

# Crimson Gem Saga FAQ/Walkthrough

by black murasame63

Updated to v1.01 on Jul 8, 2009

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Crimson Gem Saga  
FAQ and Walkthrough  
Version 1.01

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Best viewed in an actual internet browser like firefox or IE for visuals. Don't use your handheld or Console web-browsers.

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I. What's New (CG001)  
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July 07, 2009

Version 1.01: I only corrected a couple of stuff and added a few comments on the other features section.

Version History

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June 12, 2009

Version 1.00: The walkthrough is officially completed. I've added more questions on the Frequently Asked Section and I've completed the Store inventory list. From here on out, I'm going to tie up loose ends on this FAQ.

June 5, 2009

Version 0.75: Now Acelora is finally added to the roster. Check it out.  
I also finished up Chapter 2 and Chapter 3. Fixed up some  
up the mistakes I've made and added a Frequently Asked  
Question section.

June 1, 2009

Version 0.40: Now this FAQ accomodates with the US version. I've written  
most of chapter 2 and added a name changes segment.

May 28, 2009

Version 0.35: I've Written Zone 1 of the Ziggurat tower and written a Magic  
Technique segment. I've also updated the shops list.

May 18, 2009

0.30: Intital Release

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II. Copyright (CG002)  
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All trademarks are property of their respective owners. No section of this  
guide can be used without my permission. This includes, but is not limited to  
posting on your website, making links to my guide, including parts of my guide  
in your own, or making reference to any material contained within. If you do,  
I'll send a pack of bloodhounds after you.

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- Thanks to Michael Sarich for this Copyright -

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III. Contact Info (CG003)  
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Anything to suggest to improve the faq infrastructure will suffice.  
Also, if you found errors or want to add anything in the FAQ, please send me  
an email to the link below you. If I approve your suggestions, you'll be  
definitely be credited for the next revision.

E-mail address: Suikofreak@gmail.com.

The following site are allowed to post my FAQ to their website:

- Neoseeker ([www.neoseeker.com](http://www.neoseeker.com))
- Supercheats ([www.supercheats.com](http://www.supercheats.com))

Be sure when the administrator of the respective site upload my FAQ. You must  
let me know that you are doing so. For everyone else, please, by all means, get  
my permission before putting up this FAQ. Also, any E-Mail that does not  
contain any constructive criticism whatsoever or just simply trolling, I will  
not bother reading it, and it will be deleted.

=====  
IV. Introduction (CG004)  
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Hey, everyone. First off, I wanted to thank everyone who supported me during my time writing Shin Megami Tensei II for the SNES. I'm very pleased that the FAQ I wrote had recieved positive reception. I had a total blast writing Shin Megami Tensei II FAQ to the gaming community. So, I'm writing another FAQ as my next Summer project.

Anyways, this FAQ will be based on the Atlus localization. However, since the Atlus version of Crimson Gem Saga has yet to be released, I'm going to use the Asian version as my base. As soon as the Atlus version comes out, I'm going to do a overhaul on the FAQ. Again like my last FAQ, I'll strive to limit the amount of spoilers to a minimum. If you are afraid that you'll bump into spoilers, tread with caution. I hope you enjoy this FAQ.

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V. General Overview (CG005)  
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Crimson Gem Saga or Astonishia Story 2, Garnet Chronicles or whatever is a Korean RPG made by IrroNos. You can say that It's a successor of Astonishia Story. However that doesn't stop here. Putting Crimson Gem Saga and Astonishia Story in the same place is like apple and oranges. You really can't compare the two. They are very different from each other. Now that's out of the way, let's talk about the premise of the story.

Crimson Gem Saga focuses on a young man who seems to have all sorts of bad luck in life. He's often 2nd place on the things he do. No matter how hard he tries, he always seem to fall short on the first place spot on the social ladder. Having trouble figuring out his future after the academy, the principal had set him to join the Excelsior. However, all of that is going to change when he meets the Treasure Hunting Elf.

This game follows the traditional turn-based RPG. However, there's a twist to that formula. The Ambush system which lets you determine the outcome of the match before the battle starts. Players must strategically sneak up with the enemy to have an edge in battle. It also has follow up attacks after a critical hit to make the battle intersting.

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VI. Characters (CG006)  
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Killan  
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The main Protagonist in Crimson Gem Saga. He's the type of young man who had a lot of shortcomings in life. It seems that no matter what he does, he always seem to be a the 2nd best on the social hierarchy. He feels inferior compared to his classmate, Herbert Von Guterrian.

-----  
Spinel  
-----

A young Elf whose eyes are always on the exotic treasures. She tends to find a way to get a hand on those treasures. Her mindset towards treasure hunting tends to get Killlian in trouble.

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Henson  
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A mage who tends to have sarcastic remarks and a smart-ass attitude towards

people. However, what's his motive of joining up with Killian and the others?

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Gelts  
-----

An minister who has been expelled for unknown reasons. He's the old man who tends to brash on who's weak and who is strong. An uncanny combination of being a healer and a tank.

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Lahduk  
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He is a monk that currently resides in Habsburg as a trainer in that town. He's a stern person that won't tolerate reckless acts amongst other people's actions.

-----  
Acelora  
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She is the knight that serves the Cardinal in Habsburg. She follow the laws of god and strike anyone who opposes god's law.

=====  
VII. Gameplay (CG007)  
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Gameplay Infrastructure (GP00A)  
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Controls  
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X: Confirm  
Circle: Cancel  
Triangle: Menu  
Square: Not Used

L: to view a Character Portrait (Thanks Miaobear)  
R: Auto-Map

Start: Menu  
Select: Not Used

-----  
Shops  
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Weapon: Sells Weapons and Armor  
Item: Sell Items  
Bar: Find Info and maybe food

-----  
Battle System (GP00B)  
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Crimson Gem Saga has a turn based battle system. It goes from the person with the highest agility to the slowest. You can have up to four people in battle.

## Primary Commands:

Fight: Attacks the opposing Enemies  
Item: Uses Items  
Skills: Uses various magics and Techniques  
Defend: Cuts damage. Also adjusts turn order.  
Run: Escape from battle

There are various status effects found in Crimson Gem Saga. They are:

## Status Effects:

Poison: Takes small amount of damage at the start of the ally's turn  
Silenced: Ally cannot use Skills  
Sleep: The ally will often skip their own turns and cannot act  
Confuse: Player cannot be controlled; randomly attacks an ally or foe  
Plague: The ally will die in 3 turns if inflicted  
Dead: The ally is incapacitated

## ----- Other Features (GP00C) -----

### Elemental Affinity

-----

There are 6 elements in this game. They are: Fire, Ice, Air, Lightning, Darkness and Holy. All of those can be imbued to your equipment. How to equip a elemental affinity is quite simple. All you have to do is to find an elemental gem that is dropped from the enemy and equip it to the desired weapon. Why is it on the status screen, there's a yellow highlighted box around the letter? That's the element affinity when you attack. Whenever you attack, it had that kind of property. For example, if your weapon affinity is fire, your attack will do fire damage on your enemy. It's great for those if you want to do any physical attacks without wasting MP.

### Equipment slots

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You probably notice that there's 3 empty slots on each equipment. You can use those to equip elemental gems or even equip stat cards to your disposal. You can find stat cards like Insect, Galorin or Joker from enemies. Do keep in mind that those are rare drops.

## ----- Character Analysis (GP00D) -----

### Primary Stats

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Like all the other RPGs, there are stats to determine differentiation among the characters in your party.

Attack (ATT): Increases overall physical strength depending on the weapon one is using

Strength (STR): It's a base stat that determines Physical Strength

Defense (DEF): Determines how well one can withstand your opponent's attack. It also determines by the individual's armor

Vitality (VIT): It's a base stat that determines your overall defense

Intelligence (INT): It's a base stat that determines your overall magic effectiveness

Willpower (WIL): It's a base stats that determines how often you will pull off critical combos.

Agility (AGI): Determines the turn order in battle

-----  
Playable Characters  
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Killian  
-----

Well, he is the main character in this game. So, it makes sense that he is the most balanced in the group. He has wide variety of attacks that ranges from single magic attacks to multiple target attacks. He also has some healing magics as well as offensive magic to back up as his arsenal. He also has one the best hitters in the game next to Lahduk. He can rack up significant damage against bosses and his 3 hit follow-up attacks is very effective. However despite all of this, he has a very low MP. Majority of his movesets takes a significant amount of MP. Even with his most basic attacks, it takes up a lot of MP. To compensate this, if you happen to land a critical, do try to make use to his follow-up attacks.

Spinel  
-----

She's your typical thief. She often gets her turns very quickly due to her high agility. It's usually her that starts out the battle. She wields a knife and often lands critical hits. Despite her weak strength, her 6 hit follow-up are very easy to time correctly and does a decent amount of damage. Her skills are usually attacks foes with a status effect. It's useful against normal battles. However, those kind of skills doesn't work against bosses. She also has offensive magic that targets all. But, she get's easily overshadowed by Henson. Still, it helps because she has a lot MP to dispose anyways. She needs to use her regular attacks against bosses due to the fact that her criticals happen very often. Use Gelts or Lahduk to enhance her attacks and/or criticals.

Henson  
-----

He's your mage in Crimson Gem Saga. He has a wide variety of spells which ranges from elemental spells to single target buffering spells. You can have access to the highest order of a particular spell very easily if you have enough SP. Anyways, early on in the game, you would want to give Henson an all-target spell; since, the powerful enemies would flock in groups. He also has regeneration. He can swap HP to MP. If Henson's HP is really high, you can use that as an advantage to make it MP. Be careful, if you used up most of your MP and swapped it with your HP, you are in danger on getting killed off. Like most mages in the RPG world, Henson has low HP and defense in the game. It's ideal to put him at the back so he won't get attack often. I wouldn't count on using follow-up attacks either. It does abysmal damage and his critical attack doesn't come often. Just use him for magic attacks.

Gelts  
-----

He's quite an unusual one. He's the cleric of the group and has properties

of a tank. He has a very high magic defense and physical defense. He also does a decent amount of damage on physical attacks. Despite his heavy hits, he only has 2 offensive techniques. Gelts is a support magic user. He also has the most combination techniques out of everyone in the group. He has restorative magic, some buffering magics and a lot of immunity barriers. If you go through the Skill tree honestly, you may be wasting your SP when you get to the latter end of the skill tree. Some of his barrier magics covers all of the status effects. You may want to do a lot of careful planning on Gelts. Some of his moves are redundant and you are bound to find better ones later on. Other than that, he's your best healer in the game because he learns combination techs with Killian and Acelora that heals the entire party. He also has useful buffs/debuffs to go against bosses. Another awesome addition is Cleric's Aura. When he's around, his restoration power greatly increases. It's great if you plan to use magics that are low in MP like First-Aid or Restoration. He's definitely the person you want around in every battle.

Lahduk

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Wow, just as expected. He's your brute force of the group. He's your typical monk of the group. For those who don't know the character archetype, the monk tends to have high HP, high Strength but low defense. Yep, that's how Lahduk works. He does extremely heavy damage in battle. He has several moves that raises his chances for a critical hit. When he does, wow, his follow-up attacks are godly. When you get all of his timings right, he does 7 HITS! This is great against bosses. You can knock bosses off very quickly. It also helps against enemies with extremely high HP. Also, he has a couple of buffers that targets enemy or ally defenses. His main game is getting criticals and do follow-ups. Everything sounds good, right? Well, unfortunately, he literally has the worst defense, magic and physical wise. He takes a severe beating on any of the enemy's major attacks. Fortunately, he has very HP to compensate that. He also has the least amount of moves on his Skill tree. He mainly has buffs and a couple of physical attacks. You can probably get to his last set of moves within 3-4 hours. Some of his MP attacks takes way too much MP and Lahduk's MP is rather limited. Despite of this, his main game is follow-up attacks. He does more damage with follow-ups than some of his MP consuming techniques.

Acelora

-----

Acelora is quite an interesting character. She's a knight that has decent defense and specializes on status effects. She's also a beast in normal battle. The moment you get her, you can get her most powerful move at a cost of 150SP. Best of all, it's immediate. You don't have to gouge your SP as much as your other party members. Okay, back to the subject. Majority of her moves involves status effects. This may turn some people off since Spinel can do so as well. The difference between Acelora and Spinel is that, Acelora does not need to splurge out so much SP just to get the All-foes status attacks. Ironically, she being a Radiant Crusader, she has moves that are predominately darkness moves. She has instant death moves like Reaping, Slaughter and Annihilate to kill off normal enemies very quickly. Another great thing about her is that majority of her stats are above average. Her HP, defense, Strength and vitality is high enough that she can hold off on her own. Best of all, if you get Divine Aura, you pretty much immune to ALL darkness attacks. Also, she has one of the best combination tech with Lahduk with the only damaging dark attack, Ragnarok and Killan/Gelts triple tech with Sanctuary.

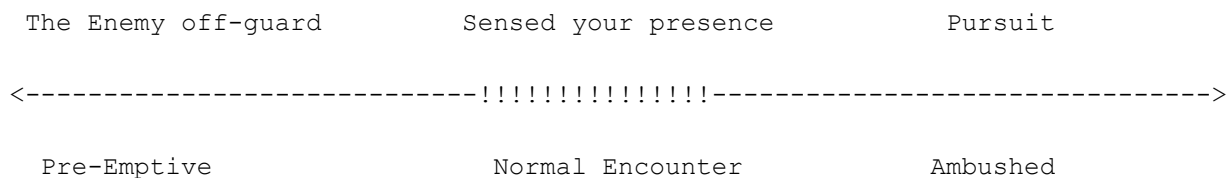
Even with that, it comes with a price. First off, you are not going to have Acelora until WAY later in the game. By then, you may establish really good moves on your other characters, thus she lags behind others. Her follow-ups isn't great either despite the fact that she does a 6 hit combo. The reason



why is because her Willpower stat is the lowest of everyone. Even with Rally and focus, she's not going to pull off a follow-up like the rest of the group. Also, since most of her moves are basically status effects/instant death, her against the single boss may not bode her well since she only have a few moves that can go up against them. So if you plan to use her, you may have to pair up with other people that can perform combination techs with her.

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VIII. Ambush System (CG008)  
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The Ambush system is an important feature to survive Crimson Gem Saga. Okay, how you approach the enemy determines the battle condition before the battle starts. For example, you caught the enemy from behind, your party will do a pre-emptive strike against the enemy. By doing so, it'll take out a significant chunk of the enemy's HP. Because of this, this might sound like easy-grinding. Yep, that's right. It's also an effective way to conserve energy. However, the opposite holds true. If the enemy does an ambush to you, the outcome will hold against you. Your party will suffer a considerable amount of damage before the battle starts. It could possibly be on the verge of getting a Game Over due to an ambush. You don't want that do you? So, here's the flow of the Ambush system.



Pre-emptive Strike: If you caught the enemy by sneaking behind their back, your party will all attack at once; leaving your enemy crippled at the start of the battle. Ideal for grinding.

Normal Encounter: If the enemy sensed you and you touch them during the time of the exclamation point, neither you or the opposing party will get the advantage. Battle starts as normal. Ideal for practicing follow-ups since the normal enemies has a high amount of HP.

Ambushed: When the exclamation point is gone and begins to pursuit towards you. It's an ambush. Even if you run and say to yourself, "Thehell with This" and charged head on to the enemy, it MIGHT count as an ambush. As a result, the opposing party will have the advantage and you'll suffer a considerable amount of damage at the start of the battle. Even if you try to outrun the enemy, the enemy will eventually catch up to you. Avoid this at all cost.

So, what are the ways to avoid ambush? If you are being pusuited, run to the nearest enemy. Make sure it is at the exclamation stage. From there, you can proceed the battle as normal. By the time that's done, the enemy that was chasing you will resume its own business. The invincibility frame also reinforces that. Speaking of invincibility, you can use that as an advantage to get back at the enemy. Another way of combatting ambush is to run to the nearest exit. Even if the enemy touches you, the game will load to the next screen; leaving you in one piece.

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IX. Battle System (CG009)



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||      |##### 421| ||      |##### 312| ||      |      | ||      |#####201|
||      |      | ||      |      | ||      |      | ||      |      |
||      |##### 108| ||      |##### 287| ||      |      | ||      |##      36 |
| ----      | | ----      | | ----      | | ----      |
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Okay, overused joke aside. Anyways, you have to look over there each time you attack. You never know when the critical hit will happen. But be aware that when you land a critical hit, the small timing window only appears for a fraction of a second. If you got it right, the person will do a second wave of an attack. If you managed to time it right again, you'll see the character's portrait and the person will execute the final wave of attacks. Everyone's timing is different. The timing generally happens during at the person's attack animation. Here's a sample of the character's timing waves.

Legend:

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X: Critical Follow up.

O: Following Hits. **\*\*DO NOT PRESS X DURING THIS MOMENT\*\***

F: Finisher

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Killian:

-----

----> X --> X ----> F

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Spinel:

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----> X --> O --> X ----> F --> F ----> F

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Henson:

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----> X ----> X ----> F

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Gelts:

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--> X ----> X ----> F

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Lahduk:

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----> X --> O ----> X ----> F --> F --> F ----> F

-----

Acelora:

-----

----> X --> X --> F ----> F --> F ----> F

Yeah, like everything else in life, there are restrictions in the follow-up attacks. One of the definite rule is that, follow-ups NEVER happen during an MP consuming attack. It only works on normal attack. Follow-up attacks only works when the 1st hit is a critical hit. Another restriction is that you cannot execute a follow-up attack when the enemy dies. I know it's not a big deal and all. But it would be really cool that you can still pull off combos before the enemy croaks.

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Combination Techniques  
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There are various games such as Chrono Trigger, Suikoden or Star Ocean IV that uses multiple people to do an attack. Crimson Gem Saga is no different. Unlike the following games I mentioned earlier, you need to establish the combination tech on the Skill Tree. In order to use it, the characters that have a particular combination technique must learn it. For example, Take Spinel and Killian. They have a combination Technique called, Wave Strike. Killian and Spinel MUST LEARN the move. If one of them learns it, but not the other, the combination technique will not work.

Once They learned the combination Technique. They must be adjacent to each other. For example, let's use Spinel and Killian "Wave Strike" again. In order to use it, Killian and then Spinel must be next to each other on the turn order. Spinel is much faster than Killian and he's 2 turns away from her. The enemy between him and her is preventing me from doing a double tech. I'm not going to get the attack. Dude, relax. There's a way. In order to adjust their turn, simply defend. It should go at the very end of the turn order. But what if the other person made their move and the order will be messed up? As long the person who defended and the other does the same thing, it'll follow the defended person. The person who does the action, will head all the way in the back preventing those who defended will not interfere their turn order. From there you can initiate their combination tech. Okay, have fun using those.

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Escape:  
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Unlike some of the other RPGs out there. The escape system has a similar function to Unlimited Saga's reel system. When you decide to escape, there are 6 slots with a few golden gems. The reel spin and you have 5 seconds to press the button. You must land the golden gem in order for you to escape. If not, cannot escape and you lose your turn. At most, it's usually a 33%-50% chance to escape. If you are really are in a pinch, use the smoke bomb to guarantee your escape.

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X. Tips and Tricks (CG010)  
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Like all the other games out there, here are some tricks of the trade for you to survive this game.

1) Exploit the save feature in any shape or form....

Yes, it is common sense. You wouldn't believe how often you get ambushed by regular enemies. The unison attacks by foes is extremely powerful. It can literally wipe you out in a single strike. Also, if there's a skill you don't like, you can simply load your game. Whenever you

accomplished something, you save immediately.

2) Your invincibility is an invisible veil to the eyes of your enemy...

Seriously. During the time of invincibility, the enemy cannot see you at all. You can use that as your advantage to kill off enemies. You can also use this to make your escape.

3) When one being chased by a strong enemy, approach to the nearest foe...

You cannot outrun the enemy early on in the game. Your foe will eventually catch up to you and you'll get that awful ambush. If you happen to find another foe within your range, approach it! Be sure you touch the enemy while it is at the exclamation phase. Once you finish that battle, the enemy that was chasing you just suddenly went back doing its own business. Use your invincibility to punish those that tried to ambush you.

4) 3 + 2 = Grinding Galore...

Tips 3 and 2 is a great way to level grind. It's a common tactic that used in MMORPGs. One important note is that, YOU must be in control. That means that you must be in good health and know the limits on how much you can take. If not this tip will work against you. Okay, try to gather as much enemies as possible. Make sure, it's chasing after you. Go for the nearest enemy and finish the battle. From there, go after the ones that chased you. From here on out rinse and repeat. You can rack up SP and level up very easily using this tactic. Best of all, it's not too time consuming!

5) Sometimes the best way to look for food is to look at other people's drawers...

This is really useful, especially when you don't want to use your precious healing potions outside of the battlefield. Food items like Whitebean bread or Hamburger have a similar effect to those potions. Not only they are abundant, they save up money and resources. So start nosing around in other people's drawers. ^\_^

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XI. Walkthrough (CG011)  
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Note: All treasures found in the drawers and other places are found on the right side

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Prologue: (PRLGE)  
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Graduation: (WT001)  
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Shern Village  
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Treasure: Small Bomb                   100 Gelder  
          Biscuit x5                    Soothing Water  
          \*Letter of Recommendation   Biscuit x5

20000 Gelder  
Tent (Thanks Freedom mage)

As soon the opening cutscene ended, you wake up in your bed. Killian realized that he is late on his graduation ceremony. The barkeeper tells you that you have to meet up in Green Hill Academy. Once you get out the bar, the Green Hill academy is northwest from your current location. But before that, I want you pick up a treasure item southwest from your current location. The treasure contains a bomb. It's quite handy early on. I advise you to save your bomb before the 1st boss. You can look around the village if you like. Once you are done, head northwest to Green Hill academy. Once the Graduation Ceremony is finished and you hear what the Principal has to say, head out of the door. You should trigger your first quest. As you head down the steps, there's a drill instructor right at the intersection of the steps. He asks you to get 5 Galorian Horn. If you decided to do so, you'll open a sidequest. Alright, let's head to Vardenhoff. It's dead southeast to Shern Village.

UPDATE: It seems that you can find loads of money early on in the game. There's a small path on the right side of the item shop. There, you'll find the monk. He'll give you 10000 Gelder. Ask him again and you'll 10000 more. Yay for more money. (Thanks to RenRaw and Edfan for pointing this out)

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Shern Forest/Vardenhoff Wilderness: (WT002)  
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Treasures: Light Mana Potion  
          600 Gelder  
          Biscuit x10  
          x3 Bronze Medallions (Sidequest Reward)

(Sidequest: Grab 5 Galorian Horns)

Alright, as soon as you head out to the world map, go kick ass against the first set of enemies. All the enemies you find the Shern Forest all drop the Galorian Horns. It takes a while. But, you can definitely pull it off. Once you get all 5, go back to the Drill Instructor and he'll reward you with 3 Bronze Medallions. What the Bronze Medallions does is that your learned moves will be promoted 1 level. It makes your skill slightly stronger. Anyways, once you are done, head down the path. It's a straight forward path that leads to the Vardenhoff Wilderness.

The enemies in this area is slightly stronger. There are a swarm of enemies lurking at the dead end of the path. It's not worth exploring due to the fact that there's no treasures at any of the dead ends. You can try to level grind a bit. But, it only if you feel that you can handle the swarms; otherwise, tread forward towards the end of the path. At the Vardenhoff bridge, you see a group of elite soldiers called the Ex-Guard. Once the cutscene is over, you'll find another cluster of people at the bridge. Once that's done, you'll fight your first boss.

Boss: Jeffery  
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Jeffery has 2 more of his friends fighting alongside him; making this a three-on-one match. One is an archer and the other is a mace-swinger. They can overwhelm you with their regular attacks if you pursue them one at the time. This is a very easy boss battle. Use your bomb. It should take out a significant chunk of HP to all of your foes. Wipe out the archer first and kill of the other Henchmen with Justice Blade. From there, Jeffery is the only one that is standing. Finish him off with another round of Justice blade and you should successfully win the battle. You can make it even easier if you

happen to have Crossfire. But be aware that, it's going to eat up most of your MP. Once the battle is over, you'll be greeted by Spinel. Once the cutscene is over, head to the town Vardenhoff.

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Vardenhoff: (WT003)  
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Treasures: Red bean Bun x5	Hamburger x3
Smokebomb x3	Milk x2
Cayenne Powder x3	Fishcake x2
Golden Eel x3	Liger balm
1850 Gelder	Caffene Pill
Small Bomb x3	Red Bean Bun x7
	Soothing Water x4
	Acetlysalicylic Acid x3 (Thanks Vihena)

-700 Gelder (Vardenhoff Fields)  
-Red bean Bun

Again be sure to look at the drawers at other people's houses for the treasures at the right column. Anyways, looking at your map, head southeast. That's your destination in order for you to progress the story. If you can't find it, it's the building that's adjacent to the jumping-jacks kid and the two horses. Anyways head there and you'll find another cutscene. The lobbyist will tell you that you can meet the captain at Deadman's column, north of Vardenhoff. It should open up to the next quest. Okay, leave Vardenhoff and head north towards, Deadman's column. Again, another straight forward path. Keep climbing up the hill and you'll meet up with the captain. Another scene will occur. This concludes the prologue. Onto Chapter One!!!!

In the second city Vardenhoff, if you go around the fountain, there is a broken fence which allows you to go near the fountain and lets you get 4 Soothing Water. (Thanks Edfan)

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Chapter One: (CHAP1)  
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Deadman's Spire: (WT004)  
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Treasure: \*Gaea Staff  
Angel Feather x4  
1200 Gelder  
Rider Boots  
Sapphire Staff

Once you talk to Spinel, she joins up with you with her treasure hunting. Spinel informs you that you need to talk to Stephanie at the bar at Vardenhoff. Go over the bridge and head to the town of Vardenhoff. Once you head to the bar, head northeast end of the bar. You should see a staircase. Talk to Stephanie and you should trigger another quest. From there, head to Deadman Spire up north. It's the same place where you met up with the Captain during the prologue. Once you are at the Spire, hug the wall on the right side, it should lead to a treasure box that contains the Angel Feather. From there, proceed to the Spire.

Once you are inside the cave, just head down the path. From there, you should initiate another cutscene. This time, it's another character who happens to be in trouble. This person happens to be Henson. Killian and Spinel will rush in and help out Henson. Even though it has boss music on this battle theme, it consists of two enemies you've already encountered earlier. They are Kroch-Galorin and a Pudding. You really don't need a strategy on this one. Just kick their ass and move on. For some odd reason, this "Boss" battle gives a rare item drop; a Platinum Medallion. It's a medallion that promotes any ability from rank 4 to rank 5. Obviously, you are going to save this later on.

Anyways, by then, Henson will join up your party. It's ideal to adjust Henson to the back row. Putting him in the middle row will make him prone to enemies. Putting him the back row will reduce the chance of being attacked. Anyways, head back down and move forward. There will be an intersection in front of you. Keep moving forward and you'll find a treasure that contains 1200 Gelder and 2 Angel Feathers. From there head back to the intersection and go down. Keep moving forward until you see another cutscene. Once that's done, you proceed to fight the next boss, Larmont. However, you cannot win this battle. Once the battle is over, you'll meet up with a Cleric with a hammer named Gelts. Once the cutscene with him his over, proceed forward. At the intersection, turn right. You'll get the treasures, Long Boots and a Sapphire Staff. Once you get the treasures, keep moving straight forward until you see the light at the end of the tunnel.

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Mirage Village: (WT005)  
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Tresasures: \*Aneris' Message  
              \*Saint's Hammer  
              5000 Gelder  
              2000 Gelder  
              Fish Cake x2  
              Strong Healing Potion x5  
              Spicy Rice Cake x2  
              Spicy Squid x3  
              Gas Mask x2  
              Smoke Bomb x2  
              Milk x10  
              Hobnail Boots (Later on)

Once you are at the village, you are greeted by the townspeople. From there you look around the town a bit. If you go to the mayor's house, Brahms will inform you that the mayor of the town is at the tavern. Once the mayor gives the party a casual cheer, Killian will leave the tavern a bit. Then you see something suspicious southeast from the entrance of the tavern. Head south-east to see the cutscene with Aneris. She should stand besides the lamp-post. From there, you are prompted to find 4 missing pieces of Aneris' message.

From Aneris position, head northeast to find the first scripture. It should be at the middle of the road neat the lamp-post on the right. From your current position, the second scripture is right between the inn and a house. It lays right by the pumpkin patch. The Third Scripture les to the house southwest of the tavern where the little girl NPC says that Marcus doesn't spend time with her. Last but not least, the last scripture is right by the mayor's house where Brahms reside. From there, you should trigger quest finished. Now once you read the letter, head to the statue west from your current position. You should get the key item, Saint's Hammer. There you'll fight the inhabitants.



Boss: Zombie Chief

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The Zombie Chief has two zombie residents to back him up. The Zombie Resident basically attacks you giving Killian a Poison status effect. The Zombie Chief spams Spark all day. The only strategy here is to use Cross Slash or any all target attack and finish off the Zombie Chief with Justice blade.

The town will transform into a Halloween Town esque village; considering all the pumpkin patch turned into Jack-O-Lantern. Also, there's a new path that has opened into the Pumpkin patch. Follow the small path by hugging the walls and you receive the Hobnail boots. From there, do any necessary shopping before you go. The items available is a lot different compared you first got there. Before you leave the town, I hope you got all the treasures inside the house. If not, it's gone forever. But, I don't think it's such a big deal anyways. Most of them are healing items.

UPDATE: On the Mirage Village, before the village is turned to zombie town, you can get 2000 Gelder. For the location, it's on the middle of the town where the windmill is located. You should notice there are a lot of street lamps on this zone, but there is one empty grassy squared at the south where you can find 2000G.

(Thanks exire\_111 for the secret)

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Deadman's Spire: Tower (WT006)

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Treasures: Small Bomb x5  
Medium Mana Potion x3  
Brigandine  
Claymore

The moment you exit the village, you'll find someone waiting for you at the entrance. He asks you to fight one-on-one. You'll fight...

Boss: Gelts

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Again, it's another battle where Killian has to up against someone all by himself. It's not that hard. Gelts pattern consists of two moves: Pound you with his hammer and use Ice Shard. He occasionally heals himself with Heal. Use your strongest attack such as Justice blade or Cross Slash. If you are lucky to score yourself a critical, try to land all three hits with your follow-up. He should fall very quickly from there. Once that's done, he'll join up with you.

The moment you got Gelts, try to get Heal, First-Aid and Incantation. Heal is a higher form of quick-fix. First-Aid is a heal all magic. Incantation is a reduce critical debuff. It's important to cover those in order to survive the battle. Refer to the Skill tree below for more info. Anyways, let's take an overview of this tower. Get ready, hold your breath... It's a whopping eight floor dungeon that consists of straight forward path going up; maybe a sidwinder path on the fifth floor. There's really nothing note-worthy about the dungeon layout. In this dungeon, you may want to fight every monster on each floor due to the fact that there's a limited amount of space.

So, due to the fact that dungeon is self-explanatory, I'll go ahead and proceed to the 8th floor. Assuming that you magically got to the 8th floor, you'll have to fight Nephelta, right? Well, you have to fight her henchman first and it's

the one that kicked your ass earlier. Now you got the Saint's Hammer, you can fight in the even level field. Let's roll to the boss shall we?

Boss: Larmont

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I consider this boss the first major boss battle. Up until now, you were going through the bosses like a steam roller. Well, you may want to think a lot on this one. Larmont is still a heavy hitter. His two-hit sword swing does a heavy damage on your ally. He also spams on Ice Shard and occasionally Frostbite. You may want to think on this one. Use your attacks such as Justice Blade or Scorch to attack Larmont. Also, have Gelts cast Incantation to reduce his chance of striking criticals. Also, let Spinel attack as normal. If you strike a critical hit, try to execute all 6 of her follow-up attacks to do significant damage. Keep surviving and you'll win the battle. However, it's not over yet, I hoped everyone level up at least once in the battle. You are going to need a full recovery on the next one.

Boss: Nephelita

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Wow, another battle after a major one. This one is a much tougher opponent than the last. She has two other spiders to cripple you with their poison fangs. Nephelita will also attempt to poison your party with Venom and Toxic Cloud; a status effect attack that'll render your party with poison. That's awfully dangerous since she can wear you down and kill you with the poison. Fire elemental magic will only work on this battle. Use Scorch or Blaze to burn those spiders. Use the two gas masks you have to grant one ally immunity to poison for two turns. Also, let Gelts use incantation to reduce her chance getting a critical. You would want that because like Larmont, she does serious damage to her normal attacks. Heal or cure any poison ailment and use your strongest attack to kill her. From there a cutscene will trigger an event and you completed your quest to find the Wicked Stone. Now head back to Vardenhoff and present it to Stephanie.

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Chapter Two: (CHAP2)

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Habsburg: (WT007)

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Treasures: 7000 Gelder                      Takoyaki x4  
            Milk x5                              Alarm Clock  
            Medium Bomb x3  
            Emergency Potion x3

So after a turn of events, you are here to serve the Cardinal to find the rest of the wicked stones. On the bright side, you gain a new companion in the group, Lahduk. He's a monk with high strength and HP. He has a very weak physical and magic defense. Also, he is in level 34; he's well above everyone else. So, your next destination is the Gregerian Monastery. You need to find the Wicked Stone there. Before you go, there's a couple things to do before you set off. First, head to the House of Mirrors near the exit of Habsburg. There, you'll find Thomas, a mirror maker. If you head to his workplace slightly northwest of where he is standing, he asks you to terminate the pests in his work area. If you decide to do so, you'll be prompted to another sidequest. Here you'll fight the brownies; not the kind you eat >\_>. Anyways, you really don't need a strategy. The brownies do abysmal damage. You can just

beat the crap out of them very quickly. Once you done so, you can decide their fate; although the outcome is pretty much the same. You'll be rewarded 20000 Gelder for doing the sidequest.

Before you go, head to the mansion north of your current location. Head to the second floor, there you'll find a familar face; the drill instructor: Englehyde. He'll ask you to do another sidequest. This time, you need to get something at the backyard of the Gregerian Monastery. Agree to do so. Okay, once you are prepared, head out to Habsburg.

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SECRET  
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Anyways, as soon as you leave Habsburg, walk south from the warp tech and you will see a house with a locked door, to the south-west side of the house is a round well. Walk into to the well, and Killan will say "Hm" and then you will here a falling noise followed by a crash. apparently it is a warp of some sort because suddenly you will be on the rope bridge to Mt.Bloodyhorn. By then you can get the Mercury boots from the merchant.

(Thanks zombiedog78 for this secret)

Okay, once you are out of Habsburg, you can start trekking the Ziggurat Tower. For 1000 gelder, you can explore the dungeon. For those who DON'T want to be spoiled; highlight and copy (ZONE1), Ctrl + F and paste on the search box you see in front of you.

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Gregarian Monastery/Ganellon Village: (WT008)  
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Treasure: Tent x5 (Latein Desert)  
Holy Arrow x5 (St. Gregerian Monastery)  
Medium Bomb x3 (Gangellon Village)  
\*Golden Biscuit  
10000 Gelder  
5500 Gelder  
Medium Healing Potion x10  
Tent  
Huge Bomb x10 (Sidequest Reward)

The Monastery is dead west of Habsburg. There are many terrains to stop by. First you have to get through the Habsburg Plains and then through the Latein Desert. Honestly, it's really straight forward. Keep going west at the Habsburg Plains. Keep going west until you hit the Latein Desert. From there, trek forward through the linear path of the desert. If you continue to go north of the desert, you'll come across a tent, if you take the northern exit, you'll magically appear at the footsteps of the Monastery. From there, head of the west that leads to the Monastary. Explore the Monastery a bit. Unfortunately, you cannot do the sidequest that Englehyde instructed you. That comes in a later time. Anyways, your objective here is to meet the Abbot. He's at the second floor. You can find the stairs next to the sanctuary. Listen what the Abbot has to say. From there, he'll kick you out. You need to find someone who knows the secret of the Monastery. There's that crazy monk outside. He'll fill you in. He informs you that a former monk flee at Ganellon Village. Once you got that info, head to Ganellon Village. It's northeast of the Latein Desert.

Once you are at the village. Look around a bit. To find the crazy monk head northeast on the small shack. Listen to what Domingo has to say.

Unfortunately, you can't do much about him, so head for the inn for the night. But, here's another problem. The innkeeper is sick, you cannot rest at the Ganellon inn until you get the Water of Life at the Ganensher swamp. So trek through the desert and Habsburg Plains. This time, at the big tree, go north. It'll lead to the next dungeon.

I've made mistake on the sidequest that Englehyde gave you. Apparently, you can do this right away. The moment you are in the front yard of the monastery, hug the walls you see above you. Then follow the path of the wall and you should end up between the two trees of the monastery. That should lead to a different part of the monastery. Once you are in the hidden area, keep going forward until you find the Golden Biscuit at the end of the path. Be sure to get the treasures along the way. Then go back to Habsburg and talk to Englehyde. He'll give you 10 huge bombs as your reward. Huge bomb is a great boss killer as well as normal enemies.

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SECRET  
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At Ganellon Village, there is a path at the north west corner of the place headed to a mysterious tree. it will recover your HP and MP for free. great help when your level grinding.

(Thanks Fifthmoon for pointing out this secret)

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Ganensher Dungeon: (WT009)  
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Treasure: \*Water of Life  
Safety Boots  
Intelligence Amulet  
Elixir x3  
Smokebomb x5  
2200 Gelder  
Aura Mask x3  
Will Amulet

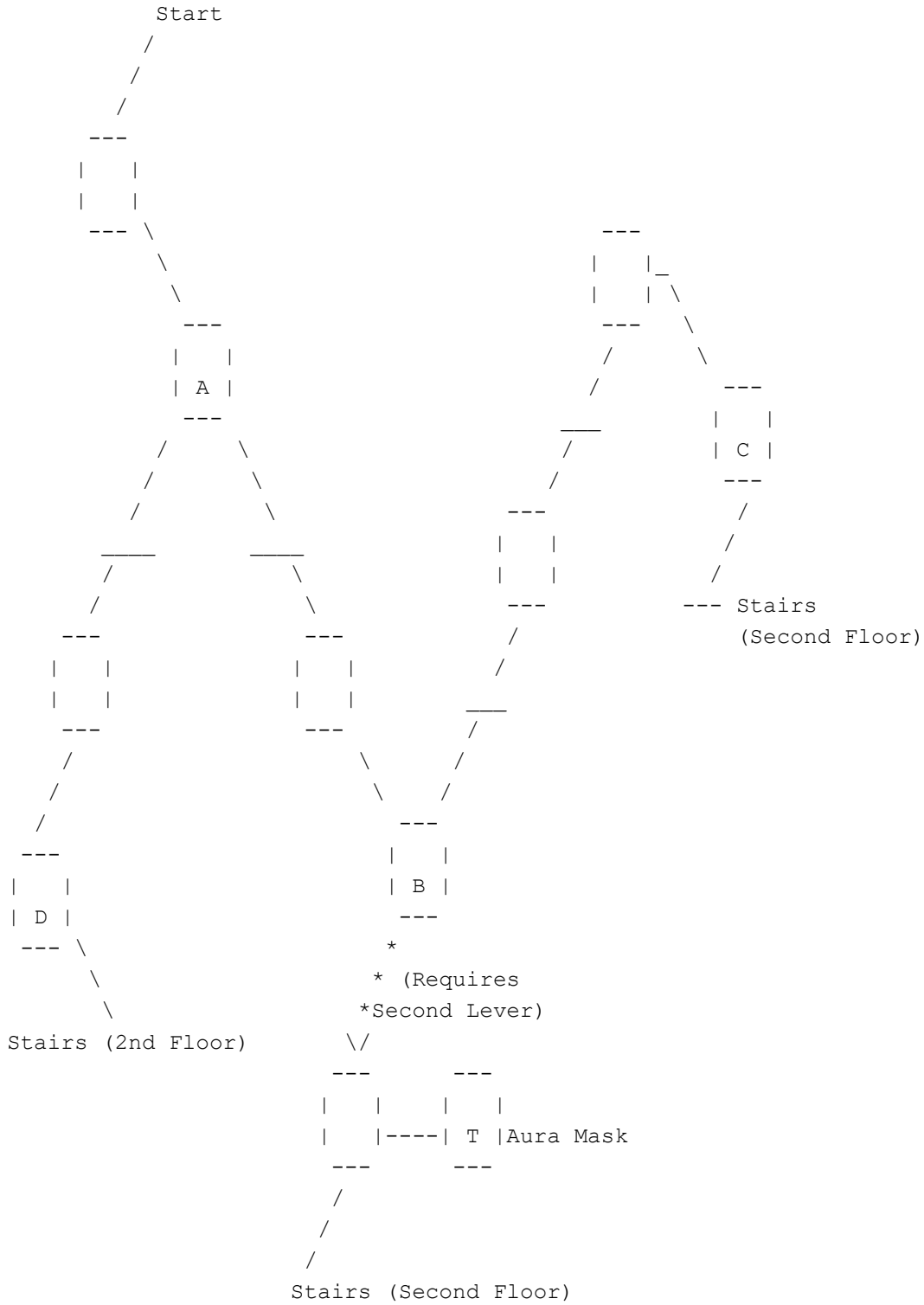
Yes, this dungeon is the start of the tricky dungeons for the rest of the game. It'll no longer be a linear path you see in Chapter 1. The layout of the dungeon is traversing to one circular platform to another. However, there are a couple of the pathways that are submerged in water. You need to pull the two levers in order to traverse through the dungeon. Since there's no map in dungeons like this one, it's difficult to navigate. So, I made a basic layout of this dungeon. The details of the dungeon is below the map. So, if you are traversing the dungeon for the first time, I'm going to go through the entire dungeon in one stroke; meaning that I'm making backtracking minimal. On the detailed explanation, I'm going to refer to the map you see below a lot. I hope this explanation of this dungeon will keep you sane. It's frustrating if you don't have a map layout with you >\_<

Legend  
-----  
T: Treasure

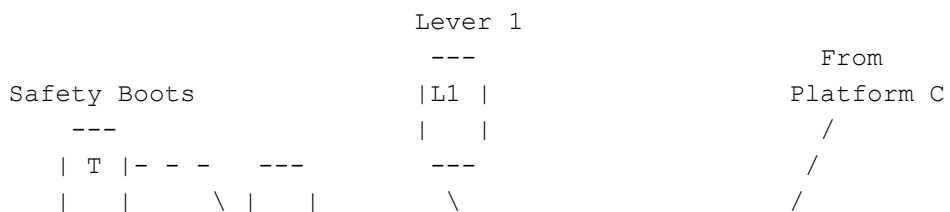
\*\*\*: Sealed Path

\_\_\_: Next Area

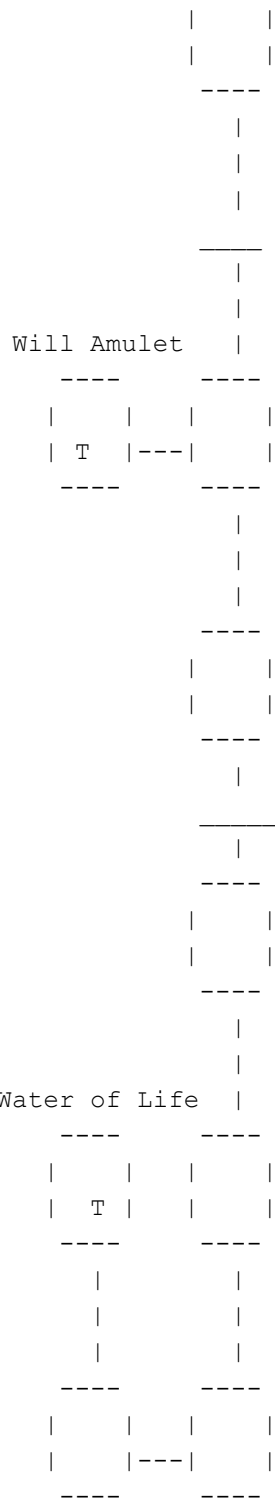
\*\*\*\*\*  
First Floor  
\*\*\*\*\*



\*\*\*\*\*  
Second Floor  
\*\*\*\*\*







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 Ganensher Dungeon: Detailed Walkthrough (GD001)  
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Facing west on the first floor of the dungeon, move forward. Keep going forward, until you hit your first intersection. The first intersection, I'll call it "Platform A." There's a path the splits into two. For your sanity sakes, take the path on your right. If you take the path on the left, you can get the treasure called Safety boots. You'll noticed that the moment you get off at the flight of stairs and head southeast, there's a submerged path. You cannot proceed there unless you activate the lever. So go back to platform "A"

Okay, assuming that you took the path on the right, from there, keep moving forward until you hit platform "B". Let's take a closer analysis to Platform "B" and its uniqueness. As you can see, to the south, you see a path that is submerged. You cannot raise the pathway until you find a lever somewhere in this dungeon. Another way to distinguish Platform "B" is that when you approach to

the next area, you noticed that the base of the tree root resemble a Whale Fin. Remember that figure when you come back to this spot later. Once you are at the next area, continue to go forward until you see the stairs that leads to the second floor.

Facing southwest, keep going forward until you hit platform "F" on the map. Platform "F" has a distinguishing tree root on the east side leading to the Elixirs. Anyways, you head west. The minute you see the next screen, there's a path on your left. It leads to the intelligence amulet. To continue to progress, head north. Continue going north until you find the first lever. Pull the lever and a path will open. Let me tell you that the path is NOT Platform "B". Now, backtrack all the way to Platform "A". It's near the starting point.

Once you are at Platform "A," proceed to the left path. Go forward until you are at Platform "D." The reason why I called it platform "D" is because the bridge that leads to "D" because of the forked bridge and it has a stair. So, going down from platform D, you should be at the second floor.

Okay, if you didn't get the Safety boots, head to the northern path; otherwise, head southeast. Keep going forward until you find another lever. Pull the lever and submerged path in Platform "B" will rise. Go back to platform "B" Head through the submerged path in the south. You can tell that you are at the right track by heading to the tree root in the east. The treasure there contains 2200 Gelders and 3 Aura Masks. From there it should lead to the second floor. Keep going forward until you reached the third floor. From there, everything is self-explanatory. Just keep moving forward until you find a spring that contains the Water of Life. For the sake of convenience, you are teleported out of the dungeon. Take the Water of Life and give it to the granddaughter of the innkeeper.

So after that grueling challenge of getting the Water of Life, your work isn't over yet. You need to stay for the night and meet Domingo. After what Domingo has to say, you need to go to Habsburg to find a mirror to see those creatures. So, treading to Habsburg, head to the house of mirrors where you had your encounter with Thomas. The only way to make the Mirror of Moonlight, you need to get the moonlight stone in Mt. Bloodyhorn.

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Mt. Bloodyhorn:(WT010)  
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Treasures: Alarm Clock x2  
              Medium Mana Potion x3

UPDATE: I hope you have 30000 Gelders ready. If you really hate the battle in this game and hope you can OUTFIGHT the enemy, buy the Mercury boots. But in order to have that in effect, Killian must wear it. Yay, the game got more tolerable.

Well, Unlike the Ganensher Dungeon, this mountain is very straight forward. Mt. Bloodyhorn is northwest of Habsburg. It's also northwest of the Latein Desert. As soon as you set foot on the mountain, you see a merchant in the middle of the bridge. She has quite a unique selection despite of the steep price. Anyways, once you are done, proceed forward. From there, keep moving west. Facing west, you can continue to move forward. You can also go northwest to get the treasures there. If you decided to move forward, you'll be in the area that requires you hike up the mountain. Go through the bridge and hike up across that steep terrain. Facing north, keep moving forward. You noticed that there's a forked path. Pick whatever path you want. Either way, it leads to the boss. You'll encounter an Ogre at the peak of Mt. Bloodyhorn. You'll



pick a fight with him. Unfortunately, like Larmont, you'll lose this battle. Once you are conscious, you'll see the angels of moonlight. She'll need your help (>\_>) for defeating Pitak. She'll ask you to get the Ogre Slayer somewhere in the Moonlight Dungeon. Anyways, onto the next major dungeon.

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UPDATE:

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It seems that you can defeat Pitak during your first encounter. You just have to work a lot harder to defeat him. If you managed to defeat Pitak on your first try, the fairy will come out of the cave and you'll receive the Moonlight Stone WITHOUT going through the Moonlight dungeon at all. It's a great way to do speed run. Be aware that you'll miss out on the items below.

(Thank you so much Lighteden for informing me)

(Thanks Absentminded for giving me a similar response)

(Thanks -valiant1602Geostigma- for giving a reassurance response to this information)

(Thanks to the people at the GameFaqs forums)

All of you have made me try to do this method myself.

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Moonlight Dungeon: (WT011)  
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Treasures: \*Orge Slayer  
          \*Moonlight Stone  
          Elixir x2  
          Twin Baselards  
          Key A  
          Key B  
          Might Ring

Okay, in this dungeon, there are 4 levers that is scattered throughout. Unlike the last one, only 2 needs to be activated in order to open the locked gate. If you looked at the gate, they are color coded. You need to turn it all blue to open up. You also need to find the Nameless monk in order to get the Ogre Slayer. Okay, let's get right to it.

As you go forward, you'll see your first forked path. Head to the path on your left. Then head to the path that leads to the north and pull the lever. As for the path that leads west, ignore it. The light on that area is already blue. Okay, now go back to the first intersection and head to the opposite path. There you'll find a second intersection. On the second intersection, head to your right. The one on the left that contained wooden planks on the floor leads to the locked gate. You'll come back there later on.

So, taking the path on the right, you should be facing southeast. The path you see in the north leads to the treasure, Twin Baselards. However, there's a lever right beside the treasure box. DO NOT TOUCH THE LEVER!!! The lever there is already blue. So, it doesn't need to be touched. Anyways, once you got that, head back and take the eastern path.

As you go forward, there will be another T-Intersection. Both paths are important. Head to the path on the left first. There, you'll find the last lever. You can tell that you unlocked the gate when Killian had a bickering conversation with Henson. Anyways, return to the T-intersection and head to the opposite path. There, you'll find the person that has the Ogre Slayer.

Boss: Nameless Monk

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In this battle, you are fighting with only Lahduk. Again, it's not a hard battle. You just have to be aware of what you are doing. All what the Nameless monk does is a three-hit combo. Some of them might score a critical. Just use meditation to raise your critical hit. You can try to use Lion's roar to deteriorate his defense for two turns. From there, you can beat him up with critical combos. He should be going down within 4-5 turns. Once you beat the nameless monk, you'll get the Ogre Slayer. It's an awesome weapon for Lahduk to use because it racks up significant strength. Now, head back to the second intersection where the locked gate is. It should now be opened.

Okay, once you are out of the 1st locked gate. Move forward. As you go forward, you encounter a red box. Unfortunately, it is locked. You'll come back there in a later time. Just go forward for now. As you go forward, you'll encounter a T-intersection. The one on the left leads to the another locked gate. This time you need a key to open it up. So, head back to that T-Intersection and head to the other path.

As you go move forward, you'll see yet another intersection. Go to the path on the left. It leads to another Red Treasure box. This time, you can open the red box. It contains Key A. Key A is the one that will open the other Red box. Anyways, if you decide to go to the opposite path on the right, it'll lead to the Might Ring. So, once you get that, go back to the other Red box to get Key B. From there, go back to the locked gate and open it up. There you'll have your rematch with Pitak. I Strongly recommend you bring Lahduk on this one since he has the Ogre Slayer.

Boss: Pitak

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Yes, rematch against earlier. This time you can defeat him. Pitak does the same thing the first time around; five-hit combo. His combo does a devastating damage to your allies; potentially killing them. So, what you can do this time around is have Gelts use Incantation to deteriorate his chances of scoring a critical and give your characters strength buff with War Blessing. That way your other characters can do damage against Pitak. Let Lahduk use meditation and let him slaughter Pitak with his 7 hit follow-up attacks. If you happened to have Killian's Blade of Fury as his skill, use it. If you have Spinel/Henson you can have them as support. Henson can use his buffering techniques if you happen to unlock their skills. He should fall pretty soon with that kind of tactic. Once you are done, you are rewarded with the Moonlight Stone. Trek down the mountain and head back to Habsburg.

Once you present the moonlight stone to Thomas, you can now go back to Ganellon Village and fight those monsters that was haunting Domingo. The Nightmares aren't too deadly. Like the Zombies from chapter One, they only attack you and inflict poison damage. The onl diffetence is that they have more HP. Just hack away with those Nightmare monsters and they will die. Now, Domingo will tell you the truth about the Monastery and the Abbot himself. Once you know the truth about them, head to the Monastery. After all of that backtracking, you can now find the Wicked Stone in there.

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Back to the Monastery: (WT012)

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Treasures: \*Holy Water  
          Immortality Scroll  
          2000 Gelder  
          Elixir x3

Alright, now you know the truth, pursuit the enemy. Facing south, keep moving

forward. You'll once again face an intersection. You can go to the path on your left and progress through the dungeon with less enemies or go straight to fight a bunch of enemies along the way. Either way, both of the paths leads to a big room. From there move east to the next area. When you get to the next intersection, head to the northeastern path first. Along the way, you can get the Immortality Scroll. But your objective here is to examine the coffins. Notice the one on the northwest corner. It has a flickering flame on it. Examine it and you'll get the Holy Water.

Once you get the Holy water head back to the intersection and go south. Once you are at the second floor. You'll find someone there. Once you know what really happened, just head forward to the dungeon as usual. If you don't have the Mercury Boots yet, you can tread through the walls of the Monastery to avoid the enemies. Keep going forward until you hit another intersection. If you head north, it leads to a locked door. So you have to take another path. At the end of the path, you'll find the altar. Assuming that you got the holy water, pour the cup on the other end and the locked path will open. From there, be prepared to fight the boss.

Boss: Imposter Abbot

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Let's see. He doesn't do much. All he does is a single attack and maybe a Conflagration. All of that does a moderate damage. Try to hold back a bit on this one. Despite his high HP, he doesn't do much. So, do your usual buffs like Gelts using War Blessing and Lahduk's Meditation. Once you do so, obliterate the Imposter Abbot with your strongest attack. Keep doing that until he dies off. Alright off to the second round.

Boss: Englergoth

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Okay, the imposter had finally revealed his true form. It's starkly different from the previous form. First off, he does a lot of damage with his normal attacks alone. He even thrown a few status effects magics like Bewilder or Somnambulator. There's even have some instant death magic like Death-Scythe. To top it all off, he casts Conflaguration to your allies. Again it's not difficult. Just a little time consuming. Just make sure you do your usual buff or debuff such as Gelts War-Blessing, Incantation, Lahduk's Meditation, Lion's Roar and so fourth. To be honest, due to Englergoth's high magic resistance to all elements, Henson is pretty much out of the picture on this one. So, instead, let Spinel and Killian support with their own attacks. Also, if you have been saving up the Holy Arrows, use that in case any of your allies have been stricken with status effects. He should fall by then.

Once you see numerous cutscenes with the characters, you should have the Wicked Stone in your hands. Once the cutscenes are over, head back to Habsburg and present it to the Cardinal. At this point, you are free to move anywhere in the Habsburg area. So finish up any unfinished business because once you enter the gates of the Order of Light, you'll never comeback to Habsburg.

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Chapter Three: (CHAP3)

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Fharenthor / Graystone Gates: (WT013)

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Treasures: 10000 Gelder                      Obsidian Hammer  
            Takoyaki x5                        Mithril Dagger  
            Spicy Squid x8

Medium Bomb x5  
8000 Gelder (Thanks alfred1313)  
Mighty Medicine (Thanks alfred1313)

So after a turn of events, you finally begin Chapter 3. Unfortunately, Henson will longer be in your party. So, you are left with Killian, Spinel, Gelts and Lahduk for the rest of Chapter 3. Anyways, you can look around town. Before you buy anything, I suggest you go through every house on Fharenthor and look at the weaponry racks. It's going to save you a lot of money. Trust me. Your objective here is to rest at the inn. Once you are done, you are informed by Lahduk that you have to go to the Ahrfar's Castle deep in the Jungle. But first you have to through the Graystone Gates. Okay, on your way out, there's another warp panel that leads to Ziggurat Tower. This time you can clear Zone 1 and proceed to Zone 2. If you decide not to go there, just keep moving forward towards the Graystone Ridge. Once you go there, then another scene will come in. Apparently, you can't go through due to a rampage of Galorins. So, you need to go back to Fharenthor. So, on your way there, you'll find another familiar face.

Boss: Jeffery  
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Just like the first battle, Jeffery will have 2 minions to back him up. Just like the first boss battle, they have the same exact tactics; seriously. Each of your foes will do a normal attack on your allies. The only difference is that they have way more HP. So, there's really not a lot of whole strategy involved. Just use your strongest attacks and they'll die off quickly. That's all there is to it. Once you realize on what Jeffery is really up to, you need to go east of the intersection to Laurizen Dungeon to find Theresa. On your way, you'll find Englehyde once again. You'll be prompt you to another side-quest. This time you need to find a sword on the dungeon. If you accept the quest, you'll need to find the sword deep within the Laurizen Dungeon.

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Laurizen Dungeon: (WT014)  
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Treasure: \*Key  
\*Rusty Sword  
\*Metatron Cannon  
Medium Bomb x5  
Huge Bomb x8  
Miracle Potion x6  
Immortality Scroll x3  
Mithril Dagger  
Aura-Mask x5  
Holy Arrow x2  
2000 Gelder  
Holy Elixir x3  
Aegis Ring  
Medium Mana Potion x10

If you accepted the quest, you cannot do it right away. You need to clear the dungeon at least once to get the Rusty sword. I'll explain why at the end of this segment of the Laurizen Dungeon. Anyways, onto the next dungeon.

Facing North, move forward and head to the door on the right to the miracle potions. Right now, you can't go to the lock door. Then, go back to the previous area and head to the door on the left side. Alright, here's the important part. The minute you are on the next area, immediately head to the dooe you see on your left. It leads to the next area. The others on the other hand all loop to the same place. Okay, facing east on the next area, head

down at the intersection. Hug the walls you see on the bottom and you should come across a row of candlesticks. There's one that sticks out above the rest. Examine that and you'll open the closed door you see above. Approach to that door and you should see another set of candlesticks. Examine it and another path should open up. So, head back to the intersection and move north. You should see the red box. That contains the key. From there, keep moving forward and you'll head back to the beginning. Go back to the locked door. It's where you got the miracle potion from earlier.

On the second floor, it's a maze. So, I'll tell you the directions, remember the direction starts from the beginning of the 2nd floor. Facing north, turn southeast and head to that door. From there, go forward. Next, go right. If you did it right so far, you should be facing east. Facing east, head down to get the immortality scroll then go back and head back up. Go forward at that room. You should be facing west, by the time you are in the room. From there, head north to that room. Facing north, head to the right to get the treasure. Then go back to that intersection and head to the opposite path. You should be facing west by then. Facing west, keep moving forward. It leads to the third floor.

Wow, the third floor is quite a daunting task. It's basically a trial and error. If you mess up on any of the following rooms, you start at the beginning of the third floor. Fortunately, there's a recurring theme in this labyrinth. Candlesticks are the main theme in this dungeon. The path will guide you with the flickering flame; if there's no flames in any of the candles, then the candlesticks will guide you to the end of the dungeon. Follow that and you are good to go. Or, if you did not understand what I just said, follow my directions on the next paragraph.

Assuming you are in the labyrinth, head west. Notice that the candle is lit. So, you are at the right path. From there, move north and grab the treasure in the center. Move east to the next area. Facing east, head north again. Then you move west. At the next area, move west again. You are doing a great job if you were not thrown back to the room at the third floor. Facing west, you can get the Aura mask at the north, otherwise just keep moving west. Just remember the flickering flame, in case you are lost. On the next room, there's nothing but pots. Fortunately, if you head south, there's a flickering flame above the pots.

Okay, after the flickering pots, the rules will change a bit. There will be no flickering flames. However, there's only a pair of candlesticks on one end of the path. So, facing south, head east. Notice that even without the flames you can still continue to progress. Then, head south, then west and south again. All the directions I've told you all have a candlestick on it. You are doing it right if you are thrown back to the start and you are facing south. Okay, this is where trial and error comes in. There will be NO hints to guide you. Fortunately, you can save anywhere. Now it is a good time to save. So, facing south, head west. You are almost out of the labyrinth. To get out of the labyrinth, head north. Also, there's a treasure containing the mana potions on the west side. Grab that. Once you are out of the labyrinth keep going forward. It leads to the next boss.

Boss: Stormghor

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Man despite a wicked boss design, this boss is an absolute joke. All he does is do single-hit normal attack and maybe a follow-up if he strikes a critical. That's all he does. So, do your usual buff and debuff and use your strongest attacks. He should fall very quickly. Once you are done, a bunch of cutscenes will happen. So, onto the next section.

So, you ask about why you can't do the sidequest just yet? It's because the location of the Rusty Sword is the room right after Stormghor stormed through the room. You cleared the dungeon and you have to go through the pain all over again just to get the legendary sword. More on the next section.

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Sewer/Fharenthor Jungle: (WT015)  
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Treasures: Miracle Potion x4 (Sewers)  
          Miracle Potion (Fharenthor Jungle)  
          Tent x5 (Fharenthor Jungle)  
          Dragon Dust x5 (Fharenthor Jungle)  
          30000 Sword (Sidequest Reward)

So, something came up at the city of Fharenthor and you need to get out. So, you go to the city Sewers. Unlike the awful sewer dungeons in other RPGs, this one is rather tame. It's straight forward path and there are NO enemies in sight!!!! Crimson Gem Saga deserves a brownie point for that, seriously. Anyways, back to the subject. All you have to do is move forward. At the end of the sewer, go to the northern stairs. It leads to the Miracle potions. Once you get it, head down and you are out of the sewers.

Once you are out of the sewers, you can go back and redo the entire Laurizen dungeon. To get the Rusty Sword, all you have to do is to go head to the room where you fought Stormghor. There's a room behind it, there, you'll find the Rusty Sword. Then you'll be teleported out of the dungeon and he'll reward you with 30000 Sword. It's a sword that literally damages 30000 HP..... mathematically. Wow, a gamebreaker this early in the game? Hmm... perhaps. I want you to find out the actual effects for yourself ^\_^

Okay, head through the Greystone Gate and bust out the Metatron Cannon. Once you are done, that you can finally continue on to the the next town. It's dead south on your current location.

-----  
Riverton: (WT016)  
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Treasures: 10000 Gelder  
          Aura Mask x5  
          Hamburger x5

It's a nice little port town. So, your objective here is to find a boat. Head to the very edge of the port you see on your map. Talk to the guy named Benjamin. He'll inform you that none of the boats are not available to sail due to the sea monster Leviathan ravaging the rivers. Since that's out of the question, head back to the to the house that contained the 10000 gelders. If you don't remember where it is, just head to the house that's far southeast of the map. There you'll see a cutscene. From there, you are able to find someone to take you to Ahfhar Castle. So, rest up and meet Guilles at the port. Be sure to prep up. Because right after you depart from Riverton, there's no turning back.

Boss: Leviathan  
-----

Like Stormghor, this boss is another push-over. This boss will only do a single-hit normal attack; maybe two if he score a critical hit. Unlike Stormghor, he actually does decent damage. So, do your usual buffs with Gelts and debuffs from Lahduk. Just use your most powerful attacks and kill that Sea Serpent. Once you are done, you are finally at your destination Arfhar

Castle.

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Arfhar Castle: (WT017)  
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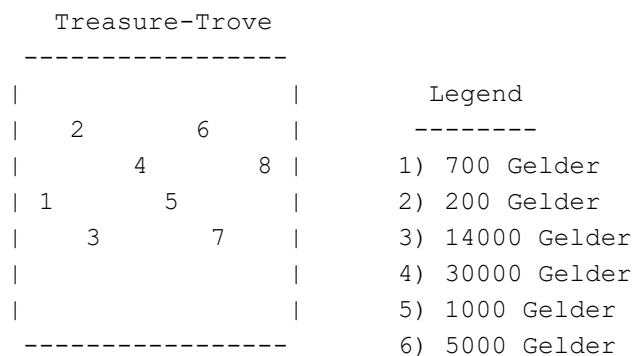
NOTE: BTW, there's no hidden items on the right side of the column. I set up this way because there's way too many treasures here

Treasures: Dragon Dust x5                   14000 Gelder  
          Habanero Pepper x5               1000 Gelder  
          Ambrosia x2                       5000 Gelder  
          Super Healing Potion x5         10 Gelder  
          Super Mana Potion x5           Holy Elixir x2  
          Immortality Scroll             Vitality Amulet  
          Huge Bomb x3                   \*Key  
          700 Gelder  
          200 Gelder  
          30000 Gelder  
          60000 Gelder

Okay, on the cliff side, you'll find another Merchant. Like the other one in Mt. Bloodyhorn, she has a lot of goodies. So, buy wisely. Okay, time to enter the castle. Facing north, head to the path on the right side. From there, continue to the path on the right side. You'll come across treasures, 7 of them in fact. Despite all the treasures you see here above, you are not going to get all of them. You open one the other explodes. On the first set of treasure troves you may only get 2-3 items depending on what you open. The following starts from the left side:



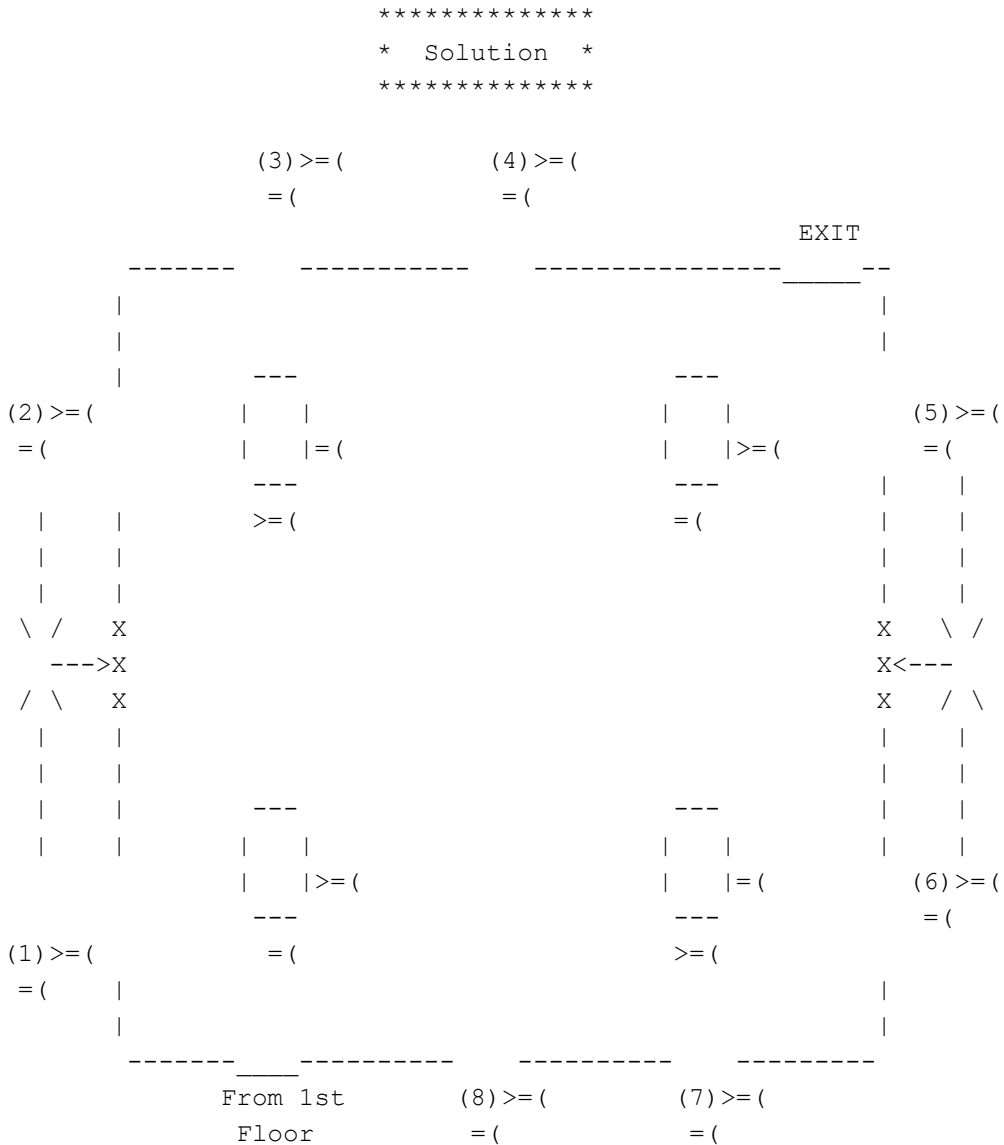
Choose what you want. My recommendation is Ambrosia, Super Mana Potion and Habanero Pepper. Why Habanero Pepper? 'Cause that's the only box that would not explode if you chose the two I mentioned. Remember you are not going to get all the treasures in that room. From there, keep moving forward and head to the room on the left side. The next set of treasure trove is on the left side. Unlike the previous treasure trove, you choose one and all the other boxes explode. Here's another Diagram. Again, the treasure starts from the left side. This one is a no brainer, just grab box 7 and you are good to go.



7) 60000 Gelder

8) 10 Gelder

Once you get the treasures, resume forward. It leads to the next floor. Here's another dungeon with puzzles that has no hint what-so-ever. Also, the 1st floor is locked for good. So, you are left in a room with a bunch of enemies in the center. The premise of the main plaza is that the four statues have different faces. Your objective here is to face all the statues in different rooms into angry faces. If you don't understand what I mean, look at the Solution Diagram below. This is for those who have been messing around with the puzzles for a while. For those who have yet to touch it, continue to scroll down below. Note that the room that I've ordered starts from the left side.



The reason why I have X on the middle doors is because they are exits from any of the side rooms. You can see it from the arrows. If you enter there, it's going to throw you off and you'll be overwhelmed. Notice that they are all facing at the angry face. Do that. How about those who happened to left it at its pristine condition? Okay, then. The following room that needs to rotate its statue is: Room (1), (3) and (5). Once you do that, you'll trigger a conversation between Killian and Spinel. It indicates that you have solved the puzzle.

Okay, proceeding to the third floor. Head to the 1st stairs you see on the left side. The treasure contains a Vitality Amulet. However, you can't go any further since the door is locked. So, head back down and head to the 2nd set of



stairs at the end of the path. This one is straight forward. Just keep going forward until you find the Red box that contained a key. Then, you'll magically go back at the beginning of the third floor. Go to the area where you found the Vitality Amulet. The next room leads to a boss.

Boss: Radiant Crusaiders x2

-----  
Finally a boss with different patterns. Lately, the bosses throughout chapter 3 is really brain-dead. So, we are getting a little challenge. This one does a lot of status effects. Ranging from single target to all. It inflicts status effects such as confuse, sleep, silence and poison. Also, they are fire resistant. So, have your holy arrows ready. Also, have someone immune at least to confuse. It's pretty much a dangerous status effect if all of them are inflicted. Again, do your usual buff/debuff and rip them out using their most powerful attack. Once you've done so, you'll see numerous cutscenes and that marks the end of chapter 3.

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Chapter Four: (CHAP4)

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Wolfen Fortress Battlement/Fhargen: (WT018)

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Treasures: Dragon dust x5 (Wolfen Fortress Battlement)  
Gingseng x7 (Fhargen Snow Field)  
Emergency Potion x4 (Fhargen Snow Field)  
13000 Gelder (Fhargen Snow Field)  
Aura Mask x7 (Fhargen Snow Field)  
12500 Gelder  
Takoyaki x10  
Tent x2  
Kitsune Udon  
Royal Bento x5  
Huge Bomb x5  
Elixir x2

Yay, now you got Acelora. She's quite a handful. With well above-average stats, she can definitely hold on her own. Do what you must on the skill tree. Your objective is to head to the fortress on the northside. Unfortunately, you cannot do much. So, head to Fhargen to the south. It's a really linear path. So, keep going forward until you reached Fhargen. As soon as you reach Fhargen, there's another warp point that leads to Ziggurat Tower. Keep in mind that this is the last one. So, if you need to go to Zone 2 and need to go to Zone 3, now is the time. Once you are in Fhargen, you can go directly to the Mayor's house northeast of the entrance. From there, the Mayor will inform you that you need to go to the Ziggurat Tower to find what you seek. However, in order to get to the top, you'll need the Giant Scroll. To find the Giant Scroll, you would need to go to the Silvernian dungeon. It's east of Fhargen. Prepare yourself and proceed to the next dungeon.

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Silvernian Dungeon: (WT019)

-----  
Treasures: 30000 Gelder  
Mighty Medicine x5

Safe Haven x5  
\*Key 1  
\*Key 2  
\*Key 3  
\*Key 4  
\*Giant Scroll  
Schiavona  
Strength Amulet

Your objective here is to get the Giant Scroll. Anyways, the moment you are in the dungeon, you notice that the area loops continuously. You need to activate the levers you see at the the 4 crossroads. What you need to do is to set activate all the triggers the moment you pull the lever. However, you only need to pull only 2 levers to open the path. So, when you are at those intersections, you only need to pull lever "A" and lever "D" to open the path.

Once you have done that, keep going forward until you see your first intersection of this area. Once you are at the intersection, turn left and proceed forward until you hit the 2nd intersection. At this point, you need to gather the keys. Later on in this dungeon, you have to go through a series of gates to get the scroll. Anyways, head north to get the 1st key then proceed forward. Then on the 3rd intersection, head west to get the 2nd key. Then from there, you can get the Schiavona if you head east of the intersection. On the 5th intersection, head north to get the 3rd key. You notice that there's a red chest adjacent to the 3rd key. On the 6th intersection, head north to get the 4th key. By then, you have aquired all the keys. Proceed forward once you got all 4 keys. The moment you are in the next area, if you continued south, you'll find a hidden path. That leads to the hidden sidequest towards the end of the game. Unfortunately, you cannot advance any further. Don't worry, we'll come back later. In the mean time, continue to move forward and unlock all the gates with your keys. You should get the Giant Scroll. Alright, now you got the scroll, you can now able to climb all the way to the top of the Ziggurat Tower.

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Ziggurat Tower (WT020)

=====  
\*NOTE\* I'm aware that this dungeon is mandatory. However, I'm just dividing this up into zones so I don't have to write everything all at once.

Starting in Chapter 2, you can wander around the Ziggurat Tower. You can do so by talking to the NPC whose in charge with the warp panel. She's usually outside in a city. Just cough up 1000 Gelder and you'll be transported to the Ziggurat Tower. The Ziggurat Tower is an optional sidequest where you can build up your characters and find treasures. Be aware that the enemies are slightly stronger than the ones that are available on the world map. But they are still managable enough for you to dispose them. Anyways, the Tower are divided up by zones. Every 10 floors count as one zone. There are various warp points that are spread out throughout the tower for your convinience. However, be aware that once you warp out, you have trek the tower from floor one. Also, until you hit a critical story event, there will be barriers that prevent you from going to different zones. Now, the intro is out of the way, let's start. Keep in mind that if you went to are making a transitioning phase between the zones, you cannot comeback to previous zones.

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Zone 1 (ZONE1)

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Treasures: 2250 Gelder  
Antidote x5

Tent x2  
Biscuit x25  
1590 Gelder  
Holy Arrow  
Will Amulet  
22000 Gelder  
Gold Plate mail

If you decided to trek the tower, you'll meet up with two other people at the base of the tower. One is the merchant while the other is the person that will ask you to return to the world map. Once you are acquainted by them, you can enter the tower. At the ground floor of the tower, you'll meet up with a lady named Laforge. She's the one that usually appears that the warp points throughout the tower. Once you are done, keep moing forward until you see the stairs that leads to the second floor.

#### Floor 2

-----

At the 2nd Floor, proceed forward as usual. Keep going until you see the first intersection. At the intersection, you can turn to the right to find some treasures. Once you are done, you can head to the other direction to progress through the tower. Keep going forward until you see a "T" intersection. At the intersection, turn right. From there keep going straight until you see Laforge. When you meet up with Varetta, you can ask her to warp you out of the tower. If you decided to keep going, proceed to the stairs that leads to the 3rd floor.

#### Floor 3 and Floor 4

-----

On the 3rd floor keep going straight until you come across another intersec-  
-tion. You have two options: turn left or right. You can turn left and obtain the treasure there. It's a surprise and I'm not going to spoil it. I want you to find out for yourself ^\_^ . Anyways, if you are really pressed for time, turn right. Keep going forward until you hit yet another intersection. Turn right if you want to grab the treasure. If not, keep going straight to the path you see ahead. From there, keep moving forward and make a left turn. Then head north to the next floor. At the 4th floor, you'll see Laforge again along with the warp panel.

#### Floor 5

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There's no warp point at this floor. Just go straight. At the usual junction, just head forward. Don't go to the path on the left. It leads to a dead end. Keep moving until you see the stairs.

#### Floor 6 and Floor 7

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On the 6th floor, the first thing you see is the warp gate. If you decided to keep going, turn west. Keep going forward until you see a "T" intersection. On the T-Intersection, turn left if you want to get the 1590 Gelder and the Angel's arrow. Head back to the intersection and turn south and proceed as usual. At the large room, head northwest to proceed to the 7th floor. On the 7th floor, Keep moving forward until you see another junction. Turn left and proceed forward. When you head to another splitting paths, turn south to go to the warp point or proceed forward to head to the next floor.

#### Floor 8

-----

The minute you get on to the 8th floor, there will be a swarm of enemies. Defeat them if you like. But, if you want to progress, turn to your left

and keep going to the path ahead of you. From there, hug the walls and tread northwest, there you'll see the stairs that leads to the 9th floor.

#### Floor 9 and Floor 10

-----

You proceed forward until you see another intersection. Just go straight at the intersection. From there, you may go forward and get the treasure, Will Amulet or go north to proceed to the next area. You can keep moving north to get the two treasures. This obtaining treasure is somewhat unique. You can only choose one and not the other. The other treasure explodes. There are two treasures. The one on your left contains a Plate Mail while the other contains 22000 Gelder. Decide on what treasure to take. Head back down to the intersection and turn left. The path ahead of you leads to the 10th floor. If you are barely starting in Chapter 2, the barrier that leads to the second Zone stands in your way. You cannot progress until you hit the certain point of the story. You may have no choice but to go back down. If not proceed to the second zone...

#### Zone 2 (ZONE2)

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Treasures: 2700 Gelder  
Angel Feather x2  
Medium Bomb x3  
Immortality Scroll  
Aegis Ring  
Molten Ring  
Medium Healing Potion x5

Awesome, You've cleared Zone 1. Keep in mind that once you completed a zone, you can't come back to the previous one.

#### Floor 11 - Floor 13

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On the 11th floor keep going forward until you hit the T-Intersection. If you head north, it leads to the Medium Healing Potion; otherwise just continue to move forward. Continue until you hit the stairs that leads to the 12th floor. For the 12th floor keep going forward until you hit another intersection. Go to the upper path until you hit the 13th floor. On the 13th floor, you'll see a cluster of enemies. If you don't have the Mercury Boots, just hug the walls to avoid the enemy. Keep doing that until you see the stairs that leads to the 14th floor.

#### Floor 14 - Floor 16

-----

On the 14th floor, there's a warp point. Just keep going down if you wished to go forward. From the stairs, head to the door on the right. Afterwards, tread to the walls on your left. It leads to a treasure. Once you get it, head to the door on your right. Continue to go down the path until you reach the 15th floor. On the 15th floor, it's a series of large corridors with a bunch of enemies in the middle. Continue to move forward until you reach the stairs. On the 16th floor, there will be yet another cluster of enemies. There are even some that are around the walls. If you do not want to go through a series of battles, use Aura Mask to prevent enemy encounter. Despite of all of this, just keep going straight. You'll meet Laforge at the next room.

#### Floor 17 - Floor 20

-----

On the 17th floor, if you tread the walls on the right and took the path from there, it leads to a treasure. Once you got that, go back to the room

and take the path on the left. It leads to the next floor. On floor 18, keep going forward until you reached the intersection. I suggest just keep going straight. If you move up, it leads to a dead end. Assuming that you went to the straight path, you'll find an Aegis Ring in one of the treasures. There is a path on the right. Continue to go down there until you reached the 20th floor. Once you see Laforge again, you have completed Zone 2. But you won't reach Zone 3 until Chapter 4.

-----  
Zone 3 (ZONE3)  
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Treasures: Huge Bomb x5  
          4200 Gelder  
          Miracle Potion  
          Enchanted Robe  
          Notusbolg  
          Clown Mask

Assuming you are in chapter 4, you are at the final stretch of the tower. If you have the Giant Scroll, you can proceed to the top of the tower. Unlike the previous 2 zones, this one is rather a straight away with a couple of intersections. So, the explanation is rather brief.

Floor 21 - Floor 25  
-----

On floor 21, keep going forward until you see the stairs. On the 22nd floor, keep going until you see the warp point. If you continue to move forward, it'll lead to a large corridor. Just move north to proceed to the next area. From there, you'll encounter another intersection. If you move up, it'll lead to the treasure, Huge Bomb. Once you get that, head east and proceed forward. From floor 23 through floor 25, it's a straight away. There will be no intersection until you reach the 26th floor.

Floor 26 - Floor 30  
-----

On the 26th Floor, on the intersection of the large room, just move north. The rest of the other paths all lead to the dead end. You should see a treasure that contain the miracle potion. Continue to go forward until you reach the stairs that lead to the 29th floor. Facing east on the 29th floor, there are treasures on the intersections. Most importantly, you can find Spinel's weapon, Notusbolg on this floor. To get the Notusbolg, head north. From there, you should see a two treasure chest that contains the Enchanted Robe and Notusbolg. There's another treasure south of the Notusbolg. Once you grabbed the treasures on that floor, proceed east to the 30th floor. At the 30th floor this is the end of Zone 3. You'll meet Laforge again. Ask her your gift and you will get the Clown Mask, which guarantees an escape to normal battle. As long the person equips it and is on the battlefield, you'll grant 100% escape. At this point if you got the Giant Scroll you can proceed to the final part of the Ziggurat Tower.

Top of the Tower  
-----

Treasure: \*Sage Key  
          \*Amulet of Hope  
          \*Amulet of Dispair

Once you are at the top of the tower, just keep going up the tower. Towards the end, you have to fight a few monsters. But because of this, someone will return to your party. That's right, Henson comes back to complete the roster. Now, continue to the top and you'll meet the elf. Once she informs you on

what's going to happen, she gives you the Sage Key to destroy the barrier on the Wolfen Fortress. Also she also gives you the Amulet of Hope and Despair to aid you on your quest. These amulet leads to the most powerful weapon for Killian. So, if you are interested on the next sidequest. Head onto the next segments of the walkthrough. From here on out, I strongly reccomend to build up your characters. Also, it's really good time to get Grace of God at this point. The optional bosses will not cut you slack compared to the story bosses.

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[Sidequest] Silvernian: Hidden Path (WT021)  
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Treasure: 45000 Gelder  
Miracle Amulet  
Platinum Medallion  
\*Sword of Soonsin\* (Killian's Ultimate Weapon)

Alright, this is the place where you will find Killian's most powerful weapon. Just proceed the Dungeon as normal. Do you remember the area where you unlocked the first gate near the end of the dungeon? Before you head to the 1st gate, head dead south. Be sure the hug the walls because the path is well hidden. Once you find the path, you can now move forward beyond the cold winds since you have the Amulet of Hope. You'll be transported in a different area. Your objective is to activate all the magic circles that is layed out. There are 6 Magic circles in all. You need to go through every last room to activate it. If you got it all right, you are should be transported from where you are currently standing. Once you are transported to a different area, you'll meet your first optional boss.

Boss: Elle Kaiser  
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Elle Kaiser is the 1st of the two optional bosses. She'll start with a bang. She attacks 2-4 times on any of your character. If your characters are weak against Dark, she'll continue to attack until your character dies. She literally casts every ice magic in the game. She casts Crystalline Crush, Arctic Assult and Icicle Strike. She even casts Deep Freeze occassionally. But THE most threatening magic in this bout is Ice Age; the ultimate Ice magic. She casts this magic frequently; especially less than 35% of health left. It's very tricky too because you don't know when she will cast that magic. Another foot note is that she occassionally heals herself with Heal. If you got her health less than 25%, she will begin to summon her Ice dragon. Each time she summons the ice Dragon, it's 9999 damage to a single ally. She does this 1-2 times. So watch out.

The key in this battle is maintaining your MP. The reason why is because you will doing techniques that will take out so much MP. So, first off you need to cast Grace of God at the start of the battle. From there, you MAY buff your character or replentish MP with Ambrosia, Emergency Potion or etc. Also, you need to strategize to each character you are using. For Lahduk, he is most likely the person to maintain the Sanctuary barrier since he is the fastest character. Because of this, doing moves other than Grace of God will leave you open against her. Spinel has the greatest chance of dealing damage against Elle Kaiser. If you pair up with Killian with Wave Strike you can take out 15% of her current HP. Also, strengthen her attack with Habanero Pepper and use Illusion Assault to deal damage. Killian on the other hand, you can use him as support. He mainly has opening. You can use Blade of Fury or use any items to replentish your allies MP.

Acelora also works as well. You can use Final Judgement to deal significant damage against her despite with the all foe attack. This is also applicable to Gelts as well. With his War Blessing and Doom Hammer combination you can

do so much against her; just make sure you convert his weapon into a Holy affinity. Well, use Henson as your support. Elle Kaiser's magic resistance is very strong. So even with Mjolnir's Might, you only scratched her. Use Henson for buffering purposes. The key point to this battle is to maintain an invincibility barrier to withstand all of her attacks. If you feel lucky, you can take a chance and hope that she'll not cast Ice age. If you do not feel confident, try to equip items like Ice ring to increase resistance against ice. Once you defeat her, you'll get the Miracle Amulet which grants the person full HP and MP after a battle. She'll also give you The Sword of Soonsin. This will give you an edge against the next boss on the Inverse Babel.

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[Sidequest] Inverse Babel (WT022)  
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Treasures: Holy elixir x5  
Huge Bomb x10  
Mandate of Heaven x3  
Ginseng x5  
Ambrosia x4  
Emergency Potion x10  
Molten Ring  
55000 Gelder  
Tent x10  
Super Healing Potion x10  
Super Mana Potion x10  
Necromancer Staff  
Amulet of Protection  
Invincibility Amulet  
Platinum Medallion  
\*Armor of Eternium\* (Killian's Ultimate Armor)

This is where you'll get Killian's most powerful armor. The inverse Babel locates the same place where the Ziggurat Tower only this time you are going down. Unlike the Ziggurat Tower, this is a rather straight forward dungeon despite being a ten floors. I hope you got the Sword of Soonsin. The boss on the Inverse Babel is not like the others. If you grind in this place you'll get 200 SP per battle. Great place to get SP. Be aware that once you beat the optional boss here, you can't come back to this place.

At the start, keep going forward. You do this until you reach B2 floor. On the B2 floor, you are faced in the big room. Head right to get the treasure, Holy Elixir. Once you done that, just keep going down and move forward. Do that until you hit B3. You also do that as well. When you get to B4, there are three paths. If you take the path on the right, it'll lead to the Mandate of Heaven and Ambrosia. If you take the middle path, it leads to the Emergency Potion. The path on the left leads to the next area. Floors B5-B10 is a straight forward path. It's self-explanatory so I'll go straight to B10. Be sure to grab The Necromancer Staff, Henson's most powerful weapon, and Amulet of Protection. What the Amulet of Protection does is that it gives the user High Magic resistance. It's ideal for characters like Lahduk to get the item. Once you do that go one more floor and you'll fight the next optional boss. This is probably the most powerful boss in the game.

Boss: 11 Diavolo  
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Oh man, this boss will give you a major headache if you are not prepared.

Diavolo often cast Tempt fate to give status effects. Like Elle Kaiser, he will cast EVERY fire magic in existence. From Char to Immolate, Conflagration to Inferno. He will do it all. The most threatening magic is Fire & Brimstone. He casts this one very frequently leaving your party dead. His normal attacks average around 800-900 damage without the fire resistance. He often attack 2-4 times in one interval. As you get ll Diavolo's HP less than 50%, he cast a magic where he summons a pentagram with a skull in the center. Then once the pentagram come contacts to the ground, the battlefield will be incinerated with flames leaving 9999 damage to all allies. This is extremely dangerous especially if you don't have a lot of Mandate of Heaven. If you managed to get down less than 25%, he will spam that "Hellfire" move to no end.

Like Elle Kaiser, you need to maintain your MP since you are going to cast Grace of God frequently. Be sure to equip the Molten rings to resist the fire magic. Okay, refer the battle of Elle Kaiser and apply it to ll Diavolo. It's basically the same strategy. The big difference between the two is that it is a MUST that you maintain the invincibility barrier when you have Diavolo's HP is less than 25%. As I stated earlier, Diavolo will spam that "Hellfire" attack like there's no tommorrow. Because even with the mandate of Heaven, he will continue to spam it. Once you beat him, you'll recieve the Invincible Amulet. What it does is that, 95% of incoming attacks will be absorbed. In other words, you'll recieve less than 5% of damage to all attacks regardless of magic or physical affinity. Then you also recieve the Armor of Eternium, Killian's most powerful armor. It has a similar properties to the invincible armlet. Plus, Killian have a sprite change when he equips it. Now you got your sword and a sexy new armor, you now ready to take on the final boss. Before you do anything, I suggest to SAVE YOUR GAME IN A DIFFERENT FILE!!! IT'S SUPER IMPORTANT!! More on the next section.

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Wolfen Fortress (WT023)  
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Treasure: Admonisher  
Emergency Potion x5  
Habanero Pepper x5  
Mandate of Heaven  
Miracle Potion x5  
Sacred Stone x2  
Dusk Pearl

This is it. The final dungeon. I STRONGLY advise you to save at a different file at this point. Without giving away spoilers, all I can tell you is that some of your characters in your party will not be present at the final battle. So, SAVE NOW!!! Anyways, you'll be seeing a couple of cutscenes regarding the barrier. Then you see a few more surprising cutscenes. Once that's done you need to go to Rombrigetton Bridge by going to the warp point near Fhargen. Once that's done, you can finally go to the Fortress...

This is a rather straight forward dungeon. Despite the branched path, it'll lead to the same path at the end of the forked road. The only notable thing is get the Admonisher Hammer at the start of the dungeon and go up the stairs and proceed forward. Be sure to convert that to Holy affinity so that Gelts is effective in battle. Keep going forward. Now I want you to note something on the 4th floor. Once you get the Mandate of Heaven from the treasure box the room ahead is where two of your party members will leave for good. So, if you have yet to do the sidequest, PLEASE SAVE IN A DIFFERENT FILE. I put it in all caps for a good reason. I don't want you to regret this!!! So, who leaves your party? The person will leave will be on the next paragraph....

The 2 people who will leave your party on the 5th floor is Spinel and Lahduk.



I hope you made proper equipment on Lahduk such as Invincibility Amulet or his weaponry. You won't see him for a while. As for Spinel, well, I'll explain more on the next few segments. So, your party is Acelora, Killian, Gelts and Henson. From there, keep going forward. As you go forward, you'll meet your next boss...

Boss: Skeltz

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This boss isn't so bad if you went for the sidequest. However, he'll give you a bit a challenge if you went directly straight to the final dungeon. He'll do a 3 hit combo. He might do more if someone is weak against darkness. So watch out. He has high HP and high resistance against most of the elements with the exception of Holy and lightning.

Let Killian and Acelora use thier most powerful attack. Let Gelts lower down Skeltz' critical strike with incantation. Use War Blessing to buff everyone's strength. If you have an opening, use Gelts' Doom Hammer to do damage. Let Henson support. Even with Mjolnir's Might, you only made a dent against Skeltz. Don't bother using the ultimate elemental magics as well. He can withstand all of those very easily. So, just have him on support.

Once you defeat him, examine his corpse. You'll recieve the Dusk Pearl. What it does is that the person will have exceptional resistance against all darkness attack. But it will not protect him from status effects. Equip that on Killian. Continue to go forward. There, you'll reach the top of the tower. You'll fight a series of bosses. Get ready...

Boss: Vampreed

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This boss does various magic attacks. He does Arctic Assault. He also cast massacre and Death-bringer to kill off your characters very quickly. Like Skeltz, he does a normal attack with a dark affinity. He continually attacks the person who is weak against dark until it dies. He also have high magic resistance. So Henson will be deemed useless when uses magic against Vampreed. The most threatening attack is Deep Freeze. Multiple damage to all foes.

Like the last battle. Let Killian, Acelora and Geltz use their most powerful attack. Also, let Geltz use Incantation to reduce his chance to strike a critical and use war blessing to buff up everyone's weapon. As for Henson, just have him in support. Once the battle is over, you will lose Geltz and Henson on the next battle. Lahduk will now come back to your party to fight your next foe...

Boss: Spinel

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Yikes, you are down to three people in battle. The ones that are with you are Acelora, Killian and Lahduk. The rest of the crew will not be present in the final battle. With only three, you cannot cast a full-party technique like Grace of God or Wrath of God. You have to go on what you have. Anyways, Spinel will cast Aerial Assault and Lightning Strike to your allies. She also do a normal attack that functions like Vampreed's normal attack. So watch out. She has massacre to do instant death to your allies as well.

This one is somewhat threatening. With all of those attacks, you may use your Mandate of Heaven very early. With only 3 characters, you have to go on what you have. Let any of your characters use Habanero pepper to any character to buff up their strength. From there, use their most powerful attacks and heal along the way. That's all you have. Hopefully, you'll defeat Spinel. Because on the next battle, without any preparation you'll fight the final boss of the game...

Final Boss: Phariankes

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If you are literally worn out this battle, you may try to forfeit the battle and a cutscene will follow. If you are like me and try to fight the power, then check out the strategy below.

With only 3, it can be a total pain in the ass, even with the most powerful equipment. To start off, he frequently casts Wheel of Fate. He'll do some negative status effects to an already dwindling party. Then he'll cast Annihilate to all party members. I nit off, if you managed to get less than 50% of his health get ready to withstand his magic. He will cast ALL of the ultimate magic in the game. He'll cast Fire & Brimstone, Ice Age, Cyclone or Mjolnir's Might at anytime.

Let's see, the only way to defeat him safely is Killian with his optimal equipment from the sidequests along with Dusk Pearl. Acelora with her Schiavona and had Divine Aura learned. Divine Aura will grant her immunity to all incoming darkness attacks. Lahduk's most powerful equipment. Unfortunately, you need to buy it from that overpriced weapon shop in Fhargen along with the invincibility Amulet. The reason why I asked you to do that so he can withstand most of the incoming attacks. Otherwise, he's close to useless in battle.

So, before you do anything, if you have Safe Haven, use it immediately. He casts Wheel of Fate frequently. From there, use Habanero Pepper or any buffering items on any of your desired characters. Then use your most powerful attacks on him. That's all there is to it. The question here, will it be enough to kill him off? Use any restoration items to keep yourself afloat. From there, you'll see the ending of this game. Enjoy your ending...

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WARNING: ENDGAME WALKTHROUGH ABOVE!!!!

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XII. Frequently Asked Questions (CG012)  
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So, here are the questions that are frequently asked....

General Questions  
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Q: W00t!? Should get the Asian Version of Crimson Gem Saga for the lulz?

A: Huh? If you are asking if it's okay to play the Asian version, go right ahead. Be warned that the Asian version of Crimson Gem Saga has rudimentary english with lots of gender confusion and loads of incoherent sentences. If you think Legend of Dragoon's translation is awful, check out the Asian version.

Q: Man, the enemy drops 15SP per battle. Where can I find more enemies that can splurge a lot of SP?

A: Head to the Ziggurat Tower. Enemies usually average around 70-80SP  
Depending what Zone you are in.

Q: Ugh, I hate the way Killian Runs. He gets easily outrun against the enemy. Is it possible to make him go faster?

A: Yes. as soon as you hit Chapter 2, buy the Mercury boots in Mt. Bloodyhorn for 30000 Gelder. You'll run faster than the enemy. Keep in mind that Killian must equip the item.

Q: What the hell do those medallions do?

A: It increases its effectiveness on a move. Meaning that it can do more damage or recover more efficiently.

Q: Okay, what's the point of doing that when there are moves that are much better?

A: Well, you can save a whole lot of SP if you take the time to upgrade your moves. For example, let's use Gelts. We will have him learn Restoration and upgrade his move at Rank 5. We will also learn Rejuvenation. Here's a key difference between the two. By just restoration alone, you'll only restore a moderate amount of HP. By ranking up to the highest rank, He'll heal near to the maximum amount of HP. Rejuvenation on the other hand does the same thing. The difference between the two is that Restoration only takes up 40 MP while Rejuvenation takes up 90 MP to heal. So, take advantage of the medallions functionality.

Q: I get the idea of the Medallions, so when is the best time to use it?

A: I suggest that the moment you get their ultimate attack, rank them up to level 5

Q: Man, I literally exhausted all my Platinum Medallions. Where can I find more. I need one more rank to maximize Killian's Blade of Fury. = (

A: If you go to the Inverse Babel, fight Influenza. They drop Platinum Medallions. Be aware that it's a rare drop.

#### Mainquest Questions

Q: I can't seem to find the boss or found a hidden sword on the Lauritzen Dungeon. What am I doing wrong?

A: You HAVE to see the events in Graystone Gate the moment you got out of Fharanthor. Also, you need to encounter Jeffery before you trek through the Lauritzen dungeon.

#### ===== XIII. Store Inventory List (CG013) =====

#### ----- Shern Village -----

#### Weapon:

- Wooden Sword.....100
- Broad Sword.....400
- Fabric Armor.....50
- Leather Shoes.....120

#### Items:

- Biscuit.....30
- Light Healing Potion.....100
- Tent.....2000

#### ----- Vardenhoff -----

#### Weapon:

Broad Sword.....400  
Baselard.....1200  
Dagger.....80  
Stiletto.....330  
Ballock.....780  
Fabric Armor.....50  
Leather Armor.....150  
Leather Shoes.....120

Items:

Light Healing Potion.....100  
Medium Healing Potion.....300  
Antidote.....100  
Angel Feather.....1000  
Tent.....2000  
Smoke Bomb.....1500  
Bomb.....500

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Mirage Village (Before Saint's Hammer)  
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Weapon:

Baselard.....1200  
Claymore.....3600  
Stiletto.....336  
Ballock.....936  
Blade of Glory.....2640  
Wood Staff.....144  
Sapphire Staff.....540  
Gambeson.....480  
Brigandine.....1200  
Leather Boots.....144  
Riding Boots.....420

Items:

Light Healing Potion.....100  
Medium Healing Potion.....360  
Strong Healing Potion.....720  
Antidote.....120  
Alarm Clock.....120  
Acetylsalicylic Acid.....120  
Mighty Vaccine.....120  
Soothing Water.....120  
Angel Feather.....1200  
Tent.....2400

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Mirage Village (After Saint's Hammer)  
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Weapon:

Claymore.....3600  
Blade of Glory.....2640  
Emerald Staff.....1320  
Smith Hammer.....1920  
Iron Hammer.....4800  
Gambeson.....480  
Brigandine.....1200

Leather Boots.....144  
Riding Boots.....420  
Health Amulet.....3600  
Mana Amulet.....3600  
Might Bracelet.....6000  
Aegis Bracelet.....6000

Items:

Light Healing Potion.....100  
Medium Healing Potion.....360  
Strong Healing Potion.....720  
Antidote.....120  
Alarm Clock.....120  
Acetylsalicylic Acid.....120  
Mighty Vaccine.....120  
Soothing Water.....120  
Angel Feather.....1200  
Tent.....2400

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Habsburg

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Weapon:

Flamberge.....10400  
Quyale Dagger.....6500  
Wizardy Staff.....5590  
Sledge Hammer.....13000  
Glove.....2600  
Cestus.....5850  
Brigandine.....1300  
Ring Mail.....4160  
Thief's Robe.....3899  
Robe.....2600  
Hood.....5850  
Linen Mail.....5200  
Health Band.....2600  
Riding Boots.....454  
Hobnail Boots.....1430

Items:

Medium Healing Potion.....390  
Strong Healing Potion.....780  
Miracle Potion.....1948  
Antidote.....130  
Alarm Clock.....130  
Acetylsalicylic Acid.....130  
Mighty Vaccine.....130  
Soothing Water.....130  
Angel Arrows.....650  
Cayenne Powder.....260  
Liger Balm.....260  
Angel Feather.....1300  
Elixir.....3899  
Tent.....2600  
Immortality Scroll.....19500  
Small Bomb.....650  
Medium Bomb.....1949

Jewelers:

Health Amulet.....4500  
Mana Amulet.....4500  
Strength Amulet.....7500  
Intelligence Amulet.....7500  
Vitality Amulet.....7500  
Will Amulet.....7500  
Might Bracelet.....7500  
Aegis Bracelet.....7500  
Lava Bracelet.....9000  
Snow Bracelet.....9000  
Gale Bracelet.....9000  
Volt Bracelet.....9000  
Fire Gem.....7500  
Ice Gem.....7500  
Air Gem.....7500  
Thunder Gem.....7500  
Dark Gem.....7500  
Holy Gem.....7500  
Neutrality Gem.....7500

Monster Compendium.....7799  
Golden Eel.....195  
Royal Bento.....325  
Milk.....65

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Ganellon Village  
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Medium Healing Potion.....360  
Strong Healing Potion.....720  
Miracle Potion.....1800  
Antidote.....120  
Alarm Clock.....120  
Acetylsalicylic Acid.....120  
Mighty Vaccine.....120  
Soothing Water.....120  
Cayenne Powder.....240  
Liger Balm.....240  
Habanero Pepper.....600  
Dragon Dust.....600  
Angel Feather.....1200  
Elixir.....3600  
Tent.....3200  
Immortality Scroll.....18000  
Smoke Bomb.....1800

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Mt. Bloodyhorn  
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Strong Healing Potion.....900  
Emergency Potion.....7500  
Gas Mask.....300  
Caffene.....300  
Paracetamol.....300  
Vaccination.....300  
Throat Lozenge.....300  
Safe Haven.....3300  
Ambrosia.....30000  
Soul Stone.....30000  
Monster Compendium.....9000  
Amulet of Healing.....33000  
Amulet of Restoration...33000  
Mercury Shoes.....30000  
Might Ring.....30000  
Aegis Ring.....30000

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Fharenthor  
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Weapons:

Rune Blade.....28000  
Jagged Edge.....64400  
Twin Baselard.....16800  
Mithril Dagger.....46200  
Black Staff.....13860  
Mystic Staff.....35000  
Warhammer.....32200  
Obsidian Hammer.....72800  
Divine Gauntlet.....28000

Chain Mail.....11900  
Gold Scale Mail.....28000  
Body Suit.....11900  
Asassin Suit.....36400  
Scale Mail.....12600  
Lorica Segmentata.....35000  
Military Fatigues.....7000  
Practice Gi.....42000  
Safety Boots.....6300  
Sheepskin Boots.....7000

Items:

Medium Healing Potion.....420  
Strong Healing Potion.....840  
Miracle Potion.....2100  
Emergency Potion.....7000  
Antidote.....140  
Alarm Clock.....140  
Acetylsalicylic Acid.....140  
Mighty Vaccine.....140  
Soothing Water.....140  
Tent.....2800  
Smoke Bomb.....1800  
Small Bomb.....700  
Medium Bomb.....2100  
Rice Ball.....210  
Hamburger.....210

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Riverton

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Weapons:

Jagged Edge.....64400  
Swordbreaker.....126000  
Mithril Dagger.....46200  
Platinum Dagger.....98000  
Mystic Staff.....35000  
Diamond Staff.....84000  
Obsidian Hammer.....72800  
Cyclops Hammer.....154000  
Divine Gauntlet.....28000  
Beast Claw.....67200  
Plate Armor.....74200  
Assassin Suit.....36400  
Lorica Segmentata.....35000  
Practice Gi.....42000  
Safety Boots.....6300  
Sheepskin Boots.....7000  
Elemental Boots.....7000

Items:

Strong Healing Potion.....840  
Super Healing Potion.....2100  
Miracle Potion.....2100  
Antidote.....140  
Alarm Clock.....140  
Acetylsalicylic Acid.....140

Restaurant:

Golden Eel.....210  
Spicy Squid.....210  
Fried Shrimp.....350  
Sushi.....350  
Takoyaki.....210  
Hamburger.....210



Mighty Vaccine.....140  
Soothing Water.....140  
Holy Arrow.....700  
Gas Mask.....280  
Caffene.....280  
Paracetamol.....280  
Vaccination.....280  
Throat Lozenge.....280  
Cayenne Powder.....280  
Liger Balm.....280  
Habanero Pepper.....700  
Dragon Dust.....700  
Holy Elixir.....8400  
Soul Stone.....28000

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Arfhar Castle  
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Guardian Amulet.....80000  
Amulet of Protection...80000  
Amulet of Healing.....35200  
Amulet of Restoration...35200  
Seal of Courage.....96000  
Seal of Fortitude.....96000  
Mercury shoes.....32000  
Might Ring.....32000  
Aegis Ring.....32000  
Molten Ring.....12800  
Tempest Ring.....12800  
Thunder Ring.....12800  
Safe Haven.....3520  
Ambrosia.....32000  
Soul Stone.....32000  
Immortality Scroll.....24000  
Indomitable Seal.....40000  
Huge Bomb.....8000

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Snow Bridge  
-----

Safe Haven.....3960  
Ambrosia.....36000  
Sacred Stone.....54000  
Mandate of Heaven.....180000  
Aura Mask.....3600  
Huge Bomb.....9000  
Wizard Hat.....108000  
Professor's Hat.....108000  
Clown Mask.....90000  
Seal of Courage.....108000  
Seal of Fortitude.....108000  
Might Necklace.....144000  
Aegis Necklace.....144000  
Habanero Pepper.....900  
Dragon Dust.....900  
Holy Elixir.....10800  
Soul Stone.....36000  
Tent.....3600  
Indomitable Seal.....45000

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Fhargen  
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Weapon:

Zephalibur.....300000  
Katzbalger.....510000  
Anemoi Blade.....225000  
Orichalcum Staff.....210000  
Hurricane Basher.....345000  
Power Glove.....180000  
Eurus Fist.....420000  
Windshear Blade.....93000  
Plate Armor.....79500  
Crusaider Armor.....202500  
Battle Suit.....87000  
Shadow Suit.....195000  
Enchanted Robe.....33000  
Robe of Wizardry.....132000  
Cleric Armor.....135000  
Master Gi.....120000  
Gi of the Wild Tiger...225000  
Safety Boots.....6750  
Sheepskin Boots.....7500  
Elemental Boots.....7500  
Might Ring.....30000  
Aegis Ring.....30000

Items:

Strong Healing Potion....900  
Super Healing Potion....2250  
Miracle Potion.....2250  
Emergency Potion.....7500  
Antidote.....150  
Alarm Clock.....150  
Acetylsalicylic Acid....150  
Mighty Vaccine.....150  
Soothing Water.....150  
Gas Mask.....300  
Caffeine.....300  
Paracetamol.....300  
Vaccination.....300  
Throat Lozenge.....300  
Habanero Pepper.....750  
Dragon Dust.....750  
Holy Elixir.....9000  
Soul Stone.....30000  
Sacred Stone.....45000  
Tent.....300

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Ziggurat Tower  
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Light Healing Potion.....160  
Medium Healing Potion....480  
Strong Healing Potion....960  
Antidote.....160  
Alarm Clock.....160  
Acetylsalicylic Acid....160

Restaurant:

Red Bean Bun.....90  
Fish Cake.....75  
Spicy Rice Cake.....225  
Rice Ball.....225  
Kitsune Udon.....375  
Gingseng.....750

Mighty Vaccine.....160  
Soothing Water.....160  
Cayenne Powder.....320  
Liger Balm.....320  
Habanero Pepper.....800  
Dragon Dust.....800  
Angel Feather.....1600  
Elixir.....4800  
Royal Elixir.....9600  
Soul Stone.....32000  
Tent.....3200  
Immortality Scroll.....24000  
Indomitable Seal.....40000  
Smoke Bomb.....2400  
Bomb.....800  
Monster Compendium.....9600

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XIV. Skill Tree (CG014)  
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Overview

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This is the place where you can learn your skills. Like many RPGs out there, the Skill tree needs Skill Points to actually learn the move. Here's another twist in Crimson Gem Saga. Unlike the other RPGs, you don't need to learn the move to get the next one. WTF?! What do you mean? You can move at the end of the skill tree without learning the previous moves. Crimson Gem Saga has two layers of getting the move. The first phase is the Unlocking Phase. You need a certain amount of SP to reveal the move. Once you unlocked the move you can choose to learn it or move to the next closed slot. In order to move to the end of the skill tree, you have to use your SP to unlock the move. The second phase is the learning phase. If you decide to learn that move, use your SP to learn the move. From there, it's complete. Keep in mind that the SP you gained is for EVERYONE to use. In other words, no individuals have their own SP. So, plan carefully. In this section, here are the character's skill tree and its abilities.

Legend:

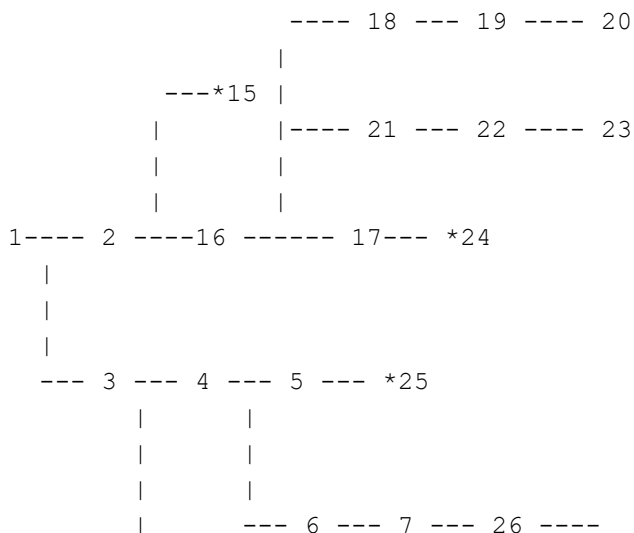
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\* Combination Tech.

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Killian: (KI001)

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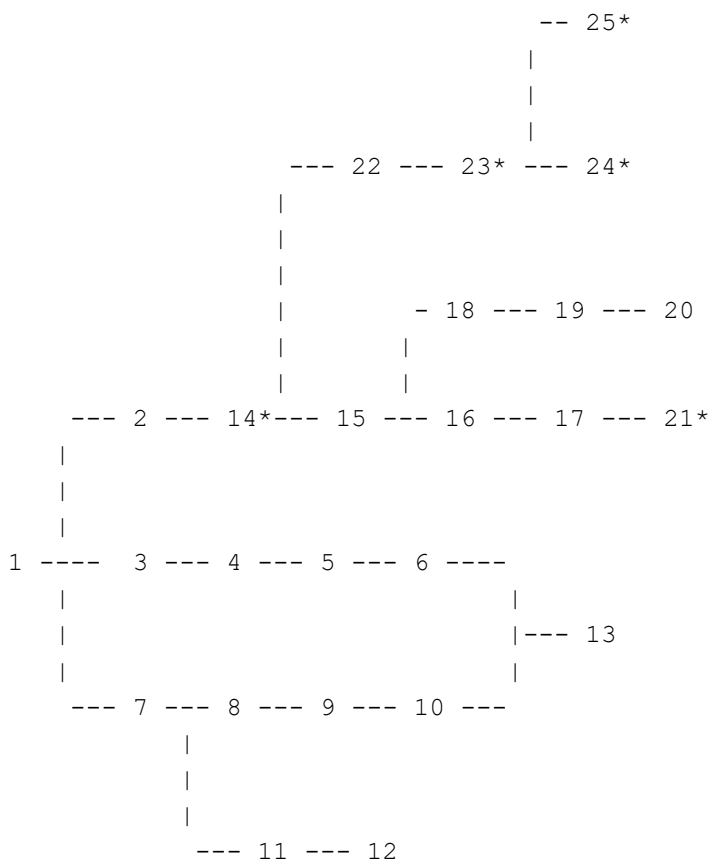




Require SP to Unlock      Require SP to Gain

	Require SP to Unlock	Require SP to Gain
1) Tiger Fist	0	0
2) Meditation	0	100
3) Assassin's Aura	100	100
4) Lion's Roar	80	150
5) Shout	100	150
6) Fortify	100	150
7) Inspire	150	250
8) Focus	100	150
9) Lightning Rage	200	300
10) Way of the Dragon	300	300
11) Ragnarok	200	500
12) Wrath of God	150	300
13) Grace of God	300	500

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Acelora (AC006)  
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Require SP to Unlock      Require SP to Gain

	Require SP to Unlock	Require SP to Gain
1) Smite	0	0
2) Final Judgment	0	150
3) Venom	0	70
4) Infect	70	90
5) Toxic Cloud	80	150
6) Pestilience	80	150
7) Sleep	0	70
8) Somnambulator	80	150
9) Mute	70	90
10) Tranquility	80	150
11) Bewilder	70	90
12) Hysteria	80	150

13) Wheel of Fate	:	150	250
14) Ladies Night	:	150	250
15) Death Scythe	:	100	120
16) Reaping	:	120	200
17) Death Strike	:	150	300
18) Slaughter	:	120	220
19) Massacre	:	150	350
20) Annihilate	:	200	400
21) Ragnarok	:	200	500
22) Divine Aura	:	100	100
23) Sanctuary	:	250	300
24) Wrath of God	:	150	300
25) Grace of God	:	300	500

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XV. Magic and Technique list (CG015)  
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Magic (MAG01)  
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Offensive Spells  
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Char	10 MP:	Small fire attack to an enemy unit
Scorch	20 MP:	Moderate fire attack to an enemy unit
Immolate	40 MP:	Heavy fire attack to an enemy unit
Blaze	22 MP:	Small fire attack to all enemy units
Conflagration	44 MP:	Moderate fire attack to all enemy units
Inferno	88 MP:	Heavy fire attack to an enemy unit
Fire & Brimstone	120 MP:	Severe fire attack to all enemy units. Inflicts Confusion
Ice Shard	7 MP:	Small frost attack to an enemy unit
Crystalline Crush	14 MP:	Moderate Frost attack to an enemy unit
Icicle Strike	30 MP:	Heavy frost attack to an enemy unit
Frostbite	15 MP:	Small frost attack to all enemy units
Arctic Assault	30 MP:	Moderate frost attack to all enemy units
Deep Freeze	60 MP:	Heavy frost attack to all enemy units
Ice Age	100 MP:	Severe frost attack to all enemy units. Inflicts Sleep
Spark	8 MP:	Small lightning attack to an enemy unit
Electrocute	16 MP:	Moderate lightning attack to an enemy unit
Lightning Strike	32 MP:	Heavy lightning attack to an enemy unit
Mjolnir's Might	70 MP:	Severe lightning attack to an enemy unit
Whirlwind	14 MP:	Small Air attack to all enemy units
Gale Force	28 MP:	Moderate Air attack to all enemy units
Aerial Assault	56 MP:	Heavy Air attack to all enemy units
Cyclone	110 MP:	Severe Air attack to all enemy units

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Recovery Spells  
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Quick-Fix	10 MP:	Recovers a small amount of HP to a single ally
Heal	20 MP:	Recovers a Moderate amount of HP to a single ally
Revitalize	40 MP:	Recovers the maximum amount of HP to a single ally
First Aid	20 MP:	Recovers a small amount of HP to all allies
Restoration	40 MP:	Recovers moderate amount of HP to to all allies
Rejuvenation	90 MP:	Recovers the Maximum amount of HP to to all allies
Stablize	40 MP:	Revives 1/2 amount of HP to an incapacitated ally
Healing Touch	70 MP:	Revives a full amount of HP to an incapacitated ally
Cleanse	15 MP:	Removes poison status to a single ally
Awaken	15 MP:	Removes Sleep status to a single ally
Nostrum	15 MP:	Removes Disease status to a single ally
Clarity	15 MP:	Removes Confusion status to a single ally
Vox Donare	15 MP:	Removes Silence status to a single ally
Panacea	55 MP:	Removes all status effects to all allies

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Immunity Barrier Spells  
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Poison shield	25 MP:	Grants an ally Immunity to poison for two turns
Sleep Shield	25 MP:	Grants an ally Immunity to Sleep for two turns
Disease Shield	25 MP:	Grants an ally Immunity to Disease for two turns
Muddle Shield	25 MP:	Grants an ally Immunity to Confusion for two turns
Silence Shield	25 MP:	Grants an ally Immunity to Silence for two turns
Status Shield	40 MP:	Grants an ally Immunity to all negative status effects for two turns
Poison Barrier	50 MP:	Grants all allies Immunity to poison for two turns
Sleep Barrier	50 MP:	Grants all allies Immunity to Sleep for two turns
Disease Barrier	50 MP:	Grants all allies Immunity to Disease for two turns
Muddle Barrier	50 MP:	Grants all allies Immunity to Confusion for two turns
Silence Barrier	50 MP:	Grants all allies Immunity to Silence for two turns
Status Barrier	80 MP:	Grants all allies Immunity to all negative status effects for two turns

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Status Effect Spells  
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Venom	25 MP:	Inflicts poison to a single enemy
Sleep	25 MP:	Inflicts Sleep to a single enemy
Infect	25 MP:	Inflicts Disease to a single enemy
Muddle	25 MP:	Inflicts confusion to a single enemy
Mute	25 MP:	Inflicts silence to a single enemy
Toxic Cloud	50 MP:	Inflicts poison to all foes
Somnambulator	50 MP:	Inflicts Sleep to all foes
Pestilience	50 MP:	Inflicts Disease to all foes
Hysteria	50 MP:	Inflicts Confuse to all foes
Tranquility	50 MP:	Inflicts silence to all foes
Wheel of Fate	80 MP:	Inflicts random negative status effects to all foes
Death Scythe	20 MP:	Low chance to inflict instant death to a foe
Reaping	40 MP:	Medium chance to inflict instant death to a foe
Death Strike	80 MP:	High chance to inflict instant death to a foe
Slaughter	40 MP:	Low chance to inflict instant death to all foes

Massacre 80 MP: Medium chance to inflict instant death to all foes  
Annihilate 150 MP: High chance to inflict instant death to all foes

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Support Spells  
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Shout 20 MP: Enhances attack strength to a single ally  
Battle Cry 40 MP: Enhances attack strength to all allies  
Fortify 20 MP: Enhances defense to a single ally  
Inspire 40 MP: Enhances defense to all allies  
Focus 20 MP: Enhances critical strikes to a single ally  
Rally 40 MP: Enhances critical strikes to all allies

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Misc Spells  
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Tempt Fate 25 MP: Bad status recovery, restores allies HP or lose 50%  
of HP  
Smokescreen 35 MP: Guaranteed escape to all battles except bosses

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Technique (TEC02)  
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Unique Skills  
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Killian  
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Justice Blade 15 MP: Small physical damage to an enemy unit  
Cross Slash 45 MP: Moderate physical damage to all foes  
Holy Armor 20 MP: Enhances defense to a single ally  
Blade of Fury 80 MP: Heavy physical damage to all foes  
Guardian Aura 0 MP: Enhances defense for all allies

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Spinel  
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Shadow Strike 20 MP: Small physical damage to an enemy unit  
Deadly Attraction 30 MP: Moderate physical damage to an enemy unit. Inflicts  
confusion.  
Toxic Needle 35 MP: Moderate physical damage to an enemy unit. Inflicts  
poison.  
Enviserate 55 MP: Slight chance to inflict instant death to a foe  
Illusion Assault 100 MP: Heavy Damage to an enemy unit  
Valkyrie Aura 0 MP: Enhances Spinel's Speed

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Henson  
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Channel 5 MP: Converts HP values into MP  
Wizard's Aura 0 MP: Enhances Magic stat

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Gelts  
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Gelts Crush 25 MP: Moderate Physical attack to an enemy unit  
Incantation 35 MP: Reduces the chances of critical hit to all foes  
War Blessing 55 MP: Enhances attack strength to all allies  
Doom Hammer 80 MP: Heavy physical attack to all enemy units  
Cleric's Aura 0 MP: Enhances restorative magic to all allies

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Lahduk

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Tiger's Fist            20 MP: Moderate Physical attack to an enemy unit  
Meditation            25 MP: Enhances critical strikes to self  
Lion's Roar            45 MP: Reduces defense to all foes  
Way of the Dragon    70 MP: Heavy physical damage to an enemy unit  
Assassin's Aura        0 MP: Enhances the chance of getting crital hit

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Acelora

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Smite                    20 MP: Moderate Physical attack to an enemy unit  
Final Judgment        110 MP: Heavy Physical attack to all foes  
Divine Aura            0 MP: Grants immunity to all darkness attacks

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Combination Techs (CBN03)

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Double Tech

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Shadow Strike        30 MP: 15% damage to the enemy party's current HP  
(Killian/Spinel)  
  
Angel's Blessing     40 MP: 70% HP recovery to all allies  
(Killian/Gelts)  
  
Ladies Night         55 MP: Decreases attack, defense and criticals to all foes  
(Spinel/Acelora)  
  
Purify                50 MP: Severe holy attack to all foes  
(Henson/Gelts)  
  
Lightning Rage      60 MP: Severe Lightning attack to all foes  
(Henson/Lahduk)  
  
Ragnarok             85 MP: Severe darkness damage to a single foe  
(Lahduk/Acelora)

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Triple tech

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Sanctuary            80 MP: Full HP recovery, status effects and grants  
(Killian/Gelts/Acelora)    status immunity

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Full-Party Tech

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Note: Everyone who is on the battlefield currently all must learn the same ability to use it.

Wrath of God         100 MP: Holy Damage to all foes  
(Everyone)

Grace of God         120 MP: All allies become invincible for 8 Turns  
(Everyone)

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Name Changes (NCG01)

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Here are the name changes so far. As you can see, the Atlus version does not carry the suffixes such as -wara, -magwara and etc. For those who are looking at the Asian version, just look at the names to look at their equivalent.

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Asian Version	Atlus Version
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Pyra	Char
Pyrawara	Scorch
Pyramagwara	Immolate
Meza-Pyra	Blaze
Meza-Pyrawara	Conflagration
Hellfire	Inferno
Meteo	Fire & Brimstone
Eigen	Ice Shard
Eigenwara	Crystalline Crush
Eigenmagwara	Icicle Strike
Meza-Eigen	Frost Bite
Meza-Eigenwara	Artic Assault
Diamond Storm	Deep Freeze
Blizzard	Ice Age
Pyro	Spark
Pyrowara	Electrocute
Pyromagwara	Lightning Strike
Thorrammer	Mjolnir's Might
Meza-Ier	Whirlwind
Meza-Ierwara	Gale Force
Meza-Iermagwara	Aerial Vortex
Dimension Eraser	Cyclone
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Recovery Spells	
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Cura	Quick Fix
Curawara	Heal
Curamagwara	Revitalize
Meza-Cura	First-Aid
Meza-Curawara	Restoration
Meza-Curamagwara	Rejuvenation
Curatier	Stabilize
Curatierwara	Healing Touch
Cura-Poison	Cleanse
Cura-Sleep	Awaken
Cura-Disease	Nostrum
Cura-Confusion	Clarity

Cura-Silence	Vox Donare
Recovery	Panacea
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Immunity Barrier Spells	
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Poison Barrier	Poison Shield
Sleep Barrier	Sleep Shield
Disease Barrier	Disease Shield
Confusion Barrier	Muddle Shield
Silence Barrier	Silence Shield
Immunity Barrier	Status Shield
M-Poison Barrier	Poison Barrier
M-Sleep Barrier	Sleep Barrier
M-Disease Barrier	Disease Barrier
M-Confuse Barrier	Muddle Barrier
M-Silence Barrier	Silence Barrier
M-Immunity Barrier	Status Barrier
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Status Effect Spells	
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Dykner Poison	Venom
Dykner Sleep	Sleep
Dykner Disease	Infect
Dykner Confusion	Bewilder
Dykner Silence	Mute
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M-Dykner Poison	Toxic Cloud
M-Dykner Sleep	Somnambulator
M-Dykner Disease	Pestilence
M-Dykner Confuse	Hysteria
M-Dykner Silence	Tranquility
M-Dykner Quire	Wheel of Fate
Tempest	Annihilate
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Support Spells	
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Raged Edge	Shout
Meza-Raged Edge	Battle Cry
High Protection	Fortify
M-High Protection	Inspire
Attraction Script	Focus
Buddha Script	Rally
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Misc Spells	
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Wheel of Fortune	Tempt Fate
Trinity	Smokescreen
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Asian Version	Atlus Version
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Unique Skills	
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Killian	
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Cross Fire	Cross Slash
Holy Shield	Holy Armor
Soul Storm	Blade of Fury
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Spinel	
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Shadow Hit	Shadow Strike
Temptation Kiss	Deadly Attraction
Poison Arrow	Toxic Needle
Assassination	Eviscerate
Illusion Strike	Illusion Assault
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Henson	
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Regeneration	Channel
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Gelts	
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Power Hammer	Gelts Crush
Worship	Incantation
Battle Craft	War Blessing
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Lahduk	
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Barehand Strike	Tiger Fist
Roar of a Lion	Lion's Roar
Dance of the Flower	Way of the Dragon
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Combination Techs	
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Hitwave	Wave Strike
Seraphim's Tear	Angel's Blessing
Lady's First	Ladies Night
ThunderBolt Kick	Lightning Rage
Oracle	Sanctuary
Sanctuary	Grace of God

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XVII. Credits (CG017)  
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I look forward to hear more about the this FAQ. So if you feel like there's  
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out, I'll add it and credit you for the next revision. So once again, thank  
you for taking the time to read this.

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