### Basic Commands

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### On-Screen Display

**MINI-MAP**

This display offers information on the terrain in your immediate vicinity, including topographical data, waypoints, NPCs (Non-Player Characters), and assorted points of interest. The mini-map always points north by default, though this can be adjusted in the Settings menu; the arrow representing the character under your control always corresponds to the direction they are facing.

**ATB Gauge**

The ATB (Active Time Battle) gauge fills gradually during combat. Once it is full, and your instructions chosen and confirmed, each action that appears above the gauge will be performed by the character under your direct control.

**Help Display**

Offers information on highlighted menu options.

**Enemy HP Gauge & Roles**

These bars illustrate the current health (“Hit points”, or HP) of each party member, the current “role” of each individual appears above their gauge.

**Chain Gauge**

This gauge is filled by launching successive assaults on an opponent. Once it has been filled, an enemy enters “Staggered” status, which can lead to increased damage, new weaknesses and behavioral changes. The red marker shows your actual position on the gauge, while the orange bar is a timer. If the orange bar reaches the far left of the display before you or your allies land another attack, both the Chain Gauge and related Chain Bonus are reset.

**Chain Bonus**

Shows the current multiplier for damage inflicted on a targeted enemy. 100% is the default amount, though this increases as the Chain Gauge is filled through successive attacks.

**Stagger Threshold**

Indicates the Chain Bonus level where an enemy will enter the Staggered state.

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*This feature is not available at the beginning of the game.

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MORE SAMPLE PAGES AVAILABLE AT WWW.PIGGYBACK.COM
Final Fantasy XIII-2 is a vast, open-ended RPG where no two players might approach its many challenges in quite the same order or fashion. The purpose of the Walkthrough chapter is simply to chart an easy-to-follow course from the start of the story to its denouement for those who are most interested in FFXIII-2’s narrative. It presents a “realistic” first playthrough, covering all main story tasks and the strategies you need to overcome individual challenges, but is by no means the “optimal” path in terms of rewards or experiences.

To get the most out of your first run through the story, we strongly advise that you regularly use the Tour Guide chapter to explore new areas, advance your party, and enjoy secondary plotlines that are only loosely connected to the main story. This, for us, is the best way to experience FFXIII-2. You should also note that it is easy to replay individual sections of the story whenever you like, which means there is never really a “wrong” way to approach an objective – just different ways.

Main walkthrough: These numbered sections have been written to provide a balanced range of step-by-step instructions and tips to complete the main storyline while minimising the amount of time you spend travelling back and forth between locations. By avoiding extraneous or unnecessary details, we aim to offer players concise guidance that won’t spoil set-pieces or gameplay surprises. For ease of reference, all maps (including details on collectible items and monsters) can be found in the Tour Guide chapter.

New features, tactics and points of interest: Throughout the Walkthrough, you will find that we will offer additional advice on subjects or features pertinent to your current position in the storyline. These aside usually appear on the right-hand page of each double-page spread. For example, whenever you acquire an ability or encounter something new within the game world, we offer an appropriate selection of insights, advice and trivia to help you master or understand it, or provide a page reference to a complete overview elsewhere in the guide.

Completion Timeline chapter: (page 68): Bridging the gap between the story-focused Walkthrough chapter and the information-rich Tour Guide, the Completion Timeline chapter offers a concise visual guide to 100% completion.

Tour Guide chapter (page 80): The Tour Guide covers each game location in every time period, complementing the Walkthrough chapter by examining all optional activities available there: from side quests to minigames, maps to treasure sphere contents, power-leveling opportunities to rare monsters. It can be used in conjunction with the Walkthrough to reach 100% completion, or as a stand-alone source of reference.

Primer chapter (page 6): The majority of game features that are inherited from Final Fantasy XIII (or are available during the opening hours of play) are introduced in the Primer chapter. If you are unfamiliar with the Final Fantasy XIII universe, you may want to make this your first port of call.
To win the battles in the Town Square area with ease, simply press Auto-battle function do the rest of the work. and switch to the Slash & Burn Paradigm at the start of each fight, then let the clock system. You can find further information on this core component of combat to leap over obstacles (×) as you head for the A World Without Cocoon Tour Guide: See page 24

1. After the opening cinematics, you can take a tutorial that introduces the fundamentals of the FF XIII-2 combat system as Lightning engages Chaos Bahamut in the first of two separate battles. These fights do not demand any degree of tactical finesse, so you can safely select Auto-battle and admir the scenario.

2. Your next objective is to investigate the impact site in the far north of the map. You can speak to New Bodhum residents with speech bubble icons above their heads before you set out, but there’s nothing else to do in the Town Square for the time being. Head to the north to speak with Noa in the Beachfront area. This conversation is followed by an introduction to the Mile Clock system. You can find further information on this core component of combat by reading the section that begins on page 17 of the Primer chapter.

3. Once the battle is over, run up the wooden path, then the natural rock ramp that follows (×). Whenever you see a small blue circle on the path, this indicates that Sarah and Noel can make a special jump to reach a higher or lower elevation. You will now regularly encounter enemies as you travel to the waypoint marker. When you fight groups of Nekton or Spiceacilians, stick to the Double Trouble Paradigm for short battle times; for all other enemy types that follow (×) Gogmagog begins (×), switch to the Slash & Burn Paradigm to drive up the monster’s Chain Gauge and inflict maximum damage. You can reduce the injuries that Sarah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is poised to launch its powerful Swipe attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the items menu whenever your party’s HP gauges fall below the 50% mark.

4. The battle is followed by the award of Gogmagog Fragment Alpha (see “fragments” below). Approach the object at the center of the crater and press (×) to interact with it.

5. As soon as the confrontation with Gogmagog begins (×), switch to the Slash & Burn Paradigm to drive up the monster’s Chain Gauge and inflict maximum damage. You can reduce the injuries that Sarah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is poised to launch its powerful Swipe attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the items menu whenever your party’s HP gauges fall below the 50% mark.

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30. The battle is followed by the award of Gogmagog Fragment Alpha (see “fragments” below). Approach the object at the center of the crater and press (×) to interact with it.
Once the cinematics end, you restart in the NOVA House. Even though you can now create your own Paradigm, the default Double Trouble and Slash & Burn aptitudes will be more than sufficient until you leave New Bodhum. You should, however, visit the Crystarium immediately to advance Serah and Noel; see the page to your right for advice.

Open the treasure box that appears to claim your Live Trigger Reward before you move to the waypoint. Once you regain control of your character outside, you can speak with any New Bodhum residents marked with speech bubbles. Most of these provide ambient conversations, but there are two particular points of interest. Talking to Lidraune outside the NOVA-House will provide a quick recap of events that happened after the end of Final Fantasy XIII. You can also speak to Nall in the northeast of the Town Square area to begin the Heart Prism side event.

Once Serah commands a cutscene, approach the rocks highlighted by a waypoint marker in the north of the Town Square area, then examine them to obtain the Lightning’s Key Item. Also approach the group of children standing southeast of the NOVA House and speak with the boy with a speech bubble above his head. When the cinematic ends, chase him through the Beachfront area until you can catch him in the Winding Way area; tap \( \text{A} \) to initiate a conversation when your move within range.

When Sarah speaks with the boy, a special Live Trigger conversation will begin. This one enables you to choose answers until you pick the correct option. When the conversation ends, obtain the Snow’s Necklace key item. Look to the east for a blue circle that indicates a shortcut back to the lower level and return to the Town Square area; you can speak to Noel for an optional conversation and Live Trigger during the journey.

Enter the NOVA House and head to Serah’s bedroom. Examine the mirror; when the cinematic ends, you receive the Giant’s Artifact—the item you will need to activate the Gate at the Meteorite Impact Site. A treasure box will appear opposite the mirror; this contains your reward for your recent Live Trigger choices. Leave the building, then head for the waypoint in the Meteorite Impact Site zone. You can now take the path on the east side of the map (the Tidal Shallows area) as both a shortcut and an opportunity to collect previously inaccessible treasure spheres (\( \text{R} \)). The first of these contains an Iron Bangles, an accessory that increases HP by 10%. We advise you to equip this on Serah.

Spend your accumulated Crystogen Points before you reach the Meteorite Impact Site, as Gogmagog will attack once again when you approach the area. This time, the monster will employ the Causality Barrier ability to significantly reduce the monster’s susceptibility to both magical and physical damage. Use the Slash & Burn Paradigm to rapidly drive up the Chain Gauge. Staggering the abomination will remove its shield and enable you to end the battle swiftly. If you have fought a number of enemies, you should be able to end the confrontation within the first stagger. You can also use Potions to heal when required rather than draining out the confrontation by employing Sentinel-based strategies. You will obtain Gogmagog Fragment Beta when the battle ends. Approach and interact with the Gate in the Meteorite Impact Site to visit the Historia Crux for the first time.

### USING THE CRYSTARIUM

Once you defeat Gogmagog for the first time, you unlock the ability to visit the Crystarium to invent the Crystogram Points (or “CP”) that you acquire through combat and by completing story and side quest objectives. This topic is far too large to cover here in any great depth, so we strongly recommend that you immediately visit page 308 of the Strategy & Analysis chapter where you will, among many other things, find...

- Information on how to maximize your party’s potential growth. If you would like to advance Serah and Noel in the most productive manner possible, we suggest that you digest this section before you spend a single point.
- The optimum order in which to unlock new roles, Role Bonuses, ATB gauge segments and other perks available at each Crystarium Expansion milestone.
- Diagrams that illustrate the growth of Serah and Noel in all six roles.

As a very general rule, we recommend that you aim to achieve one Crystarium Expansion for Serah and Noel per main story destination visited. This should make them powerful enough to beat all generic enemies with relative ease, and remove the need for slower, more technical strategies in boss fights.

### SPOILS & TREASURE CONTAINERS

At the conclusion of every battle your party will regularly obtain Spoils, items dropped by opponents and transferred directly to your inventory when you leave the post-combat information screens. Almost every monster has a common drop and a rare drop. You can increase the number of either item type that you obtain by securing a perfect five-star rating for each battle (see page 16 for details). This usually requires the use of a Paradigm focused on raw aggression to win each combat encounter at great speed. Your ability to maximize the rewards you obtain is also linked to the relative strength of your party: if you struggle to hit four- or five-star ratings in standard combat exchanges, it’s usually an indication that your party is somewhat underpowered.

As we explain in the Primer chapter (see page 12), you can also collect items from treasure spheres and treasure boxes. Their contents are generally useful, but often far from remarkable. It is the cumulative effect of diligently looting every container that makes a difference, as the sum total of all objects found in an area often represents a fairly gradual expansion of the resources at your disposal. The Tour Guide chapter not only contains annotated maps that illustrate the positions of all containers, but also documents interesting rewards that you can harvest from the opponents you encounter.

### CHOCOBOS

After the second Gogmagog battle, a pop-up Primer on Chocobos will appear. Riding Chocobos enables you to move rapidly through an area, and completely eliminates the threat of encountering any monsters as you travel. Hiring these iconic steeds costs one Gysahl Green per ride.

- Your current stock of Gysahl Greens will appear on screen every time you approach a Chocobo. Gysahl Greens can be acquired by opening treasure spheres (there’s one just inside the Meteorite Impact Site area), or purchased from shops later in the story.

- Chocobos appear in fixed positions on maps once unlocked, which usually occurs after you complete a critical story objective; they are represented by feather icons (\( \text{R} \)). Once you have ridden a Chocobo, it will continue to follow you around the area until you leave.

- You can open treasure spheres and boxes, speak with NPCs and examine other points of interactivity while riding. Mog can still detect potential treasures or points of interests, but your increased movement speed makes it less likely.

- Like many NPCs, Chocobos that you are not riding will run to “fight” monsters when they appear. This can slow the advance of enemies or even stop them entirely, making it easier to move the Encounter Circle away from them before the Mog Clock runs down.

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1. After the opening cinematic, you jump straight into a fight against Paradox Alpha. Switch to Slash & Burn immediately to increase the damage that you inflict to the entity. This boss battle features two breaks for you to put the pad down, as there is one final Cinematic Action: press the X button to select the Paradigm Shift choice.

2. When the boss battle ends, walk with your captors until you reach the Captain with a speech bubble above his head; speak to him to advance the story. In the cell, talk with Noel and the guard outside. After Alyssa arrives, speak to the guard again to secure your release. Follow Alyssa and speak to her until you obtain the Academy Communicator and the Map of the Bresha Ruins.

3. Visit Chocolina’s Shop (see below) in the Excavation Site area. Purchase the Meteor Shot and Howling Soul weapons, then equip them on Sarah and Noel respectively to boost their effectiveness in battles by a small but currently significant degree. If you are short on funds, there are treasure spheres in the area that can be opened to obtain the necessary gil.

Head up the steps in the northeast of the Excavation Site area to reach Echoes of the Past, the largest zone in Bresha Ruins. Enemies appear throughout this area, so be prepared to fight at all times during your travels. A mandatory battle against a Cait Sith and a Zwerg Scandroid will begin not long after you first arrive. Use Slash & Burn to focus your assaults on the Cait Sith first (to prevent it from employing its healing ability), and the encounter should end without incident. This leads directly to a Primer that introduces Monster Crystals, the Paradigm Pack, and monster customization. You can take a tutorial on the Paradigm Pack mechanics that leads directly into another tutorial for the Feral Link ability. See “Monster Crystals & Paradigm Pack” for tips on these topics.

WOUNDS

After the dramatic opening cinematics, Paradox Alpha’s first blow leads to a brief tutorial on Wounding attacks. These reduce the target’s maximum potential HP. If you study an afflicted party member’s HP gauge, you will notice that the red bar that represents depleted health is reduced. This “empty space” at the right of the bar represents HP drained by Wounds.

Wounds cannot be healed with standard Potions or healing spells. The only way to restore “lost” HP in protracted combat encounters is to use a Wound Potion (or a costly Elixir). Wound Potions can be purchased later in the story for 300 gil per unit.

CHOCOLINA

This exuberant individual and her mobile store can be found in the majority of locations that you visit during the main story, and in many destinations far from the beaten path.

- Chocolina’s inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are generally unique to the location where they appear.
- Chocolina also will buy surplus objects from your party at half their standard purchase cost. We suggest that you ignore this feature and stockpile all items until later in the story, when you can acquire a special ability that enables you to sell her items at a higher price.
- Many of the items that Chocolina sells can be obtained in treasure spheres or as Spoils, so save your precious gil for specific purchases. Both the Walkthrough and Tour Guide chapters will make comments on notable acquisitions when they become available.

MONSTER CRYSTALS & PARADIGM PACK

Almost every monster you face in Final Fantasy XIII-2 is tameable—and therefore a potential addition to your Paradigm Pack. To recruit a new creature, you must defeat it and receive a Monster Crystal at the end of this battle. The system is a complicated and absorbing part of the combat system. You can turn to page 220 of the Strategy & Analysis chapter for a comprehensive overview of all related topics.

- Press the X button during a battle (or visit the Bestiary) and study the information below the Report heading. This will tell you if a monster is tameable or not, and its role if applicable.
- Once you have acquired a monster, you can add it to one of the slots in your Paradigm Pack (the trio of “active” monsters that can fight alongside you during battles) and configure your Paradigm Deck to deploy it in combat. Each creature has a fixed role, so there is a degree of strategy in selecting three that will complement your favorite paradigms.
- The HP of all monsters in your Paradigm Deck during a battle is connected: if one sustains injuries that reduce its HP to 40%, this will be true of any other monster that you bring into play with a Paradigm Shift—even if they have vastly different maximum HP totals.
- Monsters cannot act as party leader. If both Sarah and Noel are incapacitated, you will always be taken to the Game Over screen.
- Monsters can be upgraded via the use of Monster Materials at the Syntrum. You can also “infuse” a favored monster with other Monster Crystals to transfer their abilities.
- You can increase your chances of obtaining a particular monster variety by defeating them with a Feral Link special ability.
When you reach the Gate, speak to the nearby soldier (30) to unlock the Moogle Hunt ability and bring up a Primer on its use. After reading the introduction, press (14, 15) to perform a Moogle Hunt to reveal the Wild Artefact, then collect it. You can also speak to other individuals in this area to begin the Unos Mystica and Ghost Fragment side quests. Examining the Gate leads to a brief conversation and a Live Trigger.

While entering the tunnel on the west side of the Echo of the Past area isn’t mandatory, you can pick up items and encounter different enemy varieties inside. We specifically recommend that you scour these tunnels until you defeat and capture a Pulsework Knight (enemy varieties inside). We recommend that you have accumulated, and ensure that you have a suitable set of Paradigms: you are now ready to confront the mighty war machine. Enter the northern tunnels via the path that leads south then bends to the east. Spend any Crystogen Points available crystals and reach the exit. However, you can only step on each floor tile once, so you will need to choose your path carefully. This is a gentle introduction to defeated this colossal opponent at the present time. Enter the northern tunnels and head to the new waypoint.

When you arrive at the room with the “Can we control Atlas?” waypoint marker, the party will be scaled into a Temporal RAV. To escape, you must solve three stages of a puzzle known as a Tile Trial, with your objective being to collect all available crystals and reach the exit. However, you can only step on each floor tile once, so you will need to choose your path carefully. This is a gentle introduction to Temporal RAV puzzles, and should present you with no difficulties. If you would like to learn more about Tile Trials, or if you need a visual solution, see page 244.

Once the Anomaly has been resolved, you will obtain the Delicate Crystal Fragment and 200 CP. Interact with the control device to weaken Atlas, then exit the tunnels. When you arrive at the room with the “Can we control Atlas?” waypoint marker, the party will be scaled into a Temporal RAV. To escape, you must solve three stages of a puzzle known as a Tile Trial, with your objective being to collect all available crystals and reach the exit. However, you can only step on each floor tile once, so you will need to choose your path carefully. This is a gentle introduction to Temporal RAV puzzles, and should present you with no difficulties. If you would like to learn more about Tile Trials, or if you need a visual solution, see page 244.

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When you reach the Gate, speak to the nearby soldier (30) to unlock the Moogle Hunt ability and bring up a Primer on its use. After reading the introduction, press (14, 15) to perform a Moogle Hunt to reveal the Wild Artefact, then collect it. You can also speak to other individuals in this area to begin the Unos Mystica and Ghost Fragment side quests. Examining the Gate leads to a brief conversation and a Live Trigger.

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fight, so be ready to react to the on-screen prompts (Assault to finish him off). There is a Cinematic Action sequence directly after the scratch during this fight. Once Atlas has been Staggered, switch to Relentless Serah when their HP falls below 40%; a maxed Pulse Knight will barely sustain the Delta Attack Paradigm and simply use a couple of Potions to heal Noel and and train a Pulse Knight to act as your party’s main Sentinel, you can employ the fact that Atlas has been severely weakened. If you took our advice to capture Atlas Fragment and a massive 2,500 CP bonus when play resumes.

Approach Atlas to begin a boss battle. The fact that your party isn’t immediately reduced to a greasy smear on the battleground reflects the fact that Atlas has been severely weakened. If you took our advice to capture and train a Pulse Knight to act as your party’s main Sentinel, you can employ the Delta Attack Paradigm and simply use a couple of Potions to heal Noel and Serah when their HP falls below 40%; a maxed Pulse Knight will barely sustain a scratch during this fight. Once Atlas has been Staggered, switch to Relentless Assault to finish him off. There is a Cinematic Action sequence directly after the fight, so be ready to react to the on-screen prompts (Assault to finish him off). Unlike the HP gauge, the Feral Link gauge is unique to each monster in your Paradigm Pack.

The Feral Link gauge gradually charges for all monsters in your Paradigm Deck during a battle. The fastest way to fill the gauge is to build large Chain Bonuses against your opponents. When the Feral Link gauge is full, press \(A+X\) to initiate the move. Most (but not all) monsters have a special set of button commands for their Feral Link ability. If applicable, swiftly follow the on-screen button presses and/or stick movements.

Feral Link abilities have two secondary properties. This first is to increase the probability that you will capture a tameable monster if the skill is used to successfully defeat them. Secondly, using a Feral Link attack can sometimes interrupt or cancel an enemy ability or assault – a useful trick in encounters against powerful opponents.

Approach the waypoint marker in the Lamentable Rest zone to the east and examine the monument to advance the story. After the cinematics, you can find a treasure sphere that contains the Butterfly Box for Sarah – a weapon for superior to anything else you can acquire at this stage. Perhaps more importantly, you can also hunt and capture the rare Albino Lobo enemy type. These usually appear on pairs close to the southwestern Gate; or outside (E10), and will make a powerful addition to your Paradigm Deck as a Ravager.

Recommended Activities

Though not mandatory, the following optional tasks will be of great benefit to your party.

- Once you have activated the control device and defeated Atlas, we recommend that you travel to Yoshua Massif and complete the Prophecy of Hope episode. However, taking a brief detour to Sunleth Waterscape via the Gate in the tunnels to the west for completion, a handful of early objectives can be extremely advantageous. If you have a fully leveled Pulse Knight to act as a Sentinel, the opening battle against the Royal Bishops can be tough, but ultimately beatable. If you then follow the walkthrough on page 46 until you obtain the Moogle Hunt ability (which only takes a few minutes), you can leave immediately via the Return to Historia Crux option; your progress to this point (including your precise position) will be stored for your later return.

- Armed with the Moogle Hunt and a Pulse Knight in your Paradigm Deck, return to Bresha Ruins (005 AF) and turn to page 96 of the Tour Guide to learn how to access the “secret” sealed area in the southwest of the map. On arrival, you can find a treasure sphere that contains the Butterfly Box for Serah – a weapon for superior to anything else you can acquire at this stage. Perhaps more importantly, you can also hunt and capture the rare Albino Lobo enemy type. These usually appear on pairs close to the southwestern Gate; or outside (E10), and will make a powerful addition to your Paradigm Deck as a Ravager.

- Recommended Activities on the adjacent page for more details.

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- Recommended Activities on the adjacent page for more details.
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.

### New Bodhum (003 AF)

The Tidal Shallows zone is blocked until you acquire the Giant’s Artifact during the main storyline.

#### The Tidal Shallows

- **Treasure**: New bodHum (003 aF)
  
  - **Contents**: Potion (400g)
  
- **Points of Interest**
  - **Objects of Interest**
    - Lightining Knife: Obtained through story progression
    - Giant’s Artifact: Obtained through story progression
    - Medical Kit: Key Item for the Heart Prism side quest
    - Grenaviton Core Alpha: Requires the Moogle Hunt ability

#### Fragments

- **Gogmagog Fragment Alpha**: Unlocked through zone story progression
- **Heart Prism**: Use the corresponding entry
- **Grenaviton Core Alpha**: Requires the Moogle Hunt ability

### 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 Artifact leads in the Town Square area, after questioning the young boy, return to the NOBA 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.

### Points of Interest

- There’s 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 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 Exaray 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 Medic. 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.

### Fragments

- **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).

### Indigenous Monsters

- **Sarracenia** (COM – 15%): Only appears in the Tidal Shallows area. This extremely rare opponent can appear after the first battle with Gogmagog. It has the potential to drop Potions at an incredible rate (they can drop Potions as well!)
- **Spiceacilian** (RAV – 20%): This extremely rare opponent can appear after the first battle with Gogmagog. It has the potential to drop Potions at an incredible rate (they can drop Potions as well!).
- **Tabasco Toad** (RAV – 15%): This extremely rare opponent can appear after the first battle with Gogmagog. It has the potential to drop Potions at an incredible rate (they can drop Potions as well!).
- **Soldier** (COM – 15%): Only appears in the Tidal Shallows area.
- **Exoray** (RAV – 20%): Only appears in the Tidal Shallows area.

### Summary

- **Gogmagog**
  - **NAME**: Gogmagog
  - **Drop**: Crystal (200 CP)
  - **Notes**: This extremely rare opponent can appear in the Tidal Shallows and Beachfront areas. It will only spawn after you return to New Bodhum from the Historia Cross.
- **Gogmagog**:
  - **NAME**: Gogmagog
  - **Drop**: Crystal (200 CP)
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  - **NAME**: Gogmagog
  - **Drop**: Crystal (200 CP)
  - **Notes**: This extremely rare opponent can appear in the Tidal Shallows and Beachfront areas. It will only spawn after you return to New Bodhum from the Historia Cross.

### Map Legend

- **Treasure**: Potion (400g)
- **Map of New Bodhum**
- **Litracope**
- **Phoenix Down**
- **Gyash Green (02)**
- **Iron Bangle**
- **Phoenix Down**

### More Sample Pages Available at www.Piggyback.com
BRESHA RUINS (005 AF)

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.

FRAGMENT OVERVIEW

Delicate Crystal

Complete the Tile Trial that occurs automatically when you approach the control device.

Atlas Fragment

Unlock the "weakened" Atlas during your first story visit.

Chocobo

The "secret" area can only be accessed by riding a Chocobo, which are made available once you defeat Atlas.

Gush (Cch)

Potion/Star Fragment side quest.

Eclipse Artifact

Available after the defeat of Atlas, activates the Gate in the south of the Echoes of the Past zone to unlock Yaschas Massif (010 AF).

Reunion Artifact

Available after the defeat of Atlas, activates the Gate in the west tunnel to unlock Sunleth Waterscape (009 AF).

Granit Core

Required the Moogle Throw ability. Key item for the Granit Core quest.

Personal Notes

Found inside a treasure sphere that cannot be opened until you obtain the Moogle Throw from Sunleth Waterscape. See Sunleth Tunnels section for more details.

Holding Cell Key

Found inside a treasure sphere that cannot be opened until you return to Bresha Ruins (005 AF) – and to complete the Vita Lyrica side quest. One of the treasure spheres in the Excavation Site contains the Holding Cell Key, which can be used to remove the barrier inside the room where Sarah and Noel were held earlier in the story.

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 (010 AF). This contains the Holding Cell Key, which can be used to remove the barrier in the room where Sarah and Noel were held earlier in the story.

Access to the southwest tunnels is required to reach the Gate in that area – which can be activated with a Wild Artifact to unlock Bresha Ruins (003 AF) – and to complete the Vita Lyrica side quest. One of the treasure spheres there contains the Butterfly Blow, an exceptionally fine weapon for Sarah if collected early in the story. This is also a good hunting ground for those seeking to encounter rare enemy types.

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FRAGMENT: UNIO MYSTICA

Speak with the Captain in the southern Echoes of the Past area close to Chococha to begin the Ars Symphonica 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 DP.

FRAGMENT: VIA LITICA

Requirements: Obtain the Mooglie Throw ability in Sulieoth Waterscape (100 AF).

Unロック the south-west tunnels (previous page), then speak to a soldier named Marnis – he is stationed by the storeroom where Sarah and Noel were imprisoned earlier. Use the Mooglie 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 DP.

FRAGMENT: GHAST FRAGMENT

Speak to Chester in the exterior Echoes of the Past area where Chococha and a Gate are located to begin the Ghast Fragment side quest. The Ghast can be located inside the tunnels in the far northwest of the map, close to a treasure sphere containing a Star Pendant (110 AF). The Ghast’s physical assaults aren’t overly threatening, but its Flare attack will send weaker party members straight into quick death. As in your early story confrontation, Atlas employs a limited number of ponderous assaults. You can easily mitigate the damage caused by these with a swift Paradigm Shift to Tortoise, 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 Dispel Paradigm to heal your party when required and the Dragon’s Chain to stabilize 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 down the Ghast’s health. After you defeat the monstrosity, you will receive the Ghast Fragment and 600 CP.

FRAGMENT: ANIMA MISERIA

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

Speak to Jed in the Lamentable Rest area to begin this side quest, though you should note that it cannot be completed until you unlock the Brisha Ruins (100 AF) destination. Once you have completed it, travel there and examine the flower just east of the Chocobo and Lex (the Iridium Ring quest giver) in the Lamentable Rest area to obtain a Silver Petal. Return to Brisha Ruins (100 AF) and deliver the item to Jed to receive the Anima Miseria Fragment and 200 DP.

FRAGMENT: GRAVITON CORE BETA

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 Mooglie Hunt to reveal a treasure box. Open it, then return the Personal Notes item to Cordelia to obtain the Fragment and 100 DP.

FRAGMENT: ARS SYMPHONICA

Requirements: Defeat 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 a initial flurry with Relentless Assault, then switch to this all-BAR 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 acquire while hunting for the Monster Crystal itself.

As in your early story confrontation, Atlas employs a limited number of ponderous assaults. You can easily mitigate the damage caused by these with a swift Paradigm Shift to Tortoise, 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 Dispel Paradigm to heal your party when required and the Dragon’s Chain to stabilize 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.

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NOTEWORTHY MONSTERS

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- The rare Albino Lodro can be found in the exterior Echoes of the Past areas and – slightly more commonly – the southwest tunnels once you complete main storyline objectives for Brisha Ruins (100 AF). This Ravager has stats far in excess of its rivals for this stage in the story, and can be a powerful ally unto you and invest Silver on its development: its HP Strength and Magic stats grow rapidly.

- The northwest tunnels are a good spot to grind for mechanical parts in the external Echoes of the Past area; both have Potent Generators, though the probability of picking up the former is a slender 5%.

- 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.

- You can get a quick gold bangle and Potent Generators in the Spoils, though the probability of picking up the former is a slender 5%.

- The elevated walkway in the south of the Excavation Site zone 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 DP.

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- 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 Serah and Noel have in the region of 3,000 HP and 3,800 HP respectively – and, ideally, much more for a less protracted encounter. We would also suggest that you have the Bankerbeast (at around Level 30) and a maxxed-out Dragon in your Paradigm Pack; a well-developed monster Medic is useful, but not vital.

- Once you are ready to tackle this challenge, use the ‘Sicars’ Gate Seal (found in Yshtria Massif (010 AF) – see overleaf) to close the Brisha 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 in your early story confrontation, Atlas employs a limited number of ponderous assaults. You can easily mitigate the damage caused by...
A Medic focuses on healing duties, which include restoring the HP of party members, reviving fallen allies, and removing status ailments. Knowing that your party will be fully healed and cured after each battle, you will find yourself making frequent judgment calls on your chances of survival. It’s often possible to continue attacking if you believe you will be able to finish off your enemy without the Medic’s recuperative powers—but when this seems unlikely, you will need to rely on this role to return your party to good shape.

**Medic Bonus Boosts**

- Increase the effectiveness of healing spells, as well as the Sentinel’s Medicap abilities.

**Synergist**

The Synergist empowers your characters with magic that enhances the party’s effectiveness. These spells can provide improvements to damage output, defense, and resistance to action interruptions and status ailments. Some special abilities can protect your party against strong elemental attacks, or inane non-elemental attacks (such as physical blows dealt by a Commando) with elemental power, enabling allies to exploit weaknesses to devastating effect.

**Synergist Bonus Boosts**

- Increase the duration of all status enhancements.

**Saboteur**

Saboteurs weaken your opponents by inflicting status ailments, or “debuffs”. They can also remove status enhancements, either by using the Dispel ability or casting the opposing status ailments. For example, casting Dependent can negate an active Protect status on an enemy. It is important to fill out an enemy’s Libra information to determine which status ailments may be ineffective against an opponent, which also improves the efficiency of AI-controlled Saboteurs.

**Saboteur Bonus Boosts**

- Improve the success rates of inflicting debuffs.
There are, broadly speaking, three different categories of abilities:

- **Active abilities** are unleashed through the Crystalium and can be added to the command queue manually.
- **Auto abilities** are also unleashed through the Crystalium but are performed automatically at the AI's discretion whenever it deems appropriate and of benefit to your current situation — even if you are choosing actions manually via the Abilities menu. For example, if an enemy has been Stagged, the first Attack instruction in a (suitably trained) Commando’s command queue will be automatically changed to Launch. Note however, that during the initial battle, all Auto abilities will be automatically changed to Launch. Although the latter is not very useful, it makes sense to use it as it’s free.
- **Passive abilities** are permanent traits that can be conferred by equipment or, in the case of monsters, that are innate, and for many of them, infusable — see page 224.

### Abilities

**Commando Abilities**

<table>
<thead>
<tr>
<th>Name</th>
<th>ABT COST</th>
<th>INFUSIBLE</th>
<th>DAMAGE MODIFIER</th>
<th>CHAIN BONUS</th>
<th>CUT</th>
<th>KEEP</th>
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</thead>
<tbody>
<tr>
<td>Attack</td>
<td>1</td>
<td></td>
<td>0.5</td>
<td>25</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>Blitz</td>
<td>2</td>
<td></td>
<td>1.8</td>
<td>25</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>Rain</td>
<td>1</td>
<td></td>
<td>2.2</td>
<td>15</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Raing</td>
<td>3</td>
<td></td>
<td>2.2</td>
<td>15</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Drain Attack</td>
<td>1</td>
<td></td>
<td>1.1</td>
<td>25</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>Area Sweep</td>
<td>3</td>
<td></td>
<td>2.3</td>
<td>25</td>
<td>40</td>
<td></td>
</tr>
<tr>
<td>Meteor Javelin</td>
<td>All</td>
<td></td>
<td>0.64</td>
<td>25</td>
<td>0</td>
<td>40</td>
</tr>
</tbody>
</table>

**Active Abilities**

- **Boosts by 1% the amount by which an attack raises a Status stat:**
  - Boosts by approximately 30% versus enemies
  - Boosts by approximately 30% versus enemies
  - Almost triples Strength versus enemies enhanced with Haste
  - Almost triples Strength versus enemies enhanced with Bravery
  - Boosts by approximately 30% when an enemy’s HP is above 70%

- **The Chaser abilities work especially well when used in conjunction with a Saluber who can cast the corresponding abounds.**

- **Damage-boosting auto abilities are useful and easy to trigger regularly in battle.**

- **Armor Breaker and Mind Piercer are invaluable abilities against enemies with high damage resistances. More often than not, they transform your Commando monster into your most potent offensive weapon. Mind Piercer is an especially rare ability, as many Commandos are naturally geared towards higher Strength.**

**Notes**

- You should prioritize the infusion of Adrenaline, Blindside, and Source (in that order, if possible) into any Commando monster most likely to should a significant workload in battle. These damage-boosting auto abilities are very useful and easy to trigger regularly in battle.

- For damage and pre-Stagger Chain Bonus building against single targets, (Fire, Blindside, Thunder, Aero) are the most cost-effective. Damage for second-tier spells (Fire, Blizzara, Thundara, Aerora) is augmented during a Stagger. Third-tier spells (Firega, Blizzara, Thundara, Aerogel) have the benefit of a wide area of effect, as well as the possibility of launching small enemies into the air, interrupting their actions.

**Ravager Abilities**

<table>
<thead>
<tr>
<th>Name</th>
<th>ABT COST</th>
<th>INFUSIBLE</th>
<th>DAMAGE MODIFIER</th>
<th>CHAIN BONUS</th>
<th>CUT</th>
<th>KEEP</th>
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<tr>
<td>Fire</td>
<td>1</td>
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<tr>
<td>Blizzard</td>
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<tr>
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<tr>
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</table>

**Notes**

- All physical attacks (Bite and strike abilities) have higher Cut and Keep values than their magic counterparts (the first-tier elemental spells).

- For damage and pre-Stagger Chain Bonus building against single, first-tier spells (Fire, Blizzara, Thunder, Aero) are the most...
All enemy data sheets in this chapter share a standardized format for quick and easy reference. The information they contain includes the data offered by the in-game enemy Intel files, but with many additions and revelations that the game itself does not divulge. The meaning of each cell is detailed on this page.

### ENEMY SHEET STRUCTURE

**HP**
- The amount of damage that the creature can endure, in Hit Points, before it is defeated.

**Strength**
- The Strength attribute of the enemy: the higher this is, the more damage its physical attacks will inflict.

**Magic**
- The Magic attribute of the enemy: the higher the number, the more damage its physical attacks will inflict.

**CP**
- The sum of Crystogen Points each of your characters will receive for defeating the target.

**Gil**
- The sum of gil your party will receive for defeating the target.

### Status Ailment Resistance:
Shows, by percentage, how resistant your opponent is to debuffs. 0% indicates weakness, while IMM is used to represent 100% immunity. The meaning of the icons used is as follows:

- **IMM:** The creature is immune to damage type.
- **1/10:** The creature is resistant, damage is divided by ten.
- **ABS:** Damage absorbed: your attack will actually heal the target (up to 30% of the usual damage).
- **0%:** The creature is weak to this damage type.

### Notes:
May flee from battle. Attacks quickly and relentlessly. Employs powerful wind-based attacks.

---

**Habitat:** The map area where you encounter the creature for the first time, and other known habitats where applicable.

**Damage Affinity:** The way in which the enemy reacts to the different types of damage you can inflict. The meaning of each icon is revealed here:

- **Physical Damage**
- **Magical Damage**
- **Fire Damage**
- **Lightning Damage**
- **Wind Damage**
- **Light Damage**
- **Dark Damage**
- **Mental Damage**

### Damage Vulnerabilities:
There are six possible reactions to every type of attack, each corresponding to a calculation applied to the base damage. These are as follows:

- **4D:** Enemy has a weakness, damage is doubled.
- **3D:** Normal damage.
- **2D:** Damage is halved.
- **1D:** Damage is reduced to damage type.
- **0D:** Damage absorbed: your attack will heal the target (up to 30% of the usual damage).

### Common Drop:
- The enemy’s common drop, with your base chance of obtaining the item.

### Rare Drop:
- The enemy’s rare drop, with your base chance of obtaining the item.

---

**IntroductIon**

**enemy Classification**

For maximum clarity, all enemies in our Bestiary are sorted in the same order as their in-game Bestiary entries. If you are looking for specific monsters as part of the Monster Professor side quest, you can use this to track down the creatures you’re still missing. The classification used is as follows:

- **TYPE:**
- **SUBTYPE:**
- **PAGE:**

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**INTRODUCTION**

**ENEMY CLASSIFICATION**

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RIFT BEASTS

**CHILLICERAT**
Habitat: Oerba (200 AF), The Archylte Steppe (??? AF), The Void Beyond

**Habitat**
- Oerba (200 AF)
- The Archylte Steppe (??? AF)
- The Void Beyond

**HP**
- 8,580

**Strength**
- 30

**Magic**
- 110

**CP**
- 75

**Gil**
- 180

**Notes**
- Delivers devastating physical attacks.
- Executes powerful magic attacks.
- Employs physical and magical combination attacks.


**Habitat**
- Oerba (200 AF), The Archylte Steppe (??? AF), The Void Beyond

**HP**
- 4,280

**Strength**
- 70

**Magic**
- 160

**CP**
- 380

**Gil**
- 400

**Notes**
- Employs powerful fire-based attacks.
- Vulnerable to ice damage.
- Employs non-elemental attacks.
- Revives fallen allies.


**Habitat**
- Oerba (200 AF), The Archylte Steppe (??? AF), The Void Beyond

**HP**
- 4,280

**Strength**
- 70

**Magic**
- 160

**CP**
- 380

**Gil**
- 400

**Notes**
- Employs powerful ice-based attacks.
- Vulnerable to ice damage.
- Employs non-elemental attacks.
- Revives fallen allies.