

Baten Kaitos Equipment FAQ

by sabin01

Updated to v1.4 on Nov 19, 2005

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Baten Kaitos
Equipment Guide
Version 1.4
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**Authorized lists of websites:
1) GameFAQs.com
2) Neoseeker.com

if you see this FAQ on another web site, please notify me, ASAP.

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Table of Contents

I. Version History

II. Quick Reference Lists

- A. Final Equips
- B. Skull Equips
- C. One Chance Equips

III. Equipment Reference

- A. Kalas
- B. Xelha
- C. Gibari
- D. Lyude
- E. Savyna
- F. Mizuti

IV. Credits

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I. Version History

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Version 1.0: 11/4/05 - Just getting started, will have everything up by next update. I'm still missing the names of the constellation magnus that give you Mizuti's equips, so if anyone sees me online, let me know.

Version 1.1: 11/6/05 - made a One Chance list for the equips that are one chance. Also made some typo corrections. Still haven't got the names or numbers of the constellations that give Mizuti's equips.

Version 1.2: 11/7/05 - spending multiple hours de-tabbing this guide, so be grateful. Man my last guide had plenty of tabs. Hopefully they won't take a guide down for it. Anyone else having problems with the tabs in that guide? if so, let me know, on the next update, I will detab it was well. Oh and I added something that Jesepe taught me! So Mizuti's Broken Birdie is no longer a one-chance equip.

Version 1.3: 11/12/05 - Added One of the Constellations to Mizuti's equip list, which I found my self, after asking on the boards and getting no response...What happened?

Version 1.4: 11/19/05 - Final Version update, save for small fixes and the occasional addition to the FAQ section. No more major updates. Oh and I am keeping the One-Chance list AS IS no matter what a certain evil weapon-toting person on the boards might say. I don't care if they aren't really one-chance equips, 80% of the people miss them on their playthroughs and it is one less thing you have to go back for. Everyone knows there is way too much of that already in this game.

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II. Quick Reference Lists

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A. Final Equips

Just a quick list of a character and where they're final equip can be found.

I. Kalas: Moon Buckle-Pherkad, the Lord's Mansion. Up the stairs to the right.

II. Xehla: Pegasus Anklet-Wazn, Complete the Wazn Animal Quest.

III. Gibari: Creel of the Whale-Nashira, give Secret Information to man at the bar.

IV. Lyude: Platinum Earrings-Pherkad, Complete the Quzman Family Tree.

V. Savyna: Fairy Barrette-Corellia's Palace, Give the Guard Pow Yogurt before you go to the Celestial Alps. Return to him after obtaining Chaotic Illusion and he will give you this second item.

VI. Mizuti: Broken Birdie-Mira, Complete the Museum side quest. Bring the Museum Curator these items:

- 1) Thunderfish Bone - From Lesser Celestial River. This is why you shouldn't pick it up right away.
- 2) Golden Pick Axe - Defeat all the Slimes and it appears in the

- Detourne garden.
- 3) Adventure Novel - Durh, in Gemma Village.
 - 4) Delinquency Stone - Zosma Tower, Basement Level.

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B. Skull Equips

Another quick list of equips and locations. For each character the skull equips can be found in the character side quests that you learn about from the witch, Catranne I think her name was. They are all in treasure chests, and very easy to find, so if you need a better description of where they are, then I'd recommend not using the skull equipment, as you clearly have further issues to deal with.

- I. Kalas: Skull Buckle-Celestial Alps.
- II. Xelha: Skull Anklet-Illusory, Fortress of the Book.
- III. Gibari: Skull Creel-Greater Celestial River.
- IV. Lyude: Skull Earrings-The Phantom Goldoba.
- V. Savyna: Skull Barrette-Nihal Desert.
- VI. Mizuti: Skull Birdie-Zosma Tower Basement.

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C. One Chance Equips

The equips that people will sometimes miss are here, listed and exactly how to get them.

Kalas-

- 1) Platinum Buckle- Bring Hot Rock to the lady in Azha village before the fight with Geldoblame. THEN talk to the mother lying on the bed, she will give this equip.

Xelha-

- 1) Sun Anklet- Visit Gemma Village after defeating Malpercio in Algorab village. Talk to the person walking around.

Gibari-

- 1) Cypress Creel- After defeating Iron Beetle V in Castle Elnath, but before going to the shrine of Wind, one of the soldiers by the exit by the throne will sell this to you.

Lyude-

- 1) Glass Earrings- I'm not sure if this is a one chance equip, but I will put it here anyways. Help the Knights fix both the east and west wings of the castle, then talk to the head guard.
- 2) Skull Earrings- Pick this up on the Phantom Goldoba before fighting the boss, as the Phantom Goldoba disappears after defeating him/her/it.

Savyna-

- 1) Scorpion Barrette- Again I'm not sure if this is a one chance, but better safe than sorry. Find Trill's father in Balancoire and help his employee attract more customers, then go back to get your prize.
- 2) Fairy Barrette- In Anuenue, in the left wing of the Palace, there is a guard who wants some Pow Yogurt. He will be here after visiting Alfard. You must give him the yogurt before going to the Celestial Alps. Return to him after the Celestial Alps and he will give you the equip.

Mizuti-
None!

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III. Equipment Reference

Here I will list each equip, attributes description and how to get it. A quick note that an increase in HP is in percentage increase not number increase.

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A. Kalas

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Aged Buckle-

Atk: 0 Def: 1 Agl: 0

Resistance

Death: 0 Sleep: 20 Paralysis: 10 Freezing: 0

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

A belt buckle usable by Kalas. A thin layer of rust on its surface hints at its age. Provides very limited defensive abilities, including slightly increased resistance to Sleep.

Location:

Start of with this equipped on Kalas.

=====

Scale Buckle-

Atk: 0 Def: 5 Agl: 3 HP: 2%

Resistance

Death: 0 Sleep: 40 Paralysis: 0 Freezing: 0

Flames: 30 Poison: 20 Headache: 0 Confusion: 0

Description:

A belt buckle usable by Kalas. A patch work of hard, well-polished scales, this buckle provides moderate resistance to sleep, flames and poison.

Location:

Obtained after defeating the Lord of the Spring in Moonguile Forest.

=====
Silver Buckle-

Atk: 3 Def: 10 Agl: 6

Resistance

Death: 5 Sleep: 25 Paralysis: 40 Freezing: 0

Flames: 0 Poison: 60 Headache: 0 Confusion: 15

Description:

A belt buckle usable by Kalas. Made from pure silver, its dimly glowing surface makes those who wear it feel more mature. Provides resistance to poison, also protecting against sleep and confusion.

Location:

Buy from the shop in Nashira.

=====
Crescent Buckle-

Atk: 0 Def: 18 Agl: 0 HP: 5%

Resistance

Death: 0 Sleep: 65 Paralysis: 5 Freezing: 60

Flames: 0 Poison: 35 Headache: 25 Confusion: 0

Description:

A belt buckle usable by Kalas. Designed with a crescent motif and emitting a weak glow, this buckle provides high resistance to sleep and freezing, as well increased physical protection.

Location:

Obtained after defeat Iron Beetle V at Castle Elnath.

=====
Ice Crystal Buckle- Character suffers a Headache while equipped...

Atk: 45 Def: 27 Agl: 27

Resistance

Death: 0 Sleep: 0 Paralysis: 0 Freezing: 0

Flames: 95 Poison: 0 Headache: 0 Confusion: 0

Description:

A belt buckle usable by Kalas. Entirely made of ice crystals, this buckle provides extremely high resistance to flames.

Location:

Found in Holoholo jungle in the upper right, with several other treasure chests.

=====
Golden Buckle-

Atk: 15 Def: 30 Agl: 15

Resistance

Death: 10 Sleep: 40 Paralysis: 90 Freezing: 0

Flames: 0 Poison: 100 Headache: 0 Confusion: 30

Description:

A belt buckle usable by Kalas. A valuable buckle of pure gold used in ceremonies honoring brave warriors. Provides total protection against poison and extremely high resistance to paralysis.

Location:

Obtained after defeating Sikri at Nekton.

=====

Platinum Buckle-

Atk: 54 Def: 54 Agl: 36

Resistance

Death: 15 Sleep: 3 Paralysis: 3 Freezing: 3

Flames: 3 Poison: 35 Headache: 0 Confusion: 0

Description:

A belt buckle usable by Kalas. Made with loads of platinum, this expensive buckle provides minimal increase in resistance, coupled with huge boosts to the wearer's strength, defense, and agility.

Location: *One Chance*

In Azha, after you have entered the Lava caves, pick up some lava and wait 30 minutes for it to cool to a hot rock. Quickly take the hot rock to the daughter in Azha looking for "hot rock" to heal her mother's back. She will give you a Cetaka's Sword. Talk to the mother for the Platinum buckle.

=====

Earth Buckle-

Atk: 0 Def: 0 Agl: 0 HP: 10%

Resistance

Death: 2 Sleep: 80 Paralysis: 80 Freezing: 50

Flames: 50 Poison: 20 Headache: 25 Confusion: 20

Description:

A belt buckle usable by Kalas. Blessed by Mother Earth, this buckle greatly increases resistance in several areas, yet does little to boost the wearer's physical abilities.

Location:

In Gemma Village, follow the flashing warps until you get to it.

=====

Skull Buckle- Character suffers from confusion while equipped...

Atk: 60 Def: 50 Agl: 40 HP: 12%

Resistance

Death: 99 Sleep: 99 Paralysis: 99 Freezing: 99

Flames: 99 Poison: 99 Headache: 99 Confusion: 99

Description:

A belt buckle usable by Kalas. The spirit trapped inside this buckle provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

Location:

Found in the Celestial Alps.

=====

Moon Buckle-

Atk: 70 Def: 100 Agl: 70 HP: 15%

Resistance

Death: 1 Sleep: 1 Paralysis: 1 Freezing: 1

Flames: 1 Poison: 1 Headache: 1 Confusion: 1

Description:

A belt buckle usable by Kalas. Representing the first day of the waning moon, this buckle blesses the wearer with the powers of the moon and provides a huge boost to his physical abilities.

Location:

In Pherkad, on the garden floor of the Lord's Mansion. Only obtain after servant moves from the stairs. After the Celestial Alps events.

=====

B. Xelha

=====

Fancy Anklet-

Atk: 0 Def: 1 Agl: 4

Resistance

Death: 0 Sleep: 20 Paralysis: 0 Freezing: 0

Flames: 0 Poison: 30 Headache: 0 Confusion: 0

Description:

An anklet usable by Xelha. Widely available at market stalls and jewelry shops for reasonable prices, this type of anklet looks fancy but offers minimal protection.

Location:

Start off equipped.

=====
Anklet of Calm Winds-

Atk: 0 Def: 5 Agl: 18 HP: 3%

Resistance

Death: 0 Sleep: 30 Paralysis: 25 Freezing: 0

Flames: 0 Poison: 40 Headache: 30 Confusion: 0

Description:

An anklet usable by Xelha. Brings the wearer closer to the wind, greatly increasing her speed.

Location:

Return to Ceralbai after visiting Pherkad and talk to the girl milking the Pow, she will give you.

=====
Silver Anklet-

Atk: 9 Def: 15 Agl: 15

Resistance

Death: 0 Sleep: 0 Paralysis: 50 Freezing: 0

Flames: 0 Poison: 65 Headache: 0 Confusion: 20

Description:

An anklet usable by Xelha. Its simple design brings out the mysterious powers inherent in silver, increasing the wearer's resistance to poison and paralysis.

Location:

Obtain after defeating the Thunderfish in the Lesser Celestial River.

=====
Magical Anklet-

Atk: 0 Def: 18 Agl: 21

Resistance

Death: 5 Sleep: 40 Paralysis: 20 Freezing: 45

Flames: 0 Poison: 30 Headache: 35 Confusion: 5

Description:

An anklet usable by Xelha. Imbued with magical powers, this anklet increases the wearer's defensive abilities, agility, and resistance, yet provides no offensive bonus.

Location:

In Castle Elnath. The upstairs room on the far left.

=====
Water Mirror Anklet-

Atk: 14 Def: 18 Agl: 12 HP: 5%

Resistance

Death: 20 Sleep: 50 Paralysis: 65 Freezing: 0

Flames: 80 Poison: 0 Headache: 10 Confusion: 30

Description:

An anklet usable by Xelha. Provides high resistance to flames and moderate protection against confusion.

Location:

Return to the Ancient Library of Magic after defeating Folon. It will be in the same room where you fought him.

=====
Golden Anklet-

Atk: 25 Def: 36 Agl: 36

Resistance

Death: 3 Sleep: 80 Paralysis: 90 Freezing: 50

Flames: 0 Poison: 70 Headache: 0 Confusion: 0

Description:

An anklet usable by Xelha. A splendid work of pure gold, this anklet provides high resistance to paralysis, sleep and poison.

Location:

Turn in 20 Constellation Magnus.

=====
Powder Snow Anklet-

Atk: 24 Def: 30 Agl: 60

Resistance

Death: 25 Sleep: 0 Paralysis: 0 Freezing: 0

Flames: 100 Poison: 100 Headache: 0 Confusion: 60

Description:

An anklet usable by Xelha. A rare item with an attractive design, this anklet provides total protection against flames and poison, and increases agility.

Location:

Obtain after defeating Geldoblame in the Flame Caves.

=====
Sun Anklet-

Atk: 36 Def: 45 Agl: 15 HP: 10%

Resistance

Death: 30 Sleep: 80 Paralysis: 80 Freezing: 100

Flames: 0 Poison: 40 Headache: 25 Confusion: 25

Description:

An anklet usable by Xelha. Imbued with sunlight, this anklet provides total protection against freezing as well as an all-around boost to the wearer's physical abilities.

Location: *One Chance*

Obtain this after defeating Malpercio for the first time in Algorab Village. Return to Gemma Village and talk to the person walking around. She will give this to you.

=====
Skull Anklet- Character suffers from Confusion while equipped...

Atk: 60 Def: 50 Agl: 40 HP: 14%

Resistance

Death: 99 Sleep: 99 Paralysis: 99 Freezing: 99

Flames: 99 Poison: 99 Headache: 99 Confusion: 99

Description:

An anklet usable by Xelha. The spirit trapped inside this anklet provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

Location:

Found in Illusory, Fortress of the Book.

=====
Pegasus Anklet-

Atk: 70 Def: 70 Agl: 100

Resistance

Death: 1 Sleep: 1 Paralysis: 1 Freezing: 1

Flames: 1 Poison: 1 Headache: 1 Confusion: 1

Description:

An anklet usable by Xelha. Made from the mane of Pegasus, this near-weightless anklet provides a tremendous boost to the wearer's physical abilities--agility most of all.

Location:

Complete the Wazn Animal Quest and return to Kaffaljidhma to claim your prize.

=====
C. Gibari

=====
Bamboo Creel-

Atk: 0 Def: 6 Agl: 0

Resistance

Death: 0 Sleep: 0 Paralysis: 30 Freezing: 0

Flames: 40 Poison: 0 Headache: 0 Confusion: 0

Description:

Usable by Gibari. This creel, originally a basket for holding fish is a lucky charm carried by all Skyfarers. It provides moderate resistance to flames and paralysis.

Location:

Start off with this equipped.

=====
Hemp Creel-

Atk: 0 Def: 9 Agl: 6

Resistance

Death: 0 Sleep: 40 Paralysis: 10 Freezing: 0

Flames: 45 Poison: 20 Headache: 0 Confusion: 0

Description:

Usable by Gibari. A hemp basket used by generations of fishermen, this creel is knitted tightly enough to hold water with little worry of leaks. It provides moderate resistance to flames and sleep.

Location:

After defeating the Thunderfish in the Lesser Celestial River, head up and over to the chest in the same area as the Thunderfish battle.

=====
Cypress Creel-

Atk: 0 Def: 15 Agl: 9 HP: 3%

Resistance

Death: 0 Sleep: 0 Paralysis: 0 Freezing: 0

Flames: 50 Poison: 60 Headache: 30 Confusion: 25

Description:

Usable by Gibari. Carved from a cypress tree, this creel lets off a subtle aroma which soothes the user's senses and provides protection against headaches and confusion, among other things.

Location: *One Chance*

After defeating Iron Beetle V in Castle Elnath, you will be able to go to the Shrine of Winds. Before you do, one of the two Diadem Knights will sell items to you. Be sure to buy it before you fight the Lord of the Wind.

=====
Bamboo Grass Creel-

Atk: 0 Def: 9 Agl: 30

Resistance

Death: 0 Sleep: 50 Paralysis: 50 Freezing: 0

Flames: 60 Poison: 80 Headache: 5 Confusion: 5

Description:

Usable by Gibari. A genuine gem of bamboo-grass handicraft hand-knitted by a master of the trade, this creel provides high resistance to poison, partly due to the bamboo-grass' natural healing powers.

Location:

Go inside the house located where the Miandeer docks in Anuenue. It is hidden in one of the pots to the right.

=====
Moonlight Creel-

Atk: 24 Def: 30 Agl: 24

Resistance

Death: 10 Sleep: 0 Paralysis: 100 Freezing: 0

Flames: 73 Poison: 5 Headache: 0 Confusion: 50

Description:

Usable by Gibari. Shaped like a crescent moon, this creel is suited for carrying captured eels and the like. It imbues the wearer with the power of the moon, providing total protection against paralysis.

Location:

Buy from shop in first town of Mira.

=====
Hermit's Creel-

Atk: 30 Def: 36 Agl: 42 HP: 5%

Resistance

Death: 0 Sleep: 0 Paralysis: 0 Freezing: 0

Flames: 30 Poison: 0 Headache: 0 Confusion: 0

Description:

Usable by Gibari. Imbued with the powers of a dark spirit, this creel offers little in terms of protection, but makes up for this shortcoming by providing a boost to the wearer's agility.

Location:

Defeat Giacomo, Amye and Folon on the Goldoba.

=====
Goldfish Bowl-

Atk: 54 Def: 42 Agl: 45

Resistance

Death: 0 Sleep: 5 Paralysis: 5 Freezing: 0

Flames: 100 Poison: 70 Headache: 100 Confusion: 100

Description:

Usable by Gibari. Designed to hold your favorite aquatic pet, this features a cute, wavy rim. Provides a puzzling immunity to flames, headaches, and confusion.

Location:

Defeat Naiad. This boss shows up in whichever island Xehla goes to first to investigate the interdimensional cracks.

=====

Poseidon's Creel-

Atk: 39 Def: 45 Agl: 30 HP: 10%

Resistance

Death: 45 Sleep: 100 Paralysis: 30 Freezing: 0

Flames: 90 Poison: 15 Headache: 0 Confusion: 0

Description:

Usable by Gibari. This creel sports an engraving of Poseidon himself, complete with the trademark trident. Provides excellent protection in several areas, including some resistance to death.

Location:

Defeat Ungyo and Agyo in the Zomsa Tower.

=====

Skull Creel- Character suffers from Confusion while equipped...

Atk: 60 Def: 50 Agl: 40 HP: 12%

Resistance

Death: 99 Sleep: 99 Paralysis: 99 Freezing: 99

Flames: 99 Poison: 99 Headache: 99 Confusion: 99

Description:

Usable by Gibari. The ghostly spirit trapped inside this creel provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

Location:

Found in the Greater Celestial River.

=====

Creel of the Whale-

Atk: 100 Def: 70 Agl: 70 HP: 14%

Resistance

Death: 1 Sleep: 1 Paralysis: 1 Freezing: 1

Flames: 1 Poison: 1 Headache: 1 Confusion: 1

Description:

Usable by Gibari. This creel provides a tremendous boost to the user's offensive capabilities, allowing attacks reminiscent of a whale swallowing entire schools of fish in a single gulp.

Location:

Give Secret Information to the person who asks for it in the bar in Nashira.

=====

D. Lyude

=====

Dark Red Earrings-

Atk: 0 Def: 6 Agl: 0

Resistance

Death: 0 Sleep: 20 Paralysis: 0 Freezing: 0

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

Earrings usable by Lyude. These elegant, sunset-colored earrings provide the wearer with slightly increased resistance to sleep, but offer little protection otherwise.

Location:

Start off with this equipped.

=====

Glass Earrings-

Atk: 0 Def: 9 Agl: 3

Resistance

Death: 0 Sleep: 0 Paralysis: 30 Freezing: 0

Flames: 0 Poison: 0 Headache: 5 Confusion: 5

Description:

Earrings usable by Lyude. Finely engraved, these earrings emit a mysterious sound when shaken, improving the wearer's concentration. They provide moderate resistance to paralysis.

Location: *One Chance?*

Assist with the clean up efforts in Castle Elnath before heading to the shrine of wind, then talk with the head guard.

=====

Ruby Earrings-

Atk: 0 Def: 15 Agl: 9 HP: 4%

Resistance

Death: 0 Sleep: 0 Paralysis: 0 Freezing: 40

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

Earrings usable by Lyude. The rubies on these earrings are of the highest quality, their color is regarded as a symbol of the sun. They provide increased resistance to freezing.

Location:

Found in the Ancient Library of Magic.

=====

Silver Earrings-

Atk: 6 Def: 21 Agl: 12

Resistance

Death: 0 Sleep: 40 Paralysis: 15 Freezing: 0

Flames: 0 Poison: 70 Headache: 30 Confusion: 2

Description:

Earrings usable by Lyude. Made by overlaying two sheets of solid silver, these earrings bear the hallmark of their creator. They provide the wearer with high resistance to poison.

Location:

Found in the Holoholo jungle.

=====

Emerald Earrings-

Atk: 12 Def: 24 Agl: 30

Resistance

Death: 15 Sleep: 100 Paralysis: 0 Freezing: 0

Flames: 55 Poison: 0 Headache: 25 Confusion: 20

Description:

Earrings usable by Lyude. A favorite of the legendary Queen Cleopatra, these earrings enchant the wearer with their bluish glint, removing the need to sleep.

Location:

Obtained after defeating Magnus Giganticus in Detourne, the Mystical Garden.

=====

Gold Earrings-

Atk: 30 Def: 30 Agl: 27

Resistance

Death: 5 Sleep: 15 Paralysis: 90 Freezing: 35

Flames: 0 Poison: 90 Headache: 40 Confusion: 5

Description:

Earrings usable by Lyude. Created near the legendary Cities of Gold, these earrings increase the wearer's physical abilities and offer near-total protection against poison and paralysis.

Location:

Found in the Lava Caves.

=====

Amethyst Earrings-

Atk: 24 Def: 36 Agl: 36 HP: 7%

Resistance

Death: 10 Sleep: 100 Paralysis: 100 Freezing: 30

Flames: 30 Poison: 0 Headache: 0 Confusion: 0

Description:

Earrings usable by Lyude. Inlaid with natural amethyst, these earrings provide total protection against sleep and paralysis.

Location:

Obtained after defeating Galatea. The boss shows up on the fourth and last Interdimensional Crack that Xelha goes to.

=====

Flashy Earrings-

Atk: 51 Def: 0 Agl: 51

Resistance

Death: 0 Sleep: 13 Paralysis: 22 Freezing: 70

Flames: 70 Poison: 10 Headache: 10 Confusion: 0

Description:

Earrings usable by Lyude. Great for impressing the ladies, these earrings allow the wearer to carry out swift and powerful attacks, yet do little when on the defensive.

Location:

Found in Capella, Garden of Death.

=====

Skull Earrings- Character suffers from Confusion while equipped...

Atk: 60 Def: 50 Agl: 40

Resistance

Death: 99 Sleep: 99 Paralysis: 99 Freezing: 99

Flames: 99 Poison: 99 Headache: 99 Confusion: 99

Description:

Earrings usable by Lyude. The spirit trapped inside these earrings provides

near-total resistance to all types of effects, though the wearer will experience confusion as long as they are used.

Location: *One Chance*

Found on the Phantom Goldoba. Be sure to get this before fighting the boss.

=====
Platinum Earrings-

Atk: 70 Def: 85 Agl: 85

Resistance

Death: 1 Sleep: 1 Paralysis: 1 Freezing: 1

Flames: 1 Poison: 1 Headache: 1 Confusion: 1

Description:

Earrings usable by Lyude. Also known as the Paladin's Earrings, these artifacts provide a tremendous boost to the wearer's physical abilities, yet offer virtually no resistance to various effects.

Location:

Obtain from Quzman's wife after completing the Family Tree.

=====
E. Savyna

=====
Rubber Barrette-

Atk: 0 Def: 6 Agl: 0

Resistance

Death: 0 Sleep: 15 Paralysis: 0 Freezing: 0

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

Usable by Savyna. Easily worn, never damages the hair, and keeps it in place. This barrette enables the wearer to concentrate on the battle at hand.

Location:

Start off with this equipped.

=====
Feathered Barrette-

Atk: 0 Def: 6 Agl: 15 HP: 3%

Resistance

Death: 0 Sleep: 30 Paralysis: 20 Freezing: 0

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

Usable by Savyna. A fashionable design that sports feathers from a migratory

bird. This barrette provides the wearer with insight into the workings of the atmosphere, increasing her agility.

Location:

Buy this from the shop in Opu, the Waterfall Village.

=====
Butterfly Barrette-

Atk: 9 Def: 15 Agl: 21

Resistance

Death: 5 Sleep: 0 Paralysis: 80 Freezing: 0

Flames: 0 Poison: 40 Headache: 5 Confusion: 20

Description:

Usable by Savyna. Engraved to resemble a swallowtail butterfly, this barrette provides greatly increased resistance to paralysis.

Location:

Obtained as a random drop from Blood Leafs at the Celestial Tree.

=====
Silver Barrette-

Atk: 15 Def: 24 Agl: 21

Resistance

Death: 0 Sleep: 45 Paralysis: 0 Freezing: 0

Flames: 0 Poison: 70 Headache: 30 Confusion: 25

Description:

Usable by Savyna. A meticulous design that showcases the craftsman's skills, this barrette provides greatly increased resistance to poison.

Location:

Found in Detourne, the Mystical Garden.

=====
Scorpion Barrette-

Atk: 30 Def: 30 Agl: 30

Resistance

Death: 25 Sleep: 0 Paralysis: 90 Freezing: 0

Flames: 50 Poison: 90 Headache: 0 Confusion: 45

Description:

Usable by Savyna. Intricately engraved in the shape of a life-sized scorpion, this barrette provides near-total resistance to poison and paralysis.

Location: *One Chance?*

Talk to Trill's father in the Balancoire diner, and help the person outside attract more customers. Return to Trill's father and he will give this as

payment for your training services.

=====
Golden Barrette-

Atk: 33 Def: 36 Agl: 27

Resistance

Death: 10 Sleep: 35 Paralysis: 80 Freezing: 40

Flames: 0 Poison: 90 Headache: 65 Confusion: 5

Description:

Usable by Savyna. Made of pure gold, this barrette provides near-total protection against poison and paralysis, as well as reasonable resistance to headaches.

Location:

Obtain after defeating Thalassa. This boss shows up on the second Interdimensional Crack that Xelha visits.

=====
Sunflower Barrette-

Atk: 0 Def: 30 Agl: 30 HP: 7%

Resistance

Death: 0 Sleep: 100 Paralysis: 0 Freezing: 70

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

Usable by Savyna. Modeled to resemble a sunflower basking in sunlight, this barrette offers extremely high resistance to sleep and freezing, yet does little to protect against other effects.

Location:

Found in the Labyrinth of Duhr.

=====
Firedrake Barrette- Character suffers from Flames while equipped...

Atk: 60 Def: 36 Agl: 30 HP: 30%

Resistance

Death: 50 Sleep: 0 Paralysis: 0 Freezing: 100

Flames: 0 Poison: 100 Headache: 5 Confusion: 5

Description:

Usable by Savyna. Imbued with a Firedrake's breath, this barrette provides total protection against freezing and poison, yet sets the wearer ablaze when worn.

Location:

Found in Zosma Tower of Stones. You need to complete the puzzle on the 1st floor. For help on this, play some Zelda games or look on a Walkthrough.

=====
Skull Barrette- Character suffers from Confusion while equipped...

Atk: 60 Def: 50 Agl: 40 HP: 15%

Resistance

Death: 99 Sleep: 99 Paralysis: 99 Freezing: 99

Flames: 99 Poison: 99 Headache: 99 Confusion: 99

Description:

Usable by Savyna. The spirit trapped inside this barrette provides near-total resistance to all types of effects, through the wearer will experience confusion as long as it is worn.

Location:

Found in the Nihal Desert, outside the entrance to the cave.

=====
Fairy Barrette-

Atk: 85 Def: 70 Agl: 85 HP: 17%

Resistance

Death: 1 Sleep: 1 Paralysis: 1 Freezing: 1

Flames: 1 Poison: 1 Headache: 1 Confusion: 1

Description:

Usable by Savyna. This barrette surrounds the wearer's body in fairy light, greatly increasing her physical capabilities, yet providing minimal resistance to various effects.

Location: *One Chance*

Corellia's Palace. Give the Guard Pow Yogurt before you go to the Celestial Alps. Return to him after obtaining Chaotic Illusion and he will give you this second item.

=====
F. Mizuti

=====
Dazed Birdie-

Atk: 0 Def: 6 Agl: 12

Resistance

Death: 0 Sleep: 75 Paralysis: 50 Freezing: 0

Flames: 0 Poison: 0 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Constantly revolves as if seeking the enemy, yet does little besides providing good resistance to sleep and paralysis.

Location:

Start with this equipped.

=====

Tongue Birdie-

Atk: 15 Def: 12 Agl: 23 HP: 5%

Resistance

Death: 0 Sleep: 10 Paralysis: 75 Freezing: 0

Flames: 30 Poison: 0 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Licks approaching enemies with its tongue, yet does little besides providing good resistance to paralysis.

Location:

Buy from the shop in Mintaka.

=====

Mohawk Birdie-

Atk: 30 Def: 12 Agl: 30

Resistance

Death: 0 Sleep: 30 Paralysis: 20 Freezing: 10

Flames: 80 Poison: 10 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Its bravado hair style is intended to frighten the enemy and break morale, though none take notice. Offers high resistance to flames.

Location:

Buy from the shop in Azha Village.

=====

Tearful Birdie-

Atk: 28 Def: 24 Agl: 20 HP: 10%

Resistance

Death: 5 Sleep: 0 Paralysis: 0 Freezing: 70

Flames: 35 Poison: 50 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Designed to win the enemy's sympathy, discouraging attacks, though none take notice. Offers high resistance to freezing.

Location:

Obtain after defeating Thalassa. This boss shows up on the third Interdimensional Crack that Xelha visits.

=====
Birdie Fatale- Character suffers from headache while equipped...

Atk: 9 Def: 36 Agl: 9 HP: 12%

Resistance

Death: 0 Sleep: 90 Paralysis: 90 Freezing: 0

Flames: 0 Poison: 0 Headache: 0 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Designed to enthrall the enemy with flirtatious advances, though none take notice. Provides high resistance to sleep and paralysis...and an everlasting headache.

Location:

Found at the Kaffalijidhma, Castle of Ice.

=====
Cinderella Birdie-

Atk: 15 Def: 30 Agl: 39 HP: 13%

Resistance

Death: 20 Sleep: 0 Paralysis: 0 Freezing: 90

Flames: 0 Poison: 100 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Uses her magical gifts to entice the enemy to the world of dreams and fantasies, though none take notice. Provides high resistance to poison and freezing.

Location:

Found in the Labyrinth of Durh.

=====
Girlish Birdie-

Atk: 36 Def: 45 Agl: 39 HP: 10%

Resistance

Death: 50 Sleep: 97 Paralysis: 97 Freezing: 0

Flames: 90 Poison: 0 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Tear-filled eyes of love and hope aim at reducing enemy morale, though none take notice. Provides high resistance to various effects, including instant death.

Location:

Obtained for turning in the Aries Constellation Magnus found in Algorab Village.

=====

Mature Birdie-

Atk: 60 Def: 45 Agl: 30 HP: 15%

Resistance

Death: 40 Sleep: 30 Paralysis: 35 Freezing: 70

Flames: 70 Poison: 25 Headache: 30 Confusion: 0

Description:

Cute little birdie usable by Mizuti. Street-wise and experienced, would make any enemy think twice--if they would only notice. Provides an all-round increase to physical abilities and resistances.

Location:

Obtained for turning in the Eridanus Constellation Magnus found by defeating Brolokis at the Greater Celestial River.

=====

Skull Birdie- Character suffers from Confusion while equipped...

Atk: 60 Def: 50 Agl: 40 HP: 20%

Resistance

Death: 99 Sleep: 99 Paralysis: 99 Freezing: 99

Flames: 99 Poison: 99 Headache: 99 Confusion: 99

Description:

Spooky little birdie usable by Mizuti. Its skull-like eyes are designed to demoralize the enemy--If they would only notice. The wearer is stricken with lasting confusion as long as it is worn.

Location:

Found in Zosma Tower Basement levels. Again if you need help, refer to a walkthrough.

=====

Broken Birdie- Character suffers from Confusion while equipped...

Atk: 100 Def: 100 Agl: 70 HP: 25%

Resistance

Death: 100 Sleep: 0 Paralysis: 0 Freezing: 0

Flames: 0 Poison: 0 Headache: 0 Confusion: 30

Description:

Cute little birdie usable by Mizuti. The jack-in-the-box gimmick is designed to plunge the enemy into fits of laughter--if they would only notice. Provides total protection against instant death. Character is Confused while equipped.

Location:

Mira, Complete the Museum Side quest. Bring the Museum Curator these items:

- 1) Thunderfish Bone - From Lesser Celestial River. If you threw this away after picking it up, then you missed it.
- 2) Golden Pick Axe - Defeat all the Slimes and it appears in the Detourne

garden.

3) Adventure Novel - Durh, in Gemma Village.

4) Delinquency Stone - Zosma Tower, Basement Level.

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IV. Credits

-SalamanderLich, who first posted the topic that gave me the inspiration to do this guide. And Jesepe Miyard, who completed the list with the Broken Birdie.

-Jesepe Miyard who told me that you can put the Thunderfish Bone back where you picked it up. I didn't know that. *The More You Know*

More to come I'm sure.

You're still here? The FAQ is over. Go on, go.

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