

V2.4: Removed some factors which were deemed to not truly impact difficulty after some feedback about it.

Byleth



- Same character, but gendered classes change.
- Only Female Byleth can automatically recruit *Sylphie* with no requirements whatsoever.
- This means Female Byleth can also give both *BE* and *GD* one free *Hero Relic*.
 - Speaking of which, Byleth always gets at the end of Ch. 4...
- Which gets upgraded midway through Ch.10's story mission
- But back to the main topic; at the start of the game, you must pick one of these 3 starting roster of characters.

Black Eagles

Starting Roster in Ch. 1

Can be recruited in *BE* and *GD* from Ch. 2 onwards.

Blue Lions

Starting Roster in Ch. 1

Can be recruited in *BE* and *GD* from Ch. 2 onwards.

Golden Deer

Starting Roster in Ch. 1

Can be recruited in *BE* and *GD* from Ch. 2 onwards.

Church faculty that can always join

- Unlike students from other houses, these characters either join automatically, or only require Byleth to be at a certain level to join when talked to
 - The level threshold can be lowered the more supports you get with them
- | | | | |
|---|---|---|---|
| <p>Ellie</p> <ul style="list-style-type: none"> • Automatically joins after beating Chapter 6 | <p>Shane</p> <ul style="list-style-type: none"> • Ch. 6 onwards • Requires Lv. 15 Byleth | <p>Ismaele</p> <ul style="list-style-type: none"> • Ch. 8 onwards • Requires Lv. 15 Byleth | <p>Alia</p> <ul style="list-style-type: none"> • Ch. 11 onwards • Requires Lv. 15 Byleth |
|---|---|---|---|

Church faculty that can conditionally join

- These characters require Byleth to be at a certain level to join when talked to, but won't always join around the same time, nor at all
 - The level threshold can be lowered the more supports you get with them
- | | |
|---|--|
| <p>Shelton</p> <ul style="list-style-type: none"> • Ch. 4 onwards • Requires Lv. 15 Byleth | <p>Carl</p> <ul style="list-style-type: none"> • Ch. 5 onwards • Requires Lv. 10 Byleth |
|---|--|

Crimson Flower	Silver Snow	Azure Moon	Verdant Wind
<p>• Base class: Black Eagles</p> <p>Do they acquire a Hero Relic, Sacred and/or Rare Weapon by default?</p> <p>Note: Offensive <i>Hero Relics</i> give units with matching Crests unique Combat Arts. Meanwhile, defensive/equipment ones provide enhanced effects in offense, defense, and/or support.</p> <p><i>Spear of Ascal & Caduceus Staff</i> Seteth & Flayn's Paralogue</p> <p><i>Arrow of India</i> Ch. 13 *CF exclusive</p> <p><i>Scythe of Sarsiel</i> Ch. 13 *Only in CF</p> <p><i>Bow of Zoltan</i> Ch. 13's story mission *Misable</p> <p><i>Arrow of India</i> Hubert's Paralogue *Misable</p> <p><i>Axe of Zoltan</i> Ch. 15's story mission</p> <p><i>Thunderbrand</i> Ch. 18 *Only in CF</p> <p><i>Thunderbrand</i> Ch. 18 *Misable</p>	<p>• Base class: Black Eagles</p> <p>Do they acquire a Hero Relic, Sacred and/or Rare Weapon by default?</p> <p>Note: Offensive <i>Hero Relics</i> give units with matching Crests unique Combat Arts. Meanwhile, defensive/equipment ones provide enhanced effects in offense, defense, and/or support.</p> <p><i>Spear of Ascal & Caduceus Staff</i> Seteth & Flayn's Paralogue</p> <p><i>Axe of Ulthosvaxara</i> Ch. 13 *Misable</p> <p><i>Thunderbrand</i> Ch. 12 *Only in SS</p> <p><i>Axe of Zoltan</i> Ch. 18's story mission *Misable</p> <p><i>Sword of Zoltan</i> Ch. 20's story mission *Misable</p> <p><i>Bow of Zoltan</i> Ch. 20's story mission *Misable</p>	<p>• Base class: Blue Lions</p> <p>Do they acquire a Hero Relic, Sacred and/or Rare Weapon by default?</p> <p>Note: Offensive <i>Hero Relics</i> give units with matching Crests unique Combat Arts. Meanwhile, defensive/equipment ones provide enhanced effects in offense, defense, and/or support.</p> <p><i>Thunderbrand</i> Recruit Catherine</p> <p><i>Lance of Ruin</i> After beating Ch. 5 or Seylah's Paralogue</p> <p><i>Wain</i> Donoth & Ingrid's Paralogue</p> <p><i>Arctic Shield</i> Felix's Paralogue *Misable</p> <p><i>Axe of Ulthosvaxara</i> *Misable</p> <p><i>Sword of Moralis</i> Ch. 19's story mission *Misable</p> <p><i>Armadillo</i> After beating Ch. 16 *AM exclusive</p> <p><i>Crescent</i> Annette & Gilbert's Paralogue *AM exclusive</p> <p><i>Fallnaught</i> After beating Ch. 19 *AM/VW exclusive</p> <p><i>Axe of Zoltan</i> Ch. 19's story mission *Misable</p> <p><i>Bow of Zoltan</i> Ch. 21's story mission *Misable</p> <p><i>Sword of Zoltan</i> Ch. 21's story mission *Misable</p> <p><i>Sword of Zoltan</i> Ch. 21's story mission *Misable</p> <p><i>Bow of Zoltan</i> Ch. 21's story mission *Misable</p> <p><i>Arrow of India</i> Ch. 23's story mission *Misable</p>	<p>• Base class: Golden Deer</p> <p>Do they acquire a Hero Relic, Sacred and/or Rare Weapon by default?</p> <p>Note: Offensive <i>Hero Relics</i> give units with matching Crests unique Combat Arts. Meanwhile, defensive/equipment ones provide enhanced effects in offense, defense, and/or support.</p> <p><i>Thunderbrand</i> Recruit Catherine</p> <p><i>Spear of Ascal & Caduceus Staff</i> Seteth & Flayn's Paralogue</p> <p><i>Thyrus</i> Lorenz's Paralogue</p> <p><i>Firhoast</i> Hilda & Cyril's Paralogue Ch. 13 *Misable</p> <p><i>Fallnaught</i> Ch. 13 *Misable</p> <p><i>Axe of Ulthosvaxara</i> Ch. 13's story mission *Misable</p> <p><i>Reliance</i> Marianne's Paralogue</p> <p><i>Sword of Bagala</i> Claude's Paralogue *Misable</p> <p><i>Axe of Zoltan</i> Ch. 19 *Misable</p> <p><i>Sword of Zoltan</i> Ch. 21's story mission *Misable</p> <p><i>Bow of Zoltan</i> Ch. 21's story mission *Misable</p> <p><i>Arrow of India</i> Ch. 23's story mission *Misable</p>
<p>What about having the cast be part of a cross-class paralogue?</p> <p><i>Lulu</i> Donoth & Ingrid's Paralogue *Misable if Ingrid's not recruited</p> <p><i>The Inexhaustible</i> Linhardt & Leonie's Paralogue *Misable in CF if Seteth & Flayn die.</p>	<p>What about having the cast be part of a cross-class paralogue?</p> <p><i>Lulu</i> Donoth & Ingrid's Paralogue *Misable if Ingrid's not recruited</p> <p><i>Refill Gem</i> Casper & Mercedes' Paralogue *Misable in CF</p> <p><i>Scythe of Sarsiel</i> Casper & Mercedes' Paralogue *Misable</p> <p><i>The Inexhaustible</i> Linhardt & Leonie's Paralogue</p> <p><i>Ochain Shield & Lance of Zoltan</i> Ferdinand & Lythea's Paralogue *Misable in CF</p> <p><i>Ochain Shield & Lance of Zoltan</i> Ferdinand & Lythea's Paralogue *Both Misable</p>	<p>What about having the cast be part of a cross-class paralogue?</p> <p><i>Scythe of Sarsiel</i> Casper & Mercedes' Paralogue *Misable</p> <p><i>Refill Gem</i> Casper & Mercedes' Paralogue *Misable in CF</p>	<p>What about having the cast be part of a cross-class paralogue?</p> <p><i>The Inexhaustible</i> Linhardt & Leonie's Paralogue</p> <p><i>Ochain Shield & Lance of Zoltan</i> Ferdinand & Lythea's Paralogue *Misable in CF</p> <p><i>Ochain Shield & Lance of Zoltan</i> Ferdinand & Lythea's Paralogue *Both Misable</p>
<p>Do characters leave/join during the story by default?</p> <p><i>Ellie</i></p> <ul style="list-style-type: none"> • Briefly leaves in Ch. 11 • At the start of the chapter • Rejoins starting Ch. 12 <p><i>Shane</i></p> <ul style="list-style-type: none"> • Leaves in Ch. 12 • At the start of the chapter <p><i>Ismaele</i></p> <ul style="list-style-type: none"> • Can join in Ch. 14 • If defeated in the chapter's story mission • Only if not recruited before 	<p>Do characters leave/join during the story by default?</p> <p><i>Ellie</i></p> <ul style="list-style-type: none"> • Leaves in Ch. 11 • At the start of the chapter • Isn't replaced by anyone in <i>Reunion at Dawn</i> <p><i>Shane</i></p> <ul style="list-style-type: none"> • Joins in Ch. 12 • Only if not recruited before <p><i>Ismaele</i></p> <ul style="list-style-type: none"> • Joins in Ch. 12 • Assumes the House Leader's deployment • Joins in Ch. 12 • Unavailable beforehand <p><i>Alia</i></p> <ul style="list-style-type: none"> • Leaves in Ch. 13 • Only if he was recruited before • Can rejoin if defeated in Ch. 15's story mission 	<p>Do characters leave/join during the story by default?</p> <p><i>Ellie</i></p> <ul style="list-style-type: none"> • Joins in Ch. 12 • Only if Flayn hasn't fallen in <i>Classic Mode</i> <p><i>Shane</i></p> <ul style="list-style-type: none"> • Leaves in Ch. 13 • At the end of the chapter • Returns in Ch. 16's story mission only if his paralogue was completed <p><i>Ismaele</i></p> <ul style="list-style-type: none"> • Joins in Ch. 13 • At the start of the chapter • Replaces Deuce in <i>Reunion at Dawn</i> <p><i>Alia</i></p> <ul style="list-style-type: none"> • Leaves in Ch. 13 • Only if he was recruited before • Can rejoin if defeated in Ch. 16's story mission 	<p>Do characters leave/join during the story by default?</p> <p><i>Ellie</i></p> <ul style="list-style-type: none"> • Leaves in Ch. 13 • Only if he was recruited before • Can rejoin if defeated in Ch. 15's story mission

Which Battalions are available in every route?

Battalion Guide:		Battalion Guide:		Battalion Guide:		Battalion Guide:	
<p>Chapter 3 onwards</p> <ul style="list-style-type: none"> Church of Seiros Soldiers Seiros Mercenaries Seiros Holy Monks Seiros Sacred Monks Seiros Black Cross Seiros Pegasus Co. <p>Not available for purchase in <i>Crimson Flower</i> from Ch. 12 onwards</p>	<ul style="list-style-type: none"> Disturbance Onslaught Stride Resonant White Magic Concoct Staves Assembly 	<p>Chapter 8 onwards</p> <ul style="list-style-type: none"> Church of Seiros Soldiers Seiros Braveries Seiros Archers Seiros Armored Co. 	<ul style="list-style-type: none"> Disturbance Onslaught Enlight 	<p>Chapter 14 onwards, only in <i>SS/AM/VW</i></p> <ul style="list-style-type: none"> Holy Knights of Seiros Indech Sword Fighters Macuil Evil Repelling Co. <p>• <i>Crimson Flower</i> gets only one copies of these through Paralogues, as seen on the right side.</p> <p>• <i>ASA</i> only do them with all the available church people recruited.</p>	<ul style="list-style-type: none"> Research Troops Retribution Resonant Lightning 	<p>Paralogues</p> <ul style="list-style-type: none"> Hanneman and Manuela's paralogue Macuil Evil Repelling Co. Indech Sword Fighters <p>•• With Hanneman recruited</p> <p>•• With Manuela recruited</p> <p>• A bit unsure on who gives what etc...</p>	<ul style="list-style-type: none"> Assault Troop Enlight
<p>Chapter 2 Quest: <i>Leading the Charge</i></p> <ul style="list-style-type: none"> Church of Seiros Soldiers Seiros Mercenaries 	<ul style="list-style-type: none"> Disturbance Onslaught 	<ul style="list-style-type: none"> Seiros Mercenaries 	<ul style="list-style-type: none"> Onslaught 	<ul style="list-style-type: none"> Seira's Mercenaries 	<ul style="list-style-type: none"> Assault Troop 		

Which Battalions are available only in some routes?

What Battalions are exclusive to Crimson Flower?	What Battalions are exclusive to Silver Snow?	What Battalions are exclusive to Azure Moon?	What Battalions are exclusive to Verdant Wind?
<p>Chapter 3 onwards</p> <ul style="list-style-type: none"> Empire Infantry Empire Warriors 	<p>Chapter 3 onwards</p> <ul style="list-style-type: none"> Empire Infantry Empire Warriors 	<p>Chapter 3 onwards</p> <ul style="list-style-type: none"> Seiros Braveries Kingdom Infantry 	<p>Chapter 3 onwards</p> <ul style="list-style-type: none"> Alliance Infantry Alliance Duelists Luce Mad Melce

Empire Brawlers, **Empire Magic Corps**, **Empire Archers**, **Empire Knights**

- Chapter 8 onwards
- Empire Archers: **Empire Cavalry**, **Empire Armored Co.**, **Empire Snipers**, **Empire Magic Users**, **Empire Pavis Co.**, **Empire Pegasus Co.**, **Empire Wyvern Co.**
- Chapter 12 onwards
- Empire Heavy Soldiers, **Empire Holy Magic Users**, **Empire Healers**, **Imperial Guard**, **Empire Elite Wyvern Co.**, **Black Eagle Heavy Aves**, **Black Eagle Cavalry**, **Black Eagle Pegasus Co.**

Main Story:

- At the start of Ch. 12: **Supreme Armored Co.**, **Vestra Sorcery Engineers**
- Quest "Fight Alongside Death" (Paid DLC only): **Reaper Knights**

What other Battalions are obtainable normally during Crimson Flower's story?

Main Story:

- Quest "Floral Tribute": **Morris Maak Corps**

Paralogues with only the base roster:

- Edelgard's paralogue (Part 2): **Holt Chosen**
- Petra & Bernadetta's paralogue (Part 2): **Varley Archers**, **Briand Hunters**, **Briand Mercenaries**

Cross-Class Paralogues with a student recruited:

- Dorothea and Ingrid's paralogue (Part 1): **Galatea Pegasus Co.**
- Linhardt & Leonie's paralogue (Part 2): **Hevring Prayer Troops**, **Savin Militia**

General Observations

- Has a balanced line-up of offensive and supportive battalions.
- Has access to a flying battalion that provides **Retribution**.
- Edelgard's paralogue grants you access to a surprisingly competent **Crab** battalion.
- Works well with physical attackers who struggle with raising their authority.
- Can't access all of your base roster's personal battalions due to story reasons.
 - You'll get screwed with Black Eagles no matter what I guess...

Empire Brawlers, **Empire Magic Corps**, **Empire Archers**, **Empire Knights**

- Chapter 8 onwards
- Empire Archers: **Empire Cavalry**, **Empire Armored Co.**, **Empire Snipers**, **Empire Magic Users**, **Empire Pavis Co.**, **Empire Pegasus Co.**, **Empire Wyvern Co.**
- Chapter 14 onwards
- Empire Heavy Soldiers, **Empire Holy Magic Users**, **Empire Healers**, **Imperial Guard**, **Empire Elite Wyvern Co.**, **Black Eagle Heavy Aves**, **Black Eagle Cavalry**, **Black Eagle Pegasus Co.**

Main Story:

- At the start of Ch. 13's story mission: **King of Lions Corps**
- Quest "Floral Tribute": **Ducor Cavalry**

What other Battalions are obtainable normally during Silver Snow's story?

Main Story:

- Chapter 18's story mission: **Macull Evil Repelling Co.**, **Opera Co. Volunteers**
- Paralogues with only the base roster:
 - Petra & Bernadetta's paralogue (Part 2): **Varley Archers**, **Briand Hunters**, **Briand Mercenaries**
 - Dorothea and Ingrid's paralogue (Part 1): **Galatea Pegasus Co.**
 - Ferdinand & Lysethe's paralogue (Part 2): **Anger Astral Knights**, **Ordella Sorcery Co.**
 - Linhardt & Leonie's paralogue (Part 2): **Hevring Prayer Troops**, **Savin Militia**
 - Caspar & Mercedes's paralogue (Part 2): **Berzelius War Group**, **Church Soldiers**

General Observations

- Has a balanced line-up of offensive and supportive battalions.
- Has access to a flying battalion that provides **Retribution**.
- There's no 2-use battalion with a wide AoE gambit available for the ruler's Lord (Byleth).
- Yes, Byleth is intended to be SS' Lord according to the devs.
 - Even though Seteth feels more like it than them, but whatever...
- Can't access all of your base roster's personal battalions due to story reasons.
 - You'll get screwed with Black Eagles no matter what I guess...

Kingdom Lance Co., **Kingdom Brawlers**, **Kingdom Archers**, **Kingdom Knights**

- Chapter 8 onwards
- Kingdom Archers: **Kingdom Cavalry**, **Kingdom Armored Co.**, **Kingdom Snipers**, **Kingdom Magic Corps**, **Kingdom Brave Lance Co.**, **Kingdom Pegasus Co.**, **Kingdom Wyvern Co.**
- Chapter 14 onwards
- Kingdom Heavy Soldiers, **Kingdom Holy Knights**, **Kingdom Heavy Knights**, **Royal Guard**, **Kingdom Priests**, **Blue Lion Knights**, **Blue Lion Magic Corps**, **Blue Lion Dancers**

Main Story:

- At the start of Ch. 13's story mission: **King of Lions Corps**
- Quest "Floral Tribute": **Ducor Cavalry**

What other Battalions are obtainable normally during Azure Moon's story?

Main Story:

- Chapter 21's story mission: **Macull Evil Repelling Co.**, **Opera Co. Volunteers**
- Paralogues with only the base roster:
 - Dimitri's paralogue (Part 2): **Blue Lion Knights**
 - Dedue's Paralogue (Part 1): **Ducor Heavy Soldiers**
 - Felix's Paralogue (Part 1): **Erasthes Soldiers**
 - Dorothea and Ingrid's paralogue (Part 1): **Galatea Pegasus Co.**
 - Sylvain's Paralogue (Part 1): **Gastler Knights**
 - Ash & Catherine's paralogue (Part 1): **Gaspard Knights**
 - Annette and Gilbert's paralogue (Part 2): **School of Sorcery Soldiers**

General Observations

- Has multiple support options, and the only route which can get the gambit **Dance of the Goddesses** twice.
 - Which you can use only during the last mission, that is.
- Lacks strong offensive battalions for fillers.

Alliance Brawlers, **Alliance Magic Corps**, **Alliance Knights**

- Chapter 8 onwards
- Alliance Archers: **Alliance Cavalry**, **Alliance Armored Co.**, **Alliance Snipers**, **Alliance Magic Users**, **Alliance Veterans Deathst.**, **Alliance Pegasus Co.**, **Alliance Wyvern Co.**
- Chapter 14 onwards
- Alliance Physicists, **Alliance Healers**, **Alliance Sage**, **Alliance Master Archers**, **Alliance Guard**, **Golden Deer Wyvern Co.**, **Golden Deer Archers**, **Golden Deer Cavalry**

Main Story:

- At the start of Ch. 13's story mission: **Imperial Corps**
- Quest "Floral Tribute": **Morris Maak Corps**
- Chapter 19's story mission: **Macull Evil Repelling Co.**, **Opera Co. Volunteers**
- Paralogues with only the base roster:
 - Hilda & Cyril's paralogue (Part 1 & 2): **General Valkyries**, **Almyra Mercenaries**
 - Lorenz's paralogue (Part 1): **Gloucester Knights**
 - Raphael and Ignatz's paralogue (Part 1): **Leicester Mercenaries**, **Victor Private Militia**
 - Marianne's paralogue (Part 2): **Edmundo Troops**
 - Ash & Catherine's paralogue (Part 1): **Gaspard Knights**
 - Ferdinand & Lysethe's paralogue (Part 2): **Anger Astral Knights**, **Ordella Sorcery Co.**
 - Linhardt & Leonie's paralogue (Part 2): **Hevring Prayer Troops**, **Savin Militia**

General Observations

- Has a balanced line-up of offensive and supportive battalions.
- Gets the best Lord-exclusive battalion due to being 2-3 ranged and having insane AoE reach.
- Starts with one battalion less for purchase at Chapter 3 for some reason.
 - (What's up with that anyway?)

When do the other Facilities update their stock?

Item Shop & Armory:

- Stock 2 is made available at the start of Chapter 8 in every route
- Stock 3 is made available in:
 - Chapter 14 in Silver Snow, Azure Moon and Verdant Wind
 - Chapter 12 in Crimson Flower

Traveling Merchants & Anna's Shop:

- Eastern Merchant: Chapter 5 in every route
- Southern Merchant: Chapter 5 in every route
- Anna's Shop: Chapter 15 in every route
- Dark Merchant: Chapter 16 in every route

What about the Routes themselves? Chapter, Level and difficulty-wise?

Route	Average Enemy Level in Part 1			
	Normal	Hard	Maddening	Ch.
1	1	2	3	7
2	3	2	4	9
3	5	4	6	11
4	7	7	8	14
5	9	9	10	15
6	11	11	12	18
7	13	13	14	20
8	15	15	16	23
9	17	17	18	25
10	19	19	20	27
11	21	21	22	29
12	23	23	24	32

Route	Average Enemy Level in Part 2			
	Suggested Level	Normal	Hard	Maddening
13	27	25	27	28
14	29	27	29	30
15	31	29	31	32
16	33	31	33	34
17	35	33	35	36
18	37	35	37	38
19	39	37	39	40
20	41	39	41	42
21	43	41	43	44
22	45	43	45	46

Part 1 Paralogues	Available From Ch.	Character	Suggested Level			Average Enemy Level			Maddening Lv. 1
			Normal	Hard	Maddening	Normal	Hard	Maddening	
War for the Weak	6		11	15	11	12	18-19	≥ Ch.7	
The Forgotten	7		13	17	13	14	20-21	≥ Ch.8	
Returned Nuptials	7		13	17	13	14	20-21	≥ Ch.8	
Land of the Golden Deer	7		13	17	13	14	20-21	≥ Ch.8	
Sweat and Shield of Selous	7		13	17	13	14	20-21	≥ Ch.8	
Black Market Scheme	7		13	17	13	14	20-21	≥ Ch.8	
Tales of the Red Canyon	8		15	19	15	16	22	None	
Ties of Chivalry	8		15	19	15	16	22	None	
Oil and Water	8		15	19	15	16	22	None	
A Curious Relic	8		15	19	15	16	22	None	
Death Toll	8		15	19	15	16	23-24	≥ Ch.9	
Falling Sheet of Heaven	9		17	21	17	18	24	None	
The Secret Merchant (M.20)	9		17	21	17	18	25	None	
An Ocean View	9		17	21	17	18	25-26	≥ Ch.10	
Dividing the World	10/12*		19	23	19	20	26	None	

Part 2 Paralogues	Available From Ch.	Character	Suggested Level			Average Enemy Level			Maddening Lv. 1
			Normal	Hard	Maddening	Normal	Hard	Maddening	
Dividing the World	10/12*		19	23	19	20	26	None	
The Secret Merchant (C4)	13		23	27	23	24	30	None	
The Insurmountable	15		29	33	29	30	36	None	
Darkness Beneath the Earth	15		29	33	29	30	36	None	
Legend of the Lake	15		29	33	29	30	35-38	≥ Ch.16	
Forgotten Hero	15		29	33	29	30	35-38	≥ Ch.16	
The Face Beneath	15		29	33	29	30	35-38	≥ Ch.16	
Foreign Land and Sky (Other)	15		29	33	29	30	35-38	≥ Ch.16	
Foreign Land and Sky (C4)	15		29	33	29	30	38	None	
Internal Guardian	16		31	35	31	32	38-40	≥ Ch.17	
The Singing Sand Legend	17		33	37	33	34	40-42	≥ Ch.18	
Retribution	17		33	37	33	34	40-42	≥ Ch.17/18*	
The Silver Maiden	19		37	41	37	38	44-46	≥ Ch.20	

Paralogue Availability (Sorted by Internal Order)

Character	Available in Part 1	Available in Part 1 & 2	Available in Part 2	Not available	Available by default. May require recruiting church faculty.
War for the Weak	X	X	X	X	X
The Forgotten	X	X	X	X	X
Returned Nuptials	X	X	X	X	X
Land of the Golden Deer	X	X	X	X	X
Sweat and Shield of Selous	X	X	X	X	X
Black Market Scheme	X	X	X	X	X
Tales of the Red Canyon	X	X	X	X	X
Ties of Chivalry	X	X	X	X	X
Oil and Water	X	X	X	X	X
A Curious Relic	X	X	X	X	X
Death Toll	X	X	X	X	X
Falling Sheet of Heaven	X	X	X	X	X
The Secret Merchant (M.20)	X	X	X	X	X
An Ocean View	X	X	X	X	X
Dividing the World	X	X	X	X	X

Suggested Level? Average Enemy Level? What's all that?

- Suggested Level is the value shown when you're about to start a mission. In-game, it's used as an indicator of the map's difficulty and the level the game expects you to be in order to be able to clear it.
- Meanwhile, Average Enemy Level is... the average enemy level of the mooks present during missions (excluding bosses). It doesn't always match with the Suggested Level.

interestingly enough.

Also what's up with the "Maddening Lv. 1" column?

- In **Maddening difficulty**, some paralogues scale up in difficulty as you progress through the game, so that's meant to account for that by telling the players when exactly the mission begins using the second value included.
 - I.e.: Marianne's Parologue, unlocked around Ch. 15, starts with an Average Enemy Level of 35, which is then raised by 38 from Ch. 16 onwards.

General Observations

- The final average level for **Part 1 in Crimson Flower** is 25 in Normal, 26 in Hard, and 32 in Maddening.
- The final average level for **Part 1 in Silver Snow, Azure Moon, and Verdant Wind**, is 23 in Normal, 24 in Hard, and 30 in Maddening.
- The final average level for **Part 2 in Crimson Flower** is 37 in Normal, 38 in Hard, and 45 in Maddening.
- The final average level for **Part 2 in Silver Snow, Azure Moon, and Verdant Wind**, is 42 in Normal, 43 in Hard, and 50 in Maddening.
- The Death Knight is fought twice in Part 2 of Silver Snow and Verdant Wind. In spite of this, only his last fight is mandatory.
 - The victory condition of the map he first shows up in Part 2 goes from "Defeat Boss" to "Route all enemies" once he escapes.
- None of the maps featured in **Crimson Flower** from Chapter 12 onwards are shared with another route, enemy & layout-wise.
 - Most of its bosses are quite competent compared to the other bosses overall, mainly due to their equipment.
 - The latagame makes you fight a ton of them too.
- Also, **Bernadetta & Petra's** parologue gets its own unique version for it which swaps many enemies and even the boss.
 - CF has Catherine, Holy Knights and Warlocks.
 - SS/AM/VW has Hubert, Assassins and Dark Bishops.
- Azure Moon's** unique maps always have "Defeat Boss" as a victory condition.
- There's only one Fog of War map in the main story: Ch. 3's story mission.
 - Meanwhile, there's 3 paralogues which feature Fog of War.
- The most varied map gimmicks are locked behind paralogues overall.
- Edelgard, Dimitri, and Claude's paralogues always feature 3 stat boosters that can be only obtained through the **Steal ability**.
 - A Goddess Icon, an Energy Drop, and a Seraph Robe.
 - That's one extra layer of challenge for ya I guess...?
- Silver Snow and Verdant Wind get the most amount of available Dark Seals overall: 7.
 - Meanwhile, Azure Moon gets 5 and Crimson Flower gets 4.

Overall, what factors shape each route's experience?

Crimson Flower

- What helps make it easier?**
 - Access to a cast specialized in magic with 2 natural spellcasters that can learn offensive 2-3 range magic.
 - One of them (Dorothea) has access to Meteor.
 - Another meanwhile (Linhardt) has access to Warp.
 - One of those magic casters (Hubert) is briefly unavailable in Ch. 11 and Linhardt & Leone's Parologue though...
 - Access to the only House Leader with 2 Crests (one of which is the Crest of Flames).
 - She's briefly unavailable in Ch. 11's story mission and Linhardt & Leone's Parologue, however...
 - Also her second crest is unlocked only after reaching her C+ support.
 - Access to **Swift Strikes** (Ferdinand).
 - Strong consecutive 2-hit strike, which bypasses one of cavalry's bigger weaknesses.
 - Good synergy with his Crest of Chivalry.
 - Bernadetta (the House's archer) can access:
 - Vengeance, which synergizes well with her personal ability.
 - Endeavor, which reduces the enemy's move to 1.
 - (I always use it to spare Hilda in Ch. 14 B4).
 - Access to 4 rally skills:

Hubert:	D	1
Magic:	C+	1
Res:	C	1
Speed:	S	1

Dorothea:	D	1
Charm:	D	1
- Access to **Impregnable Wall** by Ch. 8 is awesome.
- No Reunion At Dawn (Ch. 13 in SS/AM/VW)
 - You're free to use any unit you want without worrying about the BE being forcefully deployed (besides Paralogues & Hubert in Ch. 12, that is...).
- You get exclusive access to the **Aym** in Part 2 and thus, **Raging Storm**.
 - The Combat Art is particular in a mix for CF speedrunners.
- Shortest route of the four (only 18 Chapters), which is good for unlocking the Maddening-locked Yellow Title screen (time wise, at least).
 - Fortunately, this route is optimized to account for its short length:
 - The Army, Vendor & Battalion Guilds is unlocked 2 Chapters early compared to SS/AM/VW.
 - Edelgard and Hubert gain access to their unique battalions one chapter early compared to Dimitri & Claude.
 - (Since when is Hubert a House Leader...?)
 - Edelgard's parologue is available midway into Part 2, compared to Dimitri & Claude.
 - The two characters that join in Part 2, Jeritza & Lynthea (assuming she wasn't recruited in Part 1) have innate access to **Mystemind**.
- None of the recruited students from other houses leave starting Part 2.
- Access to Jeritza upon reaching Part 2: a surprisingly speedy cavalry unit who can be a mixed attacker and instantly unlock Counterattack.
 - Can recruit Lynthea in Ch. 14's story mission if you didn't get her before, being the only route where this is an option.
 - Lynthea's Faith level is pretty low when recruited though, so it's best to get in Part 1 if possible.
- DLC only: It has the easiest version of Anna's Parologue due to being in Part 2 and Jeritza getting his own deployment slot in it.
- What makes it harder?**
 - Specialized cast to a fault: the heavy focus on offenses means Edelgard is the only character that can be said to be bulky.
 - None of the Black Eagles get any Hero Relics besides Edelgard.
 - None of the Black Eagles get any Hero Relics besides Edelgard.
 - None of the Black Eagles get any Hero Relics besides Edelgard.
 - Catherine in Catherine in the early game compared to Blue Lions and Golden Deer, or at all.
 - Hubert and Edelgard are (briefly) unavailable during Ch. 11.
 - Hubert is unavailable during the whole month, while Edelgard is only unavailable in its story mission.
 - Similarly, neither one is usable in Linhardt & Leone's parologue.
 - Flain leaves the party starting Chapter 12. Hopefully she wasn't your dancer...
 - Unfortunately, this route is optimized to account for its short length:
 - Ch. 12 is the last time you receive funds at the start of the chapter, compared to SS/AM/VW which get one extra month.
 - You're unable to use Monastery facilities or grind in Ch. 12.
 - In a related note, this means you can't recruit students in Ch. 12 compared to SS/AM/VW.
 - Ch. 13 is the last time main story missions feature enemies in Intermediate Classes.
 - The Average Enemy Level scales for quicker in this route:
 - The Average Enemy Level difference between Ch. 11 & 12 is 4 in Normal & Hard, and 3 in Maddening.
 - Ch. 17 & 18's story missions have to be played back to back. In spite of this, the Average Enemy Level difference between both missions is 2 in Normal & Hard, and 3 in Maddening, unlike other routes.
 - 3 consecutive story missions has "Defeat all enemy Commanders" as a victory condition.
 - Ch. 15's: 3 to 4 Commanders.
 - One of them can be avoided.
 - Ch. 16 & 17: 5 Commanders each (10 in total)
 - Provides you the second lowest amount of available paralogues by default (As in, with no cross-house recruitment and church faculty recruited):
 - In a related note, from the paralogues tied to the base roster:
 - 1 requires recruiting a student to gain all rewards.
 - 1 requires recruiting a student just to access it.
 - 2 are unavailable in this route due to story reasons.
 - It's the only route in which you can't access:
 - The **Saint's Dance of the Goddess**.
 - The **Seraph Shield**.
 - Most (Mini-)Bosses in Part 2 are recruitable characters.
 - Some of which can't be recruited in this route.

Silver Snow

- What helps make it easier?**
 - Access to a cast specialized in magic with 2 natural spellcasters that can learn offensive 2-3 range magic.
 - One of them (Dorothea) has access to Meteor.
 - Another meanwhile (Linhardt) has access to Warp.
 - One of those (Hubert) leaves in the midgame, however...
 - Access to the only House Leader with 2 Crests (one of which is the Crest of Flames).
 - She does leave in the midgame, though...
 - Also her second crest is unlocked only after reaching her C+ support.
 - Access to **Swift Strikes** (Ferdinand).
 - Strong consecutive 2-hit strike, which bypasses one of cavalry's bigger weaknesses.
 - Good synergy with his Crest of Chivalry.
 - Bernadetta (the House's archer) can access:
 - Vengeance, which synergizes well with her personal ability.
 - Endeavor, which reduces the enemy's move to 1.
 - (I always use it to spare Hilda in Ch. 14 B4).
 - Access to 4 rally skills:

Hubert: (big OOP)	D	1
Magic:	C+	1
Resistance:	C+	1
Speed:	S	1

Dorothea:	D	1
Charm:	D	1
- Access to **Impregnable Wall** by Ch. 8 is awesome.
- Sateb's class doesn't change in Reunion At Dawn (Ch. 13).
 - He starts as a Flier, meaning he can escape danger and choose his match-ups easily.
- You fight the least amount of recruitable characters in Part 2.
 - AKA most (mini-)Bosses become Imperial Generals, whose stats and kits are inferior to your Black Eagles'.
- Map and enemy-wise, its latagame doesn't stand out in any specific way.
 - Ch. 17 is the last time main story missions feature enemies in Intermediate Classes, however.
 - Emphasis on LATAGAME...
- Only 2 maps in Part 2 has "Defeat all Enemy Commanders" as a Victory Condition.
 - Ch. 16: 3 to 4 commanders.
 - Ch. 18: 2 commanders.
- What makes it harder?**
 - Specialized cast to a fault: the heavy focus on offenses means Edelgard is the only character that can be said to be bulky.
 - Which is a problem since...
 - Edelgard and Hubert leave your party during Ch. 11.
 - Hubert is unavailable starting the chapter, while Edelgard leaves only after starting his story mission.
 - Edelgard also takes her Deployment Slot after she leaves for all of the upcoming missions EXCEPT the last one.
 - This means that, compared to the shared maps from the other routes, you have one less unit to work with Ch. 12 onwards.
 - Hopefully neither of them was made a dancer...
 - Also RIP Hubert's Fallies...
 - Ash and Lorenz leave at the end of Ch. 12 if you recruited them.
 - You can get them back later though thankfully.
 - No early access to Catherine, as she always joins in Ch. 12.
 - Cyril also joins in Ch. 12, which is an issue as he starts in a Beginner class (AKA his personal ability fails to be of use).
 - You get exactly 2 weeks to recruit Hilda compared to Blue Lions.
 - Ch. 13/Reunion at Dawn can soft-lock you if you're not prepared for it in harder difficulties.
 - Also, in this route the mission gives you one reinforcement less to work with.
 - Provides you the lowest amount of available paralogues by default (as in, with no cross-house recruitment and church faculty recruited):
 - In a related note, from the paralogues tied to the base roster:
 - 1 requires recruiting a student to gain all rewards.
 - 1 requires recruiting a student just to access it.
 - 2 are unavailable in this route due to story reasons.
 - DLC only: this route is the only one in which you can't access Anna's Parologue.
 - It's the route which provides the least amount of resources to work with.
 - Namely, the lack of a strong 2-use battalion the House Leaders get for free in their routes is sorely missed...
 - Both in-game and in-universe, the month in which War at Grondor (Ch. 17 in AM/VW) happens is skipped. This means:
 - AKA any Monastery stat bonuses go away for the 2nd mission...
 - The Average Enemy Level difference between Ch. 16 & 17 is 4.
 - You get one month less to work with compared to AM/VW.
 - Also RIP Ferdinand's Birthday...
 - Compared to Verdant Wind, Ch. 17's story mission (The Impregnable Fortress) has no ally reinforcements.
 - Ch. 18 & 19's story missions have to be played back to back.
 - AKA any Monastery stat bonuses go away for the 2nd mission...
 - Thankfully, the Average Enemy Level difference between both missions is 1.
 - Ch. 18's story mission:
 - Your units are split into 2 groups; one at the north, and the second at the southeast
 - From Hard & Maddening onwards, 3 Falcon Knights appear as reinforcements near the northern group in Turn 3.
 - Thales (Ch. 20 story mission's Boss):
 - His main gimmick is to use Quake E as soon his room's opened, which will destroy any of your non-flying equipty units in the map.
 - In Maddening, he's shielded by 2 extra units.
 - He has more skills the higher the difficulty mode is.
 - Beyond Quake E, he's kind of a cakewalk honestly.

Azure Moon

- What helps make it easier?**
 - Access to a very balanced cast with many Crest-bearers, slightly specialized in close combat.
 - House Leader has access to the rare Battalion Vantage + Battalion Wash combo.
 - He needs Arank in leadership to access it though...
 - Has 3 members with immediate access to Tempus Lance.
 - Access to One True Faith (Dedue).
 - Strong consecutive 2-hit strike, which bypasses Dedue's low speed.
 - Access to Swift Strikes (Sylvain).
 - Strong consecutive 2-hit strike, which bypasses one of cavalry's bigger weaknesses.
 - Ingrid's intended class-line (Pegasus Knight) & growths sets her as the designated anti-mage unit.
 - Access to Fortis (Mercedes).
 - Not as useful in AM overall, but still pretty neat in certain instances.
 - Access to 4 rally skills:

Aranea:	D	1
Strength:	C	1
Resistance:	C+	1
Speed:	S	1
Movement:	S	1

Personal Skill:	D	1
Strength:	C	1
Resistance:	C+	1
Speed:	S	1
Movement:	S	1
- The base roster provides the highest amount of available paralogues by default (As in, with no cross-house recruitment and church faculty recruited): 12
 - In a related note, from the paralogues tied to the base roster:
 - 1 requires a student just to access it.
- Access to Catherine and the Thunderbrand in the early game.
- Access to various awesome Gambits quite early on:
 - Impregnable Wall by Ch. 8.
 - Rebellion by Ch. 8.
 - Use 2 different sources of Stride by Ch. 8.
 - Dance of the Goddess by Ch. 14.
 - Sacred Shield by Ch. 14.
- It's the route which provides the most amount of resources to work with.
 - This includes Hero Relics, as even the Fallthrough is accessible.
 - No one will be able to use Fallen Star without NG+, however.
- Ash doesn't leave the party in this route at the start of Part 2.
- Access to Gilbert upon reaching Part 2, an Armored unit who replaces Dedue in Reunion at Dawn (Ch. 13's only mission).
- Only 2 maps in Part 2 has "Defeat all Enemy Commanders" as a Victory Condition.
 - Ch. 16: 3 to 4 commanders.
 - One of them can be avoided.
 - Ch. 17: 2.
- What makes it harder?**
 - None of the Class' dedicated spellcasters have access to:
 - 1-3 ranged spells.
 - While not optimal however, Dimitri, Felix and Ingrid can learn Thoron.
 - Waza.
 - Compared to Black Eagles and Golden Deer's versions of Ch. 1's story mission, Hanneman being the teacher on the left. Heal Tie + means it's harder to deplete his spells, and thus avoid fighting him = the Black Eagles at once.
 - In Chapter 7's story mission, Edelgard has in her ability set **Hit-20**.
 - Ch. 13/Reunion at Dawn can soft-lock you if you're not prepared for it in harder difficulties.
 - Also, Dimitri is automatically reclassified into an Infantry unit, meaning he can't escape danger and choose his match-ups easily.
 - Dedue leaves your party at the start of Ch. 13.
 - His deployment slot in Reunion at Dawn is taken by Gilbert instead.
 - He will return during Ch. 16's story mission only if his Parologue was completed in Part 1.
 - Compared to Edelgard and Claude's Relics, the Combat Art Dimitri gets from his relic, Atrocity, just hits enemies really, really hard.
 - Lorenz leaves at the end of Ch. 12 if you recruited him.
 - You can get him back in Ch. 16's story mission thankfully.
 - Dimitri can't use Monastery Facilities, be tutored or even gain supports between Ch. 12 and Ch. 17.
 - Ch. 16 is the last time main story missions feature enemies in Intermediate Classes, which is the earliest between Silver Snow and Verdant Wind.
 - Ch. 21 & 22's story missions have to be played back to back.
 - AKA any Monastery stat bonuses go away for the 2nd mission...
 - Thankfully, the Average Enemy Level difference between both missions is 1.
 - This incidentally means you get one chapter to use the battalion Opera Co. Volunteers.
 - Map and enemy-wise, the second half of Part 2 features:
 - Multiple spellcasters.
 - Last story missions feature infinite mage reinforcements.
 - One Mini-Boss in the Final Mission has access to Bohr X.
 - In the Final Mission (Maddening only), there's also 2 unavoidable reinforcements with siege games.
 - Multiple siege spells and ballista-like turrets.
 - One exclusive parologue and 5 latagame maps feature either a siege tome, a Fire Orb/Bullseye/Dragon, or both.
 - This includes the Final Boss, whose accuracy and crit chance improves as the difficulty mode is increased.
 - Assault on Embarras's map (Ch. 21's story mission) contains 2 parallel fences in its area, making it especially hard to non-fliers compared to Silver Snow and Verdant Wind's version.
 - Azure Moon's final boss is a bulky monster immune Armor Break and

Verdant Wind

- What helps make it easier?**
 - Access to a very balanced starting cast, slightly specialized in bows.
 - Has 2 members with early access to **Survived Shot**.
 - One of its base spellcasters (Lynthea) has access to:
 - Mystemind
 - Can learn her strongest spells earlier than most mages, including...
 - Useful due to the Death Knight being a recurring (if mostly optional) boss.
 - Warps.
 - Access to Point Blank Volley (Leonie).
 - Row version of Swift Strikes (1-range only).
 - Gives her an unique niche as a Bow Knight.
 - One member (Lorenz) can be both a physical and special attacker.
 - Solid candidate for the Master Class Dark Knight.
 - Access to 4 rally skills:

Ignatz:	D	1
Speed:	D	1
Swiftness:	C+	1
Strength:	S	1

Raphael:	D	1
Strength:	D	1
- Claude's personal Battalion in Part 2 gives him access to Ashes and Dust, a better and long reaching version of Fullblade compatible with fliers.
- The base roster provides the second highest amount of available paralogues by default (As in, with no cross-house recruitment and church faculty recruited): 11
 - In a related note, from the paralogues tied to the base roster:
 - 2 requires recruiting a student just to access it.
 - Also, to get all the rewards from the ones involving the Church, only 1 student from the other houses is needed recruited.
- Access to Catherine and the Thunderbrand in the early game.
- Access to **Impregnable Wall** by Ch. 8 is awesome.
- Provides you a good chunk of available resources to work with by default, namely, the Hero Relics:
 - Thoron.
 - Fallthrough.
 - The Fallen Star Combat Art is quite good and has good synergy with Claude's Lord Classes (mainly due to Canto).
- Claude starts as a flier in Reunion At Dawn(Ch. 13, meaning he can escape danger and choose his match-ups easily.
- Lorenz doesn't leave the party in this route at the start of Part 2.
 - On that note, compared to Black Eagles and Blue Lions, no one from the base cast either defects, or is briefly unavailable beyond Ch. 6's story mission.
- Map and enemy-wise, its latagame doesn't stand out in any specific way.
 - Ch. 18 is the last time main story missions feature enemies in Intermediate Classes.
- Compared to Silver Snow, Ch. 18's story mission (The Impregnable Fortress) has ally reinforcements.
- What makes it harder?**
 - Marianne's the only dedicated spellcaster with a 1-3 ranged spell.
 - While not optimal however, Hilda can learn Thoron and Bolting.
 - Ch. 13/Reunion at Dawn can soft-lock you if you're not prepared for it in harder difficulties.
 - Ash leaves at the end of Ch. 12 if you recruited him.
 - You can get him back in Ch. 15's story mission thankfully.
 - 3 maps in Part 2 has "Defeat all Enemy Commanders" as a Victory Condition.
 - Ch. 16: 3 to 4 commanders.
 - One of them can be avoided.
 - Ch. 17: 2.
 - Ch. 19: 2.
 - Ch. 18 & 19's story missions have to be played back to back.
 - AKA any Monastery stat bonuses go away for the 2nd mission...
 - Thankfully, the Average Enemy Level difference between both missions is 1.
 - Ch. 18's story mission:
 - Your units are split into 2 groups; one at the north, and the second at the southeast
 - From Hard & Maddening onwards, 3 Falcon Knights appear as reinforcements near the northern group in Turn 3.
 - Thales (Ch. 20 story mission's Boss):
 - His main gimmick is to use Quake E as soon his room's opened, which will destroy any of your non-flying quality units in the map.
 - In Maddening, he's shielded by 2 extra units.
 - He has more skills the higher the difficulty mode is.
 - Beyond Quake E, he's kind of a cakewalk honestly.
 - In Chapter 22's story mission (Maddening only), one of the minibosses has access to Bohr X.
 - Verdant Wind's Final Boss is the strongest and most durable human enemy in the game through multiple buffs and protection/healing layers.

- They also always carry Hero Relics when possible (mainly the Blue Lions).
- Map and enemy-wise:
 - It's second half features **multiple enemy fliers**.
 - One story mission and one exclusive paragon has **infinite reinforcements**.
 - **Hard onwards, 3 story missions feature 12 and more fliers**.
 - Also a few (Mini) Bosses are fliers.
 - Its last two chapters feature the **most amount of monsters with anti-magic barriers** fought in main story missions.
 - The minimum is 7 in Normal and 8 in Hard & Maddening, while the max. is 11 in Normal and 14 in Hard/Maddening.
 - In a related note, said monsters use **strong and unique weapons used only in this route**.
 - Its last two chapters also are very cavalry unfriendly due to the sheer amount of water & fire terrain.
- Its the route which provides the **least amount of Hero Relics and Sacred Weapons** to work with.
 - Likewise, it also provides the **least amount of Umbral Steel** (used to repair the Creator Sword & non-Aymr relics).
 - The Aymr itself can also be repaired only with Agarthium, a rare metal which is always available **only in the main story in Ch. 16**.
 - Not to mention, it also has to compete with the **Scythe of Sanel** to use of the Ore for repairs.
 - With said DLC however, the Quest "Fighting Alongside Death" will always give some Agarthium before Ch. 16.
- **Crimson Flower's Final Boss is a strong monster that has a lot of damage reduction, adaptive damage, a strong enemy phase, inflicts Silence, that also buffs all monsters in the map.**


- Silver Snow's Final Story Mission (Ch. 21's) is the **Hardest of the Four**:
 - Silver Snow's Final Boss tricks you into thinking she's far weaker than she truly is.
 - Her true form is a very strong monster that has a lot of damage reduction, 8 range attacks, and instant access to AoE True Damage strikes with instant barrier regeneration in enemy phase, that can heal with nearby White Beasts around.
 - Multiple White Beasts, who have high luck and Miracle.
 - Multiple Mini-Bosses with Brave Weapons and Miracle.
 - Did I mention the final boss also has **Shield?**
 - Finally, this is the **only story mission which has 12 deployment slots**. Hopefully you did train one extra unit on the way...

Monster-effective attacks that can attack twice, snipe units from afar, and sucker punch enemies at close range once she's weakened enough.

Hello, I'm unused blank space
Thanks for looking at me anyways


Closing Thoughts for Each House, and Their Routes.

Black Eagles



- The early game is not kind to them.
- Pick your path. Challenge awaits either way.

Blue Lions



- They get a pretty easy early game.
- The devs were really generous with them, huh?

Golden Deer



- They get a pretty neat campaign overall.
- Fear the deer!

Crimson Flower

- Follows its own difficulty curve and rules. Also has the most unique resource pool for players and enemies alike.
- Short and challenging is the name of the game. It's *insanely* optimized with this in mind and it shows.
 - (Y'all sure this route was meant to be longer...?)
- Hope you like fighting a ton of bosses. Its lategame sure loves them.
- Man Rhea really hates mages huh.

Silver Snow

- Biggest source of difficulty comes from the sheer amount of handicaps it enforces to the player.
- Think Verdant Wind, but without none of its unique quirks nor benefits.
 - And also a bit mean spirited.
- The main challenge IMO is preparing yourself for the Final Story Mission because WOW.
- Literally the worst route to use the DLC.
 - (What did Anna do to you KT?)

Azure Moon

- Has a fairly smooth start and provides an enormous pool of resources. Lategame gets really messy though.
- Has its own unique handicaps which limits the prowess of the route's unique units.
- Most of its exclusive maps can be cheesed by killing the boss, though in Maddening you probably wanna avoid that...
 - You really want the EXP. Just sayin'.
- Man the Empire really loves mages huh.

Verdant Wind

- Very beginner friendly as a whole, and arguably the best route to do in Maddening difficulty first.
 - Not strictly a bad thing, but it stands out a lot compared to CF and AM.
- Throws a little bit of everything at you.
- Think Silver Snow, but with an actual Lord and N'2, with all of their benefits.
- Has the most manageable endgame.
 - Still gets many points in Coolness Factor from me.