison weapon, 5 anti toxin, pure water, elixir.

Reinforcements: turn 2-4, two silver bow skeletons, two wolves, two spiders. turn 3, 6 centaurs, turn 4-5 , 2 cyclops with gold longbows, and giga axes. turn 5, 6 mogalls. turn 7-8, 6 promoted skeletons. On hard mode, turn 9-10, 12 varied monsters from all sides.

Tips: Bastiano joins with a guiding ring and at level 12. He's strongly advise to promote now, so that you may get another staff wielder.

There are many poison weapons and droppable anti toxins. Use the anti toxin and you've made sure that there are no more ways for your units to get poisoned. Reinforcements (except the ones in hard mode and the spiders) won't carry poison weapons.

Think carefully about which door to open! Sometimes, not opening a door might cause the foes to take a longer path.

Chapter 2-4



from left to right: Zomu, Callaghan, Miranda

They can be recruited by talking with Ascanio. Otherwise, Ribald can recruit the armors and Paolus the shaman. Goal is defeat Marduran. Villages contain: Silver blade, strenght potion, hero crest, guiding ring.

There are 6 ballistas useable by archers.

Droppables: one of each horse/armor slaying weapon, knight crest, silver bow, 2 vulnerary, elixir, shamshir. Stealables: elixir, roasted chisken. There are two paths the player can take. Zomu willmove towards the player but he won't attack. Miranda and Callaghan won't move. Reinforcements: 2 cavaliers from turn 2 to 7. 3 cavaliers from turn 4 to 6. 2 soldier, 2 mirmidons on turn 10-11. 2 axemen on turn 10 to 12. A group of 4 great knights will spawn on turn 14 to 15. A special event occurs when Paolus and Lenora are alive. Paolus will get +2 Skl and Luck. A special event occurs when Ekrian, Silva and Uzkrega are alive. Ekrian will get +1 Con.

Tips: This chapters seems hard, but it can be beaten if you follow certain guidelines.

-Use effective weaponry. Heal only when necessary, as the player still cannot buy stuff. Boss is vulnerable to effective weapons.

-It's possible to complete the map even by not splitting, but you'll lose some loot.

-Arnand and Salafir can witstand a ballista shot even at base level unpromoted. Uzkrega can easily cross the mountains to deal with ballistas.

-Most reinforcements don't do a lot of damage. Ekrian can easily deal with the axemen.

Chapter 2-5

Goal is to defeat Edge. He will start moving on turn 15, with two swordmen. Villages drop: counter fire, draco slayer, hammerne, knight crest. Droppables: heretic, recover, venom, guiding rind, swordreaver, lancereaver, tomahawk, spear, ocean seal, runesword or killing edge, accordgin to what Edge has equipped. There are an elixir, teal gem, blue gem and a defense potion to steal. Reinforcements: pirates on turn 8-9-10. Cavaliers on turn 3-4-5-8-9, nomads on turn 11 to 13. Swordmen, soldiers on turn 10-11. Pegasi on turn 5-6. Anti turtle great knight appear on turn 14.

Tips: Edge has a skill that reduces foe's speed by 4 after combat. This makes sure that after another round of combat, said unit WILL get doubled, unless you have a SPD blessed Ekrian or Uzkrega. The runesword dealmagic damage. The right most village can only be reached by a trained Arnand or Salafir. The middle path, the one with the fort, is optional. Don't worry about buying stuff, you can do that in the next chapter. The Arena will be closed on the next chapter, however.

Chapter 2-5x

Buy stuff, talk to people, nothing else to say. The player will get 2000 G at the beginning.

Chapter 2-6



Tirana: talk with Ascanio to recruit.

Chests contain: blue gem, phisic, axeslayer, defense potion, metis scroll, blizzard. Droppable: knight crest, dragon lance, dragon axe, devil axe, anti toxin, killer bow, silver longbow,2 elixir, various chest/door key. Stealable: 12 elixirs, hoplon guard, 2 teal gem, hp potion.

The party is split in two, but the main one is the most important.

Reinforcements: cavaliers in turn 8-9, on hard mode, also on turn 5-6-10, thieves on turn 12. shamans on turn 8-9, monks on turn 12-13. Generals on turn 18-21.

Tips: it's advisable to promote Tirana early. She's great against the mages in the next chapters. If you find too hard to spread the party, try to focus all your energy on piercing through one path alone. Remember that the maps end when the boss is defeated.

Chapter 2-6x

Essentially, a playable cutscene. Any unit who doesn't escape, will be erased. Irma is optional to re-recruit, but in doing so, he'll unlock other events. On turn 6-7, soldiers will appear. On turn 8-9-10, heroes will appear. Don't try to fight them. Chests contains: 5000 G, and a random chance to get a draco slaying weapon or a silver bow. At the end of the chapter, you'll get G based on how much you accumulated on part 1.

if G<2500 nothing

if 2500<G>5000 get 2500 G

if 5000<G>10000 get 5000 G

if 10000<G<15000 get 7500 G

if G>15000 get 10.000 G

Chapter 3-1



Mojgan and Masohe: join automatically on the beginning.

Goal is to escape in the top right corner. There are placed some switches that can be activated by any blue unit. Doing so, will result in the opening of other paths. Chests contain: 4000 G, master seal, bolting, lanceslayer. Droppables: knight crest, poison bow, armor slayer, silence, luna/eclipse (according to what the shaman equipped), venom, moonlight, masterseal. Stealables: speed potion, 3 teal gem, roasted chicken. Reinforcements: mages and soldiers on turn 4-5-6. On hard mode: promoted infantry (heroes, warriors, legionaires) on turn 7. Also, on hard mode, flier reinforcements on turn 9. Anti turtle on turn 15.

Tips: Navigating through the ruins can be hard, but Nilo and Nila can walk on water, so you're garantee to have somebody to open up a path. You can decide to only focus the attention on 3/2/1 paths, by empties the other deployment slots, but probably you won't get all the loot. The boss moves and on hard mode is a beast. Use anti cavalry weapons. The last chest, on the top right is the hardest to get, but it's not impossible. The meteor mage is the nastiest foe. He can oneshot mounted units on Hardmode. Be careful when using cavalry. There's a ship with a ballista in the middle. You can use the meteor tome found in the previous chapters to deal with it.

Chapter 3-1x

You need to have Sika and Machali alive to access to this chapter.

Goal is to make sure that at least one village survives the end of the map. The chapter ends when all foes are defeated. Each villager is visitable, and you need to visit in order to gain the rewards at the end. But beware! The gate won't be closed. Every enemy on the map will try to get to the villages. Senzrat and his cronies will help you defending the villages from the wolves, for now. Senzrat will become hostile on turn 5, along with all the units named bandits. On turn 3, 4 green Ardesian units will spawn on the bottom right. Protecting them will result in additional reward. Having a few villages get destroyed or getting some Ardesians dead won't spell Gameover. Reinforcements: wolves on turn 3-4. Bandits on turn 4-5-6-7-8. Wyverns on turn 7-8.

A path will be opened on turn 5, on the top section of the river. There's a house that can be visited to get a talisman. The destroyed house above the graveyard above the upmost village can be inspected to find a red gem. Rewards include: 1000 G for each visited village. Each surviving Ardesian will give you their weapons. You also get a Juna fruit regardless. Senzrat also drops a peshkatz.

Tips: remember, as long as one village stands, you'll win! If you cannot save all of the villages, try to focus your attention on only one of them. The Ardesian are optional. Promoted foes will pop out from the forts.

Chapter 3-2



From left to right: Sal' Aral, Samer, Eliotax

Sal'Aral can recruited by Uzkrega, Nilo, Nila and Ascanio. Samer can recruited by visiting his village. Eliotax joins on turn 2. Goal is escape to bottom right corner. There are 2 ballistas on player starting position. There are some shops available next door.

Bottom village gives a master seal. Droppables: one of each gold weapon, halberd, silence staff, Ocean seal. The boss, Zakyra, will become enraged when Sal'Aral dies or switches sides. Reinforcements: bandits on turn 2-3-5-6-8. Pegasi on turn 4-8. Vivin and his wyverns will arrive on turn 9. Subsequent reinforcements are advised to not be challenged. Great knights on turn 12-13-14, cavaliers on turn 11. Harriers on turn 15-16. Wyverns from turn 10 to 20.

Tips: Be quick! Ardesian reinforcements will become stronger by the turn. Eliotax is good, but maybe it's not worth saving him from the nearby foes if you repute your units to be more qualified. Zakyra is very strong, try to attack him from afar.

Chapter 3-2x

Buy stuff and talk. There are some talks that give stuff. When Nilo talks to Sike, you'll lose 1000 G, but Sika will get +3 res and skill. When Nilo talks to Sero, you'll lose 2000 G but you'll get a peshkatz (it has 25 crit and 1-2 range btw). When Nilo talks to Zomu, you'll get a talisman for free. When Irma talks to Nilo, Irma will get +4 Str and Skill. When Nilo talks to Vilnius, he'll get a Power ring.

Chapter 3-2xx

In order to access this chapter, all mages (Minar, Fausta, Lili, Malitia, Piero, Paolus, Bastiano, Zomu) need tobe alive. If they are unpromoted, they'll get 10 auto level each. Chests contains, purge, levis amulet, berserk, hp potion. There are two droppable restores. The enemies are all mages, sans two snipers. Goal is to defeat the boss at the center. If any unit dies, it will retreat, chapter will be skipped without the rewards. Rewards are a fimbulvetr,thoron and bolganone. Reinforcements: 4 snipers on turn 3, 6 sages on turn 4-5, 2 druids with luna on turn 5-6-7, 4 mage knights on turn 7, 4 sages with siege tomes on turn 8, 4 bishops with status staves on turn 15. When approaching the central chamber, 2 sages, 2 druids, 2 bishop will spawn. On turn 16 onwards, infinite sages will spawn.

Tips: There are many mages, this is a good chance to pu leverage on the magic triangle. Be quick, as reinforcement are endless from turn 16. Chests are worth getting. This is a good opportunity to use the pure water. Bow units shine in particular to deal with the luna druids.

Chapter 3-3



From left to right: Hejira, Nathan, Susila.

Hejira joins with Nathan (if it wasn't killed before) on turn 3. Susila appear on turn 3 as red in the ship. He'll begin charging right away. He can be recruited by anybody for 3000 G. He has a killing edge and a hoplon guard.

Goal is to escape to the ship before turn 17. Leisveliol has a Excalibur, a powerful tome with galeforce. Villages give: swift pinion, bolting, strenght potion, 2000 G, heavy spear, fiend cleaver, silence staff, aura, boots, elixir. It will be difficult, but it's possible to go shopping and dueling in the arena. Reinforcements: cavalry on turn 4 to 8. Bandits on turn 2-4-10. Marauders on turn 10 to 14. Leis drops a guiding ring. If Nathan was alive before, he'll give a fenrir to Hejira. At the end of the chapter, you'll the S-rank wind tome.

Tips: The talk Zomu-Leis is a troll. =0. If you are still fighting the Marauders, then you'll have no time to reach the ships. Ignore the marauders and push forward. Leisveliol is very scary, as Susila is, maybe even more. If Leis kills a unit, he can act again, killing another one. Use a longbow to chip him at a safe distance. Cavalry and mages are a though combination to deal with. Tirana, Zomu, Malitia are good units for this map.

Chapter 3-4



Merachea: joins at the beginnnig. She can do the triangle attack with Sika and Machali.

Goal is to defeat all four pirate chiefs and seize their tiles before turn 14. There are 4 ballistas. Reinforcements: wyverns on turn 2-6-8. Nephalim on turn 9-10. pegasi on turn 7. Extra pirates ships on turn 3 and 5. Gruzna will also spawn on turn 7 if 1-6x was played. He drops a master seal. Bosses have 2 droppable master seals and 2 stealables blue gems.

Tips: This map can be very hard or very easy, according to how your units are. If they are weak, you can grind some levels with the reinforcements.

Chapter 3-5



Sarimba: fleet, joins on turn 2. Goal is to wait until turn 9, so that the boss, Danius, might spawn. Then, defeat Danius. Also, Fiana must survive. The villages contain, bright lance,diamond sword, gold rune. On turn 5, a ship will spawn on the top left, with a berserker dropping a red gem. The pirate group will charge right away. On turn 9, if 1-6x was played, Gruzna will also spawn with some pirates. The player will gain access to two killer ballistas. On a previous version, there were 5 ballistas, 4 on the player side, one on the enemy ship, but I removed them due to graphical glitches. Droppables: silver lance, devil axe, bolganone, silence staff. Danius drops a master seal. 1 orion's bolt and 1 blue gem is stealable. Fiana has six green units as guards, they'll charge right away. Reinforcements: infantry and cavalry on turn 3-4-6-7. Wyverns on turn 8-9-10, mages on turn 9-10. On hard mode, infantry and a sage on turn 5-8. Boss will spawn on turn 17 if it hasn't spawn yet. The boss will spawn earlier as long as there are less than 30 foes on the map.

Tips: on hard mode, Fiana's guard will last about 5-6 turns. That's plenty of time for you to do anything you need, like visiting villages and getting rid of the foes on the ship. Sarimba can be used to deal with nasty foes, as he crits on hit ALWAYS when initiating. Sarimba is available only for this chapter and the next one. Danius will spawn with a squad of 10 men on a ship on the bottom left corner, that's plenty of time.

Chapter 3-6



Fiana and Lotario. Fiana joins at the beginning. Lotario is trapped on a cell in the top right corner. He can be recruited with Nilo,Nila, Ascanio, Fiana or Merachea. Doing so, will give Lotario a silver bow. Goal is seize throne. Chests contains: Shadowshot, silence staff, metis scroll, brave lance, sleep staff, white gem, fili shield, power ring, defense potion, diamond axe, speed potion. Droppables: blue gem, zanbato, horse slayer, hammer, armor slayer. There are two killer ballistas at the player position. Reinforcements: 1 hero, 1 halberdier on turn 2-3-4-7-8-9, 3 mages on turn 3-8, 2 pillagers on turn 5-6, 2 thieves on turn 6-9, sniper on turn 8-9-10, 2 archer longbows on turn 10 to 14, a rogue on turn 11, an assassin with killing edge on turn 8, directly on Lotario's chamber. On turn 12, a new boss, Vasto, will appear with 8 paladins. He drops a berserk staff or a Luce tome, if the berserk staff is consumed.

Tips: There are three druids with a status staff each. I hope you brought a restore staff. The most dangeroud enemies are the druids, a sage with meteor (cavalry beware) and the snipers. If you still have a restore staff, you can deplete Vasto's berserk staff to obtain the powerful Luce tome (16 might, 25 crit, 1-2 range). Bordesca, throne boss, doesn't move. The thieves can be catched easily, but the rogue is harder. Pillagers can steal your items, so be careful! At the end of the chapter, Sarimba and Susila (if recruited) will leave the party and will drop all their items to the convoy. You'll get the S-rank tome and S-rank staff at the end, plus 60.000 G (40.000 G on hard mode)

Chapter 3-6x



Baretia: dancer, can be hired for 20.000 G if Vilnius was dead previously. You have five turns to buy/sell and gamble the lives of your units in three arenas.

Chapter 4-1



From left to right: Ingress, Famille and Kurosawa. Goal is seize the temple on the north. A house gives a skill Issue book, but it's accessibleonly to fliers. There are plenty of mages, archer, nephalim and mercenaries. On hard mode, fog of war is enabled. Droppables: Brave bow, blue gem, halberd. Stealables: boots, strenght potion, metis scroll, hoplon guard. Note: the pegasi sisters won't be recruited with their stat booster on. Reinforcements: on turn 4 to 6, a group of 4 nephalims, on turn 8-9 a group of 4 harriers, on turn 7 a group of 7 nomads, on turn 9, a grop of 11 camels, with a boss with a familiar face....

Tips: The three pegasi sisters will join, but you can only choose one of them. There are plenty of status staves, so bring out the restore staff. Reinforcements can be scary to fliers, due to the amount of anti-flying units. The sniper on the killer ballista on the top right is very dangerous. Be sure to approach the chapter with calm, as the reinforcements aren't very scary and there are no anti turtles. There are some shops nearby the temple, if you forgot to buy anything before.

Chapter 4-1x

Accessible only if Mojgan and Masohe are alive. Vaska and Stoyan are also forced deployed, if alive. Goal is to defeat Dakkar, the draco zombie located at the center of the altar, but you need to defeat him twice. There's fog of war, all kinds of monsters, and plenty of status.

Tips: all Nihanians units have acrobat, so they have no issue while traversing the desert. The second phase reset the chapter: new unit position, new enemies. The second time you have to fight Dakkar, you have to guess, as his position is randomly generated. Each copy drops a stat booster, so even if you miss him, you still get more stat booster. Be aware that Dakkar has dazzle, so there's no incentive to put your units in his range to counter, as they won't be able to.

Chapter 4-2



Hatinoa: joins at the end of the chapter.

Goal is to seize the throne before turn 16. Chests contain: arcfire, defense potion, spee dpotion, fenrir, fimbulvetr, bolganone, thoron, eclipse, dodge ring, taliman, hp potion, aura, blue gem, strenght potion, diamond bow. Droppables: 1 elixir, some chest keys. Stealables: 1 juna fruit. Reinforcements: on turn 4-5, 2 swordmen with shamshirs, turn 4-7-10-13 a group of 5 nomads, turn 7 to 11 , 2 druids, turn 10, a group of 6 wyverns, turn 9, a group of 5 thieves, on turn 7, a group of 4 dark knight. At the end of the chapter, you'll get the S-rank sword.

Tips: The fleet are annoying but they can be dealt on turn 1, druids with sleep staff are also annoying. The most dangerous foe is the swordmaster Mer Hinga. A well trained general or Druid can deal with him. He has no 2 range, so bows can be used to chip him from afar.

Chapter 4-2x



Talos: joins at the end of the chapter

Chapter is accessible if Salara or Uzkreaga are alive.

Goal is to find the exit before you get swarmed by monsters. There are plenty of eggs. Chests contains: 2 blue gems, 1 metis scroll. At the end, Talos will join, along with 10.000 G and good equipment.

Tips: The eggs should be dealt with ASAP, but the gorgons with status staves even MORE ASAP. I hope you have a restore staff. There are lava trap tiles. Gargoyles, Cyclops and gorgons are the most dangerous foes. Be quick, the exit is randomized each time the chapter starts. There are three possible ways to find the exit. North, South, and West. Just have one unit wait on the exit and you're good. The reinforcements will eventually stop giving xp. Talos is the only unit to be gained by playing a gaiden. He's quite good, but will disappear on chapter 4-9.

Chapter 4-3



Ze diong: recruit him with Nilo, Nila, Mojgan, Masohe and Hatinoa. He drops a battle axe if defeated.

Goal is to seize all tents. Nomads will continously spawn from them in groups of two on odd turns, starting from turn 3. Each tent has a mini-boss. Reinforcements: turn 10, Derun with 2 wyvern knights, turn 9, a group of 10 nomads, on hard mode, a small army of 12 units with bows will spawn on the upper right. Droppables: diamond longbow, boots. Zakuyo has a stealable hoplon guard. At the end of the chapter, you'll get the S-rank thunder tome.

Tips: Nomads aren't very scary when they deal with high defense units. Banim and Zakuyo are pretty scary, and so are the mage knights and wyvern knights, but every other foe can be handle with less care. Be sure to be quick at seizing tents, every unit can do so. If you're desperate, you can grind some levels on the nomads.

Chapter 4-4



Ferdinand: can be recruited by Nilo or Nila.

Goal is to defend for 11 turns. On turn 12, all red units will disappear, and Tamarvo with his great knights will spawn. Then, defeat hims to complete the chapter. At the beginning, some walls will collapse, and all units (sans the champions) will charge. Be sure to protect Durante. He's strong, but if he dies, you'll get a Game Over. Reinforcements are varied. On turn 3-4, cavalry, turn 5, fliers, turn 6, generals, turn 7, sages, druids, turn 8, swordmasters, snipers, berserkers, turn 9, wolfganag with his 4 most trusted halberdiers, turn 10, heroes, legionaires, warriors, halberdiers. On turn Inselaciune will spawn with 4 sages. She will deal 30 damage to Durante and she and her sages witll turn red. On the same turn, 3 green units will spawn on the right. Houses contain: defense ring, arcwind, brave sword, eclipse, beacon bow, black gem, heavy spear, brave light, defense potion. You'll get the S-rank axe at the end of the chapter. At the end of the chapter, you'll get the option to promote Ascanio (if alive) to baron. Choosing no, will result in Durante being recruited.

Tips: Surviving will be a challenge, even on Normal mode. You can talk to Durante with anybody to summon some green units (warning, this may cause visual glitches). If you are daring, there's an arena. Be sure to have a bow unit or two nearby Durante, so you can deal with the mages. On turn 9, Wolfgang will spawn with his cronies. He's very powerful, but he'll disappear on turn 12 if left alive. When Tamarvo spawn, he'll charge directly at you. He has low resistence, but he comes with a Mage slayer bow. Be sure to attack him before he swtiches weapons. Don't worry about the shops. You can buy stuff later.

Chapter 4-4x

Buy stuff and talk. If Minar talks to Ivo Shenga, she'll get Tome faire and Tome breaker.

Chapter 4-5

William: join at the beginning. Goals is seize throne. Then defeat the boss that appears later. On turn 10, snow will fall until turn 14, along with fog. Lotario will give you one of each siege tome and ballista.

Two summoners will continously spawn monsters if left unchecked. 3 sages with siege tomes and 3 ballistas will spawn on the chamber every 5 turns, until turn 15. Reinforcements: 1 bishop with purge, 1 assassin with killing edge on turn 6-7, 2 druids with silence on turn 8, on turn 10, 6 infantry units, on turn 14, 2 rogues on the treasure room. Chests contains 1 brave weapon each (non magical). There are 9 ballistas, 3 of them are on the player side. Bordeaux has a stealable strenght potion. At the end of the chapter, you'll get the S-rank bow and S-rank fire tome.

Tips: William should be used to deal with the siege sages while magical units should be used to deal with the ballistas. It's fun to give the enemy a taste of their own medicine, innit? Bordeaux is dangerous from afar. Be sure to close the distance with a powerful melee unit. He can be easily baited. The second phase involves you facing Persephone (again), this time, he's 10 times more powerful, along with Tamarvo and Bordesca. Just wait for him to charge.

Chapter 4-6



Durante and Ganesh: Durante joins if you said no on Ascanio's promotion. Ganesh joins at the end if left alive. Goal is to wait 7 turns, until then, make sure that no red unit reaches the lower part of the map. On turn 7, a great amry of cavalry and wyverns will spawn. Defeat it to win. The river will freeze on turn 5. Ganesh and the Nihanians will turn green on turn 6. You'll get the S-rank dark tome at the end of the chapter.

Tips: Survive. There are plenty of chokepoints. The siege druids are annoying, but not as threatening as the cavalry. O, turn 3, Wolfgang will appear. This time, he has no escort. He has the same stats, but he can be dealt more easily, since your units are a lil bit stronger. On turn 6, a group of 4 gorgons with stone will arrive. They are very dangerous, especially when comined with the incoming army. Ganesh can be useful, but she's not essential.

Chapter 4-7



Derma and Wolfgang: Derma joins automatically on turn 1. Wolfgang joins if you decide to spare him at the end. Goal is to seize the throne where Wolfgang sits. Chests contains: defense ring,2 white gem, meteor, diamond lance, dragon axe, shadow killer, arcthunder, diamond axe, dragon lance, phisic, warp. Stealables: hoplon guard, roasted chicken, speed potion. Be sure to enter the place before turn 3, as it will start snowing on that turn.

Reinforcements: turn 3, 2 legionaires, turn 2 a rogue on the top right, turn 4-5-7-9, 4-2 snipers, turn 6, cavalry from the player starting position, turn 10-12 a rogue on each treasure chamber, turn 10-11, 3 infantry units. On turn 10, Miriam and her cavalry will spawn at the bottom. On turn 24, a group of 12 druids with berserk staves will spawn. Engage at your own risk and peril. At the end of the chapter, the player will be asked to spare Wolfgang (in both cases, you'll get the S-rank lance). If yes, you'll get Wolfganag, if no, Nilo and Nila will get 100 xp and Reidun will be recruitable on the next chapter.

Tips: Enemies are stronger, so use your best units. bishops with purge and druids with sleep are annoying, but you've faced worse stuff. Miriam has special dialogue with Nilo and Nila, but not much else. Wolfgang will charge from his throne if Derma enters the throne room.

Chapter 4-7x

Goal is to either survive 10 turns, or defeat Skadrenia. He'll start charging on turn 6, at that point, the snow will cease. On turn 5, a group of nomads will spawn at the bottom. Assassins and warrior will continously spawn aevery turn from turn 2. Chests contains: power ring, white gem, kite shield, hammerned, stregnth potion, runesword.

Tips: Watch out for the wyvern knights and luna druids on the bottom right. There's fog and assassins. Be careful. There used to be many, MANY siege sages, but I removed them. Defeating Skadrenia will unlock a special cutscene and reward.

Chapter 4-8



Roberto and Reidun: Roberto joins as a green unit. He can be recruite by anybody. Reidun can be recruited by Nilo, Nila and all Ardesian deserters. He won't be recruited if Wolfgang is alive or recruited.

Goal is to seize the castle. Wyverns will spawn every turn. Cavalry will arrive on turn 10. Two summoners will spawn monsters every 2 turns. They each drop a strenght potion and hp potion. Stealables: strenght potion, 2 blue gem. Village contain a gold gem.

Tips: The summoner spawn very strong monsters. All enemy units are very strong, especially the siege mages, druids, wyverns and ballistas. Venislao is very though, but not invincible. This is the last time to buy nice stuff from the shops. Marcello can talk to Roberto to obtain Luna skill.

Chapter 4-8x

After you enter the chapter,you get the chance to leave it at any moment.

Goal is to defeat all foes, then face Nilo's father. If you leave the map, you won't see the end cutscene. Each chamber opens every 2 turns. They contain bosses from all the chapters you've completed.

Tips: Kill as many foes as possible. Otherwise, their leadership stars will stuck and make the map unplayable. Arcadius will spawn with Miriam if there are less than 5 foes remaining.

Chapter 4-9



Leisveliol: joins automatically on turn 1.

Goal is to seize the throne. It will open if there two levels located at the corner are activated. Then, the throne room will be revealed, together with Eusebios and a small army. Reinforcements: turn 5, 10 infantry, turn 10, 15 cavalrymen, turn 20-21, 2 bishops with berserk. Droppables: one of each diamond weapon, 1 boots, 1 speed potion, 1 strenght potion, 1 hp potion, amulet, defense potion, killer axe, devil axe, 2 phisics, 1 axe slayer, 1 shamshir. Stealables: 1 strenght potion, 1 hp potion.

Tips: Be quick, if the throne rooms isn't opened by turn 18, you'll get a Game Over. The levers can be activated by any unit who waits on them. Eusebios is immune from attacks from afar, and only one unit can attack him at once. Just send the most powerful unit. Leisveliol can do some nice damage to him. Since Eusebios has no 2 range, you can safely heal the dueler in front of Euesbios with any healer wihtout reprisal.

Chapter 4-10

Goal is to defeat Vert. At the beginning, Vert asks Nilo if he wants to face a tougher version of himself. If you say, yes, Vert will become stronger. In the end, you'll get a S-rank staff at the end. The chests contains an hammerne and fortify. If Marcello is deployed, he'll get a special weapon. If Silva is deployed, she'll get a diamond bow. Reinforcements: turn 3-4, 2 cerberus, turn 4-5-6, 2 gargoyles, turn 9 to 16, 2 skeletons, turn 6 to 10, 2 spiders, turn 12 to 16, a group of 8 cavalry. Gameover on turn 17.

Tips: Beside the warp strat, you can complete the chapter easily. Monster are stronger, but with all the weapons you've obtained, you can easily dispatch them. Vert, on the other hand, is quite tough. Use a strong unit to face him.

Chapter 4-11



Vert: joins at the beginning.

This is the victory lap. Don't be cocky though! This is a two phase chapter. There's a turn limit of 12 turns, which won't be resetted. Goal is to defeat Velser, then defeat the Fell god. Druids wil spawn on turn 3-4-5. Monsters and druids will attempt to kill the civilians. Doing so will make the boss stronger. If Malitia or Zomu are deployed, they'll be promoted to ArchDruids.

Tips: Vert can solo one side of the map, but be careful when putting him against dragons and luna druids. Velser is strong, but not as strong as the Fell god. Defeat it to finish the game!