

Baten Kaitos Origins Sidequest Guide

by Sister

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Sidequest Guide for Baiten Kaitos Origins

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Version 1.0

Version 1.2 - Fixed a bunch of little mistakes.

Version 2.0 - Added unofficial sidequests: Sedna, Heartflask, Field Guide, and Coliseum

Version 2.1 - Fixed a few more typos and added info from markinct and Cathy G.

Version 2.2 - Added Rank 5 glitch info from Nestor_Elias (sidequest 95)

Version 2.3 - Added further info/a possible solution to the Rank 5 glitch from dragonlady

There are now two sections to the guide: Official and Unofficial. Ctrl + F if you want to skip straight to the second section. "Official" sidequests are those specifically listed as quests in the menu - the 100 of them. The "unofficial" are sidequests despite the fact that they're not specifically called that by the game.

Most of these I found on my own, but I got help from the boards, too. I didn't write everyone's names down at the time because I hadn't planned on writing a faq, so I'm sorry if I don't mention you by name. I do remember help from Crystalorbie and Celsius. Thanks to im317 and morninglight for their threads on the sidequests. That's how I found the Vega Thunderbolts (I'd missed them twice). And thanks to ryokazendriel and his faq. I had tried many items on the laughing man before I found him in his faq (the joke should have been obvious, I guess, but I kept trying heartbreaking songs and extreme stress :P). Special thanks to markinct for his encouragement and help, especially with his checklists. He's made several Excel lists that are wonderfully helpful for collecting magnus and keeping up with Pac's eating, but I don't know how to put them into Notepad without destroying them. I still haven't managed to finish Pac; thanks to DrWobbler for posting the last prizes on the board. I have finished all the others though, so the rewards listed should be okay. If you remember helping me and I don't have you mentioned, just email me and I'll fix it. :)

Copyright stuff: This is my work and if you plan to make money from it, I'll expect you to send me my share. I have no plans for it beyond Gamefaqs. If you want to post it on your site and you offer free game help, you're welcome to use it. If you find mistakes/additions I need to fix/include, just email me at sis_cindy@hotmail.com.

There is no particular order for the sidequests. I'm numbering simply for the sake of convenience and roughly in the order I came to them. In most cases, return to the person who asked for help to claim your reward. Keep in mind that sidequests may become available long before you can finish them. They're listed here in the order I received the request, not in the order in which they were completed.

Also, make a note to yourself that the three items unavailable after you enter Tarazed are Warm Cheers/Icy Jeers and the Tub-time Greythorne. All three must be fed to Pac-Man and Warm Cheers are needed for one sidequest in Pherkad, so be sure to get those before you go to Tarazed. Don't misunderstand - you can go to Vega; just don't pass through the big golden doors to the emperor's quarters - that's officially Tarazed. Warm Cheers and Icy Jeers are just like Light and Dark Powder; they rotate back and forth every so often.

Have fun!

Official Sidequests

1. Put out the fire!

Where: Dark Service HQ

Who: Dark Serviceman

Reward: Herb

Immediately after receiving your first blank magnus, get water from the barrels and put out the fire in the Strategy Room.

2. Relight the torches!

Where: Dark Service HQ

Who: Dark Serviceman

Reward: Magnus Pack Coupon

Talk to the soldier near the save flower before you leave for the emperor's residence; he'll ask you to relight the torches. Pick up flame from a lamp and light all four.

3. Wake up the mechanic

Where: Emperor's Residence

Who: Mechanic

Reward: None (well, it moves the game forward)

Splash water on mechanic in right bedroom after you defeat soldiers.

4. Wake up, take two

Where: Emperor's Residence

Who: Mechanic

Reward: None (ditto)

Splash water on mechanic in right bedroom then give him a chunk of rubber.

5. Turn off the shield!

Where: Emperor's Residence

Who: Mechanic

Reward: None (sigh...and again)

Go speak to the mechanic on the stairs.

6. My girl's waiting!

Where: Sewer prison cell

Who: Guy in a cell

Reward: Medium Attack A

Pick up the key in the guard quarters (the building blocked by the airpod that needs machina oil) then go back to the sewers and unlock his cell.

7. The gripes of wrath

Where: Mintaka

Who: Housekeeper

Reward: Mattress and permanent access to Machina Oil

In Camilla's house, let the housekeeper vent (draw two rounds of Yesterday's News from her).

8. No gas is no good

Where: Mintaka

Who: Man in a bind

Reward: Taunt

Give Machina Oil to guy whose airpod is stalled in front of the guard quarters.

9. Insomnia

Where: Mintaka

Who: Puffy-eyed Woman

Reward: Life Charm and Magnus Pack Coupon

Give her a fluffy pillow. She's in the house left of the shop.

10. The old man with a bracelet

Where: Mintaka

Who: Old man with a Bracelet

Reward: Strong Attack A

Just unlock his cell and speak to him.

11. Love syrup

Where: Mintaka

Who: Drunkard's Wife

Reward: Magnus Pack Coupon

Give him love syrup. He's in the house near the port in Mintaka.

12. Boulder in the road

Where: Nusakan Thornwood

Who: Caplin Herder

Reward: Power Helmet and Speed Charm

Use a Yesterbean to move the boulder out of his path.

13. Tik's Hat

Where: Sheratan Village

Who: Tik

Reward: Adhesive Bandages

Give the little girl guarding the children's secret stash (left side of first screen in Sheratan) a Mtn. Apple and she'll let you look. You can find one Yesterbean here later.

14. Little lost caplin

Where: Sheratan Village

Who: Caplin Herder

Reward: Blue Beans

Speak to herder in first screen in Sheratan. Go back to Thornwood and speak to the black caplin (near Thornflowers) then tell the herder.

15. Errand for the orphanage
Where: Sheratan Village
Who: Sis
Reward: Nixie Garb and Element Charm

Go next door and pick up Thornflower Nectar for Sis.

16. Imperial Wanderer
Where: Sheratan Village
Who: Elder's Granddaughter
Reward: Magnus Mixer and Will

Find the sparkling item on the ground at the lake and return it to her.

17. Rescue the villagers 1
Where: Lake Botein Ruins
Who: Sagi
Reward: Lightning Club

Splash water on the guy that Wacho is standing by.

18. Rescue the villagers 2
Where: Lake Botein Ruins
Who: Sagi
Reward: Ice Fruit and 10G

Use a Photosynth Lily on the man Tik is standing by.

19. Rescue the villagers 3
Where: Lake Botein Ruins
Who: Sagi
Reward: Mattress

In the right bottom room, kill all the monsters so that the girl will come out of the crate.

20. Rescue the villagers 4
Where: Lake Botein Ruins
Who: Sagi
Reward: Magnus Pack Coupon

Save man in bottom left room.

21. Rescue the secretary
Where: Lake Botein Ruins
Who: Sagi
Reward: Potion

Just speak to her - she's laying at the bottom of the elevator.

22. Rescue the elder
Where: Lake Botein Ruins
Who: Sagi
Reward: Magnus Pack Coupon

Splash water on him - he's beside the secretary.

23. Rescue the villagers finale
Where: Lake Botein Ruins

Who: Sagi

Reward: Saber and Guard Charm

Report back to the elder after you've found everyone.

24. Man of broken dreams

Where: Mintaka

Who: Man of Broken Dreams

Reward: Magnus Pack Coupon

Give him a gold nugget (you can't complete this one until well into Disc 2).

25. Save the bomb victims

Where: Greater Mintaka

Who: Conscientious Boy

Reward: Magnus Pack Coupon

-Use three waters to put out the burning pod.

-Use one water on the girl with the burning bum.

-Give one Fruit Fit for an Emperor to the man with the skinned knee (get the fruit from the maid standing at the bottom of the stairs leading to the accident site).

-Give a Medic Kit to the severely injured girl. Get the Medic Kit from Geldoblame's house.

26. Rock salt in the desert

Where: Nihal Desert

Who: Desert Loiterer

Reward: One Sparkling Snow when you agree to help and a Hell-Purged Casque when you give him the salt.

Give him rock salt acquired in the desert.

27. Flame ice delivery

Where: Nihal Desert

Who: Snow Saleswoman

Reward: Black Beans

Take flame ice through the shortcut to her husband on the other side.

28. Precious rock salt

Where: Azha Village

Who: Rock Salt Merchant

Reward: Scale Mail for the first one; 150G thereafter

In the first screen in Azha, you'll see a guy standing on a platform on the left, clapping his hands, etc. Run around behind the platform until you get the wings symbol to fly up and speak to him.

29. Eau de mouche, please!

Where: Lava Caves

Who: Bug Hunter

Reward: Fire Fruit

Speak to the boy in the mines near the conveyor belts then go speak to the researcher with the weird hat. He'll say he wants his favorite snack. Speak to the boy again to be told that the messenger girl has the snack. Get the Mtn. Apple from her and give it to the researcher for the eau de mouche the boy wants.

30. Where's that assistant?!

Where: Azha Village

Who: Mallo

Reward: Medium Attack B

The boy is asleep under the desk in the same room as the researcher with the eau de mouche. Take his message back to Mallo.

31. Smelly clothes

Where: Naos

Who: Little Girl

Reward: Toxic Dumpling

Give Balmsand to the little girl sitting on the railing inside.

32. Almarde's Request 1

Where: Azha Village

Who: Almarde

Reward: Magnus Pack Coupon

Take her a Medic Kit.

*Cathy G. wrote me and said that Almarde accepted Cottoncap Gauze as medical supplies. Thanks, Cathy!

33. Sing, for love's sake 1

Where: Azha Village

Who: Singing Man

Reward: Herb Powder and Attack Charm

Mix the Terrible Song with Love Syrup to make a Sweet Song and give it to the girl in red in the house on the screen left of the port in Sheliak. I gave her one Terrible Song and two Sweet Songs. She'll run away. Go back to the man in Azha for the reward. He'll talk about his angel being gone. Then he'll disappear, too.

34. My deeeear, sweet Verus!

Where: Greater Mintaka

Who: Obnoxiously Whiny Girl

Reward: Weak Attack B

By dropping in at different times at Verus' house, you'll find him in meetings in the left top room. If he's upset, you can draw Foul Air; if he's pleased, you can get Fresh Air. Give either one to the girl having a tantrum left of the save flower.

35. The forgotten heart

Where: Greater Mintaka

Who: Girl Who Lost Her Heart

Reward: White Night Beans

This house is up/right of the save flower. Give the girl Heartenbrace.

36. A gift for my wife

Where: Greater Mintaka

Who: Hen-Pecked Husband

Reward: Battle Shield

This is the twirling man in the house nearest the save flower. Mix a Pretty Stone + Blaze for the Fireglow Stone he needs.

37. Something shocking
Where: Baelheit's residence
Who: Sheltered Girl
Reward: Lightning Fruit

Give a Jolt Shroom to the girl in Baelheit's library.

38. Celebrity needs
Where: Sheliak
Who: Celeb Lady
Reward: Sedna Flower Bed

Spastic lady standing far left in screen where the shop is in Sheliak.
Give her Eau de Mouche to calm her down.

39. Two-generation household
Where: Sheliak
Who: Young Mother
Reward: Fate's Cordial

Go next door for Mother-in-Law's Secret to give to her.

40. Medicine delivery
Where: Coliseum
Who: Registration Lady
Reward: Allows you to move to Rank 2 in the Coliseum

Pick up the medicine from the doctor in Sheliak and take it to the Registration Lady. You always get notice of sidequests from the Registration Lady by checking your mail at shops. You must have earned enough RP at the coliseum to progress to the next rank.

41. I'm still growing!
Where: Castle Elnath
Who: Knight of Diadem
Reward: Taunt

This is one of the knights fighting/practicing (he's about half the size of his sparring partner). Give him Pow Cheese and he'll turn into a big brute.

42. Crash course in cloudmaking
Where: Lesser Celestial River
Who: Cloudmeister
Reward: Fire-brewed Tea

Mix a Diadem Cloud and give it to the cloud teacher.

43. The crest of a knight
Where: Sheliak
Who: Knight of Diadem
Reward: Next-Generation Mixer and Sword of Tears

When he asks how Celsica died, it doesn't matter which answer you give him. Go back to the Cloudvents and find her crest sparkling on the ground. You can go immediately; just don't get too close to Nasca.

44. Anuelegumes
Where: Sheratan Village

Who: Plant-Watching Girl
Reward: Aqua Camaflouge

Speak to the plant-watching girl at the orphanage. Give her either a Yesterbean or a Yesterbean Variant. Come back later in the game for the reward. I can't seem to get the reward before Disc 2 no matter how early I initiate this quest.

45. Un-wanted posters

Where: Pherkad
Who: Sagi
Reward: Purple Beans

Remove the five posters from around town. As each comes down, you will gain access to different areas. After you have all five, talk to the artist in his house for the reward. If you're doing Pac-Man, keep one of each poster to age. It takes a loooooong time for them to finish (update from markinct: it takes 35 hours to age the posters).

46. The search for Quzman

Where: Pherkad
Who: Taymiya
Reward: Magnus Pack Coupon

Go see Quzman in the Mintaka prison and send him home. Then go back to his wife for your reward.

47. Pac-Man

Where: Pherkad
Who: Quzman
Reward: Pac-Man, Pac-Land, Pac-Mania, Beast Chains, Beast Collar, and Beast Shackles

You must feed Pac-Man 147 different types of Quest Magnus. I found it enormously helpful to print off a list (I used markinct's) and check the magnus off as I went. You must pen Pac in with permanent quest magnus like the communicator, dog tags, and travel log or he will eat every edible quest magnus in your inventory. The one upside to this is that he makes short work of troublesome magnus like Chronic Fatigue. I stalled out at 145 the first time I played. When you start the second time, Pac's eating count starts at 77. Of course, since you have no way of knowing which 77, just start feeding him. On my current playthrough, my count is at 142 with only twelve items left that I haven't fed him, so starting at 77 did me little good - frustrating.

--Just a note about Holy Droplets--

I don't know why, but often Holy Droplets will turn to Pristine Water before Pac has time to eat the droplet. If you give Pac a droplet then check your quest inventory and find a Pristine Water that wasn't there before (it will bounce into another slot - don't know why), then Pac did not get the Holy Droplet. I finally just had to give him the droplet and stand still; walking seems to bounce it. Be careful with this one. If you're sure you've fed him 147 but your count is at 146, you might try the Holy Droplet first.

--a note from markinct: The Holy Droplets only change quickly prior to the fires in the forest (i.e., when still collected from the vine, I guess). Once they are stored in the vase, they do not seem to change until taken from the forest.

48. Is my husband unfaithful?

Where: Mintaka

Who: Camilla

Reward: Mars Sophia

Once you've given Almarde the Medic Kit, Paramour's Secret becomes available from her. Give Paramour's Secret to Camilla; she'll drop the reward.

49. I'm totally beat...

Where: Pherkad

Who: Chubby Bartender

Reward: Brawn Fruit and Sedna Fence

Draw three rounds of Chronic Fatigue from the bartender at the pub. You can't discard Chronic Fatigue; it will disappear in a couple of hours or Pac can eat it.

50. The lightbugs of Nunki

Where: Pherkad

Who: Tree-hugging Granny

Reward: Elemental Talisman

After you've seen Giacomo at the entrance to Rodolfo's, this woman will be standing across from the pub. You must agree to help with the lightbugs for her to give you the Holy Leaf, which allows you to carry Holy Droplets. Once you've moved all the bugs, go back to see her.

51. Citizens wanted!

Where: Sedna

Who: Mayor

Reward: Sedna Odd Sculpture

After you've given Maia enough Sedna and people appear, the mayor will be standing at the save flower. Speak to him to receive the Immigration Papers. Show the papers to five people:

1. Girl in doctor's house in Sheratan
2. Girl in laundry/well room in Pherkad
3. Man sitting on the left side of the port screen in Sheliak (he's just been dumped by his girl)
4. Man sitting on the left bench in the room with the fantail ducks in Komo Mai
5. Girl standing top/right outside in Gemma Village.

You'll know you have the right people because they want to live elsewhere. Once you've sent them all to Sedna, go back to the mayor. He'll give you the Sedna piece and take the Immigration Papers off your hands.

52. The lost grandpa

Where: Coliseum

Who: Registration Lady

Reward: Makes Rank 3 available at the coliseum

Mr. Lance is in Nunki Valley. Give him directions to Cebalrai three times. In order, "Walk closer," "Walk down," and "Walk closer."

53. Moonguile Forest

Where: Cebalrai

Who: Know-It-All-Kid

Reward: Heavenbolt Wrap

This boy is in the barn with the ducks. Visit Moonguile Forest then go see him.

54. What every grown-up knows

Where: Emperor's residence

Who: Plaster Master

Reward: True Verdure and Crush Amulet

He's in the tunnel on the way to the treasure room. Give him Mtn. Apple Wine.

55. Pesky mildew!

Where: Verus' residence

Who: Verus' maid

Reward: Hero Mask

This girl is half-hidden by curtains in the bedroom. Give her Stinging Antiseptic.

56. Almarde request 2

Where: Azha Village

Who: Almarde

Reward: Ice Element

Give her Sparkling Snow.

57. I'm still growing! Part deux

Where: Castle Elnath

Who: Knight of Diadem

Reward: Magnus Pack Coupon

This becomes available immediately following your Pow Cheese turning the sickly knight into a bruiser. His friend wants the nice one back, so you need to give him Fluella Cooties. There's a new patient in the clinic from whom you can draw once; after that you have to make them.

58. My sister's the best!

Where: Sheliak

Who: Sickly Brother

Reward: Nurse's Cap and Life Talisman

Give the boy in the clinic (Valara's brother?) a Spark Shroom.

59. Oil Soap

Where: Rodolfo's estate

Who: Cleaning Lady

Reward: Heat Camouflage

Available as soon as the soldiers leave. Give her Goopy Machina Oil. She's in the area near the save point.

60. Any ale for all ails

Where: Rodolfo's estate

Who: Man with a bad back

Reward: White Night Beans

Available as soon as the soldiers are gone. Give him Mtn. Apple Wine.

61. Fur Elysse
Where: Cujam
Who: Elysse
Reward: Light Sophia

This is the girl crying on the beach outside Wiseman's house. Tell her it's from her father. Give her a Pressed Flower.

62. One courageous leap
Where: Cujam
Who: Man Gazing at Tower
Reward: Hermit's Cane

Jump from the tower without your wings.

63. A tearful soundtrack
Where: Rasalas Village
Who: Pessimistic Man
Reward: Violet Taboo

This is the man whose parents really like to eat. He wants a Heartbreaking Song so he can have a good cry.

(Disc 2 begins)

64. Waking the olifant
Where: Holoholo Jungle
Who: Sagi
Reward: Attack Amulet

Put Holoflower Nectar on the Olifant to wake him.

65. Dinner, um, date?
Where: Coliseum
Who: Registration Lady
Reward: Sagi can move up to Rank 4

Go see Panie at his place in Komo Mai.

66. Real electioneers cheat!
Where: Komo Mai
Who: Election Staff
Reward: Versus Shield, Chalice of Freedom, Fate Idol, and Elbow Grease Tea

To start this quest, give a Traditional Komo Mai Cookie to Staff Chief Razor ("the old geezer"); he's in a black top hat in the Lefty HQ (left side of the School of Magic). He'll give you a staff pin and ask you to collect ballots. You must get nine to complete the quest. You can return to Komo Mai at anytime in the game to complete these requests.

1. Nervous Guardsman - left room in palace; give him water to drink (he won't ask for it until later in the game). I always give him Pristine Water since it's available nearby, but others might work, too.
2. Toothless Boy - near save flower - give him a Heartbreaking Song.
3. Outdoor Merchant - guy at table near save flower - give him Paramour's Secret or Treasure Lowdown. Mother-in-Law's Secret would probably work, too, but I haven't tested it.

4. Unfunny Man - port - give him Poor Excuse for a Joke (available in same room as Nervous Guardsman).
5. Cookie Dealer - port - give him ten Traditional KM Cookies (you can get Good Times from him after that).
6. Noisy Man - in house with ducks - give him Chronic Fatigue.
7. Fisherman - near save flower - give him Glubberfish Filet.
8. Bounced/Unbounced Man (guy trying to get to port that's being blocked) - give him a Stone (he won't take it until later in the game).
9. Zoned-Out Man - upper level of port - give him Fresh Air. He's also your source for Chronic Fatigue in this area.

-Turn in Election Ballots to Staff Chief Razor as you get them.
-After six ballots, he'll give you the Versed Shield.
-After nine ballots, he'll give you the Chalice of Freedom.
-After the speech telling you to leave Komo Mai, walk over to the Lefty Candidate, and he'll give you the Fate Idol.
-Now leave Komo Mai (Opu's far enough) and return. After all the thank-you's, speak to Lefty Secretary (used to be Lefty Candidate) for the Elbow Grease Tea.

*markinct tells me that this quest works just the same with the Righties except that they don't send you in search of their wandering candidate.

67. Fruit scavenging
Where: Holoholo Jungle
Who: Sagi
Reward: Attack Amulet

Throw a stone at it to get the Holoholo Fruit out of the tree. Use that where the Pollywhale is to get across. The Amulet's on the ground (you get it automatically).

Complete 68-70 then return to the Head Teacher for the Landmark Stone.

68. Get credit in Magic!
Where: Komo Mai
Who: Head Teacher
Reward: Pegasus Anklet

Answer the eight questions correctly on the magic test.

The answers:

1. Malpercio
2. The End Magnus
3. The Bell Which Tolls Time
4. Children of the Earth
5. The Flight of Time
6. The Dark Brethren
7. Beatrix
8. 5

69. Get credit in Chemistry!

Where: Komo Mai

Who: Head Teacher

Reward: Toxic Dumpling/Power Pellet

Give Rotten Food (available from Outdoor Merchant) to Chemistry Teacher (she's the lady in green working at a giant pink flask). Speak to her again for a Power Pellet. Power pellets are available from the flask from now on.

70. Get credit in Classics!

Where: Komo Mai

Who: Head Teacher

Reward: Tower Shield

Give Boring Classics Professor three Good Times (available from his brother, the Cookie Dealer, at the port after you help him).

71. Grab that monkey!

Where: Holoholo Jungle

Who: Sagi

Reward: Speed Amulet

Sneak up on the monkey (look for gray and a curly tail - head looks more like a koala bear) and hit the A button; repeat until you get the Landmark Stone back (took me six tries).

72. A washed-up Olifant

Where: Opu Village

Who: Olifant

Reward: Classic Cudgel and Sedna Pow House

Give it Holoholo Fruit.

73. Gadgets don't make themselves!

Where: Celestial Tree Veinroots

Who: Lolo

Reward: Scarlet Crown

Give Lolo one each of the five dagroots.

74. Greythorne hearts

Where: Sheratan Village

Who: Old Man

Reward: Catfish King's Whiskers and Vanishing Cloak

Go see the old man next door to the orphanage in Sheratan (Disc 2 only); he wants Sagi to help with research, so he'll give you the Heart Link. From now on, anytime you meet a greythorne that is "looking straight into my heart," you can pour Salty Water on it to trade bodies. There are people around the world who will only speak of their secrets to the greythornes. To complete the sidequest, you must speak to everyone at eleven locations. Again, be sure to speak to everyone in the screen at each location. After you've done a few, return to Sheratan and speak to the old man (I didn't count, sorry) for the Catfish King's Whiskers.

1. Gena - orphanage (you can receive half-baked greythornes from her here [one at a time] as long as you talk to her BEFORE you give

- her the heartenbrace)
2. Ladekahn - Castle Elnath (Greythorne Storybook available)
 3. Gibari, Anna, etc. - Nashira Pub
 4. Almarde - Azha - you must finish all four of her sidequests for her section to be complete.
 5. Verus (Tub-time Greythorne availabe from Geldoblame) - left upper room in his house
 6. Skeed - Camilla's house, Mintaka
 7. Palolo - Pherkad Laundry Room
 8. Queen Coreellia - Komo Mai
 9. Rodolfo - Pherkad
 10. Lolo - Opu - speak to her as a greythorne until the greythorne closes its heart to you (seven times if I counted correctly). You can't do this one until after you've given Lolo the Gust Boulder.
 11. All the greythornes in Moonguile Forest in Sadal Suud. Sagi will trade places with the gray one; the pink one will have Graythorne's Song to draw.

After you've seen everyone, go straight up from where Sagi's standing in Moonguile Forest (as a greythorne, of course) for an exclamation point to appear. Hit A then go into the spring to get a message. You may now draw Spring-Lord's Voice. The sidequest is now done, so return to Sheratan for the Vanishing Cloak.

*from markinct:

On the Greythorne SQ, it might be helpful to list the closest source of Salt Water:

- | | |
|------------------|--|
| Opu | - Bottom-most house - Vase near fire |
| Castle Elnath | - Left-side room - Vase in back |
| Roldofo's Estate | - Kitchen - Vase on the back right |
| Sheratan | - Elder's House - Vases in back near the fireplace |
| Azha | - Almarde's room - Vase on the right of the table |
| Mintaka | - Port area, only house - Vase on the right side |

75. Sing, for love's sake 2

Where: Azha Village

Who: Singing Man

Reward: High Potion and Defense Ward

This actually takes place in Sheliak. The singing guy is now in the house where the girl used to be. Speak to him. Take two Heartbreaking Songs to the girl in Gemma Village. She'll go to him; you follow to collect your reward.

76. An offering of flowers

Where: Naos

Who: Disembodied Man

Reward: Zelos Kune

Give him Nameless Flower then walk across the hall to get the Zelos Kune.

77. Her father's consent

Where: Rodolfo's estate
Who: Custodian
Reward: Magnus Pack Coupon

Give him Warm Cheers. Must be done BEFORE you go to Tarazed.

78. It's fumigatin' time!
Where: Cebalrai
Who: Granny
Reward: Heat Camouflage

Granny's in the first screen in Cebalrai. Give her Billowsmoke.

79. Pure white clouds
Where: Algorab Village
Who: Boy Yearning for the sky
Reward: Hot Spring

Give him a white cloud from Pherkad.

80. Our cloudy wine
Where: Algorab Village
Who: Brewmaster
Reward: Cross Pendant

Give him Pow Yogurt.

81. Booze! Bring on the booze!
Where: Gemma Village
Who: Mask Artisan
Reward: Draw Ancient Mask/open path to chest with Sedna Pier

Give him Mtn. Apple Wine.

82. Always room for sweets!
Where: Gemma Village
Who: Mask Artisan
Reward: Draw Ancient Mask

He'll trade a mask for Mtn. Apple Wine the first three times. After that, he'll trade for Komo Mai Cookies (traditional or original - doesn't matter).

83. Home sweet home
Where: Castle Elnath
Who: Homesick Knight
Reward: Gold Armor

He's in a room on the left side of the castle. Give him a Glubberfish Filet.

84. Don't tell ANYONE!
Where: Mintaka
Who: Skeed
Reward: Blue Beans

This one must be done as a greythorne. He wants Pow Milk.

85. A Dark Service disaster?!
Where: Dark Service HQ

Who: Geldoblame

Reward: Attack Talisman

Check your mail to get this sidequest. The soldier kneeling in the strategy room will tell you what to do. To double-check the code numbers for input, check your Valuables in the menu.

86. A pickax to remember him by

Where: Azha Village

Who: Juwar

Reward: Heat Camouflage and Hero's Pickax

Speak to Juwar in the mines near the conveyor belts. Take the pickax to where Bien died (there's a small, dark cloud there) then return to Juwar. You can get Hero's Pickax from him from now on.

87. Almarde's Request 3

Where: Azha Village

Who: Almarde

Reward: Magnus Pack Coupon

This one must be done as a greythorne. Give her Goopy Machina Oil.

88. The zoologist's wish

Where: Celestial Tree

Who: School Zoologist

Reward: Cross Pendant and Speed Talisman

This is the bird kid on the left in front of the Celestial Tree. Give him a Mountain Apple.

89. Lolo and the waterwheel

Where: Opu Village

Who: Lolo

Reward: Twelve-Layered Kimono

Give Lolo a Gust Boulder.

90. Pancakes need syrup!

Where: Cebalrai

Who: Girl with a Sweet Tooth

Reward: High Potion and Guard Amulet

This girl is sitting on the left listening to her grandpa tell stories. Give her Holoflower Nectar.

91. Please, stop this laughter!

Where: Opu Village

Who: Laughing Man

Reward: Citrine Arc

He's standing in front of the waterfall. Give him Poor Excuse for a Joke.

92. Almarde's request 4

Where: Azha Village

Who: Almarde

Reward: Crimson Love

This one must also be done as a greythorne. Give her Shaved Ice of Love.

93. Gather the rock-people!

Where: Nekkar

Who: Sagi

Reward: Imperial Ward and Life Talisman

This becomes available after you beat the boss at the summit of Nekkar. Find the three stones that look like people and push them to the summit. I find this sidequest to be maddening, but it seems to help to get a grip if you sneak up on the stones rather than run.

****Slight Spoiler****

I would recommend going to Rasalas and helping the new daddy name his baby before you come here.

94. Elevator repair

Where: Vega

Who: Middle-Aged Man

Reward: Book of Mana (and elevator works)

Go to the cafe and speak to the engineer (he's in the higher section at a table by himself) then go back and choose Blue and Green.

95. Emergency call

Where: Coliseum

Who: Registration Lady

Reward: Sagi achieves Rank 5

Go check your mail in Vega then go see Panie in the room closest to the save flower. I've read on the board that there's a glitch here. If you make small talk with the Registration Lady, it can keep you from hitting Rank 5 somehow. This has never happened to me (I've played three times now), so I don't know the particulars. Just don't talk to her until you're Champion.

Received some info about this glitch from Nestor_Elias:

"The Coliseum 'rank 5 glitch' is as follows: if you speak to the registration lady after Terazad has appeared outside Alfard (on the world map) but before actually traveling to Vega, a glitch happens where you cannot trigger a key cutscene with Mr. Panie in Vega and thus cannot complete the rank quest. If this happens, you will be stuck at rank 4 for the rest of the game. Moral of the story: do not speak to the registration lady until after you reach Vega."

Thanks a lot, Nestor_Elias!

From dragonlady@netcourrier.com:

"I'm writing about your comment regarding level 5 of the coliseum. Well, I got stuck, never got the letter in Vega. It was very late in my game and I still couldn't get above level 4 at the coliseum. I even went back and talked to every character in the game, with no luck. Then, when I read in your walkthrough at gamefaqs that if you talked to the girl at the counter (which I did after almost every fight) that it caused a glitch that kept you from going to level 5. Well, I think I may have found a way to correct it, at least it worked for me. I needed some money so I went back to the coliseum and I started the fights over, in order, beginning with level one to find out which paid the most money. I always push the buttons fast after a fight (who doesn't), but one time I thought

I saw the word Vega whiz by. I didn't remember her mentioning Vega before so I fought again and read what she said after, but no Vega. I ran to the post office in Vega, just in case, but no mail. I was really disappointed but then I thought to check my quests, and there it was, the quest to get level 5. I don't remember how many fights before this happened, but it was somewhere on level one. I remember noticing that it was no longer at zero (perhaps speaking to her can reset the numbers), which I thought was strange. I believe I got the Quest when it hit zero again but I can't be absolutely sure because I saved in between, so I couldn't try again to be certain, so I'm curious to know if anyone out there, who's stuck like I was, would test it to be sure. I hope this is helpful to someone."

Thanks so much, dragonlady!

96. The Vega Thunderbolts

Where: Vega

Who: Shaun

Reward: Fate's Kiss and "warping" around Vega

Take the elevator nearest the shop in Vega up. There will be three pods in a row on the right side. Give a Lightning Shroom to the first guy. He'll give you Fate's Kiss and offer to give you a lift anywhere you want to go in Vega. He'll have a friend stationed at the entrance from now on to give you rides, too.

The last four quests involve the Old Researcher. You can only talk to him after you become Champion at the Coliseum. He's in the Champion's Room (one of the doors on the left wall in the Coliseum). Now you know why those four enemies never disappeared. :)

97. Ruler of the skies

Where: Coliseum

Who: Old Researcher

Reward: Holoholo Bird (without chicks) may be fought at Coliseum

Give him a Holoholo Bird Plume from the jungle.

98. A living fossil

Where: Coliseum

Who: Old Researcher

Reward: Lord of the Lava Caves now available at the Coliseum

Give him Lava Lord Skull from the Lava Caves.

99. Relive the Nightmare

Where: Coliseum

Who: Old Researcher

Reward: Black Dragon now available at the Coliseum

Give him Black Dragon Horn from Atria.

100. Peril of the sands

Where: Coliseum

Who: Old Researcher

Reward: Sandfeeder now available at the Coliseum

Give him Sandfeeder Silk from the Sandfeeder Pit.

Unofficial Sidequests

These are sidequests that aren't listed among the 100 sidequests in the quest menu. All of them must be done, however, if you're trying to get all the magnus in your gathering. The Coliseum must be done to finish all the official sidequests.

Sedna

Rewards: Rainbow Fruit, Migraine Mirror, Moon-Shaped Earring, Star-Shaped Earring, Sword-Shaped Earring

Sedna is a town accessible only via the blue save flowers; it becomes open after you defeat the Sandfeeder. Your job is to collect all the Sedna magnus and take them to Maia in order to bring the town back. Below is a listing of all of them and their locations.

- Sedna Bridge - defeat Sandfeeder (past)
- Sedna Mailbox - Naos, stuck in globe in Seph's room
- Sedna Toadstones 1 - beat first enemy on left in Lava Caves
- Sedna House 1 - defeat Lord of Lava Caves
- Sedna Flower Bed - give Eau de Mouche to Celeb Lady (screen left of the port) in Sheliak
- Sedna Bluefruit Tree - defeat Bar-Mool - Celestial River
- Sedna Monument - Ladekahn's throne in Elnath
- Sedna Peach Tree - chest in Cloudvents
- Sedna Beanstalk - shining on ground in Cujam after town deserted
- Sedna Fence - take 3 Chronic Fatigue from bartender in Pherkad Pub
- Sedna Weathervane - talk to fantail in barn in Celebrai
- Sedna Fern - chest in far-left screen, Moonguile Forest
- Sedna House 2 - chest on roof of Rodolfo's place
- Sedna Ebonstone Sculpture - fight turtle enemy in Holoholo Jungle (Spell Shellfish drops it)
- Sedna Mill House - Buy in Komo Mai shop
- Sedna Waterwheel - win from guy in Sedna Mill House
- Sedna Pow House - give Holoholo Fruit to Oliphant in Opu
- Sedna Windmill - chest in Celestial Tree (pass door to Veinroots in the cable car - chest on far left)
- Sedna Orange Tree - chest near entrance, Atria (past)
- Sedna Pier - trade mask guy Mtn. Apple Wine and draw magna essence from Ancient Mask on right to create a path to the chest

Sedna Toadstones 2 - buy in Algoreb Shop

Sedna Odd Sculpture - complete Sedna Immigration SQ

Sedna Main Gate - in chest in pit with Saber Dragon, Nekkar

Sedna House 3 - interrupt bather in bath-house, Vega

Sedna Well - defeat Lanocaulis, far-left screen, Matar Highlands

Sedna Light - sealed chest in Endmost Bethel will open after you have the other Sedna

Heart Flask

Rewards: None

The Heart Flask is a strange little sidequest. From the screen where you get Mother Sunshine in the Nihal Desert, run left off the screen. You'll come to a hidden cave. Inside will be Georg and Larikush. Speak to Georg, and he will give you the Heart Flask. After that, you carry it until it changes, after which you take it back to Georg for inspection. In all, there are five forms of the Heart Flask. Its only purpose as far as I can tell is to fill in five spots in the magnus list. Once you're done (and it takes a long while for it to age to its final form), Georg will take it back and basically tell you to scram (man, is he a cold fish!). You get no prize, no reward, so there's no real purpose except to complete the gathering. Of course, if you read the entry on the final form of the Heart Flask, it says something to the effect that it feels like a new life is about to be born from the hearts in the flask - definitely a nod to BK1, but we'll not go there for those of you who haven't played that game yet.

Field Guide

Rewards: Hermit's Cane, Fate Idol, Poison Ashes, Berserker Drink, Harp of Slumber, Tarot Card: Death, Hero's Crest, Purest Gold

I am not listing the entire Field Guide here. I did a separate faq for that because it's a good bit of information. In a nutshell, speak to the doctor in Sheratan when you arrive, and he will give you the Field Guide. As you fight enemies, it will fill in with the enemy/monster name and picture, special skills, and items dropped. To get all eight prizes, you must get them all. Like the magnus, your entries carry over to the next game. Since the final bosses have entries, you can't complete it in one playthrough. Rather, you can't collect your final prizes. If you achieve 100% the first time you play, Doc should give you all eight prizes just after you get the guide your next time through. Just keep talking to him.

Coliseum

To gain access to the Coliseum, look for The Wussy Guy in Mintaka early in the game; just look for a new face around the port - that'll be him. He'll give you the Dog Tags. After that, you can go to the Coliseum from any blue save flower.

For each rank, you must earn the necessary Rank Points (RP) and fulfill a request by the Registration Lady (always received via mail at the shops). Each of her requests is considered a separate "official" sidequest, so you'll fill in a few of those as you go.

Rising through the ranks is pretty self-explanatory. Just fight everything in each rank at least once then keep fighting until the points needed to the next level reach zero. Then wait for your letter from the Registration Lady. The Registration Lady will tell you that you're ready to move up a rank, but "sadly, we have no jobs available" or something like that. I don't know why, but sometimes she'll tell you this when, in fact, you're not ready. She will tell me this when I still have RP to go, so be aware that she jumps the gun from time to time; just keep an eye on your points and make sure you have all you need. If you don't, you'll never get the letter with the job for the next rank.

In Sheliak, you should receive your first letter (if you've earned enough points to move to Rank 2). You'll be sent to the clinic and there will be a scene with Elle. This request is never listed as a sidequest, but you're not allowed to turn it now. It's just part of the whole Coliseum thing. Take the medicine to the Registration Lady to receive Rank 2.

Your next letter should arrive in Pherkad. You will escort Mr. Lance through Nunki Valley then see the Registration Lady to achieve Rank 3.

You will now be warned by Ark to lose to Snare. Ignore him.

In Komo Mai (Disc 2), you will be sent to Mr. Panie's house (first house near the entrance to Komo Mai). Report back to the Registration Lady for Rank 4.

To reach Rank 5, check your mail at the shop in Vega then go see Mr. Panie. He has moved to the room closest to the save flower in Vega (not far from where you entered the city). Now go back to the Coliseum, see the scene, and report to the Registration Lady. I have read that making small talk with the Registration Lady can somehow glitch Rank 5. In three times, this hasn't happened to me, so I don't know the particulars, just don't make small talk until you're Champion. :)

Once you hit Rank 5, just get the points necessary to enter the Championship Fight.

The Advanced Battles are all purely optional with the exception of the first one. If you want the ???? prize for 99,999 RP, you must have beaten every 1-5 Rank Battle, the Championship Fight, AND The Wicked Gawd. This makes that prize available. If you want Gena's Pinion and you want to finish Pac-Man, you must get this prize.

And that's about it. The rest is just a question of getting through the fights. I'm listing all the enemies in the different ranks/battles, so if you need one in particular, you can go straight to it. The Coliseum is a great place to farm particular items (like Tonitrus Armor from Holoholo Bird if you're trying to get all of the upgrades or Apocalypse Sword from the Black Dragon) and to fill in missing places in your Field Guide.

Fights at the Coliseum are gauntlet fights, i.e. you'll fight several rounds in a row to win that battle. This can be abused to rack up major amounts of TP to build your class at the End Bethel. Your decks, discards will max out at eight decks, sixty cards, and eight discards; after that, raising your class speeds up how quickly your MP replenishes.

Rank 1 Fights:

Fab Forest Friends - 4 Rounds - 800 RP

- 2 Caracal
- 1 Goat Chimera
- 2 Caracal & 1 Goat Chimera
- 1 Caracal

The Reinforcements - 4 Rounds - 1200 RP

- 2 Empire Grunts
- 3 Imperial Swordsmen
- 1 Empire Grunt & 1 Imperial Battle Machina
- 1 Empire Grunt, 2 Imperial Battle Machina, 1 Imperial Swordsman

Otherworldly Ilk - 3 Rounds - 1800 RP

- 2 Goat Chimera
- 2 Albireo & 1 Goat Chimera
- 1 Orvata

Flappers 'n' Floppers - 3 Rounds - 1600 RP

- 2 Shawra
- 3 Mites
- 2 Shawra & 2 Mites

The Hard Punchers - 3 Rounds - 1600 RP

- 2 Shawra
- 2 Baloona
- 3 Ogopogo

Rank 2 Fights:

The Fiery Spirits - 3 Rounds - 3200 RP

- 3 Doomers
- 3 Magma Beasts
- 1 each Magma Beast, Phoelix, Foytow, & Ceratobus

The Icy Stares - 3 Rounds - 3200 RP

- 3 Mites
- 4 Pul-Puk
- 2 Mites and 3 Pul-Puk

The Human Wave - 5 Rounds - 2400 RP

- 3 Empire Grunts
- 3 Imperial Swordsmen
- 3 Shawra
- 2 Albireo and 2 Shawra
- 3 Devil Claws

The Brittle Bunch - 4 Rounds - 2000 RP

- 1 Dark Service Peon and 1 Pul-Puk
- 1 Dark Service Peon and 1 Shawra
- 2 Dark Service Peons and 2 Pul-Puk
- 2 Dark Service Peons and 3 Shawra

The Sadist Squad - 3 Rounds - 2400 RP

- 2 Foytows
- 3 Shawras
- 3 Foytows and 2 Shawras

Rank 3 Fights:

The Rear Guard - 3 Rounds - 4800 RP

- 2 Magma Beast and 2 Magician Mites
- 1 Ray-Moo, 2 Magician Mites, and 1 Foytow
- 1 Ray-Moo, 2 Magician Mites, and 1 Shadow Claws

The Imperial Battalion - 3 Rounds - 3600 RP

- 2 Alpha Paramachina and 1 Dark Serviceman
- 1 each Dark Service Swordsman and Automonous Battle Machina
- 2 Dark Service Swordsman, 1 Alpha Paramachina, & 2 Automonous Battle Machina

Danger: High Voltage! - 2 Rounds - 4000 RP

- 3 Ray-Moos
- 4 Magician Mites

Carelessness Kills - 2 rounds - 3800 RP

- 4 Dark Service Swordsmen
- 4 Shadow Claws

The Snare - 4 Rounds - 4200 RP

- 2 Autonomous Battle Machina
- 5 Shawra
- 3 Cancerite
- 2 Fogg and 2 Imperial Elite

Rank 4 Fights:

Blackest Night - 3 Rounds - 5,000 RP

- 2 Devil's Dolls
- 3 Skeleton Warriors
- 1 each Skeleton Warrior, Master Juggler, Devil's Doll

Bats Beat Birds - 3 Rounds - 5,000 RP

- 4 Shawra
- 3 Bloodleaf
- 2 Shawra, 2 Blood Leaf, and 1 Filler

The Attackers - 3 Rounds - 5800 RP

- 3 Devil's Dolls
- 3 Jugglers

-3 Devil's Dolls and 2 Jugglers

T.A.N.K. - 4 Rounds - 6500 RP

-2 Filler

-2 Unuk

-4 Beta Paramachina and 1 Dark Service Officer

Hell's Heralds - 4 Rounds - 7000 RP

-3 Devil's Dolls

-3 Fillers

-3 Devil's Dolls and 2 Jugglers

-4 Beta Paramachina and 1 Dark Service Officer

Rank 5 Fights:

Awakening - 3 Rounds - 8200 RP

-3 Wizard Mites

-1 Larva Golem

-3 Nebulos

Extreme Chaos - 4 Rounds - 9800 RP

-2 Dark Service Swordmasters

-4 Imperial Guards

-4 Elite Imperial Guards

-2 Ghost Claws and 2 King Caracals

Nukerz - 4 Rounds - 10,200 RP

-3 Master Jugglers

-4 Machina Ballerinas

-2 Dark Service Swordmasters

-2 Mobile Turrets

Unbeatable Armor - 4 Rounds - 11,000 RP

-4 Imperial Guards

-4 King Caracals

-2 Armored Balloona

-2 Armored Balloona and 1 Magic Shellfish

Fantabaloney! - 4 Rounds - 11,800 RP

-3 Master Jugglers

-3 Mobile Turrets

-2 Armored Mites

-1 Larva Golem

Championship Battle - 5 Rounds - 15,000 RP

-2 Rulug and 1 Queen Alraune

-2 Lycaon

-1 Cicada Golem

-2 Fallen Servicemen, 2 Imperial Guards, and 1 Elite Imperial Guard

-1 Lycaon, 1 Ahriman, and 1 Hercules Dragon

Advanced Battles:

The Wicked Gawd - 1 Round - 50,000 RP
-2 High-Mobility Cannons and 1 Arma Prototype M

Ten Straight - 10 Rounds - 10,000 RP

-1 each Empire Grunt and Imperial Battle Machina
-3 Doomers
-3 Ray-Moos
-4 Darkservice Swordsmen
-3 Skeleton Warriors
-3 Devil's Dolls and 2 Jugglers
-3 Nebulos
-2 Mobile Turrets
-2 Armored Ballona and 1 Magic Shellfish
-1 each Lycaon, Ahriman, and Hercules Dragon

Looming Danger - 1 Round - 6000 RP

-1 Lycaon and 2 Hercules Dragons

Peril of the Sands - 2 Rounds - 2000 RP

-Sandfeeder
-Hearteater

Ruler of the Skies - 2 Rounds - 4000 RP

-Holoholo Bird (no chicks)
-Mange Roches

Living Fossil - 1 Round - 3000 RP

-Lord of the Lava Caves

Relive the Nightmare - 1 Round - 8000 RP

-Black Dragon

Following is a list of the prizes available at the Coliseum. You buy them with your RP, and more become available as your progress through the ranks. Only ??? can be purchased more than once.

Warrior's Scarf	5,000 RP
Dragon Claw	8,000 RP
Pink Beans	12,000 RP
Emperor's Crest	18,000 RP
Pegasus Feather	48,000 RP
??? (Portrait of Verus)	99,999 RP

EX Combo Recipe 1	10,000 RP
EX Combo Recipe 2	15,000 RP
EX Combo Recipe 3	25,000 RP
EX Combo Recipe 4	35,000 RP
EX Combo Recipe 5	75,000 RP
EX Combo Recipe 6	85,000 RP

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