Alm celica

Set several years before the beginning of the story proper, it details the circumstances that led to Celica's departure from Ram Village. The chapter consists of a single battle that pits Mycen and the children of Ram Village against a group of Zofian knights led by Slayde. Mycen is capable of defeating any enemy in this battle in two hits, and he is fast enough to double any enemy while also having enough Defense to take only one damage from any attacks that the enemy lands on him. You can easily end this map in a single action by simply attacking Slayde with Mycen right away. However, Slayde is standing on a gravestone, which offers a hefty boost to his Avoid, so hitting him may prove tricky. Slayde will move starting from turn 3 however, so if nothing else, you can simply back off and wait for him to come to you. Luckily, the enemies will prioritize attacking Mycen if he is in their range, so keeping the children safe is easy. No EXP is awarded to any units during this map, so there is no downside to soloing the battle with Mycen. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. This article is a stub. You can help the wiki by expanding it. Categories :. Cancel Save. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. Emma - Shade - Yuzu - Randal. Fire Emblem 0 Cipher. She is 17 years old in Shadows of Valentia. Anthiese bore a great resemblance to her mother, but her mother died while she was very young. Anthiese bore a special mark on the palm of her right hand, one that would tie her to a great destiny alongside another individual who bore a similar mark. In her brief childhood in the royal villa, she became close to one of her half-siblings, Conrad. Ten years prior to the game events, the villa housing Lima IV's numerous wives and children was set ablaze by Desaix as a means to instigate a coup against the king. Mycen , a legendary Zofian knight, managed to locate Anthiese in the blaze and rescued her. She had hoped that Mycen could find Conrad, but Mycen informed her that he could not find him, leaving Anthiese as the sole survivor of the fire. To most of Zofia, however, it was believed that there were no survivors. Mycen brought Anthiese to Ram Village for her safety and she was given the name Celica, her new name that she would go by for many years. Living with Mycen for some time, she became particularly close to Mycen's grandson, Alm. The two were practically inseparable, fortified by the fact the the two bore a special birthmark on their opposite hands. Her time in Ram Village was also filled with happiness with her friends in the village Tobin , Gray , Kliff , and Faye. She was taught swordplay by Mycen alongside the other Ram Village children in order to protect herself. Unfortunately, her happiness was cut short when one of Desaix's cronies, Slayde , came to Ram Village and discovered Celica's heritage thanks to a special Brand on her right hand. Though he was repelled from the village thanks to Mycen, Celica was forced to leave the village. As she departed, Alm vowed to one day reunite with her, a sentiment she shared. She was brought to the Priory on Novis where she was raised by Nomah. She would spend the rest of her adolescence training in the teachings of Mila and became skilled in magic. She became close to three students at the priory: Mae , Boey , and Genny. After having a dream of Alm's death, Celica, along with Mae, Boey, and Genny, leaves the monastery to investigate the cause of the crop failures occurring the consecutive years prior, believing Mila is somehow related to it. At the Novis Harbor, she hires a mercenary, Saber , to protect her and the group during the journey to Mila 's Temple. On her way to the Valentian coast, Celica is forced to overcome numerous pirate ships through the sea, eventually defeating the pirate leader Barth and gaining the forces of Valbar and his men, Leon and Kamui. Upon reaching the mainland, Celica detours to Zofia castle once she catches wind of the new leader of the Deliverance and deduces it's Alm. Inside, she finds the residents of the castle still celebrating Desaix's departure, as well as Mycen, much to her surprise. Greeting him, Celica informs him of her goal to reach the Temple of Mila to ask Mila's role in it. Mycen is not surprised at this, and tells her that someone she may be interested in seeing is upstairs. Reaching the balcony, Celica and Alm reunite. Though overjoyed by their reunion after many years, the two get into an argument when Celica asks Alm to consider a peaceful resolution to the conflict, expressing that she does not believe Emperor Rudolf to be as evil as others claim and that Alm's proposed counter-aggressions are inherently rooted in a black-and-white sense of justice. Alm rebukes that this is irrelevant, since his army had already invaded Zofia, and remains resolute to begin an assault on Rigel in order to drive back the invasion. When he points out that the late king is responsible for provoking the empire, Celica accuses him of vying the throne. Alm is insulted by this, and says he only wishes to protect Zofia, and if the missing Zofian princess took his place, he would return to Ram at a moment's notice alongside her. Frustrated, Celica denies the existence of the surviving princess and leaves Alm on a bitter note to continue her journey to Mila's temple. Immediately after leaving the castle, Celica, Mae, Boey, and Saber are ambushed by mysterious men claiming to be followers of Duma. With the intent of kidnapping Celica they close in on her when a mysterious Masked Knight appears before her. With their combined forces, they repel the would-be kidnappers. Celica thanks the knight for his assistance and for his name, but he merely tells her that he cannot reveal his

identity and leaves. Upon departing Zofia Castle, Celica re-encounters Masked Knight near a mountain path who warns her to take a particular path towards the eastern half of Zofia. Ignoring his warning, she chooses to go through a mountain path, only to nearly be caught out by a landslide. Thanks to the Masked Knight's intervention, Celica is saved, however the landslide completely cuts off Celica from returning to the other side, preventing her from reuniting with Alm in the meantime. Celica and her party begin their journey north again, though they make a detour when they encounter Palla and Catria embroiled in battle with pirates and vow to help save their sister, Est , from Grieth , a pirate who has been pillaging local villages for years. Taking a small detour east, Celica and her forces stop Grieth once and for all, recruiting Atlas , a villager who lost relatives to Grieth, Jesse , a mercenary who attempted to rescue Est, and either Sonya or Deen , former henchmen of Grieth. At Grieth's fort, they find a priestess of Mila Irma held captive. Irma immediately recognizes Celica as princess Anthiese as she bears a striking resemblance to her mother, Liprica. Pledged by Celica, Irma reveals her mother's past: One of Lima IV 's numerous wives, Liprica was forced into marriage with Lima IV and later suffered from illness, dying shortly after giving birth to Celica. To cheer her up, Irma hands her a circlet that belonged to Liprica, causing her to class change into Princess in Gaiden. In Echoes , the circlet event does not occur here. Celica eventually arrives at the Temple of Mila, which she finds under the control of a priest of Duma, Mikhail whom her forces defeat. Celica enters the Temple of Mila and finds Mila absent. In Echoes , Celica finally accepts her role as the last princess of Zofia, Anthiese, and accepts her royal circlet from the Masked Knight who had recovered it from the Duma Faithful. After her coronation, Celica lowers the eastern sluice gate, having the authority and recognition to do so granted by her circlet, and continues north into Rigel to press her investigation. Learning that Mila is being kept at Duma Tower through the Masked Knight, she sets off in order to unseal her. Along the way, she is confronted by numerous members of the Duma Faithful. One in particular, Dolth , is defeated, but he plays on Celica's selflessness by telling her that if she continues the route with her friends, they will suffer alongside her. He threatens her by hurting Mae. Celica nearly agrees to follow him back to Duma Temple alone, but the Masked Knight intervenes, killing the Cantor. Unable to contain himself any longer, the Masked Knight removes his mask, revealing that he is actually Conrad, who had miraculously survived the villa fire as well. Vowing never to sacrifice herself again, Conrad formally joins her party and Celica is overjoyed to be reunited with her beloved half-brother. Conrad leads her to the Sage Hamlet where she speaks to Halcyon , a banished sage of Duma and Conrad's master. At her request, Halcyon casts a spell on Alm, allowing him to unlock further power by becoming a Hero when he finally desires to accept this blessing. He also allows Celica to send an astral projection of herself to Alm so she can speak with him. The two reconcile and she admits to Alm that she is indeed the long lost princess, Anthiese. Rounding Duma's Tower, Celica and her group ascends the tower where Jedah awaits. Jedah shows Celica and her party Mila's current fate. Deep in the basement of Duma's Tower is the remains of Mila in her Manakete form, petrified with Falchion impaled in her head, much to Celica's horror. Playing off her concern for Alm, whom was at the time being attacked by Draco Zombies , and for her friends accompanying her and the Zofian people should Mila remain petrified, Celica willingly allows herself to be captured by Jedah to spare Alm as well as her own party. Though Jedah agrees not to kill either group, he warps Celica's party out of the Temple to an unknown location as she is the only person who matters in his plans. After witnessing Alm killing Rudolf, who was revealed to be Alm's father, she tells Jedah that she will willingly offer to surrender her soul to Duma on the condition that Jedah will not harm him and to revive Mila for the sake of the innocent Zofian citizens, and Jedah leads her to a cell in the basement of the Temple. Alm meeting the imprisoned Celica in the basement of Duma Tower. Alm arrives at the temple bellow Duma Tower, he finds Celica in a cell, and when he tells he that he is going to kill Duma, who has succumbed to the madness all dragons go through near the end of their lives, as requested by Rudolf. She tries to convince Alm that he should not, fearing that Rigel will be even more barren than it already is without Duma. Jedah allows her to say one final farewell to Alm before offering her soul to Duma. As she says goodbye to Alm, she confesses to him that her only desire in life is to not want Alm or anyone else to be hurt or killed, and tells him that she wishes that things could have play out differently and that she could have lived a peaceful life in Ram Village with the others. As Alm continues further into the temple, Jedah reveals to Celica that he never had the power to revive Mila, claiming it was beyond his ability, and that Mila herself sealed Falchion and that mortals have no say in the matter. She is then shocked about Jedah's lie, to which he tells Celica to blame Mila for her displeasure and abandoning Zofia. He then destroys Mila's body, with only Mila's head remaining, then proceeds to sacrifice Celica to Duma by having the latter steal her soul, reducing her into a mindless puppet of Duma. Jedah then teleports Celica as well as Mila's head to the treasure vault, where they await Alm's

arrival to fight him. Upon Alm's arrival, he and the now-possessed Celica clash blades with each other. During the fight, Celica asks Alm to kill her before she can kill him, which Alm is reluctant to do. After Celica disarms Alm by knocking the Royal Sword out of his hand, Mila's voice instructs Alm to grab Falchion, which he then successfully unbinds the blade from Mila's head. Instructed to trust in Falchion and the two cross blades once more, ending with Alm apparently killing Celica with the blade. As Alm cries over Celica's dead body, magic suddenly lifts Celica into the air, removing the blade and reviving her in the process. Neither are aware of how the miracle occurred, but like Alm, Celica was told to believe in Falchion. Mila's soul then appears explains that she has no longer any binding to the world as she used her remaining power to revive Celica. Having recognized their resolve and bond, she entrusts Falchion to Alm to end Duma's madness once and for all. Celica apologizes to Alm for being selfish earlier and the two resolve to stop Duma together. Using their Mila's Turnwheels to open the gate leading to Duma's domain, both Celica and Alm's armies join forces and kill Jedah and his daughters Hestia and Marla , allowing them to finally face Duma. With their combined powers and Falchion, Duma is slain. On his death throes, Duma sees that humanity is able to lead themselves and entrusts the future to them, knowing that the results of Duma and Mila's beliefs would serve as lessons of the extremes that can occur from vying for strength and pleasure. Celica is a kind and polite person, who is often bold yet refined, but she holds herself back emotionally to an extent after a series of traumatic events and familial loss; as a result, she can come off as cold and stoic, and normally maintain a aura of polite distance, as shown her body language in cutscenes and sprites, which is subtly guarded and closed-off. She usually regrets showing her raw emotions, especially in the rare moments that she lashes out in anger, bitterness, or even sentiment. Celica feels the need that she has to set aside her emotional candor in order to fulfill her responsibilities as royalty. She is a firm believer in bringing peace without fighting, believing that conflict begets further conflicts. While she prefers solving matters peacefully, she is more than willing to put her life on the line and fight with her comrades for the sake of protecting them. She will also willingly fight to save others if asked, but will rarely act out in vengeance. She also has been shown to be clumsy, possibly a trait rubbed off on her by Nomah , and enjoys studying and reading. Often hurt by the fact that she must keep her role secret, even from those she loves, Celica feels that she is solely responsible for shouldering her responsibilities. She often feels very lonely, but believes that her loneliness is selfish when she only ever puts those she cares about at risk. As a result, though she does not outwardly express it, she greatly lacks self-worth and confidence. This also makes her extremely naive and turns her natural kindness into a crucial flaw, as she will willingly sacrifice herself to the enemy the second her friends are threatened, even when knowing that they cannot be trusted or not even knowing if they would honor their promise in exchange for her compliance. Though she is in a high position as a priestess at Novis Priory and as a princess of Zofia, she values the three other children at the priory and is fairly close to them, especially in the case of Mae who is her best friend. The entirety of the Zofian royal family ordeal burdens her with the discomfort of being treated like royalty; She does not feel she deserves the respect her birthright affords, when all that birthright has ever brought her is strife. She feels immense guilt for her father's actions in his reign as king, and despises him greatly for it. Regardless, Celica later states that she secretly wished to be there for him in order to change his attitude, pitying him for who he was. She lovingly remembers her mother for the love she gave her, even with the short amount of time they spent together before her death. Growing up the Villa, it can be assumed that she spent time with her various half-siblings and her father's other multitude of wives, but she has never mentioned any sort of fond memories of any save for Conrad , the sole person she expressed concern for during the Villa blaze that killed all of her other family members. His supposed death weighed heavily on her, but the revelation of his survival sparked an instant rekindling of their familial bond. Her deep connection to Alm is a result of his impact on her life during their time together, as while Celica's introspective accounts on the outside world gave Alm a greater desire to find his place in it, Alm's warmness allowed Celica to avoid self-isolation and open up to others more easily, which is reflected on her first reunion with him after seven years. This does not prevent from seeking to impose her will over his, however, as she initially acted brashly over his decisions acting opposite hers, regardless of the logic behind them. She eventually rekindles her trust in Alm and becomes more accepting of his views, knowing that she can rely on him to help bring peace to both nations. Seraphim Lv. Celica is one of the better characters in her route, and one of the better characters in the game. She is not quite as good as the very best like Alm and Catria , but she is better than the majority of Magic users. All of her base stats are good other than her HP and Defense. Her growths are impressive aside from HP, Strength , and Defense, which are average. She will likely have high Skill and Luck , as well as relatively good Speed by the end of the game, meaning she will be

one of the more evasive Magic users in the game. Sadly, Skill does not affect Magic Accuracy, so her good Skill stat will be for Critical strikes only. Celica's class, Priestess, has the unique ability to attack physically or with magic. Celica has a few problems that hold her back from being among the best. One problem is that she has average Strength growth, making her damage less impressive than it should be for a Lord character. This is not helped by the fact that for the majority of the game, her spell list will consist of Fire, Thunder, and Seraphim. She does not get access to any really powerful spells such as Aura or Sagittae until she obtains Ragnarok, the most powerful spell in the game. The problem is that by the time you learn it, you should be near the end of the game. On the upside, she learns Seraphim at level 5 which will make her very effective at fighting against the majority of monsters in the game from the very beginning. The other problem she has is the same as all Magic users in Gaiden: she is fragile, and has even lower HP than most of the other Mages you can get. Celica still remains one of the better units in the game, and in particular is one of the most effective characters at fighting monsters for most of the game. She does fall short of being amazing, but she is undoubtedly worth using in her route. Tomefaire Miracle Aegis. Focus Tomefaire. Celica has improved significantly in Shadows of Valentia thanks to a huge boost to several of her stats in her base class. Like most units in Echoes, her Resistance is lacking, but she has a semi-decent starting Resistance compared to most other units. With a few levels, Celica is easily one of the strongest units in her route and in the game as a whole. This come in handy especially given that Celica learns Seraphim earlier than any other unit in the game, making her a powerful unit when combating Terrors from early on in the game and into the rest of it. It also makes her a very threatening unit as until other units can start to promote, Celica is the only character who can wield both Swords and Black Magic in her base form, making her a flexible offensive unit to exploit specific weaknesses of enemy units. She is also the only other character along side Delthea to learn the powerful Ragnarok spell. Given that Celica's promotion is executed automatically by the end of Act 3, Celica should spend as much time training before promoting to maximize stats gained. Celica also gains her own personal weapon in Echoes the Beloved Zofia. Celica needs to forge the Golden Dagger that she starts off with into the sword, thus granting her several useful skills from the sword. Passively, the sword grants her the Recovery skill, healing her for 5 HP each turn. With some training with the weapon, she first learns Subdue, which leaves the enemy with 1 HP, which is great for training other units. She can later learn Swap, allowing her to reposition herself with an adjacent ally for a multitude of reasons. At full HP, the stat boost helps her to outperform her Red Tome competition, but once she loses the effect, she is marginally better. As long as her health can be maintained, she can be a powerful asset on any team. Blazing Light helps to damage multiple enemies when its effect is activated, but overall is good only for Arena. Distant Defense is a serviceable skill to reduce damage taken from enemy distance attack initiations and gives her some much needed defense but again only on counter attack, but is better replaced by other skills if available. Spur Defense is a good assist skill to boost the defense of allies that she's adjacent to. Celica is hard countered by particularly powerful Blue Mages like Linde and Delthea while Reinhardt can completely dispatch her if he initiates on her without her dealing a scratch to him. Blue units with Distant Counter, especially Fjorm and Hardin, are also high threats. Felicia can also hard counter her with her natural high Resistance and ability to debuff her with her weapons. Finally, like most infantry units, Poison Dagger is dangerous for her. Fallen Celica has dropped her Magic and has instead picked up the Beloved Zofia, becoming a sword unit. With the weapon refine, she will always have post-battle as long as she has attacked. The special refine strengthens her even more, as if her or her foe are without full health, she will gain an additional 4 point to stats, and she will recover 7 points per attack of hers. For Celica, it is hard to maintain the original effect without proper support from allies or skill inheritance. Nevertheless, she is still a capable unit. Luna is her default special skill, which fits nicely with her offensive role. She has Chill Speed, decreasing the speed of the fastest foe on the enemy team, helping her secure speed battles to score double attacks. Finally, she has Hone Attack to boost allies at the start of her turn. Overall, Celica is a powerful unit who prefers being offensive but is perfectly content with being defensive if the need is there. While a powerful unit, she is still unable to take out any Blue Unit from the bulky ones like Effie and Female Corrin to nuking mages like Reinhardt and Delthea. She also needs to be aware of Wrath users as her powerful strikes easily allows them to enter the Wrath threshold and destroy her on their turn. While Brave Celica is another Sword variant, she is less of a dueling unit and more of an oppressive player turn character due in part to her unique Weapon and Skill and great offensive stat skills. Royal Sword grants an accelerated special cooldown per each attack when near an ally, allowing quick Special charges and her unique Double Lion skill allows a guaranteed follow up to her attacks when initiating combat. If she is fast enough, she can quad attack. With the weapon refine of September, she

got a unique niche among swordfighters. She has Galeforce which with her accelerated cooldowns, can possibly charge it in a single round of combat, allowing her to mow down a field of enemies. She has Attack Tactic which in comparison to the rest of her kit may seem underwhelming, the benefits for her allies are still solid. Brave Celica is functionally ready to fight without much inheritance needed and can interact with several other skills and weapons for truly devastating combinations to combat the Arena meta. Brave Celica is a dangerous unit up close, but attacks from range is her biggest weakness, especially from blue units. Either Blue Mages or Bulky Blue units destroy or endure her blows. She has low Res and is vulnerable to Ploy skills. Units with Guard effectively shut down her one main method of gaining damage. Finally, Brave Celica needs to be healed in order to benefit from her skills. Focusing on negating her means to heal will significantly weaken her offense. Brave Celica needs only Reposition to complete her strongest kit with minimal inheritance. To maximize her Player Turn potential, Draconic Aura charges quickly with her weapon effect and Double Lion and her high base Atk destroys most units and Odd Atk Wave maximizes her damage to base 60 with a Bane on odd numbered turns. Legendary Celica enters as an Infantry Mage with a clear orientation for strong player turn offense. As such, she has fantastic offensive stats, horrible physical bulk and passable magical bulk. Ultimately, this is not a detriment at all since she is purely offensive based and is capable of eliminating any foes in her wake, especially given that she is a Pair-Up Legendary Hero which allows flexibility in team composition plus it blesses her with scoring benefits in the Arena and Aether Raids. She does face stiff competition for her role, but her strengths gives her a leg up in some situations over others. Essentially, Legendary Celica has a permanent Moonbow effect during the player turn when she attacks, allowing her to cleanly take care of even some of the most magically bulky non-red units, plus she still can put another Special skill, like Glimmer in that slot. Her unique skill is Soul of Zofia , which neutralizes an enemy's skill that guarantees follow-ups like Quick Riposte or prevents her from performing follow-ups like Wary Fighter. This also has a Desperation 3 effect, allowing her Follow-Up attack to occur immediately after her first skill, cementing her offensive prowess during the player's turn. Miracle is a 5 attack charging move that allows her to survive a fatal blow with 1 HP so long as she has more than 1 HP prior to the attack. While useful given her frailty, ultimately an offensive special would serve her better. Swift Sparrow 3 boosts her Atk by 6 and Spd by 7 when initiating combat bringing both neutral totals on initiation to 58 and In total, a neutral Legendary Celica under the influence of her skills during an attack she initiates enters battle with a staggering neutral 63 Atk and 53 Spd. While incredibly powerful during player phases, Legendary Celica is at her weakest during the enemy phase as none of her base skills save Attack Speed Oath apply there. Any sort of physical Red units are easily able to dispose of her in a single round of combat due to her low physical bulk. High Res Reds are able to absorb her attacks and if they pack Distant Counter effects, they can usually retaliate strongly. Green units can counter her during her enemy phase by exploiting her low Def, though due to Saintly Seraphim's constant Moonbow effect and Soul of Zofia preventing them from negating her follow-ups, there are very few who can properly take hits from her. Celica is ultimately derived from the Latin word caelica , meaning "heavenly" or "celestial". The Japanese version of Celica's real name is based on the period in which a flower is fully open, and functional, and also refers to the outset of that period. Celica's last name, Lima , is simply an anagram of "Mila", which means "file", as in the tool, in Latin. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? The following section contains spoilers, viewing it will cost a lot. Are you prepared to pay for it? It's a pleasure doing business with you! Alm and Celica found the One Kingdom. With the influence of the gods upon the land gone, Zofia and Rigel are united into the One Kingdom of Valentia. Shortly afterwards, Celica marries Alm, becoming the first Queen of Valentia. With Celica aiding Alm with her wisdom and compassion, the two ushered an era of peace for Valentia. Said qualities were well received by the masses and were key in healing the scars of war, with some even believing that she was the reincarnation of Mila herself through her efforts towards the new kingdom. Subjective: The following part of this article is based upon the editor's personal experiences and opinions, and therefore may not be applicable for all readers. Caring Princess The princess of Zofia; trained as a priestess. Caring toward others, and dislikes fighting. Bears the Brand on her right hand. Imprisoned Soul Celica's form as a witch after giving her soul to Duma. It seems her old memories occasionally rise to the surface. Warrior Priestess Princess of Zofia and warrior priestess in service of the goddess Mila. Summoned while wielding a royal sword entrusted to her by Alm the Hero. To some, she is the Earth Mother, Mila, reborn. I'm sorry, everyone Enliron - Facinna. Gleamstone - Shield of Flames - Weapon Attributes: O, Soul Aflame! Related Media Categories :. 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