

Fire Emblem: Alter

First and foremost, if you're reading this then you probably saw the OOC for Fire Emblem (still working on the name) on YCM. If you would like to apply, please read through this and go back to the OOC to apply for the RP. If you have any suggestions, please let us know, as we'd be happy to hear any comments, questions, or ideas that might help improve the roleplaying experience. Thank you.

Yosuke, Sethera, and Lord CowCow

Table of Contents:

[The Continent of Krezia](#)

[Emerys](#)

[Cities](#)

[Important Landmarks](#)

[Noble Houses](#)

[Gangala](#)

[Cities](#)

[Important Landmarks](#)

[Noble Houses](#)

[Xiang Siu](#)

[Cities](#)

[Important Landmarks](#)

[Head Clans](#)

[Bandore](#)

[Cities](#)

[Important Landmarks](#)

[Holy Families](#)

[The Gray Islands](#)

[Villages](#)

[Important Landmarks](#)

[Tribes](#)

[Basic Information](#)

[Krezian Religion](#)

[Weapons and the Weapon Triangle](#)

[Magic and the Magic Circles](#)

[Krezian Warfare](#)

[Classes](#)

[Primary](#)

[Advanced](#)

[Laguz](#)

[Monsters](#)

[Weapons](#)

[List of Weapons](#)

[Primary Physical](#)

[Primary Magical](#)

[Secondary](#)

[Miscellaneous Items](#)

The Continent of Krezia

The land of Krezia is a very old continent that is home to a great deal of legends and heroic Tales. The land is rich and large, filled with a large variety of terrain, including tall mountains, deep forests, and vast deserts. There are only four major countries In Krezia, which were built by the four heroes who defeated and sealed away Seith the Oppressor. In the interest of keeping peace, the four countries ferry their most sacred object, the Fire Emblem between countries every ten years. Currently, the Fire Emblem is in the capital of Bandore.

Emerys

Pronunciation: Em-er-is

Ruler: Currently Emperor Rathmar Baraan (Formerly King Harkus Tullim)

People: Emrysian

The land settled by the Hero King Artorius, whose great deeds and skill with the sword are immeasurable. A bountiful land filled with rich soil and hearty people, where snow covers the land all winter through. There are few notable landmarks, but the Beor River stretches down from Lake Fae through the majority of the country. It holds the least land, as Artorius needed little to hold his followers, but boasts a surprisingly high amount of natural resources like iron. They're known across Krezia for the skill their Heros and Paladins boast, as well as a skilled Pegasus Knight squadron.

Cities

Arkaia

Significance: Capital of Emerys, Large source of produce

The capital city of Emerys, built near the Beor River. A large stone city with tall buildings and a wide range of markets selling wares from all over Krezia. Rather than building walls to protect from outside invaders, the settlers of Arkaia built a system of barricades set on a lever system for

fast deployment to cut off enemy passage and a series of rooftop walkways that guards patrol throughout the days. For entry, many of the buildings are built close together, forming something of a natural wall, with only the main roads acting as entrances. Several large towers mounted with ballistae line the outskirts, and trebuchets serve as a ward against raids as well. The outskirts of Arkaia consist mainly of farmlands.

Flanoir

Significance: Northernmost city in Emerys, food storehouse of Emerys
Deep in the north, the white city of Flanoir shines as a bright and beautiful star in the field of snow and grass. The winters here are the harshest perhaps in all of Krezia, but the people of Flanoir are not left healthy. They have a large supply of food gathered each year, and the icy waters provide honest work as a whaler or a fisher. Northern mercenaries also make their homes here, as the deeper north in Emerys you go, the more bandits you will often find. Like Arkaia, the city has little walls, and employs special lever gates to block attacking enemies.

Begneth

Significance: Banking city of Emerys

The only city in Emerys that bothered to build walls as well as the lever barriers in Emerys. The reason for this is because Begneth houses Emerys' royal treasury as well as several other banks in the city. Many nobles and rich merchants make their homes here, including House Pencast.

Important Landmarks

Beor River

The longest river in Krezia, stretching from Lake Fae to Durn. The water flows from the north to the south through Emerys and Gangala, with splits branching off into Xiang Siu and Bandore. Many people from all four countries rely on the river as their water source. It was also used by Gangalan soldiers to launch a secondary attack on Arkaia from the north.

Nabudis River

A branch of the Beor river that extends into Xiang Siu. However, Unlike the main branch, the Nabudis River holds no strategic military value to Xiang Siu, as the Nabudis is not along any special city or landmark. However, it is still important to both Emerys and Xiang Siu, as it offers a wide variety of fish from both nations to either country.

Lake Fae

A bountiful fresh water lake north of Arkaia in Merinnes Forest. The lake is said to hold a strange magic to it that provides life to those who drink directly from it, and bathing in the lake is rumored to heal even the oldest and most gruesome wounds. The lake itself is spoken of many times in Krezian fairy tales.

Merinnes Forest

A deep forest that is home to many different plants and creatures. Folktales say that because of the magical properties of Lake Fae, the fauna within are healthier and heartier, and the flora are often used for medicinal purposes. Therefore, the forest is used by both hunters and apothecaries alike.

Aien Forest

A northern forest also referred to often as the Forest of Ice, due to the heavy frost on the tree's nearly year round. A beauty to behold, Aien Forest resides near Flanoir along the Thursun Tundra that makes up the lands around Flanoir, as well as a quarter of Emerys itself.

Thursun Tundra

A massive expanse of frozen grassland that covers the northernmost region of Emerys. Some years the winters get so cold here that the grass itself becomes as glass to it's inhabitants. Despite this, the Tundra's are rich in arctic game and are home to many bears and even some lions.

Fort Balacruz

A vital fortress built upon the Beor River that serves as a checkpoint between Arkaia and Gangala. Large, and ever garrisoned by soldiers ready for attack, Fort Balacruz has been the target of bandits hoping to claim an easy spot to pick up victims, it was only recently used by Gangala to more easily send troops into Arkaia. Not the only Fort in Emerys, but Fort Balacruz is a very valuable strategic landmark to both Emerys and Gangala.

Noble Houses

Emerys is home to a group of five families of nobility. Men of these families often serve as knights or generals in the Emrysian army, or else they travel Krezia performing good deeds for the land, while the women are either trained as Pegasus Knights or trained as consorts for noblemen of other Houses. Naturally some of the families are content with simply growing fat and sitting on their seat of power with the king. In the event that an Emrysian king dies without leaving

any heir, the five families will convene in a special meeting called a High Point in which the leader of each family will decide amongst themselves who should take the king's place. To avoid a tie, each House is forbidden from voting for someone of their own blood.

House Astrel

House Leader: Xander Astrel (recently deceased)

House Emblem: A wolf's head howling with a crossed sword and axe

The Astrels are one of the oldest Noble Houses in Emerys, and are well known for their chivalrous nature and heroic deeds. Though they rarely find themselves on the throne, the Astrel family has a long history of just rulers and advisors. According to legends, the Astrels were descended from the Hero King Artorius himself, and in truth, they do keep his sacred sword Talma as a family heirloom, but there's little evidence that can accurately support these claims. The House Emblem is a symbol of the great honor that the Heroes of House Astrel hold.

House Tullim

House Leader: Ainan Tullim

House Emblem: A stag with vines wrapped around its horns

Once the House that held Kingship, now labeled as rebels by Rathmar.

House Tullim is filled with fair minded men and women who happily served the people whenever the chance arrived. They put ardent focus on equestrianism when training their pages and squires, so many men in House Tullim grow to become Cavaliers.

House Irisviel

House Leader: Keyneth Irisviel

House Emblem: A rose with a staff within the middle

The people of House Irisviel have often vied for peace and have been known to organize meetings with bandit leaders to discuss terms of peace. However, they are not fools, and do bring armed guards so as not to be overtaken. They offer relief services to the poor, and are avid followers of Martel.

House Pencast

House Leader: Marlow Pencast

House Emblem: A coin with the head of a ram on it

Unarguably the richest family in all of Krezia, House Pencast enjoys their position of power on the Emerysian Noble Family circle. While most Pencasts choose to become bankers or merchants, the few Pencasts that do choose to go into the military often use their wealth to afford the strongest and finest of armor and serve as Knights or even Generals.

Arrogant to no end, but quick to suck up to the highest bidder, the Pencasts are the least liked family by the common folk.

House Lauft

House Leader: Holland Lauft

House Emblem: A large shield with lances crossed behind it

The noble House Lauft is perhaps one of the oldest Noble Families in Emerys, rivaled only by the Astrels. Hardworking, but not particularly notable for anything, the young boys of House Lauft often join the Emerysian army as Lancers, hoping that they might be the one to bring glory to their House.

Gangala

Pronunciation: Gahn-gah-lah

Ruler: Emperor Rathmar Baraan

People: Gangalan

Settled by the ferocious and just axe warrior Graam the Mountain, Gangala is a large country in the south filled with steep mountains and vast deserts. The naturally rocky terrain make Gangala easy to defend from most anywhere, but unfortunately make it an easy place for bandits to hide out. As such, towns in Gangala experience frequent bandit raids, and is home to many groups of mercenaries and rebel forces. The Beor River ends at the capital of Gangala, about halfway through the country at the base of the Zabrov Mountains. The Wyvern Riders and Warriors that come from Gangala are all held in very high regard as some of the finest in all of Krezia. Also said to be the birthplace of Seith the Oppressor.

Cities

Mizool

Significance: Capitol of Gangala, highly defensible mining city

Mizool is built around a bountiful oasis at the base of the Zabrov Mountains. Originally a mining town, Mizool is partly built into and onto the sides of the mountains, with many stone staircases leading up and down the buildings. The most famous treasure in Mizool is Castle Baraan, a large stone palace carved out of the mountain. Most people living in Mizool work as either fisherman or miners, and the majority of their produce must be imported.

Littner

Important Landmarks

Noble Houses

Unlike Emerys, Gangala's noble houses hold little to no sway in the structure in the position of the throne. Only House Baraan has ever taken the throne, while the other three sit their leaders in as advisors to the Emperor. Each of the houses is significant in its own right and all offer their own different angles for the presiding Emperor. Also unlike Emerys, Gangala only has 4 Noble Houses.

House Baraan

House Leader: Rathmar Baraan

House Emblem: A large lion with a burning mane

As the descendants of Graam the Mountain, House Baraan has held the throne of Gangala since Gangala was first settled. Despite the poor name that Rathmar has given them, the Baraan's are a honorable and respectful family of Warriors, Generals, and Wyvern Riders. Very few Baraan's are incapable in the ways of the axe.

Xiang Siu

Pronunciation: Zee-Ang See-Oo

Ruler: Shodun Mei Sakata

People: Xiangese

Xiang Siu is the easternmost country, which was settled by Dragon Slayer Sasaki Siu. The largest of the four continents, Xiang Siu is home to wide-spreading plains, tall mountains, and bountiful lakes which makes it well-suited to the people who live there, many of whom choose a nomadic lifestyle. While the people do choose a leader, which they call the Shodun, he or she is merely an organizer for the six head clans that lead Xiang Siu. Each is said to have descended from Sasaki Siu himself, and each has their own unique style of combat that they specialize in. However, when speaking of Xiang Siu's army, people always mention the astonishing skill of their Swordmasters, Dragon Slayers, and the strange talent of the Bull Riders, who are unique to Xiang Siu.

Cities

Shan Jing

Significance: Capitol of Xiang Siu, largest trade city in the country

Large oriental style walls and massive welcoming gates are the first sight to be seen in the massive Xiangese city of Shan Jing. Here, the massive city houses the six head clans as well as several smaller clans. A center of trade, not just for Xiang Siu, but all of Krezia, the city is always flowing with merchants entering and leaving Shan Jing to sell, trade, and buy goods of all kinds. Attacking Shan Jing is said to be nothing short of madness too, as the city is ever full of mercenaries looking for work as caravan guards or other similar work. Bandits too enjoy the time in Shan Jing, as the city is home to several geisha houses that employ women from all of Krezia. However, this is not only so that the Shan Jing can increase tourism, but also because it means that dangerous bandits will occasionally be so tempted by the allure of company that they're often caught trying to enter the city.

Ni Akeria

Important Landmarks

Head Clans

While Xiang Siu has over a hundred different clans that call it home, only the clans of the six sons of Sasaki Siu are in positions of power in Xiang Siu. That being said, the clan's leaders are chosen by an ancient Xiangese magic that determines the contents of their hearts. If a successor is deemed unworthy the role is given to another, thus Xiang Siu has never had a corrupt ruler. It should also be noted that Xiang Siu is the only country that has given both women and men leadership roles.

Sakata Clan

Clan Leader: Mei Sakata (Female)

Clan Symbol: A coiled eastern dragon

Currently the clan of the Shodun in Xiang Siu, the Sakata's are the largest clan in Xiang Siu. They value honesty and trust among other moralities and teach that while honesty is important, brutal honesty is often not the correct path either. The Sakata's are on the best terms with the Mizuho and Tsukiko clans. They focus on training Dragoons in memory of their distant ancestor Dragon Slayer Sasaki.

Mizuho Clan

Clan Leader: Kageyu Mizuho (Male)

Clan Symbol: A gauntlet holding a kunai

One of Xiang Siu's more elite clans, the Mizuho clan values discretion and wisdom above all else. Thus the Mizuho train their clansmen as spies and Assassins. The training for such is long and brutal, but in the end all Mizuho clansmen pass and are then deployed through the rest of Krezia to gather information and keep peace by sliding a quiet dagger into the back of tyrants.

Tsukiko Clan

Clan Leader: Hagi Tsukiko (Male)

Clan Symbol: A nine tailed fox

The Tsukiko clan is a proud clan that holds its honor very close to them and trains its men with discipline and vigor to become Swordmasters. As they closely serve the presiding Shodun as his or her bodyguards most often, or take similar seats of renown in the army. A Xiangese legend claims that the Tsukiko clan aided a white nine-tailed Fox Laguz in ancient times to complete her goal and please Martel, thus they chose the Fox as their clan symbol.

Jiao Clan

Clan Leader: Cho Jiao (Male)

Clan Symbol: A rearing bull with an axe cross behind it

The symbol of the Jiao Clan is that of their pride and joy. The Jiao Clan has a talent with mounts, but not just any mounts. The legendary Bull Riders are practically the symbol of Xiang Siu. Other country soldiers may laugh, but they quickly change their tone when a Taurus Knight or a Rampager charges their way. The Jiao's place respect and patience above all other values, as these are two necessary skills needed to tame the wild bulls that they ride.

Phuong Clan

Clan Leader: Mai-Yu Phuong (Female)

Clan Symbol: Falcon with silver wings

The Phuong Clan was the only other clan to present a Shodun to run against Mei Sakata. As Mei took the position however, they decided to instead swear fealty to her during her reign as Shodun, as the Phuong's place great stock in dignity and perseverance. The men and women of the Phuong Clan train as Pegasus Knights for the majority of their lives, and as such are usually placed on border patrol until times of strife occur.

Taifuu Clan

Clan Leader: Jushiro Taifuu (Male)

Clan Symbol: A design similar to a target

The Taifuu clan are hunters at heart. From the moment they turn six years old they're taught how to hunt, gather, and live off the land. This is because traditionally they were a Nomadic clan and relied on their hunting to survive. The Archers trained by the Taifuu are some of the finest in all of Krezia. They place the idea of family and the heart at the center of their clans teaching.

Bandore

Pronunciation: Bon-door

Ruler: Prophet Jeanne Ries

People: Bandorites

To the west lies Bandore, settled by the Witch Fiana, whose magical powers were said to rival even those of the Oppressors. As Fiana and her followers were very avid followers of the Goddess Martel, the kingdom that she built soon became a theocracy that was ruled by a woman chosen, supposedly by Martel herself to, lead the land as its prophet. The land itself is somewhat of a wetland, with many rivers and swamps throughout it, as well as deep forests. However, Bandore is still a beautiful country in its own right, as well as a center of faith and education. Many scholars and pilgrims journey to the capital of Versali to study the teachings of Martel and achieve a closer feeling of spiritualism. In terms of military power, Bandore's army is nothing to scoff at. Their Priests and Clerics make skilled medics, but their War Priest/Clerics and Spellswords can easily tear through lesser forces.

Cities

Versali

Significance: Capital of Bandore, holy capital of Krezia

Most of the building's in Versali were crafted from either marble or a special white colored wood native to Bandore called Rem wood, which is the same material used in the healing staves produced in Versali itself. It's also home to the Grand Cathedral of Martel, in which the Prophet of the time calls home, as well as several underlings called Cardinals. The city itself is entirely white, to symbolize purity before Martel, and are kept shorter than the cities churches and cathedrals. The walls are the one thing that Versali allows to go higher than the churches, but only a symbol of Martel's protection. Many pilgrims end their holy journeys here, so the city holds little in the way of entertainment. Bars are few, and inns serve no alcohol, nor is there any gambling or brothels at all to be found within Versali, as it would be an insult to Martel.

Fafner

Important Landmarks

Holy Families

There exists only two families in Bandore that are considered to be above any of the others. The Cesare's and the Chopaigns. Neither are anything particularly holier than the common families of Bandore, but yet their status of supposedly being ordained with a vision of who the next Prophet shall be together. However, a lack of any real significance does not stop them from taking higher seats of power in the Bandore Court.

Cesare Family

Family Leader: Boteau Cesare

Family Emblem: A shield with the word's "Walk in Martel's light" in an old runic language in the center and a pair of crossed flags behind it.

Of the two Holy Families, the Cesare's have the more interesting past. Multiple times they've been accused of embezzlement from the church's donations, but due to a lack of evidence they've never once been proven to have done so. The family seems fine at the moment now, but they're never without a fresh rumor surrounding them or suspicions of conspiracy to swear in their own family member as the Prophet.

Chopaign Family

Family Leader: Ernst Fredrick Chopaign

Family Emblem: A cross with a halo around it

A much more noble family, in ideals as well as position, the Chopaigns have mostly dedicated their lives to a reverent worship of Martel. It's common knowledge that you can ask any ten year old Chopaign what it says on any page of the holy scriptures and he will perfectly recite it word for word. However, there is very little else about them. If they desire more power, it is because they believe that they can help Bandore with it and not because they wish to use that power. They have instigated moves against the Prophet and the Cesare Family before, but only with the best interest of Bandore at heart. Or so it seems at least.

The Gray Islands

Pronunciation: ...

Ruler: Nobody

People: The Laguz

The Gray Islands is a small string of strange, tropical islands several leagues off the coast of Bandore. The Gray Islands are home to a unique race of beings called the Laguz. The Laguz are a race of men who have the ability to turn into animals of their tribe as they please, retaining their animalistic characteristics in their human form. The islands themselves are not very large, so Laguz tribes tend to stay on one island, keeping to themselves and rarely interacting with humans. Many Laguz take occupations as pirates who attack merchant ships off the coast of Bandore and Gangala, as there is little need for other work on the islands. The tribe's leaders are always chosen by determining who is the strongest and bravest, or the most cunning, depending on the tribe. Some Laguz will leave the Gray Islands though, in hopes of becoming a merchant or find a less wild means of living. Those who do find little welcome in Krezia, as people in all countries save for Xiang Siu, the furthest from the Gray Islands, have little trust in the Laguz people. This is mostly due to tales of Laguz Pirates. Still, young Laguz will travel to Krezia in the hopes of seeing a less savage lifestyle than the one they knew on the Gray Islands.

Villages

Nok'Quutu

Significance: The only really city on The Gray Islands

Not very large, and mostly used for tribe meetings, Nok'Quutu is a lightly bustling city filled with Laguz from all tribes. Disputes over territory have been known to be peacefully resolved between tribes here. This is also the center of trade for the Laguz Trade Caravans, which is something of a union for Laguz commerce. Not only this, but Nok'Quutu is the only large settlement on the Gray Islands, as many of the Laguz choose to live in small villages rather than large crowded cities.

Important Landmarks

Tribes

Bear

The bear tribe is a tribe of warriors. They do not prize strength alone, however. Bears, while powerful, are also protective, especially the females. To a bear, what is most important is the strength to *protect* the tribe and family. Strength alone does no good if it is not used to defend.

The tribe chieftain must be strong enough to defend their tribe single-handedly if they must. However, they must also care for the tribe first and foremost. A wise leader takes both of these factors into account when choosing a successor. One cannot be solely self-sacrificing, or solely strong. One must be both. The first is usually judged through some ordeal or test. The second by a match between the potential successor and the current chief in one-on-one combat.

Fox

The fox tribe is probably one of the richest in terms of history and culture. While some tribes prize power or insight, the fox tribe prizes storytelling. To them, tales of past exploits are the most revered. This, combined with their natural cunning, makes for interesting tales that have even spread to the mainland of Krezia. There's a saying: "A fox tale is the best tale," and there's truth behind that.

For this reason, the tribe chieftain is usually the oldest and most charismatic (and cunning) storyteller. Age generally begets experience, and experience adds flavor to the stories one tells. The only sour note in all this, is that sometimes the good-natured competition over who can tell the best story can easily turn into people attempting to downplay or sabotage another's story.

According to legend, the first fox laguz and founder of the fox tribe, named Kuzu, had nine tails. Supposedly, she served the goddess Martel and had pure white fur. Since then, all those with white fur are called upon to serve the goddess as a shaman of sorts. There are also legends of another female ninetailed fox laguz with black fur named Tamamo, who supported Amatra, but these are only whispered about.

Owl

While foxes prize stories, owls prize a combination of information and hunting prowess. A phrase often used is "The all-seeing owl eyes," and that definitely applies. Owls pride themselves on knowing everything about anything. If the owls don't know about it, then nobody does. While foxes will embellish a tale to make it more interesting, owls value the idea of keeping to the facts.

The battle to be chieftain of the owl tribe is not done through brute strength, nor through cunning, but through a combination of the two. The owl who possesses both the talent of a silent hunter and the information to succeed is the one who becomes chief. Often, this is done via a combination of savvy information gathering and exchange as well as hunting competitions.

Vulture

The most savage of all the tribes, vultures prize brute strength and ferocity above all other traits. For this reason, they are also the most feared of all the tribes. While the bears may be stronger, the foxes more cunning, and the owls more

knowledgeable, the vultures are the most ferocious and keen to fight. Unlike the other tribes who generally keep to themselves, vultures tend to go out of their way to bother others, usually through raiding.

While the other tribes generally have some sort of initiation to become chieftain, the vulture tribe has no such ceremony. Instead, it is a matter of who is the strongest. While the chief is still the strongest in the tribe, it is fairly peaceful, with few internal conflicts. However, at the first sign of weakness, the vultures descend...literally. Depending on the people involved and the level of power they possess, it is either a quick and easy fight to determine the successor, or a drawn-out, messy one.

Basic Information

Krezian Religion

Krezia has only one major religion. Worship of the Goddess Martel, who both created Krezia and sent a miracle to the land whenever a great peril faced its people. Martel herself asks little of the people who worship her, though the religion surrounding her asks differently. Tithe for the poor is a common practice by churches of Martel, and prayers are customary before long journeys, to ask for guidance and safety. Shrines to Martel often depict the goddess herself in beautiful white clothing, standing in a fountain of water and holding the Fire Emblem.

The only other religion in Krezia is the cult of the Dark God Amatra, who believe that Amatra will absorb the lives of his followers and they shall continue to live through him long after the day that he defeats Martel comes. Amatra followers engage in many acts forbidden by the countries of Krezia, such as the consumption of blood from virgins and ritualistic sacrifice. Drinking of a virgin's blood is said to give one a higher sense of consciousness, while sacrifice is meant to appease Amatra, and often done on nights where the cult plans to make large-scale movements.

Weapons and the Weapon Triangle

While shape and design of weapons always varies between countries, the types of weapons are all the same. While there are many different styles of weapons, each weapon falls under the category of either sword, lance, axe, bow, or dagger. The first three of these weapons are used due to the advantages they have over each other. This is known as the Weapon Triangle. While it might sound complex, it's actually rather simple. Swords have an advantage over axes, axes have an advantage over lances, and lances have an advantage over swords. The last two, bows and daggers, *have no bearing* on the Weapon Triangle, as daggers are rarely used and too small to claim an

advantage over anything, and bow users easily become disadvantaged by anyone who manages to get too close to them, regardless of what they use. To simplify:

Sword > Axe
Axe > Lance
Lance > Sword

Bow
Dagger

Utilizing and understanding the Weapon Triangle and each of your weapons strengths and weaknesses is vital to combating enemies.

Magic and the Magic Circles

Some people in Krezia, are born with a gift not for the sword or the spear, but for magic. Users of magic carry sacred tomes and spellbooks that they use as catalysts to cast their magic, or in some cases hold staves that they use for healing. Magic, like weapons, are divided into several different categories based on the nature of the spell being used: Nature, Dark, or Light magic. In the area of Nature Magic however, spells are further broken down into the categories of fire, wind, and lightning. Because of this, two different different Circles that act similarly to the Weapon Triangle are used. Healing, for the reason that it is non-combative, has no bearing on either of the Circles.

Full Magic Circle:

Nature > Light
Light > Dark
Dark > Nature

Staves

Nature Magic Circle:

Wind > Fire
Fire > Lightning
Lightning > Wind

Like with the Weapon Triangle, understanding and taking full advantage of the Magic Circles are a key element to defeating powerful foes.

Note: *Aside from healing magic, which requires proximity, magic is versatile in that it can be used in close range and from afar.*

Krezian Warfare

Classes:

Each type of combatant can be divided into several classifications depending on the specific prerequisites that they meet. There are two different types of classes: Primary and Advanced. Primary classes are somewhat few, and consist of novices or amateurs, with very few actual masters of their craft. Advanced classes however, consist of more powerful warriors, who've surpassed their peers and have been acknowledged for it.

Note: *Classes are not gender specific as they were in Awakening and previous games. If a girl wants to be a Fighter, by all means. Guys, want to ride a Pegasus? Now you can.*

Note 2: *However, to promote growth and prevent overpowered characters, you must choose from one of the primary classes when making an app.*

Primary Classes:

Lord

Weapon: Swords

A noble born in House Astrel. While lacking in experience, he has no shortness of determination or courage. Skilled in Emeran swordplay and strategy. (reserved for host)

Lord

Weapon: Axes

The rightful heir to the Gangalan throne, who fled from the responsibilities or royalty. Although young, the hopes of the Gangalan and Emeran people rest on his shoulders. A talented axe user, and a great warrior. (Obviously only one of him)

Cavaliers

Weapon: Swords, Lances

Mounted knights who charge fearlessly into battle. They boast good defense and movement, but are limited in rough terrain.

Knights

Weapon: Lances

Heavily armored soldiers who act as shields for their comrades. However, their thick and heavy armor makes them rather lethargic and slow moving.

Myrmidon

Weapon: Swords

A swift specialist with the blade that makes for a tricky target. Though quick on their feet, they're unarmored, and therefore run the risk of injury in combat.

Thief

Weapon: Daggers

Sneaky and cunning masters of the knife. Capable of unlocking doors with ease, and avoiding the blades of enemies as if they were dancing, but wear no armor.

Barbarian

Weapon: Axes

Mighty warriors who fight viciously on the battlefield and take what they please from whom they please. While very powerful, they are also vulnerable due to their lack of armor.

Fighter

Weapon: Axes

Strong and hearty, Fighters boldly charge into battle unafraid to face their foes. They boast high strength and endurance, but little armor.

Mercenary

Weapon: Swords

Experts in the sword, these sellswords are often seen on the battlefield facing off against all manner of enemies. While strong, quick, and lightly-armored, they suffer from a poor resistance to magic.

Archer

Weapon: Bows

Soldiers carrying bows who attack from a distance rather than engage the enemy at close quarters, where they're at a disadvantage.

Lancer

Weapon: Lances

Foot soldiers and mercenaries who wield lances to fight. They sometimes carry small shields, and jab at enemies from behind them. Often the main unit in large armies as it is easy to put a spear in the hands of a novice soldier.

Pegasus Knights

Weapon: Lances

Knights who fight with lances from the backs of pegasi. They're nimble and capable in the air as well as the ground, but are highly vulnerable to arrows as well as wind magic.

Wyvern Riders

Weapon: Axes

Wyvern-mounted knights who fight hard with their loyal companions aiding them in battle. Although powerful and heavily-armored, they lack in speed.

Bull Rider

Weapon: Axes, Lances

A unique form of Cavalier who has managed to tame a bull enough to ride it into combat. Almost exclusively native to Xiang Siu, these mighty riders boast high offensive power, but wear little armor.

Mage

Weapon: Nature Magic

Practitioners of the magical arts, Mages go into battle with their magic rather than a sword or a lance. They're not very durable, but their spells can easily punish the mightiest of soldiers.

Shaman

Weapon: Dark Magic

These students of the dark arts differ from Mages or Monks, and are often more sinister than they let on. They have a fair amount of armor, but oddly enough their resistance to magic is lacking.

Monk

Weapon: Light Magic

Wielders of holy magic that keep the dark forces of Amatra at bay. They lack much in armor, but they can easily shrug off spells.

Priest (M) / Cleric (F)

Weapon: Staves

Holy men and women of the cloth dedicated to healing soldiers injured and battle and travelers set upon by bandits. They have no offensive capabilities whatsoever, nor do they have any armor, but one should not underestimate the necessity of healing on the battlefield.

Troubadour

Weapon: Staves

Healers that ride a horse on the battlefield. Because of this, they have more maneuverability than their priestly/clerical counterparts.

Advanced Classes:

Brave Lord

Weapon: Swords, Lances

Promotes from: Lord (Emil)

A courageous soul who has accepted his birthright and chosen to protect his home. Skilled in both the sword and lance arts, and a genius tactician, this advanced Lord is a threat to any who stand in the way of his goals.

True Lord

Weapon: Axes, Bows

Promotes from: Lord (Lost Prince)

A rightful king of Gangala returned to throne. He no longer fears the responsibility of becoming King and advances on with the goal of protecting his kingdom. A powerful axeman and a skilled archer.

Paladin

Weapon: Sword, Lances

Promotes from: Cavalier

A noble and just commander of equally just Knights, this Cavalier has proven himself worthy and has been granted the rank of Paladin. Swift and powerful, the rider delivers swift justice in the name of his lord.

Great Knight

Weapon: Swords, Lances, Axes

Promotes from: Cavalier, Knight

Mighty and heavily armored, Great Knights ride through the battlefield striking down all foes in their path. Although weak to magic and weighted down, their powerful armor is capable of stopping blows from any weapon.

General

Weapon: Lances, Axes

Promotes from: Knight

Heavily armored and heavily armed, the General is not afraid to engage his foes directly and give his commands from the front lines. Weak to magic, but will stop blades and arrows with ease.

Swordmaster

Weapon: Swords

Promotes from: Myrmidon

As the name suggests, Swordmasters have mastered the art of the sword to a level that few others have. They lack armor, but because they are not weighted down their movements are quicker than most.

Assassin

Weapon: Daggers, Swords

Promotes from: Myrmidon, Thief

Masters of the killing arts who prefer to fight their battles from the shadows with a swift, well-aimed blade. Capable of killing their targets with ease and avoiding enemy strikes, but will often fall should they suffer a blow.

Rogues

Weapon: Daggers, Bows

Promotes from: Thief

Sticky-fingered thieves who have moved on from common burglary and petty theft.

Locks fall open at their touch as if they were made of glass. Though cunning and quick, they lack defensive capabilities.

Berserker

Weapon: Axes

Promotes from: Barbarian.

Fierce and bloodthirsty, Berserkers rush to the front of the battlefield hoping to be the first to score a kill. They do not fall easy, and seem only to revel in bloodshed, but strike their unprotected bodies enough and even they will fall.

Warrior

Weapon: Axes, Bows

Promotes from: Barbarian, Fighter

Advanced Fighters who use their superior strength and endurance to their advantage.

Though fast for axe wielding fighters, they're still slower than most others, and suffer from their light armor.

Hero

Weapon: Swords, Axes

Promotes from: Mercenary, Fighter

Mighty warriors renowned across the land. Their deeds are told by many, and they are highly respected for their skill with the sword and the axe. Heroes are formidable in all areas, but a master of very few.

Spellsword

Weapon: Sword, Nature OR Light Magic

Promotes from: Mercenary

A swordsman who has advanced into the field of magic as well as swordplay. While proficient in both, they lack the true mastery of either. They're a common sight in the Bandore Army.

Sniper

Weapon: Bows

Promotes from: Archer

Bowmen with eagle eyes that can hit their target from a mile away, right down to the blood vessel. They still lack in close combat, but are slightly more armored than Archers and still quick enough to avoid blades. Are known for their ability to wield longbows.

Bow Knight

Weapon: Swords, Bows

Promotes from: Archer

Mounted archers who have learned the way of the sword. Though they lack the accuracy of a Sniper, their ability to use a sword makes up for it.

Halberdier

Weapon: Lance

Promotes from: Lancer

Skilled soldiers whose mastery of the lance exceeded the expectations of their commanding officers. They're swift and precise, defective only in the lightness of their armor and the strength of their blows, which although high, cannot compare with the likes of Warriors.

Dragoon

Weapon: Lances, Swords, Bows

Promotes from: Lancer

A skilled and powerful master of the spear who uses their superior speed and strength to overwhelm their enemies. They excel at combat against Wyverns and Manaketes above all else. Their fatal flaw however, is their lack of armor and their weakness to magic.

Falcon Knight

Weapon: Lances, Staves

Promotes from: Pegasus Knight

A promoted Pegasus Knight who has grown closer to their loyal steed over time. Fighting almost as one, these flying knights are a spectacle to see as they dance in and out of the enemy lines. They still have a weakness to Bows and Wind Magic however. Able to use Staves as well as Lances.

Spell Flier

Weapon: Lances, Nature OR Dark Magic

Promotes from: Pegasus Knight

Pegasus Knights who have begun studying magic and arcane arts. While skilled in both magic and lance-work, they lack a mastery of both. Still fast, they've managed to shed their vulnerability to Wind Magic, but retained their weakness to arrows.

Wyvern Lord

Weapon: Axes, Lances

Promotes from: Wyvern Rider

More talented Wyvern Riders who were given command of a small force. Wyvern Lords carry all the benefits of a Wyvern Rider, but with even more punch. They still lack in speed, but compensate in their ability to use lances as well as axes.

Wyvern Knights

Weapon: Axes

Promotes from: Wyvern Rider

Swifter Wyvern Riders who traded defensive ability for greater mobility. Experts at the aerial arts, Wyvern Knights are masters at delivering fatal blows to armored enemies. They're weaker to arrows than their Wyvern Lord counterparts.

Rampager

Weapon: Axes, Lances

Promotes from: Bull Rider

More vicious Bull Riders, who have taken up Berserker-like tendencies. They're physical prowess is almost unmatched, but they lack armor and are an easy foe to bring down if you aim well and quickly before they come upon you.

Taurus Knight

Weapon: Axes, Lances, Bows

Promotes from: Bull Rider

Trading their speed for extra protection, Taurus Knights are some of the toughest foes that Xiang Siu has to offer. Well-balanced capabilities on both offense and defense, as well as their expert marksmanship make them very dangerous.

Dark Knight

Weapon: Swords, Dark or Nature Magic depending on prior class

Promotes from: Shaman, Mage

Knights trained in the dark arts. Many servants of Amatra decide to go down the path of the Dark Knight so that they may better serve their lord through steel as well as spell.

Sage

Weapon: Nature OR Light Magic, Staves

Promotes from: Mage, Monk

Advanced wielders of magic and masters of their craft, Sages are often looked to as wise and knowing figures of power. They're capable of using magic they've mastered to an incredible degree as well as healing their allies on the battlefield.

Sorcerer

Weapon: Dark Magic, Nature Magic

Promotes from: Shaman

Cursed users of wicked magic who studied the dark arts to a great degree. Many high priests in Amatra Cults identify as Sorcerers. They carry the same pros and cons of their previous class, but now have greater magic powers as well.

Bishop

Weapon: Light Magic, Staves

Promotes from: Monk, Cleric/Priest

Holy preachers who double in combat as well as priesthood. They have a powerful advantage against the creatures of Amatra but are also skilled users of healing Staves. They easily resist magic, but can do little to stop blades.

War Priest (M) / War Cleric (F)

Weapon: Axes, Staves

Promotes from: Cleric/Priest, Troubadour

Clerics and Priests who took to the battlefield with more than the intention of healing comrades. They carry axes into battle that they use both to chop down foes and to help them amputate lost limbs.

Valkyrie

Weapon: Light OR Nature Magic, Staves

Promoted from: Troubadour

Troubadours who have learned to wield Magic with the efficiency and grace that they wield healing Staves. This allows them to fend off attacks and traverse the battlefield with ease.

Laguz

Beast

Bear

Powerful laguz that are built for wrecking. They have the highest strength of all laguz and are feared throughout the continent. They make use of their sharp claws to fight, though they have strength enough to wield the heavier weapons if they so choose.

Fox

Cunning tricksters that rely on speed and stealth to dance around their foes on the battlefield. They lack the brute strength of Bears. They generally use their claws to fight, though their natural speed and agility make daggers a viable alternative.

Bird

Owl

Wise, wary laguz that rely on their keen nocturnal eyesight and sharp hearing to avoid blows. Their smaller wingspan makes them more maneuverable than vultures, but they cannot soar as easily as their counterparts can.

Vulture

More powerful and more vicious than Owls, with less-developed hearing. However, their keen nose makes up for it. Their large wingspans are a double-edged sword in that they lack the agility of Owls, but can fly for long distances more easily.

Weapons

There are seven main weapon types, each falling under the strength or magical category in terms of usage.

Strength-based: Swords, lances, axes (forming the Weapon Triangle), bows, and daggers

Magic-based: Tomes (which make up the Magic Circles) and staves, which are the only weapons that don't actually deal damage.

Strength-based

Most weapons range in power and accuracy depending on what they were forged from. Bronze, while the lightest and most accurate, is also the weakest. Silver is the heaviest and strongest, yet also being the least durable. It also requires more training to wield. Then there are those weapons such as Slim and Brave weapons, which lie on the extreme ends of the spectrum.

Outside of these categories, however, there are specialized weapons such as the Killing Edge. There are also weapons that target certain classes such as the Armorslayer which is effective against Knights and Generals. In addition, there are "Reavers," weapons that reverse the Weapon Triangle and are effective against what they'd normally be weak against.

Weapons are ranked according to their material. Example:

Bronze Sword => Iron Sword => Steel Sword => Silver Sword

Magic-based

For tomes, the power is dignified not by their material, but by the power that went into their creation. For Nature Magic, the more elementary tomes are known by their element name, adding on a prefix as they get stronger. The advanced tomes have names of their own.

For example, ranking a Fire tome:
Fire => Elfire => Arcfire

Light and Dark tomes are separate from this naming system.

List of Weapons

Primary Physical Weapons

Slim Sword/Lance- Their lightness makes them easy to use, but they are also the weakest in terms of power. Mainly used by light-footed but weak myrmidons and pegasus knights respectively.

Bronze Sword/Lance/Axe/Bow/Dagger- Rudimentary weapons that can be used by anybody whose class allows it.

Iron Sword/Lance/Axe/Bow/Dagger- Average weapons that requires some practical experience before wielding. Most characters with any experience in using their weapon will have the ability to wield these.

Steel Sword/Lance/Axe/Bow/Dagger- Heavier and stronger weapons that are often favored by units with some experience under their belt. They sacrifice lightness for power.

Silver Sword/Lance/Axe/Bow/Dagger- Expensive and fragile, and able to be used only by veterans of battle. *Generally only promoted units have the necessary experience to wield these.*

Brave Sword/Lance/Axe/Bow/Dagger- Lighter than steel, but heavier than iron, these weapons seem to give a boost in attack speed to their user. *They are said to only allow worthy warriors with many battles under their belts to wield them.*

Primary Magical Weapons

Nature Magic

Fire/Thunder/Wind- The simplest tomes to understand and use. They are also the weakest. Anybody with the ability to wield Nature magic will be able to use these.

Elfire/Elthunder/Elwind- After a bit of study, one can learn to wield these more powerful tomes.

Arcfire/Arcthunder/Arcwind- It is said, that once one has learned enough in the study of magic, they can claim the title of Archmage. While not an official title, it is denoted by the ability to cast one of these tomes.

Beyond these are tomes of legend.

Light and Dark Magic

Lightning/Flux- The simplest of the light and dark tomes, respectively.

Shine/Luna- Said to be imbued with the power of the sun and the moon respectively. Both of these tomes require higher than average magical acuity. Luna is said to be particularly harsh in that it brushes past magical resistance like a fly.

Divine/Nosferatu- The former is said to have the blessing of Martel on it. The latter is said to have the curse of Amatra on it. Whether this is true or not, both tomes are powerful in their own right, Nosferatu in particular having the nasty side effect of granting its wielder the health that was just drained from their foe.

Beyond these are tomes of legend.

Staves

Heal- Restores an ally's health. The easiest staff to use.

Mend- Restores more health than a Heal staff, but is less durable and requires more experience to wield.

Physic- After a certain amount of experience, a healer can wield this staff. Restores an ally's health within a certain range.

Recover- Healers who *have gained the wisdom and knowledge necessary* to unlock the powers of this staff can completely restore an ally's health.

Fortify- *This staff requires not only ability, but also the experience of many healings.* Restores a small amount of health to all allies within range.

Secondary Weapons

Combating Armored Units

Armorslayer (Sword)- Requires about as much experience as it'd take to use an iron sword. They are more powerful than iron swords, but are almost half as durable. They are very effective against armored units (knights and generals).

Hammer (Axe)- Requires about as much experience as it'd take to use an iron axe. They are more powerful than iron axes, but are almost half as durable. They are very effective against armored units (knights and generals).

Versatility

Javelin (Lance)- Requires about as much experience as it'd take to use an iron lance. These weapons are useful in that they can not only be used in close combat, but thrown for some distance as well. They sacrifice power for their versatility, however, being weaker than a bronze lance.

Hand Axe (Axe)- Requires about as much experience as it'd take to use an iron axe. Like javelins, they can be used at short and long range. Because of its shape, the expert thrower can have it return to their hand like a boomerang immediately afterward.

Staves

Despite being made of quality material, these staves have a limit to the holy power they can contain, which means their uses are limited.

Rescue- Anybody who can use staves can use this staff. Can teleport a distant ally to the caster's side. It is said that the more powerful the caster, the wider the range.

Ward- While wielding this staff requires a certain level of experience, it makes up for it with the ability to raise an ally's defenses against magical attacks.

Hammerne- *Requires a great deal of experience to use.* One of the most fragile of all staves in that it can only be used once, this staff has the ability to restore a weapon, tome, or staff to its former pristine condition. It is whispered that it makes use of time and the blessing of Martel to do so.

Miscellaneous Items

Vulnerary- A mixture of herbs, that, when applied to a wound, works as a balm of sorts.

Concoction- A bitter-tasting brew that heals about double what a vulnerary does when ingested.

Elixir- In short supply, these precious bottles contain the results of decades of alchemic research. One swallow can pull you back from the brink of death to full health.

Pure Water- Pure water taken from a mountain spring and supposedly blessed by the goddess. When drank, it increases one's resistance to magical attacks.

If you make it this far put meep in your application.