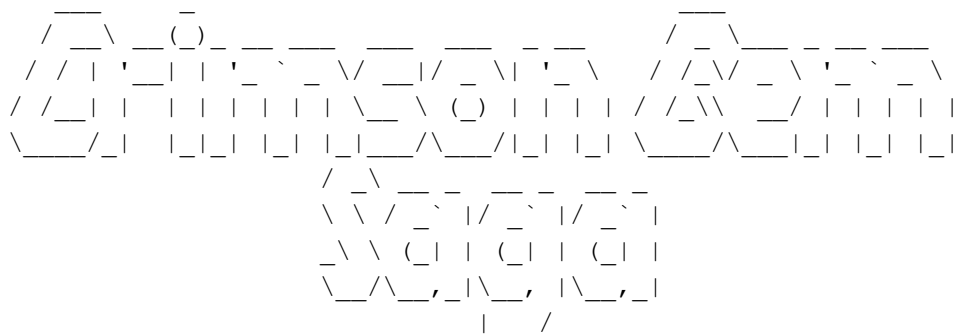


Crimson Gem Saga FAQ/Walkthrough

by defunct32

Updated to v5.00 on Dec 31, 2009



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-
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- WRITTEN IN, FOR : Notepad, Windows XP
- FONT ADJUSTMENTS : Courier New, Regular, 10
- WORD WRAP : Unticked, AND MAXIMIZE YOUR NOTEPAD WINDOW!
- SAVE AS FORMAT : .txt, Encoding: ANSI (Please do save as ANSI)

| W E L C O M E ! : I N T R O + S O M E N O T E S |
'-----'

Welcome to the very much-awaited, anticipated English version of Crimson Gem Saga, there was the Asian version before but since it wasn't properly localized you know typos and such; fans and players alike wasn't too happy with it. Personally I don't mind the English but it was really bad, really um... Bad?

Lucky for us though the good people at ATLUS decided to take this game under their wings and give it a much-needed better localization!

P/S: This guide is still active w/ updates so don't think I'm done w/ the guide just because I'm done w/ the game :D keep all yer e-mails coming! I, especially need help on ITEMS, OPTIONAL SIDE QUESTS (TWO LEGENDARY EQUIPMENT FOR KILLIAN) among others. I am so proud of this guide and am grateful for all the help and support I got from all of you! Thanks!

D I S C L A I M E R & P E R M I S S I O N + W E B S I T E S :

Should I bother writing up a really long disclaimer notice? I think not. I just wanna say if you want to use my guide for whatever reason let me know first, and of course if possible do not plagiarize, or do anything w/o proper consent from me. Thanks for respectin' me and my work. :)

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G U I D E D E V E L O P M E N T :

VERSION ULTIMATUM (5.00)

What? Ultimatum? What the heck is that? I've no idea. Anyway this guide is complete, complete in term of walkthrough ONLY. I'm not done w/ the rest of the guide just yet, I still have stuff to do like contributions, misc. updates, fixes and whatnot. Feel free to still send me contributions.

- (30/12/2009) -----> Compiled the contribution/credit list.
- > Updated the FAQ section.
- > Fixed typos and layout a little bit.
- > TODAY IS MY B'DAY (24 Y.O.) WOO-HOO!

- (28/12/2009) -----> Main walkthrough completed! Finally.
- > Finished compiling Spinel's Skills! Finally.

VERSION 4.05

Yeah! Yeah! I took my sweet-ass time but hey! My PSP decided to go wonky on my ass and my buddy (his name is motivation) decided to go on a holiday w/o me! Oh man, what a freakin' disaster!

- (27/12/2009) -----> Finished the Ziggurat Tower.
- Added Optional section to the guide. (In Progress)

- (23/12/2009) -----> Finished Silvernian Dungeon.
- Finished revamping the guide.
- Finished revamping the Quest section.
- Working on The Ziggurat Tower.

THINGS TO DO AFTER COMPLETING THE GUIDE (IN PROGRESS);

- Verify the Arfhar's Castle "glitch" (by replaying, oh man!) (000%)
- Finish up "Inverse Babel" + "Silvernian Dungeon" (side quests) (000%)
- Finish up the Items Index (need help here) (090%)
- Reconstruct the Quest section of the walkthrough (DONE)
- Compile Spinel's skills list! (ugh!) (DONE)
- Compile contributors' contributions/update (Credits section!) (DONE)

THE SEARCH FUNCTION:

If you're using Notepad (Windows) then you can make your life easier by using "Ctrl + F" to quickly find what you're looking for. You can either use the code at the end or use the title itself, both ways will bring you to your desired section, 100% guaranteed.

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THINK YOU KNOW EVERYTHING? ----- (00^)

- Crimson Gem Saga ----- (GS%)
- Personae ----- (PE%)
- Battle Mechanics ----- (BM%)
- Stats/Bufs/Debuffs ----- (SB%)
- Tips & Hints ----- (TH%)

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I'LL "WALK" YOU THOROUGHLY IN THIS WALKTHROUGH | \ \ / ----- (01^)

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    | _ | ; NOT OBLIGATORY, BUT WORTH IT.

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(IN PROGRESS)

- Ziggurat Opposite's: Inverse Babel ----- (XXX)
- Silvernian Hidden Dungeon ----- (XXX)

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MISSION. EXPEDITION. PURSUIT. SEARCH. HUNT!

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STORYLINE

- Green Hill Graduation ----- (GHx)
- Join The Excelsior Force ----- (EFx)
- Spinel's Friend ----- (SFx)
- Reclaim The Wicked Stone ----- (RWx)
- Message From Aneris ----- (MFx)
- Monastery's Wicked Stone ----- (MWx)
- Fugitive Of Ganellon ----- (FGx)
- Water Of Life ----- (WLx)
- Mirror Of Moonlight ----- (MMx)
- Secret Of The Monastery ----- (SMx)
- Evil Englergoth ----- (EEEx)
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- Destruction Of Graystone ----- (DGx)
- Wolfen Fortress ----- (OFx)
- Ziggurat ----- (ZTx)
- Travel To Rombrigetton ----- (TRx)

OPTIONAL

- Galorin Hunting ----- (HUx)
- Monastery's Backyard ----- (MBx)
- The 30,000 Sword ----- (30x)

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    SUNDRIES, EXTRAS AND THE LIKE...

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- Magic, Spells, Techniques ----- (MS-)
- Items Index ----- (IX-)
- Extras And Supplementary Reading ----- (RX-)

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    'TIL WE MEET AGAIN! | _ /

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- Questions & Answers ----- (QA+)
- Acknowledgements (Credits) ----- (RC+)
- Legality ----- (LG+)

B A S I C S (00^)

CRIMSON GEM SAGA (GS%)
#####

Crimson Gem Saga is the second installment in the Astonishia Story series, the first game titled "Astonishia Story" was released for the PSP in 2005 but received lukewarm response from the public. This, however doesn't stop the people at Sonnori (now IronNos) to proceed with a sequel anyway and contrary to popular believes, or at least I believe Crimson Gem is somewhat related to the first game as two characters made a comeback; one is only mentioned in name while the other still lives--Dryden the evil Black Mage (still evil here) and the already deceased Lezail.

Do some kind of research on the net or go to my "Extras And Supplementary Reading" section for more info.

PERSONAE (PE%)
#####

In order of appearance.

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 / //_ / I L L I A N
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CLASS : Chevalier
HP GROWTH RATE : Very High
MP GROWTH RATE : Average
WEAPON TYPE : Sword

A young man who seems to be quite sensitive or touchy when it comes to his pride, often get pissed when someone or something belittled him but you know that's only because he's always second in life, hahaha.

Killian fares pretty well on the battlefield having a high amount of HP but average amount of MP, one of the strongest of six characters in the game.

BEST SKILLS
• Blade Of Fury
• First Aid (during early parts of the game)
• Cross Slash
• Restoration (up this to Rank 3)
• Hero's Aura (all allies up 5% in Defense value)

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CLASS : Thiefmage
HP GROWTH RATE : Average
MP GROWTH RATE : High
WEAPON TYPE : Dagger

Treasure hunting Elf whose personality speaks louder than her actions, as Killian had said "she never thinks before she act or talk" which often gets the group into trouble, but with everyone together nothing is really impossible, right?

Spinel is fast and is often the one to score Critical Hits, she has some of the best Skills Techniques I've seen like "Shadow Strike" and "Deadly Attraction" the latter inflicts confusion not often but when it does hit it lasts for a long time and is really helpful in battle.

BEST SKILLS

- Deadly Attraction (Confusion)
- Toxic Needle (Poison)
- Gale Force
- Illusion Assault (up this to Rank 3)

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CLASS : Mage
HP GROWTH RATE : Very Low
MP GROWTH RATE : Very High
WEAPON TYPE : Staff

Henson is sarcastic I am not sure whether he's wise or not, but he seems to be the sort that don't like to work with others but due to unforeseen circumstances he is forced to co-operate, anyway.

A magician at heart which means that his physical attributes will never be on par with his magic, always use this guy for his spells not for his attack. Henson dies rather easily so put him in the back row of the party formation.

BEST SKILLS

- Wizard Aura (MP Regeneration)
- All of his high end/higher-tier spells
- Inspire
- Battle Cry

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CLASS : Cleric
HP GROWTH RATE : High
MP GROWTH RATE : Average
WEAPON TYPE : Hammer

An old man who is also searching for the Wicked Stone, he stumbled upon the party at Dead Man's Spire and offer to join the group after Killian gave him a wallop in the head, an ex-Minister who bears a grudge against the Order Of Light.

Gelts is a Cleric despite his tank-like physic and huge hammer he doesn't really deliver much hurt to the enemy but do not ever brush him off, with the proper equipment and training he can deal just as much as Killian does in battle.

BEST SKILLS

- Gelts Crush
- Doom Hammer (up this to Rank 4)

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CLASS : Monk
HP GROWTH RATE : High
MP GROWTH RATE : Low
WEAPON TYPE : Gloves

A mysterious man who was assigned to keep a watchful eye on the party as they gather the other Wicked Stones, truth be told he himself is being watched, since he's so shady it's very hard to trust him the only thing you can trust about Lahduk is his unrelenting brute force as it spells the enemies' demise.

A powerhouse with a generous amount of HP but possessess little to no MP since most of his skill consume quite a chunk of Mana points you'll never really get to use much of his skill in battle. Once he joins your group he will rarely ever leave the party formation or at least he doesn't in my game. :)

BEST SKILLS

- Way Of The Dragon (KICKASS, up this to Rank 4)
- Inspire
- Lion's Roar (lowers enemy's defense)

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CLASS : Crusader
HP GROWTH RATE : High
MP GROWTH RATE : Average
WEAPON TYPE : Sword And Shield (?)

An agent of the Order Of Light, Acelora place all of her trust and Faith in the Order only to be betrayed by the organization itself, feeling all lost and confused she decided to join Killian and party.

Being a Crusader Acelora excels in the ATK/STR department, she however have only 2 offensive skills at her disposal "Smite" and "Final Judgment." making her less than desirable for many players to use, personally I like having her in my party just so I can spam "Final Judgment" on the enemies and since she joins the group in Chapter 4 (I have no qualms spoiling you) you should have an abundance amount of SP to dump on her. True, "Final Judgment" is expensive but if you have been training, especially at the tower called "Ziggurat," then you should have an "unlimited" supply of Mana (MP) restorative items.

- Smite
- Final Judgment (up this to Rank 4)

BATTLE MECHANICS (BM%)
#####

Crimson Gem Saga utilizes a "speed-based system" fastest unit gets their turn first, during battle you can see the Turn Order at the top, it's a very basic and simple battling system so I won't go into intricate details about the system but I do suggest you give it a read anyway, you might not know what you'll discover.

NO RANDOM ENCOUNTERS!

Much like Chrono Trigger and Chrono Cross, you can see your adversaries on the battlefield giving you the option to engage or ignore the enemy-- provided of course you're able to run pass them unnoticed.

AMBUSHING YOUR FOE/S

Ambushing your foe will allow you to have the first strike, this is really helpful as it also allows your party to deliver the hurt first, take note that the enemy can also do the same to you the moment they sensed you're nearby and start chasing your ass around, once this happen no matter how you try to avoid an enemy's ambush it'll still be an ambush, get what I'm saying?

- MORE INFO -

You see, when an "!" mark appear above their head quickly engage them this way neither side will have an advantage in battle but when the ! disappear the enemy will start chasing you--this will consider an enemy's ambush and no matter how you "twist and turn" (even if you're facing face-to-face w/ the enemy who's pursuing you) it'll be an enemy's ambush, period.

EDIT:

Ok, apparently it's a 50/50 chance that when an enemy is pursuing you it may or may not result in an ambush, but it's safe to say that it's going to be an ambush most of the time anyway. Hahahahahaha.

FINISHER

This one is a little bit tricky to pull off as it's all about pure luck, though Agility and some other stats do factor in, bottomline is it's all luck.

Whenever you're in battle sometimes after attacking (just a normal phy. attack, no MP consuming moves/skill/magic whatsoever) you'll notice for a fraction of a second the X button appear at the bottom, now this, is an indication for you to press the X button if you successfully hit it on time then your character will do a follow-up, if you're lucky another X button will show up hit it again on time and the character will deliver

what I call the "Finisher" move complete with a gorgeous potrait of the awesome character in question.

Don't rely too much on this though, but when the opportunity shows up, do take advantage of it.

THE SKILL TREE SYSTEM

Many games were seen advocating this system and the most recent game I can think of using the same system is Summon Night: Twin Age for the Nintendo DS. Basically you earn "Skill Points" and allocate them into the Skill you want to unlock and learn, yeah, there are so-called "two levels" you've to unlock before you can finally use the skill in battle: the first level is called "Skill Unknown" and the second level is "Skill Learned!"

Once you've allocated (or insert) the required points the skill will be revealed and you will need to allocate another set amount of points to finally learn the skill, how troublesome, you think? Not really though, it actually only reveal whether or not you want to learn the skill is up to you as once you've passed the first level you can go to the next skill in line and unlock the next one, if the next skill tickles your fancy then you can go ahead and learn it without having to learn the previous skill, make sense? I hope.

Have fun farming for Skill Points, hahahaha. ;)

COMBINATION TECHNIQUES

Reminds you of Chrono Trigger, yes? That's the only RPG I can think of that actually have the snazziest of combo techniques ever! Crimson isn't too far off with its own unique "Combo Tech System." There are a couple of requirements before you can co-op with the others to unleash devastating attacks.

- Involved characters MUST learn the Skill in their own Skill Tree.
- Must have sufficient MP.
- Must be next to one another in the Turn Order.

Let's take Killian and Spinel for example, they have a Combo Tech called "Wave Strike" in order for you to use this skill both Killian and Spinel must have already learned the move, have sufficient MP for both to use in battle and last both must be next to each other in the Turn Order.

```
--- KILLIAN --- SPINEL --- MONSTER --- MONSTER --- APPROVED!  
--- MONSTER --- SPINEL --- KILLIAN --- MONSTER --- ALSO APPROVED!  
--- MONSTER --- SPINEL --- MONSTER --- KILLIAN --- NOOOOOOOOOOOO!  
--- KILLIAN --- HENSON --- SPINEL --- MONSTER --- NOOOOOOOOOOOO!*
```

You know what's the Turn Order, right? It's the one at the top of the battle screen with the Garolin and the party's icon. Once you've these 3 requirements fulfilled then you're set to go!

*You still cannot execute the combo: "Wave Strike" because Henson or whoever happens to be in between them, hahaha.

UNDERSTANDING F/I/W/L/H/D

Fire, Ice, Wind, Lightning, Holy and Darkness.

If you view your equipment especially your weapon you'll see this along w/ three "SLOT O O O"

If there's a YELLOW BORDER around any of the letter then it means that weapon has an affinity with that element, any enemy who are weak to that particular element will receive double the damage (I think?), and if an enemy is strong against that particular element then you'll never ever scratch it, not even a Critical Hit nor a Finisher can hurt the foe (w/o a doubt, confirmed).

The only way around this is to use an item called "GEM" like FIRE GEM, ICE GEM this item will change the element of the weapon, using the NEUTRAL GEM will make your weapon a purely physical entity w/o any element, there's nothing wrong with this but you'll most likely have to rely on your ATK & STR stats to deliver the hurt.

Using an ELEMENTAL CARD will increase the elemental level by 1 making it much more potent, as for the SLOT each time you use a CARD AND/OR GEM to upgrade your weapon, it will take up a slot so suffice to say you're only allowed to upgrade your weapon up to THREE times. That's about it.

STATS/BUFFS/DEBUFFS (SB%)
#####

Here's a couple of status buffs and debuffs that will aid and cripple you respectively. I might be missing a couple of 'em if you think I really did missed something, send me an e-mail to notify me, ok? Thanks. :)

As far as I know there are three buffs statuses available in the game and they are "ATTACK UP," "DEFENSE UP" and "CRITICAL UP" in battle if you have any of these buffs active it will be signified by the glowing icon(s) in the status window at the bottom It's in plain sight; you can't miss it.

/ _ \ TATUS EFFECTS
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_/ BUFFS (POSITIVE)

- ATTACK UP ----- Increased attack; high physical damage output.
- DEFENSE UP ----- Increased defense; high physical defense.
- CRITICAL UP ----- Increases chances of delivering critical hits.

DEBUFFS (NEGATIVE)

- PLAGUE ----- "Wavy" icon; only (3) turns left to live.
- POISON ----- Skull icon; loses HP every turn.
- SILENCE ----- Cross icon; unable to use Skill.
- SLEEP ----- "ZZZ" icon; unable to act; will skip a turn.
- CONFUSION ----- Circle icon; attack party members randomly.

/ _ \ TATS/IN-GAME STATUS
\\ \ _____

\ \
_ / BUFFS (POSITIVE)

- LEVEL ----- Accumulate enough EXP points to go up one level.
 - HIT POINTS (HP) ---- 0 means you're dead. :(
 - MANA POINTS (MP) --- 0 means you're unable to use Skill.
 - ATTACK (ATK/STR) --- Determines your physical damage output.
 - DEFENSE (DEF/VIT) -- Determines your defensive prowess.
 - INTEL. (INT) ----- Determines your magical damage output.
 - WILL (WIL) ----- Determines the chances for a Crit Hit/Follow-up.
 - AGILITY (AGI) ----- Determines your speed in the Turn Order.
-
-

TIPS & HINTS (TH%)
#####

These are not sure-win tips but I'm sure they'll come in handy, do have a read.

SAVE OFTEN!

You may never know what hit you next unless you're using this walkthrough all the way through, I strongly suggest that you save as often as you can.

LEVEL UP!

Crimson Gem Saga isn't really a walk in the park if you barely survive a battle then it's time to backtrack and wallop some weaker enemies to rake in those EXP points, you'll also earn some Gelders and SP anyway, so it's like killing three birds with four stones, get the lame joke?

SAVE YOUR GELDERS FOR EQUIPMENT

I noticed that equipment can be quite pricey in this game, so I advice you to save your Gelders instead of spending it on items, if you bother to train your party you'll realize that enemies DO DROP restorative items so battle often, this time you'll be killing four birds with four stones. Get the lame joke?

UPGRADE YOUR SKILL(S)

Items like BRONZE/PLATINUM MEDALLION (I'm sure there's more) can upgrade the rank of your skills, upgrading skills only makes it more stronger it doesn't reduce the amount of MP consume. A Rank 3 "Cross Slash" works just as good as a Rank 1 "Blade Of Fury" if you get what I'm trying to say.

STOCK UP ON THE ITEM "TENT"

Tents are useful as it restores your party to the pink of health anywhere in the game, it's rather costly but if you do have the money you should

consider stocking up on at least 3-5 tents at all times but the more the merrier, yes.

FREE HP/MP RESTORE

Each time a character level up he or she will recover full health (HP/MP), awesome, huh? Not exactly a tip but it's nice to know, yes?

YOU SNEAKY LITTLE...

Every time you defeat an enemy you will notice that Killian will "blink" on screen (no he is not broken or anything) he is INVINCIBLE giving you the chance to sneak behind a NEARBY enemy.

FOCUS ON ONE...

Enemy at all times, trust me it is much more easier and quicker to focus your attention on one enemy rather than trying to "spread the damage."

IF THE GOING GET TOUGH...

Throw your PSP across the room against the wall, better yet throw it out of the window. :) Nah... I'm just kidding (did I hear you say "duh!?!"). Back to the topic now if the going get tough..... RUN FOR YOUR LIVES! Or use a SMOKE BOMB or have Spinel use "SMOKESCREEN." Don't be ashamed of running away as they say those who run away lives to fight another day.

W A L K T H R O U G H (01^)

I am a very specific person, so specific it can be unnerving sometimes, it's just that I once used a guide on GameFAQs the writer was so vague I got lost and confused that I ended up not using the guide and was blissfully able to go through the dungeon without a hitch all by my lonesome self. I don't want to be that kind of FAQ-writer. All I can say is I will try my best to walk you through hand-in-hand.

If you spot any mistakes and/or errors along the way, do let me know as I am a blooooooody perfectionist I really, really appreciate it even if you notify me about a typo.

----- WALKTHROUGH BEGINS -----

PROLOGUE: AN INNOCENT BEGINNING (PR#)
#####

This is a rather short prologue just think of it as some sort of tutorial to get yourself accustomed to the workings of the game, battle system, the in-game menu and all that stuff.

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: SHERN VILLAGE;

There's a number of items to be had, so be sure to loot them before heading out!

ITEM LIST:	ADVERSARY LIST:
• BOMB	• NONE
• TENT	
• LEATHER ARMOR	
• 100 GELDERS	
• CAFFEINE	
• BISCUIT x5	

By Trancemission, Professor_giggly_pants, Lars;

- In Shern if you go to the very north-east section there are some trees that killian will some how walk up, and you will find a monk. Talk to this dude and he will give you 10,000 gelders, no joke, now wait you might be tempted to walk away, but if you talk to him again you shall be rewarded with another 10,000 gelders.

By Trancemission;

- 70 GELDERS (behind the mail box, in front of equipment shop... just press X behind mail box).
- Miracle Water (check the well, on the right side of BOOKSTORE OR LIBRARY).

Thanks you guys! :D

Killian will wake up in bed and realized that it's either his clock is not right or he overslept, you'll automatically run down to the first floor, after a bit of chit-chatting you're off to Green Hill Academy for your graduation.

Before you do anything hit Triangle or START and save your progress since Crimson doesn't have any of those lame "save point" thingy (ha, old-sch) you can save ANYWHERE and EVERYWHERE. Press the R button for a very, very useful map... I am not exagerrating when I said "very, very." You should see a couple of icons on the map.

- | | |
|---------------------|--------------------------|
| • BED | -> Inn |
| • BAG | -> Item Shop |
| • BEER/MUG/WHATEVER | -> Tavern |
| • CROSSED-SWORD | -> Weapon/Accessory Shop |

Unfortunately the map is not available on all occasions if you press R and if there's a beep sound then there's no map available for that location.

Actually just don't bother pressing R in dungeons.

There's a treasure chest onto your left you'll have to go one screen left and just go west a little bit until you see a bridge, this is where a treasure chest sit quietly nearby, it's hard to miss, inside you'll find a BOMB. Killian will be shocked that a bomb is found lying around near the students or in a town for that matter.

Proceed northwest from your current location to Green Hill Academy and a scene will play out. Killian got in second place which is not that bad, more scenes will play out until finally you get to control Killian again.

SIDE QUEST ALERT!

See the guy nearby, the one with the spiky hairdo? Approach him and he'll test your meetle by asking you to gather five (5) Galorin Horns which is dropped by the enemy Garolins. Feel free to take this up it is not a must but if you're a bloody perfectionist and must have and do everything a game has to offer then you're more than welcome to take this up.

REWARD(S)

- BRONZE MEDALLION x3
-
-

Our next destination is to the Excelsior Force's office located in Vardenhoff, but before we head out to our destination we should seriously loot the townspeople of their savoury goodies. I AM EEEVIL AND SO ARE YOU! Mwa-hahahahaha...

Exit the Academy and head for the fountain, ok now that you're here have Killian do "Merry Go Round" five times around the fountain and a chest will pop up, inside there's 50,000 Gelders..... HEHEHE!

Ahem lame jokes aside head up the stairs nearby the fountain and enter the house, now this, is apparently a library if you talk to the butt ugly girl she will laugh in your face "oh-hohoho!" my ass, you butterface! Go up the stairs and take the TENT inside the chest.

Next head for the Weapon Shop, talk to the girl Bianca if you want but our primary concern is the FREE LEATHER ARMOR in the second floor! Check the brown-colored shirt hanging on the wall to grab your LEATHER ARMOR double-check to see if it stinks, ok! Otherwise EQUIP IT. :)

"Nice! I'm glad I checked here!" w000000t, GO KILLIAN! TAKE THAT HERBERT!

Next stop is the INN/BAR where we first start the game check the drawer between the beds for 100 GELDERS! I'M RICH! YAAAY! Oh, and talk to the student standing near the window for a laugh, hahaha!

Now get out of that place and visit the house where an NPC character can be seen working in the farm, if you talk to him and he mentions something about eggplants being in season then you're at the right place, go in, a chest is waiting to be picked up in the upper right corner of the screen, talk to Audrey and she will mistook you for Erik though that is not the point... Check the clock just a little down from the opened chest for a CAFFEINE and Audrey will almost caught you red-handed (you sneaky thief,

you!).

I guess that's about it... Feel free to leave Shern for Vardenhoff.

JOINING THE EXCELSIOR FORCE (02#)

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: SHERN ENTRANCE;

ITEM LIST:

• L. MANA POTION x2

ADVERSARY LIST:

• NONE

Wait, someone asked me how come I know what's the location of each place? Didn't you know? By pressing the START or Triangle button the Main Menu will notify you of your current location riggght at the bottom. AREA: XXX XXX there you go another fun feature just so you won't be lost in-game and in my guide.

A treasure chest can be found onto your right nearby a house, now when I said "right" just press right on your directional pad and you'll come upon an abandoned house (sort of), right next to it is a chest containing two very delicious LIGHT MANA POTIONS!

Nothing else here just go down the stairs to the next area down, you know you're in the right place when the game gives you a friendly advice on battling the Galorins. :)

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: SHERN FOREST;

Consider doing some training here, you won't regret it! :)

ITEM LIST:

• 600 GELDERS

• BISCUIT x10

ADVERSARY LIST:

• CAL GALORIN

• HWAL GALORIN

If you accepted the sidequest at the Academy then you can farm for Galorin Horns here. Otherwise just hack away at those minions for EXP points, I train Killian up to level 8 it helps a bit. Also 600 Gelders can be yours head SOUTHEAST, now at the INTERSECTION where you have a choice of going RIGHT or DOWN choose DOWN, a treasure chest sits quietly right NEXT TO A LOG with an innocent butterfly fluttering around; inside 600 GELDERS. The INTERSECTION is T-shaped by the way. God, why the hell am I so specific?

Go back to the INTERSECTION before and head RIGHT. In the next screen lies a chest with 10 BISCUITS, just follow the road until it splits, the road leading south looks slightly "faded" press R for the map and you will see that the road do splits RIGHT and DOWN (EAST AND SOUTH) take the road down with a chest containing BISCUITS x10 it's almost at the edge of the ledge

thank the Heavens it didn't drop into the river or whatever. Go back up and take the EAST (RIGHT) path.

The game will hint at you to use your Skill if the enemies are too much to bear, whatever it is, don't! it's just not worth it since your MP value at this point is really low and skills are way too expensive to execute, just rely on brute force and items to get through. Also did I tell you to level up before? If you engage each and every enemy you come across then Killian would be all cozy at level 11... or maybe I got carried away leveling up?

```
  /  \ RIMSON GEM SAGA: INFORMATION WINDOW
 /  /  \
 /  /  \
 \  /  /  \ LOCATION: VARDENHOFF FIELD;
```

Mosquitoes alert, haha!

ITEM LIST:	ADVERSARY LIST:
• NONE	• MOSQUITO
	• HWAL GALORIN

Before you proceed access the MAIN MENU first and go to Skill and learn these two abilities (assuming you haven't learn anything else yet and have farmed enough SP).

- CROSS SLASH
- QUICK FIX

80 SP TOTAL

If you bothered to do the sidequest at the Academy earlier then you will have three BRONZE MEDALLIONS with you, use one MEDALLION on both C. SLASH and Q. FIX. If you don't have 'em it's ok. These medallions only make your skill just slightly stronger anyway it's not a lot but significant enough.

SAVE YOUR GAME!

EXCELLENT TRAINING SPOT!

There is an excellent training spot nearby, walk a little farther to your right and you will notice a small group of Galorins walking around, you can slaughter all of these for much needed EXP points, SP and Gelders, each time you defeat a set of enemy you'll be invisible and since the Galorins are so close to one another you can ambush 'em left and right. Go to the next screen and come back to have them re-spawn, defeat, win, rinse and repeat.

Don't forget to save your progress you wouldn't want those training to go to waste do you?

Alright, proceed to the next screen and there will be an INTERSECTION just

ignore the lower path unless you want to beat up a Galorin, take the upper path NORTH and a cutscene will play out. Oh, the sarcasm between Killian and the Cavalry guy. Once the scene ended a Galorin will magically appear defeat it if you want or proceed EAST to Vardenhoff, you cannot go north from here.

There's a boss fight coming up so check your HP and MP and save your game before proceeding AFTER THE SIGN.

You will be introduced to Spinel and Jeffrey, a scene will play out watch and you eventually have to fight Jeffrey.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • JEFFREY                  • KILLIAN ONLY
              • WILLIAMS
              • WBBER
```

REWARD: 580 G, 30 SP, BRONZE MEDALLION

This is not a hard battle if you have Killian at a high enough lvl he should hit for quite a bit, if things get desperate then just use "Cross Slash" to end things quickly.

Also, a player has e-mailed me saying you'll randomly receive the Joker Card card so I've decided to remove it since it is not a sure-win/get item.

Yep, that player is Nara Shikamaru! Thanks for letting me know. :D

That wasn't a difficult fight was it? A little chit-chat and Spinel is off on her way to who knows where BUT one thing is for certain! YOUR MONEY POUCH IS GONE, SNATCHED BY THE THIEF, no? Not really... Nah, your Gelders is still there... in thousands. Hmph! :)

Continue crossing the bridge past the sign into Vardenhoff.

```
 /  \ RIMSON GEM SAGA: INFORMATION WINDOW
 /  /
 /  /
 \  / LOCATION: VARDENHOFF;
```

Loads and loads of items in this town! As always don't ever forget to loot 'em all.

```
ITEM LIST:                ADVERSARY LIST:
• CAYENNE POWDER x3      • NONE
• ACETYL. ACID x3
• LIGER BALM
• FISH CAKE x2
• HAMBURGER
• MILK x2
• SPICY RICE CAKE x2
```

- RED BEAN BUN x5
- SMOKE BOMB x3
- 670 GELDERS
- MILK x3 (ANOTHER 3 PCKTS)
- RED BEAN BUN x7 (YES, ANOTHER SEVEN)
- CAFFEINE
- 1850 GELDERS
- SMALL BOMB x5

By Professor_giggly_pants;

- In Vardenhoff near the Excelsior Force building if you walk towards the spring, right before you enter the northeast screen, you can see that part of the fence is missing. Check there and you will receive four spring waters which will cure silence.

Here we are in the village of VARDENHOFF, let's start looting for items.

From where you are you can see a blue-haired guy if you talk to him he will mention about the map function as well as tell you where the Excel. office can be located walk pass him and go south to a house where you can see a horse and a man, go into that house, the lady in there will mention to you that no matter how much she clean the place it never seems to be spick-and-span (you're in the right house). Go up to the 2nd floor there will be a chest containing THREE CAYENNE POWDER, also check the vase near the window for THREE ACETYLSALICYCLIC ACID :O? And don't press X near the table or you will become a worthless man. Leave the premises.

Feel free to purchase new equipment for Killian I bought only a weapon for him:

- Baselard

1200 GELDERS

You should already have LEATHER ARMOR equipped, yes? (you saved 150 G).

Go south pass the ITEM SHOP you should see two ladies standing outside a house talking rubbish (mind your own business, gossipers!), go inside that house and check the shelves for a LIGER BALM. On the second floor will be a guy chasing rats around the room, check the cupboard in the south (press down on the D-pad) with two barrels on top of it for TWO FISH CAKES. Now if you want:

- Hamburger
- Two packets of Milk
- Two packets of Spicy Rice Cake

STOP CHECKING THE CUPBOARD AFTER THE SPICY RICE CAKE or Robert will have you return all his snacks and you won't ever see them again! Leave the house quickly. :P

Before you go anywhere else walk WEST a little bit OF THE HOUSE and you will see a chest containing FIVE RED BEAN BUNS and THREE SMOKE BOMB. Heh, nice indeed!

Visit the TAVERN/BAR next and check the only lone crate (box) on the right

inside you will find 670 GELDERS.

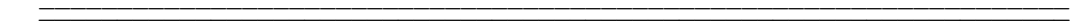
Your next stop is the INN walk pass the girl reading a book and check the lone barrel, inside you will find another THREE PACKETS of MILK. Now go inside the INN and check the box under the window near the ENTRANCE for a pair of RIDING BOOTS, equip it on Killian, thank God we didn't purchase any boots back at the Weapon shop, did we? ;) Now check the cupboard in between the beds (wait for the girl to go away if she's blocking your way) for SEVEN RED BEAN BUNS. Don't leave just yet! This INN has a lot more to offer go to the second floor and check the cupboard nearby for a CAFFEINE, two chests are in plain sight: 1850 GELDERS and FIVE SMALL BOMBS. Finally, you can leave the INN and visit the force's office.

Head south from where you are (just press down on the D-pad) and enter the Excelsior Force's office also feel free to talk to the barrel on the left. The lazy guard will direct you straight to Dead Man's Spire to meet with the Excelsior Force directly. Leave Vardenhoff.

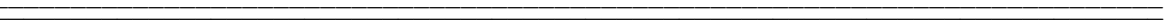
KILLIAN'S FIRST MISSION (03#)

/ ____ \ RIMSON GEM SAGA: INFORMATION WINDOW
/ / _____
/ / _____
_____/ LOCATION: VARDENHOFF FIELD;

- | | |
|-------------------|-----------------|
| ITEM LIST: | ADVERSARY LIST: |
| • 700 GELDERS | • GALORIN |
| • RED BEAN BUN x5 | • HWAL GALORIN |
| | • MOSQUITO |



Go up the stone steps and follow the linear path upwards when you reach another set of stone steps go up and grab the chest containing: FIVE RED BEAN BUNS and 700 GELDERS. Leave this area and go to the left of the stone steps. Another linear path awaits you, at the end when you have finally reached your destination a scene will play out.



CHAPTER I: THE WICKED STONE (C1#)
#####

This Chapter is where your real adventure begins, new faces will join your party making battles a little more fun and bearable and not forgetting the humor and all the good stuff. Don't forget to do a lot of battles, save a lot of money and spend those SP wisely.

SAVED! (04#)

/ ____ \ RIMSON GEM SAGA: INFORMATION WINDOW
/ / _____

//_____
_____/ LOCATION: VARDENHOFF;

Great! You now have a sexy Treasure Hunter in your party time to doll her up w/ some brand spankin' new equipment.

ITEM LIST: ADVERSARY LIST:
• ANGEL FEATHER x2 • NONE

By ~Jun;

- Just a pointer to highlight so it can help future gamers since I didn't find it also in other similar game manuals. Check out the goodies housed in the letterbox outside the village of those houses in the village of VARDENHOFF.

Thanks for the e-mail Jun! Unfortunately I am too far into the game when I added this, so can anyone tell me what's in the letter box? Love letters perhaps? Haha. :D

Spinel from before noticed and saved you, you are then brought back at the bridge where you guys first met. After a bit of conversation the game will hint at you that you are now able to do Combo Tech (or Combination Skills) but I like calling it "Combo Tech" (KOMBO TEK). Read my section on "Battle Mechanics" to learn how does "KOMBO TEK" works.

Save your progress!

Head into Vanderhoff and purchase some new equipment for Spinel:

- Ballock
 - Leather Armor
 - Leather Boots
- 1050 GELDERS

Once you are done head for the tavern a little east of the Weapon shop. In the upper-right hand corner of the screen you will see a set of stairs leading down take it down and you will complete the quest.

After a bit of conversation you will receive the MASTER CANE from Steph. Head back out of Vardenhoff and into the Dead Man's Spire (the same way you did before). Don't forget to defeat all enemies along the way, trust me you need the extra EXP points, SP and Gelders.

When you arrive at the destination Spinel will open the door to the Dead Man's Spire. Just in case go save your game first before proceeding inside you don't know what's inside the Spire... do you? :)

Oh, does anyone have any ideas what are the two things that Killian asked Spinel about? One of them I'm sure is about the "Wicked Stone" but what about the other thing?

Anyways before I forget go around the Spire to the RIGHT there will be a chest with TWO ANGEL FEATHERS. Now we are all set to go inside.

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

/ \

\ / LOCATION: DEAD MAN'S SPIRE (1F);

Beware of the Gelatinous Blob as they tend to come in a group of four; use Cross Slash or when things get desperate--RUN!

ITEM LIST:

- 1200 GELDERS
- ANGEL FEATHERS x2
- RIDING BOOTS
- SAPPHIRE STAFF

ADVERSARY LIST:

- GELATINOUS BLOB
- REDCLAW
- ALPHA SNAIL

The door/rock will close behind you and you have no choice but to move on forward, follow the linear path to the next screen to trigger another cut-scene; seems like someone is in trouble and you just gotta help him or you will have sleepless nights (haha).

'|'|'|.

|| || OSS BATTLE INFORMATION WINDOW

|'|'|'|.

|| ||

.|'|'|'|.

BOSS LIST:

- CAL GALORIN x2
- GELATINOUS BLOB

PARTY LIST:

- KILLIAN
- SPINEL
- HENSON

REWARD: 580 G, 60 SP, PLATINUM MEDALLION

So apparently this is a boss fight. Just use Cross Slash and you will be done in no time. :)

Well that takes care of that, a funny conversation will soon follow and our mage friend, Henson will join the party. Before proceeding anywhere else in the Spire access the menu and learn some new skills...

KILLIAN

- Heal
- Wave Strike

SPINEL

- Deadly Attraction
- Wave Strike

And apparently it doesn't seem to matter where you put Henson, maybe it's just my game but I noticed that even if you had him in the back row of the formation enemy still attack him and it's more often than not, so it's up you where you really wanna put Henson. _-;

Alright from where you are go back (it's a dead end ahead, lol) and at the

INTERSECTION you're given a choice of LEFT and RIGHT, take the RIGHT path and along the way another INTERSECTION BUT IGNORE the south path and keep heading right, in the next screen are two Galorins with a chest containing 1200 GELDERS. Backtrack to the INTERSECTION WE JUST IGNORED and this time head SOUTH into the next screen.

Head along the linear path you will have to go through a couple of screens (they are all linear and no intersections whatsoever) before you trigger a scene.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • UNDEAD KNIGHT          • KILLIAN
              • SPINEL                 • SPINEL
              • HENSON                 • HENSON

              REWARD: NONE
```

You're not meant to win this fight...

Killian fails through and through to overcome Larmont just when things are beginning to get desperate a nasty old man who called you all fools saved you from the Undead Knight. Some conversation ensues and we're all set to go again.

From where you are go LEFT all the way to the next screen. In this screen follow the path until you stumble upon an intersection LEFT and RIGHT, take the right path as the next screen holds a treasure chest containing these splendid items:

- Riding Boots
- Sapphire Staff

Equip both of these on Henson. Backtrack and this time GO ALL THE WAY DOWN and all the way along the linear path until you reach the exit with the lights shining in you can't miss it.

MIRAGE VILLAGE (06#)

```
/  _ \ RIMSON GEM SAGA: INFORMATION WINDOW
/  /  _____
/  /  _____
\  _ / LOCATION: MIRAGE VILLAGE;
```

Items Galore! It's like a buffet. :)

```
ITEM LIST:                ADVERSARY LIST:
• 5000 GELDERS            • NONE
• FISH CAKE x3
• SPICY RICE CAKE x2
• SPICY SQUID x3
```

- MILK x10
- TENT x3 (AFTER A PARTICULAR EVENT)

You will be greeted by the residents of Mirage Village apparently they're extremely happy that they're getting visitors for the first time in a very long time (sounds fishy, hm?).

EXCELLENT TRAINING SPOT!

Dead Man's Spire is an ideal place to level up, earn Gelders and farm for SP since there's a town within the Spire itself you can always rest at the INN when you're low on HP and MP. Consider leveling up your party to at least level 25-30 (if you're crazy enough), trust me, you will need it. Or really just go and train until you can earn little to no EXP points.

As usual it's time to loot this mysterious village of all its items, walk west pass the INN and into the house, there is a lady named Lorraine. A chest is in plain sight: 5000 GELDERS, there's nothing else here so leave the house.

Go south of the INN and cross the mini bridge into the next screen/part of town, in the lower-right corner is the WEAPON/ITEM shop go ahead and purchase upgrades for your party if you want. I bought these:

- Claymore*
- Blade Of Glory
- Gambeson
- Brigandine x2*
- Riding Boots

9540 GELDERS

*You can either buy the Claymore weapon for Killian now for added ATK power or wait till the next part of the Dead Man's dungeon if you wish to save some Gelders, you can also get a free Brigandine for your party. Hm, your choice. You can always sell off any additional spoils that you may have in your inventory (that's what I did, win-win situation). The enemies also drop Claymore as a rare spoil. :)

Sell off your old equipment if you want to earn extra G. Now head back outside from the weapon shop just go all the way west pass the Clock Tower into the house with a girl standing outside in a red dress. Inside you can see a chest; THREE FISH CAKES, TWO PACKETS OF SPICY RICE CAKE AND THREE SPICY SQUIDS. Leave the house and head north pass the TAVERN/BAR and into the mansion, this is the Mayor's resident go up to the 2nd floor and you can find a chest with TEN PACKETS OF MILK in it. Hmm, I doubt there is anything else in this village or am I still missing a couple of items?

Anyway, when you are done with the ransacking business go ahead and visit the BAR to progress the story, a scene will play and Killian will head out to go for a walk. You see a girl running away follow her into the Clock Tower area in the middle of the village and talk to her, another one of those cutscenes and then you're required to find Aneris' torn message.

PIECING IT ALL BACK TOGETHER

You must find the torn pieces in the correct, skipping a piece will not grant you access to the next piece. It's just bizarre like that.

THE FIRST PIECE:

From where you are, go NORTH a little bit PASS THE GIRL NAMED FLORA, talk to her if her name is FLORA then you're heading in the CORRECT direction. The first piece can be found nearby.

THE SECOND PIECE:

From the FIRST PIECE location GO NORTH AND CROSS THE MINI BRIDGE search around the area IN BETWEEN the INN and the house, the second piece can be seen nearby.

THE THIRD PIECE:

The THIRD PIECE can be found just a little south of the TAVERN/BAR right near the entrance with the girl in a red dress standing just outside.

THE FOURTH AND FINAL PIECE:

Is located near the Mayor's house just go north pass the TAVERN/BAR and cross the mini bridge on the left and up all the way to the house, you can see the fourth missing piece there OUTSIDE OF THE HOUSE NOT INSIDE.

An angry Killian can be seen making snide remarks about people who didn't use proper grammar. Touché. Don't forget to SAVE YOUR GAME and make sure you have at least 45 MP to use Cross Slash. A-haha.

'|'|'|'.

|| || OSS BATTLE INFORMATION WINDOW

|'|'|'|'.

|| ||

.|'|'|'|'

BOSS LIST:

PARTY LIST:

- ZOMBIE MAYOR

- KILLIAN ONLY

- ZOMBIE x2

REWARD: 580 GELDER, 80 SP, BRONZE MEDALLION

Just use Cross Slash for an easy win.

Lol, what an annoyingly easy boss battle. :(

The Mayor even in death was kind enough to allow you to buy equipment and items at the store (they've some new line-up by the way) and you can rest at the INN at the same price of ...One... ..fifty... *MOOOOOOOAAAAAAAAAN* do whatever you want, yes! Just to let you know I've purchased these stuff from the store:

- Emerald Staff
- Iron Hammer
- Brigandine
- Riding Boots
- Mana Amulet (for Killian)

11340 GELDERS

There's a chest nearby the INN with THREE TENTS.

The new exit is to the WEST end of town, the moment you leave this Village the old man who saved you from before shows up and demands a manly one-to-one fight, winner takes all... just the Wicked Stone. Nasty old man.

'|'|'.
| | | |

|| || OSS BATTLE INFORMATION WINDOW

|'|'|'.
| | | |

| | | |

.|'|...|'

BOSS LIST:

PARTY LIST:

- GELTS

- KILLIAN ONLY

REWARD: 800 GELDER, 100 SP, BRONZE MEDALLION

=====
Gelts is a joke just whack him w/ your physical attack and he'll go down without so much of a fight... Lol.
=====

Gelts has no shame and squeezed himself into your party. If you purchased new equipment like I have stated earlier then you can outfit Gelts, if not you can head back into town and buy the necessary equipment (this nasty old man has some crappy equips).

Feel free to do more training if you like. I did some.

BACK INTO THE SPIRE (07#)

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: DEAD MAN'S SPIRE (1F-8F);

This is the most straightforward dungeon in the game, you can't get lost, Nephelta is on the 8F.

ITEM LIST:

ADVERSARY LIST:

5TH FLOOR ITEMS

- ALPHA SNAIL

- SMALL BOMB x5

- GUH MI

- M. MANA POTION x3

- SPIKY SKUNK

7TH FLOOR ITEMS

- CLAYMORE (KILLIAN)

- BRIGANDINE

Go up the spiral staircase all the way to the fourth floor to trigger a scene with the Witch, Nepheltha. There are no items whatsoever along the way. After the conversation go through the opening on the left. (it's hard to see or maybe I'm blind or something? Cause once I actually thought the 4th floor is a dead end, haha).

On the 5th floor towards the end is a chest with FIVE SMALL BOMBS + THREE MEDIUM MANA POTIONS. Go up and all the way to the 7th floor is another chest; CLAYMORE and BRIGANDINE (sell these off for some added G or equip 'em on Killian or whatsoever, your choice).

Alright, before you proceed to the next floor use a TENT on your party and save your game. I've read in the forums that people are struggling trying to defeat Nepheltha, don't worry she's easy as pie provided you have come prepared!... By "prepared" I meant having the latest equipment from Ghost Village and be at least level 23 and above, ok.

Now head on up to 8th floor...

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • LARMONT MARKSAI        • KILLIAN
                                                • SPINEL
                                                • GELTS
                                                • HENSON
```

REWARD: 1000 GELDER, 150 SP, BRONZE MEDALLION, DARK GEM

Don't waste any of Killian or Spinel's MP yet, have both of 'em attack the enemy Knight and have Gelts use Gelts Crush and Henson waste all of his magic on the enemy. Use items when you're low on HP and Marksai will go down in no time.

Hopefully everyone in your party will level up just so they could benefit from the HP/MP full recovery feature. :) Larmont will reanimate and Nep will transform into a butt ugly beast.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • NEPHELTA                • KILLIAN
              • SPIDER SERVENT x2      • SPINEL
                                                • GELTS
                                                • HENSON
```

REWARD: 2000 GELDER, 250 SP, SILVER MEDALLION, ICE GEM

First things first remove those two Spiders as quickly as you can, Killian and Spinel should concentrate on Nepheltha (use Cross Slash until you run out of MP) and have Spinel use her best move (Toxic Needle). Hen should use Fire-based magic on the Spiders and Gelts

abuse Gelts Crush as much as possible. In my honest of opinion
DON'T WASTE PRECIOUS TURNS TRYING TO CURE THE POISON STATUS EFFECT
just unleash everything on Nephelta.

The Spire collapsed and everyone will jump out of the window to save themselves. Did I just saw a treasure chest underneath where those two are standing? Oh, yes indeed! Maybe it was there way before you first enter the Spire? Lol, I went back to that spot and inside you can find a MIGHT RING + FOUR TENTS.

Go back to Vardenhoff to meet up with Stephanie at the TAVERN/BAR to progress the story.

DECEPTION & BETRAYAL (08#)

/ _ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

_ / LOCATION: VARDENHOFF (REVISITED);

This is your last time in Vardenhoff, so grab any and all items that you missed before.

ITEM LIST:

• NONE

ADVERSARY LIST:

• NONE

A scene will take place and you will be thrown into jail and a new chapter starts. Well that's about it. Ha ha ha.

CHAPTER II: RISKY BUSINESS (C2#)
#####

A lot of back-tracking and quite a number of dungeons await you in this chapter, the plot thickens just by a bit. A new member will also join the roster making your merry little band a happy party of five. Yay!

THE STONE IN THE MONASTERY (09#)

/ _ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

_ / LOCATION: HABSBERG;

There are two excellent training spots outside of Habsburg; one is at the Ziggurat Tower and the other is just in the outskirt of Habsburg along the way to the St. G. Monastery.

ITEM LIST:	ADVERSARY LIST:
• MILK x5	• NONE
• TAKOYAKI x4	
• MEDIUM BOMB x3	
• TAKOYAKI x8 (YES, ANOTHER 8 PIECES)	
• HAMBURGER x10	
• EMERGENCY POTION x3	
• 7000 GELDERS	

You know how Henson is a mage and all? Well, wouldn't it be easier if he just blasted out of prison with his magic or something? Anyway brace yourself for quite a long scene before you finally have control of Killian once again.

You are now in Habsburg and it's time to...

PILFER THE WHOLE DAMN TOWN, HAAAA!

From where you are, go a little SOUTHWEST pass an NPC named FUMI and make a stop at the lamp-post, and go inside the nearby house. Inside is a man named Bruno who got fired in the first day of work and sounded like he wanted to murder himself if you are talking to the same guy then you are certainly in the correct house, ignore him and grab the chest for FIVE PACKETS OF MILK + FOUR TAKOYAKI. Leave.

Now go SOUTHEAST pass an NPC named SUK JA and you should see another pair of NPC (father and son) outside the house, go inside and grab the chest partially hidden behind the bookshelves containing THREE MEDIUM BOMBS. Leave.

Head for the TAVERN/BAR there are a couple of things you can do in here, for the sake of fun.

- Order a drink to restore HP/MP
- Talk to the singer on stage to hear something weird
- Play the piano for 10 Gelders

Nothing really beneficial here so leave.

Now head for the central park there's a fountain in the center, very nice. Anyway there's a guy named Gerald with a cowboy hat that will give you 1 G for every single time you talk to him, just letting you know.

From the park head NORTHEAST... There are two NPC named ROMEO and JULIET but they're of no concern here, head inside the house and check the oven or fireplace or whatever for EIGHT TAKOYAKIS. Head up on the 2nd floor to grab TEN HAMBURGERS in the chest. Leave. BEFORE you head anywhere else go WEST all the way from the house you just robbed :P and a chest will be in plain sight, inside you will find 50 GODDAMN EMERGENCY POTIONS but damn stupid Killian had to get excited and drop 47 FREAKIN' POTIONS so you are left with THREE. Oh developers why can't you just let us have 50 of those?

You should noticed a mansion to the WEST of HABSBERG PARK, it's NORTHEAST from the town's EXIT. Hm, don't worry it's hard to miss since there will be a boy named TROY with two dogs and a couple of those pigeons, go inside the mansion and on the first floor is a chest with 7000 GELDERS.

SIDE QUEST ALERT!

In the same house on the 2nd floor is your Drill Instructor.

Talk to him and accept his request to trigger another optional side-quest. You may talk to the Prince if you want and seriously what does "I'm trying on a new wig for my wig." supposed to mean?

REWARD(S)

- TEN HUGE BOMBS
-
-

Also if you "talk" to the Silver Vase by the entrance of the second floor you will get a funny conversation between Spinel and Killian. Alright if you want to do some fighting before you leave town then head for the Mirror-Maker's house right nearby the exit and walk behind the counter to trigger a boss battle.

```
'|'|'.  
||  || OSS BATTLE INFORMATION WINDOW  
'|'|'.  
||  ||  
.|...|'      BOSS LIST:                PARTY LIST:  
              • BROWNIE CAPTAIN x2    • KILLIAN  
              • BROWNIE x2            • SPINEL  
                                      • GELTS  
                                      • HENSON
```

REWARD: 580 GELDER, 150 SP, NEUTRALITY GEM

Just use your best skills like Cross Slash, etc...

The owner will reward you with 20,000 GELDERS, oh you're filthy rich!

When you're ready to progress with the story then leave Habsburg for St. Gergeous Monastery. It's ALL THE WAY WEST don't get distracted and head anywhere else unless you're trying to find treasures. The directions will change once you are in the desert.

THE ZIGGURAT TOWER

Just outside of Habsburg you will notice a girl with some kind of magic circle, this is the entrance to the Ziggurat Tower. Pay her 1000 Gelders and she will transport the party to the said location before. This is also a perfect place to level up and earn SP (not very good Gelder-wise since you never really earn much in there, but every cent counts anyway).

Please be aware that the monsters in the Monastery are brutal beasts that can almost instant kill you if you're not properly equipped and

leveled. So you better spend time buffing up your party. I'd suggest a nice level of 40 for everyone to survive & ample amount of Potions -- Healing and Mana (don't buy them since enemies drop them quite often in battle).

Also, slightly related, the Ziggurat Tower (or just Ziggurat) is mandatory you HAVE to go through this dungeon to progress and finish the story, you can either do it now (though I'm sure nothing will happen when you reach the top) or do it later. Doing it now will make progressing the Zig a lot more easier later in the game, otherwise don't stress your pretty little head about it. :)

Make any necessary preparations before heading out.

```
 /  \ RIMSON GEM SAGA: INFORMATION WINDOW
 / /
 / /
 \  / LOCATION: HABSBERG PLAIN;
```

You can train here if you want and earn enough G as well to fully outfit your party back in Habsburg.

ITEM LIST:

- 1200 GELDERS
- ELIXIR x2

ADVERSARY LIST:

- SNIPER GALORIN
 - GOON
 - MAGE GALORIN
-
-

HANDY SHORTCUT

There's a handy shortcut just south of town; you should see an empty house if you walk a little south and inspect the well nearby you'll drop into it and automatically appear on the bridge at Mt. Bloodyhorn.

While you're here purchase the Mercury Shoes for 30k Gelders. It's well worth the price, be sure to equip it on Killian.

Let's start!

Go all the way WEST follow the road until you hit upon a HUGE tree in the middle of the map, if you view the map you will see that you can go NORTH and WEST (UP and LEFT respectively). Ignore the NORTHERN path and just go WEST into another part of the HABSBERG PLAIN, in the most NORTHWESTERN part of the plain is a treasure chest containing 1200 GELDERS + 2 ELIXIRS or simply put BEFORE you enter the LATEIN DESERT go NORTH FIRST to find the treasure chest.

Enter LATEIN DESERT.

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

//

//

\ / LOCATION: LATEIN DESERT;

This area will give ya loads and loads of Gelders... RICH!

ITEM LIST:

- TENT x5*

ADVERSARY LIST:

- FALCON
- WOLF
- SPIKETAIL

*I just discovered this treasure -- you guys know where is the entrance to Mt. Bloodyhorn? You have to go up a set of stone stairs, the treasure chest is just to the EAST of the stairs at the TOP EDGE.

Alright, from where you are, HEAD UP (NORTH) you should see some bones or something like that; the ribs and the head, head on up to the next screen. In here go NORTH just a little bit until you see another DRAGON HEAD and RIBS set, HEAD WEST (LEFT), if you head NORTH then you will be at GANELON VILLAGE you can visit the place now if you wish but there's no INN yet. For now just head WEST to the next screen.

In this screen press R to bring up the map (always have the map on it's very useful) and go WEST and then SOUTH into the MONASTERY it's hard to be lost in this desert.

YOU CAN DO THE SIDE QUEST "MONASTERY BACKYARD" NOW!

Save your game. If you accepted the quest that Englehyde give you back in Habsburg then you can do it now. Go NORTHEAST pass the field (you know where farmers plant their crops or whatever like HARVEST MOON, HA HAHA!) and go through the path in between the trees, the one on the left looks faded and the one on the right looks healthy and bright. If you see these two trees then you're in the correct direction.

Killian: What the...!? AAAAAAH!

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

//

//

\ / LOCATION: ST. GERGEIOUS MONASTERY (QUEST);

Many treasures to be had!

ITEM LIST:

- 10,000 GELDERS
- 1900 GELDERS
- TENT x5
- MED. HEAL. PTN x10
- 5500 GELDERS

ADVERSARY LIST:

- SHAMBLER
- LICH
- SUCCUBUS

- TENT x5
- GOLDEN BISCUIT (SIDEQUEST ITEM)

I realized the paths and intersections in this dungeon are "intertwined." You can never, ever get lost. So to make things simple just go all the way straight to get the item GOLDEN BISCUIT and head back out, along the way you should check every room cause there are treasures with loads of G and restorative items.

Also, if you do battles in here then you will know that the enemies are no joke, go do some leveling up if you haven't.

Once you've acquired the GOLDEN BISCUIT head back to Habsburg and return the item to Englehyde, grab your reward and head back to the Monastery via the shortcut just SOUTH of the WARP CORP GIRL. If you don't know where that is then scroll up a little bit and read the "PAY ATTENTION TO THIS SHORTCUT" note.

Back at the Monastery; if you chose the shortcut route then exit Bloodyhorn and head all the way SOUTH into the St. Gergeous Monastery.

```
  /  \ RIMSON GEM SAGA: INFORMATION WINDOW
 /  /
 /  /
 /  /
 \  / LOCATION: ST. GERGEOUS MONASTERY;
```

Pay attention to that 'crazy Monk' as he is a vital character in progressing the story.

ITEM LIST:	ADVERSARY LIST:
• HOLY ARROW x5	• NONE

If you are up for a funny conversation then head inside the Monastery and look for two doors side by side, I think it's the Confession Box or something that the Catholics use to confess their sins.

Anyway, your main objective here is to look for the Abbot, he is in the office on the second floor so head on up (grab the chest with FIVE HOLY ARROWS on the ground floor before ascending the stairs). A scene'll follow whereby the Abbot very much refuses to admit there's a Wicked Stone, after much discussion the party of five decided to source for information and to make this quick and easy head outside and talk to the crazy Monk by the entrance.

The Monk seems to know something about some kind of secret and directs you to another apprentice Monk named Domingo. Your next stop will be the small village of Ganellon. If you don't know where that is just head NORTH when you exit the Monastery and then head EAST and then NORTH again, remember there IS NO WAY YOU CAN GET LOST, ABSOLUTELY NO WAY, use the map, ok.

THE FUGITIVE BEARING HOPE (10#)

```
  /  \ RIMSON GEM SAGA: INFORMATION WINDOW
```

//
//
//
\\

LOCATION: ST. GANELLO VILLAGE;

Our Domingo is located in the small house in the northeastern part of the village, it's one of a kind you can't miss it.

ITEM LIST:

- MEDIUM BOMB x3

ADVERSARY LIST:

- NONE

By Professor_giggly_pants;

- Lastly in Ganello if you go to the broken down house to the left, the one with a shovel out front, on the north side is a dark patch in the trees, kinda looks like goofy triangle, enter here follow the path all the way north. Check the area and Killian will remark about good smelling fruit then he will eat it, and in doing so will completely heal HP/MP for the party. It's free and has unlimited use which makes the outside dessert a choice place for some grindage.

The moment you step into this village head on up to see an old man sitting on a platform smoking a cigarette (or whatever) and head inside the house, go up to the second floor and grab the chest for THREE MEDIUM BOMBS. Talk to the old lady if she asks you to play a game of chess then you are in the correct house.

To progress the story go NORTHEAST pass the house where you grabbed the three Medium Bombs and UP THE SLOPE follow the road to a small house and go inside, you will see Domingo and a scene will trigger.

Head for the INN next and you will soon discover that the owner fell sick and that she couldn't get out of bed, so you need to get some freakin' "WATER OF LIFE" to cure this old bitchsnack of her mysterious illness so she can run the INN again... Something is bothering me...

.....
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.

WHY THE FREAKIN' HELL CAN'T THE DAUGHTER RUN THE INN FOR HER MOTHER? UGH!!

Leave the village and exit the Latein Desert (use the map). Once you're in Habsburg Plain head for the HUGE TREE in the middle of the map and HEAD NORTH from there, all the way up into the opening to enter the dungeon.

PROCURING THE WATER OF LIFE (GANENSHER DUNGEON) (11#)

/ _____ \ RIMSON GEM SAGA: INFORMATION WINDOW
/ /
/ / _____
/ / _____

___/ LOCATION: ST. GANENSHER DUNGEON;

Lol, this dungeon IS NOT THAT CONFUSING!

ITEM LIST:

- ELIXIR x3
- SMOKE BOMB x5
- INTEL. AMULET
- SAFETY BOOTS
- 2200 GELDERS
- AURA MASK x3
- WILL AMULET

ADVERSARY LIST:

- FISHMAN
- OMEGA SNAIL
- FANGWOOD
- SKUNK PUNK

Tsk, tsk, bothersome old hag have all of us trekking an annoying dungeon to fetch her some "Water Of Life," DIE ALREADY!..... Oops.... I was just kidding, REALLY!

Ok, I have to warn you that this is an annoying dungeon (how many times have I repeated this?) so I will try my best to guide you floor by floor, hand-in-hand, oh yes. In this dungeon they have PLATFORMS, TREE BRANCH/-ROOT (whatever) and BRIDGES as walkway, the circular one will be called PLATFORMS, the rest are obvious.

Your motive here is to activate the *LEVERS* in order to obtain the "Water Of Life" or something like that.

```

-
| | | __|__ _() __| \ / _ \|_ | || |_/_/_|
| |__| _| | | |/\_ \ | | ( ) | | | | _ || | \_ \ YOU GUYS!
|__|__| | | |_/_/_/ \_/_/ | | | | | | | | |

```

Also, watch as my circular platform slowly transformed into RECTANGLES along the way, ASCII POWERZ!

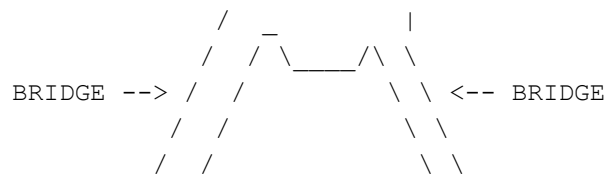
- GANENSHER DUNGEON (1F) -

You are standing on your FIRST PLATFORM.

```

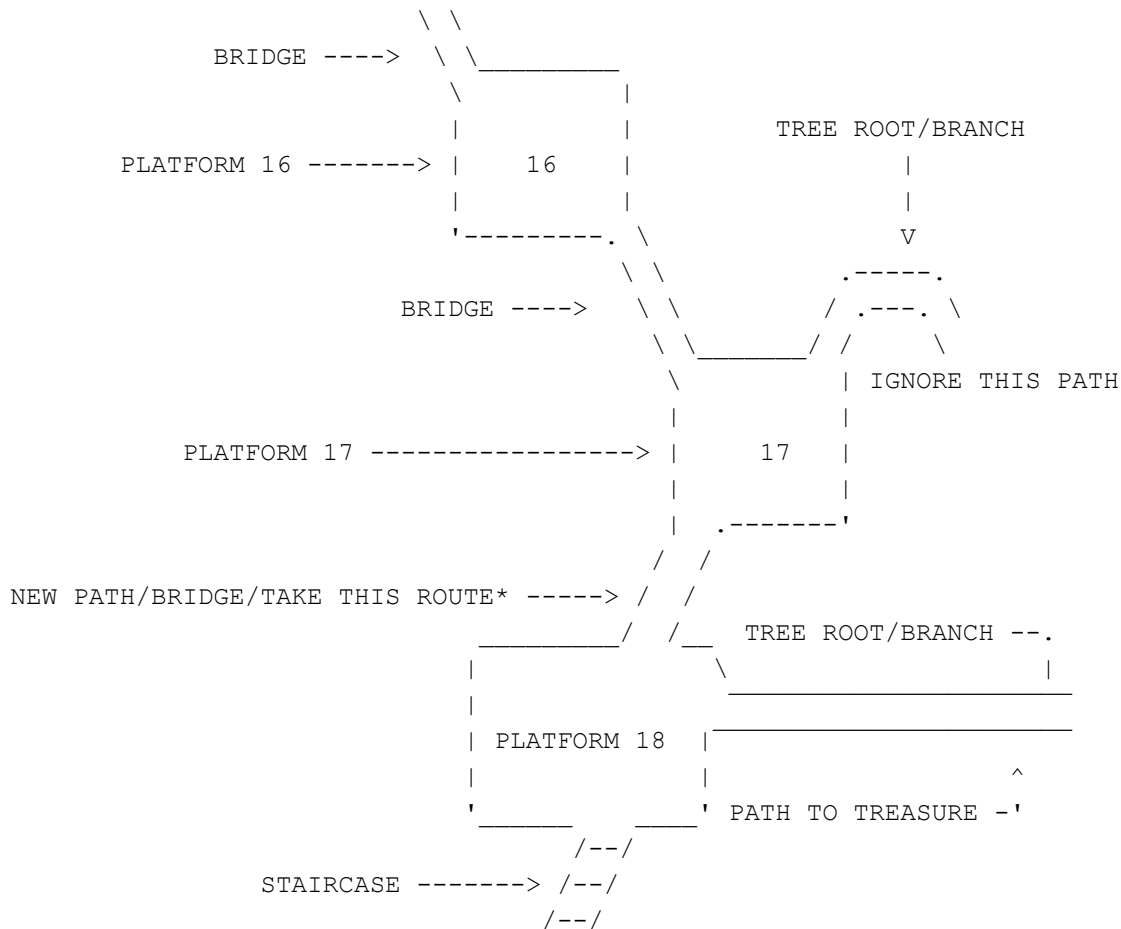
              THE ENTRANCE ----.
                |
                / \ <-----'
                | 1 | <----- PLATFORM 1
                \ _ /
                 / /
                / / <----- BRIDGE
                 / /
                / / \
PLATFORM 2 -----> | 2 _____ <-- TAKE THIS ROUTE, YEAH!
                   \ _ /
                    ^
TREE BRANCH/ROOT <-----'

```

YOU CAME IN FROM HERE, CORRECT? TAKE THIS ROUTE AGAIN

YOU CAME IN FROM HERE, CORRECT?



*This new path will open up once you have activated the 2nd lever.

The path on the right will lead you to a treasure chest with 2200 GELDERS + THREE AURA MASKS, I did not make a map of it cause I'm out of space to "draw." Head down the staircase to the second and third floor of the dungeon.

From here on out the PATH IS LINEAR you can't get lost in here anymore, and once you have acquired the "Water Of Life" you will automatically be out of the dungeon for good. THANK GOD!

Oh, I forgot to mention when you reach an intersection with a watery path of sort (staircase) take that route for a WILL AMULET, equip it on Spinel if you bothered yourself to take it.

NOTE:

I have tested the map myself, twice, and it works fine. Let me know if my map help you out any, not that I need some kind of ego-boosting I just wanted to make sure that my effort are not WASTED and that it's comforting to know that I did not confuse you guys out there or anything.

That's about it! It took me 2 hours to complete the whole map thing, ugh!

All I need now is some...

```

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888      888      888  888      888      888      88888b  8888P
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888      888      888      Y88o88P   888      888 Y88888
888      Y88b. .d88P   Y888P       888      888 Y8888
888888888  "Y88888P"       Y8P       88888888  888      Y888

```

Nah... Not really.

BACK TO GANELLON VILLAGE (12#)

Return to the INN and give the water to the lady, you will have to exit and re-enter in order to use the INN (what?) and the worst part is that for all the trouble you had gone through to fetch this old hag her so-called "magic water" she still charge you for your stay at the INN. And, er... Did anyone noticed that there's only one bed in the building? -_-

Pay 150 to pass the day into the night and go to Domingo's house for some event.

Now head back to HABSBURG and visit the mirrorsmith, his house is near the entrance of town you can't miss it. After a rather short conversation your party will have to go through another dungeon (much easier this time) to get their hands on the Moonlight Stone.

Be sure to stock up on TENTS (buy 'em at the ITEM STORE) cause it's way cheaper than buying from those travelling merchants.

Take the shortcut SOUTH of HABSBURG (remember that well?) and just bloody drop in there.

HIKING MT. BLOODYHORN (13#)

```

/  \ RIMSON GEM SAGA: INFORMATION WINDOW
/ /  _____
/ /  _____
\  / LOCATION: MT. BLOODYHORN;

```

This is a very straightforward dungeon, really.

- | | |
|-----------------------|-----------------|
| ITEM LIST: | ADVERSARY LIST: |
| • ALAMR CLOCK x2 | • BLAZELEAF |
| • MED. MANA POTION x3 | • ENCHANTRESS |
| | • BRUTE |

If you chose to take the route I suggested above then you'll be at the bridge I strongly suggest that you purchase the MERCURY BOOTS as it help boosts your running speed hence making it much more easier to dodge the enemies if you don't feel like fighting all of 'em.

Go all the way left and into the next screen. Go up the stone steps and there will be an intersection LEFT OR RIGHT, the right path will only lead you to a dead end; so skip this and take the left path instead, fight the enemy at the bottom corner if you want the EXP and SP otherwise go left to a new screen.

Follow the linear path until you hit an intersection, in the middle will be two roaming enemies and a dead tree trunk on the right, take the dead tree trunk path to a treasure chest with TWO ALARM CLOCKS + THREE MEDIUM MANA POTIONS. Backtrack to the previous screen and head left all the way pass the bridge and ascend the stairs, go up all the way to a new screen.

Go up and you will hit an intersection; both leads to the same place so take either one of them. SAVE YOUR GAME first though before proceeding any further.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • PITAK                    • KILLIAN
              • SPINEL                   • SPINEL
              • LAHDUK                    • LAHDUK
              • HENSON                    • HENSON
```

REWARD: ----

I don't think you can win this fight... So, just die already.

P/S: I've been told or have been made aware by a gamer who e-mailed me that he managed to defeat Pitak and missed out on all the treasures, so it is possible to defeat this pig just that you'll miss out on all the goodies within (the dungeon, not the pig). On another note you don't have to trouble yourself w/ the dungeon and acquire the Moonlight Stone all the same.

RETRIEVING THE MOONLIGHT STONE (MOONLIGHT DUNGEON) (14#)

```
/  \ RIMSON GEM SAGA: INFORMATION WINDOW
/  /
/  /
\  / LOCATION: MOONLIGHT DUNGEON;
```

The Recovery Spring replenishes your entire party's HP/MP, take this chance to level up your party if you want.

```
ITEM LIST:                ADVERSARY LIST:
• ELIXIR x2                • RATMAN
• T. BASELARD (SPINEL)    • VENOMTAIL
• 55 GELDERS              • BOBBLEHEAD
• MIGHT RING              • HARPY
```

The Twin Baselards is a weapon for Spinel and equip the Might Ring on Killian as per my recommendation, but it's your call, really.

You will end up in the Moonlight Duneon... In a jail, after a little bit of conversation two faeries will appear and demand that you guys liberate them from the horrible piggy known as Pitak, of course your reward will be the MOONLIGHT STONE itself.

The spring behind you will fully recover your HP/MP if you ever need it, this is also a good place to level up your party a little bit; be in the average level of 40-45 if you have the patience otherwise be at least lvl. 38 for all members. I'd like to emphasize that you should really take the time to beef Lahduk up as he has an upcoming boss battle and you guess it only Lahduk will be in the fight. Make sure he at least learn "WAY OF THE DRAGON" Skill as it helps a lot and be at least level 40. Thank you.

Now be on your way!

TAKE NOTE!

I'll provide you with a mini-diagram of sort to help you navigate your way with ease, my ASCII powers are limited so I can't really "draw" anything nice and fancy but I think it's more than enough for you to navigate your way out of Crimson Gem Saga's annoying dungeon setup.

FOR REFERENCE SAKE; THOUGH I NEVER SEEM TO USE IT

NORTH - UP NORTHEAST - UPPER RIGHT
EAST - RIGHT NORTHWEST - UPPER LEFT
WEST - LEFT SOUTHEAST - LOWER RIGHT
SOUTH - DOWN SOUTHWEST - LOWER LEFT

In this dungeon you need to pull levers so that the color they display will be in blue. I'll guide you lever by lever. I just have to say though that this is not really a difficult dungeon just annoying, so if I sound confusing or I made some kind of directional mistake or whatsoever, hit me up so I can fix it!

- FIRST LEVER -

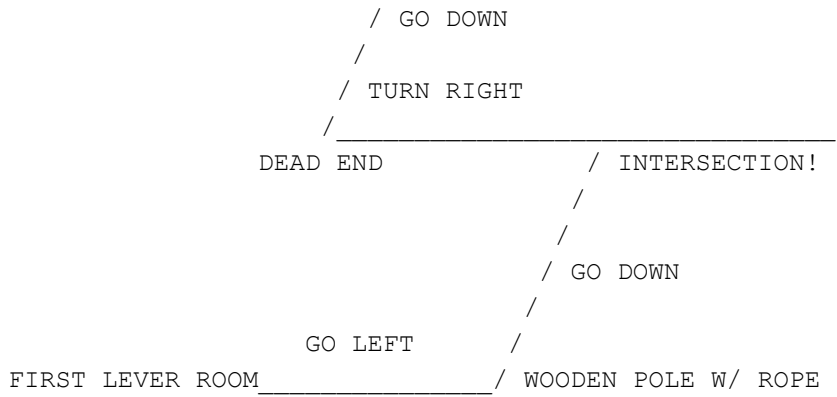
Head out of the "Spring Water" room into a new screen, go down a little bit and TURN RIGHT, you will be at an intersection, GO DOWN, if you see a STANDALONE WOODEN POLE WITH A COILED ROPE then you are going in the correct direction there will also be an intersection that goes LEFT or DOWN. Take the left one (where the WOODEN POLE WITH A COILED ROPE IS) and go into a new screen with a LEVER, activate it.

SPRING WATER ROOM

:) <-- WHERE YOU ARE!

/

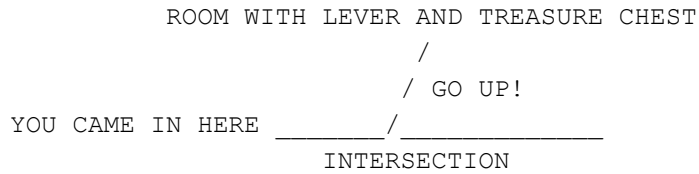
/



Sheesh! I hate the dungeon's orientation, sometimes I can't tell which way is up or which way is down. I hope the diagram above helps you out a bit.

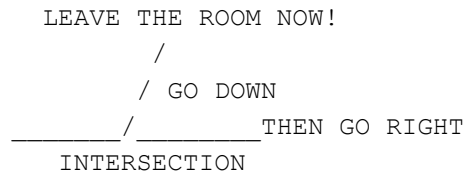
- THE SECOND AND LAST LEVER -

Now backtrack to where the STANDALONE POLE WITH A COILED ROPE is and go NORTH a little bit back at the intersection, GO RIGHT ALL THE WAY IGNORING ANY FORKED PATHS ALONG THE WAY INTO A NEW SCREEN.

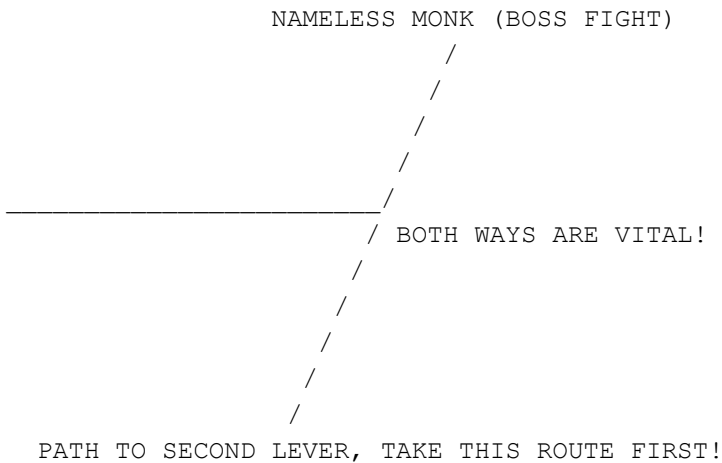


In this new screen you will see an intersection near where you are, go UP (NORTH) that forked path into a new screen with a treasure chest inside containing TWO BOTTLES OF ELIXIR and a TWIN BASELARDS for Spinel. DO NOT TOUCH THIS LEVER (THIS IS NOT YOUR SECOND LEVER) so leave it all alone.

Backtrack out of that room and into the intersection now HEAD RIGHT...



And there will be another INTERSECTION like so:



Both ways are vital but let's head DOWN first to activate the last lever, go all the way and make a right turn into a new screen and activate that last lever, Henson and Killian will have a nonsense conversation about how someone got poisoned just by activating some lever in a dungeon, lol, I've seen worse in real life ;) the gate has finally been unlocked!

YOU ARE DONE WITH THE LEVERS!

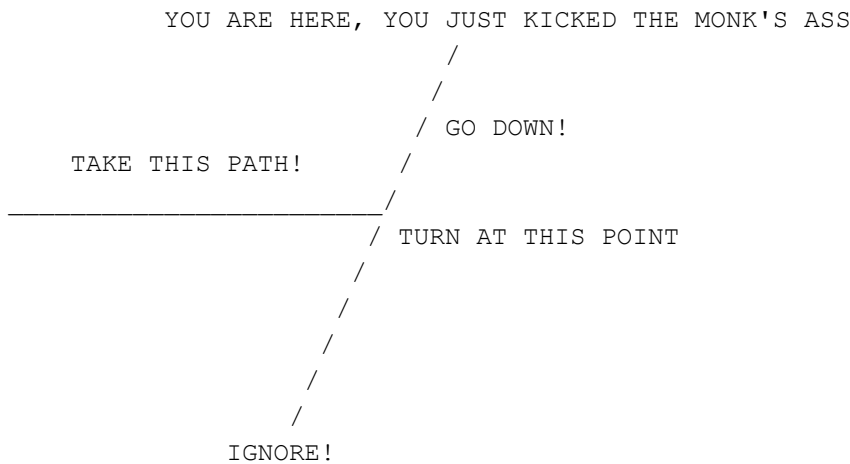
- FINDING THE NAMELESS MONK -

Backtrack to the intersection (follow the diagram and head UP all the way) you'll find the Nameless Monk.

```
'|'|'.  
||  || OSS BATTLE INFORMATION WINDOW  
'|'|'.  
||  ||  
.|...|'     BOSS LIST:           PARTY LIST:  
             • NAMELESS MONK     • LAHDUK ONLY  
  
REWARD: OGRE SLAYER
```

This is a Lahduk only fight it's not hard or anything just abuse his awesome "Way Of The Dragon" skill or "Tiger Fish" if you don't have the former. A couple of hits and the Nameless Loser will go down... For good. Rest in peace, my brother.

After the battle you will earn the OGRE SLAYER equip it on Lahduk and head out of this room.



Along the way...

ROOM WITH LEVER AND TREASURE CHEST, REMEMBER? IGNORE!

```
GO ALL THE WAY OUT! _____  
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/ INTERSECTION
```

When you leave the previous room into a new screen you should see a forked path leading down right where you are, take that route all the way down.

Ascend the stone stairs until you stumble upon a READ TREASURE CHEST which

REWARD: 3000 GELDER, 70 SP, SILVER MEDAL., NEU. GEM

Start the fight w/ someone using Liger Balm on Lahduk to up his DEF. if a character is not doing anything it's best to have him or her on DEFENSE, when it's Lahduk's turn have him use the "Shout" skill on himself if you don't have it don't cry just use Tiger F. on Pitak instead.

Have everyone else heal one another whenever necessary and have Lahduk keep delivering his "Tiger Fist" to Pitak, if someone else other than Lahduk should fall in battle don't bother reviving him or her. Keep this up and Piggy should fall... Really fast.

You can abuse "Way Of The Dragon" but if you wish to save your MP then use "Tiger Fist" as an alternative.

After the battle the Moonlight Faeries will show up and present your party with a piece of the Moonlight Stone.

Leave Mt. Bloodyhorn and head back to Habsburg. A rather funny scene will take place when you reach the mirrorsmith's place. ;) hm... I agree with Spinel! Old man Gelts MUST be hiding a nasty, dirty past. Hahaha.

Use the shortcut and head for Ganellon Village.

THE MOONLIGHT MIRROR & REVEALING THE TRUTH (DUNGEON) (15#)

Once you've arrived at Ganellon visit the INN and waste away the day into the night. Visit Domingo when night falls and you will have to fight those invisible monsters.

```
'|'|'.  
||  || OSS BATTLE INFORMATION WINDOW  
'|'|'.  
||  ||  
.|...|'    BOSS LIST:                PARTY LIST:  
            • NIGHTMARE x3          • KILLIAN  
                                           • SPINEL  
                                           • LAHDUK  
                                           • HENSON
```

REWARD: 3000 GELDER, 50 SP, SILVER MEDALLION, LIGHT. GEM

The Nightmare normal physical attack may inflict POISON on a single character but don't worry too much about this. Spinel's ILL. ATTACK and Killian's BLADE OF FURY will take care of 'em even before the POISON effect can consume your HP, also these Nightmares are weak against FIRE so feel free to abuse Henson's Fire magic spells on them.

After the death of the Nightmares Domingo will reveal everything what he

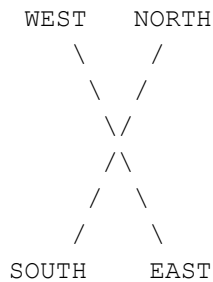
saw five years ago and why those creatures were haunting him every night. Your next stop is St. Gergeous Monastery, don't forget to stock up on TENT (buy 10-15 of or even more if you can afford it) and you do know how to get there to the Monastery, right?

Find the Abbot on the second floor of the Monastery and a scene will take place; Abbot's true form has been revealed! He will make his escape.....

```
 /  \ RIMSON GEM SAGA: INFORMATION WINDOW
//
//
//
 \  / LOCATION: ST. GERGEOUS MONASTERY;
```

The enemies here are literally from Hell, you've been warned.

- | ITEM LIST: | ADVERSARY LIST: |
|-------------------------|-----------------|
| • 2000 GELDERS | • SKELETON |
| • ELIXIR x3 | • LICH |
| • IMMORTALITY SCROLL x2 | • SHAMBLER |
| | • SUCCUBUS |



Use the above compass only as a rough estimation, okay!

The enemies here are tough, tough, tough! I'm not kidding, if you did your homework--beefed up your party then you should be fine but then again I had serious trouble even on level 50+ (my previous playthrough). I suggest you exploit the enemy's weaknesses for faster, easier skill (purchase the "Monster Compendium" from the merchant at Ziggurat Tower via Habsburg).

But lucky for us though, almost all the enemies here will drop Healing and Mana Potions and dole out quite the dough too (1600 Gelders).

Okay, from where you are walk SOUTH (diagaonally) cause the dungeon's setup is annoying like that and you'll stumble upon an intersection, as always (what else is new?) dammit!

Going EAST will result in a dead-end, continuing SOUTH will only make you go through hell cause there's a bunch of enemies. I suggest you go WEST (left), there are fewer enemies and whichever path you chose will lead you to the same place anyway.

Taking the WEST path into a room walk SOUTH again and then turn EAST thru the door into a big room. In this big room just run all the way EAST try your bestest avoiding or engaging in any enemies along the way as you see fit. You should reach an intersection; both are narrow paths taking the NORTHEASTERN path will get you to a room with 2000 GELDER + 3 ELIXIRS in a treasure chest, the other opposite path will lead you down DON'T GO DOWN THERE YET, take the NORTHEASTERN path I mentioned earlier.

This is only a small room, go NORTH (diagonally) into another room with two enemies and a treasure chest, once you've looted what's inside go out and go WEST in the same room into another room (ROOM FETISH ALERT!) with FOUR COFFINS one of these coffins have a small naked flame examine it to snatch a bottle of HOLY WATER. Leave this place and take the other path with the stairs leading down.

You'll meet the true Abbot, Enrique, all chained up and kinky! HAHAHAAAAHA. He'll explain to you everything and you will finally realized the truth and it's time to chase down Englergoth the fatty.

Continue SOUTH (it's the only obvious path to proceed) and you'll be in a place with lots of benches take the SOUTHEASTERN path into another screen/room there is a chest here with TWO IMMORTALITY SCROLLS between coffins snatch it and take the NORTHEASTERN path into a passageway ignore first intersection you see as it leads to a LOCKED DOOR, go all the way NORTH.

Now what you guys have to do here is to read the inscriptions on the two coffins found at the end of the passage, read both of 'em and then head back to the altar and the game (yes, the game) will pour the Holy Water into the chalice and the locked door will now open.

Use a TENT and save your game before attempting to proceed into the room.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|' BOSS LIST: PARTY LIST:
        • IMPOSTER ABBOT      • KILLIAN
                                   • SPINEL
                                   • LAHDUK
                                   • HENSON
```

REWARD: 2000 GELDER, 70 SP, GOLD MEDALLION, DARK GEM

Don't waste too much MP on this guy as there is a second battle coming up! Instead use only physical attack and have at least one dedicated healer, if you've Henson and Wizard aura learned then you can waste away his MP since he regenerates every round. This guy is not that hard to deal with.

Once defeated the Imposter will then transform into Englergoth.

```
BOSS LIST: PARTY LIST:
• ENGLERGOTH      • KILLIAN
                   • SPINEL
                   • LAHDUK
                   • HENSON
```

REWARD: 5000 GELDER, 100 SP, GOLD MEDALLION, DARK GEM

Have Lahduk use TIGER FIST throughout the whole battle (WOTD) is sorta expensive, Killian should use RESTORATION (Rank 3) whenever the party need healing, make Henson the dedicated healer (using items) and have Spinel use whatever!

Englergoth is a pain in the ass and I wouldn't be surprised if you are having a nasty time bringing him down but w/ perseverance and a little bit of determination this battle is a cinch. Really.

Watch the scenes that follow if you've played the first game ASTONISHIA STORY also on the PSP then the conversation between Dryden and Lahduk will definitely bring back memories... Poor Lezail.

BACK IN HABSBURG... FOR THE LAST TIME (16#)

Back in Habsburg, SAVE YOUR GAME and do some last preparation before heading inside into the Order Of Light, buy loads of TENT you'll need it or I just love having a healthy supply of those! I bought 50 of 'em. Once you've made all the necessary preparations then head inside the Order Of Light...

CHAPTER III: FOR FAME OR FOR FRIENDS? (C3#)
#####

Henson will depart from your party but will join you again towards the end of the game the only changes to this guy is his level when he rejoins. Chapter 3 has quite a bit of dungeons but I'd personally say it is very short and before you know it you will be in chapter 4 (IV). Oh my.

KILLIAN, YOU HAVE A THIRD CHOICE! (17#)

Watch a long scene before you finally have control of your character.

/ ____ \ RIMSON GEM SAGA: INFORMATION WINDOW
/ / _____
/ / _____
\ ____ / LOCATION: FHARENTOR;

Items galore!

ITEM LIST:	ADVERSARY LIST:
• 10,000 GELDERS	• NONE
• TAKOYAKI x5	
• SPICY SQUID x8	
• MEDIUM BOMB x5	
• 8000 GELDERS	
• MIGHTY MEDICINE x5	
• OBSIDIAN HAMMER (GELTS)	
• GOLDEN EEL x7	
• SAFE HAVEN x2	

By ~Gen;

Hi, in Fharenthor, in the weapon rack next to the one where you

find the Obsidian Hammer, there is the Mithril Dagger for Spinel.

Alright, first off you're supposed to visit the INN to proceed with the story but before you do I suggest that we go item hunting around town first.

From where you are walk past the couple nearby, the wife's name is Taki, go down the stairs nearby and walk pass two housewives-Maggie and Andrea, up the stairs and into the house, there's a boy standing outside named Toby so if Toby is outside then you're in the correct house. Inside the house is a treasure chest with 10K GELDERS + FIVE TAKOYAKIS.

Go to the BAR and just go up a little, outside are two boys and one man doing exercises, if you see these people then you're going in the correct direction, enter the house to snatch EIGHT SPICY SQUIDS + FIVE MEDIUM BOMB :D. Leave the house and in the UPPER RIGHT CORNER is yet another chest w/ 8K GELDERS + FIVE MIGHTY MEDICINES.

The OBSIDIAN HAMMER for Gelts can be found in the big house in the middle of town, it's right next to the house where you found the MIGHTY MEDICINES and 8K GELDERS, outside of the house are three nasty gossip-mongers named Daylyn, Esther and Jasmine if these three are presents then you're going the right way, go inside the house, up the stairs and TURN LEFT and go through the door there's a red carpet I know the layout is weird... :| the OBSIDIAN HAMMER can be found in the weaponry rack just by the door entrance. Equip it on Gelts.

Just behind the house where you just stole (ahem) the Obsidian Hammer is an almost well-hidden treasure chest with SEVEN GOLDEN EELS and TWO SAFE HAVENS. I guess that's about it! I can't find anything else?

Once you're all ready save your game and head for the INN which is located near the entrance of town, or just refer to your map (R button). A scene will happen between Lahduk and Gelts.

Your next destination is Arfhar's Castle (Arfhar sounds very much like a dog's name?), leave town and press R for the map do you see GRAYSTONE GATE ? Head for that direction.

A FAMILIAR FACE (18#)

```
 /  \ RIMSON GEM SAGA: INFORMATION WINDOW
 / /
 / /
 \  / LOCATION: FHARENTHOR ENTRANCE, RIVERTON JUNGLE;
```

Crampy, annoying place!

ITEM LIST:

- MIRACLE POTION x5

ADVERSARY LIST:

- VULTURE
 - MONQUITO
 - DEATHPETAL
 - DOOMCLAW
 - CACT-O-LANTERN
 - TREE LORD
-

It's a straight-forward path to GRAYSTONE GATE just follow the route until you reach a huge petal of sorts where frogs like to squat on, I know such lousy description but it's almost near GRAYSTONE GATE, follow the huge petal to a chest with FIVE MIRACLE POTIONS.

Once you've grabbed the content proceed to the gate for a scene. Galorins overload and the party decided to head back to Fharenthor to get help.

You can use the shortcut where you discover the Miracle Potion to head back to town ;) less enemies too. Along the way you'll stumble upon a very familiar face; Jeffrey.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • JEFFREY                  • KILLIAN
              • WEB                      • SPINEL
              • WILL                     • LAHDUK
                                      • GELTS
```

REWARD: 1000 GELDER, 100 SP, GOLD MEDALLION, NEUTRALITY GEM

They're not that hard to deal w/. Heck this ain't even worthy to be called a boss fight. :|

Jeffrey and gang are at level 30-40 and the numbers don't actually mean much with people like 'em, so I don't think a proper strategy is needed, but if you really need one then "Doom Hammer," "Blade Of Fury" will do the trick.

After the battle Jeffrey and co. will explain the real situation, Jeff is a changed man now and is really working hard to impress the daughter of a Colonel. Anyway, your next stop will be the LAURITZEN DUNGEON to fetch that stupid girl, Teresa, because of her we've to trek another dungeon. :O Stupid!

SAVING TERESA (LAURITZEN DUNGEON) (19#)

Head back to town if you wish to stock and/or rest up otherwise just head east from where you are standing to get to LAURITZEN DUNGEON. There is a signboard there if you need some kind of confirmation.

=====

THE 30000 SWORD

You'll see Englehyde standing outside talk to him and accept his request. You cannot do it right this instance but you may do so after you're all done w/ the Lauritzen Dungeon.

=====

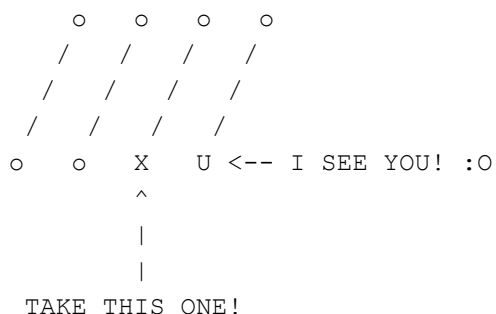
there's enemies too (engage or flee at your own discretion) I strongly suggest to of course engage 'em for leveling up/SP farming purposes. Don't forget to grab the chest containing FIVE MEDIUM BOMBS + THREE HUGE BOMBS.

LEGEND:

o ROOMS (LOOPING ROOMS)

U YOU ARE HERE!

X THIS IS THE DOOR YOU SHOULD TAKE!!



My ASCII powerz are getting weak! So I can't really "draw" anything nice you see. But comprehension over beauty! From where you are the door you should be taking is RIGHT NEXT TO YOU ON YOUR LEFT.

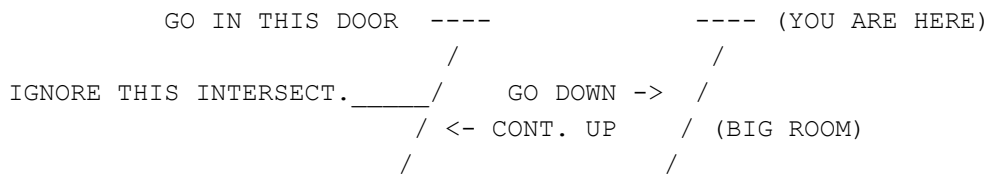
In this area go EAST (diagonally) until you hit an intersection, go SOUTH (diagonally) keep following the route until you are in another big room this time at the bottom area are candlesticks lined nicely, one of these sticks is red in color, examine that eyesore and a magical door will open in the NORTHEASTERN area (most upper right) I can "draw" you a map but I'm not crazy enough to be so precise up till that level, it's in the same god freakin' room, hahahaha. :P

Follow the one-way route to another set of candlesticks, just like in the previous room examine the odd looking, red-colored candle, this time no doors or whatsoever will open in here but instead a red-colored box will pop up inside containing a vital key.

Go find it yourself!... Just joking, I'm a very responsible FAQ-writer.

- GET THE KEY! -

Get out of this one-way route room and back outside into that huge room.



WALK THROUGH THIS CORR.

Just follow the route of going SOUTH, WEST then NORTH ignoring that one fork and all the way up to another door which is similar to the one where we examined the candlestick for the first time.

In this room it's a one-way route to the KEY I was talking about earlier. Once you've grabbed the item go through the door you see in this room to your WEST/LEFT/WHATEVER! :(and you'll be back at the beginning with the Virgin Mary :O Save your game.

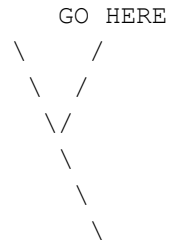
_____ IGNORE!



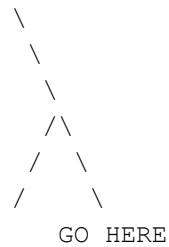
There's a treasure chest here with THREE HOLY ELIXIRS and an AEGIS RING.
Go back to the previous room.



It's a room with only one door and an enemy Galorin. Go through that door.



One-way room, both doors are "guarded" by candlesticks, the one you're going through only the LEFT candle is lit.



It's a room with only one door, go through that door. In this room there's MITHRIL DAGGER for Spinel + TWO IMMORTALITY SCROLLS. Go back again to the multiple room.



You'll be in a room with only one door; go through it and you will be in another room with ANOTHER door (also the only one), go through it, and yea finally! Go through this last one and you'll be in a room with a eerie purple staircase, don't worry it doesn't lead to Hell.

Please save your game before proceeding!



```

/ _ \ \ \ \ / / / / _ / \ // \ / / / \ \ / \ \ Y / _ / / _ // \ /
\ / \ _ / \ _ / \ _ | _ / \ \ \ \ \ \ / \ _ / \ _ | _ / _ , ' ( )

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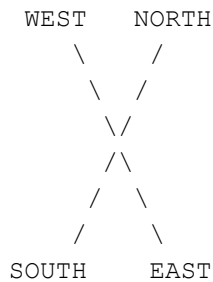
I hope not, I've personally tested it myself (yes, trial and error) 2x and through these two times I get to where we're supposed to be; the room w/ the evil, eerie purple staircase that DOES NOT lead to Hell!

Proceed to B3 by descending the purple staircase.

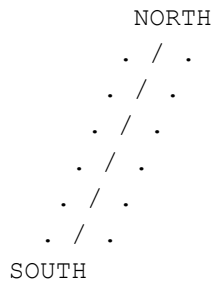
Ok, now I'm going to do exactly the way I did on floor B2, which basically means guiding you all the way hand-in-hand! Using the same compass and orientation. Please be aware that any wrong move(s) you'll have to start all over again and when I said "YOU ARE HERE" it's also the same as saying YOU CAME IN THROUGH HERE.

I'll only label the door you should go through with the compass direction, so if you see NORTH then take the door located in the NORTHERN part of the room which is on the UPPER RIGHT CORNER, if SOUTH then SOUTHERN part of the room which is on the LOWER LEFT CORNER, so on and so forth. This is the most basic and much easier way of guiding you guys in these kind of dungeons.

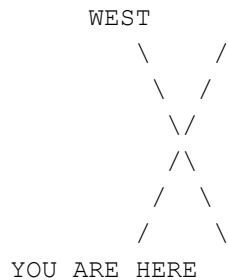
- THE COMPASS/ORIENTATION -



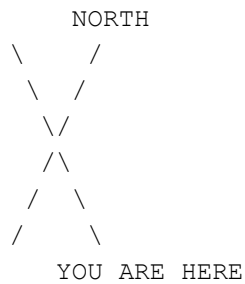
- LET'S ROLL! -



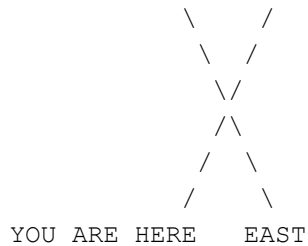
Go NORTH (diagonally) on your sides are lined with flickering flames, the full stop/periods (.) are flames, so you get the idea?! Go through that only door and you'll be in a room with four doors like so:



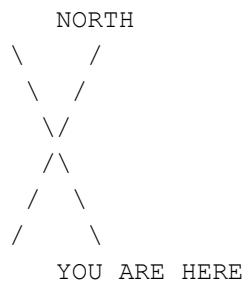
Take the door on the WEST side the one with the ONLY flickering flame. In this room...



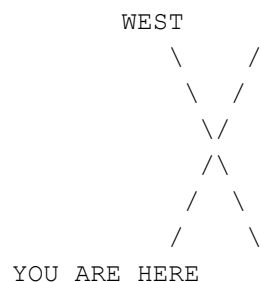
Take the NORTHERN door and you'll be in a room with a treasure chest inside you can find FIVE HUGE BOMBS. Now there are 3 doors available in this room: one is where you just came in on the SOUTH, the other two are in the WEST and EAST direction, ignore the NORTH and WEST ones as it'll reset you back to the entrance, haha.



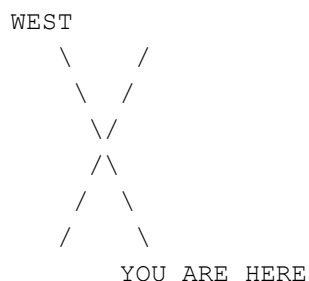
Take the EAST one! You'll be in a rather big room with three roaming Galorins defeat them if you'd like but your next destination is the door on the NORTHERN part of the room with the red candles.



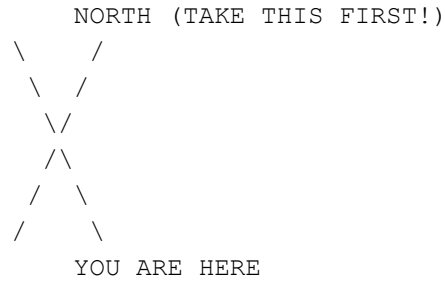
No enemies here take the door on the WESTERN part of the room. It's the one with 2 green vases on each side (so there's 4) and 2 of these 4 vases are lighted/"lited"/whatever.



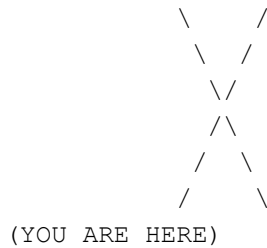
There's only one Galorin enemy here just defeat him for all the XP, \$ and goodies. Take the WESTERN door.



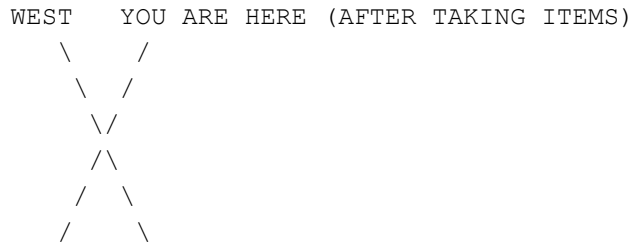
There are 2 enemy Galorins defeat them if you'd like. Now pay attention, you should be taking the door located on the WEST BUT! Don't go there yet, take the door located to the NORTH (don't worry the game won't reset you).



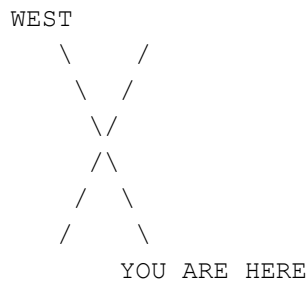
You'll be in a room with three enemy Galorins and a treasure chest with FIVE AURA MASKS! DO NOT TAKE ANY OTHER DOORS BESIDE THE ONE YOU JUST CAME IN THROUGH OTHERWISE YOU'LL HAVE TO START ALL OVER AGAIN! TAKE THE DOOR WHERE I HAVE LABELED AS (YOU ARE HERE) THAT'S HOW YOU CAME IN AND THAT'S HOW YOU WILL GET OUT OF THAT PLACE, AND NO, I AM NOT SHOUTING! I'M JUST EMPHASIZING, OKAY!



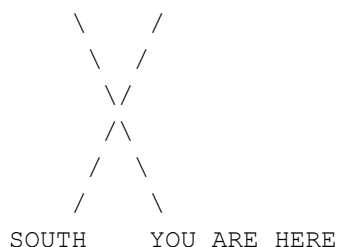
Back at the previous room take the WESTERN door!

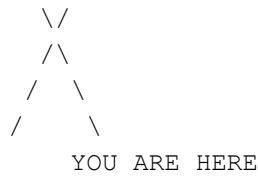


No enemies here take the WESTERN door again!



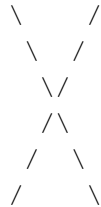
Two enemy Galorins here defeat them if you'd like. Take the SOUTHERN door.





And you'll be in a room with a treasure chest, inside: TWO HOLY ARROWS AND TEN MEDIUM MANA POTIONS (I prefer it STRONG, though), go back the same way as you came in, DO NOT TAKE THE NORTHERN DOOR IN THE SAME ROOM THE GAME'LL RESET YOU BACK. Now back in the previous room go take the NORTHERN door.

(AFTER TAKING ITEMS) YOU ARE HERE NORTH



There are no enemies here just go straight ahead to the next room. Now in this room there are two enemy Galorins and a treasure chest: 2000 GELDERS + IMMORTALITY SCROLL. I also just noticed we're all on the 4th floor of the dungeon (B4) there's no more puzzle whatsoever here but I suggest you use a TENT and save your game and proceed along the linear path to a butt ugly boss (lolololololol).

Watch the scene as Teresa discovered the very weapon needed to clear the Galorins from the Graystone Gate. Jeffrey predicted that bad things might happen if we stay in a dungeon like this for too long... Oh well, everything has been scripted by the director of the game to happen so whether you predicted it or not it WILL happen, Jeffrey.

```

'|''|.
||  || OSS BATTLE INFORMATION WINDOW
'|''|.
||  ||
.|...|'   BOSS LIST:
           • STORMGHOR
           PARTY LIST:
           • KILLIAN
           • SPINEL
           • LAHDUK
           • GELTS

```

REWARD: 20,000 GELDER, 200 SP, GOLD MEDALLION, FIRE GEM

This guys is pretty tough if you haven't been leveling up. He's strong against Lightning (avoid that) but is weak against Holy, but it's not like you've a ton of Holy stuff at your disposal.

So this is what I did: I had Killian and Spinel abuse WAVE STRIKE if you have this combo at a high enough rank then it'll cut more than 15% which is a Godsend. Have Gelts be the dedicated healer and Lahduk abuse WAY OF THE DRAGON (I up this skill to Rank 5) whenever the monk is low on MP have Gelts use an MP rec. item on him. Killian and Spinel should always concentrate on using WAVE STRIKE, keep this whole thing up and the beast will go down in no time.

Stormghor will further predict... Or rather he knows that all of us are seeking the Wicked Stones and will suffer the same fate, hm, if I have a question for him it would be "will there be a third installment?" haha! And yes, Crimson Gem Saga is the second installment the first was the not-so-bad and fun "Astonishia Story" for the PSP.

After all that event in the dungeon you'll be back in Fharenthor, the Col. will personally thank you and insist that you spend the night in town. Another event will take place where you'll have to escape via the sewers. Save your game when you have the chance and head for the room EXACTLY below you, the Colonel will present you with an introduction letter.

Alright, there are no enemies here so rejoice! It's a straightforward path if you still need directions then there must be something awfully wrong w/ you! :P And there is a treasure chest here to be had--it's easy to find so yah! - FOUR MIRACLE POTIONS. ;D

THE 30000 SWORD

Once you're out of the sewers you'll be in the Riverton Jungle, now head back to the LAURITZEN DUNGEON to complete the "30000 SWORD" quest. Refer to the ASCII maps on (19#) for the directions. The item in question can be found in the room where the beast Stormghor stormed through, go through that opening and you'll see a RED TREASURE BOX. "RUSTY SWORD" and the best part is you are automatically transported out of the dungeon, SWEET!

And by the way the 30k sword is not glitched. Technically it is the 30k sword that when inflicted upon the enemy will ONLY DISPLAY 30,000 worth of damage, but the actual amount of damage delivered is as much as Killian's STR value allows. Basically the 30,000 points of damage shown on screen is just for show, you ARE NOT really delivering 30,000 points worth of pain. I think.

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Ok, enough with the distraction if you wish to equip the "Sword of Legend" then be my guest. Your next stop is the GRAYSTONE GATE, now head on over.

 PORT TOWN OF RIVERTON (20#)

Some comical event will take place before you're able to finally destroy the gate and proceed. Now move along the route and you will stumble upon a treasure chest with FIVE TENTS + FIVE UNITS OF DRAGON DUST (whatever). Go

on and you'll eventually be at the PORT TOWN OF RIVERTON.

```
 /  \ RIMSON GEM SAGA: INFORMATION WINDOW
/ /  \
/ /  \
\  /  \ LOCATION: RIVERTON;
```

Prepare your party once you head out for Arfhar's Castle there's no turning back.

ITEM LIST:	ADVERSARY LIST:
• AURA MASK x5	• NONE
• HAMBURGER x5	
• 10,000 GELDERS	

The moment you enter Riverton, Lahduk will mention that we will be needing a boat to get to ARFHAR'S CASTLE. But before we hunt for boats, we'll hunt for items first! That's the usual practice isn't it? :)

Go to the house that's near the entrance, on the 2nd floor is a treasure chest with FIVE AURA MASKS and FIVE HAMBURGERS. There's a boy named Ace & a girl named Heather in the house; talk to them to verify if you're in the correct house.

Further SOUTH from where you are is another house-somewhat abandoned, inside you can find a chest with 10,000 GELDERS, grab it and get out and remember this location for we will be heading back here soon enough.

Now head for the INN but don't go in the INN (lol) instead just walk down a little bit to talk to Benjamin, he will mention how the Leviathan is on the loose and nobody is crazy enough to go and sail out, but you know how games really are; there's always a way out of this.

Head back to the place where I told you to remember its location it's also the very same place where you lifted the 10,000 Gelders from a particular treasure chest, in here you'll see an event involving Guilles and some random child bastards. Guilles' dad was blamed for the second appearance of a sea monster and Gelts mentioned something about "how quickly people forget good deeds" well, isn't it the same with real life? Anyways, once Lahduk have knocked some sense into Guilles your next stop will be the INN but before you proceed do save your game and prepare for the followings:

ITEMS

- TENT x99
- STRONG HEALING POTION x50 OR MORE
- STRONG MANA POTION x50 OR MORE

SKILLS

- KILLIAN
 - BLADE OF FURY (RANK 4 or 5)
 - RESTORATION (RANK 3/4/5)
- SPINEL
 - TOXIC NEEDLE (RANK 3/4)
 - ILLUSION ASSAULT (RANK 3/4/5)
- GELTS

- CLERIC AURA
- WAR BLESSING
- DOOM HAMMER (RANK 3/4/5)

- LAHDUK
 - INSPIRE
 - TIGER FIST (RANK 3/4/5)
 - WAY OF THE DRAON (RANK 4/5)

EQUIPMENT (RIVERTON UPGRADE)

- KILLIAN
 - PLATE ARMOR

- SPINEL
 - PLATINUM DAGGER
 - ASSASSIN SUIT

- GELTS
 - CYCLOPS HAMMER
 - LORICA SEGMENTATA

- LAHDUK
 - BEAST CLAW

Of course it's not a must to have exactly what I've listed above but more or less roughly what I think you should have for trekking ARFHAR'S CASTLE. It's not a difficult dungeon, just annoying (well, every goddamn dungeon in every single RPGs in existence is freakin' damn annoying to me).

Once you're all prepped head for the port just a little south of the INN where you talked to Benjamin earlier, if Guilles is not there then spend a night at the INN.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • LEVIATHAN              • KILLIAN
                                                • SPINEL
                                                • LAHDUK
                                                • GELTS
```

REWARD: 20,000 GELDER, 200 SP, GOLD MEDALLION, ICE GEM

WAR BLESSING + INSPIRE; Gelts and Lahduk respectively first, then have Killian and Spniel abuse WAVE STRIKE. Lahduk should then keep using WOTD and Gelts be the dedicated Healer.

P/S: This is an easy fight!

You'll be at the castle entrance save your game to a different slot, why? Cause if you make a mistake there's no turning back--it's your call.

Go up the hill/ramp and you'll meet Ling Ling who conveniently lost her way and got stuck at the castle's entrance; she sell stuff but Ling Ling do not sell any TENT! Ignore her. Once you're all ready head for the

castle.*

*I'd like to mention that she, Ling Ling, sells various amulets, feel free to purchase them if you want I did not buy any cause I'm low on budget.

ARFHAR'S CASTLE (DUNGEON) (21#)

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: ARFHAR'S CASTLE;

Those freakin' head!...

ITEM LIST:

- DRAGON DUSK x5
- AMBROSIA
- SUPER HEAL./M. PTN x5
- 60,000 GELDERS
- AMBROSIA (ANOTHER)
- AURA MASK x3
- VITALITY AMULET

ADVERSARY LIST:

- RANGER
- VILE TEMPTRESS
- GHOST
- IMP
- SIREN
- VOODOUDE

By Darryl Wise;

Darryl W. has e-mailed me telling me that he couldn't proceed past the silver doors after he had turned all the heads, has anyone else ever had this problem? I am playing this game for the third time to see if I had messed up somewhere in this section, if you can help me verify it would be a tremendous help! Please also provide a solution if this so-called "glitch" does happen. Thanks!

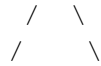
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SOUTH  EAST
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Same old compass, same old orientation.

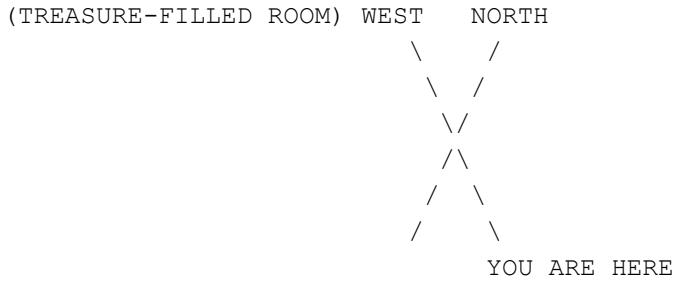
1F of the castle there are two enemy Galorins; feel free to clear them out for the much needed EXP/SP points and Gelders. Go through the door in the very NORTHERN corner of the room.

VERY NORTHERN ROOM

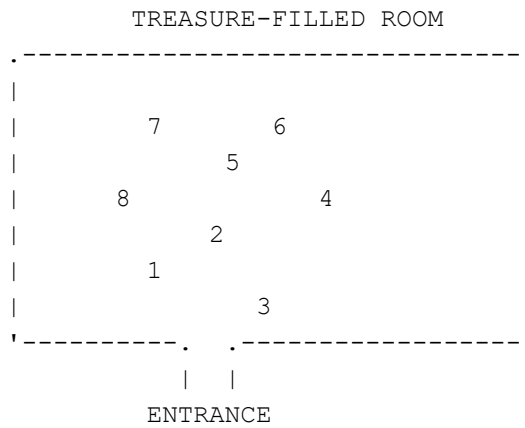
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It's the same setup as the previous room.

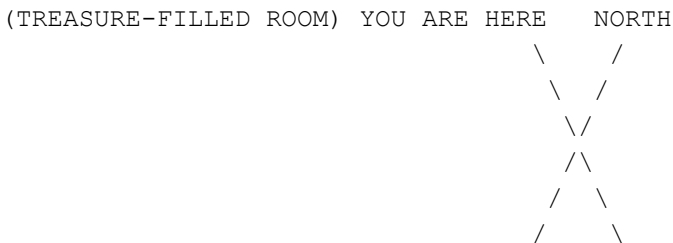


Just head for the WESTERN room first for the treasures.



- 1 : 14,000 GELDERS
- 2 : 1000 GELDERS
- 3 : 60,000 GELDERS
- 4 : 10 GELDERS
- 5 : 30,000 GELDERS
- 6 : 5000 GELDERS
- 7 : 200 GELDERS
- 8 : 700 GELDERS

You can only grab one in here. Grab #3 for a whopping 60,000 GELDERS, very nice. Now head out of this room and head for the NORTHERN door.



It's a one-way room to the 2F of the castle head on up. Now before you even touch anything in this room, please, please, please SAVE YOUR GAME FIRST!

Ok, the trick to this "not-so-creative" puzzle is just to shift the statue in each different room to face EAST. For convenience's sake we will go w/ this:

IMAGINE THIS IS THE STATUE'S ORIENTATION/FACING/POSITION:

NORTH

```

      |
      |
WEST  ----o---- EAST (ANGRY FACE HERE IS A MUST)
      |
      |
      SOUTH (SAD FACE IS HERE)

```

THE STATUES IN THE MAIN/HUGE ROOM WITH THE ROAMING GALORINS HAS ABSOLUTELY NOTHING TO DO WITH THE PUZZLE WE'RE GOING TO SOLVE, SO IGNORE THEM.

Notice how you can only see two faces, one facing -> (right/east), and the other is facing down/south? The angry face in each room must be facing ->, EAST (right). IF THE ANGRY FACE IS ALREADY FACING EAST THEN DO NOT EVER ROTATE/CHANGE IT. Also, do not be confused if you leave a room and it seems like you just "left via another door" you're in the same place; this is just a poor attempt to confuse you, just visit every room (label the rooms in your head, mark it, do whatever so you do not lose your bearing) and MAKE SURE THAT ALL ANGRY FACES ARE FACING RIGHT/EAST. There is NO SPECIFIC ORDER! It doesn't matter which room you go to first AND THERE ARE ONLY THREE STATUES YOU WILL NEED TO TURN/ROTATE. Once you're successful you'll have a short conversation.

In short: just visit every goddamn room, rotate the faces and leave. If the faces you see has already been rotated do not "unrotate" it, bottom-line: make sure the ANGRY FACE IS FACING RIGHT, EAST. That's all.

An ASCII map is UNNECESSARY as it will only leave you more frustrated.

That's all there is to it. The way to the 3F is on the UPPER RIGHT corner of the room with the many Galorins; previously it was shut tight with a silverish door. Go on up.

This is the 3F walk straight ahead ignoring the stairs going up on your left and grab the nearby chest: AMBROSIA. Move on and you'll see another set of stairs to ascend to the 4F of the castle. Do so.

```

YOU ARE HERE
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                EAST

```

Walk east and then turn a little SOUTH to a set of stairs descening to the 3F of the castle (I'm seriously not feeling this dungeon?). Here in this room the exit is located in the NORTHERN part of the room, ascending to the 4F.

Go WEST (upper left), it's a one-way room to the next level: 5F, this one looks a little bit different but still is a one-way room, in the next room you'll be back on the 4th floor with three enemy Galorins. Find the exit in the NORTHERN part of room.

Back on the 5th floor just head SOUTH (lower left) all the way to the exit now the path and everything is very straightforward, you'll find a red treasure box in the middle of a BIG ROOM, grab the KEY inside and just head NORTH to a door and you'll automatically be at the 3F again but this time take the stairs directly to your left (the nearby one where I told ya

to ignore earlier), go up TWO floors to a room with a treasure chest with VITALITY AMULET.

Use a TENT and save your game.

Alright now you may proceed if Killian asked you how many doors there are in this place then you're almost done with this castle. Head on inside to meet the Rich Witch, Arfhar. Watch the scene and you you'll be thrust into a battle.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • RADIANT CRUSADERS x2    • KILLIAN
              • SPINEL
              • LAHDUK
              • GELTS
```

REWARD: 10,000 GELDER, 150 SP, GOLD MEDALLION, HOLY GEM

This is not exactly a boss fight per say these two R.C. are an easy bunch to defeat just to make sure that you do not have any Fire-based weapon equipped as they guys deal and is strong against fire.

Just whack 'em both w/ Killian's BLADE OF FURY, Gelt's DOOM HAMMER and Spinel's ILLUSION ASSAULT. Keep at it and they will go down in no time.

Watch a couple more scene and this will conclude Chapter III (3), We're on our last leg of the journey.

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... Is that the correct spelling?

CHAPTER 4: THE FINAL DESTINATION (C4#)
#####

This chapter is very, very short and straightforward but you'll have to go through the Ziggurat Tower before going for the final showdown + there are two sidequests that you can do; it is not required to do them to complete the game but for the sake of completion and to satisfy the perfectionist in me (and you) I'll cover it in this chapter... When I've the time, ok.

WOLFEN FORTRESS (22#)

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: THE WOLFEN FORTRESS;

Good place to level up (beside the Ziggurat) remember that!

ITEM LIST:

- NONE

ADVERSARY LIST:

- UNDEAD CITIZEN
 - YETI
 - FROSTMANE
-
-

It's a linear path towards the top you can hit the R button to bring up the map (yes, you can) and just follow the trail and you'll eventually come upon a door with a weird magical insignia. Watch a scene and the party will suggest to you to head back to the town of Fhargen, do so.

Back in Fhargen visit the house located in the upper right corner of the town, you'll know you're in the correct house if you see three people, a girl, a man (who is exercising/sweating) and an old man, talk to the old man who is the chief of the town to progress the story. You're tasked yet again to trek another dungeon in order to get to the top of the Ziggurat Tower (which is also another dungeon you'll have to go through later).

Make any last preparation if you want; level up, skill up, power up, stock up, whatever up and leave the Fhargen.

SILVERNIAN DUNGEON (23#)

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: ST. SILVERNIAN DUNGEON;

Muh-muh-muh-muh monster! Be careful of Spirit! :O

ITEM LIST:

- 30,000 GELDER
- MIGHTY MEDICINE x5
- SAFE HAVEN x5
- STRENGTH AMULET

ADVERSARY LIST:

- VAMPIRE BAT
 - WINTERBARK
 - PEREGRINE
 - SASQUATCH
 - MANFISH
 - UNDEAD CLIMBER
 - SPIRIT
 - RICO AGAVE
 - GEL FELON
-
-

I hope you still remember where the Silvernian Dungeon is located? It's on the upper-right area of the map outside of Fhargen, basically just go south and head east all the way. There'll be a sign telling you that the

Silvernian Dungeon is on the northeastern side. It's hard to miss. -_-

Once inside head down (lower-left) to the next screen. Trek down a little bit and you'll spot a treasure chest, inside; 30,000 GELDER.

Continue a little downward and there'll be a fork; RIGHT or DOWN choose to go down (the one on the right will lead you to a switch lever, do not activate this) and another fork awaits you this time it's between NORTH (upper-left) or WEST (left/lower-left screen) choose to go WEST.

In this room there are a few paths you can go; now just go left or lower-left ignoring the first fork you spot and take the fork that goes right into the next screen w/ a lever, to know whether you're in the correct room make sure you see two "holes" (or whatever) on the ground, this lever when activated will make the whole dungeon shake w/ great excitement it also mentioned something like this:

"Lever D has been activated. Level B has been set to ON! Lever D has been set to ON!" *SHAKES*

Now leave this room. And choose to proceed further down (lower-left) into a new screen. In this new screen the path will lead you down to a flight of stairs into a new screen in a very big and spacious room, now somewhere in this room is a chest containing FIVE SAFE HAVEN. Grab it. Proceed down into the south area of the room to see another flight of stairs.

- KEY 1 AND KEY 2 -

You're now in the B3 area of the Silvernian Dungeon. Now this room kind of loops around (sort of annoying). Find a RED CHEST containing "Key 1" and "Key 2" and leave this room, you'll find a flight of stairs going down to B4 (it's not hard to find it's just annoying w/ all the enemies chasing you around like you're some kind of hot shit. But I assumed you already bought that Mercury Shoes, yes?).

- KEY 3 AND KEY 4 -

In B4 the same thing loopy paths make sure to find a RED CHEST containing the key items named "Key 3," "Key 4" and a chest w/ the equip for Acelora (Schiavona). Find the exit somewhere on the lower left side of the room leading down to B5.

No more loopy paths, yay! The ice-colored door can be opened w/ all four keys (opened automatically just approach it!). Pick up the chest along the way; inside; STRENGTH AMULET. The rest of the way is linear and needs no guide. Grab the chest for the GIANT SCROLL! :D

Use the warp nearby to get out of this miserable place.

THE ZIGGURAT TOWER (24#)

Head back to Fhargen and do some necessary ups!

- Stock up
- Rest up
- Level up
- Warm up
- Skill up
- Whatever up

I recommend getting a ton of TENTS (you'll be using this a lot... well at least I do). Once you're all prepped up head out of town and talk to the old guy who's standing next to a warp, that's the entrance to the Ziggurat but you hafta pay this old geezer around 2000 Gelders to get all of your asses over to the tower, rip-off!

/ \ RIMSON GEM SAGA: INFORMATION WINDOW

/ /

/ /

\ / LOCATION: THE ZIGGURAT TOWER;

All items/monsters on every single floor is listed here!

ITEM LIST:

- 2250 GELDERS
- ANTIDOTE x5
- GALORIN'S URINE (UM!)
- TENT x2
- BISCUIT x25
- 1590 GELDERS
- HOLY ARROW
- WILL AMULET
- GOLD SCALE MAIL
- MED. HEAL PTN x5
- 2700 GELDERS
- ANGEL FEATHER x2
- MEDIUM BOMB x3
- IMMORTALITY SCROLL
- AEGIS RING
- MOLTEN RING
- HUGE BOMB x5
- 4200 GELDERS
- MIRACLE POTION x5
- ENCHANTED ROBE (HENSON)
- NOTUSBOLG (SPINEL)
- AURA MASK x2
- SOUL STONE x3
- CLOWN MASK

ADVERSARY LIST:

- GOOLIATH
- EL OUCHO
- HELLBEAST
- SORCERESS
- MERMAN
- KUNOICHI
- SOUL STINGER
- ZOMBAGEDDON
- DUSK CHAMPION (FIERCE! :D)
- UNHOLY SHEET
- HAWKEYE
- BROOZER
- BERSERKER SKELETON
- RAGNACLAW
- HARMALADE
- WRAITHLORD
- OGRE GALORIN
- VIXEN

Ok, the Ziggurat is a huge-ass tower comprimising of 30 floors I think. They're mostly no-brainer and easy to navigate but I'll still provide the direction whenever necessary. Remember press TRIANGLE to see what floor you're on and we obviously starts on...

- ZIGGURAT (1F#) -

Ignore the girl and her pet and go to the next screen (I strongly advice you to NOT avoid the enemies and encourage you to murder them for all the experience points, Gelders, items and SP they're gonna give!

Go through all the way this linear path on this floor to ascend to the 2nd floor of the tower.

- ZIGGURAT (2F#) -

Walk past the pyramid-like structure (non-significant) and all the way

through this linear path until you hit upon a fork; going up (NORTHWEST) or right (EAST), if you go right you'll end up in a room w/ a treasure chest inside; 2250 GELDERS + FIVE ANTIDOTES. Once you've grabbed the money and antidotes head back to the previous fork and go up.

Walk all the way till you stumble upon yet another fork; going LEFT/RIGHT? Choose to go right, left leads to a dead-end. You'll meet the girl and her pet again if you want to leave the tower (for whatever reasons) you can talk to her (her name is LaForge, weird, weird) otherwise go up the stairs to ascend to the 3rd floor of the Ziggurat.

- ZIGGURAT (3F#) -

Proceed through until you see another similar fork with two options of going LEFT or RIGHT. Go left to pick up some treasures (you've to ascend a flight of stairs and actually be on the 4F floor of another part of this tower). The chest inside holds umm.. some GALORIN'S URINE! Gross but has a recuperative effect - MP RESTORED... Whatever. Return to the fork before and this time go RIGHT.

You'll see yet another fork (dammit!) it's either UP or RIGHT? Go right to grab some treasures! Just TWO TENTS. Return and head up instead. Go all the way up and turn LEFT since going up ahead will only lead ya' to a dead-end. Once in this big room go up the stairs to ascend to the 4th floor.

- ZIGGURAT (4F#) -

LaForge is here...Ignore her and go up the stairs behind to reach the 5th floor of the tower.

- ZIGGURAT (5F#) -

Grab the treasure chest nearby for 25 PIECES OF BISCUITS and some weird message. Press onwards to the next screen and along the linear path until you're at a fork (what else is new?) -- Ignore the left path as there's nothing on that end. Soon enough you'll reach the 6th floor of the tower.

- ZIGGURAT (6F#) -

There's a warp portal here use it if you wanna leave the tower otherwise just head along west into a new screen until you hit upon another fork. Going WEST/LEFT will lead you to some treasure chests w/ 1590 GELDERS + HOLY ARROW inside. Return to the fork before and choose the other path to move forward. You'll be in a room w/ that weird pyramid-like structure, on the other side of the room is a flight of stairs that leads to the seventh floor of the tower.

- ZIGGURAT (7F#) -

Head along the linear path until you spot another fork in the road: going up ahead will only result in a dead-end so turn LEFT until you see another fork (ugh, ugh, ugh!), choose to go SOUTH/DOWN to be in a room w/ a warp portal (if you want to exit the Ziggurat Tower) otherwise take the other path to reach a room w/ a flight of stairs leading to the...

- ZIGGURAT (8F#) -

This is a huge room w/ loads of enemies defeat or retreat; it's all up to you, if you wish to proceed then head to your left (western part of the room) and soon you'll find a flight of stairs leading to the...

- ZIGGURAT (9F#) -

Press onward for another fork (damnation!) in the path just go straight to find a treasure chest w/ WILL AMULET inside. Return to the fork and head north now and soon be presented w/ another fork >_< what? Just go left, up north is just a dead-end.

WOOT! Another freakin' fork though up north are two treasures but you may only pick one of 'em:

LEFT CHEST : GOLD SCALE MAIL (Acelora)

RIGHT CHEST : 22,000 GELDERS

Obviously I picked the GOLD SCALE MAIL (hey! Equipment are expensive, ya' know!). If you've somehow gotten or purchased the Gold Scale Mail at some point in the game then it's better to pick up the money.

Once you've looted the goodies return to the previous fork and pick the other path to reach the 10th floor of the tower! :D

- ZIGGURAT (10F) -

As always LaForge is here the warp portal behind her will teleport you out of the dungeon, if you do not wish to exit just yet then proceed through the stairs.

Also, do take note that once a zone has been cleared you cannot return to the previous zone (like as if we want to?).

- ZIGGURAT (11F) -

As always proceed through the linear path until you hit upon a fork. I'd like to mention that the enemies here really dishes out loads of SP so you may want to do some SP farming and learn every single Skills.

Proceed to the right (by 'right' I mean "turn right" at the intersection) to reach a treasure chest w/ FIVE MEDIUM HEALING POTIONS. Return to the previous fork and choose the other path to proceed. You will be in a big room on the other side of the room is a flight of stairs to...

- ZIGGURAT (12F) -

There's a portal (same thing like always) use it, otherwise just proceed along the linear path up the stairs to...

- ZIGGURAT (13F) -

Big room w/ only one exit on the other side. Same thing, big room w/ only one exit, and yet again another big room but w/ a flight of stairs leading up to the 14th floor of the tower.

- ZIGGURAT (14F) -

Big room w/ a portal (use it if you like) the exit is right next to the stairs you came out of -- go through it. Find a room w/ a treasure chest inside containing: 2700 GELDERS + TWO ANGEL FEATHERS. The treasure is not hard to find (not puzzling) just keep going through the various doors, to proceed to the 15th floor find a flight of stairs (obvious-looking).

- ZIGGURAT (15F) -

Big room (a new design trend?), the exit is on the other side. Follow the one-way path to another big room find a flight of stairs to go to the next level; ignore the other door located in this room (it just loops around).

- ZIGGURAT (16F) -

Big room (woooaahh!) the exit is on the other end, follow the one-way path until you meet LaForge... There are four portals on each corner of the room hmm... they don't mean anything other than allowing you to exit the Ziggurat.

- ZIGGURAT (17F) -

The room on the lower part of the screen (not the upper part) will lead you to a room w/ a treasure chest THREE MEDIUM BOMBS + IMMORTALITY SCROLL. Return to the previous big room and choose to go through the door located in the upper part of the PSP screen. Yes. Follow the linear path to the 18th floor of the tower.

- ZIGGURAT (18F) -

Follow the ever-so-linear path until you're at a corridor w/ three other doors (one is the door you came out of, second is the MIDDLE door and last but not least is the door at the end of the corridor). The middle door leads you nowhere and stops at the 19th floor, so take the last door. A portal? So there got to be a flight of stairs somewhere!

- ZIGGURAT (19F) -

There's an AEGIS RING in sight as well as a MOLTEN RING by the pyramid-like structure. Go through the door and follow all the way ignoring the fork to the north (it's a freakin' dead-end).

- ZIGGURAT (20F) -

You'll meet LaForge; talk to her or ignore. Proceed up the stairs and you are done w/ Zone 2 of the tower. The last zone awaits!

- ZIGGURAT (21F)

This is an easy floor -- just follow the linear path until you hit upon a flight of stairs that leads to...

- ZIGGURAT (22F) -

Follow the linear path and once you're in a semi-big room w/ a flight of stairs and a path that leads elsewhere; choose to take the stairs as going on the other path will lead ya' to a dead-end (no, no!).

- ZIGGURAT (23F) -

Wow, big blue-ish room go through the door on the other side of the room and up the path to a treasure w/ FIVE HUGE BOMBS. Exit out of here and return to the previous big room and take a right turn and follow the ever-so-linear path to the next floor.

- ZIGGURAT (24F) -

Follow the path to reach the...

- ZIGGURAT (25F) -

Follow the path to reach the...

- ZIGGURAT (26F) -

Alright in this room there are multiple paths in a cross-like (X) formation, go up north (upper-right) corner of the PSP screen to reach a room w/ 4200 GELDERS + FIVE MIRACLE POTIONS. Go up the stairs to...

- ZIGGURAT (27F) -

Very easy to navigate this floor, you know you're in the right path if you see a staircase in the middle of the room (how is this possible?).

- ZIGGURAT (28F) -

Another easy-to-navigate room... Go south as in the LOWER PART of your PSP screen to reach a room w/ a chest, inside: TWO AURA MASKS + THREE STONE SOULS! Navigate NORTH as in the UPPER part of your PSP screen to reach a room w/ an ENCHANTED ROBE for Henson and NOTUSBOLG for Spinel. Proceed RIGHT to reach the 29th floor.

- ZIGGURAT (29F) -

LaForge'll be waiting for you by the staircase talk to her for your gift. CLOWN MASK! Basically it allows you to escape 100% (equip it though).

- ZIGGURAT (30F - 32F) A.K.A. TOP OF ZIGGURAT -

The top of the tower! So exciting, proceed up the step to meet someone or something even more exciting, hahaha. Anyway the tower actually extends up to the 33rd floor, on this floor the party will be surrounded by monsters and will have to fend them off (easy battle). Henson'll pop up and rejoin the group! Freakin' rejoice or whatever.

- TRUE TOP OF ZIGGURAT (33F) -

True top of Ziggurat? WOW! Proceed to meet an alien! She looks majestic though, press the L shoulder button to bask in her majestic glory! And no Lahduk she is not a God, though a Goddess is more like it. Modgu Xynen is a weird name. She'll tell a story of the past, the very same story you see when you first started the game and if the baby isn't obvious enough that baby is OMGOMGOMGOMG. Yeah. You'll know soon enough anyway.

Before Modgu leaves she'll give you two optional key items: The Amulet of Hope And Despair (wwwwooooo!), as of now I still suck at trying to acquire these two equipment so I'll not cover it for now (let me think of a good strategy ok, though if you have one that is a sure-fire win LET ME KNOW!).

THE FINAL SHODOWN (25#)

You'll automatically be transported just outside of Fhargen. From here on out it's up to you if you want to acquire the two legendary equipment each found in separate dungeons: Silvernian Dungeon and Inverse Babel (where the Ziggurat used to be). Acquiring them is entirely optional.

Like I've said before I BLOW elephant's trunks in trying to achieve the two solid equipment so I'll proceed on ahead and finish this game twice & for all (this is my second playthrough, third playthrough coming up!).

Alright. Time to go! Make any last preparations; make sure that Killian, Lahduk and Acelora are well equipped. Oops! Eh, whatever!

Still remember how to get to Wolfen? Well, just go left all the way (press R to bring up the map and refer) and eventually you'll reach the fortress (the last dungeon of the game). Go up till you're standing before the cool looking barrier/insignia and a scene will take place where eventually the party decides to go back and think of a way to break the goddamn barrier.

Head back and halfway through you'll meet Herbert and his blondie lover-boy, Elluard. After some weird scene Henson will bring the whole party to Rombrigetton.

Visit the Warp Tech near Fhargen and a scene will take place along w/ it is an event where the barrier will finally disperse...for good, now it's time to finally head back to the fortress.

Before we begin! Please do save your game at a different slot as some of the characters will go wonky and disappear on you, if you wanna be super extra safe then upload the saved copy to your PC/laptop hard disk or whatever, that's what I did!

```
_____  
/  ___ \ RIMSON GEM SAGA: INFORMATION WINDOW  
/  / _____  
/  / _____  
\_____/ LOCATION: WOLFEN FORTRESS (REVISITED);
```

Our final destination.

ITEM LIST:	ADVERSARY LIST:
• THE ADMON. (GELTS)	• ARACHNID
• EMER. PTN x5	• SKELETON WARRIOR
• HABANERO PEPPER x5	• POISONROOT
• MANDATE OF HEAVEN	• PHANTASM
• MIRACLE POTION x6	• MISTY LICH
• SACRED STONE x2	• SHADE KNIGHT
	• GREMLIN
	• LILITH
	• ETTIN

The first floor of the fortress have two rooms on each side, both leads to nothing but empty rooms w/ props and such so ignore 'em and go up the stairs (both leads to the same place). Before you go on ahead and climb up though do pick up the weapon for Gelts: THE ADMONISHER which is located in the room directly north from the entrance. After picking up the weapon go ahead and climb up.

It's very straightforward the stairs up can be found on the right part of the screen.

In this room head right up the stairs to reach a chest w/ FIVE HABANERO PEPPER + FIVE EMERGENCY POTIONS. Exit through the other door located right next to the stairs that you came down from.

In this room go up the stairs and you'll be in a room w/ two staircases on each side; regardless of which one you take it will lead you to the same place. Once you go through the door be sure to check around for a chest w/ a MANDATE OF HEAVEN inside. Save your game in that separate slot!

Proceed on ahead (straightforward really) and you'll get a scene where you will lose two party members (oh my!). Also make sure you add the leftover members in the formation screen via the Main Menu, the game does not auto-add them for you, very nice.

Also as a reminder: do imbue your character's weapons w/ the Holy Gem.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • SKETZ                    • KILLIAN
                                                • HENSON
                                                • GELTS
                                                • ACELORA
```

REWARD: 1000 GELDER, 200 SP, PLATINUM MEDALLION, DARK GEM

This guy can be a toughie! But he has a weakness--HOLY! So I do hope you've imbued your weapons w/ Holy Gems to make this battle a lot more easier.

Have everyone attack except for Henson, just make him the primary healer throughout the battle. I had my Killian do BLADE OF FURY, Gelts do DOOM HAMMER and Acelora do FINAL JUDGMENT, keep this up and Sketz will go down in no time.

By the way, Sketz seems to have no other form of attack other than physical ones. Sorta lame.

Continue onwards in this very linear fortress along the way don't forget to pick up SIX MIRACLE POTIONS + TWO SACRED STONES. When you're finally at the top (much like the Ziggurat) you'll stumble upon a familiar face...

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • VANPREAD                • KILLIAN
                                                • HENSON
                                                • GELTS
                                                • ACELORA
```

REWARD: 1000 GELDER, 200 SP, PLATINUM MEDALLION, DARK GEM

Vanpread just like his partner, Sketz, is weak against Holy you can use the same strategy for Sketz for this one, you won't be experiencing much trouble really. Just keep a lookout for your HP.

Right after the battle w/ the vampire a scene will take place where Gelts who is overwhelmed by the Wicked Stones attacks everyone in the party, even Sir Lahduk is affected too, how amusing.

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • SPINEL                  • KILLIAN
              • LAHDUK                  • LAHDUK
              • ACELORA                  • ACELORA
```

REWARD: 1000 GELDER, 100 SP, PLATINUM MEDALLION, DARK GEM

Spinel is weak against Holy! Thank God, yes? Anyway have Lahduk start the battle w/ SHOUT (on himself), Killian like always just abuse BLADE OF FURY, Acelora will have to double as the attacker & healer use FINAL JUDGMENT if you can squeeze it in. Lahduk abuse WAY OF THE DRAGON.

Very rarely will Spinel use powerful magic (she busies herself w/ physical attack in my game, am I lucky or what?) but if in the event she start raping your party w/ full-blown magics then don't be afraid to ransack your inventory.

Watch a scene when you're done w/ Spinel and you'll fight Lord Phariankes!

```
'|'|'.
||  || OSS BATTLE INFORMATION WINDOW
'|'|'.
||  ||
.|...|'      BOSS LIST:                PARTY LIST:
              • PHARIANKES              • KILLIAN
              • LAHDUK                  • LAHDUK
              • ACELORA                  • ACELORA
```

REWARD: ---

NOTE : IT IS NOT MANDATORY TO DEFEAT PHARIANKES

Don't bother. But if you really wanna bring him down to his knees then here's a strategy that I used to win this fight. Have Lahduk use SHOUT on himself as well as Killian and make Acelora your primary healer (do not try to squeeze in an attack w/ Acelora) once everyone is buffed! Have Killian abuse BLADE OF FURY and Lahduk his WAY OF THE DRAGON. Obviously you don't have much choice or a change of strategy w/ only these three people, do you?

It is very important to note that Phariankes may attack a single party member w/ multiple hits in a single turn which really throws a monkey wrench in your strategy, the only way to counter this is to have a high defense or be at a high level.

W/ a lot of luck and determination the lord will go down in no time. I hope (I had a nasty time).

Just so you know you don't have to win this fight to complete the game, victory or defeat will still result in the same script/dialogue/ending and you won't get anything extra for defeating uncle Phariankes the only thing I figure you would get out of this is, satisfaction.

I've tried both and yeah! You get nothing more, nothing less.

And finally...

CONGRATULATIONS! :D you've beat the game! Enjoy the ending which somehow hints at a coming sequel (I hope!). Also, watch the credits and stuff and you'll be prompted to save a Clear Save Data. You'll also get a Bonus section in the main menu kinda of like a "Behind The Scene" kind of thing, housing artworks and whatnot.

See you again, next FAQ! :D

- THE END -

O P T I O N A L (02^)

Q U E S T S (03^)

INFO AND TIDBITS
#####

.|'''.|
||.. ' T O R Y L I N E
''|||._____
. '||

!|'....|' These are arranged in the order when we first did them. Storyline quests can never be missed but optional ones are your call; whether you want to complete them or not is totally up to you! Most of these optional quests are easy except for the ones involving the Legendary Weapon/Armor for Killian which I'll cover in its very own section. I think...

Also! You do not need to complete any optional quests to finish the game.

GREEN HILL GRADUATION (GHx);

I'm late for my own graduation! I have to get to the ceremony before anyone realizes that I'm late. The Academy's located at the northwest corner of Shern Village.

JOIN THE EXCELSIOR FORCE (EFx);

After graduating, the principal wrote me a recommendation letter to join join the Excelsior Force. Thanks, Principal!

I have to visit the Excelsior Force's office in Vardenhoff, east of Shern. The office is in the southeast of Vardenhoff.

(COMPLETED)

A really helpful guard at the office told me that I should meet the rest of the Excelsior Force by Dead Man's Spire and support them in order to earn brownie points. Dead Man's Spire is located just to the west of Vardenhoff, up the stone steps.

SPINEL'S FRIEND (SFx)

Since my time with the Excelsior Force has been cut short, I'm teaming up with Spinel. I need to meet her friend in the basement of the Vardenhoff tavern. What's worst is that I'm never getting that money back from Spinel ...

RECLAIM THE WICKED STONE (RWx)

What? The job I got suckered into is finding the Wicked Stone!? I'm not supposed to touch the Wicked Stone! On top of that, my comrades just got slaughtered trying to get this thing! I bet this isn't going to be easy at all... Time to go back to Dead Man's Spire...

(NEW INFORMATION)

An evil woman named Nephelta's holding the Wicked Stone at the top of Dead Man's Spire. I've got to destroy her to free the souls of the villagers and get out of this cursed place. The exit's to the west of the village.

(COMPLETED)

Yes! We destroyed Nephelta and retrieved the Wicked Stone... But something doesn't seem quite right. Even though I can't shake this feeling, still, this accomplishment feels pretty good.

MESSAGE FROM ANERIS (MFx)

A girl named Aneris was trying to pass me a message, but an unknown force tore it into pieces. I think if I were to piece it back together, I could possibly read the message.

(COMPLETED)

The message reads: "You will find Larmont's hammer at the base of a statue with wings."

MONASTERY'S WICKED STONE (MWx)

Ugh! After getting tossed in jail by that jerk Herbert, I got sent on mission to find more Wicked Stones. To make matters worse, they assigned this annoying monk to work with us. St. Gergeous Monastery's on the west end of the desert, so... time to start walking...

(COMPLETED)

The Abbot went crazy when we asked about the Stone, so it doesn't look like he's going to be of any help. I guess we should discreetly ask the other monks. Maybe one of them will know something.

FUGITIVE OF GANELLON (FGx)

A crazy monk told us about Domingo, a monk that ran away from the Monastery after going mildly insane. We think he ran to Ganellon Village, on the north side of the desert.

(COMPLETED)

We've discovered two things: Domingo is insane... and he knows something. He keeps telling us to come back at night, so we might as well try, I guess.

WATER OF LIFE (WLx)

The woman who used to run the local Inn has collapsed from a mysterious illness. Her daughter says there's some Water of Life in the Ganensher Dungeon that can cure any illness.

(COMPLETED)

We've got the Water of Life. Now we just have to head back to Ganellon and

cure this old woman. Maybe she'll let us stay at the inn for free!

MIRROR OF MOONLIGHT (MMx)

Ok, so Domingo's got a good reason to be insane... He's being attacked by invisible monsters! He told us we need the Mirror of Moonlight to see the monsters that are wailing on him. We've got to visit the mirror maker in Habsburg.

(NEW INFORMATION)

sigh in order to make the mirror, we need a Moonlight Stone, and they're only found in the northwest part of the desert, atop Mt. Bloodyhorn. The place is infested with ogres, so I have to survive battle with ogres in order to battle these invisible monsters. And then the Order will let me live...

(NEW INFORMATION)

The King of Mt. Bloodyhorn just cleaned our clocks. We found some Angels, and they told us we needed to find the Ogre Slayer that belonged to one of Lahduk's dead brothers.

(NEW INFORMATION)

Lahduk's got the Ogre Slayer. Time to slay some ogres!

(COMPLETED)

Slew the ogre, got a Moonlight Stone... Now, we return to Habsburg and get a mirror!

SECRET OF THE MONASTERY (SMx)

We've got the mirror. Now, it's time to get ride of those invisible bullies beating up Domingo. We'll head over there at night again...

(NEW INFORMATION)

Now that we've dealt with one threat, it's time to return to St. Gergeous and eliminate the monster posing as the Abbot.

(COMPLETED)

Once we revealed the Abbot's true identity, he ran into a passageway. We've got to chase him down and kill him!

EVIL ENGLERGOOTH (EEx)

We've discovered that the demon Englergoth is posing as the Abbot, and he has a Wicked Stone. Time to put an end to this monastery's nightmares!

THE WITCH ARFHAR (WAx)

The Defiled Compass is pointing in the direction of Arfhar's Castle. According to Lahduk. From Fharenthor, we need to head to Riverton and take a boat to Arfhar's Castle.

(NEW INFORMATION)

Great... A sea monster is terrifying every boatman in this place. There's no way to get to Arfhar's castle until we deal with this thing.

(COMPLETED)

Lahduk inspired Guilles to sail us out to the sea monster so that we can kill it.

DESTRUCTION OF GRAYSTONE (DGx)

Something is bringing the Galorins together to fight aggressively and intelligently, and there's way too many for us to deal with. We have to return to Fharenthor and come up with a plan...

(COMPLETED)

It looks like I've been too quick to judge Jeffrey. His situation with Teresa and our situation with Graystone Gate appear to be tied together, so let's kill two birds with one stone.

WOLFEN FORTRESS (OFx)

The Defiled Compass is pointing towards Wolfen Fortress, now. Honestly, I have no idea how we're going to get inside that place...

(NEW INFORMATION)

There's a powerful magic barrier blocking our path. There's nothing we can do to bypass it, so we're going to meet the Chief of Fhargen like Hannibal suggested.

NOTE:

I'd like to mention that it wasn't Hannibal who suggested, it was a party member, Lahduk I believed. Error much.

(NEW INFORMATION)

There's something at the top of the Ziggurat that can help us figure out what we need to do, according to Murdock.

(COMPLETED)

Modgu Xynen gave us the Sage's Key to break the barrier at Wolfen Fortress ... but I don't remember seeing a keyhole in the barrier...

ZIGGURAT (ZTx)

The bottom floor of the Silvernian Dungeon has a scroll we need in order to gain access to the top of the Ziggurat.

(COMPLETED)

Ok, we've got the Giant Scroll. Time to head to the top of Ziggurat see what's waiting for us there.

TRAVEL TO ROMBRIGETTON (TRx)

Henson wants us to go to Rombrigetton, so he can visit his master. Unfortunately for us, his master lives on a floating island. We're supposed to try and negotiate with the Warp Technician at Fhargen.

..|''||
.|' || P T I O N A L
|| ||
'|. ||
'|...|'

GALORIN HUNTING (HUx)

Sidequest: I already graduated, so why is Englehyde giving me more work to

do? Oh well, I guess it couldn't hurt.

REWARD: BRONZE MEDALLION x3

MONASTERY'S BACKYARD (MBx)

Sidequest: Apparently, Englehyde the klutz dropped a present he was going to give to the Prince. I've got to find a way into St. Gergeous Monastery's backyard so that I can get it for him.

(COMPLETED)

That jerk Englehyde didn't drop this at all! He better give me a big reward for this!

REWARD: HUGE BOMB x10

THE 30,000 SWORD (30x)

Sidequest: So, I guess there's some "legendary" weapon on the bottom floor of the Lauritzen dungeon...

(COMPLETED)

Spinel says this rusty thing is legendary, but I don't know...

REWARD: BRONZE MEDALLION x3, 30000 SWORD

M I S C E L L A N E O U S (04^)

MAGIC, SPELLS, TECHNIQUES (MS-)
#####

The complete list of all skills/magics/techniques whatsoever the game has to offer. I did not list the SP cost and all that cause, really I can't be bothered, heh, call me lazy! :-} For more information on how the "Skill Tree" works refer to the "BATTLE MECHANICS" of this guide.

/_\
/_\ V E R Y O N E / AND I MEAN ALL SIX CHARACTERS
//_
// Full-party combination requires all four on the battlefield to learn the skill in order to execute the combo.

FULL-PARTY COMBINATION

NAME	MP COST	DESCRIPTION
W. Of God	100	Holy damage to all enemies.
Wrath Of God; God's graceful foot stomp all enemies on screen.		

G. Of God	120	Invincibility for 8 turns, for all allies.
Grace Of God; God ain't so graceful when it lasts less than 2 turns.*		

*2 turns X 4 allies = 8 turns.

I believe this is how GOG calculate its turns or whatever!

 /\ /\
 / // _ / I L L I A N / CHEVALIER
 / _ _ \

 \/ \\/ Killian fairs pretty well as an individual on the battlefield, his balanced skill set of healing and offensive spells are decent to boot, but you will find yourself relying very heavily on either "Cross Slash" or "Blade Of Fury" to end things in battle quickly.

MAGIC

NAME	MP COST	DESCRIPTION
Char	010	Light Fire damage to an enemy.
Scorch	020	Medium Fire damage to an enemy.
Immolate	040	Massive Fire damage to an enemy.
Ice Shard	007	Light Ice damage to an enemy.
C. Crush	014	Medium Ice damage to an enemy.
I. Strike	030	Massive Ice damage to an enemy.

RECOVERY

NAME	MP COST	DESCRIPTION
Quick Fix	010	Light healing to one ally.

Heal	020	Medium healing to one ally.
Revitalize	050	Massive healing to one ally.
First Aid	020	Light healing to all allies.
Res.	040	Medium healing to all allies.
Stabilize	040	Revive one ally with 50% HP.
Cleanse	015	Cure poison from one ally.
Awaken	015	Cure sleep from one ally.
Clarity	015	Cure confusion from one ally.
Nostrum	015	Cure plague from one ally.
Vox Donare	015	Cure silence from one ally.

PASSIVE

NAME	MP COST	DESCRIPTION
G. Aura	000	Increase Defense value by 5% (All Allies).

UNIQUE

NAME	MP COST	DESCRIPTION
J. Blade	015	Light physical attack to an enemy unit.
Justice Blade; Useful during the early part of the game.		

C. Slash	045	Medium physical attack to all enemies.
Cross Slash; Very useful, increase its rank for added potency.		

Holy Armor	030	Increase one ally's Defense.
Holy Armor; You're better with Henson and Lahduk's "Inspire" Skill.		

B. Of Fury	090	Massive physical attack to all enemies.
Blade Of Fury; Very useful but very expensive.		

COMBINATION TECHNIQUE

NAME	MP COST	DESCRIPTION
W. Strike	030	With Spinel, all enemies -15% of current HP.
Wave Strike; cheap and effective, even on bosses.		

A.'s Bless	045	With Gelts, all allies recover 70% of their HP.
Angel's Blessing; pretty decent healing combo tech...		

Sanctuary	090	With Gelts/Acelora, full recovery + immunity.
Sanctuary; you're better off with "Angel's Blessing."		

/ \\
\\ P I N E L / THIEFMAGE
_ \\
_ \

Half-mage, half-thief. Spinel is really fast! Her magic repertoire aren't that great, but her Unique abilities makes up for it. Use Spinel for her agility to quickly get you out of the pinch personally I like to use her as my melee attacker. The only thing I find strange is, why though there is no "Steal" ability?

MAGIC

NAME	MP COST	DESCRIPTION
Whirlwind	014	Light Wind damage to all enemies.
Gale Force	028	Medium Wind damage to all enemies.
Spark	008	Light Lightning damage to an enemy.
Electro.	016	Medium Lightning damage to an enemy.

SUPPORT

NAME	MP COST	DESCRIPTION
S.screen	035	Guaranteed escape from normal battles.
Tempt Fate	025	Either full heal, full cure, or lose 50% HP.

DARKNESS

NAME	MP COST	DESCRIPTION
Venom	025	Poison an enemy.
Sleep	025	Put an enemy to sleep.
Bewilder	025	Confuse an enemy.
Infect	025	Give an enemy the plague.
Mute	025	Silence an enemy.
T. Cloud	050	Poison all enemies.
Somnam.	050	Put all enemies to sleep.
Hysteria	050	Confuse all enemies.
Pestilence	050	Give all enemies the plague.
Tranq.	050	Silence all enemies.
W.O.F	080	Give all enemies random status ailments.

PASSIVE

NAME	MP COST	DESCRIPTION
V. Aura	000	Self: Increase Agi. by 3.

UNIQUE

NAME	MP COST	DESCRIPTION
S. Strike	020	Light physical attack.
D. Attrac.	030	Medium physical attack + confusion.
T. Needles	035	Medium physical attack + poison.
Eviscerate	030	Instakill an enemy (low chance).
Ill. Ass.	100	Illusion Assault. Massive attack to an enemy.

COMBINATION TECHNIQUE

NAME	MP COST	DESCRIPTION
W. Strike	030	With Spinel, all enemies -15% of current HP.
Wave Strike; cheap and effective, even on bosses.		

NAME	MP COST	DESCRIPTION
L's. Night	055	With Spinel, reduce A, D and C for all enemies.
Ladies' Night; that's ATK, DEF and CRIT, what crappy animation :(

/\ /\
/_/_/ / E N S O N / MAGE
/ _ _ /

\/_/_/ Henson being a mage and all possess the MOST magic attacks in the game, they are mostly variant of a particular spell though, for instance: "Char," "Scorch" and "Immolate." The moment you mastered stronger version of a that spell the earlier ones became obsolete. But all in all Henson is great if you want to quickly and completely wipe the screen clean in a couple of turns (all thanks to his high MAG stat value!).

MAGIC

NAME	MP COST	DESCRIPTION
Char	010	Light Fire damage to an enemy.
Scorch	020	Medium Fire damage to an enemy.
Immolate	040	Massive Fire damage to an enemy.
Blaze	022	Light Fire damage to all enemies.
Conflag.	044	Medium Fire damage to all enemies.
Inferno	088	Massive Fire damage to all enemies.
F & B	120	Ultimate Fire attack, confusion to all enemies.
Ice Shard	007	Light Ice damage to an enemy.
C. Crush	014	Medium Ice damage to an enemy.
I. Strike	030	Massive Ice damage to an enemy.
Frostbite	015	Light Ice damage to all enemies.
Arctic A.	030	Medium Ice damage to all enemies.

D. Freeze	060	Massive Ice damage to all enemies.
Ice Age	100	Ultimate Ice attack, sleep to all enemies.
Whirlwind	014	Light Wind damage to all enemies.
Gale Force	028	Medium Wind damage to all enemies.
A. Vortex	056	Strong Wind damage to all enemies.
Cyclone	110	Massive Wind damage to all enemies.
Spark	008	Light Lightning damage to an enemy.
Electro.	016	Medium Lightning damage to an enemy.
L. Strike	032	Strong Fire damage to an enemy.
M's Might	070	Massive Lightning damage to an enemy.

SUPPORT

NAME	MP COST	DESCRIPTION
Shout	020	Increase Attack for one ally.
Fortify	020	Increase Defense for one ally.
Focus	020	Increase Crit Chance for one ally.
Battle Cry	040	Increase Attack for all allies.
Inspire	040	Increase Defense for all allies.
Rally	040	Increase Crit Chance for all allies.
S.screen	035	Guaranteed escape from normal battles.
Tempt Fate	025	Either full heal, full cure, or lose 50% HP.

DARKNESS

NAME	MP COST	DESCRIPTION
Annihilate	150	High % instant kill on all enemies.

PASSIVE

NAME	MP COST	DESCRIPTION
W. Aura	000	Self: Recover some MP each turn.

UNIQUE

NAME	MP COST	DESCRIPTION
Channel	005	Convert HP into MP.

COMBINATION TECHNIQUE

NAME	MP COST	DESCRIPTION
Purify	050	With Gelts, massive Holy damage to all enemies. Good against Dark elemental enemies, plus it only cost 50 MP.

L. Rage	060	With Lahduk, massive Li. damage to all enemies. Lightning Rage; I love the animation for this combo tech!
---------	-----	--

/ \
 / \ / E L T S / CLERIC
 / \ \

___/ Gelts like Henson, possess many magic spells but of the healing and support variety, he also has higher-tier healing spells like "Healing Touch" and "Rejuvenation" which our dear Killian lacks. Personally I only use Gelts for his "Doom Hammer" skill which is an instant killer. I love it.

RECOVERY

NAME	MP COST	DESCRIPTION
Quick Fix	010	Light healing to one ally.
Heal	020	Medium healing to one ally.
Revitalize	050	Massive healing to one ally.
First Aid	020	Light healing to all allies.
Res.	040	Medium healing to all allies.

Rej.	090	Massive healing to all allies.
Stabilize	040	Revive one ally with 50% HP.
H. Touch	070	Revive one ally with 100% HP.
Cleanse	015	Cure poison from one ally.
Awaken	015	Cure sleep from one ally.
Clarity	015	Cure confusion from one ally.
Nostrum	015	Cure plague from one ally.
Vox Donare	015	Cure silence from one ally.
Panacea	055	Cure all status ailments from all allies.

SUPPORT

NAME	MP COST	DESCRIPTION
Poison S.	025	Poison immunity for one ally.
Sleep S.	025	Sleep immunity for one ally.
Muddle S.	025	Confusion immunity for one ally.
Disease S.	025	Plague immunity for one ally.
Silence S.	025	Silence immunity for one ally.
Poison B.	050	Poison immunity for all allies.
Sleep B.	050	Sleep immunity for all allies.
Muddle B.	050	Confusion immunity for all allies.
Disease B.	050	Plague immunity for all allies.
Silence B.	050	Silence immunity for all allies.
Status S.	040	Status ailment immunity for one ally.
Status B.	080	Status ailment immunity for all allies.

PASSIVE

NAME	MP COST	DESCRIPTION
C. Aura	000	All Allies: Boost HP recovery skills.

UNIQUE

NAME	MP COST	DESCRIPTION
G. Crush	025	Medium damage to an enemy.
Incant.	035	Reduce Crit Chance for all enemies.
War B.	055	Increase Attack for all allies.
D. Hammer	080	Strong physical attack to all enemies.

COMBINATION TECHNIQUE

NAME	MP COST	DESCRIPTION
A's Bless	040	With Kil, all allies recover 70% of their HP.
Angel's Blessing;		pretty decent healing combo tech...

Purify	050	With Hen, massive Holy damage to all enemies.
		Good against Dark elemental enemies, plus it only cost 50 MP.

Sanctuary	080	With Killian/Acelora, full recovery + immunity.
		Meh~...

/ / A H D U K / MONK

/ /
/ / ___ Lahduk here doesn't have many skills, which means you don't have to
\ ___ / dump so many Skill Points on him. Personally I love "Inspire" and
"Way Of The Dragon" "Tiger Fist" is only good during the beginning part of
the game, and while "Lion's Roar" is quite expensive it's actually quite
effective and should be used when you're facing a large number of enemies.

SUPPORT

NAME	MP COST	DESCRIPTION
Shout	020	Increase Attack for one ally.

Fortify	020	Increase Defense for one ally.
Focus	020	Increase Crit Chance for one ally.
Inspire	040	Increase Defense for all allies.

PASSIVE

NAME	MP COST	DESCRIPTION
A. Aura	000	Self: Increase Critical Chance.

UNIQUE

NAME	MP COST	DESCRIPTION
Tiger Fist	020	Light physical attack to an enemy.
Meditation	025	Increase your Crit chance.
Lion's. R	045	Reduce Defense for all enemies.
WOTD	070	Massive multiple physical attack to an enemy.

COMBINATION TECHNIQUE

NAME	MP COST	DESCRIPTION
L. Rage	060	With Henson, massive Lightning dmg to all ene.
One of the better combination that delivers damage + superb animation.		

Ragnarok	085	With Lahduk, special Dark damage to an enemy.
Nothing really special... How disappointing.		

—
/_\ C E L O R A / CRUSADER

//_\
/_ \ For someone who serves the Order of Light, Acelora here possess
// the most Darkness-based skill in the game which I'm very sure you
will rarely ever use in battle. Her two Unique skills "Smite" and "Final
Judgment" are the only ones that will be abused.

DARKNESS

NAME	MP COST	DESCRIPTION
Venom	025	Poison an enemy.
Sleep	025	Put an enemy to sleep.
Bewilder	025	Confuse an enemy.
Infect	025	Give an enemy the plague.
Mute	025	Silence an enemy.
T. Cloud	050	Poison all enemies.
Somnam.	050	Put all enemies to sleep.
Hysteria	050	Confuse all enemies.
Pestilence	050	Give all enemies the plague.
Tranq.	050	Silence all enemies.
W.O.F	080	Give all enemies random status ailments.
D.scythe	020	Low % instant kill on an enemy.
Reaping	040	Medium % instant kill on an enemy.
D.strike	080	High % instant kill on an enemy.
Slaughter	040	Low % instant kill on all enemies.
Massacre	080	Medium % instant kill on all enemies.
Annihilate	150	High % instant kill on all enemies.

PASSIVE

NAME	MP COST	DESCRIPTION
D. Aura	000	Self: Dark immunity.

UNIQUE

NAME	MP COST	DESCRIPTION
Smite	040	Medium physical attack to an enemy.


```
| Final J. | 110 | Massive physical attack to all enemies. |
|-----|-----|-----|
```

COMBINATION TECHNIQUE

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-----  
| NAME | MP COST | DESCRIPTION |  
-----|-----|-----|  
| L's. Night | 055 | With Spinel, reduce A, D and C for all enemies. |  
|-----|-----|-----|  
| Ladies' Night; that's ATK, DEF and CRIT, what crappy animation :( |  
|-----|-----|-----|
```

```
-----  
| Ragnarok | 085 | With Lahduk, special Dark damage to an enemy. |  
|-----|-----|-----|  
| Nothing really special... How disappointing. |  
|-----|-----|-----|
```

```
-----  
| Sanctuary | 080 | With Killian/Gelts, full recovery + immunity. |  
|-----|-----|-----|  
| Meh~... |  
|-----|-----|-----|
```


ITEMS INDEX (IX-)
#####

A complete list of all the RESTORATIVE/MISC ITEMS in the game, equipment and the like will be omitted since I don't feel like doing them, for now. If I missed out or gave the wrong information on any particular item then please do notify me, thanks!

POTIONS + HP/MP RECOVERY ITEMS

Potions can be bought anywhere in store, but they are most often drop by the enemies in battle so you can actually save on Gelders by doing a lot of battles. I never bought any in store, ever.

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-----  
| NAME | DESCRIPTION |  
-----|-----|  
| Light Healing Potion | Restores 80 HP to a single ally. |  
|-----|-----|  
| Medium Healing Potion | Restore 170 HP to a single ally. |  
|-----|-----|  
| Strong Healing Potion | Restore 400 HP to a single ally. |  
|-----|-----|  
| Super Healing Potion | Restore 2200 HP to a single ally. |  
|-----|-----|  
| Light Mana Potion | Restore 15 MP to a single ally. |  
|-----|-----|  
| Medium Mana Potion | Restore 40 MP to a single ally. |  
|-----|-----|
```

Strong Mana Potion	Restore 110 MP to a single ally.
Super Mana Potion	Restore 500 MP to a single ally.
Miracle Potion	
Emergency Potion	
Ambrosia	Full HP/MP/status recovery for all allies.

REVIVE-RELATED ITEMS

"Mandate Of Heaven," "Immortality Scroll" and all of its cousins and friends will auto-revive you in battle, you just need to purchase it and when the requirement(s) are met IN BATTLE the item will automatically take effect. Just letting you know, in case there might be those players who might be wondering how these things work.

NAME	DESCRIPTION
Angel Feather	Revive an ally with 1 HP.
Elixir	Revive an ally with 50% HP.
Holy Elixir	Revive an ally with 100% HP.
Soul Stone	Revive all allies with 50% HP.
Sacred Stone	Revive all allies with full HP.
Mandate Of Heaven	Auto-revive all allies with full HP/MP.

STATUS RECOVERY + STATUS PREVENTION

The most dangerous form of status ailment got to be CONFUSION, that's one heck of an annoying ailment you have to get rid of or you will see the Game Over screen sooner than you expected.

NAME	DESCRIPTION
Antidote	Cure poison for one ally.
Alarm Clock	Cure sleep for one ally.
Acetylsalicyclic Acid	Cure confusion for one ally.
Mighty Medicine	Cure plague for one ally.
Holy Arrow	Cure all status ailments for all allies.
Gas Mask	Poison immunity for one ally.
Caffeine	Sleep immunity for one ally.

Paracetamol	Confusion immunity for one ally.
Throat Lozenge	Silence immunity for one ally.
Safe Haven	Status ailment immunity for all allies.

STAT-BOOSTING ITEMS

These are good but I never really bothered to use any of these in battle.

NAME	DESCRIPTION
Cayenne Powder	Temporary increase to ATK for one ally.
Dragon Dusk	Temporary major increase to DEF for one ally.

MISCELLANEOUS ITEMS

"Monster Compendium" allows you to see the LVL, ATK and WEAKNESS type of an enemy but there is no way to know the exact value in figure of an enemy's HP, you will just have to rely on the "yellow bar."

NAME	DESCRIPTION
Smoke Bomb	Guaranteed escape from standard encounters.
Aura Mask	Avoid enemies for a limited time.
Small Bomb	Light physical damage to all enemies.
Medium Bomb	Strong physical damage to all enemies.
Huge Bomb	Special physical damage to all enemies.
Monster Compendium	Allows you to see an enemy's LVL, ATK, WKN.
Tent	Recover full HP/MP outside of battle.

FOODS

Foods can only be consumed outside of battle with the exception of one, that being--"Biscuits" you can use them in and out of battle.

NAME	DESCRIPTION
Biscuit	Restore 30 HP to a single ally.
Red Bean Bun	Restore 100 HP to a single ally.
Golden Eel	Restore 200 HP to a single ally.

Milk	Restore 20 MP to a single ally.
Spicy Squid	Restore 200 HP to a single ally.
Spicy Rice Cake	Restore 200 HP to a single ally.
Rice Ball	Restore 200 HP to a single ally.
Hamburger	Restore 200 HP to a single ally.
Fried Shrimp	Restore 400 HP to a single ally.
Kitsune Udon	Restore 400 HP to a single ally.
Sushi	Restore 400 HP to a single ally.
Fish Cake	Restore 20 MP to a single ally.
Ginseng	Full MP recovery for a single ally.

EXTRAS AND SUPPLEMENTARY READING (RX-)
#####

These are just links to various sources on the internet regarding Crimson Gem Saga, some of them are excellent reviews and a few are backstory on the game, how it came to be and all that stuff.

// _____
// _____
/ / _____ INKS (CRIMSON GEM SAGA RELATED)
_____/

- OFFICIAL ----- <http://www.atlus.com/cgs>
- WIKI ----- http://en.wikipedia.org/wiki/Crimson_Gem_Saga
- REVIEW ----- <http://psp.ign.com/articles/987/987131p1.html>
- A. STORY ----- http://en.wikipedia.org/wiki/Astonishia_Story

// _____
// _____
/ / _____ INKS (FAQ/WALKTHROUGH/HINTS)
_____/

- BM63'S --- <http://gamefaqs.com/portable/psp/file/950794/56552>

// _____
// _____
/ / _____ INKS (DEFUNCT32'S RELATED)
_____/

- FAQ BLOG ----- <http://open-fire-faq.blogspot.com>
 - MAIN BLOG ----- <http://open-fire.blogspot.com>
 - GFAQ'S PAGE ----- <http://gamefaqs.com/features/recognition/72955.html>
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G O O D B Y E (05^)

QUESTIONS & ANSWERS (QA+)
#####

Got a question? Send it in, my e-mail address can be found both at the top and at the bottom of this guide. Please do take the time to read through the FAQ if any information shared below is incorrect then please inform me thanks!

IS THERE A CONTINUATION ON THE WALKTHROUGH? I'M KINDA LOST (HAZEL PERALTA)

Yes, the walkthrough is complete (main walkthrough). Sorry for the delay! I got distracted and life ain't a bed of roses sometimes. Haha.

I DEFEATED PITAK, DOES THIS AFFECT THE STORYLINE? (JESUS M. C.)

Defeating Pitak does not change the main storyline, but you do miss out on treasures within the dungeon and probably a couple of funny dialogues.

I COULDN'T PROCEED PAST ARFHAR'S CASTLE, WHY IS THIS? (DARRYL W.)

I'm not sure if this is a glitch? But if you've indeed turned all of the heads to its correct position then the silver door should be accessible. Make sure that you've turned the heads! Otherwise I can't really help you out here. :(

ARE THERE ANY SIMILAR GAMES LIKE CRIMSON GEM SAGA?

Yes, you may want to try "The Legend Of Heroes" series also for the PSP.

I'M LOST IN THE GANENSHER DUNGEON, HELP!?

Have no feeaar! I have created ASCII maps for the dungeon, have fun bitch-snacks! :)

ERM... ARE YOU ASIAN, I MEAN PURE ASIAN BORN AND BREED?

Yes, I am Asian I went to school and graduated from a local institute. Do you like my English?

YOU MENTION "FARM" IN THIS GUIDE, CAN WE ACTUALLY DO FARMING?

HAHAHAHA, what I meant by "farm" was to actually collect something in huge quantity/amount... Like "farm for experience points" actually means go and do some training and earn a lot of EXP points. Get what I'm saying?

Sorry, I didn't mean to laugh at you.

WTF! YOU LIKE THIS GAME BECAUSE OF ITS GRAPHICS, SHALLOW MUCH?

Different people, different strokes, right? But if you think I only played this game JUST for its graphics then there's must be something VEHEMENTLY WRONG. Well, for starters I love the battle system, the humor and farming for SP and all that stuff, I'm just lazy to go into intricate details so I took the shallow path to review things that's just how I am. :) Now go and play far, far away and stop bothering me, let me be shallow all by my oh-so-lonesome self.

WTF! WHY ARE YOU SO OBSESSED WITH "w00t!"?

Erm... W00t?

=====

ACKNOWLEDGEMENTS (CREDITS) (RC+)
#####

For the amazing people who contributed in one way or another...

GENERAL:

- Sony for the PSP! Yeah...
- GameFAQs.com staff for accepting and hosting this FAQ, thank you!
- ATLUS, SonNori, SK Telecom & everyone involved for obvious reasons.
- Gamespot.com/GameFAQs.com's forums for information & stuff.

CONTRIBUTORS:

/ ____ \ REDITS/ACKNOWLEDGEMENTS
/ / _____
/ / _____
_____/ For more information about these wonderful people and their contributions then use Ctrl + F and type in their name, make sure to choose "Up." for the direction.

Trancemission -----> For the goodies in Shern Village :)
Professor_giggly_pants --> For stuff in Shern Village + others :)
Lars -----> For the goodies in Shern Village :)
~Gen -----> For the Mithril Dagger For Spinel! :)
~Jun -----> For the goodies in Vardenhoff :)
Nara Shikamaru -----> The Joker Card is random, yep! :)
Darryl Wise -----> For the Arfhar's Castle "glitch"

Finally... YOU! YES YOU! FOR READING/USING MY GUIDE, THANKS!

=====
If you believe you've contributed something before and I did not mention

you in this section, do e-mail me your alias w/ your contribution again.

LEGALITY (LG+)
#####

Please feel free to download my guide for your own personal use, I do not mind if you use my guide as a reference material for your own FAQ if you decided to do one of your own, just don't plagiarize and make money out of it, I don't own a bloody single dime so why should you?

ALWAYS AVAILAIBLE AT:

- MISFIRE -----> <http://open-fire-faq.blogspot.com> (Main)
- GAMEFAQS + GAMESPOT -----> <http://www.gamefaqs/spot.com/>

ALLOWED SITES:

- NEOSEEKER -----> NeoSeeker.com
- CHEATPLANET -----> CheatPlanet.com
- SUPERCHEATS -----> SuperCheats.com
- GAMES RADAR -----> GamesRadar.com

No longer accepting sites only because I can't keep up w/ so many links.
Thanks for your understanding.

"BLESSED BY A BITCH FROM A BASTARD'S SEED" - NIGHT OF THE HUNTER

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 HOOOORRRAAAY!
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"W00t!" In Memory Of The Asian Version

THE END, 2009, MY LIFE IS COMPLETE

© defunct32 (Dil) 2009 - FOR ALL ETERNITY!

& Pardon My English And Grammar, I'm Asian.

E N D O F D O C U M E N T

