

# Baten Kaitos Origins Field Guide/Bestiary

by Sister

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Field Guide/Bestiary for Baten Kaitos Origins

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This is another faq that I didn't originally intend to write, but it goes hand-in-hand with my others for this game, so I thought I might as well since I already had all of the information. I don't list all of the enemy stats, etc. I just give you what you need to fill out the field guide, which includes items should you need to farm particular ones. I also cross-reference the field guide to the Coliseum so that if you missed an enemy somewhere, you can get another crack at it.

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Spoilers: Since this guide lists every monster/enemy in the game, naturally, there are spoilers. Enter at your own risk if you've haven't finished the game at least once.

You can get the Field Guide the first time you visit Sheratan. Talk to the doctor in his house, and he'll ask you to do it for him. He's lost the one he had, and he's too old to do it again. Once the Field Guide is in your possession, it's your job to fill in all the entries. Every enemy is listed in the field guide plus their special skills and items dropped. You must fill in every section of every entry to receive the 100% completed reward.

Tip #1: Make sure to get all special skills.

It can be easy to overlook a special skill. There are two possibilities:

No unique skills = there are no specials; this one's done.

Details unknown = you're still missing this skill; go find that enemy.

If you have the first skill, make sure there's not a "Details unknown" under it; there are no lines to separate them, so it's very easy to miss.

Several enemies have healing abilities. If you want them to use them, beat them up a bit first. This is true of almost all soldiers. When they get tired, they will use Gashprin Salve. So, beat on them until they droop then just wait. Mites all use Mitochondria (on themselves or the monsters with them). Some machina use Self-Repair. These are the easiest skills to miss.

Don't worry about bosses. Their field guide entries automatically fill in completely. I've gone ahead and listed them, but you don't have to worry about missing anything there.

One other thing to remember - in a fight, the title of a special skill will always be displayed when a monster uses it. If you're waiting for a skill, look for those titles. No matter how fancy an attack a monster does, if no words pop up, that's not one of the skills you're looking for.

## Tip #2: Getting items

When you're after drop items, take a few Treasure Lowdowns along. They improve your chances for a drop, and they stack (up to a point - five or six is plenty).

Kill the monster that has your item last. I didn't figure this out until I was trying to get a drop item from Vodnik at the Celestial River. I had received forty-five (yes, 45) Sword of Tears from the mites that show up with Vodnik. Out of curiosity, I changed the order and left Vodnik until last to kill and voila - a Whitecap Shield! I did this three times and received three shields. I haven't tested it further since Vodnik was the last one I needed, but keep it in mind if you're having trouble finding an item you need.

## Tip #3: Temporary areas

A few areas in the game are temporary. In other words, you won't get a crack at the enemies there again unless they can be found in the arena. These temporary enemies are the main reason I list the Coliseum battles in the next section. Many of the "missable" enemies can be found there. In fact, I think that the only genuinely missable enemy is the Ballet Dancer at the Vega Building Site. I've never seen him anywhere else, so be sure to fill in his section in the field guide completely while you're there. I try to get them all as I go along, but you can always fall back on the Coliseum for everything except that Ballet Dancer.

### Temporary areas:

Dark Service Headquarters/Emperor's Residence - later there will be different enemies or none at all at these locations.

Mintaka while Sagi is trying to escape town - this is a temporary situation that ends when you escape on the liner to Hassaleh.

Nunki Valley before the fire - the enemies all change after the fire.

Rodolfo's Estate - the enemies all leave after you defeat Giacomo and you finish the scene with Rodolfo/Heughes.

Nashira while it's occupied by Empire troops.

Vega Building Site - the chests here can be picked up in Vega later, but the enemies will be gone.

Keep in mind that you cannot finish the Field Guide the first time through. Well, technically you can. I guess I should say that you can't claim your reward for it until you get back to Sheratan on your second playthrough. Since the final bosses have entries, you cannot get 100% until they're gone.

Also remember that Nasca, Heughes, and Valara each have more than one entry. To complete the guide, you cannot let them go on Disc 2 when given the opportunity; you must finish them off to get their last entries. Letting them go, however, contributes to the best/longest ending of the game, so it's up to you which you'd rather do. If you only plan on playing once, the field guide probably doesn't matter anyway.

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

Just drop by Sheratan from time to time, and Doc will give you prizes as you progress. Stop by whenever you've gained 10% more - 10%, 20%, 30%, etc.

To complete your gathering list, you must finish the field guide.

I list the locations exactly as they are in the guide's index; there's overlap in some areas though. If you have empty slots and can't find an enemy in a given location, chances are that you need to come back later. For example, you'll be asked to go check out a problem at Dark Service HQ on Disc 2, and the enemies are different from the ones at the beginning of the game, but they're still listed together. So, entry 001 is your first fight in the game. You can't find entry 002 until well into Disc 2.

Organization: I list the monster/enemy, skills (number of skills), items (number of items). I include the number only if there's more than one. I also include where in the Coliseum different enemies can be found; some enemies can be found in several places in the Coliseum and be easy to find elsewhere, as well (the Shawra, for instance), so I won't list every battle in the Coliseum for all of them.

Good luck. :)

Alfard

Dark Service Headquarters

001 Dark Service Peon

No Unique Skills

Item: None

Coliseum: Rank 2, The Brittle Bunch

002 Fallen Serviceman

Skills (2): Slumber Shot and Gashprin Salve

Item: Taunt

Coliseum: Championship Fight

003 Upgraded Paramachina

Skills (2): Saber Hand and Rampage Chop

Item: Wickedwing Revels

Emperor's Residence

004 Alpha Paramachina

No Unique Skills

Item: Low Potion

Coliseum: Rank 3, The Imperial Battalion

005 Dark Serviceman

Skills: Gashprin Salve

Item: Low Potion

Coliseum: Rank 3, The Imperial Battalion

006 Imperial Battle Machina

Skills: Self-Repair

Item: None

Coliseum: Rank 1, The Reinforcements

007 Hideous Beast

Skills: Mountainmaker

Item: Flame Sword

Mintaka

008 Empire Grunt  
No Unique Skills  
Item: Punk Knife  
Coliseum: Rank 1, The Reinforcements

009 Imperial Swordsman  
No Unique Skills  
Item: Flash Dagger  
Coliseum: Rank 1, The Reinforcements

010 Giacomo  
Skills: Thashingale  
Items (2): Fulgadrum and Escape

Nihal Desert

011 Doomer  
Skills: Flaming Powder  
Items (2): Ice Fan and Fire Element  
Coliseum: Rank 2, The Fiery Spirits

012 Devil Claws  
Skills: Carcass of Power  
Items (2): Emerald Thrush and Flame Sword  
Coliseum: Rank 2, The Human Wave

013 Gigim  
Skills: Armadillo Attack  
Item: Ray of Truth

Lava Caves

014 Magma Beast  
Skills: Inferno  
Items: Sedna Toadstones 1  
Coliseum: Rank 2, The Fiery Spirits

015 Ceratobus  
Skills (2): Dynamite Rush and Fuzzy-Wuzzy Coat  
Items: Crimson Love  
Coliseum: Rank 2, The Fiery Spirits

016 Foytow  
Skills: Bloodsucker Blaze  
Items: None  
Coliseum: Rank 2, The Sadist Squad and The Fiery Spirits

017 Phoelix  
Skills (2): Incendiary Voice and Insanity's Song  
Items: Mars Sophia  
Coliseum: Rank 2, The Fiery Spirits

018 Lord of the Lava Caves  
Skills: Molten Lunge  
Items (3): Arabesque, Emypreal Wildfire, and Sedna House 1  
Coliseum: Advanced Battles, Living Fossil

019 Umbra  
Skills (2): Mountainmaker and Hellian Eye

Items: Sword of Thirst

Hassaleh

Nusakan Thornwood

020 Shawra

No Unique Skills

Items: Wooden Club

Coliseum: Rank 1, Flappers 'n' Floppers, The Hard Punchers

Shawras are in every Rank except Rank 5

021 Balloona

No Unique Skills

Items (2): Sorcery Sophia and Potion

Coliseum: Rank 1, The Hard Punchers

Lake Botein Ruins

022 Mite

Skills: Mitochondria

Items: Mars Sophia

Coliseum: Rank 1, Flappers 'n' Floppers

Rank 2, The Icy Stares

023 Pul-Puk

Skills: Healing Droplets

Items: Cliffsunder

Coliseum: Rank 2, The Icy Stares

024 Ogopogo

No Unique Skills

Items (2): Swallowtail and Azure Lotus

Coliseum: Rank 1, The Hard Punchers

025 Hideous Beast

Skills: Icy Death

Items: Sevenstar Dust

Sheratan Village

026 Machina Arma: Razer

Skills: Arma Cannon

Items: Levinsnake's Rise

Diadem

Celestial River/Cloud Passage

027 Cancerite

No Unique Skills

Items: Cancerite Booze

Coliseum: Rank 3, The Snare

028 Armored Cancerite

No Unique Skills

Items: Kappa Helmet

029 Ray-Moo

Skills (2): Electro Crash and Mucky-Yucky Mucus

Items: Pegasus Jump

Coliseum: Rank 3, The Rear Guard and Danger: High Voltage!

030 Bar-Mool

Skills: Healing Droplets

Items (2): Scension and Sedna Bluefruit Tree

031 Fogg

Skills: Overheat

Items: True Verdure

Coliseum: Rank 3, The Snare

032 Vodnik (remember - kill him last to get his item)

Skills (2): Armadillo Attack and Armored Dillo

Items: Whitecap Shield

033 Magician Mite

Skills (2): Ice Rubble and Mitochondria

Items: Sword of Tears

Coliseum: Rank 3, The Rear Guard and Danger: High Voltage!

034 Giacomo

Skills: Thrashingale Redux

Items (2): Glimmer and Escape

035 Dark Service Swordsman

Skills (2): Fryercracker and Gashprin Salve

Items: Red Padma

Coliseum: Rank 3, Carelessness Kills

036 Imperial Elite

No Unique Skills

Items: Chain Mail

Coliseum: Rank 3, The Snare

Nashira

037 Autonomous Battle Machina

Skills (2): Force Ring Alpha and Self-Repair

Items: Bandages

Coliseum: Rank 3, The Snare and The Imperial Battalion

Cloud Vents

038 Cloud Cancerite

Skills: Collar Lop

Items (2): Ray of Truth and Cancerite Booze

039 Shadow Claws

Skills (2): Carcass of Power and Jitterjinx

Items (2): Ascension and Murderous Joker

Coliseum: Rank 3, Carelessness Kills

040 Valara

Skills (2): Machina Formation and Deathdealer

Items: Rime Blade

041 Heughes

Skills: Machina

Items: None

042 Nasca  
Skills (2): Stun Grenade and Gashprin Salve  
Items: None

043 Machina Arma: Marauder  
Skills: Plasma Cannon  
Items: None

044 Machina Arma: Marauder  
Skills (2): Plasma Cannon and Self-Repair  
Items: None

045 Nasca  
Skills (2): Stun Grenade and Gashprin Salve  
Items: Hades Sophia

Sadal Suud  
Nunki Valley

046 Unuk  
No Unique Skills  
Items (2): Violet Taboo and Battle Shield  
Coliseum: Rank 4, T.A.N.K.

047 Striper  
No Unique Skills  
Items: Canyon Wind

048 Blood Leaf  
Skills: Enervating Waves  
Items (2): Red Padman and Thunder Hat  
Coliseum: Rank 4, Bats Beat Birds

049 Gormer  
Skills (2): Flamethrower and Flaming Powder  
Items: Citrine Arc

050 Armored Balooona  
Skills: Overheat  
Items: Luciferous Stave  
Coliseum: Rank 5, Unbeatable Armor

051 Mobile Turret  
No Unique Skills  
Items: Hidden Sophia  
Coliseum: Rank 5, Nukerz and Fantabaloney!

052 Elite Swordsman  
Skills (2): Shock Bomb and Gasphrin Salve  
Items: None

053 Malpercio's Afterling  
Skills: Feral Death  
Items: Wickedwing Revels

054 Promachina Heughes  
Skills (2): Charge and Burning Harken  
Items: None

055 Promachina Heughes  
Skills (2): Charge and Burning Harken  
Items: None

056 Heughes  
Skills: Machina Fist  
Items: Cold Queen

057 Dark Service Swordmaster  
Skills (2): Shock Bomb and Gashprin Salve  
Items: Whitecap Shield  
Coliseum: Rank 5, Extreme Chaos and Nukerz

Rodolfo's Estate

058 Dark Service Officer  
Skills (2): Slumber Shot and Gashprin Salve  
Items: Battle Shield  
Coliseum: Rank 4, T.A.N.K. and Hell's Haralds (\*note - in the Coliseum, one Dark Service Officer will appear with four Beta Paramachina; you might get easier drops at Rodolfo's)

059 Beta Paramachina  
Skills: Saber Hand  
Items (2): Diamond Drop and Light Element  
Coliseum: Rank 4, T.A.N.K. and Hell's Harald's

060 Giacomo  
Skills (3): Thrashingale Redux, Liquid Mettle, and Energy Injection  
Items (2): Marvelous Sword and Escape

Anuenue  
Holoholo Jungle

061 Spell Shellfish  
Skills (2): Water of Life and Adamant Shell  
Items: Sedna Ebonstone Sculpture

062 Undead Swordsman  
Skills: Nether Whistle  
Items: Chalice of Freedom

063 Mirabilis  
No Unique Skills  
Items: Scale Mail

064 Acheron  
No Unique Skills  
Items: Scale Mail

065 Lesser Caracal  
No Unique Skills  
Items: Canyon Wind

066 Vata  
Skills (3): Predation, Hover Strike, and Earsplitting Whoop  
Items (2): Rising Condor and Siren Sword



067 Alraune  
Skills: Poison Breath  
Items: Taunt

068 Holoholo Chick  
Skills: Angelic Song  
Items: None

069 Holoholobird  
Skills (2): Wingflail and Egg  
Items: Heavenlapse and Armor of Tonitrus  
Coliseum: Advanced Battles, Ruler of the Skies

Celestial Tree Veinroots

070 Badwin  
Skills: Toxic Waves  
Items: Mirage Turn

071 Mad Cancerite  
Skills (2): Headhunter Chop and Ice Cold Swig  
Items (2): Versed Shield and Cancerite Booze

072 Ghost Claws  
Skills (2): Carcass of Power and Jitterjinx  
Items: Ebon Slash  
Coliseum: Rank 5, Extreme Chaos

073 Imperial Guard  
Skills (2): Electro Shot and Gashprin Salve  
Items: Force  
Coliseum: Rank 5, Extreme Chaos

074 Machina Ballerina  
Skills: Self-Destruct  
Items: None  
Coliseum: Rank 5, Nukerz

075 Wizard Mite  
Skills (2): Thunderbolt and Mitochondria  
Items: Herb Flower  
Coliseum: Rank 5, Awakening

076 Malpercio's Afterling  
Skills (2): Dark Spawn and Veinroots' Pulse  
Items (2): Transcension and Lightendrake's Drop

077 Machina Arma: Razer  
Skills (2): Arma Cannon and Hurricane Punch  
Items: None

078 Machina Arma: Razer  
Skills (2): Arma Cannon and Hurricane Punch  
Items: None

079 Valara  
Skills: Deathdealer  
Items: Arondite

Duhr  
Seginus

080 Zelmer  
Skills (2): Foxfire and Seafire  
Items: Wickedwing Revels

081 Magic Shellfish  
Skills (2): Water of Life and Adamant Shell  
Items (2): Zeniver Cascade and Twin Ice Auger  
Coliseum: Rank 5, Unbeatable Armor

082 Larva Golem  
Skills: White Breath  
Items (2): Empyrean Wildfire and Lightendrake's Drop  
Coliseum: Rank 5, Awakening and Fantabaloney!

083 Nebulos  
Skills: Devil Thunder  
Items: Spirilight Quiver  
Coliseum: Rank 5, Awakening

084 Seginus  
Skills (2): Heavenlapse and Shadowflame Engine  
Items: Fellstar Gleam

Tarazed  
Vega

085 Ballet Dancer (only location - get Rabbit Dash now)  
No Unique Skills  
Items: Rabbit Dash

086 Elite Imperial guard  
Skills (2): Binder Shot and Gashprin Salve  
Items (2): Thunderer's Shield and Force  
Coliseum: Rank 5, Extreme Chaos

087 Promachina Shanath  
Skills: Machina Sweep  
Items (2): Phoenix Dive and Ravensbrood

Tarazed

088 Baelheit  
Skills (2): Hellfire and Seraphim Soul  
Items (2): Prominence Sword and Fate's Kiss

089 Imperial Swordguard  
Skills (2): Fryercracker and Gashpring Salve  
Items: None

090 Masterless Battle Machina  
Skills (2): Force Ring Beta and Barrier & Self-Repair  
Items: None

091 Hercules Dragon

Skills (4): Hercules Laser, Storing Energy, Self-Repair, and Barrier  
Items: Apocalypse Sword  
Coliseum: Championship Battle and Advanced Battles, Looming Danger

092 Dance King

Skills: Ring-Around-the-Rosy  
Items: Transcension

093 Prima Queen

Skills: Self-Destruct  
Items: Ghostarrow

094 High-Mobility Cannon

Skills: Fusillade  
Items: Phoenix Dive  
Coliseum: Advanced Battles, The Wicked Gawd

095 Cicada Golem

Skills (2): Beam Barrage and White Breath  
Items: Cross Pendant  
Coliseum: Championship Battle

096 Ahriman

Skills (2): Knife Parade and Crystal Cryomancy  
Items: None  
Coliseum: Championship Battle

097 Lycaon

Skills: Electro Horn  
Items: None  
Coliseum: Championship Battle and Looming Danger

098 Machinanguis A

Skills: Berserk Tech  
Items: None

099 Machinanguis B

Skills (2): Hyperslaught Mode and Berserk Tech  
Items: None

100 Verus

Skills (2): Death by Stomping and Tentacle Recharge  
Items: None

101 Verus-Wiseman

Skills (2): Magnus of Life and Cast Away Your Carnal Robes  
Items: None

Age of the Gods

Albali Sandhollow

102 Caracal

No Unique Skills  
Items: None  
Coliseum: Rank 1, Fab Forest Friends

103 Goat Chimera

Skills: Supersonic Voice  
Items: None

Coliseum: Rank 1, Fab Forest Friends and Other Worldly Ilk

Sandfeeder's Nest

104 Albireo

Skills: Mucky-Yucky Mucus

Items: Heat Club

Coliseum: Rank 1, Other Worldly Ilk

105 Orvata

Skills: Hover Strike

Items: None

Coliseum: Rank 1, Other Worldly Ilk

106 Sandfeeder

Skills (2): Paralysis Quills and Lunchtime

Items (2): Icebloom and Sedna Bridge

Coliseum: Advanced Battles, Peril of the Sands

Zaurak Keep

107 Filler

Skills: Snooze Waves

Items (2): Levinsnake's Rise and Dark Element

Coliseum: Rank 4, T.A.N.K. and Hell's Haralds

108 Skeleton Warrior

No Unique Skills

Items: Trigon Band

Coliseum: Rank 4, Blackest Night

109 Goulish Skirmisher

Skills: Blinding Rancor

Items: Classic Cudgel

110 Rulug

Skills: Bloodsucker

Items: Ascension

Coliseum: Championship Battle

111 Shadow Caracal

Skills: Uber Cat Kick

Items: None

112 Devil's Doll

No Unique Skills

Items: Pegasus Jump

Coliseum: Rank 4, Blackest Night, The Attackers, and Hell's Haralds

113 Juggler

Skills: Pyromancy

Items (2): Rime Blade and Luciferous Stave

Coliseum: Rank 4, The Attackers and Hell's Haralds

114 Master Juggler

Skills (2): Cryomancy and Animal Hypnotism

Items: None

Coliseum: Rank 4, Nukerz and Fantabaloney!

115 Geryon

Skills: Evil Thunder  
Items: Crystal Helm

116 Monoceros

No Unique Skills  
Items: Demon Cudgel

117 Rudra

Skills (2): Heathen Melody and Feral Proof  
Items: Shadowflame Engine

Battlefields of Atria

118 Alma

Skills: Foxfire  
Items: None

119 Medium

Skills: Numinous Wings  
Items: Twin Ice Auger

120 Shaman

Skills: Numinous Wings  
Items: Mourning Dress

121 Dragon

Skills (2): Conflagrant Breath and Skywrenching Roar  
Items (2): Dragon Claw and Salamander Tongue

122 Guillo

Skills (2): Heavenlapse and Fellstar Gleam  
Items: Zeniver Cascade

123 Wiseman

Skills (2): Illusory Chaos and Cast Away Your Carnal Robes  
Items: Aphelion Dustwake

124 Black Dragon

Skills: Crimson Catharsis  
Items: Apocalypse Sword  
Coliseum: Advanced Battle, Relive the Nightmare

Matar Highlands

125 Lanocaulis

No Unique Skills  
Items: Sedna Well

126 Maw-Maw-Goo

Skills: Shell Spin  
Items (2): Red Padma and Heavenfall

127 King Caracal

Skills (2): Uber Cat Kick and Kitty SOS  
Items: Saint's Armor  
Coliseum: Rank 5, Unbeatable Armor

128 Nixie Chimera

Skills (2): Supersonic Voice and Chilling Voice  
Items: Ascension

129 Hearteater

Skills: Ovulate

Items: Blast Tooth

Coliseum: Advanced Battle, Peril of the Sands

Other

Coliseum

130 Arma Prototype M

Skills (2): Sinistral Chop and X-Bluster

Items: None

Nekkar Quietlands

131 Armored Mite

Skills (2): All-or-Nothing Thunder and Mitochondria

Items: Emerald Thrush

Coliseum: Rank 5, Fantabaloney!

132 Queen Alraune

Skills (2): Poison Breath and Beastprodger

Items: Rising Condor

Coliseum: Championship Battle

133 Slave Baloona

Skills: Overheat

Items: Arabesque

134 Mange-Roches

Skills (2): Wingflail and Trample

Items: Open Your Eyes

Coliseum: Advanced Battles, Terror of the Skies

135 Saber Dragon

Skills: Crimson Hail

Items (2): Saber Dragon Horn and Phoenix Dive

Other

Party Members

136 Sagi

-Special Attacks-

Scension

Heavenfall

Cliffsunder

Ascension

Red Padma

Icebloom

Transcension

Blast Tooth

Rime Blade

The Golding's Rapture

137 Milly

-Special Abilities-

Mirage Turn

Pegasus Jump

Canyon Wind

Rabbit Dash

-Special Attacks-

|                |                |
|----------------|----------------|
| Swallowtail    | Emerald Thrush |
| Sevenstar Dust | Arabesque      |
| Diamond Drop   | Rising Condor  |
| Phoenix Dive   | Open Your Eyes |

138 Guillo

-Special Attacks-

|                     |                   |
|---------------------|-------------------|
| Firewheel           | Icefan            |
| Fulgadrum           | Ghostarrow        |
| Sigil Cry           | Twin Ice Auger    |
| Levinsnake's Rise   | Spirilight Quiver |
| Wickedwing Revels   | Heavenlapse       |
| Empyreal Wildfire   | Zeniver Cascade   |
| Lightendrake's Drop | Fellstar Gleam    |
| Shadowflame Engine  | Aphelion Dustwake |

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