Though you can fully explore the map and obtain all but one collectible during your main storyline visit, Serah’s hometown of New Bodhum still has a few additional secrets to uncover should you return at a later date.

### Indigeneous Monsters

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exxary</td>
<td>(MED – 15%)</td>
<td>Phoenix Down/* Mana Down/* This extremely rare opponent can appear in the Tidal Shallows and Beachfront zones. It will only appear after you return to New Bodhum from the Historia Cross.</td>
</tr>
<tr>
<td>Ganggooid</td>
<td>(COM – 15%)</td>
<td>Potrai/* Power Windbard/* Either Double Trouble or the Slash &amp; Burn Paradoxes will suffer during your first story encounters.</td>
</tr>
<tr>
<td>Mazemon</td>
<td>(COM – 15%)</td>
<td>Potrai/* Phoenix Down/* Both of these opponents cease to appear after the first battle with Ganggooid.</td>
</tr>
<tr>
<td>Nokk</td>
<td>(NAV – 15%)</td>
<td>Potrai/* Phoenix Down/*</td>
</tr>
<tr>
<td>Pololmurk</td>
<td>Soldier</td>
<td>(GER – 15%) Potrai/* iron bangle/* This rare type is resistant to physical and magic attacks until Staggered, so be sure to fill the Chain Gauge quickly.</td>
</tr>
<tr>
<td>Sarracenia</td>
<td>(COM – 25%)</td>
<td>Phoenix Down/* Phoenix Down/* Only appears in the Tidal Shallows area.</td>
</tr>
<tr>
<td>Spicacam</td>
<td>(NAV – 20%)</td>
<td>Potrai/* Potrai/* The most common enemy type in New Bodhum. Use Double Trouble for short battle times during your story visit.</td>
</tr>
<tr>
<td>Tobaceka</td>
<td>(NAV – 15%)</td>
<td>Potrai/* Phoenix Down/* Moderately rare, only appears after you return to New Bodhum.</td>
</tr>
</tbody>
</table>

### Points of Interest

- There is a brief cutscene where Gadot greets Serah the first time you return to New Bodhum from the Historia Cross.
- New Bodhum is a great place to farm Potions and, to a lesser extent, Phoenix Downs. We recommend the Tidal Shallows area as the best place to farm: this offers the highest concentration of Spiceacilians (they can drop Potions at an incredible rate) while the less common Sarracenia has the Phoenix Down as both its Common Drop and Rare Drop.
- A side benefit of farming for useful items in the Tidal Shallows is the opportunity to fight the ultra-rare Exxary opponent and obtain its Monster Crystal (though this is only possible after the system has been introduced in Bresha Ruins [005 AF]). This is a noteworthy and reasonably cost-effective Medal. However, given the difficulty of acquiring it – you might fight a dozen encounters without seeing it once, with no guarantee that you will acquire its crystal after a battle – this is definitely a bonus for the dedicated only.

### Summary: Story Objectives

- Clear the beach of hostiles; travel to the north of the Winding Way area to defeat Gogmagog, then visit the Meteorite Impact Site and interact with the object at the waypoint.
- Investigate the three potential Artfact leads in the Town Square area after questioning the young boy, return to the NO8DA House and examine the mirror.
- Return to the Meteorite Impact Site to fight Gogmagog a second time, then depart via the Gate.
- See page 30 for a complete walkthrough.

### Fragment: Graviton Core Alpha

This Fragment is located on a slightly raised metal hatch in the Tidal Shallows area (see page 57). You can only collect this (and the accompanying 500 CP bonus) after you obtain the Moogle Hunt ability during the events that occur in Bresha Ruins [005 AF].

### Fragment: Heart Prism

Once you have fought Gogmagog for the first time, speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest. You cannot complete this task until you obtain the Giant’s Artfact during the main storyline. The Medical Kit that she asks you to retrieve can be found in a treasure box located in the northeast of the Winding Way zone; it’s just up the slope from a treasure sphere (E2 – 1). Return it to Nell to obtain the Heart Prism Fragment and 50 CP.
With several side quests and some interesting monster-hunting opportunities, Bresha Ruins (005 AF) offers much more than just the main story events that occur during your visit. Taking the time to complete optional objectives here will leave your party in great shape for Episode 3.

With several side quests and some interesting monster-hunting opportunities, Bresha Ruins (005 AF) offers much more than just the main story events that occur during your visit. Taking the time to complete optional objectives here will leave your party in great shape for Episode 3.

Summary: Story Objectives

- After beating Paradox Alpha in the opening battle, speak to Alyssa in the northeast of the Excavation Site zone, then travel to the control device in the north of the Echoes of the Past zone.
- Complete the Tile Trial in the Temporal Rift, operate the control device, then defeat Atlas. Speak to Alyssa in the Echoes of the Past area.
- Collect the Eclipse and Reunion Artifacts, then open the Gate of your choosing to begin either of the two possible main story branches.
- See page 54 for a complete walkthrough.

**Southwest Tunnels**

The tunnels in the southwest of the Bresha Ruins map are sealed off during your first visit. However, if you return here once you obtain the Moogle Throw ability from Sunleth Waterscape, you can open the treasure sphere on the north side of the circular shaft in the Excavation Site area (**C1**) and to complete the Vita Lyrica side quest. One of the treasures there contains the Butterfly Bow, an exceptionally fine weapon for Serah if collected early in the story. This is also a good hunting ground for those seeking to encounter rare enemy types.

**Bresha Ruins (005 AF)**

The southwest tunnel you can open until you pick up the Moogle Throw ability in the Sunleth/Waterscape (300 AF).

**Indigenous Monsters**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type (Common/Rare)</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Azite Lobo</td>
<td>(RAV – 15%)</td>
<td>Phoenix/Clean/Vitality/Silver. These rare monsters only appear once you return to Bresha Ruins (300 AF) having completed all story objectives.</td>
</tr>
<tr>
<td>S Levy</td>
<td>(COM – 10%)</td>
<td>Phoenix/Clean/Potion/Layered. Can be found in the northeast of Echoes of the Past areas, and - not too far for capturing them - the southwest tunnels.</td>
</tr>
<tr>
<td>Amanojaku</td>
<td>(RAV – 10%)</td>
<td>Phoenix/Clean/Potion/Layered. Can be extremely dangerous for low-level parties; see Delta Attack.</td>
</tr>
<tr>
<td>Call Sith</td>
<td>(MED – 30%)</td>
<td>Phoenix/Clean/Potion/Layered. Little more than a nuisance. Can heal itself and its allies, but poses no danger.</td>
</tr>
<tr>
<td>Adrastolab</td>
<td>(SBR – 15%)</td>
<td>Phoenix/Clean/Potion/Layered. A moderately dangerous opponent for weaker parties. Use Fearless Assault to stagger it quickly.</td>
</tr>
<tr>
<td>Garchonzocus</td>
<td>(RAV – 30%)</td>
<td>Phoenix/Clean/Potion/Layered. May appear in the external areas of Echoes of the Past.</td>
</tr>
<tr>
<td>Grendin</td>
<td>(RAV – 15%)</td>
<td>Phoenix/Clean/Potion/Layered. Only appears in the Echoes of the Past.</td>
</tr>
<tr>
<td>Hanleth</td>
<td>(COM – 10%)</td>
<td>Phoenix/Clean/Potion/Layered. Can be encountered in the west and northwest tunnels. These enemies stop appearing when you return to the area having completed all story objectives.</td>
</tr>
<tr>
<td>Nezuno</td>
<td>(RAV – 15%)</td>
<td>Phoenix/Clean/Potion/Layered. Only encountered in tunnel areas.</td>
</tr>
<tr>
<td>Palzovorot Knight</td>
<td>(SBR – 15%)</td>
<td>Phoenix/Clean/Potion/Layered. Use Fearless Assault followed by Tri-attack to fill the Chain Gauge, then switch back for a near-instant Brash.</td>
</tr>
<tr>
<td>Unnilennio</td>
<td>(COM – 15%)</td>
<td>Phoenix/Clean/Potion/Layered. Mostly appears in the external areas of Echoes of the Past, though it can be found in the southwest tunnels.</td>
</tr>
</tbody>
</table>
NOTEWORTHY MONSTERS

Defeating Pulsework Knights to obtain the Pulse Knight Monster Crystal is highly recommended: this SIN is an Early Peaker with an exceptional HP stat once upgraded to its maximum level 20. Setting up the ‘In disaster Paradigm before you hunt one can be very effective; perform an initial flurry with Relentless Assault, then switch to this all-RAV formation to Stagger it rapidly. Both the Pulsework Knight and Hoplite drop Potent Bolts, a Grade 1 monster material that can be used to level the Pulse Knight. You will need 28 of these to max it out—a sum that you may accrue while hunting for the Monster Crystal itself.

The rare Albino Lodo can be found in the exterior Echoes of the Past area and—slightly more commonly—the southwest tunnels once you complete main storyline objectives for Bresha Ruins (005 AF). This Ravager has stats far in excess of its rivals for this stage in the story, and can be a powerful ally once you find and invest Slivers on its development. Its HP Strength and Magic stats grow rapidly.

PARADOX ENDING: A GIANT MISTAKE

Though Atlas cannot be defeated unless you weaken him with the control device during your first visit to this location, you can actually return at a later date to confront the giant in a fair fight. However, taking his increased stats into account, we would recommend that you wait until Sarah and Noel have in the region of 3,000 HP and 3,800 HP respectively—and, ideally, much more for a less prototyped encounter. We would also suggest that you have the Bunkerbeast (at around Level 30) and a maxed-out Dragoon in your Paradigm Pack; a well-developed monster Medic is suggested that you have the Bunkerbeast (at around Level 30) and a maxed-out Dragoon in your Paradigm Pack; a well-developed monster Medic is useful, but not vital.

Once you are ready to tackle this challenge, use the ‘Screams’ Gate Seal (found in Vachstet Masol [010 AF]—see overview) to close the Bresha Ruins (005 AF) gate on the Historia Crux. After the (brief) opening fight, you can skip all cinematics, then make your way directly to Atlas.

As your early story confrontation, Atlas employs a limited number of ponderous assaults. You can easily mitigate the damage caused by those with a swift Paradigm Shift to Turtlist, and you have ample time to switch. Atlas may be a mighty war machine, but he telegraphs his punches like a rank amateur. Use the Disengage Paradigm to heal your party when required while the Dragoon stabilizes the Chain Gauge; you could also use the all-MED Salvation to minimize breaks in your full offensive. The success rate of debuffs against Atlas is rather low, so there’s no real need to employ a SAB. You should also note that his hand clap attack removes active buffs, so employing a Synergist will slow the battle down.

When you are not reacting to his attacks, use Relentless Assault to wear Atlas down. He has a huge Chain Resistance, but raising the Chain Gauge will make a big difference as the battle progresses. Defeating him unlocks the A Giant Mistake Paradigm Ending, and you obtain the ‘Transcript: A Giant Mistake’ Fragment and a total 11,800 CP as a reward. You may also pick up a rare Gold Bangle and Potent Generators in the Spolis, though the probability of picking up the former is a slender 5%.

POINTER OF INTEREST

On your first story playthrough, there are two “optional” live conversations that can occur in specific areas. The first is in the dead end on the east side of the west tunnel, right by the treasure sphere that contains eight Mana Droplets. The second is in the far northwest of the map, inside the tunnel, close to a treasure sphere containing a Star Pendant.

The northwest tunnels are a good spot to grind for mechanical (Grade 1 monster materials); the Hoplites are generally a better bet than Pulsework Knights. Sandmacoma and Gremilins are extremely common in the external Echoes of the Past area; both have Potent Droplets as their Common Drop.

The elevated walkway in the south of the Excavation Site zone features an oddity: a yellow rotating circle just in front of a gap in the barrier. This is actually a spot where you can perform a special jump while riding a Chocobo. It serves no purpose other than to offer a swift (and rather unorthodox) return to the lower level.

NOTES

Item to Cordelia to obtain the Fragment and 100 CP. to begin the Ars Symphonica side quest. This short find-and-deliver task can be

Requirements: Defeat Atlas; complete the Unio Mystica, Ars Symphonica, and Ghast Fragment side quests.

Unlock access to the southwest tunnels (see previous page), then speak to a soldier named Morris—he is stationed by the storeroom where Serah and Noel were imprisoned earlier. Use the Moogle Hunt ability to reveal a phased treasure sphere in the tunnel to the west of him; this contains the Army Comm Device. Return this to the soldier to obtain the Vita Lyrica Fragment and 200 CP.

FRAGMENT: ARS SYMPHONICA

Requirements: Defeat Atlas; complete the Unio Mystica and Ghast Fragment side quests.

Speak to Cordelia in the Excavation Site area (she’s usually found to the south) to begin the Ars Symphonica side quest. This short find-and-deliver task can be completed in mere seconds. Head into the control center in the northwest of the area, close to where Sarah and Noel were imprisoned earlier in the story, then use the Moogle Hunt to reveal a treasure box. Open it, then return the Personal Notes item to Cordelia to obtain the Fragment and 100 CP.

FRAGMENT: GRAVITON CORE Beta

Requirements: Defeat Atlas; complete the Unio Mystica and Ghast Fragment side quests.

This Fragment is located in the “secret” walled area in the southeast of the Echoes of the Past area. After you defeat Atlas, grab a Chocobo and ride it up the ramp on the northwest side of this enclosed space, then hold \( S \) to fly over the barrier \( S \). Perform a Moogle Hunt to identify the Fragment by the north wall. You can then collect it (and loot the nearby treasure sphere) before dropping through one of the two openings to the south.

FRAGMENT: GHAST FRAGMENT

Requirements: Defeat Atlas; complete the Ars Symphonica and Ghast Fragment side quests.

Speak to Chester in the exterior Echoes of the Past area where Chocolina and a Gate are located to begin the Ghast Fragment side quest. The Ghast can be found inside the tunnels in the far northwest of the map, close to a treasure sphere containing a Star Pendant (30 AF). The Ghast’s physical assaults aren’t overly threatening, but its Fira attack will send weaker party members straight into critical status. If you confront it before fighting Atlas, employ Delta Attack for the added security of a Stun to soak up damage, and use Potions liberally. If you leave this task until later, you can instead coast through the battle with Relentless Assault. After you defeat the monster, you will receive the Ghast Fragment and 680 CP.

FRAGMENT: VIA L YRICA

Requirements: Obtain the Moogle Throw ability in Guethel Waterscape (30 AF).

Unlock access to the southwest tunnels (see previous page), then speak to a soldier named Morris—he is stationed by the storeroom where Sarah and Noel were imprisoned earlier. Use the Moogle Hunt ability to reveal a phased treasure sphere in the tunnel to the west of him; this contains the Army Comm Device. Return this to the soldier to obtain the Vita Lyrica Fragment and 200 CP.

FRAGMENT: UNIO MYSTICA

Requirements: Obtain the Moogle Throw ability in Guethel Waterscape (30 AF).

Speak with the Captain in the southern Echoes of the Past area close to Chocolina and a Gate to begin the Unio Mystica side quest. You need to locate two items in the area. The first is a short walk away. From the Gate, there is an “out of phase” treasure sphere to the left of the entrance to the west. This contains the first Capsule. The treasure sphere in the first dead end on the east side of the west tunnel (at the bottom of the large “steps”) contains the second Capsule. Return both of them to the Captain to claim the Unio Mystica Fragment and 100 CP.