

SaGa Frontier Asellus Character FAQ

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Asellus Walkthrough - By: Sean Karunaratne (SeanFF7007@aol.com)

Background

The story of Asellus starts with Gina telling a story, about a young girl, who becomes half human half mystic.

----- Picking an ending

There are three endings in Asellus' quest and different ways to get each

Full Mystic- Develop Mystic Sword, Boots and Glove, and constantly use them; Do NOT save Gina from the Griffin.

Half Human/Half Mystic- Do NOT use Asellus mystic abilities, train her with human skills; Do NOT save Gina from the Griffin
2nd Way; Develop her mystic abilities and use them; SAVE Gina from the Griffin

Full Human Ending- Use human abilities and SAVE Gina from the Griffin

----- Chateau Aiguille

Asellus now wakes up, she finds herself in a strange room. A man by the name of Ildon comes in the room. Then leaves Asellus, now it's your time to go explore the castle. You will stumble across a room where you can pick up some nice items, then Asellus will say they hurt, you won't be able to get these till end game, so don't waste your time. When your ready take a transport (they look like little puddles of water) down and exit the room and make your way down the stairs. You should find yourself in a room with roses. A man named Ciato comes down and stabs Asellus. Then purple blood pours out. Then you see Orlouge. Orlouge explains that purple blood is a sign of a mystic. Asellus soon wakes up. Now take a transport and you should get a main view of the castle. Now go to the botton door which sits their invitingly and go down the stairs to the main thrown room. Orlouge will tell you a little about Asellus. Orlouge had turned Asellus into a half mystic to revive her after an accident. Ildon will then join your party. Now make your way out of the castle, just go down from the thrown room and go into main Rootville. You now can purchase a lovely gown. Then go back to the castle to the upper right branch and talk to the coffin in the main room. White Rose will appear. Now you should have talked to a mysterious man named Zozma. Now make your way back to your room. Ildon and White Rose will leave you. Now go to the room before Orlouge's thrown and take the right staircase up. You'll soon meet with Ildon. Now you can train for fighting. You have a lovely Knife. You most likely will get wiped out, but then Ildon will just say next. When your done with your training. Now get rid any extra members by going to your room and then go back to rootville. Go to the house thats door is always locked. Then make your way back to the castle. Ciato tells you that there's a man that can

make a key for you so you can get out. Go to the house that's locked, just right of it there's some wood blocks, go to the and you should go to the bar, get the key. There will be a man there. He says something about bus fare. Now go back to the castle and get White Rose again. Now you can go back to town. Remember the green guy who hates you.. Go back to him with White Rose. He'll say some stuff and White Rose will tell him about Asellus. Now talk to him again. He says he'll sell you something for LP. Now go get the Asura Sword ONLY the Asura. Because you'll never get back the LP you spend. Now go to the curve in the castle where Asellus says MONSTER!! And Ildon says Asellus isn't ready for real battle. Nothing should stop you if Ildon isn't in your party. Now build up here for a while. It's completely optional but VERY smart! Go to the room with Ice Crystals, make a save there and keep going in and out, fighting each two enemies. You'll also notice a robotic thing standing by a window. Do NOT fight him. He's a boss you'll fight later on. He'll wipe you out, and if you didn't quick save then your in deep doo doo. Now, when your done building up make your way to the locked house. Talk to the slime and go to the cave. It's pretty straight forward. When you reach the end Ildon will yell at you and says he's bringing you to the castle, but Asellus and White Rose quickly jump and the shuttle and fly off to your next challenge Owmi!!

Mesarthim

Your escort drops you off at the Owmi port. Now make your way to the Lords Manor. He'll tell you about a Mermaid he found and will escort you to a bathtub. He allows you to wander around with Mesarthim. Now go downstairs take the door to the right and go through the doorway, you should be walking down stairs that resemble a basement, if you aren't go to the other doorway, now enter the door adjacent to where you entered. You are now in a monster infested basement. Make sure to pick up all the treasure. One should be a Sanctuary Stone. This is a MUST have item. Now go down the stairs and you'll see a squid creature. Save your game and run into him.

Boss Fight: Devil Squid

This Squid can be quite a challenge for the inexperienced. Pound it with whatever you got. If it does Maelstrom have Mesarthim use life rain on White Rose and Asellus. Get some good combo's and Devil Squid should go down no problem.

Now you have a decision to make. Will you go to the doorway that leads to Mesarthim's pond, or will you go get the treasure that will drop you to the bottom of the basement, level up and pick up treasure, it's your choice. If you do choose to go lower be warned, Devil Squid will regenerate, but fighting him again is optional. Now go to the room just left of the squid. Go to the pond and talk to it. Mesarthim will go away. How sad, but don't be too depressed because you can pick her up later. One thing, be ABSOLUTELY SURE too de-equip Mesarthim of everything she has (except the Mellow ring, that's naturally equipped). Now she'll warp you outside to Owmi, go to the port and make a decision will you go to My House in Shrike, or build up. These upcoming fights are TOUGH, so building up is strongly recommended.

New Characters

There are few characters that will regularly join you in Asellus' quest so you might wanna do some Magic quests, like Arcane etc.

Lute- Scrap Pub (is he anywhere else?)

Thunder- By the Yorkland Windmill

Mesarthim- Where you dropped her off (after Dark Labyrinth) SHE'S A MUST HAVE!

Princess Rei- Devin Shrine (if you got info from White Rose)

Ildon- After first 4 Henchpeople

Rouge- Agree to search for Magic, Luminous Port

Now for the ones that you get from Arcane quests (if you ask me they all are crappy, with the exception of Rouge)

First of all, except both Arcane and Rune quests (Devin)

Now fly over to Shrike and go left in Mu's Tomb, not that part that says danger, and talk to Roufas, now he's in your party, now head over to the restaurant where Roufas always hangs out, Liza will be there. Get her in your party. Now she can learn DSC. Now go to Baccarat, talk to a woman in a Bunny Suit and then go to the parking garage and go down a manhole, she'll come out and Emelia will join your party! Also, attempt to go to Wakatu, then go talk to the Skeleton, he'll direct you toward Scrap, and pick up Gen, now you have four solid party members, use all four, DO NOT use White Rose. You'll see why later.

Journey to My House

Make sure you have at least 400 + HP because these enemies you're gonna face are hard! First of all in Shrike you'll notice something weird, when you're passing down one street you'll see the big letters My House, go there. You'll see Asellus' Aunt. Then you'll be attacked by the first of five henchmen Orlouge sent for you. They don't come automatically, you'll just have to wander around various places for a while. They SHOULD show up in these places

They can happen randomly at the following locations:

Shrike - Mu's Tomb, left door leading to the place where Roufas is, Also in Sei's tomb in the room where you find the Shield

Luminous - Just outside of the port

Devin - The Shrine where Princess Rei is

Yorkland - Entrance to the swamp

Kyo - in the Garden

Koorong - In the Alleyway where there are 3 birds

Owmi - Basement of Lord Manor

Baccarat - In The Parking Lot

Shingrow - Entrance to the Upper-Right Ruin

Wakatu - In front of the wrecked house

Boss Fight: Fire Sage

This fight isn't hard. Pound him with your best attacks, sometimes he'll put the party in a bad position, but if you built up, that's unlikely.

Boss Fight: Water Sage

No harder than fire sage, hit him with everything you have and he'll go down easily.

Boss Fight: Green Sage

Let me guess, you thought nothing could beat you after those easy bosses, well, you were quite wrong. This guy's HARD. I had no trouble, but I'll say it again, I built up. Try to use attacks that actually hit him, or else he'll use Counter Fear. Attacks such as Sky Twister, Rosario Impale etc. If you don't have advanced skills like this then this fight will be harder, but just keep trying. His deadliest attack is Spore which can hit all your allies and take a bit out of your team.

Boss Fight: Lion Princess

I wouldn't call Lion Princess hard, she has attacks that hit one person in your team, she's never hit everybody, by far her most deadly attack is Heaven/Hell, which takes 1000-2000 off one character, it's unavoidable (unless you block it). It instantly kills them and takes a chunk of LP with it, but just use your best attacks and Lion Princess will go down.

Objective find Ildon, just wander around

Boss Fight: Ciato

Ciato doesn't have particularly strong attacks, but fascination can kill your team instantly, it charms a character, and if she's currently doing a strong attack it can wipe out your team, bring out a Snake Oil as fast as you can. Have someone ready to heal your team if Ciato takes a swipe at you. Otherwise he's particularly easy. Combo him to death.

Dark Labyrinth

The dark labyrinth is pretty confusing, first go to the northwest door, then head for the northeast door, if you see a door in the middle go through that one, Zozma should then join your party.

Final Battle with Orlouge

You're not going straight there yet. Build up. Get to at least 700+ HP, Orlouge can take a chunk out of you. Also go and get a Sanctuary Stone if you haven't and if you're going for Full Human ending then get two. Once you have gotten good sword skills and 700 + HP go to Owmi and talk to the man that brought you outside Rootville. He'll bring you back to the cave. Once arriving in Facinaturu head to the Mystic Shop and buy some Magic for Asellus if you're going for full Mystic. Now go back to the curve in the mountain and go back to the healing cave. Now it's time for your battle with the giant.

Boss Fight: Giant

This is a seriously tough fight. Go full force. You should have had Liza learn DSC, if so, use DSC against him if you got it. He should then be toast in no time.

Now you have a decision to make. Will you save Gina from the Griffin or will you go to the right. Since I never fought the Griffin I can't give a strategy of yet. Now go to the right and up the stairs. Now you should find yourself at a familiar looking stair case. Your first fight will be against Ciato, but in different form.

Boss Fight: Ciato and Sonic Bats

Use Mega Windblast to get rid of the pesky Bats. Now focus on Ciato he should go down quite easily.

Boss Fight: Lion Princess

She hasn't changed. Just pound her down with everything you've got. At the end of the fight you'll receive the Golden Lion the most powerful sword in the game. Now go up the stairs. You may get forced into a fight with Rastaban, but I haven't, so no strategy as of yet.

Head up the stairs. Rastaban should have given you Pluto Armor. You are now in the courtyard top floor. Prepare yourself with the fight against Orlouge. Now make your way through. The rest is easy from there, or not! One thing,

put Mesarthim in your party and give her the Golden Lion Sword. If you haven't taken the time to build her up this would be her best defense. Also get out a sanctuary stone.

Final Boss Fight: Orlouge

Orlouge can be a tough customer if you don't have the right equipment. But otherwise he's pretty easy. Now hit him with full force. His mistresses usually don't do any damage, but they can. If your team starts to get low HP have Mesarthim pull everybody together with Life Rain. Just pound Orlouge with DSC, and good combo's and he'll go down. The only thing to worry about is the 3Mistresses attack, in which all three mistresses combine for a 300+ attack. This can be devastating if your not ready. But when you see all three mistresses appear, you should usually have time to start getting prepared. Use life rain after each 3Mistresses attack, and keep Mesarthim cured. Whats worse is Orlouge will then start casting selection which casts a random effect on one person. Have snake oils ready. This should be quite an easy fight if your prepared.
