

- * moon door 1 (introduces the orbal gears which are going to be relevant in cold steel 3 and 4)
- * moon door 3 (introduces lechter arundel who is important for both crossbell and cold steel arcs so far)
- * moon door 4 (says that estelle and joshua want to go and look for renne)
- * star door 2 (a salt storm called salt pale destroyed a big part of north ambria and turned it to salt. the septain church sent barkhorn to retrieve what was left of the salt pale. the salt pale is relevant in cold steel 4 and probably for later games in the series)
- * star door 4 (the president of calvard started rocksmith intelligence agency and he asked that kilika becomes the division manager and she runs the agency)
- * star door 7 (reveals important lore about the epstein foundation)
- * star door 8 (talks about the conflict between olivier and chancellor osborne. osborne is a tyrant and he wants to resolve issues by force and olivier prefers more peaceful methods like to communicate with others. lechter says that he could betray osborne later on)
- * star door 13 (it says that ouroboros hired jaegers to attack bracer guilds in erebonia to distract cassius bright and stop him from intervening in the gospel plan in liberl. that's why there are no bracer guilds in erebonia and there is only one guild in laura's hometown)
- * star door 14 (it gives hints about the identities of the all seven ouroboros anguis. also campanella gave the aureole to the grandmaster and the grandmaster announced the start of the next plan which is the phantasmal blaze plan)
- * star door 15 (it talks about renne's past trauma and how she was forced to work in brothel before the ouroboros saved her)