

Baten Kaitos Origins FAQ/Walkthrough

by lopp3

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Baten Kaitos: Origins
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Current version 1.08

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Section 0
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Version History {0003}

V0.02 - Not a lot done.
V0.19 - Coming along, gotten through to Nihal. Version accepted by GameFAQs.
V0.22 - Almost finished with disc 1.
V0.29 - Same as above.
V0.32 - Finished with Disc 1 and Holoholo Bird.
V0.41 - Through the Heart-to-heart, working as fast as I can.
V0.49 - Up to Tarazed.
V0.62 - Walkthrough finished, parts of Sedna as well.
V1.00 - No more Sidequests, replaced with links to the sidequest guide. Got a plot summary and some minor fixes.
V1.08 - Sorry for the long update time, added short Coliseum description along with info on Imperial Ward.
V1.09 - Just a few things, nothing major.
V1.14 - A few more fixes, new strategy for the Bird.

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Section 1
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completing it. Afterwards, head up the last set of stairs to get to the mission.

---Olgan's Residence---

After the conversation, talk to each of your men to commence the operation. You will head off into the bushes. Once inside, defeat the guards, grab the chest, then sneak past the chef in the kitchen. In the main room, feel free to defeat the guards. Examine the Crestwall, and then grab 2 or 3 Stale Water essence. Head into the only unlocked room, which is on the left. You'll see 2 guards standing over an unconscious person. They reveal that this person is a mechanic, and that he was supposed to maintenance the Crestwall. Go ahead and fight the two guards. Note that Guillo is still acting autonomously. Once the guards are gone, pour water on the mechanic's head. He'll wake up, and give you a room key. Use it on the door on the right side of the main room. Inside you'll see two sleeping guards. Tiptoe so as not to wake them. Grab the essence of Chunk of Rubber from the huge pile of black blocks. You can grab the essence of Fruit Fit for an Emperor if you want, but it isn't necessary. Go back to the mechanic, wake him up again, and give him some rubber. He'll use the rubber to block up the Crestwall, allowing you through to the next room. Upon reaching the door, you'll hear a conversation. Walk in, and you'll find that the Emperor is already dead. Once the apparent killer walks out, the Captain will barge in and accuse you and all of your men of murdering the Emperor. His troops open fire on you, and everyone is shot down except for Sagi and Guillo. From here, continue the only way you can go to run into a boss fight.

0-----Hideous Beast-----0

This thing is really, really tough, especially for the first boss in the game. Be ready with the low-potions, and although Guillo will pot you from time to time, keep an eye on your health. Also, if you see that Guillo's eyes are red, hit him with a potion, because that means he's at low health. Keep smacking away, and eventually a cutscene will initiate.

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During the cutscene, Guillo's arms start glowing and he bashes the beast into total annihilation. This somehow torments Sagi to the point of passing out, thrusting him into a very strange dream.

---The Dream---

Once the cutscene is finished, follow Saph and Thoran. Guillo is not with you at this time, so be extra careful. Grab the Magnetite Wave essence from any glowing rock you see, and deposit it on a red rock that doesn't seem to be glowing as much. Once you've wound your way through to the end, you'll be in Rasalas Village. When you reach Rasalas, you have to talk to every NPC in the town. Not just the ones outside: all of them. And there's a catch as well. Notice that there are some NPCs who are having a conversation with each other. These still count as two NPCs. You must talk to both of them. There should be 26 NPCs in all. Afterwards, follow the cutscenes, and you'll be returned to Olgan's Residence.

---Olgan's Residence---

You'll wake up in Olgan's Residence, with Guillo standing over you. Listen to the conversation, and you'll find that all of your men are dead. Valara will also show up, and remark that the thing you defeated is possibly one of Malpercio's Afterlings. After that, Sagi and Guillo leave into the sewers.

---Mintakan Sewers---

Walk around in the sewers, collecting every chest you see. You can't unlock any of the cells, so don't bother. Also, when Guillo suggest staying underground, always disagree with him, and head for the nearest ladder up to the streets.

---Mintaka---

Once on the streets, be watchful of the guards, as they won't hesitate to attack. You can fly past them by holding B, but your heart meter fills up very quickly, so watch out. Head into Lyude's future home (it's the northernmost one, if you don't know), and observe Camilla lecturing a young Skee and Vallye on the Imperial Constitution. Once Camilla leaves, talk to the housekeeper. Head over to the counter on the far right and try to take some Machina Oil. The housekeeper won't let you. Go talk to her again, and she will start ranting about how she hates Camilla. Camilla will walk in and yell at her. Keep talking to her, and take the essence of Yesterday's News both times she asks you to. After that, you can take the Machina Oil essence. From here, head south until you see a soldier talking to a man who crashed his cart outside a door. Talk to the man with the cart after defeating the soldier, and he will ask for Machina Oil. Give it to him, and he will move his cart. Sneak through the building that just opened up, and head up the stairs. As usual, fight the guards if you want to; leave 'em if you don't. Grab the chest on the right, and then head north. From here, you can keep going around in a circle until you get to the other side of the city, where you can jump down. Talk to the crouching man on the roof for a funny conversation with Camilla. Once you have the ability to jump down to ground level, do so. Make sure you save here, as a boss battle is approaching. Head toward the city port (eastward), to trigger a cutscene, and then a boss battle.

0-----Giacomo-----0

This noticeably younger version of Giacomo is no less tough than he ever will be. Most of his regular attacks are mediocre, but have a low potion or regular potion on hand when he uses Thrashingale. It does 150+ damage, so be very careful. Also, Milliarde will be joining you for this battle, but she isn't under your control just yet. She can die, but it doesn't really matter if she does. Just make sure that, at a minimum, 2 party members are alive at all times, and you'll be OK.

0-----0

After the battle, you'll be able to board the ship. You can go back and hit the shop if you want. Listen to the conversation, and eventually you'll arrive in Hassaleh.

---Hassaleh---

This is Sagi and possibly Guillo's home country. Listen to Guillo and Milly argue for a while, then head out of the station and into the Nusakan Thornwood.

---Nusakan Thornwood---

Once you enter, Guillo says that the very place makes him sick. A conversation ensues, and Milly officially joins your party. Continue into the forest. You'll notice a large, glowing, blue fruit hanging from a vine. Go up to it, and you can grab the essence of the Yesterbean. Make sure to get this. Next, find the thorn bridge. Sagi will comment that it is too

feeble to support any weight. Use the Yesterbean essence on it, and a large vine will wrap around it, making it passable once again. Head down onto the next screen. Talk to the herder, and he will request that you bring him a Yesterbean to move the rock. The old bean didn't grow back, so you'll need a new one. Go back to the previous screen, and come to the herder's screen through a higher entrance. You'll see the essence of a Yesterbean, but a Balloona will eat it. Rather than fight the Balloona, you have to keep it from running. Go through the middle-left exit of the herder's screen, and you'll see a large spiny ball. Push it to the ground. Then go back and start chasing the Balloon Gator. Keep chasing it until it hits the spiny ball and deflates, giving you the Yesterbean essence. Now you can talk to the herder, who gives you a Magnus. Use the essence on the rock, causing vines to grow and push it out of your way. Continue through to exit the Thornwood. Head on over to the next town.

---Sheratan---

After the cutscene, follow Gena to the right screen. Go through the cutscenes as you will, reminiscing about the briar clock with the neighbors. On the next day, you will be required to find Tik's hat. In order to do so, first talk to Tik in the orphanage. Then go talk to a kid near the entrance to the town, on the left side. His name is "Vault Guard", and he acts very suspiciously. He will tell you to get a red juicy fruit. Go over to the shop lady nearby, and she will tell you that you may have an apple for free. Give the guard the apple, then return Tik's hat to him. Overnight, Sagi will have a conversation with Milly. On the third day in Sheratan, talk to Sis, then get some Thornflower Nectar from the neighbor. Give it to Sis, and supper will be ready. Tik and Wacho will tell you that they saw a huge monster down at the lake. Head on down to Lake Botein Ruins.

---Lake Botein Ruins---

Start off by talking to Tik and Wacho by the gaps in the railing. Then, go to the Photosynth Lilies and grab all you can carry. You will be able to jump across the pillars from the railing gaps. Each way you go, you will encounter an underwater area with a very strange wall at the back. You must go underwater and PUSH BOTH of these walls in order for the game to progress. Also, on the left side, make sure to fight the Ogopogo enemy, as it leaves behind a chest containing Flametongue. Once both walls are pushed, the water will drain, so grab the chest and use the save point, then examine the new statue in the middle to initiate a boss fight.

0-----Hideous Beast-----0

He's certainly no easier than he was last time. This guy is still a tough nut to crack, so be wary of everyone's health and have a finger on the healing items at all times. Although he doesn't use more than one attack per turn very often, when he does, he is easily capable of killing any character in one hit. His combos do 450+ damage, so have a Fate's Cordial or two in your deck. Keep wailing on him, and eventually he'll do something that apparently defeats you instantly, but actually signifies that you won.

0-----0

Once you watch the post-boss cutscene, examine some of the people around the ruins. You can give one of them a Photosynth Lily for an Ice Fruit and some cash, but other than that, there's little of interest. Head back to town.

---Sheratan---

You walk in on a very disturbing scene. Valara and her army have invaded, and she comes piloting some kind of weird mechy-thingy. Listen to her ramblings, then get ready for another boss!

0-----Machina Arma-----0

This boss isn't quite as tough as Hideous Beast was, but it's not exactly easy, either. Be watchful of your character's health, as the weapon's Arma Cannon attack is quite damaging. The boss is so slow that it can seldom attack, and doesn't even use Arma Cannon that often. Just keep pounding on it until it uses some form of Arma Cannon that knocks out all your characters. The battle is won.

0-----0

Watch the cutscene, and for those of you who desire spoilers, I'll put some in right now.

The Afterling you just beat comes to your aid, completely annihilating Valara and her army.

That is the end of spoilers, for now. Anyway, Valara will use Arma Cannon on the beast, killing it. This torments Sagi immensely, thrusting him back into the dream.

---The Dream---

Guillo and Milly are with you this time, but it seems the others don't know of their existence. After the conversation, talk to Thoran, then follow him. In the next screen, grab the Magnetite Wave from the red rock, then go all the way down the left side of the screen, onto the next screen, to grab some of the pink sand. Go back up on the first screen, walk around to where the giant caterpillar is, and when Sagi asks you what do, use the pink sand, which makes the worm fall back asleep. Sneak by onto the next screen. On the next screen, place the Magnetite Wave in the first place you can, then head down to where the large hole in the wall is. The worm will emerge, leaving you stuck. You need a new magnetite wave to keep him in the hole, but where can you get one? In the worm's old hole, on the previous screen, all the way at the back, that's where! Grab an essence, then head to the only other red rock on the lower screen, and deposit the essence there. This will trap the worm. Continue past his hole, use the save point, and get ready for yet ANOTHER boss battle!

0-----Sandfeeder-----0

This is DEFINITELY going to be the toughest boss you've fought at this point. Beware its combo, Paralyzing Quills followed by Lunchtime. Lunchtime doesn't wake a character from the sleep induced by Quills, and does 200+ damage easy. Keep healing items on hand always, and never, EVER, discard Fate's Cordial unless all 3 characters are at near perfect health. Keep pounding and eventually it'll fall.

0-----0

After the boss, try to follow the others into the town to wake from the dream.

---Sheratan---

Watch the cutscene, then you'll be thrust into a "planning" stage. Choose "go to Alfard" every time. Once that's all done, head to the port.

---Hassaleh Port---

Not much to do here except a quick cutscene. On your way there, you'll notice the Machina Arma took a sizeable portion off of the continent. Pretty scary, eh? Anyway, board the ship for Mintaka.

---Mintaka---

Once you arrive in Mintaka, head toward the exit. You'll be stopped by a Wussy Man, who gives you some dogtags for the coliseum, which you can access any time via a Blue Flower. Continue out of the capital and into Greater Mintaka.

---Greater Mintaka---

You'll walk in on the funeral proceedings of Olgan, but they don't last long. Everyone wants to hear the candidates make their speeches. Head up the main staircase to listen in. Once the speeches are over, and you try to walk out, the pod that was parked there explodes. Even in the least realistic game physically possible, they have car-bombers. At this point, investigate all the houses you see for some good loot. In the lower-left, you get a Weak Attack B, and a Pegasus Jump. Anyway, you'll need to help some injured people. You can get everything you need from the lady standing at the base of the steps, on the middle level. You'll also need to make 2 trips. One of the trips will consist of 4 Pristine Waters. Use one of them on Girl with a Burning Bum, and the remaining three on the burning pod. The second trip should consist of a Med Kit and Fruit Fit for an Emperor. The Med Kit goes to the little girl, and the fruit is for the Guy with a Skinned Knee. Once everything has settled, head through the left exit on the middle level to get to the Quaestor's residence. Tell them that Geldoblame invited you, and you'll be let in. Watch the scene, and please don't tell the Quaestor to go to hell. Anyway, no matter what choice you make, Sagi will ask for time to think about it. Try to sleep in your little room after grabbing both of the crappy chests. Then investigate the bed to sleep. Once you apparently wake up, Milly will suggest going to Azha through the Nihal Desert.

---Nihal Desert---

OK, it is really, REALLY hot out here. Stumble over to the guy next to the machine and get a unit of Sparkling Snow. You'll only need 1, since you can't use another one after it runs out. Anyway, use the snow to give yourself temporary energy, and get down that path ASAP. At the other end, talk to the lady at the machine and agree to help her deliver the flame ice. Once you have it, go due north until you reach an area with very strong sunlight. You can take the essence of Mother Sunlight, but you don't need to. Go back along the path and deliver it to the old man for a nice reward, then head to Azha.

---Azha---

What a friendly place. I suggest wandering around town until you've found all you can, including some nice finisher Magnus. Make sure to talk to Almarde. After that, go back and take a rest at the Quaestor's house, and he'll officially hire you. Your first charge is flushing out the terrorist at the speeches. Go back to Azha to initiate the investigation with Captain Lyuvann. Notice that all the people have been herded into the highest room in the building on the left side. I recommend first going back to the scene of the crime, talking to the

boy, then coming back. Show the metal thing you found to Mallo, which she will identify as a bomb detonator. Tell this to Lyuvann to assemble the villagers. During the assembly both Nollin and Juwar "confess". Talk to the remaining people, the most important of which are Nollin, Mallo, and Juwar. You don't actually have to talk to Juwar just yet, but talk to Nollin and ask about the bomb he planted. Don't collect the testimony as evidence, but go talk to Mallo, ask about his expertise, and THEN collect it as testimony. Talk to Lyuvann and tell him you found evidence. After showing the evidence, talk to Juwar and ask until he says he planted the bomb inside a building. Collect this testimony, then talk to Almarde. After the scene, tell Lyuvann you have some more evidence. During the assembly, Mallo reveals that she discovered the real Mourning Mistral, and it's actually...Bein?! Chase him into the Lava Caves to keep going, and watch as Lyuvann forever earns Milly's utter and complete hatred. Save before you head into the caves, and outside the door, talk to the sickly man to get 3 Eau du Mouche essence. Use these wherever you see a blue flame inside the caves. Since the guards won't let you in, call up the Quaestor on your communicator for some backup. Proceed into the lava caves, after collecting the Magna Mix recipes on the large tanks.

---Lava Caves---

Use Eau du Mouche wherever you can. If you need any more, grab the essence of a Rockfly Corpse and take it to the sickly man. He'll give you one for each corpse you bring him. Anyway, the path through the caves is more or less completely straightforward, so follow the only path you can, and save at the red flower. You'll need it, because a boss battle is coming on.

0-----Umbra-----0

More commonly known as an Afterling, we have yet another fight with this guy. Fortunately, his HP is too diminutive for his Mountain Maker attack to be all that devastating, since chances are, you'll kill him before he can ever use it. Use any ice-based finishers you have, like Icebloom and Diamond Drop. Even Icefan works too. Keep pounding, using fire finishers scarcely if ever, and spamming ice finishers all you can, and this boss will kneel before you.

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You guessed it! Valara shows her disgusting face yet AGAIN, ready to take the umbra down. This takes you back to your creepy little dream world.

---The Dream---

All you can do is talk to people here. Make sure you talk to Seph, Thoran, and Pieda. Talk to Ven if you want, then head up all the stairs and out the south exit to discover...you're not in the sky? 'Fraid not, but you don't get any explanation, since Sagi decides to wake up at that very moment.

---Lava Caves---

You'll immediately be thrown into a fight with the Lavafish, but it won't be the last. Hit it with ice finishers, and watch for its flaming tackle (it's not called that, but you'll know what I mean when you see it). Eventually you'll drive it off. Head to the next screen, save at the flower, then get ready for another battle with Lavafish.

Same strategy, blah blah blah. Keep going down the path, and once you get to the Rockfly bridge (the first one you made), you'll be thrust into the ACTUAL boss fight.

0-----Lavafish-----0

This boss isn't particularly hard, although he obviously has more HP now than he did previously. The strategy is relatively similar to the Umbra strategy, since they're both fire type, but you might want a Red Beans in your deck to cure the occasional burn.

0-----0

Once Lavafish is history, head back to the Quaestor's place and consult with him. His instructions state that you should go talk to Lord Baelheit, if you want your name cleared. Head to his house (northeastern house in Mintaka), and have a chat. After that's done, go back to the Quaestor, then head to Mintaka's port. You're off to Diadem.

---Sheliak---

Diadem starts out as easy as physically possible. Just follow Celsica, then watch the scene with King Ladekahn, Gibari, and Rambari. They're heading off to Nashira. If you plan on following them, you'll need to go to the Lesser Celestial River.

---Lesser Celestial River---

Head down a bit to see Gibari turn on some kinda cloud-making thingy. Follow them up. Wherever you see a cloud vortex around here, you can jump down to the ground below. Follow the path, and drop down to see Gibari use the Royal Mirror to dispel a light wall. Grab the mirror he left behind, and use it wherever you can. Proceed on the path, observe Gibari and Ladekahn jumping over the passage, and find a light wall you can't break. At the light wall that won't break because the clouds are too thick, look around until you see that little star-thingy you saw earlier. Shine the light on that, and it will reflect onto the light wall and break it. Go down the new vortex and talk to the man, who teaches you how to make Diadem Clouds. Follow his instructions (you do have to beat 3 enemies, but not Cancerites), and use the cloud on the broken passage. Make your way into Nashira.

---Nashira---

In Nashira, save at the flower, then get caught right where Gibari and the King did. Inside the cell, Ladekahn will ask you to remember how many people you saw. There should be 3 on top, 5 on bottom, and 2 battle mechs. If you guess them all right, you don't have to fight any later. Your magnus are in a big sack on the table, so don't forget them. Head out into the village, and go in the only house you can. Go up the bunk bed to get into the next house. Do the same in each house until you end up in Anna's bar. Talk to her, and she'll open the secret exit to the village. Now would be a good time to go back to Elnath. That means going through the Cloud Passage. Once you get there, someone will be waiting for you...

0-----Giacomo-----0

How fun. The man with the funny hat is back, with a vengeance. He comes equipped with a very nice new move called Thrashingale Redux. This thing is deadly. I mean, OHKO style deadly. Definitely have a Fate's Cordial in your deck, and 2 or 3 healing items. Take out the soldiers near him first, then go all out. If you can set up any good EX combos, now is the time. He

doesn't have a spectacular amount of HP, though, so you'll be good if you pull off a successful MP burst or two.

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---Castle Elnath---

Go back to the throne room to see Rambari scolding the two kids. Once you arrive, they'll inform you that the Cloudvents have been taken. Head out the right side exit to the throne room to get to the vents.

---Cloudvents---

You can only go through the passages when the clouds aren't blowing through. Start off by going left. Keep going left as far as you can, until you see a freaky looking boulder. This is the Gust Boulder, and you need its essence. Grab it, then head out the upper right exit. Find a tunnel with monsters blowing out of it, and head through it. Cross the tunnel when the wind dies, and you'll get to a room with a crazily strong wind. Use the Gust Boulder to block up the hole, then head across after saving at the flower. After the cutscene, Celsica will turn into an umbra, but you never even get to fight it. Nasca will get there first with his big ol' tank and snatch it from under your nose. You have to have a brief fight with the tank, but you can't win. After that's over, the new trio introduces themselves. Giacomo, Ayme, and Folon can move over, there's a new trio in town. Meet Heughes, Nasca, and Valara, the baddest bunch in the Sky.

0-----The Trio-----0

First of all, do NOT spread your attacks evenly. You must focus on one of them, so that you can eliminate one as fast as possible. If all 3 are alive, they can use Machina Formation, which is almost always a 1-hit KO. Also, you really should eliminate Valara first. She has a move called Deathdealer, which does way more than Heughes' Machina Fist or Nasca's Stun Grenade. Nasca should come next, since he has the healing items. Heughes is the least of your problems. He rarely attacks and does pathetic damage. Watch out for their special attacks, and eventually you'll wear 'em down.

0-----0

Dead umbra, you know what that means...

---The Dream---

This is by far the simplest section in the entire dream. Basically, head to Cujam, go down the stairs on the right screen, and listen to Wiseman. There's nothing else to do, so just get it over with and come back.

---Cloudvents---

Nasca will stay in the tank for quite a while, but if you fight him, you have to actually WIN, not just stall. Come back a long time later for some fun. Also, you need to come back anyway to grab the Bloody Crest on the ground. But before you can do that, you need to talk to Ladekahn. Once you have the crest, talk to one of the soldiers in front of Castle Elnath, and give him the crest. Then you may leave. The quaestor would like to speak to you.

---Greater Mintaka---

Talk to the quaestor, and you'll hear some stuff about Umbras, and that there's troops in Sadal Suud. That's your next stop.

---Pherkad---

First off, go tear down some of those "WANTED" posters. They're bad publicity. If you're wondering about the one near the two talking ladies, all you have to do there is leave the city, then reenter. Once they're all down, the circle of children in one of the screens disappears, and you can go inside to meet the guy drawing this crap. You can also go into the shop and read your mail. Try to go inside the Lord's manor, and you'll find out he's still in Cebalrai. This means going through Nunki Valley.

---Nunki Valley---

Wherever you see the shiny things, you can get a Holy Droplet. Once you have one, you have to absolutely bull-rush the Lightbugs before your Droplet turns into Pristine Water. Other than this, the path is more or less straightforward, so keep going down into Cebalrai. Don't bother with Moonguile forest, you can't do anything there. Ever.

---Cebalrai---

Not much you can do here, either. Just go to the left screen and listen to Rodolfo and Heughes talking, then go back to Pherkad to try and catch Rodolfo at home.

---Pherkad---

Barge through the mansion doors, and be prepared to fight. After everything settled down a bit, go up the steps and through the middle two doors. Then go up the stairs on the right, all the way to the roof. Talk to the person there and grab the chest. Go into the kitchen and ask for some smoke, and the chef will tell you to get into the room below. Guillo will blow a hole in the stove, allowing you downstairs. Turns out, this isn't the room with the smoke in it. Unlock the door and leave, then head into the middle-left room. Use the vine near the window to sneak into the locked room, grab some smoke from the crate, and head back out. Now, go downstairs and through the archway on the left. Put some smoke in the grate, then save and prepare for a battle with...

0-----Giacomo-----0

Giacomo's back, and he's not alone this time. He has a pair of Dark Service Swordsman to help him out. These two are your biggest concern, since they attack very frequently for reasonable damage. The only attack of Giacomo's that's really dangerous is Thrashingale Redux, which he rarely uses. Once the soldiers are dead, set up as many big combos as you can and he'll fall before you once again.

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Now it's time to talk with Rodolfo. Once you do that, head over to Nunki Valley like Heughes instructed. It's a nasty scene. In order to progress throughout here, you have to use Flame Ice on the numerous Imperial cranes around the area. Once all the cranes work, you'll be able to get to a new path on the southernmost screen. This will lead you to a chest, and a clearing with some very bad things in it. Namely, Heughes.

0-----Heughes-----0

Before this fight, you ABSOLUTELY must go to Cebalrai, head into the rightmost house, and get as many Mountain Apples from the crate inside as possible. Otherwise, his Burning Harken attack is much too powerful. Each apple

0-----Holoholo Bird-----0

Alright, you guys seem to think that this thing is hard. You are mistaken. The HoloHolo Bird is not a difficult boss to beat. The key, however, is that you need to use both mob attacks (attacks that hit more than one enemy at the same time), which you've never really needed on bosses before, and strategy, which is something that you've also never needed before. Having fought this boss on my second playthrough, I discovered this and surprised myself at the same time. I beat the Holoholo Bird EASILY on my first try, and I was what most people consider to be "underlevel", with all my characters at level 26. Surely you know the strategy, but if you don't, I'll inform you. You are to use the EX Combo "Fiery Ice Queen". This combo goes in the order of Icefan, Sigil Cry, Emphyreal Wildfire. That is but the strategy. A wise person once said, "It is not enough to be a good player; you must also play well." That retains truth in this context. It is not enough to simply USE this; use it right. That means you should ABSOLUTELY use this as the spearhead of a major MP burst combo. Don't start your burst until the chicks and parent have all attacked. That way you won't get knockdown-ed in the middle of a combo. Your other characters should be using EX combos, if they can. Sagi can have such destruction as Flame Ice Flurry. Milly...well, Milly can't have much. Do whatever you can, since I believe that Thunder Seriatim is not currently available to you. There are other ways to show good practice in this fight as well. Obviously, your characters aren't going to be as powerful unequipped as they are with good equipment. This means one thing: HAVE GOOD WEAPONS. I know exactly what you're thinking: "MY WEPPINZ SUX!!" That's not true. Upgrade those sucky weapons of yours. Guillo's pathetic Mars Sophia weapon becomes a deadly Meteor Sophia. A common Drakeshead Stave for Milly can be a Drakeslord Stave, which is the most powerful weapon you have yet acquired in the game. Sagi can have some things, like Levinlight, but they're not quite as impressive. Apostolos is a good bet. With your strategic genius in play, there's but one more thing: have the highest class level you can. If your class is higher, you can charge MP faster. That means more MP bursts in a shorter amount of time. That is win.

0-----0

Well that was easy. Now, save. Save. Save some more. You don't want to do that again, so save one more time, just to be sure. Head as far left as you can go, then examine the Olifant. On the way, beware of the Mirabilis enemies walking around. They're deadly. Go right to loop yourself around, then head back to the room with water. Take the 12 o' clock exit, and get the essence of Holoholo Nectar. Dump it on the Olifant to attract a lethal assault of blooderflies, which wake it up. It'll charge through the shrubs, giving you a pathway to Komo Mai.

---Komo Mai---

Now that you've made it out of the jungle, you're officially in Anuenue, the Rainbow Nation. This is the longest continent by FAR, especially if you want to get all 9 election ballots. For those of you who want to, you won't find out from me, sadly. If you need to know now, though, go look at ryokazendriel's guide, he has all of the solutions. Anydangway, go talk to Queen Corellia. Basically, she'll tell you to go shove the Quaestor's proposal up your ***. If you try to leave the palace area, Milly suggests you see the school of Magic. Basically what you do is talk to the teachers in the far left and far right rooms, then leave. You have to go to Holoholo again, but you can't really do anything. Just go to the Sfida, then come back. The pollywhale part is simple enough, and you get some White Night Beans for it. Go back and look for Corellia, but she's gone. Come back out to see a scene with some snotty kids and my all time favorite Quest Magnus ever...Woodfella! Anyway, now you want a landmark stone. All that you really have to do to get one is go to the room in the far left (you must have more red cookies than

blue cookies, or have no blue cookies at all to get in), and talk to the little girl in red. This is the headmaster, believe it or else, and she's got a Landmark Stone. However, if you want it, you have to pass Classics, Magic, and Chemistry. Let's start with Magic. Basically, walk in and start answering questions. The answers are as follows:

Malpercio
Children of the Earth
Bell which Tolls Time
Flight of Time
End Magnus
5
Dark Brethren
Beatrix

Now you just need to pass Chemistry and Classics. To pass chemistry, talk to the person near the huge flask in the far right room, and he'll ask for Rotten Food. If you have none, talk to the guy on the blanket in the main town to get some. Give it to the man, and he'll give you Chemistry credit. Classics is by far the hardest. First, you have to get 10 of the red cookies to the man selling red cookies in Anuenue Port. This is kinda hard, though, since the Righty Staff won't let you through with that many. Unless, of course, you have the Original Cookie Pin. If you have that, you can go through no problems. Otherwise, it may take some trips, since you need more blue cookies than red. After you give him 10, he'll be all happy, and you can get the essence of Good Times from him. Grab 3, then go talk to the Classics Professor again. Give him all 3, and you get the last credit. Talk to the headmaster again for the Landmark Stone.

---Holoholo Jungle---

Go right past the Sfida, and try to exit the screen through the rightmost exit. Some stupid koa monkey steals the landmark stone, and you have to scare him a bunch of times before you get it back. I can't really describe where it's hiding, so you'll just have to look yourself. Once you get it, continue on out.

---Opu Village---

You can't really do anything except go to Lolo's house. After you finish the conversation, you can look around town for some miscellaneous stuff. Then go to the Celestial Tree and talk to the guards. Now it's time to hike back up to Corellia's palace.

---Komo Mai---

As you can see, the troops have mobilized. Talk to Corellia and beg to lend her aid. She'll eventually let you, but she doesn't let you at any fell branches yet. So go back to the Celestial Tree.

---Celestial Tree---

Go down the little passage you see there, and fight the enemies if you can. They're pretty dang tough. Go down the left most exit to see that you can't actually get in, because the roots were burned. Go back out and talk to Lolo, she'll give you my favorite magnus of all time...Woodfella! You need to use this guy to collect the 5 elemental Dagroots.

---Veinroots---

You can get to the dagroots from any other exit except the leftmost one. All of them are pretty straightforward, just send Woodfella through the hole in the tree, then grab the root, then drag it back. The dark one is tougher, though. You have to send him over to the torch, then have Sagi go in and get it, since there are too many monsters there. Once you have them all, give them to Lolo, she'll build you a wooden thingy to get across the gap. Move it with the Control Stick once you're on. Before you go inside and initiate a boss fight, head past the core and grab the two chests in the next room. Then go into the core.

0-----Afterling-----0

This boss fight is a bit different than we're used to. Only attack it when the head is up. Valara will fire when the head is down, and if she kills the head, then you lose. Your objective is to kill the roots before she has a chance to kill the head. Bash as fast as possible when it's up, and heal/prepare combos when it's down. Valara will not attack you, in case you were wondering.

0-----0

Even though you freed it, we still end up in...

---The Dream---

Ugh, not again.

---Zaurak Keep---

This part is annoying. Go back outside and save, then start off by going to the right. Grab every chest as you see one (including the one in the middle of all the undead warriors). One of them has an Efreeti Saber, so you can finally replace that Kusanagi you had for just about ever. You'll eventually come to a door with a save flower on each side, one of each color. Use one, then continue left. Go up, leaving Ven behind, then up again for a chest. Come all the way down, and on the next screen, go through the rightmost door. It will lead you to another one of those searchlight things. Start by pointing it south, so you can grab the chest. Then go east, grab some light powder, and head out into the room with a ton of undead warriors. Go up the cliff, and use the Light Powder on the half-bridge. Then go back to the searchlight room and finally point it north. You'll have to exit south (by the undead warriors), and circle around counterclockwise, past the two save points, pick up Ven, save, and get ready for a boss.

0-----Rudra-----0

This guy is not your friend. He is very, very bad. His two attacks that are your main concern are Heathen Melody and Feral Proof. Heathen Melody is the worst, since it does massive damage with random status ailments to ALL. Feral proof only hits one, but it's more or less a one hit KO. Use every big combo you've got, go for big MP bursts, and you'll eventually take him down.

0-----0

You'll automatically go back to Naos. You now have the power of the Dark Brethren on your side. Ven suggests coming up with a name. Piedad is the one who comes up with their final, spoilerific group name:

Malpercio.

No foolin', these people are the wicked god itself. Now your job is to head to Cujam. Upon arrival, you'll see that nobody's there. Exit out the east side and head to the Battlefields of Atria.

---Atria---

There's a reason this is called a battleground. Avoid getting seen by the Shamans or Mediums, they hit you with a blue bolt that makes you walk around as if you used your wings too long. This gives other enemies ample opportunity to catch up with you, so I don't recommend getting hit by these. Continue north, and get ready to be sent back.

---Veinroots---

No time to rest, friends. Boss fight.

0-----Arma:Razer-----0

This is a relatively simple boss. It's the same as the last time, just powered up a good bit. Arma Cannon hits all this time, but you actually have little to worry about. Valara's precious arma is so slow that she barely gets a chance to use it. Besides, she'll typically waste her time with Hurricane Punch, which is more damaging but requires her to waste a turn getting in some kind of stance. A couple of successful MP bursts takes it down for sure.

0-----0

From here, all you can do is go back to Mintaka. Talk to Verus, and prepare for the election speeches. Geldoblame's speech is relatively uneventful, but Shanath's has a surprise twist of ritually barbaric "sacrifice":

The tearing out of Gena's wings.

This more or less makes Sagi go crazy, turning him into an Afterling. We also find out in this very same cutscene that Baelheit is Milly's dad! Afterling Sagi gets shot down by a tank, and guess where we end up!

---The Dream---

Watch the cutscene, it's important. For those who played BK1, you should recognize "He", "Che", "Bo", "Le", and "Ar" as the names of the five Sibling Gods that were fused to resurrect Malpercio. Anyway, get ready for a spoilerific boss fight!!!

EVERY SINGLE THING WRITTEN FROM NOW UNTIL A LATER NOTICE IS SPOILERS!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Here's why Guillo was created, and why he has two voices. As you can see, the Two Sorcerers created him, giving him a double voice. He was created to kill Malpercio. Since Marno ar _____ (what you named your guardian spirit) is part of Malpercio, that means that past Guillo wants to kill you.

0-----Guillo-----0

This guy is cheap as HELL, lemme tell ya. Heavenlapse does crazy damage to

all, and Fellstar Gleam is basically a 1 hit KO for any individual character. As you've probably noticed, your Heavenlapse is nothing like his, and you can't even have Fellstar Gleam yet (although you get it for beating Seginus, who's an even cheaper version of this boss). Stock your deck with as many dark-type magnus as you can, especially Wickedwing Revels and Shadowflame Engine. Combined with Ghostarrow, you can generate the extremely deadly Blackest Yang EX combo. Two or three Blackest Yangs (or regular Black Yang) should kill him for sure, since darkness attacks do about 3 or 4 times normal against him.

0-----0

Coming up is something called the "Sagi Heart-to-Heart". This is the most spoiler-tastic conversation in any game ever made. Within the past 10 or 15 minutes, we already learned that Baelheit is Milly's dad, that Guillo was made 1000 years ago to kill Malpercio, and that Malpercio is just a bunch of weird people that made a contract with the Dark Brethren. Now it's time to find out something else. You've been wondering what that guardian spirit does for you. Well, here's the big spoiler,

IT'S NOT A GUARDIAN SPIRIT. IT'S MALPERCIO.

You heard me, it's Malpercio. That's why Sagi turned into an Afterling when they ripped out Gena's wings. Just play through the conversation once it begins, and when Sagi asks if you want to be a part of him, say yes. You'll break the chains holding you, and Guillo and Milly rush in. You get Sagi's lv4 finisher, The Godling's Rapture. Use it well, my friend.

END OF SPOILERS.

Anyway, we're in a pretty strange place now.

---Vega Building Site---

This is relatively straightforward, although the enemies are tough. Try out your new toys on some enemies, including Apotheosis, the game's most powerful combo (tied with Frigid Queen's Festival). Grab a Spark Shroom wherever you see one, and use it on the airpod nearby. One of the pods is vertical, and you'll need to get a Jolt Shroom to move it. This can be done by taking a Spark Shroom over to the electrical generator via one of the pods, and having the spark shroom react with the generator. You can then use the jolt shroom to power the vertical pod, giving access to the lower levels. Make sure to grab the chest down here, it has an Efreeti Horn in it. Continue to go along your only path until you run into...

0-----Shanath-----0

Shanath has his own machina arma this time, and it apparently turns him into Edward Scissorhands. Anyway, this is by far the easiest arma fight you'll ever get in to, so don't worry about it too much. A couple of Godling's Raptures and he's down. But not out. Cutscene initiate, and on comes battle part 2. You've now gained the power to kill machina arma, but only for Sagi, I believe. This works out okay in the end, though, because while Sagi is in this state, EVERY SINGLE HIT from Godling's Rapture is a critical. So how does this stack up with Apotheosis? Not even funny. The last attack alone

can do 3000+ damage, and with the whole combo you're talking 9000+. Shanath remains a wimp, so kick his ass.

0-----0

After the boss fight, you can kill Shanath or let him live. May as well let the poor guy live out the last painful moments of his life, eh? Anyway, letting him live reveals that his young daughter, the girl with the annoying bouncy ball, is named Savyna. That's right, his daughter is Savyna. She's also the one who sends you those unknown letters (I think, it's never actually revealed). Anyway, let him live for the better ending. Then we scam.

---Hassaleh---

You can't go anywhere else, even if you try. Sagi is hell-bent on getting his mom back, so head to the orphanage. You'll trigger a cutscene, and several options will open up. I'll list those options first. But be warned: you may do these in any order, though the one that you pick first will always be hard. Thus, the one you pick last will always be easy. The best order to do them in is probably Nekkar, Duhr, Matar.

---Matar Highlands---

First thing, you can go back to the past using the Brierclock now. You can also go to Matar Highlands. This is actually a pretty simple puzzle, though it seems daunting at first. Start off by going to the left. As far left as you can go. Grab 3 Lotus Leaves from the clump of plants over there, then head back to the main screen. Every time you see a patch of dark ground, put a leaf there. You should only need 3 leaves total. After putting a leaf in the middle screen, go right. Go to the far end, plant a lotus in the ground, and push the rock into the water. Now is the odd part. Go to the north screen, plant a lotus, and wait for it to rain twice. The lake will fill completely, and you can hop across into...A BOSS FIGHT!

0-----Hearteater-----0

This guy is more or less cake. He seems hard, since Ovulate will instantly kill a character after a set time (only curable with Chalice of Freedom), and that time ticks by pretty fast. However, his ridiculously low HP makes him easy pickings. It should only take you one Apotheosis to do him in (assuming you do about 8000~9000 damage).

0-----0

---Nekkar Quietlands---

All you can really do here is go up to the top. It requires some circling around, since there are weird pitfalls around. At the top, we have ourselves...

0-----Mange-Roches-----0

THIS IS NOT A HOLOHOLO BIRD. DO NOT BE ALARMED. This boss isn't much of a challenge, either, so if you can pull off your best combos, you should take him out pretty quickly.

0-----0

After this quick n' easy boss fight, you'll start the side quest to push the rocks to the top of the hill. I never bothered with it, but if YOU decide to, you'll get a very nice item, the Imperial Ward, which decreases all damage to 0 while equipped. Anyway, we have one more side quest before we progress to Tarazed.

---Duhr---

This starts off simple, then gets not-so-simple. Go to Algorab to initiate a scene, then follow Krumly to Gemma. Go to the building at the very top, listen to Kamroh talk, and get ready for some very strange things.

---Seginus---

I know what you're thinking; HOW DID I GET INSIDE THE GUILLO CLONE? That really doesn't matter, since you're here now. Just walk around, go the only way you can, and look at the red light on the ground. Not only will it make the marking in the center room start glowing, but it will cause some walls to become passable. You'll be able to notice these because they're not pre-rendered. Each time one opens, head through to get the next red light. Each time you find one, you'll have a small scene giving you some insight on Guillo's mysterious past. At last, when the drawing is complete, you have yourself a very deadly boss fight.

0-----Seginus-----0

How did the puppet get inside himself? Who cares? Anyway, we have to take it down, so get ready for that Guillo fight all over again. Heavenlapse is somehow even MORE powerful than when past Guillo had it, so be extremely cautious. This guy has about 6000 HP, and is very weak to Light element attacks, meaning that you'll be using White Yin and Godling's Rapture nonstop for this fight. For those of you who didn't know, White Yin is Ghostarrow->Spirilight Quiver->Shadowflame Engine. You can also get Whitest Yin, which involves a somewhat random mixing of B attacks in there. This fight is actually easier than Guillo (I know, wtf) because of the total absence of Fellstar Gleam in Seginus' deck. He has an overpowered Shadowflame Engine, but it's still pathetic compared to Fellstar.

0-----0

Well, all has been explained, now go back to the orphanage, revive Gena, and talk with Tik and Wacho about Tarazed. Now we go to Mintaka.

---Greater Mintaka---

Basically, you talk to the Quaestor, then get ready for the big event;

Baelheit has announced that he will not only move the Imperial Capital to Vega, a city inside Tarazed, but that the ENTIRE EMPIRE will be relocated to Tarazed, a flying man-made machina continent. Well, we know where we're headed!

---Tarazed---

Take some time to explore Vega, and don't be afraid to talk to everyone you see. All kinds of sidequests and crap like that are lurking around this mechanized city. Also, use any and all Magnus Pack Coupons at the Vega shop, since you can get godly cards like the all-powerful Aphelion Dustwake from certain packs. If you wanna use the elevator (which you need to), talk to one of the guys in Vega Cafe for the wiring scheme. Make sure you remember it, then go fix the elevator. Look around until you find the ACTUAL Tarazed we were looking for. Slip past the guards/turrets, and use the elevator to get into A block. You can read part of a recipe for the Celestial Tree on the

or come very close. For all you musicians out there, this is a good time to listen to the BGM, Orchestral ver. of True Mirror is a great song.

0-----0

And now, Verus appears to kill Baelheit. We also learn that...

Verus was the bad guy all along??!

That's right, he's been manipulating you, Shanath, Geldoblame, and just about everyone else right from the get-go. Everything that happened was according to his plans. Follow him down to the core, and be careful of the enemies; they're the games strongest, and they don't hesitate to fight you. Along with more minor enemies like Ahrimans, the mighty Lycaon and Hercules Dragon reside here, both of which are considered the game's hardest normal enemies. Ignore the door with the keypad next to it, it won't open. Just go all the way down. If you missed any lv3 finishers, make sure to open every chest around here, since ALL of the game's lv3 special attacks are in Tarazed's Core somewhere. Anyway, head all the way down for the REAL final boss.

0-----Verus, Machinanguis x4-----0

Beware the Machinanguis. They are very, very evil. They execute, for the most part, attacks that you would expect from a gigantic mechanical Christmas tree/snake thing. Just watch for Berserk Tech. Somehow, by throwing a temper tantrum, a Machinanguis can knockdown all your characters. This fight has three rounds: the first two are with a pair of Machinanguis, the third is Verus and 4 Machinanguis. The first two rounds are self-explanatory; win, while keeping your HP high. The third is tricky. First off, always target the middle-right Machinanguis. That way, the targeting reticule moves to Verus last. You want this because if there are ANY Machinanguis alive and you try to attack Verus, he'll take NO damage whatsoever. Verus can revive Machinanguis, so the trick is to beat him to it by killing all of his Machinanguis before he can revive them all. There is a trick however; Frigid Queen's Festival. This attack will take out ALL of the Machinanguis in one shot. Verus can only revive one at a time, leaving him immensely vulnerable. He is also very slow, and has only a small amount of HP. Once you get the Machinanguis down, he's toast.

0-----0

Now, if you beat Wiseman in the past (Which you really, really, REALLY should have), you get another boss fight.

0-----Verus-Wiseman-----0

This is a relatively simple boss fight. There's really no point in me giving you a strategy here; all you do is beat the living crap out of him. No strings attached, this is simply a matter of depleting his HP, of which there is a reasonably high amount. His attacks aren't that strong, and overall he's not much trouble. You also get a cool scene with the original members of Malpercio (Seph, Thoran, Piedad, Ven).

0-----0

Congratulations, now enjoy the credits and the ending scenes, and get ready to play it again!

Other Guides {2002}

All of 'Sister's guides, mainly the Sidequest one.

SageOfTheWise's EX guide.

Plot Layout {2003}

I must admit, the story of this game is vast and complex. This section will hopefully make life easier for you.

Family Lineages:

Olgan	Verus---Gena	Baelheit
Shanath	Sagi---Milly	
Savyna	Melodia (?)	

We'll start the plot 1000 years ago, in the age of the gods. The world was ruled by a being called Wiseman, who turned people into magnus. The town of Naos was in rebellion of this, led by a man named Seph and his siblings Ven, Thoran, Piedad, and Marno. These five knew they were not strong enough to stop Wiseman after he destroyed Naos, so they sought the power of the Dark Brethren to bolster their own already godlike magic. Once they were in possession of this power, they formed a group name: Malpercio, the name of the hill they grew up on. They fought on the battlefields of Atria until they were all struck down. They were struck down by the Children of the Earth, who created 4 magic puppets to help them win the war in Atria. Their names were Syrma, Dubhe, Seginus, and Guillo. Seginus did not work properly and was left behind. Syrma and Duhbe were completely destroyed before they could get to Malpercio. Guillo made it to Malpercio, but the sorcerer and sorceress controlling him left his body there after they finished Malpercio. It was buried on Atria Battlefield, which later became the continent knows as Hassaleh. That specific area later became the Nusakan Thornwood, where Sagi dug up Guillo in the ground. When Sagi was first born, Emperor Olgan had a project called the "Malideiter Project" underway. It was led by Lord Baelheit. They tried to create an artificial spiriter using remnants of Malpercio. Shanath was one of their subjects. Another was Sagi. On their first test subject, and unidentified man, the project went horribly wrong, killing Baelheit's wife and permanently damaging Milly. The only way to save Milly was to replace many of her body parts with machina replacements. As Sagi grew up, the fragment of Malpercio, Marno ar (insert guardian spirit's name here), tricked Sagi into thinking it was a real guardian spirit. However, as Sagi joined the Dark Service and began to kill Afterlings, the horrible memory of his life as Malpercio came flooding back to Marno every time an afterling died, thrusting Sagi into Marno's past memories. After Sagi's encounter with the past Guillo, and a good long talk with Marno, they finally settled to live with each other. But this was not a happy ending. Sagi wanted revenge at Baelheit, but it was in vain. The true criminal was Verus. Verus had been manipulating everyone; you, Shanath, Geldoblame, every soldier or serviceman under his control. He plans to shoot down all the continents, rule Tarazed as a dictator, and, even worse, HE was the one who got you into the malideiter project; HE was the one who ordered Gena's wings ripped out. After defeating Baelheit, Verus even made an appearance to kill him. When Verus kills Baelheit, we also find out that Verus wasn't a real spiriter, but Baelheit was. After a long chase through the core of Tarazed, Sagi finally catches up to Verus and settles the score.

Did that help? Good.

Unlabeled Section: The Coliseum

Okay, I know you people are wondering: WHAT IS THE POINT?! There is some point. If you get to the Champion status, you can purchase the "?????" item, which is "Verus Portrait". Give it to Gena to receive "Gena's Pinion", which allows you to use your wings of the heart for indefinite length. Also, if you can beat the Wicked Gawd (Yeah, it's called that for real) without aid of Bomb Magnus (Biomouse is possibly the first to do this, at least in the GameFAQs community), you are officially a god. Grats. And you can make that spoilt little girl Elle happy if you do this also. Does that give it some purpose?

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Credits {3002}

Ryokazendriel - maker of the first BKO guide, which aided me substantially at certain points throughout the game.

SageOfTheWise - maker of the EX Combo guide.

Barren50 (Barren Fischa) - Numerous corrections to the guide.

Anonymous Contributor (Anonny) - Fixes.

Testaros25 - Imperial Ward.

Biomouse - Something, I'm sure. Probably that Coliseum thing.

Whoever came up with the Fiery Ice Queen strategy, which I modified for my own purposes.

Namco-Bandai games.

Nintendo.

Monolith Soft.

Tri-Crescendo.

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