

SaGa Frontier Rune/Arcane Magic for Recruited Characters Guide

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SAGA FRONTIER Guide/Walkthrough
Getting Gift of Rune and Arcane Magic
for Characters Recruited
During the Rune and Arcane Quest
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1 . I N T R O D U C T I O N

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The title of this guide is long, I know. =P So anyway, welcome to my... sixth guide, I believe. Like my previous guides, this one is also not a full walkthrough. This guide of the great game of Saga Frontier is specifically meant for (as the title said) getting gift of Rune and/or Arcane Magic for the characters recruited during the quests to obtain the Rune and/or Arcane Magic gift. Confused yet? Read more. ^_^

What I meant is, when you're on the quest of obtaining the gift for Rune and/or Arcane Magic for your main character (and for the rest of the party you've obtained so far), you will also get new characters during the said quest. In most guides, people said that these new characters that was recruited during the quest cannot get the gift for the quest they're in. For example: Annie was recruited during the Rune Quest (Freedom Rune) and therefore she cannot gain the gift of Rune Magic. BUT, she, and anybody else in each quests, actually CAN. I will tell you how on this guide.

As always, the guide contains spoiler. Don't read if you don't want your game to be "ruined".

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2 . T H E B A S I C S O F A L L B A S I C S

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This section is meant for those of you that didn't wanna read the full guide. If you're REALLY experienced with Saga Frontier (as I am =P) then by reading this section you might getting of what I mean instantly and didn't need any further explanation.

But if you want the complete explanation, please read this section as your starting point before reading the coming sections. It can help you

to understand better.

The basic of how I get the gift for my characters are:

- a. Get the gift(s) BEFORE starting your main character's story events.
- b. Start one of the quest you wish to obtain the gift. Remember, you can't get both gifts at the same time.
- c. Collect all the characters that can be recruited during the quest, WITHOUT getting the runes/cards those characters are in. For example: you can get Emelia during Arcane Quest, but don't get the Gold Card after getting her. Instead, go get the other characters available in that Arcane Quest and ignore their Cards also. An exception is for characters that will get their rune/arcane item automatically after you recruited that character, such as Fei On's Vitality Rune where you'll automatically be eaten by Tanzer and can not get out unless you beat Tanzer and get the Rune.
- d. After you have gained the characters from the quest, start ONE story event (remember: just ONE) of your main character. For example: your main character is Red and you're going to get the gift of Rune Magic after you board off the Cygnus. After getting all the characters from the Rune Quest, go beat one of the BlackX's Emperors. DON'T beat them all, just ONE of them. Berva, for example, that can be found on Shingrow. Then stop.
- e. When you have finished ONE (I cannot stop reminding you of this, since it's VERY essential) story event of your main character, FINISH the quest. Now you can go rumble about the whole places and get the gift you've longed for so.
- f. After you have gained one of the gift, you can now get the other gift and repeat the above steps.
- g. If you have finished getting both gifts, your main character can now finally finish his/her story, and you can finally end your game with every characters having either Rune or Arcane gift. Perfect! =D

How about it? Piece a cake, huh? Well, if you already get it now just by reading this section, then off you go. What? Still clueless? Then read for more!

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3 . THE R U N E Q U E S T B A S I C S

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If you want to give your main character the gift of Rune Magic, read this section first. If you want your main character have the gift of Arcane Magic, then read section "4. The Arcane Quest Basics" first.

Now, let me guide you through some stuffs about the quest for getting the gift of Rune Magic. First of all, both the gift of Rune and Arcane magic can only be gotten at one place: Devin. Talk to person inside the tent to the left to trigger the Rune Quest. You will receive 4 Pebbles as items in your inventory. This pebbles are what will change to become the Rune stones.

Places to go for the Rune quest (in order you need to do to make all the characters recruited in this quest --or at least most of them-- to be able to obtain the gift of Rune Magic):

1. Shrike (Mu's Tomb): Victory Rune
2. Koorong (Sewers and Natural Cave): Hide Rune
3. Tanzer (board a ship from Koorong to anywhere after you have obtain at least any 1 of the Rune Stone): Vitality Rune
4. Despair (go to Roufas' restaurant, located at Koorong: go down from the port screen, go up the stairs in the middle in the next screen. Talk to Annie who is standing by the right of the restaurant and she

will take you to Despair. You can only go to Despair after you have gotten the other 3 Rune Stones): Freedom Rune

Characters to be recruited in the Rune quest are listed below. Note that some of the characters can be chosen to allow to join you or not, while some are automatically join you no matter how much you don't want them to =P.

1. Shrike: Roufas (go to Mu's Tomb, go left a screen, down a screen, and you'll see him standing on the left corner. Talk to him to have him join you.)
2. Koorong: No character joins you here
3. Tanzer: Fei-On (he's the one who told you not to follow Nomad. Just follow him to his men's hideout. Talk to him in his quarters if you want him to join you. He'll show you some directions to the Rune if he joins you. If you don't want him, just ignore him and find your way to the Rune on your own. It's easy actually), and Slime (it'll automatically joins you after you beat Tanzer, and no, you can't say no to the guy.)
4. Despair: Annie (you need her to enter Despair so of course she'll joins automatically.)

Well, that's about all the stuffs you need to know. Get the pebbles, recruit the characters, beat the bosses and get all 4 Rune stones to earn yourself the gift of Rune Magic. But wait, that's not why you read this guide, rite? It's because you want Roufas, Fei-On and Annie (Slime didn't count as it's a monster, note that) to have the gift of Rune magic also, rite? Then, continue....

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4 . THE ARCAN E Q U E S T B A S I C S

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If you want to give your main character the gift of Arcane Magic, read this section first. If you want your main character have the gift of Rune Magic, then read section "3. The Rune Quest Basics" first.

Now, let me guide you through some stuffs about the quest for getting the gift of Arcane Magic. First of all, both the gift of Rune and Arcane magic can only be gotten at one place: Devin. Talk to the person inside the green house to the right to trigger the Arcane Quest. You will receive 4 cards as items in your inventory. This cards are what will change to become the Arcana Tarots.

Places to go for the Arcane quest (in order you need to do to make all the characters recruited in this quest --or at least most of them-- to be able to obtain the gift of Arcane Magic):

1. IRPO (talk to the receptionist, Fuse will show up and take you to Mosperiburg mountain): Shield Card
2. Baccarat (talk to Emelia in her bunny costume, follow the gnome to the upper floor, then go down with another elevator to chase the gnome to the parking lot, you'll see a manhole there, enter, go to the lower left corner a screen, go left from the entrance a screen, then go up a screen to found the gnomes. Give them at least 4 Gold Ingots --can be more, but it's your lost then-- and they'll give you the card): Gold Card
3. Wakatu (talk to a skeleton sitting on the left of the Inn area in Koorong for 3 time to get complete description of Gen. Go to Scrap, enter the bar, talk to Gen in the lower left corner, he'll join you and you can go to Wakatu with him): Saber Card
4. Yorkland (go to Yorkland's winery area, talk to all five wineries there, then go to the Swamp, enter the shrine in the middle): Grail

Card

Characters to be recruited in the Arcane quest are listed below. Note that some of the characters can be chosen to allow to join you or not, while some are automatically join you no matter how much you don't want them to =P.

1. IRPO: Fuse (he'll join automatically since you need him to get to Mosperiburg mountain), Suzaku (this monster is frozen in a cave on the third screen in the northeast direction, you can free and have it joins your party by beating a snowman enemy in the northwest direction. After beating the snowman, go back to Suzaku's cave and you'll see it flying around happily =P. Bump into it to get it to join you)
2. Baccarat: Emelia (she'll follow you before you enter the manhole. Talk to her if you wants her to join you or ignore her if you don't want her).
3. Wakatu: Gen (you need him to be able to enter Wakatu, so he'll joins at auto).
4. Yorkland: Thunder (it'll only joins you if you have Lute in your party during this quest. Thunder is the purple monster standing next to the windmill, talk to it with Lute in your party)

Well, that's about all the stuffs you need to know. Get the cards, recruit the characters, beat the bosses and get all 4 Arcana Tarots to earn yourself the gift of Arcane Magic. But wait, that's not why you read this guide, rite? It's because you want Fuse, Emelia and Gen (Suzaku and Thunder didn't count as they're monsters, note that) to have the gift of Arcane magic also, rite? Then, continue....

5. IN-DEPTH WALKTHROUGH FOR EACH MAIN CHARACTERS

Ladies and Gents, the moment you've all been waiting for: the personal in-depth walkthrough for each of your main characters' story, to obtain a complete set of Rune/Arcane Magic gift for all the characters your main character obtained.

I do the list in no particular order, sorry, but you'll have to search down for which character you're looking for. Also, when I said "Get <insert character's name here> to join you" or something like that, I mean you can get it if you want to, didn't mean you HAVE TO get that said character, unless it's a character that'll join automatically.

T260G

1. Just follow the storyline since you can't move freely until you've reached Koorong. Once there, you have the freedom to go on travel anywhere you wanted to. This is the point where you STOP with the story and START with the Rune/Arcane quests.
2. You CAN of course collect the characters that were involved with T260G's story, just don't enter the dungeon, beat the boss and such. Just go to where the characters are, talk to them to make them join you, then leave.
3. T260G's story events occured in these areas (in order of occurences, if my memory isn't failing me =P):
 - a. Shrike (Nakajima Robotics, then Sei's Tomb)
 - b. Manhattan (Shopping Mall's Burger Joint) then Shingrow (Ancient Ruins)
 - c. Manhattan (Central Gate's Lab)

- d. Tartaros
- e. HQ
- f. RB3 *FINAL DUNGEON*

The Final Dungeon is where you can no longer exit once you entered, so be careful.

4. After you've gotten everything you need to take, go to Devin and trigger the Rune or Arcane quest, whichever one you wish to obtain first. T260G can't use magic, so consider your other characters that you have collected so far. I personally like to do the Rune quest first, but it didn't matter anyway.
5. To obtain the Rune gift in T260G chapter:
 - a. Go get Roufas and the Victory Rune in Shrike's Mu's Tomb.
 - b. Go to anywhere from Koorong port so you'll be swallowed by Tanzer and get Fei-On and Slime and the Vitality Rune.
 - c. After you get the Vitality Rune, STOP THE RUNE QUEST and continue to finish ONE, I repeat, ONE of T260G's story event (enter a dungeon, beat the boss). Remember, just ONE of them.
 - d. Once you beat ONE story event, STOP THE STORY EVENT and back to the Rune quest.
 - e. Go get the Hide Rune at Koorong.
 - f. Now you can get Annie and get the final Rune at Despair.
 - g. By the time this quest is over, Roufas, Fei-On and Annie SHOULD received the gift of Rune Magic, along with your previous collected characters.

NOTE: I said SHOULD since somehow Annie sometimes DIDN'T received the gift. I'm not sure what triggered it, but on one of my saves she received it, and on the other she didn't. I haven't found the reason of this (whether it's something I do or it's just a glitch) so I can't tell you what you have to do if this happened to you. But you can make her get the Arcane gift if you do the Rune quest first before Arcane (it's one of the reason why at T260G's game I prefer to do Rune first and Arcane later). This "confused Annie" only happened at T260G's game tho.

6. To obtain the Arcane gift in T260G's chapter:
 - a. Go to Baccarat and get Emelia. DO NOT get the Gold Card, yet.
 - b. Go get Gen (the How To has been mentioned in the section "4. Arcane Quest Basics" so please take a look there should you need the details) but DO NOT go to Wakatu, yet.
 - c. Go to Yorkland and get Thunder if you want to, DO NOT get the Grail Card, yet.
 - d. Go to IRPO, get Fuse, and Suzaku if you want to, get the Shield Card.
 - e. STOP THE ARCANE QUEST and continue to finish ONE, I repeat, ONE of T260G's story event (enter a dungeon, beat the boss). Remember just ONE of them.
 - f. Once you beat ONE story event, STOP THE STORY EVENT and back to the Arcane quest.
 - g. Now you can get the Cards you've ignored previously and get the gift of Arcane magic.
 - h. By the end of the quest, Emelia, Gen and Fuse SHOULD received the gift of Arcane magic, along with other members of your party.
7. Once you're done collectiong both of the gifts, you can finally go finish T260G's game however you like it.

BLUE

1. Once you got the Region Map, you're first option is to go either to Luminous or Devin. Didn't matter which one you choose to go first, you'll eventually have to go to both of them anyway. But for the

- sake of this guide, go to Devin first so you can get the gift of Rune and Arcane magic first before anything else.
2. You CAN of course collect the characters that were involved with Blue's story, just don't enter the dungeon, beat the boss and such. Just go to where the characters are, talk to them to make them join you, then leave.
 3. By the way, I must stress you that Blue's game is somewhat... "different" from other characters' game. In Blue's chapter, the Rune and Arcane quest are part of his story event, since Blue's story is all about him getting the gifts of all the magics in the world so he can be the best wizard in all region. Therefore, you might want to be extra careful here.
 4. Blue's story events are in these places (in the order for the conviniency of this guide =D):
 - a. Devin (Rune and Arcane gift)
 - b. Luminous (Light and Shadow gift)
 - c. Devin (Rei's Shrine - Space gift) and Mosperiburg (Timelord's Region - Time gift)
 - d. Magic Kingdom *FINAL DUNGEON*Remember that final dungeons are places where you can no longer exit once you're in, so go there only if you're REALLY prepared.
 5. Decide what gift you want to give to Blue carefully before you choose the Rune/Arcane quest since Blue'll stuck with that gift till the end of the game (each character can only have one gift and the other is considered as the opposite. So if Blue got the Rune gift, he won't get the Arcane gift and the other way around, if Blue got the Light gift, he won't get the Shadow gift and the other way around, if Blue got Time gift, he won't get the Space gift and the other way around).
 6. To obtain both the Rune and Arcane gift in Blue's chapter is the same as T260G's chapter. I'm too lazy to type it or copy it =P so please take a look at it at T260G's part.
 7. Since Blue only got 4 story events and 1 of them is this Rune/Arcane quest and the other 1 is the final dungeon, meaning you don't have much choice but 2 story events (1 for Rune and 1 for Arcane).
 8. Again, there are glitches happening in my save files. In one file, this guide is working, but on the other file, those recruited during Rune quest didn't get the Rune gift and those recruited on the Arcane quest didn't get the Arcane gift. And once more, I still haven't found out yet what caused this variable to happen. Any help or contributions about this is welcomed and will fully be credited.

LUTE

Lute's chapter is WAY too short to be able to get both gift, since it only had 2, yes indeed, 2 story events. One is to go to Owmi and get Capt. Hamilton, and the last one is to go to Mondo Base which is the *FINAL DUNGEON*. So you cannot get everyone to get both gift, especially for those characters that joined during the quest. If you get the Rune gift for Roufas, Fei-On and Annie, then you can't give the Arcane gift for Emelia, Gen, and Fuse, this applies for the other way around.

Therefore, I must sorry to say that I can't provide you with any guide for Lute's chapter.

ASELLUS

1. Just follow the storyline till you finally arrived at Owmi where you can at last go where ever you want to go. At this moment, STOP doing Asellus story and head to the port, off you go to Devin to start the Rune/Arcane quest.
2. You CAN of course collect the characters that were involved with Asellus's story, just don't enter the dungeon, beat the boss and such. Just go to where the characters are, talk to them to make them join you, then leave.
3. Asellus game is pretty... "surprising" I guess, since the story events could be said as happened in random. I MUST warn you to be careful browsing around as Asellus or you'll might end up triggering a story event when you don't want to.
4. For Asellus, the story events are located at the following places (from a to b is in order, but the rest is your choice):
 - a. Owmi (Lord's Manor) --WARNING: I must say that I haven't really tested whether this event counted as story event or not since I kinda skip this story event and lost the saves before this event. So either ignore this one and forward with others or you can test it for me and let me know the result. You will be fully credited for it of course. ^^--
 - b. Shrike (Asellus' House)
 - c. Kyo (Garden)
 - d. Luminous (outside port)
 - e. Devin (Rei's Shrine)
 - f. Koorong (Backstreet where Nusakan's office is)
 - g. Shrike (Mu's Tomb - near where you found Roufas)
 - h. Shrike (Sei's Tomb - the room after the pedestal room, the large room where you fall to get the sword)
 - i. Owmi (Port, talk to the pilot there to take you back to the Facinaturu) - Facinaturu *FINAL DUNGEON*
5. To obtain both the Rune and Arcane gift in Asellus's chapter is the same as T260G's chapter. I'm too lazy to type it or copy it =P so please take a look at it at T260G's part.

RED

1. You'll be onboard the Cygnus for a pretty long time, so just bear with it. Anyway, you'll be free to roam around once you're dropped off at Yorkland. This is where you STOP with Red's story and START with the Rune/Arcane quest.
2. You CAN of course collect the characters that were involved with Red's story, just don't enter the dungeon, beat the boss and such. Just go to where the characters are, talk to them to make them join you, then leave.
3. Red's story events are mentioned at places below:
 - a. Koorong (Sewer, talk to Annie to get her join you and escort you to Shuzer Base)
 - b. Shingrow (Shingrow Ruins)
 - c. Manhattan (C.T.C. Building)
 - d. Kyo (Syoin, get Rabbit at the garden and it'll point you the way to Metal Black Base)
 - e. Cygnus (Black Ray) - BlackX Base *FINAL DUNGEON*
4. Getting the Rune gift for Red is a bit different from the other. One thing is because you will have the option to recruit Liza or Roufas after the Koorong event. I myself get Liza and get Roufas during the Rune quest, which means I get both of them, but you can choose however you want to. The other thing is since you will already recruited Annie from the start, you can go on to Despair from the very beginning of the quest without have to wait till you

have collected the other 3 runes. You can follow like what I've wrote at T260G's section, or you can also do them in this order:

- a. Get Roufas at Mu's Tomb (if you choose Liza before, but if you choose Roufas earlier then just skip this phase), DO NOT get the Victory Rune, yet.
 - b. Talk to Annie in front of Roufas' restaurant and she'll take you to Despair. Get the Freedom Rune.
 - c. Board any ship from Koorong to anywhere and you'll be swallowed by Tanzer. Get Fei-On and Slime and the Vitality Rune.
 - d. STOP the Rune quest for now and continue with one of Red's story event.
 - e. After finishing ONE event, go back to continue the Rune quest.
 - f. Get the Victory Rune you've missed before.
 - g. Go get the last Rune, Hide Rune, at Koorong Sewer/Natural Cave. It didn't matter whether you choose to follow what I've wrote at T260G's section or to follow this one. Just pick whichever suits you better.
5. Getting the Arcane gift for Red is also slightly different. This is due to the fact that you get Fuse from the beginning. Thanks to him cooperating with you, Fuse won't send you to Mosperiburg mountains when you go to IRPO to ask for the card. He'll instantly give it to you once you talk to the receptionist. Meaning you can't get Suzaku if you want it. You can change the orders of obtaining the cards if you want to, but I suggest you stick with the orders I've wrote for T260G. It's easier for your characters that way.

EMELIA

1. Keep on going until Roufas saved you from Despair and take you to his restaurant at Koorong, a.k.a. Gadius HQ. This is where you STOP the story and START the Rune/Arcane quest.
2. You CAN of course collect the characters that were involved with Emelia's story, just don't enter the dungeon, beat the boss and such. Just go to where the characters are, talk to them to make them join you, then leave.
3. The locations of Emelia's story events are:
 - a. Shingrow (Shingrow Palace)
 - b. Baccarat (Gnome's Cave)
 - c. Trinity Base (auto once you talk to Roufas)
 - d. Yorkland (Yorkland Mountain) *FINAL DUNGEON*
4. I recommend you do the Rune quest first since you can only finish Arcane quest once the Baccarat event's over and that's a waste of a story event, in my opinion.
5. Getting Rune gift for Emelia has its own differences. When you escaped Despair, you'll have 1 Rune stone already so you can't go back there again. Once you trigger the Rune quest, be careful. Since you already got a stone, you'll instantly be eaten by Tanzer when you tried to leave Koorong. My suggestion is:
 - a. You started with one Rune stone, so after you triggered the quest at Devin, DO NOT go back to Koorong. Instead, go to Shrike to recruit Roufas, and DO NOT get the Victory Rune, yet.
 - b. After getting Roufas, you can go back to Koorong, eaten by Tanzer then get Fei-On, Slime and the Vitality Rune.
 - c. STOP the quest and START ONE story event.
 - d. Once you finished ONE story event, return to the Rune quest.
 - e. Get the remaining Victory and Hide Runes.
6. For Arcane quest, you can get it just like T260G, so take a look at T260G's section for it.

RIKI

1. Keep following Riki's story until you've beaten Tanzer. Once you're able to browse the regions at will, STOP Riki's story and START the quest!
2. You CAN of course collect the characters that were involved with Riki's story, just don't enter the dungeon, beat the boss and such. Just go to where the characters are, talk to them to make them join you, then leave.
3. Where Riki's story events happened (in no particular order):
 - a. Yorkland (Rich Man's House, below the windmill where Thunder is standing)
 - b. Baccarat (Casino's Hotel Room 2001 then Gnome's Cave)
 - c. Despair
 - d. Mosperiburg - Margmel *FINAL DUNGEON*
4. In Riki's chapter, you CAN NOT complete the Rune quest due to the fact that Riki has already killed Tanzer before starting the Rune quest. Unlike Emelia who still got the Rune in Despair eventho she gets there from story event like Riki before starting the quest at Devin, Riki cannot get the Vitality Rune EVER. So DO NOT trigger the Rune quest or you'll never be able to do the Arcane quest.
5. With that said, you can only get the gift of Arcane for ALL of your characters. See T260G's Arcane quest section for Riki's Arcane quest since it's the same route.
6. If anyone knows how to complete the Rune quest at Riki's story, please inform me. You'll be fully credited for the entire info.

AND... that's all folks! ^^; You've reached the end of each characters' personal guide! How about that? Not too bad.... =P

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6 . C L O S I N G
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Whew, that wasn't too long, was it? I'm hoping to update this guide with more complete info. Just wish me luck and time to do it. As usual you can use this guide for your personal use. E-mail me to inform me if you're using it in your guide or web or whatever, so I can go see it and rate it (if you have ratings enabled) and so you won't get marked as THIEF.... Uhm, just a friendly advice. ^^ Contact me at my e-mail: zell_alwayz@yahoo.com should you have any inquiries to ask or info to add or whatever stuffs regarding this guide. Find this guide's update only at www.NeoSeeker.com (and don't forget to rate it! ^^ Teehee....) Hopefully you'll find this guide useful for you.

This guide is created by GirlWithPigtail (that's me) at September 2008. Copyright: GirlWithPigtail (still me). A slight info, I just LOVED Rouge's hairstyle.... ^_^a And I DO like the quiet Rouge better than that snob Blue.

What? You're still reading? It's THE END, guys.