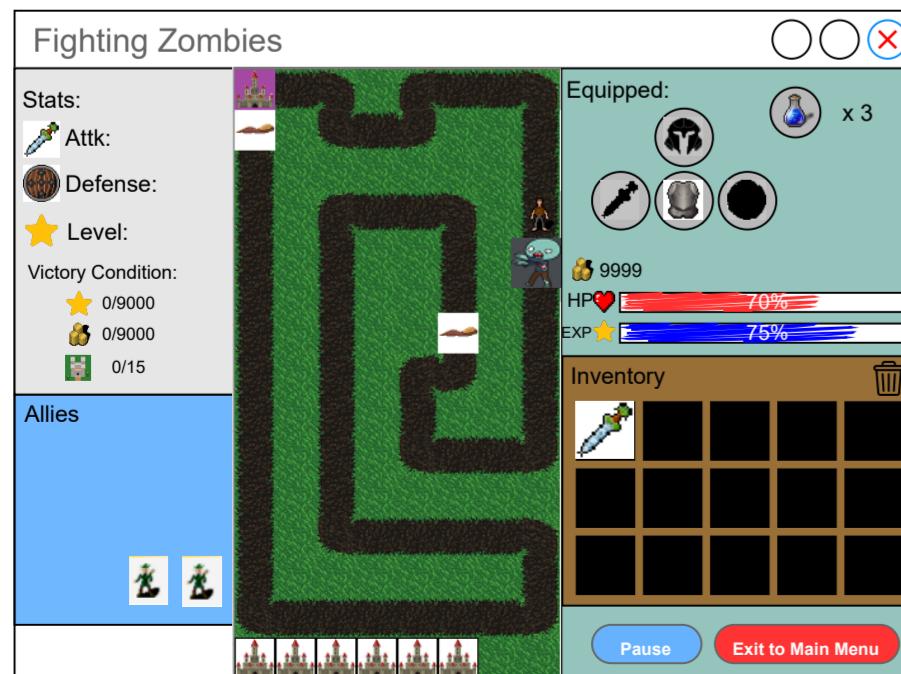
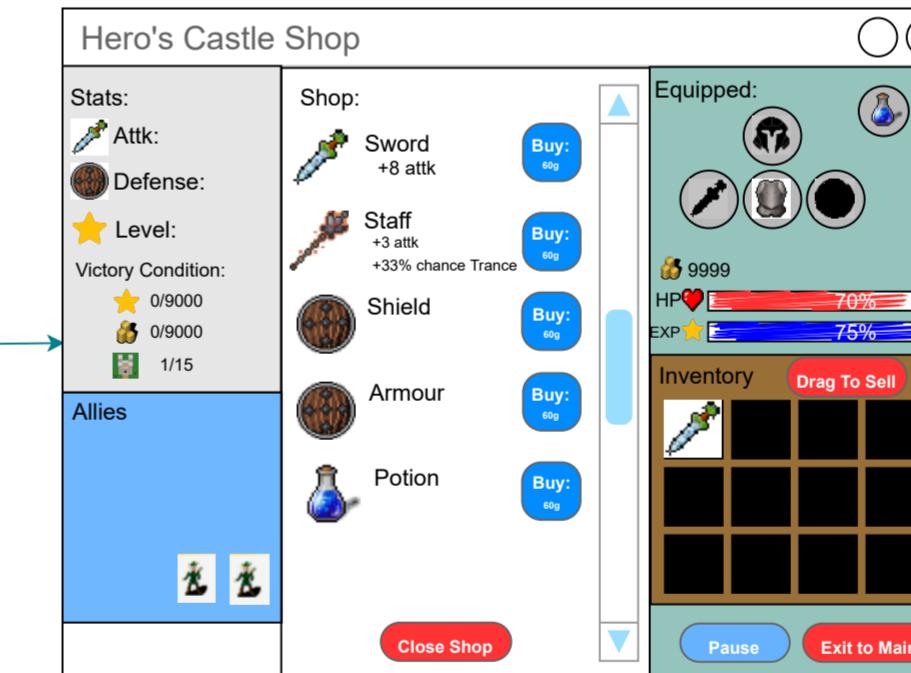


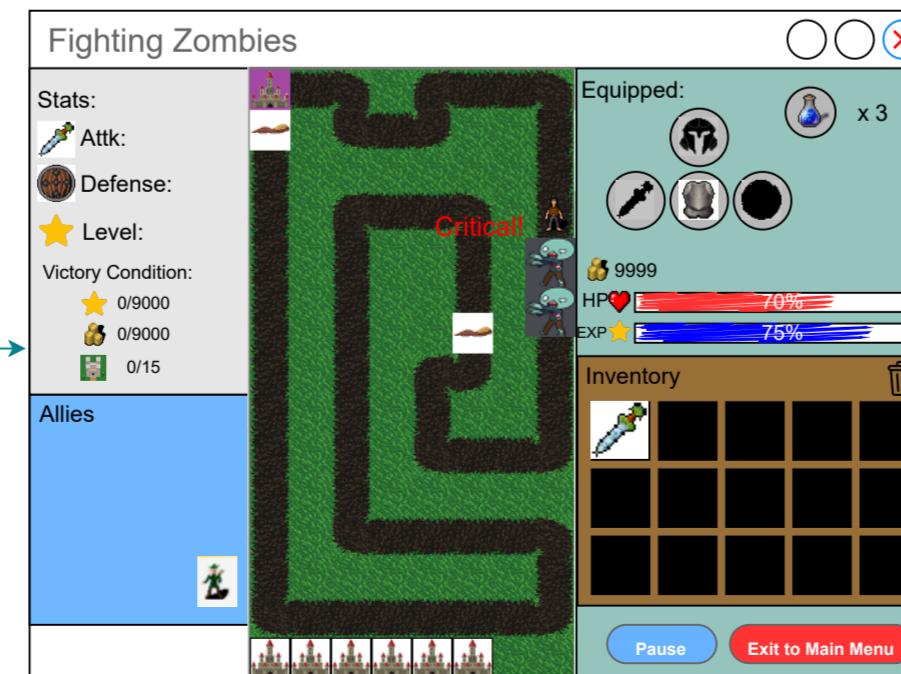
Reaches
Hero's
Castle

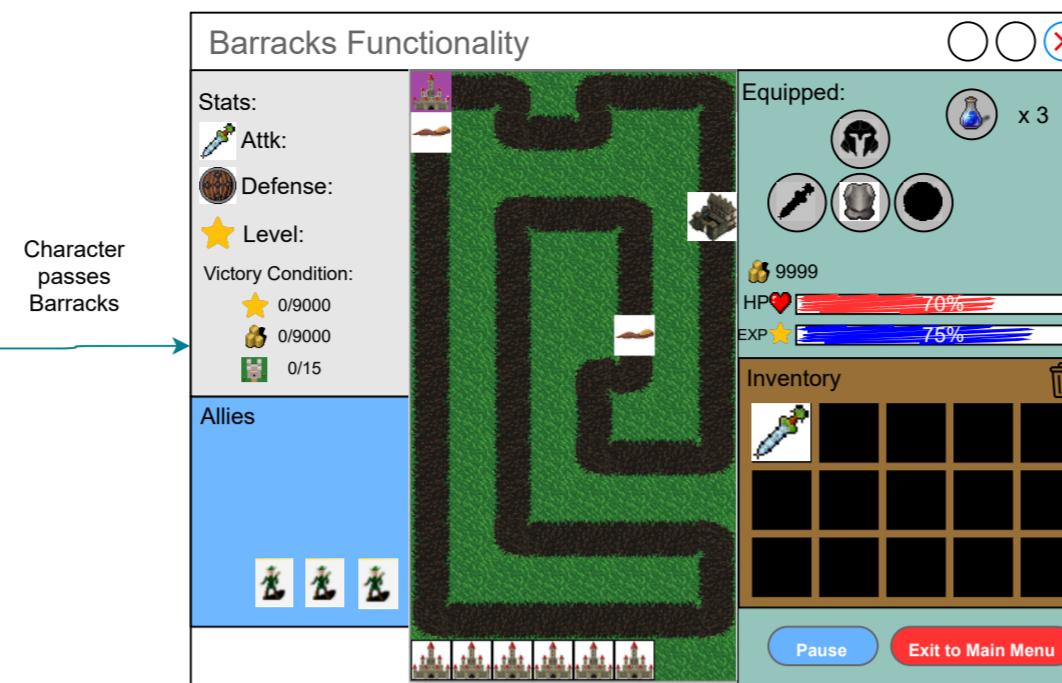
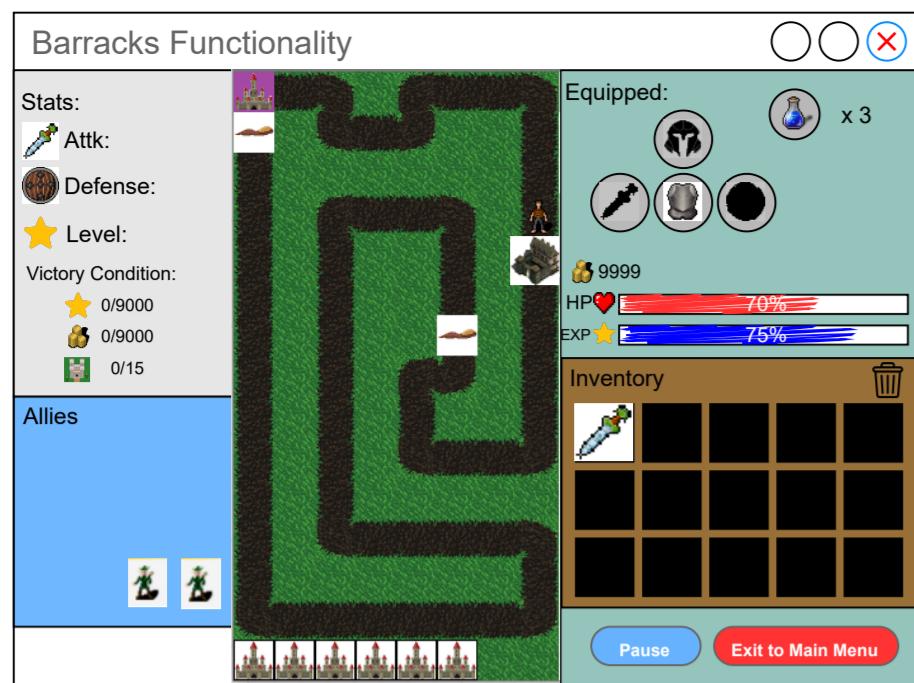


Shop
menu
opens

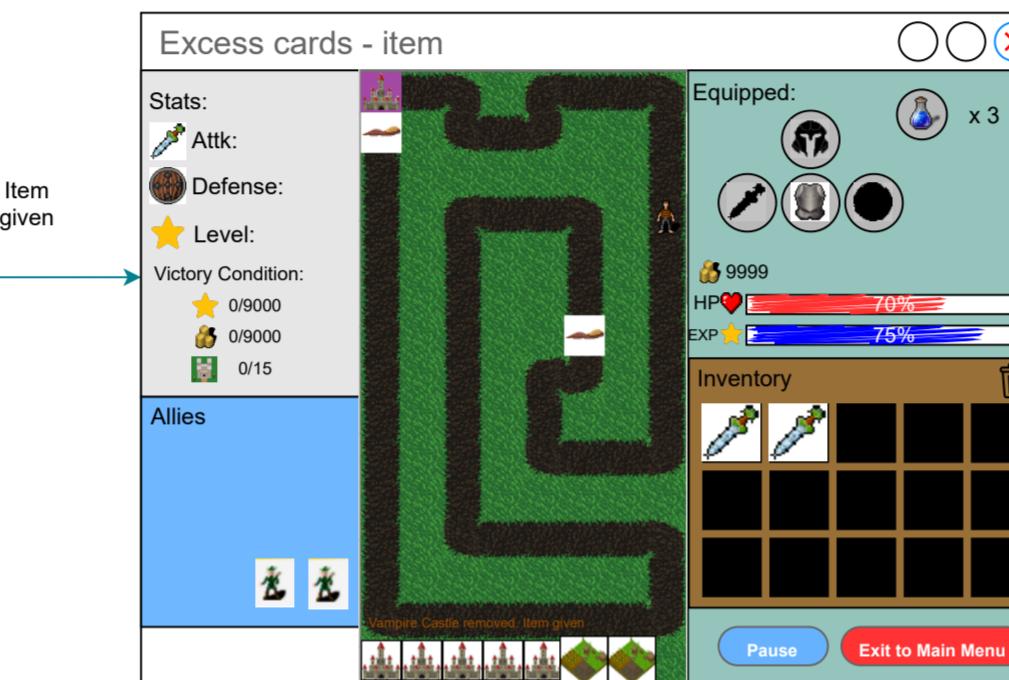


Ally is
critically
hit

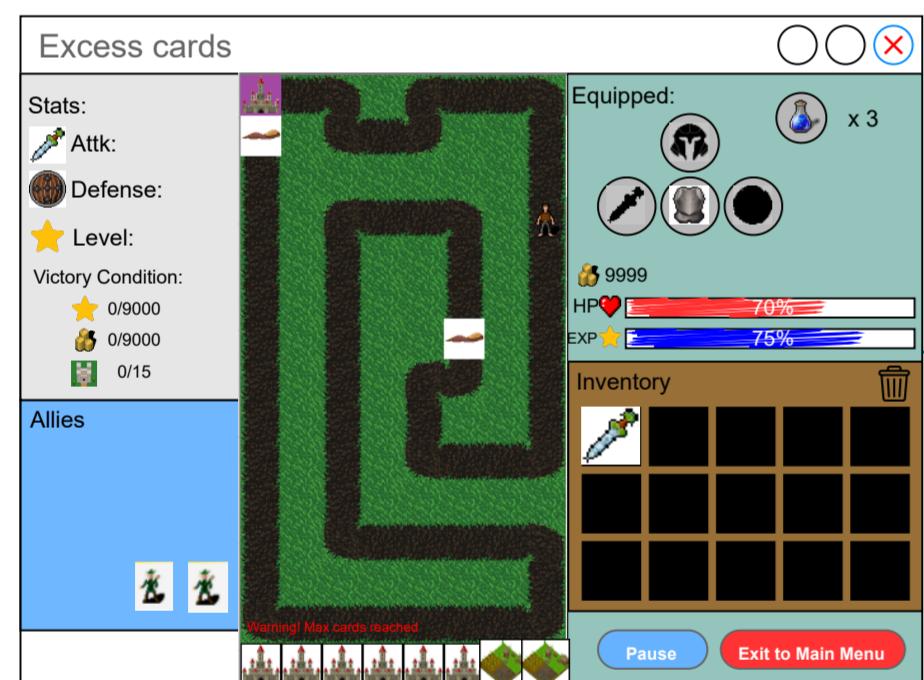




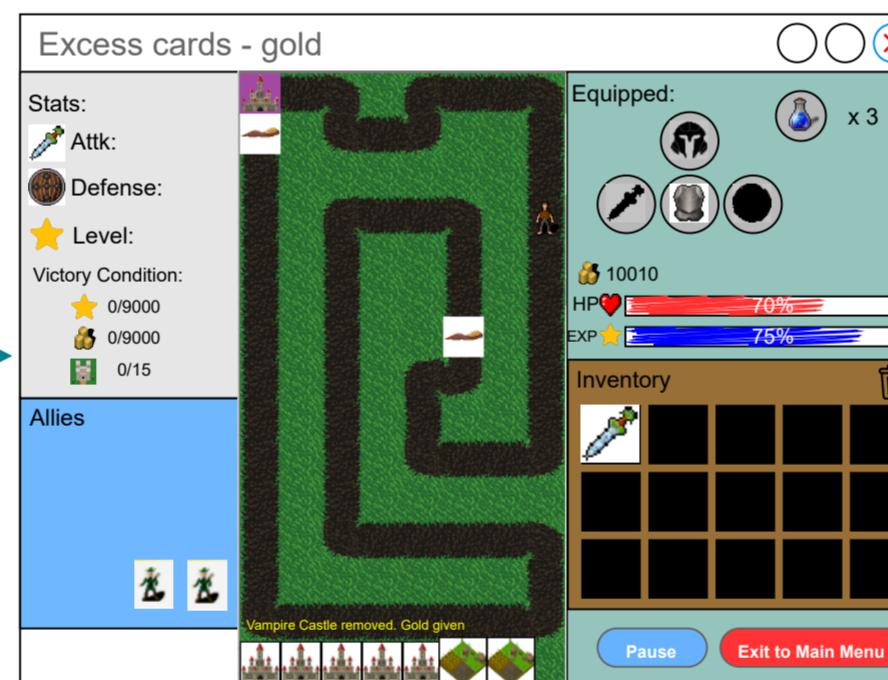
Character passes
Barracks



Item given



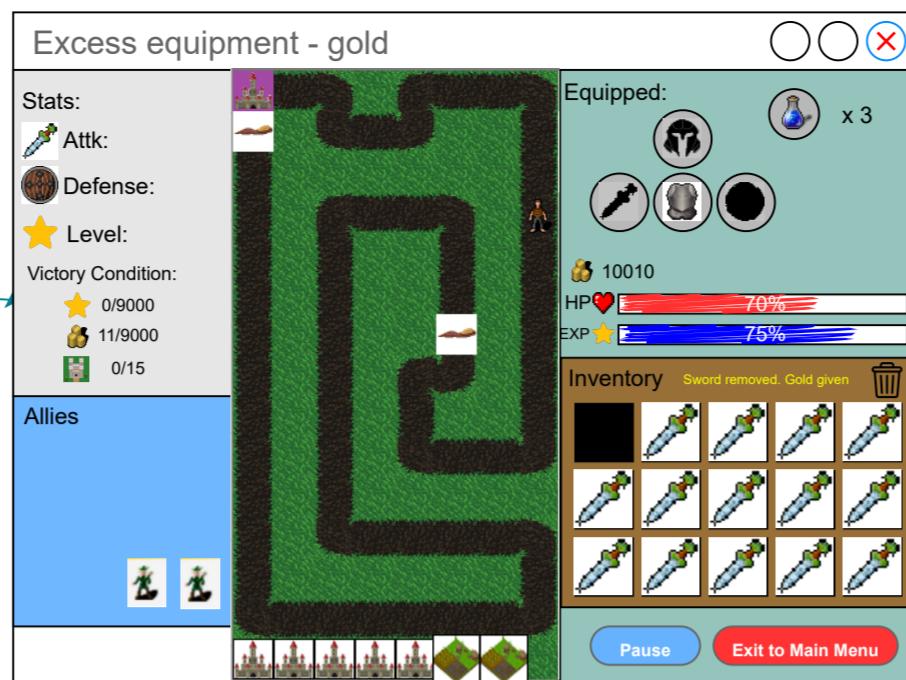
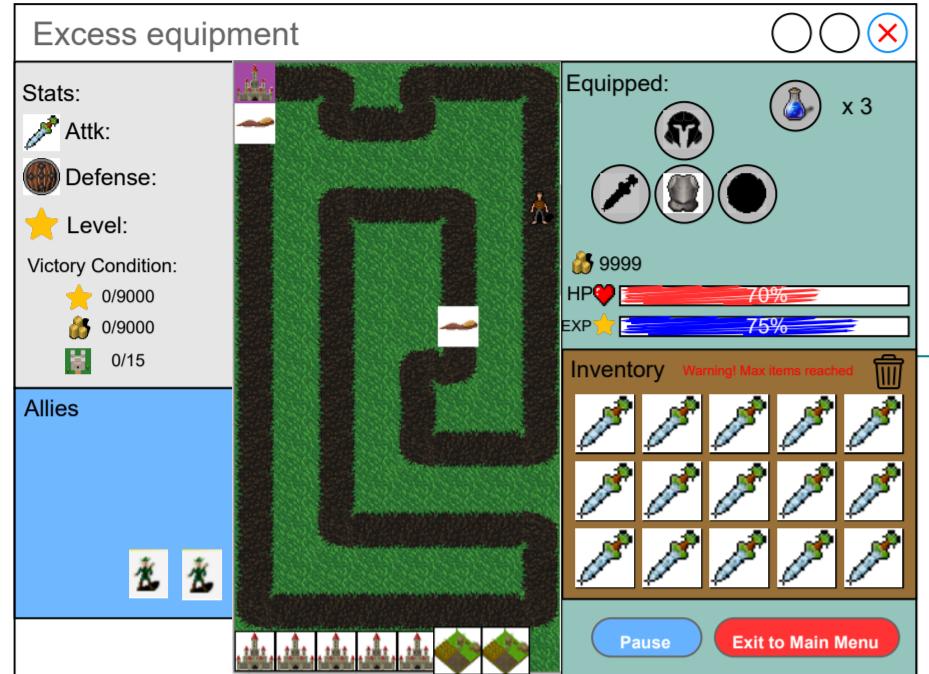
Excess
cards
reached



Gold given

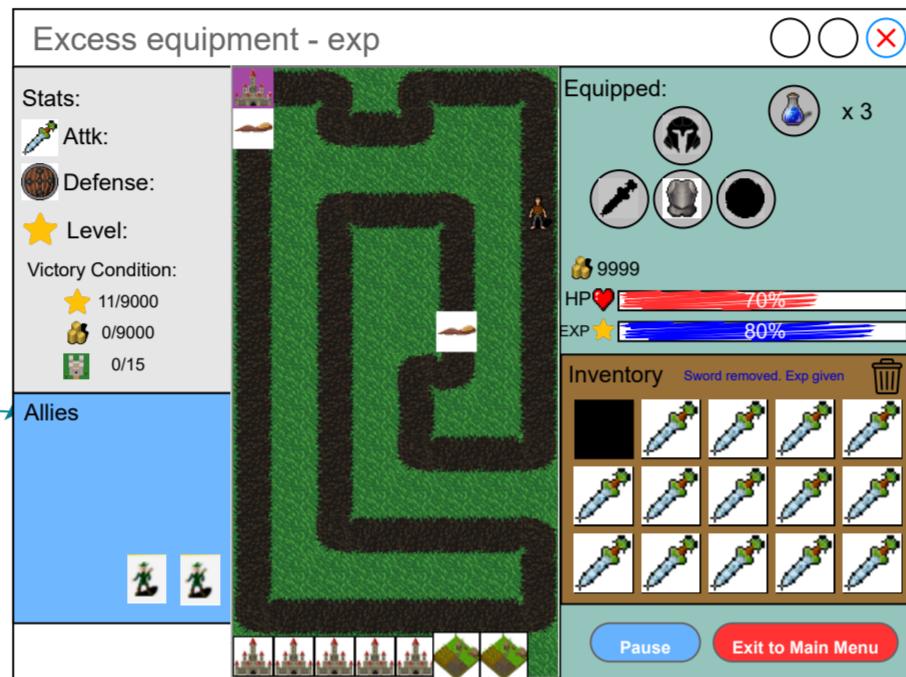


Exp
given

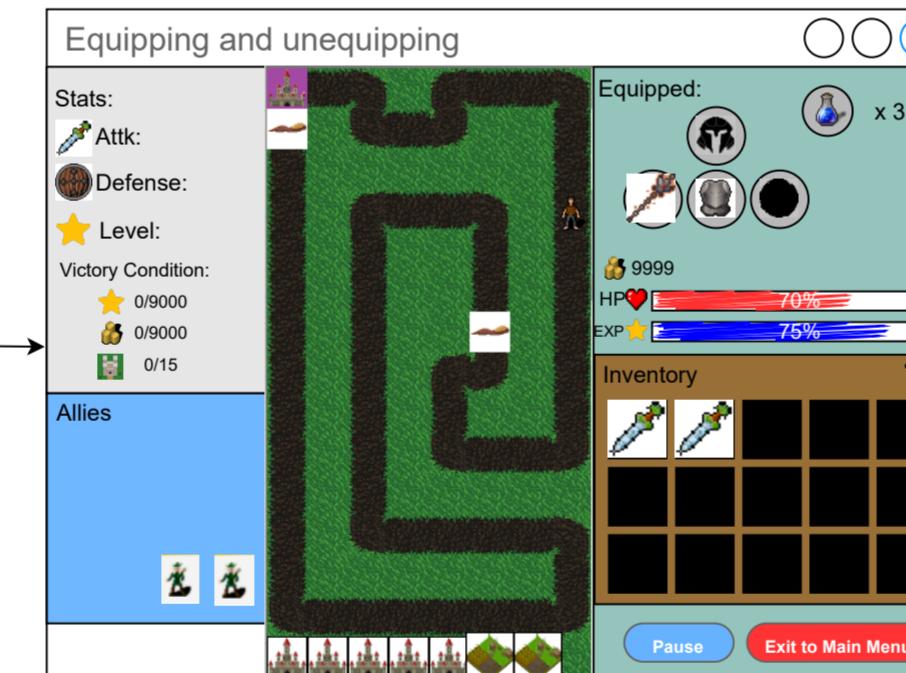
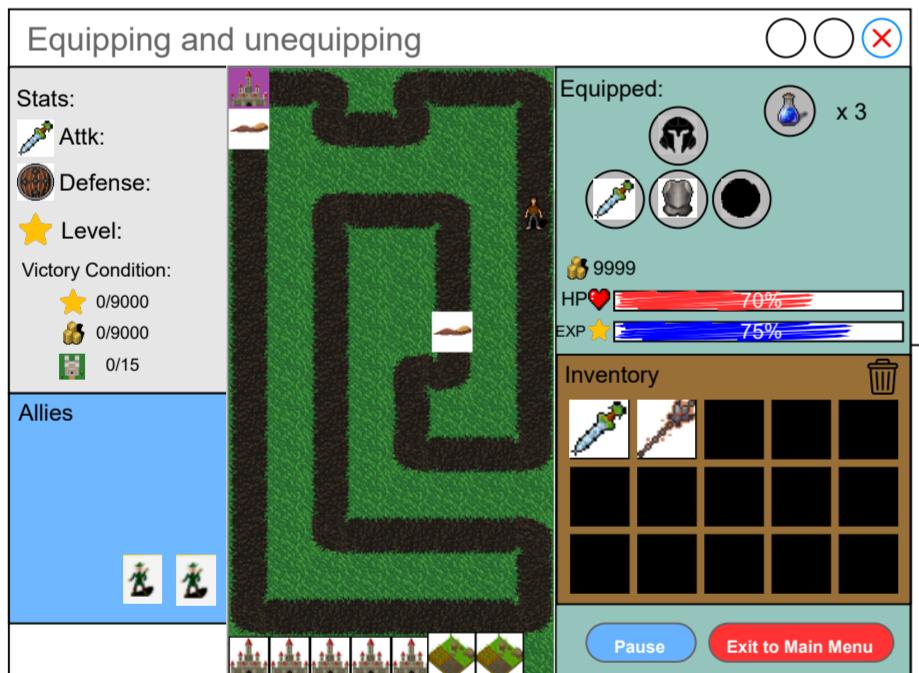


Inventory limit reached

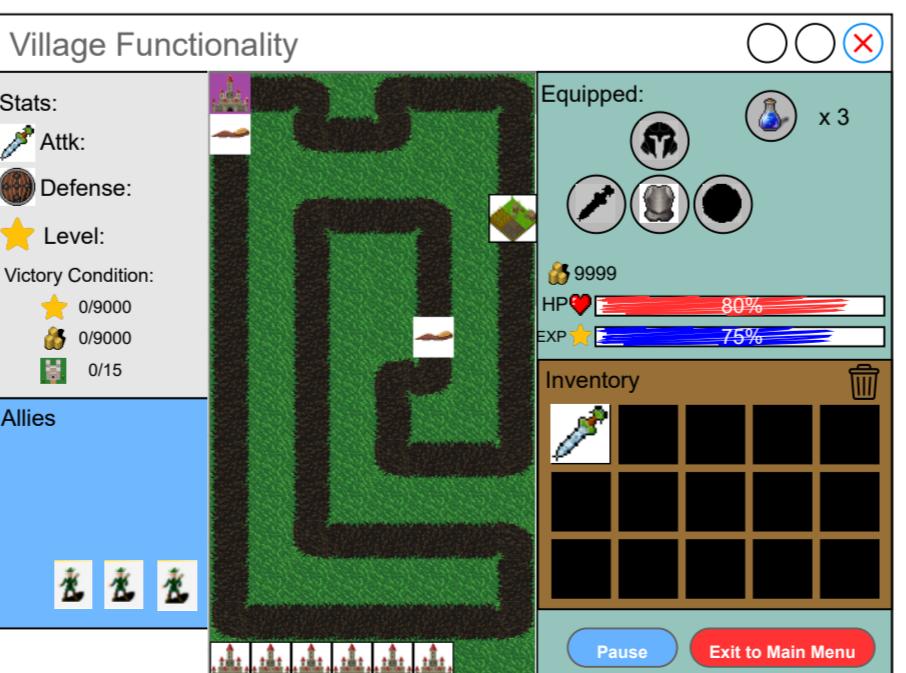
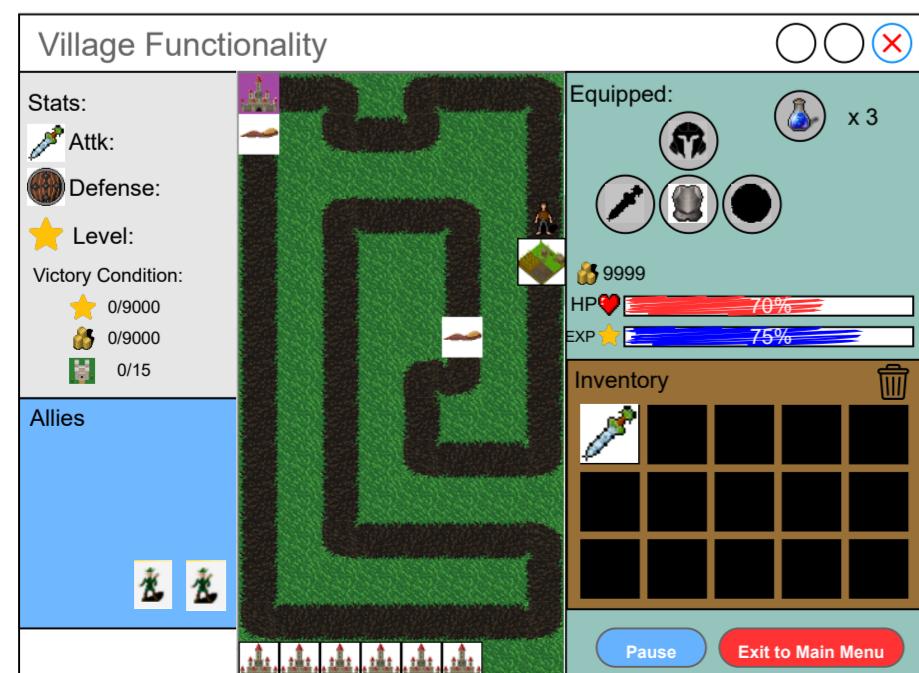
Gold given



Exp given



Equipping staff



Character passes Village

