in: Weapons, Lists

List of weapons in Fire Emblem: The Sacred Stones

This is a list of all the weapons that appear in Fire Emblem: The Sacred Stones.

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9 Enemy Weapons



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lcon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects
	Iron Sword	E	1	46	5	5	90%	0%	1	460	-
×	Iron Sword							-			
×	Slim Sword	E	1	30	2	3	100%	5%	1	480	-
	Siiiii Sword							-			
×	Steel Sword	D	1	30	10	8	75%	0%	1	600	-
								-			
<i>y</i> .	Silver Sword	А	1	20	8	13	80%	0%	1	1,500	-
								-			
<i>#</i>	Iron Blade	D	1	35	12	9	70%	0%	2	980	-
								-			
*	Steel Blade	С	1	25	14	11	65%	0%	2	980	-
								-			
<i>"</i>	Silver Blade	Α	1	15	13	14	60%	0%	2	1,800	-
								-		I	·
×	Poison	D	1	40	6	3	70%	0%	1	-	Inflicts Poison upon contac
	Sword							-		I	<u> </u>
ge.	Rapier	*	1	40	5	7	95%	10%	2	-	Eirika Only. Effective vs. Arr and Cavalry units.
	Rupici						Effec	tive aga	inst infa	ntry.	
		В	1	30	12	9	75%	0%	1	7,500	Allows user to strike twice in
<i>3</i> %	Brave Sword	В	'	30	12	9	75%	076	'	7,300	attack.
							Can	strike co	nsecutiv	/ely.	·
~	Shamshir	D	1	20	5	8	75%	35%	1	1,200	Myrmidon/Swordmaster/Assa Eirika/Bonewalker/Wight Or
У.	Shamshir						Impro	oves crit	ical hit r	ate.	,
		С	1	20	7	9	75%	30%	1	1,300	-
Z.	Killing Edge	Improves critical hit rate.									
		D	1	18	11	8	80%	0%	1	1,260	Effective vs. Armored units
×	Armorslayer				<u> </u>		Effec	tive aga	inst knig	ıhts.	ı
ar.		С	1	30	5	8	75%	0%	1	4,500	Effective vs. Dragon units
<i>5</i> /5	Wyrmslayer			-	-		Effect	ive agai	nst wyve	erns.	!
<i>3</i> 8	Light Brand	С	1-2	25	9	9	70%	0%	1	1,250	Casts Light when attacking for range. Inflicts magic-base damage. Cannot critical at ra
<i>3</i> 5	Wyrmslayer Light Brand	С	1-2	25	9	9					Casts Light when atta

								-				
<i>7</i> 5	Runesword	А	1-2	15	11	12	65%	0%	1	3,300	Casts Nosferatu when used f range. Restores HP equal t damage dealt. Inflicts magi based damage.	
					-		Imbu	ed with	dark ma	gic.		
*	Lancereaver	С	1	15	9	9	75%	5%	2	1,800	Advantage vs. Lances, disadvantage vs. Axes.	
				_			Stro	ng agaii	nst spea	rs.		
≯	Zanbato	D	1	18	11	6	75%	5%	1	1,260	Effective vs. Cavalry units	
	Zalibato		Effective against cavalry.									
×	Shadowkiller	E	1	60	5	5	90%	5%	1	-	Effective vs. Monsters. Canno obtained normally.	
					_		_	-			_	
JK.	Sieglinde	*	1	30	9	16	90%	0%	1	-	Eirika Only. Strength +5. Effect vs. Monsters.	
						Th	e Sacred	Twin st	orm bla	de. Str +5	5.	
%	Audhulma	S	1	30	9	18	85%	0%	1	-	Resistance +5. Effective vs Monsters.	
						TI	ne Sacre	d Twin id	ce blade	. Res +5.		
×	Wind Sword	В	1-2	40	9	9	70%	0%	1	8,000	Casts wind magic when used range. Inflicts magic-based damage. Effective vs. flying u	
				-	-			-		-		



		Don't Bonco Uses W/s M/s Uit Cut W/Ex Cost Effects										
lcon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects	
	Iron Lance	E	1	45	8	7	80%	0%	1	360	-	
/	non Lance							-				
1	Slim Lance	Е	1	30	4	4	85%	5%	1	450	-	
	Omn Lance							-				
2	Steel Lance	D	1	30	13	10	70%	0%	2	480	-	
39	0.00							-				
1	Silver Lance	Α	1	20	10	14	75%	0%	1	1,200	-	
20								-				
1	Toxin Lance	Е	1	40	8	4	65%	0%	1	-	Inflicts Poison on contact.	
,								-				
	Dueste Leman	В	1	30	14	10	70%	0%	1	7,500	Allows user to attack twice in one attack.	
₹ª	Brave Lance						Can str	ike cons	secutive	/v.		
		С	1	20	9	10	70%	30%	1	1,200	-	
×	Killer Lance		Improves critical hit rate.									
		D	1	16	13	7	70%	0%	1	1.040	Effective vs. Horseback	
×	Horseslayer		'	10	13	′	70%	0%	'	1,040	units.	
			Effective against cavalry.									
L	Javelin	E	1-2	20	11	6	65%	0%	1	400	-	
									ged atta		ı	
A.	Spear	В	1-2	15	10	12	70%	5%	1	9,000	-	
						,	Doubles	as rang	ged atta	ck.		
*	Axereaver	С	1	15	11	10	70%	5%	2	1,950	Advantage vs. Axes. Weak vs. Swords.	
26							Stron	g again	st axes.			
		*	1	45	8	10	80%	10%	2	-	Ephraim Only. Effective vs.	
Æ.	Reginleif										Armored/Horseback units.	
		Strong against cavalry, knights.							1			
١.		E	1	60	8	7	80%	5%	1	-	Effective vs. Monsters. Cannot be obtained	
	Bright Lance										normally.	
								-				
<i>*</i>	Dragonspear	С	1	30	8	10	70%	0%	1	4,500	Effective vs. Dragon units.	
	. 3		Effective against wyverns.									
26	Vidofnir	s	1	30	11	15	85%	0%	1	-	Defense +5. Effective vs.	

				L		Monsters.									
			The Sacred Twin winged Lance. Def +5.												
ß	Siegmund	*	1	30	11	17	80%	0%	1	-	Ephraim Only. Strength +5. Effective vs. Monsters.				
			The Sacred Twin fire lance. Str +5.												
	Hoovy Spear	D	1	16	14	9	70%	0%	1	1,200	Effective vs. Armored units.				
	Heavy Spear Effective against knights.														
	Short Spear	С	1-2	18	12	9	60%	0%	1	900	-				
Sec	Short Spear						Doubles	as rang	ged atta	ck.					



											Wild Falldoff	
lcon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects	
	Iron Ava	E	1	45	10	8	75%	0%	1	270	-	
W	Iron Axe							-				
€£	Steel Axe	E	1	30	15	11	65%	0%	2	360	-	
7	Steel Axe							-				
₩	Silver Axe	А	1	20	12	15	70%	0%	1	1,000	-	
<i>*</i>								-				
*	Poison Axe	D	1	40	10	4	60%	0%	1	-	Inflicts Poison upon contact.	
								-				
K	Brave Axe	В	1	30	16	10	65%	0%	1	7,500	Wielder strikes twice on each attack.	
							Can str	ike cons	secutive	ly.		
W.	Killer Axe	С	1	20	11	11	65%	30%	1	1,000	-	
701	Timor Axo						Improv	es critic	al hit rat	9.		
H	Halberd	D	1	18	15	10	60%	0%	1	810	Supereffective vs. Cavalry units.	
			-	-				-				
%	Hammer	D	1	20	15	10	55%	0%	2	800	Supereffective vs. Armored units.	
			_	_				-	_			
W	Devil Axe	E	1	20	18	18	55%	0%	8	880	May damage wielder instead of target.	
							Might	injure its	s wieldei	:		
¥,	Hand Axe	E	1-2	20	12	7	60%	0%	2	300	-	
70	Halla Axe						Doubles	as ran	ged atta	ck.		
Æ	Tomahawk	А	1-2	15	14	13	65%	0%	1	3,000	-	
70	Tomanawk						Doubles	as ran	ged atta	ck.		
W.	Swordreaver	С	1	15	13	11	65%	5%	2	2,100	Advantage vs. Swords, Disadvantage vs. Lances	
							Strong	agains	t swords			
W	Swordslayer	С	1	20	11	13	80%	5%	1	2,000	Effective & Advantage vs. Swords, Disadvantage vs. Lances.	
								-				
- 4	Hatab d	E	1-2	50	5	4	85%	0%	1	-	-	
a/	Hatchet		Lightweight and easy to hit with.									
			l .									

		Local marginal in the Emission and extend extended in the Emission vintage and extend										
Æ	Dragon Axe	С	1	30	11	12	60%	0%	1	4,500	Supereffective vs. Dragon units.	
								-			•	
*	Fiendcleaver	E	1	60	10	8	75%	5%	1	-	Supereffective vs. Monsters. Cannot be obtained normally.	
								-				
20	Battle Axe	В	1	20	15	13	60%	5%	1	1,000	-	
W	Dattie Axe					S	Strong, b	ut diffic	ult to wie	eld.		
K	Garm	S	1	30	13	20	75%	0%	1	-	+5 Speed bonus to wielder while equipped. Supereffective vs. Monsters.	
		The Sacred Twin black axe. Spd +5.										



Icon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects			
		E	2	45	5	6	85%	0%	1	540	<u>-</u>			
×	Iron Bow							-						
		D	2	30	9	9	70%	0%	1	720	-			
*	Steel Bow							-						
1./	Silver Bow	Α	2	20	6	13	75%	0%	1	1,600	-			
%	Sliver bow							-						
×	Poison	D	2	40	5	4	65%	0%	1	-	Inflicts Poison upon contact.			
	Bow							-						
×	Killer Bow	С	2	20	7	9	75%	30%	1	1,400	-			
							Impro	ves critic	cal hit ra	te.				
×	Brave Bow	В	2	30	12	10	70%	0%	1	7,500	Allows user to attack twice in one attack.			
							Can st	trike cor	nsecutive	ely.				
*	Short Bow	D	2	22	3	5	85%	10%	2	1,760	-			
								-						
×	Longbow	D	2-3	20	10	5	65%	0%	1	2,000	-			
~	ŭ						Exten	ded atta	ack rang	e.				
24	Ballista	Е	3-10	5	20	8	60%	0%	4	-	Archers/Snipers/Fleet only.			
ocano .								-						
24	Iron	Е	3-15	5	20	13	60%	0%	4	-	Archers/Snipers/Fleet only.			
	Ballista							-						
M	Killer Ballista	E	3-10	5	20	12	65%	10%	4	-	Archers/Snipers/Fleet only.			
	Dailista							-						
×	Beacon Bow	E	2	60	5	6	85%	5%	1	-	Effective vs. Monsters. Cannot obtain normally.			
	DOW							-						
×	Nidhogg	S	2	30	7	18	80%	0%	1	-	Luck +5. Effective vs. Monsters.			
~=						The S	acred to	win serp	ent bow	. Luck +5	5.			
			The Sacred twin serpent bow. Luck +5.											

Anima magic

Icon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects	
	Fine.	E	1-2	40	4	5	90%	0%	1	560	-	
	Fire							-				
	Thunder	D	1-2	35	6	8	80%	5%	1	700	-	
Ø	Inunaer							-				
	Elfire	С	1-2	30	10	10	85%	0%	2	1,200	-	
	Ellife							-				
3	Bolting	В	3-10	5	20	12	60%	0%	5	2,500	-	
	Boiling						Long-ra	nge ligl	ntning st	rike.		
E	Fimbulvetr	Α	1-2	20	12	13	80%	0%	1	6,000	-	
***	riiibuiveti							-				
)	Excalibur	S	1-2	30	13	18	90%	10%	1	-	Speed +5. Effective vs. Monsters.	
		A Sacred Twin tome. Spd +5.										
24	Alacalibur	В	1-2	20	2	8	85%	0%	1	1,100	Effective vs. Monsters. Cannot obtain normally.	
								-				

Light magic

Icon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects	
0.0	Lightning	Е	1-2	35	6	4	95%	5%	1	630	-	
	Lighthing							-				
	Shine	D	1-2	20	8	6	90%	8%	2	900	-	
<u></u>	Sillie							-				
*	Divine	С	1-2	25	12	8	85%	10%	3	2,500	-	
<u></u>	Diville							-				
	Purge	В	3-10	5	20	10	75%	5%	1	3,000	-	
	ruige							-				
	Aura	Α	1-2	20	15	12	85%	15%	1	8,000	-	
	Aura							_	_			
	lvaldi	S	1-2	30	10	17	90%	5%	1	-	Defense +5. Effective vs. Monsters.	
		A Sacred Twin tome. Def +5.										

Dark magic

lcon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects
	Flux	D	1-2	45	8	7	80%	0%	1	900	-
	riux							-			
	Luna	С	1-2	30	12	0	50%	10%	1	4,200	Ignores enemy's Resistance.
	Lulia						Negate	es enem	y resista	ance.	
	Nosferatu	С	1-2	20	14	10	70%	0%	1	3,200	Recovers user's HP equal to damage dealt.
	Drains enemy HP into caster.										
	Eclipse	В	3-10	5	12	-	30%	0%	8	4,000	Halves enemy's HP.
	Eclipse						Reduce	es enem	ıy HP by	half.	
	Fenrir	Α	1-2	20	18	15	70%	0%	1	9,000	-
	1 011111							-			
	Gleipnir	S	1-2	30	20	23	80%	0%	3	-	Skill +5.
	A Sacred Twin tome. Skill +5.										
	Naglfar	S	1-2	-	18	25	95%	0%	1	-	-
	Magnai							-			

Staves

		·									
Icon	Name	Rank	Uses	Range	WEx	EXP	Cost	Effects			
	Heal	E	30	1	2	11	600	Restores HP equal to (User's Magic +10) to an adjacent ally.			
					Re	stores F	HP to allie	es in adjacent spaces.			
	Mend	D	20	1	3	12	1,000	Restores HP equal to (User's Magic +20) to an adjacent ally.			
					Resto	res mar	y HP to	allies in adjacent spaces.			
	_	С	15	1	3	17	2,250	Restores all HP to an adjacent unit.			
	Recover				Res	tores all	HP to al	lies in adjacent spaces.			
	Physic	В	15	1- Mag/2	3	22	3,750	Restores HP equal to (User's Magic +10) to one ally.			
						Restore	s HP to a	allies at a distance.			
	Fortify	А	8	1- Mag/2	3	60	8,000	Restores HP equal to (User's Magic +10) to all allies within casting range.			
						Resto	res all Hl	P to allies nearby.			
		С	10	1	3	20	2,000	Cures all status conditions on an adjacent ally.			
	Restore			F	Returns a	allies to	normal c	ondition. (Cures, sleep, etc.)			
	Silence	В	3	1- Mag/2	5	30	1,200	Inflicts Silence to one enemy.			
					H	alts all e	nemy ma	agic for several turns.			
	Sleep	В	3	1- Mag/2	5	35	1,500	Inflicts Sleep to one enemy.			
					_			<u>-</u>			
	Berserk	В	3	1- Mag/2	5	40	1,800	Inflicts Berserk to one enemy.			
								-			
	Warp	А	5	1	7	85	7,500	Teleports an adjacent unit to any traversible and viewable space on the map within the range 1-Mag/2, where Mag is the user's Magic stat.			
		Moves allies					adjacent	spaces instantly elsewhere.			
	Rescue	В	3	1- Mag/2	7	40	1,800	Teleports one ally to a space adjacent to user.			
					Moves	allies fro	m distan	nt spaces to adjacent ones.			
	Torch	D	10	1- Mag/2	5	15	1,000	Lights up area within casting range, in Fog of War. Effect decreases each turn by 1.			
								- -			
	Hammerne	С	3	1	8	40	1,800	Fully restores an adjacent ally's equipped weapon to full. Does not work on Myrrh's Dragonstone.			

			F	Restores	an adja	cent ally	's weapons to new condition.				
Unlock	D	10	1-2	5	17	1,500	Opens a door.				
Uniock				ι	Jnlocks	doors, e	ven from a distance.				
Barrier	C 15 1 4 17 2,250 Increases an adjacent ally's Resistance by 7 Bonus decreases by 1 per turn.										
				Increase	es magio	resistan	nce of adjacent allies briefly.				
Latona	S	3	∞	Restores all HP and status conditions to all allies, excluding the user.							
	A Sacred Twin staff. The ancient Staff of Latona.										

Enemy Weapons

lcon	Name	Rank	Range	Uses	Wt	Mt	Hit	Crt	WEx	Cost	Effects
	Wretched Air	-	1-2	-	0	10	100%	0%	0	-	Strength +10, Skill +10, Defense +20, Resistance +10. Ignores enemy's Defense.
								-			
	Nightmare	Staff -	1-3	1	8	-	70%	-	0	-	Inflicts Sleep to all enemies in range.
								-			
	Demon Light	-	1-3	-	0	15	60%	0%	0	-	Magic +10, Skill +10, Luck +10, Defense +10, Resistance +15
								-			
	Ravager	-	1	-	0	15	85%	10%	0	-	Magic +15, Skill +15, Defense +15, Resistance +10.
	'	-									
	Demon Surge	Dark -	1-2	-	10	11	80%	0%	0	-	-
	ou.go	-									
	Shadowshot	Dark -	3-10	5	20	13	70%	5%	0	-	-
								-			
	Sharm Claur	-	1	-	14	14	65%	0%	0	-	-
	Sharp Claw							-			
		-	1	-	8	7	80%	0%	0	_	-
	Rotten Claw							-			
		-	1	-	10	12	75%	0%	0	_	-
	Fetid Claw							-			
		-	1	-	10	6	65%	0%	0	_	Inflicts Poison upon contact
	Poison Claw							-			
		_	1	_	12	10	60%	0%	0	_	Inflicts Poison upon contac
	Lethal Talon							-			P
		_	1	_	5	5	90%	0%	0	_	
	Fiery Fang					Ŭ	5070	-			<u> </u>
-		_	1	_	8	13	80%	0%	0	_	_
	Hellfang						3070	-	Ŭ		
								-			<u> </u>

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	Evil Eye	Dark -	1-2	-	6	7	85%	0%	0	-	-	
								-				
	Crimson	Dark -	1-2	-	13	14	70%	5%	0	-	-	
	Eye							-				
	Stone	Dark -	1-3	5	8	0	65%	0%	5	-	Inflicts Stone on one enemy.	
		-										
iew]				Fire	Embl	em: T	The Sacro	ed Ston	es		~	
iew]						Wea	apons					
Cate	egories: Weapon	s Lists	ADD C	ATEGOF	RY						n:_The_Sacred_Stones?	
	egories: Weapon					therwi	se noted.					
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