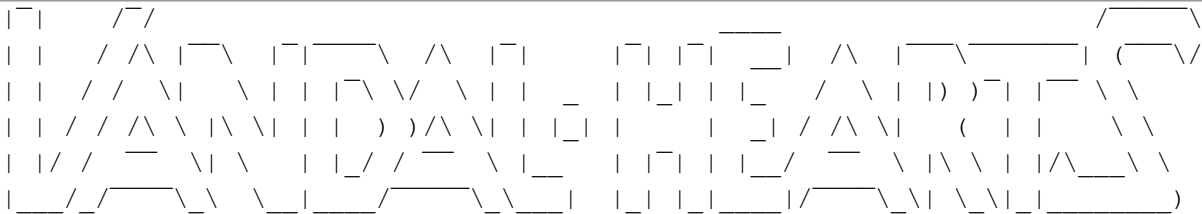


Vandal Hearts FAQ/Walkthrough

by Shotgunnova

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Spoiler-Free FAQ/Walkthrough by Shotgunnova - shotgunnova[.]gmail[.]com

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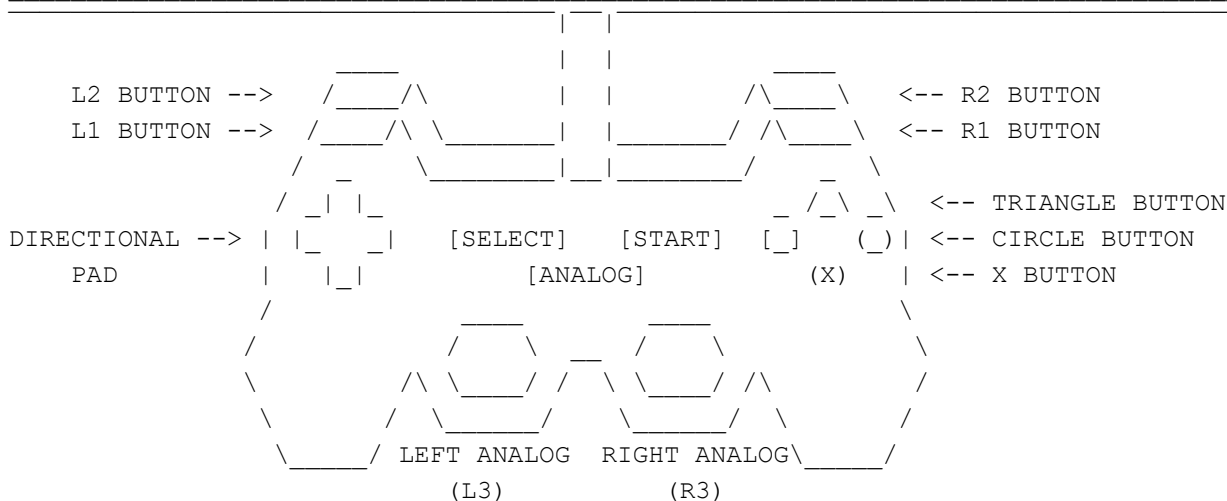
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I. CONTROLS [CNTR]



Analog control is unavailable for Vandal Hearts, and luckily, it's not needed in the first place. Battling and movement is all grid-based, and the d-pad'll suffice on that end. [Unused buttons are not listed below]

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-----
| Circle   | 'Action' button for menus and dialogue |
| Square  | Zoom to next character on battlefield maps |
| Triangle | Toggle bird's-eye view of battlefield map |
| X Button | 'Cancel' button for menus (goes back to previous screen) |
| L1 Button | Rotate camera POV left |
| L2 Button | Rotate camera POV down |
| R1 Button | Rotate camera POV right |
| R2 Button | Rotate camera POV up |
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II. TH' BASICS [THBS]

STORY [STRY]

Sotegaria...

For over a millennium the fertile lands in the heart of this vast continent were ruled by the Holy Ashah Dynasty, descendants of Toroah the Messiah.

However, it is man's doom to forget... Amidst all the wealth and exotic pleasures, the nobility lost their way and sank into corruption and depravity,

forgetting even the holy teachings of Toroah.

It was in these days of unrest that the citizens, struggling under an oppressive regime, rose up and -- under the leadership of Arris the Sage -- took up arms against the Kingdom. That was the first outbreak of violence in what would later be known simply as 'The Revolution.' The Royal Army's counterattack was swift and fierce, but time and time again they were put to flight by the cunning strategies of Arris and the indomitable will of the advancing Liberation Army.

Victory in hand, the rebels set up a Council and worked to establish the continent's first democracy. And so, the republic of 'Ishtaria' was born. However, Arris the Sage, whom all hoped would lead the country, mysteriously vanished and has not been seen again to this day. Now, 15 years later, the shadow of war once again threatens Ishtaria...

CLASS OVERVIEW [CLASS]

NOTE: Class changes can only be done at Lv10 and 20 respectively, and cannot be redone. Make sure to choose wisely in the early going as it sets a path of advancement for later!

CLASS : Hero	
C. TYPE: Knight	
ADVANCE: Hero -> Champion -> Paragon	
USED BY: Ash	
EQUIPMNT: Sword, Heavy Armor, Helms	
STRNGTH: Attack power, defense	
WEAKNSS: Magic defense, potency	

Ash is the only character to wield this powerful class, and does it well. He excels in most fields, but has weak magic potency (unless used on foes with magic weakness) and medium movement range. As he advances in class, the movement range gets a lot better. The secret unlockable 'Vandalier' class gives Ash the ability to cast any ability in the game, but can only be obtained through a series of missable sidequests. Check the Trials of Toroah section for information.

CLASS : Soldier	
C. TYPE: Knight / Armor	
ADVANCE: Soldier -> Swordsman -> Duelist	
: Soldier -> Guardsman -> Dragoon	
USED BY: Clint, Grog, Dolan	
EQUIPMNT: Sword, Heavy Armor, Helms	
: Axe, Heavy Armor, Helms	
STRNGTH: Attack power, defense	
WEAKNSS: Magic defense, no magic ability	

Soldiers are the typical fighters, and at Level 10, can choose to become a duelist (swordmaster) or Dragoon (defensive attacker). Duelists are similar to heroes in that they excel at attacking and have moderate defense, getting better movement range as the time goes on.

Dragoons take less damage from physical attacks, but have a horrible magic weakness that any mage loves to exploit. Their axes are overpowered, but this class has poor movement range to counterbalance. For storyline purposes, it's not recommended to make Clint this class.

CLASS : Archer	
C. TYPE: Archer / Winged	
ADVANCE: Archer -> Bowman -> Sniper	
: Archer -> Hawknight -> Sky Lord	
USED BY: Diego, Kira, Amon, Darius	
EQUIPMNT: Bows, Clothes, Bands/Caps	
STRNGTH: Ranged attacks	
WEAKNSS: Mediocre DEF, can't open chests	
: Mediocre DEF, weak to projectiles	

Just like soldiers, archers have a choice to set themselves on the sniper path (great archer) or the sky lord (winged lance-user). This class starts out with weak projectiles and mediocre range, but Snipers have fantastic range and great upward-shooting ability. Any flying-type enemy in the late game can often be OHKO'd by these son of a guns.

The Sky Lord path, to me, is pretty crappy. These flying units have great movement range and can bypass obstacles, but trade in their bows for spears, making them horrifically vulnerable to every projectile-user in the game (and from what I've seen, their magic DEF is pretty bad also). And you can bet every projectile user will try to murder these guys first, making them get less experience than everyone else -- whether by dying immediately or having to stay at the back and not getting any chances to attack. A flying type IS needed to recover a key in a lava lake, however, and this impacts if Ash can get his Vandalier class. For this reason, I suggest making the last archer obtained -- Darius -- into the sky lord so a player doesn't have to limp through early battles with these pieces of crap.

CLASS : Priest	
C. TYPE: Priest	
ADVANCE: Priest -> Bishop -> Archbishop	
: Priest -> Monk -> Ninja	
USED BY: Huxley, Sara	
EQUIPMNT: Staves, Robes, Bands/Caps	
STRNGTH: Magic attack, magic defense	
WEAKNSS: Physical-attack weakness	

Priests are one of the best units in the game, and will always get EXP as damage is never in short supply; they also have supportive moves (Mystic Shield) to use in the downtime. Because of this, they'll almost always be one of the highest-leveled units and some of the first to class advancement. The Archbishop path only gives them better healing moves and better spells, including the 'Holy Pressure' ability which can be used to 'twist the knife' on armored units. Overall, very well-rounded and there should always be one in the party.

The ninja path is the compromise between attacking and healing. There are no great moves like 'Supreme Healing' but instead moves like Cure Wide and Perfect Guard to help with supportive roles. The defense on this path isn't nearly as good, and personally, I feel it's like being a jack of all

Towns are the only places to explore in the game, and even then it's not by much. Here's the lowdown:

- SHOP

Items and equipment are bought here, and the inventory is usually dependant on the current chapter...meaning advancing through battle does nothin'. Be sure to sell current equipment back to the shopkeep for extra cash.

- TAVERN

The tavern is the place to hear gossip and goings-on about the continent. Sometimes, the game urges the player to go here to advance the plot some. Also worth noting, finding the games hidden keys are often dependant on the lively characters found in these bars. Always talk with them to get a clue as to what's ahead.

- DOJO

The dojo's monk will give tips on battling and Toroah, as well as advance the classes once they reach Lv10 and 20, respectively. If Ash holds a key in his inventory and tries to leave, the monk will notice and allow him to take a Trial of Toroah -- a step towards attaining his special Vandalier class.

- SPECIAL LOCATIONS

Sometimes after plot events a special location will open up in town, such as a mansion, a district, or a warehouse. Battles or more scenes occur in these places, so be prepared for both!

- Always sell back old equipment. Shop inventories are not too radically changing and will always offer best equipment for everyone if the selection has changed. That sellback cash can go toward buying new equipment!
- Check with the tavern barflies to learn information. Sometimes it's about finding hidden keys, sometimes it's about news. Both can be useful...
- Vandal Hearts does not allow random battling for power-leveling. Instead, to find a way around this, milk every enemy for as much EXP as possible, and always give priority to those near a level-up for the last kill. This is especially useful when units are almost available for a Lv10/20 class advancement.
- Trials of Toroah can be used as level-up spots; however, only curative or supportive items/magic gain experience. To make fighters have a chance at extra EXP, give them items for healing purposes too. The more HP cured, and the higher level the target, the more experience reaped! Once a prism has been recovered from a trial, however, the key is taken away...so to keep replaying your favorite trial, complete it but without obtaining the

prism.

- Another good EXP-farming early on is Chapter 2-4 (Castle Ruins). After the rooftop enemies have been defeated, put a priest on the healing panel (recovers HP & MP each turn) and have him/her use Mystic Shield and such on the allies. When that unit's level is buffed enough, have lower-leveled units heal the priest's damage. Obviously, saving the enemies towards the last part of the level for damage purposes is the best strategy. Everyone wins!
- Why be hit by powerful units when long-range and mage allies can soften them up? This way, everyone gets a bit of experience and the close-range fighter can get the killing blow without any backlash. This strategy will prove very useful, especially in a bind when MP is incredibly valuable.

/ III. WALKTHROUGH - WLKT |
/ I - A premonition of war |

CHAPTER 1-1: Valley of Thieves

[WK11]

ENEMIES	TREASURES
• L1 Hunter [2] - 12 HP	• Mad Book [NEmost "Plains" tile]
• L1 Brigand [3] - 14 HP	• L. Sword [Plains tile N of SE cornr]
• L1 Thief Lord [1] - 14 HP	

VICTORY: Defeat of Zoot

FAILURE: Death of Ash

This 'tutorial battle' should help the player get the feel for the game, but death is still possible if one screws up too badly. Enemies will counter all attacks within their weapon range, so soften up close-range fighters with an arrow and go in for the kill to avoid any extra damage. Ash will be able to OHKO the normal enemies at this time, however. Notice the geography tiles? The Prairie/Thicket squares give defensive boosts (5-15%) when stood on, and help decrease damage incurred while there. Select "Turn Over" when everyone has acted to let the enemies have their try.

Note that there are also some "conspicuous" tiles thrown around here? If a player moves there and uses the Examine command, they may find items beneath the soil. The two listed in the treasures section can be dug up in this way, and can save \$\$\$ in the long run (not that it's needed but...).

The goal for everyone here should be to reach LV5, and have no one die. 700G awarded for defeat of the boss.

Back in Shumeria, give the report at the Security Force HQ before hitting up the shop. Everyone can be outfitted to the best ability with money to spare; just make sure to sell back the old crap as, once obsolete, there's no reason to carry it around! Visit the tavern, talk to everyone, try to leave -- there will be a riot in the Dover District. It's now selectable from the "Move" menu. Make sure everyone beside Ash has an Herb or two before setting out.

CHAPTER 1-2: Dover District

[WK12]

ENEMIES	TREASURES
<ul style="list-style-type: none"> • L2 War Ghost [4] - 22 HP • L3 HunterImp [2] - 25 HP 	<ul style="list-style-type: none"> • Herb [SW treasure chest] • Herb [NE treasure chest] • L.Bow [green ring tile by lamppost] • Mushroom [sidewalk crack, house aft]
VICTORY: Arrival at Church	
FAILURE: Death of Ash	

The War Ghosts that appear after Kane leaves seem threatening, but remember how flying/floating enemies are weak to archers. If the allies were outfitted with better weapons, these should be 2-hit kills. A good place to hole up is right by the SW corner near the treasure chest's raised platform. When all ghosts are defeated and it's time to get to the drawbridge switch, make sure to search for the buried treasures: the green ring "Plains" tile by a lamppost near the start, and the broken sidewalk "Plains" tile behind one a house. Are you noticing how these can be missed, but upon closer inspection, are rather easy to locate? It's not always this way, but... =p

Lower the drawbridge by stepping on (and examining) the raised button nearby, and proceed across to kill the imps. Once defeated, collect the Herb treasure and move everyone onto the church's front stoop to finish the battle. If an ally was knocked out somehow, they don't count. [660G awarded]

Afterwards, a new assignment to locate Magnus Dunbar on Gillbaris Island opens up. Give everyone two Herbs (they can afford it) and proceed down the road to...

CHAPTER 1-3: Palace Ruins

[WK13]

ENEMIES	TREASURES
<ul style="list-style-type: none"> • L6 Clay Golem (9) - 56 HP 	<ul style="list-style-type: none"> • Herb [chest near pushable box] • Elixir [chest by aqueduct arch] • Fire Gem (brown 'O' near aqueduct)
VICTORY: Destruction of enemies	
FAILURE: Death of Ash	

These guys aren't that tough (~12-15dmg a hit), but softening them up with an arrow, like before, is the way to reduce the golems to rubble. Concentrate on killing one at a time before moving on. Notice how most of the enemies don't advance until the soldiers are in range? The player can use this tactic to his/her advantage, by drawing each out one at a time, retreating to a better ambush spot, and taking them out in one go. Just pay attention to the move range.

Also, don't forget the power of defensive play! Damage increases when allies "support" themselves (surround the enemy). Sometimes when damaging the foe's HP will be reduced to single digits, but by supporting without attacking, it may give that little push to kill it. No counterattack! Something to consider if a low Herb supply forces more tactical maneuvers (such as pushing boulders down hills to halve the HP of whomever they hit).

The two treasure chests contain an Elixir and Herb. Look for a conspicuous brown-circle Plains tile near the broken aqueduct's base to get a Fire Gem.

Golems are weak to magic, so this can help in a bind. [810G awarded]

Afterwards, the golem master appears and it's...a girl! Eleni is a Mage and Huxley, her tutor, is a Priest. Agree that one joins and the other along with the missus. Make sure to outfit them both in Shumeria as their equipment is a little subpar.

CHAPTER 1-4: Rhine Bridge

[WK14]

ENEMIES	TREASURES
• L5 Hell Bat (4) - 45 HP	
• L5 Brigand (6) - 42 HP	There ain't any!
• L5 Hunter (2) - 37 HP	

VICTORY: Destruction of enemies

FAILURE: Death of Ash

As the opening scene shows, the thieves try to blow the bridge up but fail temporarily. After a few turns, one plank of the structure will fall away... and any characters on it at that time are sunk to the riverbottom! Thus, it's crucial to keep moving forward while still maintaining a strategic position.

The Hell Bats are the more annoying to face, as they can inflict damage and poison. Huxley is already the healer, so it helps if either someone carries an Elixir or Diego snipes the freaks with his arrows. The first turn, draw them near while staying just out of range, then take both out before they can inflict any serious damage. The two sets of Brigands don't advance at one time, luckily.

On Turn 3, Kira Wulfstan will arrive near the boulder parallel to the bridge. She'll assist, and being an archer, she can pick off the enemies from high ground, i.e. her reach is farther and the enemies' is less. Eliminate the bats nearest her first, since they'll pester her the first chance they get. She only has one Herb, so make the most of it. [1560G awarded]

Kira joins the party afterwards, and with optimum equipment to boot! Visit the tavern in Port City Minato to learn a man named "Grog Drinkwater" may take everyone to Gillbaris Island on his ship. Drop by his house and he'll posit a challenge: kill the sand dune monster and he'll take everyone across the sea.

CHAPTER 1-5: Sand Dunes of Sea

[WK15]

ENEMIES	TREASURES
• L10 Death Ant - 88 HP	
• L01 Ant Arm (6) - 13 HP	There ain't any!

VICTORY: Destruction of Death Ant

FAILURE: Death of Ash

The Sand Ant makes the elevation rise around its head, making proceeding a bit tougher; this also gives it infinite range in moving. The arms that come with the boss -- which also respawn infinitely once killed -- may actually be a bigger nuisance if the player's not careful. One hit will kill them, but they can inflict paralysis! Definitely not good if that happens to Huxley or any long-range attackers. They respawn only at the map's corners, however, so it's still useful to kill them in the long run, even if they give no EXP or extra gold.

First turn, take out the nearest arm with Diego and let the boss come to the party. Wallop it with long-range attacks, Dark Star and Ice Storm; but, don't attack close-range unless y'want to suffer a 30-plus-damage counterattack! Keep Huxley or an Herb on-hand if uberoffense is the player's type, though...

It should only take 2 turns minimum, so try and squeeze every ounce of EXP from this one. The party average should be around 8-9 if they're working overtime. [900G awarded]

Back in town, Grog finally gives up the booze and joins the party for awhile. Afterwards, visit the Minoto tavern and talk with a woman to obtain the Nova Key. This is the only time in the game to get it!!! It allows a special battle to be done in the dojo, but it's not imperative to do it now, mind you. Grog's equipment needs to be updated, too, so buy him the good stuff while filling his pockets full of Herbs. There isn't any need for Elixirs in the final battle of this chapter.

CHAPTER 1-6: Gadar Sea

[WK16]

ENEMIES	TREASURES
• L8 Madcaptain (1) - 72 HP	
• L6 Buccaneer (8) - 49 HP	There ain't any!
• L6 Corsair (4) - 44 HP	

VICTORY: Destruction of Death Ant

FAILURE: Death of Ash

Ugh, pirates...

Let them come the first turn, then block the way onto the ship via the two bridges suspended between them. Split the party so each group has one 'tank' blocking the bridge and one archer. Huxley should stay toward the middle while Eleni can go back and forth to use Dark Star.

Fighting should be run-of-the-mill by now, and there's no much strategy 'less the player wants to go defensively (i.e. damage by counterattacks mostly). A thing to watch is when the pirates turn comes, and they get three attacks on one guy -- 1 Corsair, 1 Buccaneer who dies by counterattack, and a new one to step in. Keep HP on the tanks above 55 here, or use Mystic Shield to give an edge to keep them alive. [This can also happen with multiple Corsairs, so don't advance with low health!]

Hassan can do ~25dmg per counter/attack, but can also use a Healing spell

a few times. Rather than see this as a battle extension, milk the situation for more experience. Everyone should be nearing LV10, which is when they can do a class change, so let those lacking pick up the slack. [2380G awarded]

CHAPTER 2-1: Village of Yuzu

[WK21]

ENEMIES	TREASURES
• L5 Evilstatue (7) - 33 HP	• Herb [middle treasure chest]
• L1 Village (9) - 13 HP	• Mage Oil [eastern treasure chest]
	• Moon Pie [crater near pushable box]
	• Mushroom [brown spot on north side]

VICTORY: Destruction of statues
FAILURE: Death of Ash or Villagers

Unlike what seems to be the failure condition, villagers CAN be killed, but will take away from the cash given out at the end...so try to spare 'em. At the first turn, make the Diego and Kira attack attack the 2 statues on either side of the first house. Do not move into the village square, 'cause that's a waste of time. On Turn 2 destroy the 2 statues, and push the box to block the alleyway -- all villagers' AI will now start moving around the house. By Turn 5, the bewitched townsfolk should be on the other side of the home, so kick the box out and start moving east. On Turn 6, push the box 4 spaces east; on Turn 7, 3 spaces north. With the middle gate blocked, all villagers will have to go AROUND! Haha... The small crater near the pushable box has a Moon Pie hidden 'neath it. Crater...moon...get it?

Continue east until the team has access to the 2 pushable boxes stacked on one another. Start shuffling them when the villagers are far enough away, so that the last 2 statues can be killed and the Mushroom hidden beneath the "brown spot" near the town square can be obtained as well. [1330G awarded]

Afterwards, it's time to visit the dojo and change classes. Any type can be useful, but as far as I've seen, do not make anyone an Airmen -- they have a horrible projectile weakness that only grows bigger as the game proceeds (a lot of enemies will have arrows/grenades). NOTE: Feel free to make everyone a Bowman at this point, but know an Airman/Sky Lord __IS__ needed eventually if the player wants Ash to achieve his final class. In Chapter 3-6, another Archer will join, however, so feel free to turn him into a feathered friend to suit the task.

First-time players should keep 'em on the sniper path. Also: do not make Clint a Guardsman as his move rating'll be poor, and this can affect some battles later on where he's a sitting duck. Personally, I find sorcerors to be much more useful than Monks, given the huge AoE spells they get like Phase Shift and Salamander. Two of those are a lot of fun to have. Bishops are some of the most useful units to have, which is why I usually have two of them in case one dies. Not everyone agrees with this "defensive play" so...nyah. =p

Outfit the party and talk to a man in the tavern about him dropping something in the poison swamp. THIS MUST BE DONE TO GET A KEY LATER ON.

CHAPTER 2-2: Ygdra Canyon

[WK22]

ENEMIES	TREASURES
<ul style="list-style-type: none"> • L6 Guarddog (5) - 45 HP • L8 Madsoldier (10) - 63 HP 	<ul style="list-style-type: none"> • Moodring (SE corner chest) • Elixir (NE corner chest) • Mad Book (crater by SW corner) • Macroman (brown spot by NW corner)
VICTORY: Destruction of enemies	
FAILURE: Death of Ash or Dolan	

Sara, Amon, and Dolan will join the party, but they're across the battlefield for the time being. As soon as possible, the three isolated warriors should barricade themselves on the bridge, using the boulder as cover. This will help 'em stay alive longer. Play defensively as Dolan can take 28+ damage from one attack, and he can't survive many of those if he's throwing his weak attacks around.

Meanwhile, the team has to get through some Guarddogs en route to the sluice switch. They can and probably will inflict Poisoned status with their strikes so use a Bishop's cure ability (or Elixir) to get rid of that nonsense ASAP. Get the Mad Book from a small dirt "crater" before continuing on, draining the sluiceway to get access to Dolan's party. A non-archer will have to get the Moodring from the SE chest, if it's desirable.

When the other 4 Madsoldiers advance towards the sluice after a time of inactivity, this is the opening to get the last buried treasure, a Macroman. Using Ash's team, draw them into the sluice and start backing up toward the starting location, giving a window of opportunity to advance to the buried item. [3150G awarded]

The three new recruits join afterwards. Make sure to outfit them properly and change their classes to the next-best, keeping in mind the information that this author said earlier. Sell the Moodring from Ygdra Canyon for extra cash if needed. Anyway, make sure everyone has at least one Herb (especially Kira) and continue down to...

CHAPTER 2-3: Loris Beach

[WK23]

ENEMIES	TREASURES
<ul style="list-style-type: none"> • L9 Dark Golem (3) - 80 HP • L9 Bloodghost (3) - 75 HP • L9 Madsoldier (6) - 70 HP • L9 Shooterimp (3) - 63 HP 	<ul style="list-style-type: none"> • Banana (buried in SE plus-shape bog)

VICTORY: Destruction of enemies

FAILURE: Death of Ash

Typical surrounded battle, with Clint and Kira running off on their own. The first order of business is regrouping, which may make the pursuers poison themselves in the vile bogs. Move the large group north toward the golems, and bombard with any suitable magic -- they're weak to it. Keep the errant duo's team progressing toward the golems, but out of the shooterimps' range (for first turn). Try to take out a Bloodghost on the 2nd turn with archers' might.

When the Bloodghosts are defeated, advance south to meet the other 5-enemy party. If the player doesn't care about reclaiming the Banana buried within the plus-shaped bog's middle tile, then they can hole up near the start. However, it's quite an annoyance to move all the way up there while keeping enemies alive on all sides. The shooterimp party that starts in the north is rather slow, so those are the ones to leave alive (since they never shoot one space away and rarely target archers). Kill all the other close-rangers, however. Milk for EXP as possible, like usual. [3600G awarded]

Return to Yuzu and talk with the man at the tavern who dropped the Banana in the swamp. He'll exchange the item for the priceless...EARTH KEY! What a maroon... This is used for the Toroah Trials, so if y'finished the battle without getting it, restart and do so.

Anyway, next up is...

CHAPTER 2-4: Castle Ruins

[WK24]

ENEMIES	TREASURES
• L9 Shooterimp (4) - 63 HP	• Moodring (north chest on castlewall)
• L11 Madsoldier (6) - 84 HP	• Mage Oil (south chest on castlewall)
• L11 Bloodghost (3) - 90 HP	• Ironboot (weird tile, w. upper wall)
• L11 Evilstatue (2) - 66 HP	• Chain (cross tile, NE waterside)
• L11 Dark Golem (2) - 96 HP	

VICTORY: Arrival at entrance

FAILURE: Death of Ash

This is basically a 2-part battle -- advance to the roof, descent to the back building -- with the former being the more difficult. An elevator on one side of the front building will lift one character to the roof, and in doing so, drop the platform on the other, allowing another person to get up. (Examine the platform to make it rise/fall.)

This can be one of the more annoying battles, as the enemies have an obvious advantage with the high ground. The archers will still be an annoyance, but by standing against the protruding parts of the wall, they'll have to move to get a better shot (this happens in other positions too). Madsoldiers will be easier to deal with if they can only hit one or two allies per turn -- make sure not to get blocked into the wall any! Once a fighter gets onto the roof to slaughter the remaining shooterimps, the hard part is over.

Before continuing make sure everyone is on the top part of the wall. Use the healing tiles to refill HP/MP (heck, you can even abuse this part for EXP if priests repeatedly cast Mystic Shield n' stuff), and get the Ironboot hidden on the wavy tile on the upper wall's west part. Snipe the Evilstatues before kicking down the boulders -- this makes all enemies advance. Stick an arrow in the Bloodghosts to get rid of them, and the Dark Golems only need a li'l magic to be subdued.

To finish the level, everyone must be on the platform in front of the large castle ruin in the back. Search the cross-shaped tile by the NE waterside first, for a free Chain (mail) first though. [4590G awarded]

Afterwards, choose "let's head back..." and save on the world map. Resupply if y'need and re-enter the Castle Ruins for the 5th battle.

CHAPTER 2-5: Castle Ruins II

[WK25]

ENEMIES	TREASURES
• L12 Madsoldier (4) - 91 HP	
• L12 Bloodghost (3) - 97 HP	
• L11 Shooterimp (3) - 75 HP	There ain't any!
• L12 Dark Golem (2) - 104 HP	
• L15 Dark Lord (1) - 128 HP	

The two sides of room are raised, with the middle being lowest, so send two well-armed groups (at least one healer per each) and ascend each. This forces the lower and slower units, like the Dark Golems to go around to the bottom of the stairs. Like before, the golems are horrendously weak to magic and the bloodghosts are horrendously weak to projectiles. Healing Plus will need to be slung around, most likely.

Throughout this, try and draw the enemy toward, not advance closer to Magnus. He has a 'Rainbow Storm' ability that can damage a large party for 40 HP, and since he goes toward the end of a turn, it can spell multiple fatalities. The Dark Lord can be baited into using it on just one person, though. This is preferable, as the more he wastes MP using that move, the less he can self-heal. Keep him away/off the Boundary space, which refills his HP/MP! He'll spam it as long as he has it, so stand on the space when possible and reap the curative benefits for yourself! [Alternatively, letting the boss heal for free has extended EXP-farming capabilities, if needed].

It shouldn't be a trial to soften the 'Lord up with arrows and magic, then deliver a coup de grace with a close-ranger. [4200G awarded]

After some scenes, resupply in Yuzu if needed and head back to the ol' ruins for the chapter's last hurrah.

CHAPTER 2-6: Castle Ruins III

[WK26]

ENEMIES	TREASURES
• L1 Guarddog (12) - 13 HP	• Mage Gem (SE corner, brown patch)
	• Gold Coin (NE corner, small crater)

VICTORY: Destruction of enemies before Turn 7

FAILURE: Turn 7 arrives

Oh-ho-ho, oh-he-he...finally a light-hearted and fun battle amidst all of the ones that disadvantage our heroes. The guarddogs in this battle are yellow-bellied wussies, and don't put up any sort of offensive action this entire time. Unfortunately, they run away quite far. The task is to defeat them all

within 6 turns, at which time the battle will end because they've alerted the authorities. This should be quite an easy task, but you may have noticed one archer missing from the battle roster...hmm.

Getting buried items may be a little more difficult with time constraints, but maybe not... The dogs will inevitably seek shelter in a corner, so the NE 'crater' and SE 'brown patch' will probably be stumbled upon in the normal running. Examine-ing doesn't waste an action turn, so...why not excavate 'em?

Enjoy the easy EXP and the after-battle scene! [3960G awarded]

/ III - Escape to tomorrow | _

CHAPTER 3-1: Plain of Sorrow

[WK31]

ENEMIES	TREASURES
• L8 Sparkie (5) - 67 HP	There ain't any!

VICTORY: Destruction of enemies

FAILURE: Death of Ash

Only Grog, Ash, and Sara will participate in this battle. Luckily, that's more than enough to handle these ruffians...err, disembodied heads. They're VERY horrible (at any level, not comparitively) and can often be OHKO'd by a strong character. Idle the first turn and draw them closer, then let them get counterattacked to death. Really quite simple.

After battle, talk with Zohar and visit the nearby Remote City's tavern to see another scene with the mystery man. He'll join the party this time, so change his class to the next-best (another Sorceror will help coming up) and buy him an Herb -- his equipment is already optimum. Time to return to the very place the team fell into this dimension.

CHAPTER 3-2: Plain of Sorrow II

[WK32]

ENEMIES	TREASURES
• L8 Sparkie (6) - 67 HP	There ain't any!
• L10 Sparkie (???) - 82 HP	

VICTORY: Turn 6 arrives

FAILURE: All mage towers destroyed / Death of Ash

Four (4) mage towers will be on the field, and the battle ends if all are blown up. There are two ways to go about this battle: have one person guard attempt to guard each tower, killing the sparkies as they spawn; or, protect one mage tower which ensures the battle's success at lower cash & slain foes. Enemies killed usually end up fluctuating from 15-21, normally. Phase Shift, the Sorceror's powerful long-range move, can hit multiple targets with ease, so make sure to use for large-scale genocide.

Spawned enemies appear in the corners, so while it's possible to guard the towers with one character per, it's not recommended. Conserve healing items

as they'll be useful in the next battle! When Turn 6 rolls around, the warp is activated and ends the fight. [410G/per kill awarded; -100 for destroyed towers].

A fight takes place immediately after being warped back. Who'dathunkit?

CHAPTER 3-3: Terasu Village

[WK33]

ENEMIES	TREASURES
• L12 Centurion (4) - 91 HP	• Megaherb (NE isolated chest)
• L12 Blood Bat (3) - 97 HP	• Elixir (SW isolated treasure chest)
• L11 Grenadier (3) - 75 HP	• Unicorn (crater near Zohar at start)
• L14 Warlock (1) - 82 HP	• Gold Coin (2 space E of Zoot @start)
• L14 Deacon (1) - 75 HP	
• L17 Thieflord (1) - 126 HP	

VICTORY: Destruction of enemies

FAILURE: Death of Ash

Diego, Huxley, Dolan, and Clive (an NPC) will be near the upper house, with the newly warped party near the west bridge...pincer attack on the enemy! It won't be that simple though, as the units here are mostly new as well. Centurions are basically Swordsmen, Blood Bats can inflict paralysis with their attacks, Grenadiers are basically Bowmen, and Deacons are priest wannabes. Warlocks have a magic attack that can do apx. 50 damage to its single target, so watch out.

The first turn, move Grog/Ash 3 spaces east to draw the Centurions into a counterattack; this also prevents the Blood Bat from getting access, which is definitely a good thing! Have Zohar dig up the Unicorn buried a space south of him, and have him support how he can (save Phase Shift). Both teams should try to take the Blood Bats out first, which is easier if Diego went the archer path.

Once the bridge enemies are slain, the real fun can begin by stretching out Phase Shift in the open space. Use Roman Fire for an equal-damage, lesser-range attack instead, if needed. The Grenadiers/Centurions were taking 50+ damage when I used it, although I recall it being less when I first played. It really pays to level-up on Sparkies in the previous battle, eh? Haha... [6750G awarded]

The equipment shop hasn't changed in 3 years, but Megaherbs are now on sale. Give one to at least each party member, for safe keeping.

CHAPTER 3-4: Basil Gate

[WK34]

ENEMIES	TREASURES
• L14 Centurion (4) - 105 HP	• Megaherb (southern chest)
• L14 Grenadier (2) - 94 HP	• Mage Gem (northeastern chest)

• L14 Blood Bat (2) - 112 HP	• Ironboot (weird walltile by N boldr)
• L14 Warlock (1) - 84 HP	• Tarot (plus-shape tile by SE tree)
• L14 Deacon (1) - 75 HP	

VICTORY: Destruction of enemies

FAILURE: Death of Ash

Another easy one. Move Ash east to the nearest tree by the center building, which will draw all the Centurions towards him for an attack on the 2nd turn. Use Zohar before then to drop a Roman Fire/Phase Shift, sending all of them to their counterattacked deaths. Beforehand, use Mystic Shield to ensure he survives, however. With any luck, Ash and company can completely clean up the remaining troops on the north side by Turn 3's finish. Warlock and bats should take precedence!

The Blood Bats can really put a damper on things, and should be in range on the 2nd turn. Have Diego take one out, if he's a Bowman; otherwise, try to get Zohar in on some of the action by moving within Phase Shifting range.

For those coming up the (southern) of the two middle roads, make sure to kick a boulder through the masses to halve their HP for easier pickins. If Diego can somehow make it to the center building's roof, he can assist in basically every direction...well, provided he's an arrowslinger...

The two buried items -- an Ironboot on the north upper wall's odd tile, and the SE Tarot's grassy plus-shaped marker -- are easier to get provided a grenadier is left alive, since they'll rarely put themselves in position to get counterattacked. The Tarot is used in a sidequest, so don't leave here without it! [5000G awarded]

CHAPTER 3-5: Reed Highway

[WK35]

ENEMIES	TREASURES
• L18 Guarddog (4) - 123 HP	• M. Staff (eastern road 'crater')
• L15 C. Archer (2) - 100 HP	
• L15 Centurion (2) - 112 HP	
• L19 Hitman (1) - 126 HP	

VICTORY: Destruction of enemies

FAILURE: Death of Ash / Enemy Escapes

Finally, another fun battle where the enemy doesn't fight back! In an effort to ambush the incoming enemy patrol, everyone hides in the grove of trees on either side of the road. Huxley will hide near a gate in the west. Let the patrol advance until Turn 5 when they're smack dab in the middle of enemy territory. Lead off with a Phase Shift by moving Zohar near the road, then bombard with everything y'got, including priests' offensive moves. That same turn the attack is sprung, make sure Huxley drops the gate and starts moving west towards the box. He'll have to block the small footbridge path with that box as soon as possible!

As said before, the enemy will not fight back. Lando gives a signal for all to flee toward the exit in an attempt to signal the rebels' attack. Halt the attack as those near the boss try to come back whence they came, while the ones further west go toward Huxley and the box. It's the finest rat trap

ever constructed!

There's a [M. Staff] in the eastern road's crater, but getting this isn't that important, honestly. Still, it saves some currency... [5500G awarded]

Afterwards, the POV changes. As Thin Lizzy sang: "Tonight there's gonna be a jailbreak!"

CHAPTER 3-6: Prison Fortress

[WK36]

ENEMIES	TREASURES
• L13 Juggernaut (9) - 112 HP	• Megaherb ("2" chest on the map)
• L18 Mimic (2) - 123 HP	• S. Staff ("4" chest on the map)
	• Megaherb ("5" chest on the map)
	• Grimhelm ("6" chest on the map)

VICTORY: Destruction of enemies
FAILURE: Death of Clint

Now here's an interesting battle setup: the POV of the jailbreakers! Clint, Eleni, Amon, and a newcomer Darius (archer). The only enemy type active here are the humungoid Juggernauts. Their weakspot is that they can ONLY be killed by being hit from behind, and anyone -- even Eleni -- will deal a OHKO if it gets setup. Since Herbs are going to BE FAR MORE USEFUL in the battle after this, doing tit-for-tat hits is recommended (enemy hits character, character kills enemy). Magic can still damage the enemies, but it's usually not enough for a OHKO...or shouldn't be at this point. Use it to get Eleni extra EXP.

START	Arguably the easiest place to do this is where
___/___	unopened treasure chests are found. This will
___ _____	usually serve as a barrier, letting any character
/ / 1 2 _ 3 4 _ D	within range can easily slip around and whack a
(\ / ___ / ___	baddie into the hellfire. Three immediately head
) _/ \ \ _____ /	toward the characters
(\ \ \ / /	After the first three are defeated, kill the Mimic
\ B_ / 5\	treasure chest ("1") by ganging up on it with the
___ ___ _ []	archers, then having someone deal a finishing blow
C ___ 6	to it. Use the SW button to open the path to the
A _____ _____	other treasure chest room ("3/4") and continue
—	the killing from there. A note about killing the

foes except for the three in the 2-chest area: by using magic through the locked gate, Eleni can pick them off easier, at least so that they don't completely swarm the party with 2 on one side.

Once the general tactic is learned, it's the distribution of EXP that the player should think about. Next battle can be grueling at times, especially for Clint, so making Eleni learn Phase Shift will help a lot in a moment. The men should get the "scrap" EXP after that time has arrived.

As for treasure chests, making sure Clint has at least one Megaherb will be of great use. The Grimhelm found in the SE corner will also be a great item to get, but hard to get also. Using magic near the "B" switch allows Eleni to kill at least one Juggernaut, as stated, which will help in collectin' items. [6000G awarded]

ENEMIES	TREASURES
• L14 Juggernaut (2) - 120 HP	• Gold Coin (shell pattern, S dirt)
• L13 Centurion (4) - 98 HP	• Mana Key (west wall, hole tile)
• L15 Warlock (2) - 88 HP	
• L12 Grenadier (4) - 81 HP	
• L16 Blood Bat (3) - 127 HP	
• L15 Deacon (2) - 80 HP	
• L18 Jailmaster (1) - 152 HP	VICTORY: Defeat of Dumas
	FAILURE: Death of Clint

The first 2 turns are hopeless, but still hard. First, the starting situation is annoying. Of the boxed-in arena, 3 sides have Grenadiers, while the ground floor has two Juggernauts and Centurions. Move Eleni far away from the two Juggernauts, but enough that Roman Fire can blast both of them for about 100+ damage. Move Clint toward the SW corner of the map, and distance him far enough away that the Warlocks can't hit him with Rainbow Stroke (which will basically kill him in the long run). Amon and Darius can do whatever they want since it's unlikely they'll be targeted.

Reinforcements arrive on turn 2...for the allies' side! They appear on the SW upper wall, which is why Clint should have moved near there -- he can be healed by the bishops! It shouldn't be that hard to clear out a few enemies by kicking the boulder, physical attacks, and magic. If the warlock gets killed then, hooray; if not, next turn'll do it.

The Blood Bats, like usual, can be a huge annoyance with their paralysis-inflicting attacks. Use the lower-range archers and Zohar's magic to help put them in their place, before they waste the bishops' MP on alleviating the statuses.

When the enemies on the wall start to thin, Dumas himself will come after the party. Make sure the switch is pressed and someone goes to get the Mana Key in the west wall's dirty outside portion! The boss can be killed rather easily with a lot of long-range moves and one killing blow. His Vorpal Chain is 100-plus-damage powerful, so no stupid aggressive attacks on the player's part! [11800G, Zen Robe awarded]

As Chapter 4 starts, outfit everyone and equip the Grimhelm from Battle 3-6 on someone, as well as the Zen Robe. Save also. If there are no Hawkknights in the party, but you want Ash to obtain his final class, DARIUS MUST BECOME ONE. He's the last archer the party gets in the game, so choose now. However, leaving him as a regular archer for the next battle might be an improvement. Make sure everyone has a Megaherb or two, if you like EXP...

/ IV. The Successor |

ENEMIES	TREASURES
• L22 Assassin (1) - 161 HP	• Aura Gem (northernmost t. chest)

• L21 Greatarmor (1) - 176 HP	• HolyH20 (easternmost t. chest)
• L21 War Master (1) - 143 HP	• Gold Axe (3-dot tile near NE corner)
• L18 Valkyrie (1) - 119 HP	_____
• L19 C. Knight (10) - 140 HP	
• L19 C. Armor (2) - 160 HP	
• L18 C. Hawk (2) - 142 HP	VICTORY: Arrival at village exit
_____	FAILURE: Death of Ash

Alack, an ambush! FOUR generals -- Kane, Dallas, Kurtz, Sabina -- surrounded the town and will be fighting on the same map. This is a great opportunity to reap extra EXP and maybe push some characters into the Lv20 range, but biting off more than one can chew...tch. This battle has two distinct ways to be played.

#1 - Fleeing like a coward. The SW switch will lower the bridge through the south-middle part of town, getting access to the exit gate. This can be a bit of an annoyance with Dallas' team starting right nearby, but by pushing the box near Kurtz' group, it forces them to go all the way around the mansion behind the allies' starting position. Even after the bridge is down, Kane and Sabina's groups are probably going to be tangoed with. Mass-damage magic like Phase Shift and Roman Fire will ensure the battle is over quicker than the #2 route. All allies must be outside of the gate area to finish battle, however.

#2 - Fortify! This battle can be a treasure trove of experience, and playing it right can get it done without too much hassle. Kane and Sabina's groups start awfully far away from the main group (the former may not even advance until later into the fight), giving plenty of time to help clear the field of Kurtz and Dallas' entourages. Make sure that during the first turn, someone moves the box one space east to force Kurtz into the backdoor east-to-west route (instead of a pincer attack).

The Greatarmor Dallas starts nearest the party by the NW corner, and should be taken out first since his party's only got 2 helpers. Armor units are weak to magic, so this shouldn't be a hard task. Underestimate his strength, and someone'll pay the price, though! It's easiest if the first turn they get to advance, then the Roman Fires/Arrows soften up Dallas for a finishing close-range blow. He OHKO'd Dolan's 128 HP once, which is indicative of the strength behind his axe. Strike fast so he can't heal himself up. Kurtz' team is a little easier to neutralize, and basically just as small. Just watch out for the "Dagger Storm" technique which hits all targets 1 tile away from his position (70dmg).

On Turn 3, when Kurtz' team is probably in its waning moments, the C. Hawks will probably closing in. Take them out with archers as they're rather powerful on mid-Lv10 units. Around this time, all gaps should be filled in and only one enemy unit (except maybe Sabina) can attack per turn. In regards to healing, when in doubt, use Ultra Healing -- it only costs 1 MP more and will always do more than Healing Plus, which may be waning in its effect already.

Kane's group will probably be the last destroyed, if only because using this method, enemies idle on their turns if they can't get access to a close-range target. The good thing is that no precedence is given to the special characters when moving, so that enemies weakened by Roman Fire will appear and be counterattacked to death. Just remember that if this happens multiple times, it weakens the counterattacker also! Make sure Ash isn't the one with his head on the chopping block in this respect.

One last tip: the bishops' Holy Lightning attack is quite powerful,

unexpectedly. When MP gets low in the late game, that can be used to squeak out a win.

Treasure chest wise, the Aura Gem and Holy H2O are pretty great, the latter in particular (heals all living allies fully no matter the range). There's a buried Gold Axe on the weird 3-dot tile near Kurtz' starting position, also. [15840G awarded]

Afterwards, Khanos will be under occupation of the Crimson Guard and cannot be entered. Hope y'bought items as directed... ^___^

CHAPTER 4-2: Great Masai Forest

[WK42]

ENEMIES	TREASURES
• L10 Bugaboo (12) - 69 HP	• Kingfoil (NE riverside 'crater')
• L11 Wight (10) - 84 HP	• Aura Gem (south-middle fossil print)

VICTORY: Destruction of enemies

FAILURE: Death of Ash

A small stopgap battle until Kerachi, Xeno summons a bunch of freakish-lookin' baddies for a forest skirmish. Wights are typical close-range fighters, but the more plentiful Bugaboos are owners of a HUGE long-range attack. Luckily, one hit from any strong attacker should do them in. Use the scenery (trees) in order to obscure their range. Overall, 2 attacks should kill each enemy. Their attacks aren't that damaging unless they hit someone like a Hawknight (in the Bugaboos' case).

If y'plan on getting the buried treasures, splitting into two groups and spreading out over the two bridges would be best. Just make sure to send a clerical unit along with each during the ascent; the enemies' long-range attacks play right into the geographical height advantage! [17160G]

Enter Kerachi, use the dojo's advancement services if needed, and use the shop's services if needed (they sell Life Orbs now - 9000G). In the tavern, there's a man interested in strange objects: Macroman, Tarot, and Ramen. The latter item can't be obtained yet, so don't worry about anything yet. Visit Carlo's Mansion for some events, which open up the Old Town Warehouse.

CHAPTER 4-3: Trade City Kerachi

[WK43]

ENEMIES	TREASURES
• L13 Eggworm (4) - 88 HP	
• L16 Skeleton (8) - 119 HP	There ain't any!
• L16 Gold Golem (4) - 136 HP	

VICTORY: Destruction of enemies

FAILURE: Death of Ash

With the starting formation -- Eggworms on all sides with the high ground -- this battle will not bode well for Hawkknights, most likely. Still, the first few turns are crucial...and can actually be quite easy. First, decide which direction the team will move in. Pick a structure where an Eggworm is (N/S) & move everyone towards that, then Phase Shift like it's going out of style. This should kill the nearby golems with ease (100+ damage? Hah!) and damage the skeletons enough that a single counterattack can probably take 'em out. This leaves (apx) half the field out of range and sets them up for a huge Phase Shift in the coming turns.

Eggworms are just a new breed of projectile-spewing filth, so take them out quickly to ease up the long-range strangehold. When the close-range forces thin, they're not quite as effective. If anyone dies in this battle, it'll probably someone on the first enemy turn when everyone finds a target to gang up on. [13760G awarded]

About this time some people are hitting Lv20. Advance their classes, save, and get prepared for the next level. Magic will be very useful, so make sure the sorceror(s) have a Mage Gem/Life Orb for some quick killing. Speed will be of the essence...

The Magic Train Station is the next destination.

CHAPTER 4-4: Magic Train Railroad

[WK44]

ENEMIES	TREASURES
• L17 C. Knight (8) - 126 HP	• Ramen (W car w/ Dallas, floor grate)
• L17 C. Shooter (4) - 113 HP	
• L18 C. Armor (4) - 152 HP	
• L21 Greatarmor (1) - 176 HP	VICTORY: Death of Dallas
	FAILURE: Death of Ash

VICTORY: Death of Dallas

FAILURE: Death of Ash

Dallas' comments at the start should frighten the slower players. Each of the flatbed train cars is coupled together will disconnect after a couple of turns. Thus, the advance forward should be swift indeed. The first car can be taken out on Turn 1 with 2 Roman Fires and some arrows (and a Rolling Fire if the order is messed up). This should draw the 3rd car's enemies into attack range -- albeit barely -- for the round's massacre. This is basically the strategy throughout the entire setup leading to Dallas' car. If all the magic-users were given a few Mage Gems/Life Orbs, Archbishops can assist in the damage with Holy Lightning (only if needed, please). [NOTE: The longest car with height differential takes 4 turns to disconnect]

Dallas' car is the hardest, with annoying archers just below the powerful armored allies. Saving some MP for the slaughter here is great, and if the coup de grace needs a little more oomph, bishop characters can use Magic Charge to give 10 MP to a target. Dallas is weak to magical attacks, but not as weak as his armored counterparts -- try plenty of long-range attacks after the magic barrage to weaken him, because like last time, his physical attacks are POWERFUL -- as in I-will-OHKO-weaker-characters powerful.

Before killing him, make sure someone checks the grate near where Dallas started for a 'Ramen' collectors item. This will be needed in a second. The hawknight/sky lord characters are great at this end, but may not live to see it due annoying archers picking them off... Keep them out of range until the team can surround Dallas and the Ramen can be obtained. Best way to do this: weaken him so his next turn is spent using Extra Healing. He can use that move 3 times, so make sure to get as much EXP out of the boss before he and his entourage board the train to Hell. ^____^ [16920G awarded]

Afterwards, return to Kerachi and advance any new Lv20'ers. If all of the collectors items (Macroman, Tarot, Ramen) were collected from their buried locations before now, talk to the man at the tavern for a [Chaos Key]! Heck, the guy doesn't even trade for it...he flat-out gives it to the party as a token of their awesome taste! Haha...

CHAPTER 4-5: Fort Dain

[WK45]

ENEMIES	TREASURES
• L01 Death Device (8) - 14 HP	• Life Orb [southwest corner chest]
• L20 Skeleton (4) - 147 HP	• L. Mask [northeast corner chest]
• L20 Acid Ghost (4) - 157 HP	• Mithril [southeast corner shell]
• L20 Gold Golem (3) - 168 HP	
• L19 Death Angel (2) - 110 HP	
• L19 Eggworm (2) - 126 HP	

VICTORY: Kira saved by Turn 8

FAILURE: Kira not saved by Turn 8 / Death of Ash

The tiny machines on each side of the lava platform are what's holding Kira up on the doomsday platform. When all these are destroyed, the battle ends. This must be done within 8 turns!

There are 8 Death Devices (one hit to kill) and three groups of enemies: 2 miscellaneous and one of pure Gold Golems. Splitting into two is wise: one team goes towards the golems (at least one mage) and the other full of the should-be Snipers goes towards the floating enemies. Neutralize the Death Angels first (lowest HP, easiest to snipe) and set to work on the Acid Ghosts with long-range/magic as well. Their physical attacks inflict poison, and it can be quite an annoyance if everyone gets ganged up on.

Snipers have a better upwards-shooting radius than any other archer class (obviously), so taking out the death machines isn't as hard once they're in position. Running against the clock to get the SE corner's buried Mithril is a bit of a stretch for those having trouble with Acid Ghost groups, though. Mithril is just an item to sell for extra cash, so don't worry about missing it if needed. [Sometimes the SW Acid Ghost group splits into two if the ally parties have successfully taken two sides. In this case, conquering the weak enemy is a lot easier.] As long as the groups are not imbalanced, proceeding will be simpler. Put a healer in each group!

Anyway, using far-reaching magic that mostly ignores height (Phase Shift) and arrows are the definite way to get this thing over in reasonable time. Those who haven't made their warrior units into duelists -- like I did the first time -- may find this level a bit on the unforgiving side. Don't forget: the

bishop class' offensive spells can be used to get those piddly death devices as well! [16400G awarded]

CHAPTER 5-1: Wart Bay

[WK51]

ENEMIES	TREASURES
• L18 Death Angel (2) - 104 HP	• P.Armor [northeast chest]
• L18 Eggworm (4) - 119 HP	
• L19 Acid Ghost (2) - 150 HP	
• L19 Skeleton (2) - 140 HP	VICTORY: Destruction of enemies
• L19 Gold Golem (4) - 160 HP	FAILURE: Death of Ash

Starting at the ship, there are a two main ways to navigate the twisted monster-infested docks. Splitting up would just embody both of the following overviews.

- THE WESTERN SIDE - This is the most monster-infested part, but also the one to do right. The middle dock extends, branches, and one part wraps around parallel -- this allows long-range monsters to shoot, but also vice versa. Golem types walk right into magic range, and proceeding toward the mainland is less hard as the Death Angels and Eggworms are turned into corpses. However, stuffing everyone on this route basically ensures that the Plate Armor chest can't be obtained (enemies on east dock area will eventually wrap around, etc.)
- THE EASTERN SIDE - This side is the route one has to take when pushing the box toward the Plate Mail chest (which should be done if y'prefer). Many of the foes on the west side will stay put. One Death Angel will be able to use Thunder Ball across the way, but besides that, just the few foes on the east side will be aggressive. Snipers can even stand on the box and get the high ground anywhere. Using this vantage point -- which blocks close-range enemies from attacking if they get close enough -- is definitely a good way to get a leg-up on those pesky Death Angels and Eggworms that're strewn around the dock. The rest of the enemies will approach once the mainland is reached, and it's easy-peasy from there.

15960G awarded.

Visit Pioneer Town Sorbo and advance any classes that require it. The shop's inventory is the same as the previous chapter, basically. Kira may be the only person who needs updated equipment. Talk to the people in the bar and a new mapdot will open up.

CHAPTER 5-2: Torog Mountains

[WK52]

ENEMIES	TREASURES
• L26 C. Armor (4) - 216 HP	• Helstone [NE corner tracks in snow]
• L21 Priest (2) - 110 HP	• Mithril [West corner tracks in snow]
• L21 C. Shooter (2) - 138 HP	
• L21 Warlock (1) - 121 HP	
• L23 War Master (1) - 156 HP	VICTORY: Death of Kurtz

| • L23 C. Hawk (6) - 180 HP | FAILURE: Death of Ash
|_____|

VICTORY: Death of Kurtz
FAILURE: Death of Ash

This is a definite disadvantage: archers and mages on a high hill, with an army of armored units following by the bridge. This can be worked into a more pliable situation, however. Get as many people off the bridge towards Kurtz' hill at once, and try to keep any flying unit out of arrow range (if this means holding them back on the bridge til then can get near the southern area, so be it). That button at the foot of Kurtz' position will DETONATE THE BRIDGE, which will instantly kill any allied or enemy unit immediately -- no EXP given though. The armored units move slower in snow and will have to move around the long way, thus.

The C. Hawks need to be destroyed afterwards. Weaken with Phase Shift at the east edge of the hill (to hit as many as possible), then take them out with arrows and such. YOU CAN SHOOT OVER THE HILL TO HIT ENEMIES, remember! All hawks should be destroyed on Turn 3-4, if all goes well. Putting Archers in their path for counterattacks works well. [Sword-users will get 2HKO'd most likely -- keep 'em away!]

The Warlock will have to move closer to the edge of the starting hill to use Rolling Thunder, so put an arrow in his throat the first chance y'get. From this point on, things are much easier. The armored enemies aren't likely to get to the battle in time (wasted EXP? Go kill 'em if y'feel like it) and Kurtz isn't as powerful as one'd think. He spams Dagger Storm whether he's surrounded or not, so have Ultra Healing ready. Without the Hawks, Shooters, and Warlock, have fun murdering!

Buried in the NE and W are two items (Helstone, Mithril) but they're often out-of-the-way that getting them isn't necessary. [21420G, P.Claws awarded]

Continue to the Frontier Village and visit the Tavern. Eleni will collapse when trying to leave, and after some scenes, the next destination opens up outside of town.

CHAPTER 5-3: Tsukue Plains

[WK53]

ENEMIES	TREASURES
• L22 Gold Golem (6) - 184 HP	
• L22 Skeleton (2) - 161 HP	
• L22 Eggworm (3) - 144 HP	There ain't any!
• L22 Acid Ghost (2) - 172 HP	
• L22 Deathangel (2) - 126 HP	
• L23 Mimic (1) - 156 HP	

VICTORY: Destruction of enemies
FAILURE: Death of Ash

Three groups of enemies: one in the north, one in the east, and one in the map's middle near the treasure chest. Engaging both at once is foolish, so head along the extreme west wall (easiest to progress through height-wise)

and start taking out the enemiest here. Deathangels should have priority due to their AoE spells. The Gold Golems who stray over from the middle can be Phase Shifted into gravel pretty easily from this position.

The far group will eventually stray toward, and the archers can wear down the slow-movers before they reach the main allied group. Also, the treasure chest in the middle is a Mimic, so avoid it if yer taking a lickin'. Besides that, this is a run-of-the-mill stall battle the player with easily surmountable forces. [22080G awarded]

CHAPTER 5-4: Smoking Bones Cave

[WK54]

ENEMIES	TREASURES
• L23 Gold Golem (4) - 192 HP	• D.Spear [chest near stack of boxes]
• L23 Eggworm (3) - 151 HP	• LogosK. [northeastern lava pond]
• L23 Acid Ghost (3) - 180 HP	
• L23 Skeleton (4) - 168 HP	
• L26 Salamander (1) - 202 HP	VICTORY: Death of Salamander
	FAILURE: Death of Ash

The twisting path through the lava to the Salamander makes for an harrowing journey (*snicker*) but also allows plenty of places to stiff-arm the enemies from advancing. At the start, the tile north of Ash's initial location can be stuffed up, with the high ground no less, and the 3 enemies north of the group can be blocked with only two.

Once the Eggworm & Acid Ghost near the boxes are killed, move a Sky Lord over to the lone box and push it two spaces N. The next turn, jump on top of it and push the huge stack of boxes east a few times until being able to mount it for the chest: a [D.Spear]

The cool thing about this battle is that if Ash simply moves one tile north of where he starts and the party hangs around that beginning area the entire battle, ALL enemies will just flock towards the allies in their own time... except for the Salamander! This is how it should be, since the [Logos Key] must be obtained with a Hawknight/Sky Lord. It's located in the northeastern lava "pond", five spaces west, two south of the Salamander's starting point. THIS IS THE ONLY CHANCE TO GET THE KEY SO DO NOT PASS IT UP UNLESS YOU HAVE NO FLYING TYPE. [24320G, Wyrmfang awarded]

If any items are needed, get them in Sorbo. It'll be evident in a sec.

CHAPTER 5-5: Frontier Village

[WK55]

ENEMIES	TREASURES
• L26 C. Armor (9) - 240 HP	• Mithril (pavement crack by S house)
• L25 C. Priest (3) - 130 HP	• Skivbook (pavement crack by E house)
• L25 C. Shooter (4) - 163 HP	
• L25 Warlock (2) - 143 HP	
• L28 Valkyrie (1) - 182 HP	VICTORY: Death of Sabina
• L25 C. Knight (3) - 182 HP	FAILURE: Death of Ash
• L24 C. Hawk (3) - 187 HP	

| • L29 Assassin (1) - 210 HP |
| _____ |

FIRST STRETCH OF BATTLE

This battle looks like a trap, but the worst is yet to come, believe me. Enter the dry sluiceway and bombard the armored units with Roman Flame and arrows, hopefully killing them before any major harm is done. Units against the sluiceway's east railing can't be hit by projectiles, so put any flying unit there. To avoid the priest healing, use bishops' Holy Pressure to hit the two armored groups. This is the easy part.

The surprise of this battle is that Kane arrives with reinforcements when Turn 5, near the north screen boundary by the sluice button. However, once this is known beforehand, planning is much easier. The best suggestion: after killing the armored units near the sluice's west side, return BACK to that side and fortify near the sluice's SW end. This puts the enemies inside the watery groove, in the lowground, and in bunches that make it rather easy to abuse arrows/Roman Fire. An alternative is leading them into the groove, kicking the boulder near the N bridge, and washing them away, but why bother? Just make sure the Hawks cannot weasel their way through the ranks to an opportune backstabbing position! (Check their movement range)

SECOND STRETCH OF BATTLE

Collect the buried item near the eastern burning house (pavement crack), some Mithril, and advance towards Sabina's groups which should've waited patiently as Kane's group was trounced. If the mages are low on MP, now's the time to heal 'em up. Sending a group along the low street while a mage or two climbs the northern house wreckage to drop some magicbombs is the preferred attack strat. The rest should be business as usual, thanks to the great way of minimizing Kane's group's damage. Kill the Warlocks/Priest ASAP and save Sabina for last so the Shivbook can be dug up from the eastern pavement crack. Make sure to play with the boss in order to get extra EXP (she knows Hyper Healing). [44820G, Rune Bow awarded]

CHAPTER 5-6: Orome Lake

[WK56]

ENEMIES	TREASURES
• L25 Guardian (10) - 208 HP	• Gold Axe [northern chest]
• L24 Basilisk (6) - 157 HP	• Wyrmfang [southern chest]

VICTORY: Leena arrives at finishing gate/building

FAILURE: Death of Ash or Leena

Leena will be a guest NPC in this battle, and must be protected from harm in order to finish (she arrives at gate). She will move of her own volition as a 'guest unit' which means the party will really have to play it safe. To ensure she doesn't croak prematurely, stuffing up the walkways with units so that she has nowhere to move also works. When Leena reaches a red circle tile, this'll lift the next section of the submerged walkway.

Guardians are the typical close-range bashers, and can deal some alright damage. Basilisks are projectile-shooting freaks, and have a range comparable to a Sniper's (at level elevation). As long as the players don't stick units at a crossroads where all the damage potentiality can/will converge, they shouldn't pose a huge problem.

Proceeding is rather simple as long as the team doesn't make too many errors (like sticking Ash where every monster can beat on him). Basilisks seem to be slightly weak to projectiles, and Guardians are weak to magical spells. Obviously, all monsters must be defeated before Leena can proceed. Sniping the first batch of enemies is easy from the mainland's elevated land, but as the 2nd section raises (off N/E part of path) the enemies will teleport in right near the path's former "safe zone". Stick to one big group if that is possible.

The last section connects the southern (1st) tower and the 2nd tower's areas together to meander to the exit. Make sure to get both treasure chests before killing the remaining foes. Tip: the enemies near the finish gate can be weakened with Salamander and such before approaching! When Leena gets to the finish (enemies or not) the chapter ends. [29120G awarded]

Afterwards, Ash will get the Vandal Heart sword and matching armor. When the sixth and last chapter starts, make sure to use that hard-earned money for a full party outfitting. A wise person will bring a few Holy H2O's along...the player shall see momentarily.

Also, visit the Glasgow City tavern and talk with the 'Weird Man.' If all five Trials of Toroah have been successfully completed, talk to him and get the final [Heaven K.]

/ VI. A Fool's Epitaph |

CHAPTER 6-1: Fort Gareth

[WK61]

ENEMIES	TREASURES
• L29 Assassin (1) - 210 HP	• Necklace [east manhole near Kane]
• L26 C. Shooter (4) - 170 HP	
• L26 C. Warlock (3) - 148 HP	
• L26 C. Priest (3) - 135 HP	
• L27 C. Armor (6) - 224 HP	
• L27 C. Knight (6) - 196 HP	VICTORY: Death of Kane
	FAILURE: Death of Ash

This battle seems very run-of-the-mill at the start. Use the nearby wall to shield airborne units from projectiles, while the party temporarily splinters into two for the armored/knight duos on either side. Archers should gun for the warlock ASAP and, when all are dead, regroup on that raised wall in preparation for heading east to the tiny tower with more mages and knights inside. Should not be trial to neutralize the 2nd warlock before he can get any hits in. None of the enemies behind the huge raised wall will do anything at this time, until someone rolls a boulder at it to knock it down. Killing the elevated archer before this time may be best.

Quickly ADVANCE towards Kane instead of bolstering everyone and whatnot -- heal on the way. This is because the boss will gain the ability to use the 'Plasma Wave' ability (which you may have seen on the title screen demo video) and it can hit EVERY SINGLE ally! What's worse, if the team doesn't advance, he'll spam the move on a healing tile, which allows him to cheaply attack infinitely. Luckily, he quits doing this when the team nears. Eliminate the last warlock immediately, because the combined damage it brings may spell disaster if not taken care of. Basically, have everyone healed during that first turn or things may go awry quickly. =)

Meanwhile, don't waste any MP with 'Supreme Healing'; instead the Holy H2Os will suffice that same end, and help overcome the most annoying 'surprise' of the battle. Spam Salamander [etc.] before Kane closes in, which should give a little clearance for him and an easier time overall. He's definitely powerful, so no stupid counterattacks/attack openings if y'know what's good for you. Send a Hawkman unit to get the Necklace underneath the sewer grate while stalling the boss, if needed.

If no one dies the whole time, consider yourself awesome. [48000G, Caliburn awarded]

CHAPTER 6-2: Cobalt Beach

[WK62]

ENEMIES	TREASURES
• L28 Blood Bat (4) - 217 HP	• Life Orb [southwestern chest]
• L28 Centurion (7) - 203 HP	• Holy H2O [middle-field chest]
• L28 Grenadier (4) - 182 HP	• Ragnarok [northeastern chest]

VICTORY: Destruction of enemies

FAILURE: Death of Ash

This battle is awfully fun, if only because the enemies are HORRIBLE and're obsolete compared to Crimson-army foes. What doubles the fun is that the hilltop -- which separates the two forces -- is lined with boulders that can be used as an easy way to halve the HP of any it hits. Only the Blood Bats and their paralysis-inflicting maws should give any trouble whatsoever.

Another fun moment to be had is with Ash's Vandalier class, should it have been gotten. Use Plasma Wave to hit all enemies on the field! [33000G awarded]

CHAPTER 6-3: Capital Shumeria

[WK63]

ENEMIES	TREASURES
• L29 Bahamut (4) - 225 HP	• Mojo Robe [manhole near start]
• L29 Dark Mage (4) - 165 HP	• Gold Axe [manhole in SE area]
• L29 Hellknight (4) - 210 HP	
• L28 M. Cannon (2) - 182 HP	
• L30 Mega Guard (2) - 248 HP	
• L34 Xeno (1) - 192 HP	VICTORY: Death of Xeno
	FAILURE: Death of Ash

Lure the Bahamuts forward and stick a few arrows in 'em. When the Hellknights approach, they're considered armored units, at least where the horrible magic weakness is concerned. The M. Cannon and Mega Guard units share this affinity for damage, although they won't approach en masse until the allies start to round the fountain. [Using Plasma Wave at the start will result in all foes advancing on the first turn, mind you]

Speaking of which, archers and Salamander-flingers can really score some pot-shots by staying on one side of the fountain and picking off the weaklings. This works better if there aren't as many mages to hit back the next turn, but it's still doable.

Enjoy the ending credits! If Ash attained the Vandalier class, there'll be a special congratulatory message at the very end, saying the player's a Master of Vandal Hearts.

EQUIPMENT LIST

[EQPM]

I was going to use the abbreviated (in-game) names for these, but I figure it's not necessary. Things that don't have an entry in the '\$\$\$\$' space are unable to be bought. Find them through winning battles or searching odd tiles in battles to dig up treasure.

	ATK	\$\$\$		ATK	\$\$\$
Short Sword	+02	60	Hunter Bow	+02	50
Light Sword	+04	120	Light Bow	+03	110
Iron Sword	+10	500	Iron Bow	+08	450
Great Sword	+18	2000	Steel Bow	+15	1800
Master Sword	+26	7400	Great Bow	+22	6660
Caliburn	+28	----	Rune Bow	+25	----
Vandal Heart	+??	----			
<hr/>			<hr/>		
Gold Axe	+00	----	Iron Spear	+05	500
Iron Axe	+12	550	Steel Lance	+09	2000
Battle Axe	+22	2200	Halberd	+13	7400
Great Axe	+27	8140	Dragon Spear	+14	----
Ragnarok	+39	----			
<hr/>			<hr/>		
Iron Claws	+09	450	Staff	+01	40
Steel Claws	+17	1800	Light Staff	+02	100
Panzer Claws	+20	----	Iron Staff	+05	400
Death Claws	+24	6660	Magic Staff	+09	1600
			Spirit Staff	+10	----
			Arkstaff	+13	5900
			Runeward	+14	----

	DEF	\$\$\$		DEF	\$\$\$
Leather Armor	+04	50	Leather Helm	+02	40
Padded Leather	+07	110	Light Helm	+03	80
Chain Mail	+17	450	Iron Helm	+07	350
Scale Armor	+26	1800	Steel Mask	+12	1400
Plate Armor	+32	----	Grimhelm	+15	----
Kevlar Armor	+39	6660	Dragon Helm	+18	5180
Vandal Armor	+??	----	Vandal Helm	+??	----
<hr/>			<hr/>		
Bandana	+01	30	Cape	+02	40
Light Band	+02	60	Wool Robe	+04	70

Iron Cap	+05	250		Master Robe	+10	350	
Steel Band	+09	1000		Mystic Robe	+18	1400	
Leather Mask	+11	----		Zen Robe	+20	----	
Rune Crown	+13	3700		Mojo Robe	+26	5180	
_____	_____	_____		_____	_____	_____	

TRIALS OF TOROAH

[TRTR]

Unlike the other classes, the hero Ash has a secret one (Vandalier) that can only be unlocked through a series of challenges. Each requires a specific key, and all are MISSABLE, often with only a 1-battle window of opportunity.

Nova Key	After defeating the Sand Ant (Ch. 1-5), talk with the girl in Port City Minato to obtain the key so she can go sunbathing...
Earth K.	Complete Yuzu's liberation (Ch. 2-1) and talk with a barfly afterward to learn he dropped a weird fruit in a nearby swamp. During Loris Beach (Ch. 2-3), locate the cross-shaped poison swamp in the southern reaches and search the middle to recover a Banana. Show it to the Yuzu man to get the key.
Mana Key	During the jailbreak's second part (Ch. 3-7), step on the only switch to lower part of the wall. A person in the lower area's able to move to the west wall where the key is buried beneath a 'hole' tile.
Chaos K.	Collect the buried items Macroman (Ch. 2-2), Tarot (Ch. 3-4), and Ramen (Ch. 4-4) and show them to the barfly in Trade City Kerachi. He'll be amazed at the collectors items and donate a Chaos Key to the cause.
Logos K.	During Smoking Bones Cave (Ch. 5-4), the 'lava lake' nearest the Salamander holds the buried item. Search five tiles west & 2 south of the Salamander's starting position and search. THIS CAN ONLY BE OBTAINED WITH AN HAWKNIGHT/SKY LORD UNIT!
Heaven K	Complete the first five trials and talk to the man in Glasgow City's tavern (Chapter 6 only). He'll give the Key of Heaven in order to complete the prophecy.

To start a trial, give the key to Ash and visit any dojo in any chapter. Try to leave, and the master will notice the key and start the key's trial. Once a trial is finished completely (by obtaining the prism ONLY), the monk will take the key and it cannot be done again. EXP-farming is slightly possible in the sense that trials can be replayed, but it's far from necessary -- only curative/supportive actions like Mystic Shield earn any EXP!

ENEMIES		TREASURES	
• L28 Hunterimp	(4) - 182 HP	• Nova P. [treasure chest, ally side]	
• L28 War Ghost	(2) - 217 HP		
• L28 Buccaneer	(4) - 203 HP		
• L28 Sparkie	(2) - 217 HP		


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| • L28 Dark Golem (2) - 232 HP |
|_____||_____||
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VICTORY: Destruction of enemies
FAILURE: Death of Ash

The first battle also is the easiest. There is a sheer cliff in the middle which separates the enemies from allies. Climbing is the same for each side, but the more Snipers the good guys have, the easier they can pick off the others. The enemy is weak comparatively, floating enemies are easy targets, and the Hunterimps have horrible upward-shooting range. In short, any combo of units should be able to conquer this one rather easily. Just make sure to claim the treasure chest's contents before finishing...duh? [140G awarded]

		EARTH TRIAL
ENEMIES	TREASURES	
• L28 Hunter (3) - 182 HP	• Ice P. [chest @ centerfield]	
• L28 Hunterimp (3) - 182 HP		
• L28 Shooterimp (3) - 182 HP		
• L28 Corsair (3) - 182 HP		
• L28 C. Archer (2) - 182 HP		
• L28 Grenadier (2) - 182 HP		

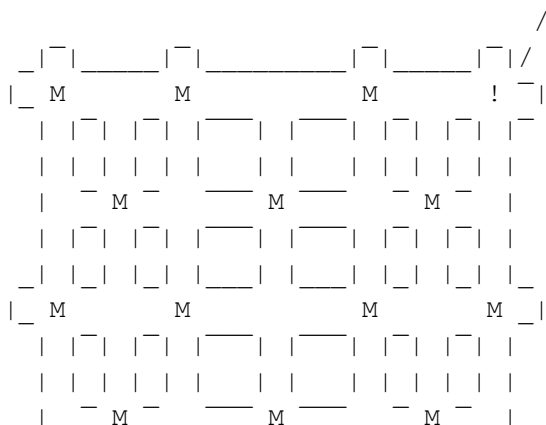
VICTORY: Destruction of enemies
FAILURE: Death of Ash

Have you ever seen so many projectile-users? Luckily, even with the twisted walkways, proceeding should not be as big a tribulation as one'd think. The Salamander spell will still weaken most of the enemies in one go, and should a close-range fighter manage to get close enough, it's off with the archer's head. The one good thing about this battle is that most of the long-range fighters -- who appeared really early in the game and then never again -- have awfully crappy ranges, so Snipers can pick them off (OHKO even) without fear of counterattack. [160G awarded]

		MANA TRIAL
ENEMIES	TREASURES	
• L28 Brigand (1) - 203 HP	• Mana P. [southeasternmost chest]	
• L28 Mimic (19) - 188 HP		

VICTORY: Destruction of enemies
FAILURE: Death of Ash

Prism location



Welcome to the treasure chest game!
Every treasure chest is a Mimic, except one that contains the Prism. There's really only one way to do the searching and that's by keeping out of the only enemy's reach. The best way is to use Spellbound (paralyze) the enemy and get to the enemies that way.
The Prism is always in the southeastern

projectile damage by sticking to the sides of the pyramid and work towards the summit. Use archers to nail the Salamanders before they can attack, and things'll be hunky dory. Play it safe and spam the Salamander/Phase Shift spell when it hits as many as possible (range suffers in this battlefield formation). The good thing is that Basilisks towards the top suffer range constrictions as well. The battle will take forever, but is easily doable if y'play smart. [270G awarded]

LOGOS TRIAL	
ENEMIES	TREASURES
• L28 Evilstatue (2) - 159 HP	• Heaven P [treasure chest at end]
• L28 Dark Mage (4) - 159 HP	
• L28 Valkyrie (4) - 182 HP	
• L28 War Master (4) - 188 HP	
• L28 Greatarmor (3) - 232 HP	
• L28 Hitman (2) - 182 HP	
• L28 Jailmaster (4) - 232 HP	
• L28 Thief Lord (4) - 203 HP	

VICTORY: Destruction of enemies

FAILURE: Death of Ash

The enemies are plentiful but not as tough as you'd remember; there's no reason to pack up with Life Orbs/Holy H2O's for this fight. The battlefield is a straight line with oscillating height (peaks & valleys), with the last stretch an uphill climb against the forces. Unlike other battles, there isn't a real strategy besides spamming magic and whatnot. The 2nd/3rd group of enemies will often approach even when the allies aren't in range, giving any archers a head's-up for extra damage (hint: meet them at top of hill). Just don't stick Ash at the frontlines where multiple archers/mages/warriors can beat him into a pulp. =p

At the very very end, kill only one Evilstatue and get to the treasure chest before finishing the battle. [270G awarded]

After completion of all trials, Ash has access to the 'Vandalier' class in the dojo, and gets the V. Helm and V. Armor upon changing. He will have access to SEVENTY abilities, including all classes (enemy or otherwise) and special infinite-use items like Shivbook and Helstone. It's truly a great class.

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Can I use the Trials of Toroah for EXP-farming?

[A] - Technically, yes. The trials do not give experience to offensive actions against the foes, but healing and supportive actions (like Megaherbs or Mystic Shield) will. The more damage is healed, and the higher the level of the target, the more experience is gained. Once the Prism is obtained and the level beaten, however, the key is taken from the party and that specific trial can't be retried...thus, continuously failing the trial's the only way to do this scenario. Purely offensive characters will have to use healing items to get any sort of EXP, and that's limited per battle. Not really worth it in the long run, unless a class change is

involved.

[Q] - What do I do with these Gold Coins, Gold Axes, and Mithril?

[A] - Sell 'em. They have no real use except providing some pocket change.

[Q] - What's the best class setup?

[A] - Any combination can be great, but I think the most 'secure' involves having at least one Archbishop and Enchanter, a bunch of Snipers, and no Sky Lords. Bishops and Dragoons are optional, but I never really got along with 'em. Soldiers can be made into Duelists for a lot better attack and movement by sacrificing some defense.

[Q] - You said Sky Lords suck. Should I get one?

[A] - In a perfect world, no one should except for giggles. Unfortunately, one is needed to obtain the Logos Key in Chapter 5-4 (Smoking Bones Cave). That's about the only real use there is, honestly. Instead of raising a Hawknight early on, make Darius one (he's the last Archer to be obtained) when he gets access to a dojo.

VI. UPDATES & CONTRIBUTIONS

[UPDT]

03-27-08 -----+ Added to GameFAQs

[THANKS TO:]

- Syonyx' great guide, for the location of the Logos Key
- Ultimarily on the VH messageboards for talkin' with me about the game
- Milo Boy, for some clerical corrections

VII. LEGALITY

[LGLT]

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