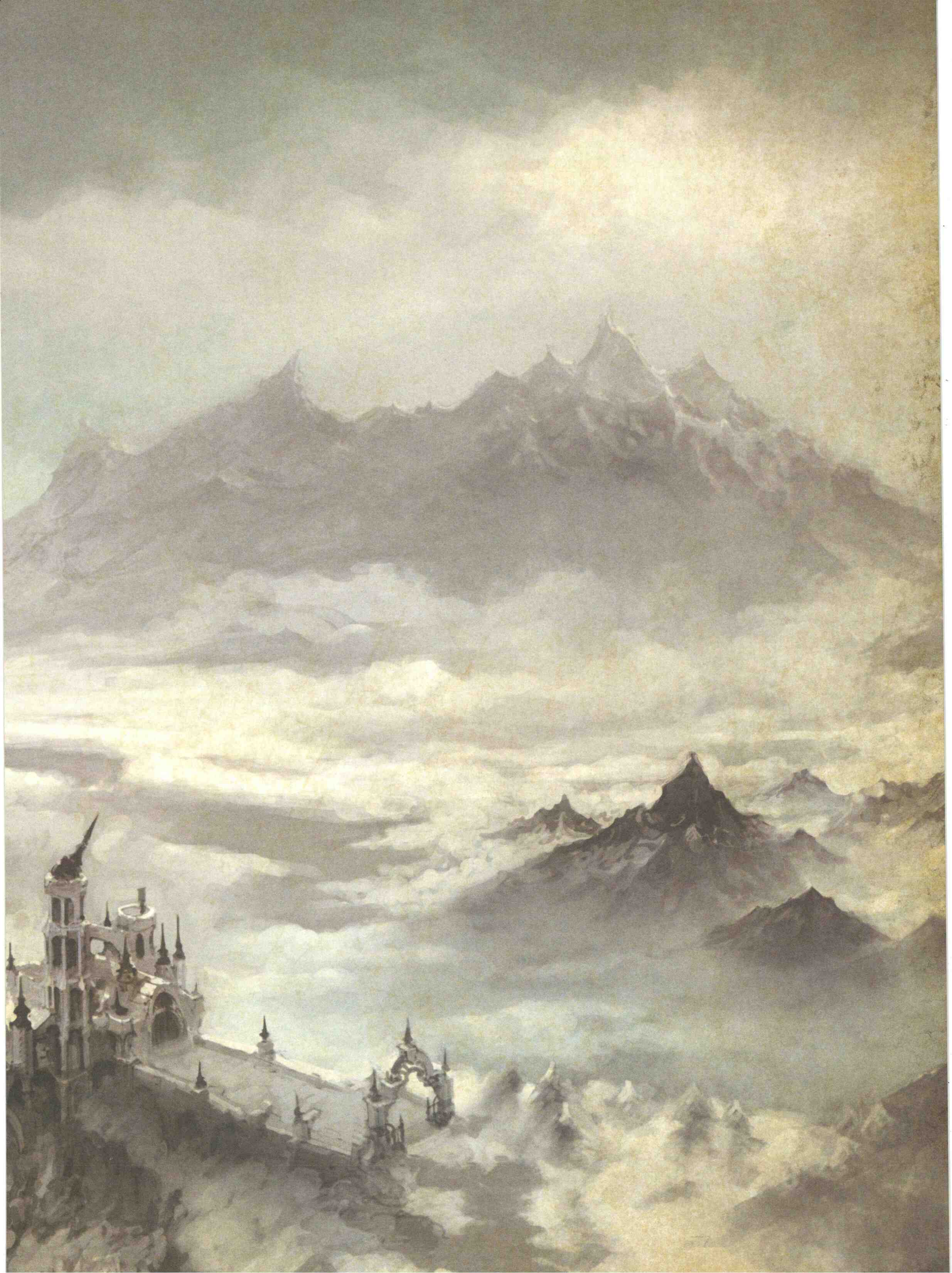


Encyclopædia Eorzea





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PREFACE



Blessed by Gods and Forged by Heroes

Comprised of Aldenard, the westernmost of the Three Great Continents, and its surrounding islands, the realm of Eorzea has, throughout history, been the cradle of several unique civilizations. Towering mountains dominate the north, their peaks forever lashed with icy winds; to the south, a bleak expanse of unforgiving desert holds sway. Yet these inhospitable lands hold irresistible lure for man and monster alike, for wide and deep flow the currents of aether, and rich are the veins of power-infused crystal.

This encyclopedia is a labor of love—a love for Eorzea. It is a compilation of knowledge of our forebears. Of their histories and legends. Of their fables and folktales. It is a chronicle left by those who strove to unlock Eorzea's myriad mysteries that all who followed might better understand this great realm. It is dedicated to those who call Eorzea their home and to those who will do so one day. It is dedicated to those who would give their blood to see the realm persevere. It is dedicated to you, the reader, with hope that the knowledge contained within its pages will serve as a guide on our never-ending journey to a better tomorrow.



A New Era

In this both harsh and vibrant region, the people of Eorzea have carved out their histories from within a cycle of prosperous "Astral" and disastrous "Umbral" eras. And though the land has but recently emerged from yet another age of decline—the Seventh Umbral Era—the skies remain dark. On the eastern border, the Garlean Empire masses its troops for invasion, while the native beastmen tribes summon their deities, the otherworldly primals. The threats facing Eorzea will not easily be overcome.

The Brightest Burning Candle

The life of an adventurer is the pursuit of fortune and the pursuit of fame—
the devotion of oneself to seeking out danger
and glory wherever they might lie.
Only the most intrepid and dauntless of souls will endeavor to embark upon such a journey.

It is not without warrant, then,
to assume it will ultimately be an adventurer who steps
from the shadows of obscurity to defend Eorzea from those who would see Her harmed—
that it will be his or her tales of bravery and daring that are sung by bards for ages to come.
This adventurer, and every adventurer to have heretofore lived and died in our realm,
are the true heroes of this story—Eorzea's story.

Encyclopædia Eorzea

BOOK

I

HYDAELYN



BASIC AETHEROLOGY

Not only is aether the most basic building block of all creation, but also the life energy upon which the various schools of magic draw. Without knowledge of aether and how it works, scholars would understand significantly less about the world and its inner workings.

Life and Aether

Within all beings—whether it be man, animal, or even plant—does aether flow. It is the spark which grants life to the lifeless. Conversely, death can be said to occur once aether has left a corporeal object. From this it is clear to see why many scholars use the words "life" and "aether" interchangeably. It can be assumed that a young man of sound mind and body will possess a high concentration of aetherial energy in his humours, whereas an older man, or one inflicted with corruption, will not. Some scholars have expanded upon this hypothesis saying that the consumption of food serves not only to fill the belly, but to provide the body with aether lost through exertion.

Aether is not by any means static. It constantly flows through creation, forming currents through earth, water, and air which ensure that life is sustained throughout the world. The stoppage of these currents would be akin to the atrophication of a limb cut off from the heart. Aether is the lifeblood of Hydaelyn, and without it She—and Her children—would perish.



The Source of All Magicks

Manipulation of aether in a manner that deviates from its natural tendencies is what scholars call "magic." While the various schools of magic such as thaumaturgy and conjury all employ differing methods to achieve this goal, the basic concept is the same.

A similar, yet more primitive type of aetherial manipulation can also be seen in non-sentient beings. A raptor breathing fire or a biast generating a levin-like shock are all examples of lesser-born creatures utilizing the aether within their bodies or available from the nearby environment to hunt or protect themselves from harm.

There exist some objects which are believed to toe the line between organic and inorganic, gems being one example. Arcanists tip the scales in favor of life by drawing aether into the stones—the result being creatures known as Carbuncles.

The Six Elements

Aetherial energies can be divided into six distinctive elements—fire, wind, lightning, water, ice, and earth. These elements provide nature with "aspects" that govern how they act in the world. For example, a region where aetherial currents are aspected towards fire will generally be hotter and drier than a region featuring primarily ice-aspected currents—a region likely to be characterized by frigid climes. The same can be said for the flora and fauna that populate an area. Seedkin aspected towards wind can navigate the skies as if they were winged cloudkin. Scalekin aspected towards earth will exhibit lithified skin protecting them from sharp-fanged predators. In addition to the six elements, there also exist two poles—astral and umbral—which greatly influence the nature of the elements—an astral charge bringing more activity, while an umbral charge resulting in more passiveness. For example, when in an astral state, fire exhibits high volatility, whereas its umbral state is characterized by dryness.



Fire



Wind



Lightning



Water



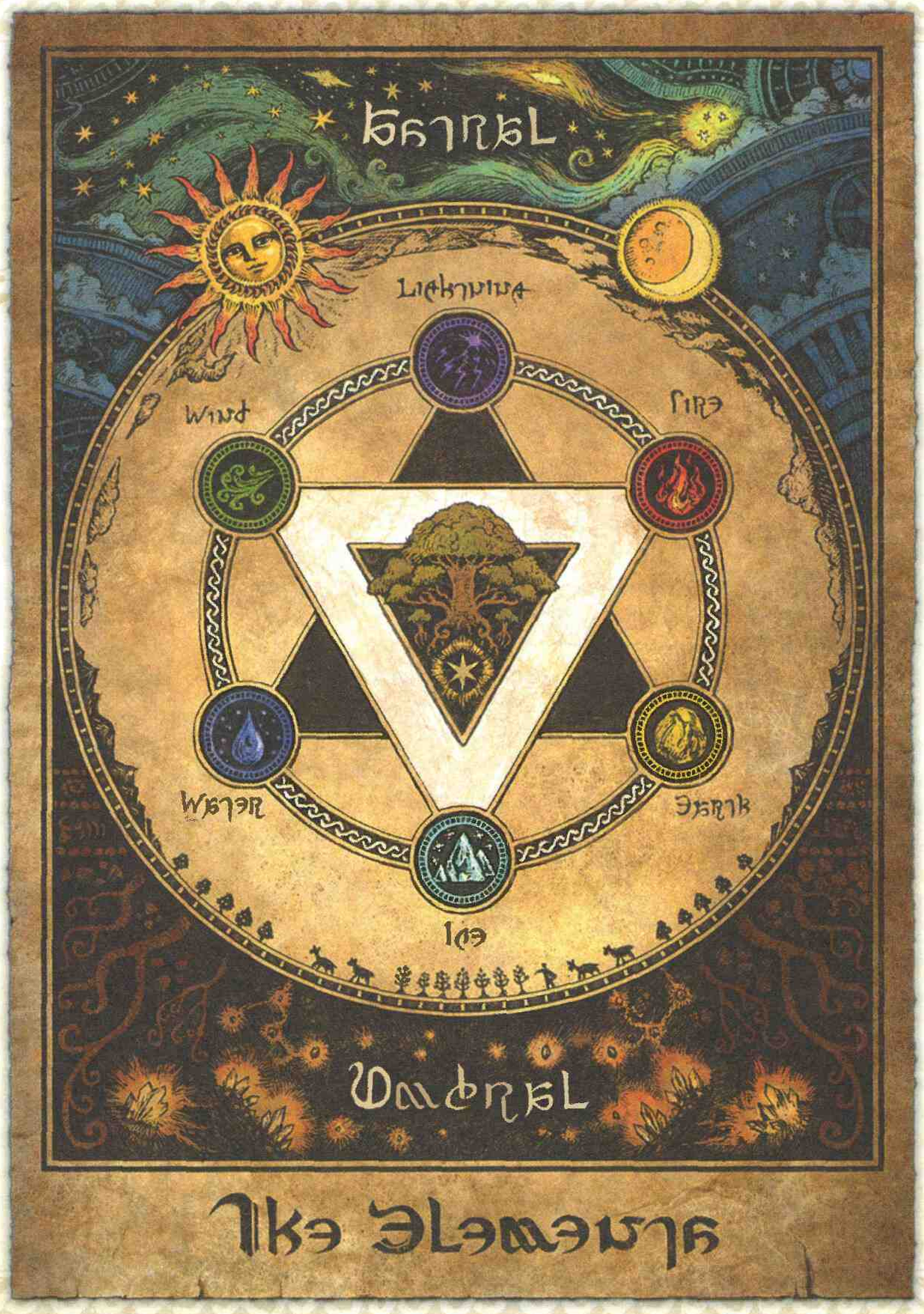
Ice



Earth

Inter-elemental Relationships

Scholars have long known about the relationships of the elements, these characteristics documented in the ancient tome *Essences & Permutations—A Treatise of the Six Elements.*



The Six Nativities & Myriad Creation

The spark of Lightning ignites when it strikes,
and thus Fire is born.
The heat of Fire renders to ash all that it touches,
and thus Earth is born.
The density of Earth shuns Sun and harbors cold,
and thus Ice is born.
The armor of Ice melts away, and thus Water is born.
The moistness of Water mists and rises, and thus
Wind is born.
The gusts and sighs of Wind gather the clouds,
and thus Lightning is born.

The Three Conquests, Boundless and Unwavering

Earth grounds Lightning. Water erodes Earth.
Lightning boils Water.

The Three Submissions, Timeless and Unending

Fire is extinguished by Wind. Ice is melted by Fire.
Wind is obstructed by Ice.

Dynamic Opposites & the Bifurcation of Polarity

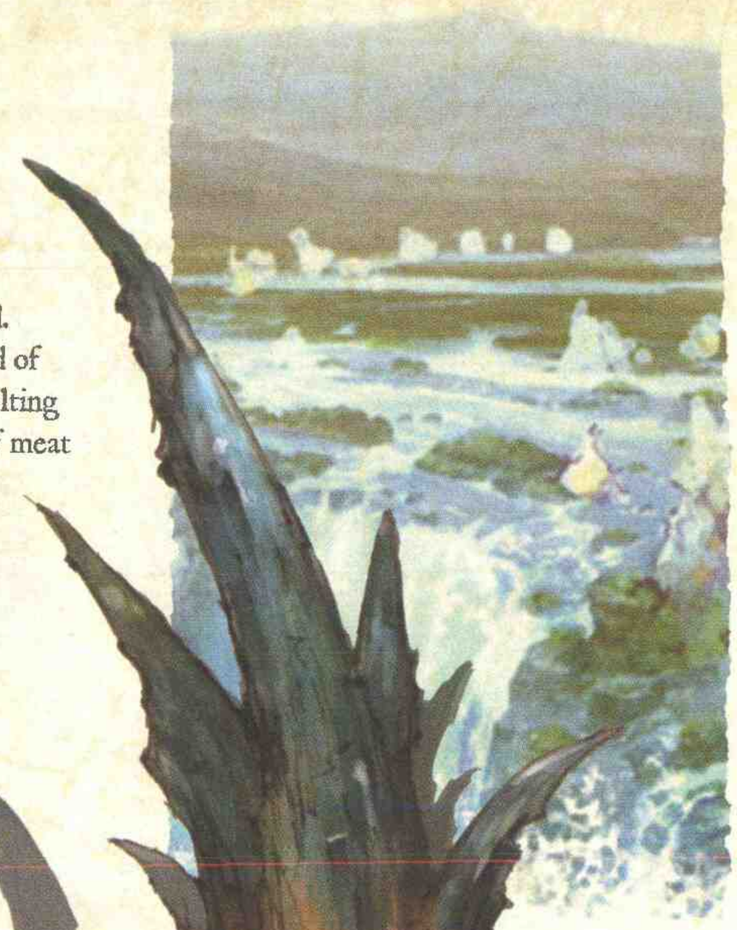
The six elements are manifest in all things great and
small, and their polarity derives from the Astral
heavens above and the Umbral depths below.

Crystals

When a living entity dies, the aether remaining will normally leave the body and return to the world's aetherial currents (also known as the Lifestream). When a living entity, however, experiences death-inducing trauma, such as a mortal wound in battle, the resulting sudden release of its most heavily-aspected life energy will oft times manifest corporeally before it can return to the Lifestream—a phenomenon we know as crystals. This can also occur when a wound is dealt to the very land itself, and is a reason why crystal deposits are found throughout the land.

The elemental aspect of the energy trapped in these crystals can be harnessed and used in a myriad of manners. Applying fire crystals to a forge can increase its internal temperature, assisting in the smelting of ore. The cooling properties of an ice crystal can assist a grocer in maintaining the freshness of meat or produce. That said, due to the extreme concentration of aspected aether within a crystal, direct consumption of a crystal by a living being can severely alter the aetherial balance within its body, ultimately resulting in severe injury or even death.





The Twin Realms

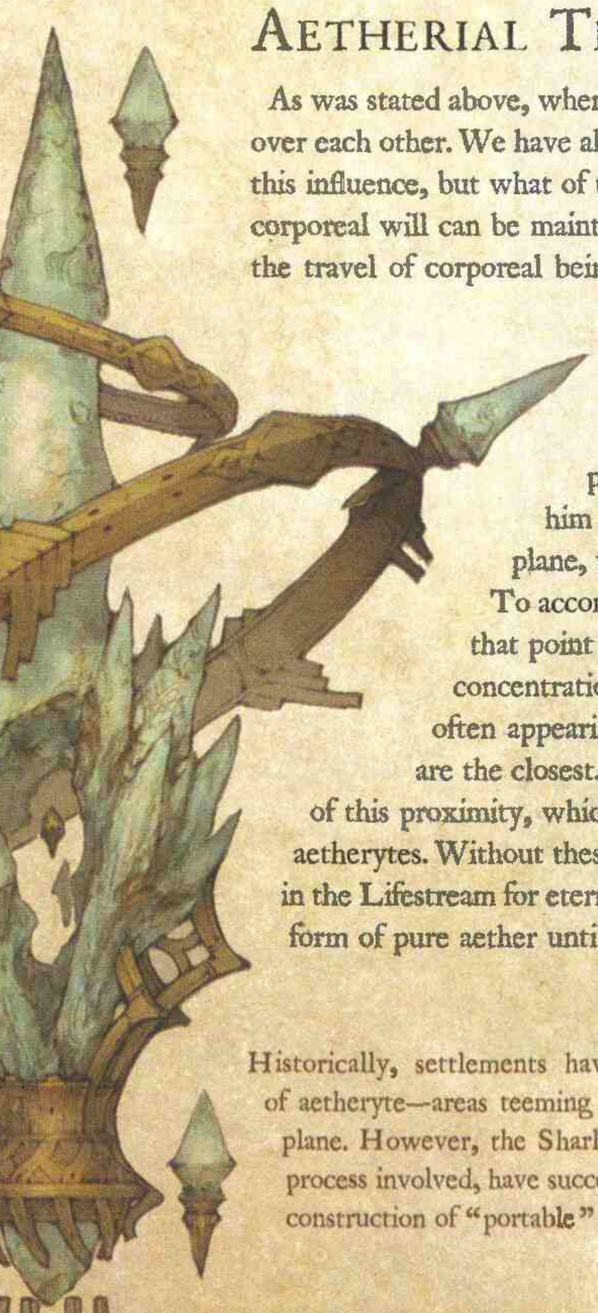
Aetherologists believe that existence occurs on two separate but overlapping planes: the corporeal realm, or realm consisting of objects with basic physical properties; and the aetherial realm—more namely a realm without substance, but containing the essence of all creation. When an item in the corporeal realm dies or is destroyed, its aether passes back into the ever-flowing currents of the aetherial realm (sometimes referred to by the lay term, the Lifestream). When something new is born in the corporeal realm, it is granted life with energy from the Lifestream—thus, a natural balance is maintained between the two worlds.

Each plane exerts influence on the other, the proximity of the two determining the scope of that influence. In places of close proximity, the aetherial plane exerts a great amount of influence on the corporeal plane and vice versa. The corporeal plane benefits from this proximity by becoming rich in "ambient aether"—something that promotes life and growth. Conversely, locations where there is distance between the corporeal and aetherial planes are thought to suffer from harsh climes and be characteristically void of life. If, for some reason, one plane were to become irreparably damaged, the other would also suffer, leading to the eventual collapse of both.

Aetherial Travel

As was stated above, when the planes draw close in proximity, they equally exert influence over each other. We have already given an example of how the corporeal plane benefits from this influence, but what of the aetherial plane? One manner of measurable influence is how corporeal will can be maintained while in a state of pure aether. This ultimately allows for the travel of corporeal beings through the aetherial plane without the loss of ties to the beings' own plane. In simpler terms, it renders possible the phenomenon commonly known as "teleportation."

Magicks are wielded to reduce a body and will to its aetherial components and cross over into the aetherial plane. While there, the will of the host is maintained, allowing him to travel almost instantaneously to other locations in the plane, where he then crosses back, regaining his corporeal form. To accomplish this, however, the host requires special "beacons" that point the subject where he needs to be. Aetherytes (massive concentrations of crystallized aether) serve as the beacons, most often appearing in areas where the corporeal and aetherial planes are the closest. These areas are already teeming with life because of this proximity, which is why centers of population can be found near aetherytes. Without these beacons, an aetherial will would merely drift in the Lifestream for eternity, slowly breaking down into the most basic form of pure aether until Hydaelyn gave those particles new form.





Historically, settlements have been established around existing deposits of aetheryte—areas teeming with life due to their proximity to the aetherial plane. However, the Sharlayans, despite a lack of comprehension regarding the process involved, have succeeded in applying technology from previous ages to the construction of "portable" aetherytes which can be placed in almost any location.

Hydaelyn



Some scholars in the field of aetherology further believe that somewhere deep beneath the land slumbers a mass concentration of aetherial life energy. These aetherologists refer to this phenomenon as the "Mothercrystal." Still, some take this hypothesis one step further, stating that the existence of a Mothercrystal proves that the planet itself is alive and represents a heretofore unclassified biological entity. To support this theory, they point to the oracles and heroes of ancient history who claim unexplainable visions of the future or unnatural strength to overcome impossible odds. The scholars believe that it is through these visions that the planet is conveying messages to those she entreats to aid Her, with the reoccurring themes of "Hydaelyn's will" or the "will of Light" which appear in the myths and folklore of seemingly unrelated civilizations as proof of this belief.

The Aetherial Sea

A focal point of Sharlayan academia has forever been to understand and predict Hydaelyn's fate. One intriguing fact that their scholars have uncovered is that the deeper into the planet's core one ventures, the more blurred the border between the corporeal and aetherial realm becomes, leading aetherologists to believe that if one were able to travel deep enough, they may be able to witness and examine the aetherial realm while maintaining their corporeal form. An attempt by the Sharlayans to test this hypothesis was put into motion with the construction of the Antitower near the Sharlayan city-state in the Dravanian hinterlands. Built deep beneath the surface of Hydaelyn, the tower focused aether into powerful magicks which pried open a window to the aetherial realm, giving mankind its first-ever view into the Pleroma and beyond. Direct contact with the Mothercrystal was the next step in Sharlayan's research before the scholars were forced to flee Eorzea following the Garlean Empire's invasion of the realm.

Primals

Arcanists have devised methods of tapping into their own aetherial energy to create semi-sentient, yet fully loyal familiars. This, however, is not the sole method available for drawing forth an animate being from the aether. A second method involving the combining of corporeal aetherial energy (usually amassed in crystalized form) with spiritual aetherial energy (usually represented in the form of faith, prayer, or willpower) in an elaborate summoning ceremony has, in recent years, grown increasingly common amongst the beast tribes of Eorzea. Using this method, powerful god-like beings known as primals can be brought to manifest, allowing them the opportunity to enforce their will on the land. The name primal is derived from the beast tribes' belief that these creatures are deities from which their peoples originate. In addition to primal, the beings have historically also been known as "eikons," by both the Allagan and Garlean Empires who were adamant in their dismissal of the creatures' deific status.

Once a primal has gained a corporeal form, the creature will oft, as a boon, offer protection to, or empower those who summoned it. With corporeal manifestation complete, a primal can also project its own internal aether upon other weak-minded beings, corrupting their hearts and minds, effectively creating obedient followers. This "tempering" can prove a primal's greatest weapon, meaning even a victory against one of the creatures will not be had without great sacrifice. And even these victories are short-lived, as once enough crystals are gathered and another ceremony performed, the demigod can be resummoned as if it never were defeated.

Finally, in addition to the chaos wrought by the beings themselves, the very act of summoning can have adverse effects on the land. The aether required in the summoning and maintaining of the creature's corporeal form will, without fail, draw overmuch from the surrounding environment's life energy, turning once-lush areas into wastelands and disrupting the very balance of the world itself.

Tempering

Those tempered by a primal eventually lose nearly the entirety of their wills, leaving only shells that bend to the whims of the beast who hollowed them. Men in this state will give their own lives as easily as they would their names if it is but the wish of their new master. Not only do these mindless followers provide a formidable army, but also provide the faith needed to resummon the primal, should the being ever lose its corporeal form. Countless attempts, both magical and scientific, have been made to restore a tempered mind to its original state; however, all have ended in failure—the only known cure for this manner of aetherial brainwashing being death.

While even a single exposure to a primal's aether can tear apart a victim's mind, multiple exposures can lead to an eventual degradation and transformation of his body. Leviathan's "drowned" followers have been reported to exhibit physical features more commonly associated with wavekin, while Ramuh's "touched" sylphs will grow extended beards.*

*Proof of this final claim is, at the current moment, severely lacking.



In the years leading up to, as well as those directly following the Calamity, a great number of primals were repeatedly summoned by the Eorzean beast tribes in desperation to protect their peoples from the Garlean Empire. Some believe that this, coupled with the general resurgence of beast tribe activity, are why the realm still remains in a state of disarray.

GEOGRAPHY

There exist three main landmasses in Hydaelyn, the largest being that which contains the three great continents—Aldenard, Ilsabard, and Othard. The following section touches upon the locations, geography, and climate of those areas.

The Three Great Continents

Situated in Hydaelyn's northern hemisphere and stretching from the polar region, almost to the equator, the Three Great Continents consist of Aldenard in the west, Ilsabard in the north and center, and Othard in the east. So great is the distance, that even the fastest of trader vessels carried by favorable winds require at least a fortnight to make the journey from Old Sharlayan to Vylbrand, and another two moons to travel from there to Doma.

Regional folklore has that Aldenard, Othard, and Ilsabard were once brothers whose hearts were so filled with love for one another that they remained inseparable for countless aeons. One day, however, did the brothers Othard and Ilsabard grow jealous of Aldenard for, despite being the youngest, he was blessed with the richest of lands. In a violent fit of anger, the brothers pulled themselves away from their younger sibling to where they stand today, Aldenard's outstretched hand clinging to Ilsabard's coat tail in one last final effort to bring him back.

Aldenard

Westernmost of the Three Great Continents, Aldenard is most commonly grouped with Vylbrand, the Cieldalaes, and countless other small islands to form the realm known as Eorzea. Compared to other regions in Hydaelyn, Eorzea is believed to harbor a far greater concentration of ambient aether, making it well suited to maintain a thriving ecological system. Drawn to the fertile land and abundant fauna, mankind has long held a presence in Eorzea, and it is from here that many of history's greatest civilizations have risen. However, this abundance has also led to strife, and the wars to control the realm have seen many of those selfsame civilizations fall.

Eorzea is currently governed by four independent city-states—Gridania ruling the interior forests of the Black Shroud, the sultanate of Ul'dah ruling the southern deserts of Thanalan, the Holy See of Ishgard ruling the northern highlands of Coerthas, and Limsa Lominsa ruling La Noscea on the southwestern island of Vylbrand, as well as its neighboring seas. Little more than two decades ago, there was an additional pair of city-states



which shared Eorzea with the aforementioned four—Sharlayan and Ala Mhigo. The former, however, was abandoned by its inhabitants out of fear when the Garlean Empire invaded Aldenard from the north and occupied Ala Mhigo.

Ilsabard

Positioned between Aldenard and Othard, the continent of Ilsabard is characterized by extreme temperatures and unpredictable weather. The northern territories located beyond Ilsabard's dividing central mountain range are oft regarded as some of the harshest environments on Hydaelyn, with several coastal communities made to endure unforgiving storms in the summer and frozen seas in the winter. This has ultimately impeded the advancement of civilization, forcing people to instead exhaust their resources to simply survive.

However, fifty years ago, civilization on Ilsabard took a significant leap when, through science and ingenuity, the small northern nation of Garlemald started an uprising which would eventually change the entire face of the Three Great Continents—the Magitek Revolution. After quickly toppling several nearby nations, the Garleans, now an empire, set their sights on warmer climes and led their armies across the mountains and into southern Ilsabard—an area known to Eorzeans as the Near East—and proceeded to conquer all in their path until nearly the entirety of the continent was annexed and absorbed.

Othard

Othard, or the Far East, as it is commonly referred to by those living in the west, is the smallest of the Three Great Continents, yet much like Aldenard in that it is comprised of a main landmass and countless islands off its coasts. While Aldenard is longitudinally situated farther south than Ilsabard, the towering spires which line the region's northern border are covered in snow year-round, and the land beyond them is permanently frozen. From these mountains trickles down the water which gives Othard life, eventually forming the One River—the longest and widest watercourse in all the Three Continents. This river passes through the great swath of grasslands in which the Auri Xaela clans live before winding through Yanxia—a fertile land that, until the recent invasion by the Garlean Empire, was controlled by the nation of Doma.

Though connected geographically, for thousands of years little interaction has taken place between Ilsabard and Othard, the main reason being a combination of near-impassible mountain ranges and deadly wastelands which severely restrict all land routes. While coastal cities have experienced limited contact with the outside via trade, the overall isolation of Othard has allowed local cultures to evolve with little to no influence from the west. Only in the past two decades have things begun to change—the advent of airship technology thrusting open the once-closed doors of the Far East. However, this new exposure also served to alert the power-hungry Garleans of new territory ripe for the plucking and it was not long before the Empire had set their sights on Doma and Dalmasca—two nations which have since been brought under the imperial standard.

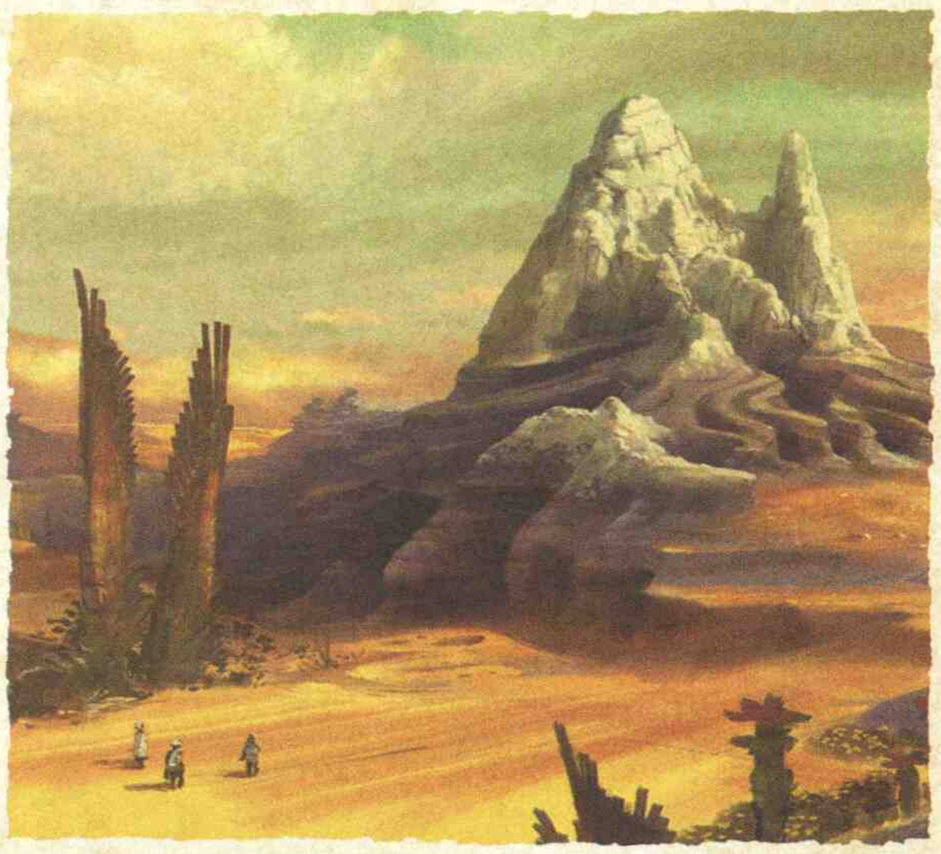
Thavnair

To the south of Ilsabard lies a great sea known as the Bounty. The abundance of sea life combined with its central location in relation to the Three Great Continents has historically seen civilizations on the islands of the Bounty thrive, even during the calamitous Umbral Eras.

The most prominent of those civilizations would have to be that of Radz-at-Han, located on Thavnair—the Bounty's largest landmass. An ancient city-state with a history stretching back thousands of years, Radz-at-Han is best known as the birthplace of modern alchemy. It is interesting to note that, despite having a very limited outward military presence, the city-state has succeeded in forging a non-interference treaty with the Garlean Empire, ensuring their independence while mightier nations fall about them, and as thus, Radz-at-Han remains an active hub for trade between Eorzea. However, it has been noted by some that the treaty was only formed so that Garlemald could obtain items from Eorzea via Thavnair, as official trade between the regions was frozen after the Empire's failed invasion twenty years past.

Meracydia

Far to the south of the Three Great Continents, beyond the equatorial line, lies the second of Hydaelyn's three landmasses—Meracydia. Five millennia ago at the close of the Third Astral Era, the Allagan Empire, unsatisfied with controlling merely Aldenard, Ilsabard, and Othard, set their sights to the south and began an invasion that would end with nearly the entire continent being rendered a wasteland. While some areas remain uninhabitable even today, those which have been repopulated remain recluse and very rarely welcome contact with the civilizations of the northern hemisphere, ofttimes attacking any who approach, whether it be by sea or by air. Because of this, very little of the region is known, including even the most basic of geographical information.



The Northern Empty

Across Abalathia's Spine, the battered seacoast of the Farreach, and beyond the Bloodbrine Sea lies the Northern Empty—a vast body of water almost entirely void of islands, save for two major chains. The first, and northernmost, is a remote archipelago known as Aerslaent ("first land")—homeland of the Sea Wolf tribe of Roegadyn. It is from these islands that the first inhabitants of Limsa Lominsa are said to have hailed—arriving on Vylbrand after a failed raiding attempt in the southern Rhotano Sea. On the second group of islands further to the west can be found Old Sharlayan, the very nation from which settlers came in the early Sixth Astral Era to form a satellite city-state in the Dravanian hinterlands.

The Southern Seas

The seas far to the south of Eorzea also teem with countless tiny islets. Excepting the occasional squall, proximity to Hydaelyn's equator blesses these islands with a warm, pleasant climate. It is from these islands that the Lalafell originated, using catamaran-like ships unique to their civilization to travel across the boundless waters and to the Great Continents.

Interaction between Eorzea and the southern isles is remarkably abundant, with most trade going through Limsa Lominsa and its busy ports. It is also well documented that arcanima—the school from which arcanists draw their craft—originated in these isles and was brought to Vylbrand by Lalafellin immigrants to the realm.

The New World

The final of Hydaelyn's three major landmasses lies far to the west of Eorzea, beyond the boundless ocean known as the Indigo Deep. Despite the dearth of ancient epics and historical tomes to support the land's existence, as recently as eighty years ago it was debated whether or not the place was naught more than mere literary exaggeration—that is until a Sea Wolf adventurer hailing from Limsa Lominsa named Ketenramm the Blue rediscovered the region upon sailing west for nigh two moons straight. Notwithstanding the sailor's repeated attempts to name the region Ketenland, the "New World" remains the term most commonly used today.

Not only did Ketenramm and his crew discover the landmass, but they also spent several moons exploring inland, eventually encountering the denizens of the sprawling nation of Mamool Ja. Ketenramm was even granted audience with the nation's supreme leader, to whom he presented various gifts from his Eorzean home. These rare gifts impressed the leader so much, that he presented him with a massive idol forged from pure silver, as well as allowance to roam free about his nation during their stay. Ketenramm used this opportunity not only to map the land, but to gather myriad root vegetables and seeds to carry back to Limsa Lominsa. Many staples in modern-day Eorzean diet such as ogre pumpkins, ruby tomatoes, popotoes, and alligator pears are all transplants from the New World.

While distance prevents much modern-day interaction between the New World and Eorzea, recent years have seen an influx of Mamool Ja mercenaries making the trip from their homeland to make profit from the unrest in the east.



HYDAELYN & ZODIARK

For thousands of years, Eorzea has experienced a repeated cycle of devastation (Umbral Eras) and prosperity (Astral Eras). Recent revelations have shown that this may be a result of a deep-seated conflict between the will of Light, Hydaelyn, and the will of Darkness, Zodiark.

The Eras

Eorzea has been defined by its periods of growth and prosperity, wherein civilizations have risen and thrived until being brought down by terrible disasters known as Calamities which, in turn, bring upon ages of darkness known as Umbral Eras.

The most recent Calamity occurred a mere five years past, and constituted a night of destruction which ushered in a period of chaos and uncertainty known as the Seventh Umbral Era. This Calamity was a result of the fall of Hydaleyn's lesser moon Dalamud in the 1572nd year of the Sixth Astral Era. Upon the satellite's arrival above the Carteneau Flats in central Eorzea, it split apart revealing the elder primal Bahamut, who, in a fit of inchoate anger laid waste to anything and everything around him.

Up until Dalamud's fall, many Sixth Astral Era scholars convinced themselves that the fact there had already been six Calamities—each representing one of the six elements—was proof that there could not be a seventh and that the Sixth Astral Era would last indefinitely. However, subsequent study of Garlean Empire legatus Nael van Darnus's Meteor project would eventually lead these scholars to the conclusion that the attack by Bahamut was indeed a Calamity, though one not represented by any one element, but rather consisting of all the elements charged astrally. Following much deliberation between the scholars and the ruling parties of each of the four Eorzean city-states, the consensus was finally made to deem the years following Bahamut's advent the Seventh Umbral Era.

Ascians

Throughout Eorzean history, whether it be in folklore or myth, there has been mention of dark, shadowless figures known as Ascians who, with their twisted words, would incite strife between peoples—most recently teaching the beast tribes of Eorzea how to summon primals and essentially igniting a war spanning multiple continents. According to recent research by the Scions of the Seventh Dawn, there is proof that the Calamities, once believed to be natural occurrences, were actually triggered by the crooked schemings of the Ascians in an attempt to bring about a phenomenon known as the Rejoining—a form of dimensional compression desired by their deity, Zodiark.

Dimensional Compression

But what is dimensional compression? The Students of Baldesion and Scions of the Seventh Dawn have both allocated resources into learning more about the phenomenon. Their findings are as follows:

"Deep within the aetherial sea, Light and Darkness wage a never-ending war against each other. Equal in strength, their battles end in standstills maintaining balance in the world. However, there was a period when the strength of Darkness grew, disrupting this balance. From within the Mothercrytsal, the will of Light—Hydaelyn—passed judgment that Darkness should be physically excised from the planet, and cast the will of Darkness—Zodiark—into space, where it became the moon. However, in doing so, Hydaelyn tore the very dimensional fabric, creating a rift which spawned forth thirteen mirror images, which have since evolved separately from the original."

This hypothesis continues by stating that of the fourteen parallel dimensions (the original upon which Eorzea exists), seven have already faded into oblivion at the hands of the Ascians who, from the safety of Eorzea, work to topple the walls between dimensions, causing them to collapse in on themselves. Their purpose? To regather the aether distributed amongst the thirteen mirrored planes and concentrate it back to the original, where it can be used to wake the exiled Zodiark and restore Him to his rightful place back within Hydaelyn. This process, compressing fourteen dimensions back into one, is what the Ascians refer to as the Ardor, and it most certainly spells destruction of life on Hydaelyn as we know it.

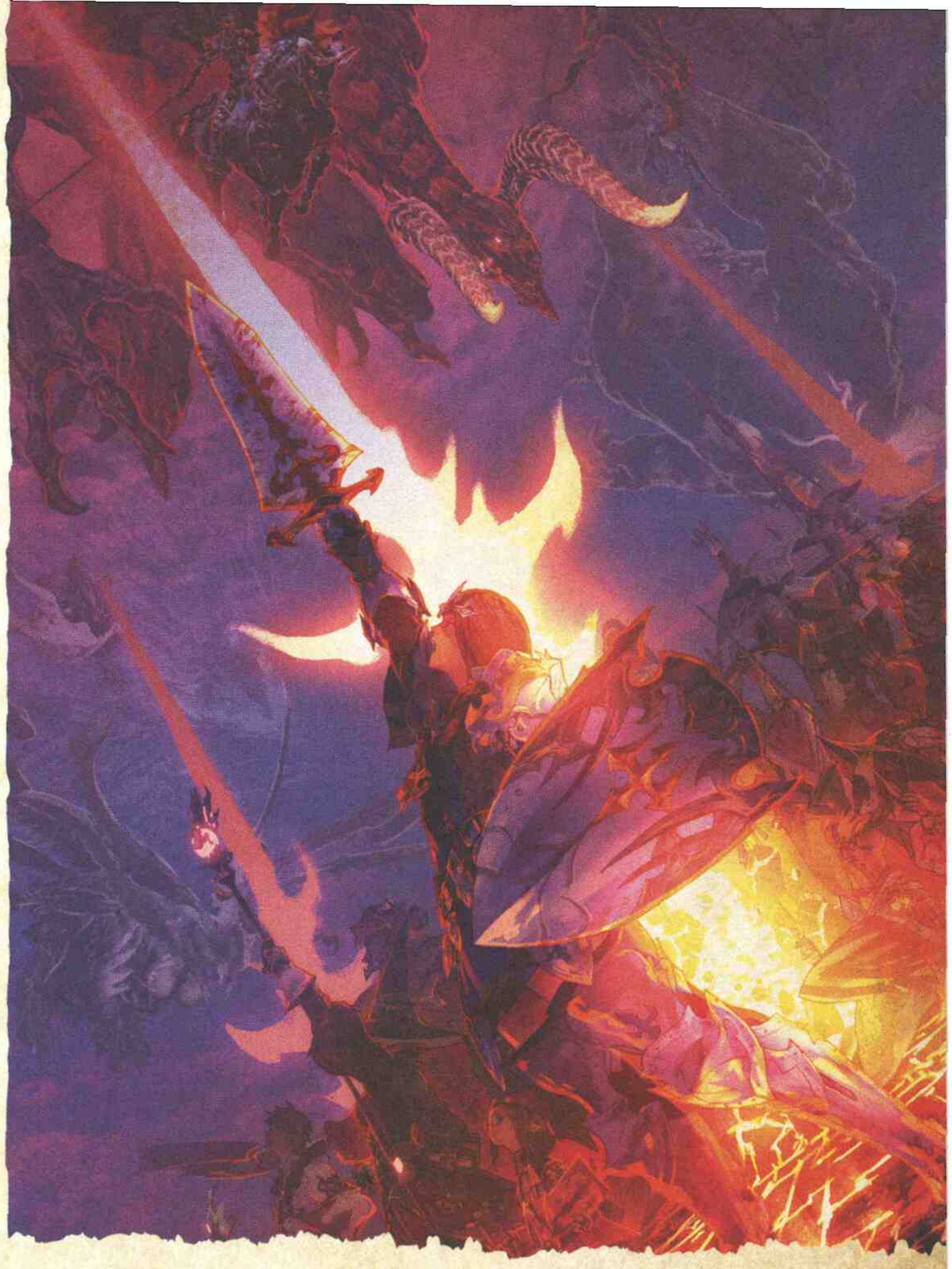
The Warriors of Light

In the moons before the Calamity struck and ushered in the Seventh Umbral Era, Eorzea saw the rise of unlikely heroes who took up their blades to stave off impending doom. However, despite their countless deeds, the names and faces of these brave men and women have been mysteriously erased from the minds of Eorzeans—all that remains being a searing white brilliance that blinds us from memories that should exist. These shades have since been dubbed the Warriors of Light, and while their identities may never be fully known by most, their deeds will live on in legend for all eternity.

The Echo

So, who were these Warriors of Light who led Eorzea back from the precipice of destruction? Study of ancient documents—from musty tomes to wall carvings—shows us they are not unique to the Sixth Astral Era, and that similar heroes have appeared before every Calamity to ensure mankind endures.

For example, before the great flood which marked the end of the Fifth Astral Era, legend tells us of twelve Archons who descended on Eorzea to warn its denizens of the rising waters. There are also tales from the Near East which follow the exploits of great warriors known as the Zodiac Braves—warriors whose appearance also happens to coincide with a past Calamity. What, then, ties these legendary figures with the Warriors of Light who emerged but five summers past? One answer might be the Mothercrystal and the power She is hypothesized as providing to those of Her choosing. Eorzean myth is full of tales of heroes who have been granted seemingly otherworldly powers. While much of this can be attributed to embellishments by bards looking to add spice to their honeyed tales of sword and sorcery, might it be that these tales also speak some truth, as the powers which they describe are often similar to ones documented by the Scions of the Seventh Dawn as being experienced by those few who have had contact with Hydaelyn? This power—known as the Echo—comes in many forms, several of which are listed below:



The Power to Transcend Words

For those blessed with the power to transcend words, language no longer poses a barrier to intercultural communication. Voiced utterances fade and are replaced by an internal understanding of another's intentions. Conversely, words spoken by one with this power are immediately understood by all, without need of linguistic interpretation.

The Power to Transcend Time

Those granted with this form of the Echo can mentally travel back in time to witness occurrences experienced by another. It was originally thought that proximity with the memory holder was necessary for transcension; however, it has recently been discovered that residual mnemonic aether lingering in a location can also trigger these third-person flashbacks.

The Power to Transcend Worlds

Though rare, there have also been cases reported of individuals who, through the manifestation of Hydaelyn's very Light, can walk the aetherial plane and communicate directly with the planet Herself.

The Blessing of Light

If recollections of self-proclaimed heroes are to be believed, Hydaelyn will often attempt to make contact with those who possess the Echo—sometimes in the form of a voice, other times in the form of a vision, and still other times in the form of enhanced senses or protective barriers to shield against powerful magicks. These boons have been called "blessings of Light," yet despite their frequency, little is known about them. However, it is assumed that many of the "miracles" which appear in myth and legend are actually instances of Hydaelyn bestowing Her blessing upon an individual.

THE TWELVE

Eorzea. A land loved by gods, and forged by heroes.
The gods of which this epithet speaks are the Twelve—
the pillars upon which religious faith in Eorzea firmly rests.

Oschon the Wanderer



Oschon is ruler of the mountains and god of wanderers and vagrants. He commands the element of wind and is associated with the sixth moon of the Eorzean calendar. Oschon is the brother of Nald'thal, and the close companion of Halone. He is most often depicted as a carefree ranger wielding a bow of yew. His symbol is the walking stick.

Llymlaen the Navigator



Llymlaen, watcher of the seas and goddess of navigation, is the guardian deity of Limsa Lominsa. She commands the element of wind and is associated with the fifth moon of the Eorzean calendar. Llymlaen is the daughter of Thaliak, and the elder sister of Nophica. She is most often depicted as a strong fisherwoman wielding a long-bladed harpoon. Her symbol is the wave.

Nymeia the Spinner



Nymeia is the watcher of celestial bodies and goddess of fate. She commands the element of water and is associated with the fourth moon of the Eorzean calendar. Nymeia is the younger sister of Althyk, and master of Rhalgr. She is most often depicted as a weaver donning a white, silken veil. Her symbol is the spinning wheel.

Thaliak the Scholar



Thaliak, ruler of rivers and wisdom and god of knowledge, is the guardian deity of Sharlayan. He commands the element of water and is associated with the third moon of the Eorzean calendar. Thaliak is the father of Llymlaen, and the teacher of Byregot. He is most often depicted as a reserved scholar holding an ashen staff. His symbol is the scroll.

Menphina the Lover



Menphina is keeper of the twin moons and the goddess of love. She commands the element of ice and is associated with the second moon of the Eorzean calendar. Menphina is the sister of Azeyma, and the divine lover of Oschon. She is most often depicted as a maid carrying a round skillet. Her symbol is the full moon.

Halone the Fury



Halone, mover of glaciers and goddess of war, is the guardian deity of Ishgard. She commands the element of ice and is associated with the first moon of the Eorzean calendar. Halone is the daughter of Rhalgr, and a bitter rival of Nophica. She is most often depicted as a relentless warrioress armed with a bronze greatshield. Her symbol is the three spears.

Twelve Worship

Belief in the Twelve, a pantheon of gods and goddesses each represented by one of the six elements upon which all creation is founded, has served as a cornerstone for civilization in Eorzea for millennia. Though theologians remain unsure of the exact origins of Twelve worship in Eorzea, studies of relics from the Allagan civilization tell us that even five thousand years ago at the peak of the Third Astral Era, the six and six deities were already engrained in society—as they are today. Not only is the year divided into twelve, and twelve-year cycles used in modern astrology, city-states still choose a patron deity to serve as a guardian over their lands, with that deity becoming a focal point of cultural development, such as the case with Nald'thal and the economically inclined Ul'dahns.

Sometimes people from certain races or professions will choose to focus their worship on a single deity. Many Miqo'te of the Seekers of the Sun clan will follow the teachings of Azeyma, the Warden and goddess of the sun. Sailors will often pray to Llymlaen, watcher of seas and goddess of navigation to see their ships safely to port, and artisans will pray to Byregot to guide their hands.



Byregot the Builder

Byregot is the purveyor of architecture and industry, and god of the arts. He commands the element of lightning and is associated with the seventh moon of the Eorzean calendar. Byregot is the elder brother of Halone, and pupil of Thaliak. He is most often depicted as an ardent smith with a two-headed hammer. His symbol is the hand.



Rhalgr the Destroyer

Rhalgr, breaker of worlds, is the god of destruction and guardian deity of the now fallen nation of Ala Mhigo. He commands the element of lightning and is associated with the eighth moon of the Eorzean calendar. Rhalgr is the father of both Byregot and Halone, and serves as attendant to Nymeia. He is most often depicted as a magi carrying a staff of bronze. His symbol is the streaking meteor.



Azeyma the Warden

Azeyma is keeper of the sun and goddess of inquiry. She commands the element of fire and is associated with the ninth moon of the Eorzean calendar. Azeyma is the daughter of Althyk, and the elder sister of Menphina. She is most often depicted as a noble lady holding a golden fan. Her symbol is the radiant sun.



Nald'thal the Traders

Nald'thal, overseer of the underworld and god of commerce, is the guardian deity of Ul'dah. He commands the element of fire and is associated with the tenth moon of the Eorzean calendar. Nald'thal is the single manifestation of the deific twins Nald and Thal. He is most often depicted as a discerning merchant holding a balance. His symbol is the cowry, an ancient shell currency.



Nophica the Matron

Nophica, tender of soils and harvests and goddess of abundance, is the guardian deity of Gridania. She commands the element of earth and is associated with the eleventh moon of the Eorzean calendar. Nophica is the daughter of Azeyma, and the younger sister of Llymlaen. She is most often depicted as a jubilant farmer holding a scythe of steel. Her symbol is the spring leaf.



Althyk the Keeper

Althyk is the surveyor of change and space and god of time. He commands the element of earth and is associated with the twelfth moon of the Eorzean calendar. Althyk is the father of Azeyma and Menphina, and elder brother to Nymeia. He is most often depicted as an austere emperor wielding a mythril greataxe. His symbol is the hourglass.

Creation

Creation myth in Eorzea has taken on countless forms over the ages. One prominent astrologian and theologian, Lewphon of Sharlayan, has spent his academic career studying the overlap in these renditions and has compiled what he claims is the definitive tale.

In the beginning there was neither light nor darkness. Only the Whorl.
And it was not until Althyk emerged thence in his nakedness, did time take its first step forward.
With Him, the Keeper also carried weight, and with weight were the realms of land and firmament defined.

Yet Althyk would not be alone overlong, for soon from the Whorl did another step forth.
Her name was Nymeia, and She was but a mewling babe who could do naught but weep, and soon Her tears had created a vast lake.
Althyk, seeking companionship in the empty realm of His creation,
took the young goddess under His wing and cared for Her as one would a daughter.
As Nymeia grew, however, so, too, did their love for one another, until it could no longer be contained,
culminating in a divine coupling which resulted in the birth of two holy daughters-Azeyma,
the sun, and Menphina, the moon-and with their advent, was day and night conceived.

So did countless cycles of light and darkness pass before from the Whorl, once again, did another step forth.
Thaliak-bearer of wisdom and knowledge-looked upon the silent and unchanging lake left by Nymeia's tears and
coaxed from it a river to carry that water to the far corners of the realm.
Azeyma, drawn to Thaliak's sagacity, professed Her love to the new deity and begot Him two daughters-the first being Llymlaen,
who took the water created by Her grandmother and expanded it into the world's seas.
The second daughter was lonely Nophica, who, wanting for companionship, created Her own playmates, and thus brought life into the world.

It It was not until life had spread throughout the land and newly created seas that a new god appeared,
though whence the others did not know, for the Whorl lay dormant.
His name was Oschon, and where He wandered did towering mountains rise from level plains.
With the formation of these spires did cold wind flow from on high down to the warm seas and back up again,
carrying life that was once reserved for land and water into the skies.

Those winds did bring love into the heart of Llymlaen, yet though She longed to be with Oschon,
His wanderlust prevented the two from ever being joined overlong, and lo did they never beget children of their own.
This was a time of great creation, but also of great chaos.
Oschon's mountains rose and fell at His whims, Thaliak's rivers flowed hither and thither, and Llymlaen's seas ever expanded,
swallowing entire swathes of land before the gods even knew they were gone.
To bring order to this chaos, Nymeia pried forth a mighty comet from the heavens and gave it life,
directing it down to the world that it may destroy the excess Her sons and daughters had wrought, while bringing harmony once again to the realm.

And for many days and nights was the world calm, the gods content in the order which now reigned supreme.
That is until the Whorl woke from its slumber and beckoned forth two final deities-Byregot and His younger sister Halone.
It was feared that the untamed and ambitious siblings might once again usher chaos unto the world,
so to see that they were properly disciplined, Nymeia quickly made them wards of Rhalgr, the Destroyer.

A builder by nature, Byregot resented His new stepfather who could teach Him only of destruction,
choosing instead to spend most of His time in the tutelage of Thaliak.
The Scholar bestowed upon His eager student the knowledge He would use to forge the tools and techniques of creation.
Though more open to Her new father's teachings, Halone, too, grew restless, longing to test Her strength.
An opportunity arose when Oschon invited the young goddess on one of His journeys.
It was during these travels that Halone's ambition slowly transformed into a lust for battle.
While on the road, She would challenge every creature She met, honing Her skills and methodically devising new techniques for killing.

When Nophica, mother of the life, learned of Halone's wanton destruction of Her creations,
She was angered beyond words and swore revenge, but the Fury ignored the Matron's challenges, widening the rift between the two.
Oschon, feeling responsible for this rift, devised a plan to calm Nophica.
From within the mountains of His creation, Oschon summoned a fount of magma which spewed forth onto the land.
Upon cooling, the magma took the form of the Twelfth and final god-the dual aspected Nald'thal.
With Nald'thal, Oschon had provided a god to oversee the souls of those who met their deaths and provide them with peace in the afterlife.
Satisfied that Her creations would no longer wander the void aimlessly, Nophica agreed to a truce with Halone.

And with the advent of the Twelfth and final god was the pantheon complete.
But before They could call an end to Their toil, They first required a realm in which They could reside and watch over Their myriad creation.
To this end, They created the seven heavens, and to there did They finally retreat, bequeathing rule of Eorzea to mankind.

Hells and Heavens

Every god and goddess of the Twelve is associated with one of the six controlling elements. When the deities deemed Their work on Eorzea complete, They proceeded to create the firmament, the result being six astrally aligned heavens aspected to each of the six elements, and a final seventh heaven to rule them all. However, a residual product of these heavens were six similarly aspected hells, ruled by an all-encompassing, umbrally aligned seventh hell. The six "lower heavens" are represented in the sky by six constellations—star formations which astrologians also perceive as gates that, when opened, can allow a person to become attuned with the heavens and manipulate their aether. These constellations revolve around the pole star which is believed to be the gate to the seventh and final heaven.

While some sects of Twelve worship have different views of the afterlife, most believe that the righteous are promised a place in the heavens while sinners are doomed to an eternity of punishing trials in the hells. A belief made popular by a famous theologian and playwright of the Sixth Astral Era states that upon an evil man's death, he will fall to a hell that corresponds to the sins he committed in his lifetime. Once suffering an eternity in payment for these sins, he must journey through the remaining five "upper hells" and witness the sins of his brothers, before finally arriving at the gate of the seventh hell, where his heart will be weighed. If it is heavy with sorrow and repentance for what he has done, he will be sent to the heavens. But if it remains light, he will be admitted to the seventh hell where he will suffer forevermore.

The Hell and Heaven of Fire

In the Heaven of Fire sprawls an endless city built by Nald'thal from golden bricks fired in the heat of Azeyma's sun. Here reside the just and the fair, the honest and the philanthropic.

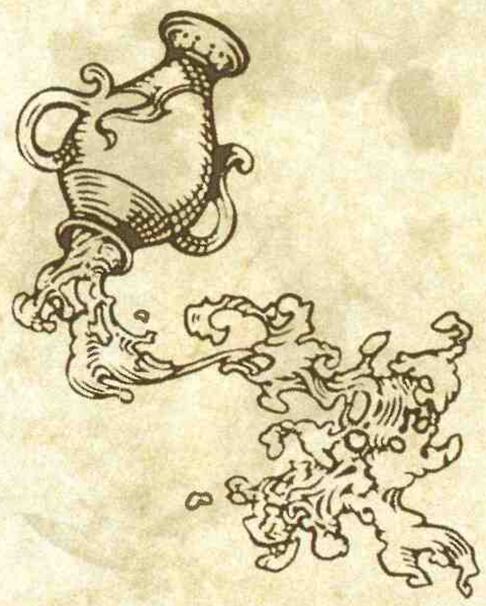
The Hell of Fire was formed when the rubble left after the creation of its heavenly counterpart was cast from the firmament into the dark Pit and set alight. Here burn those who wrongly judged their peers, those who tricked their customers, and those who gave and received douceurs.



The Hell and Heaven of Water

To create the river which runs through the Heaven of Water, Nymeia melted a star, to which Thaliak added the essence of knowledge and then poured it forth from his Ewer. Here reside the scholars and inventors, the teachers and the entrepreneurs.

From the bed of the celestial river did forsaken droplets fall to the Pit where they settled and stagnated, creating the Hell of Water. Here drown deceivers, counterfeiters, mountebanks, and false prophets.



The Hell and Heaven of Wind

In the Heaven of Wind rises a towering mountain range atop which Oschon looks out upon an endless sea ruled by Llymlaen. Here rest explorers and adventurers, mountain climbers, saints, and those who rescued the aforementioned souls from peril.

Rogue gusts from on high incite terrible tempests in the Pit, creating the Hell of Wind. Here mountain bandits, defilers of land and sea, and pirates suffer as the air tears flesh from bone and soul from flesh.

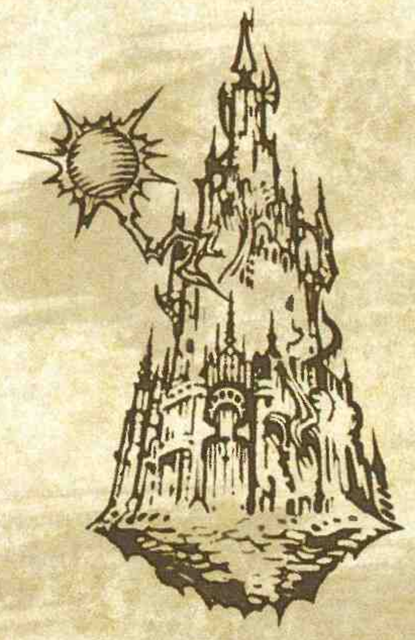




The Hell and Heaven of Ice

In the center of this heaven rises a lofty palace of ice—ice made of frozen moonbeams and carved with the Fury's own spear. Here reside epic heroes and gallant knights, the benevolent and the faithful.

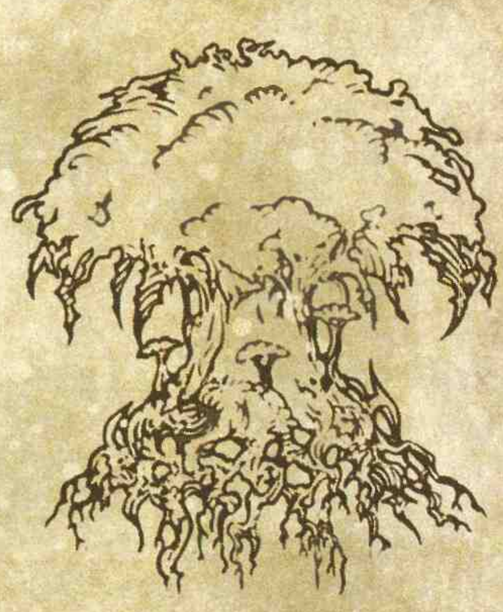
From Halone's gelid palace do piercing icicles plummet to the Pit, creating the Hell of Ice. Here suffer cowards, deserters, and adulterers.



The Hell and Heaven of Lightning

In the Heaven of Lightning, one will find a towering clockwork spire built by Byregot with metal forged from a comet and powered by Rhalgr's levinbolts. Here rest engineers and architects, revolutionaries and conquerors of evil.

Levin-charged fragments of the comet plummet to the Pit to form the Hell of Lightning—a place of damnation for vandals, slumlords, and warmongers.



The Hell and Heaven of Earth

To create the Heaven of Earth, Nophica planted a single sapling which Althyk instantly coaxed to maturity by bending time itself. Under this mighty sentinel's boughs sit farmers and naturalists, historians and archaeologists.

Leaves fallen from the tree and left to rot in the pit are what create the Hell of Earth. Here lie buried thieves and defilers of nature, liars and revisionists.

CURRENCY AND MEASUREMENTS

Eorzeans employ a system of units and measurements which serve to quantify various aspects of their daily lives. From currency to units of length and weight, familiarity with these concepts and their origins will afford the reader a deeper knowledge of the realm and the references employed by its residents to describe the world around them.

A History of Coin

When the Sixth Umbral Calamity came, laying waste to the land and swallowing up once-proud nations of magi and wise men, the currencies minted and circulated by these civilizations lost their value, and the economy of Eorzea returned to a primitive system of barter and trade. As the realm recovered and rebuilt itself after the dawn of the Sixth Astral Era, the currencies of Mhach and Amdapor came back into limited use, their values assigned roughly according to the worth of their component metals.

As city-states and nations came to flourish, certain interests took steps to mint their own currencies, with Sharlayan and Ishgard quick to follow suit. As contact between nations in these times was limited at best, no effort was made to introduce a universal standard, and for years, many and myriad currencies were exchanged throughout the land.

This changed in the years of peace that followed the Autumn War. Trade and diplomatic relations between nations flourished, and for reasons of economic convenience, voices calling for a universal currency grew louder.

In the year 1477 of the Sixth Astral Era, the leaders of Eorzea's six great city-states came together, and after some debate reached the decision to mint a universal currency to be used the realm over. So it came to be that gil, a coinage once used by the ancient Allagan Empire, was reinstituted as the standard currency for all the land.



On the Design of Gil

In times of eld, coins would typically bear designs inspired by heroes, leaders, or religious imagery of the nations that minted them. With the introduction of gil as a universal currency, however, a consensus of experts from all nations made the decision to adopt neutral designs—ones not rooted in the traditions of any one culture or nation—in the interest of avoiding needless debate. To this end, the face of Nymeia, the Spinner, was chosen to grace the one-hundred gil coin.

An exception to the rule can be found in the commemorative one-gil coins issued by the grand companies for Foundation Day, which are emblazoned with the images of the leaders of their respective city-states.



Weights and Measures

Eorzeans measure length and distance in ilms, fulms, yalms, and malms. The ilm is the fundamental unit of measurement, roughly equivalent to the length of an adult Hyuran thumb, with the longer fulms, yalms, and malms calculated using the ilm as a base. Needless to say, as the size of body parts can vary wildly from person to person, these units were somewhat imprecise in the early days of their use. While this would rarely be a problem within close-knit communities, confusion quickly ensued as trade and commerce spread across the realm.

Matters came to a head in the year 986 of the Sixth Astral Era, when a pirate who had come to Limsa Lominsa to procure sailcloth from the black markets became enraged when his purchase fell short of the length for which he believed he had paid. Though contradicting accounts of the incident exist, most agree that the ensuing scuffle left some fifty men dead or wounded. Admiral Agatzahr Roehmerlsyn of Limsa Lominsa took swift action, promptly arresting the pirate who had caused the ruckus, lopping his thumb clean off, and declaring that it would henceforth serve as the standard measure of an ilm throughout the land. Cast-iron replicas of the buccaneer's severed digit were produced in bulk and distributed around the realm to serve as one-ilm rules, and disputes over vague measurements soon became a thing of the past.

Unit	Approximation
1 ilm	An adult Hyuran thumb, a ripe rolanberry
1 fulm	12 ilms, an adult Hyuran foot, a grown chocobo tailfeather
1 yalm	3 fulms, a bastard sword blade, an adult Lalafellin male
1 malm	1760 yalms, the distance an adult Elezen can run in a tenth bell The approximate height of O'Ghomoro

Unit	Approximation
1 onze	An adult Hyruan thumb, a 100-gil coin
1 ponze	16 onzes, a merchant's scale stone, a block of kukuru butter
1 tonze	2,000 ponzes, a fully matured goobbue 600 bottles of Wineport red (1 standard overseas shipment)

Encyclopædia Eorzea

BOOK II

HER HISTORY



THE HISTORY OF EORZEA

To fully understand the realm of Eorzea, one must first delve into her past and witness the violent cycle of birth and destruction which forged the land from darkness.

The First Umbral Era The Calamity of Wind

Eorzea is characterized by elemental calamities which plunge the realm into short, yet harrowing periods of chaos known as Umbral Eras, followed by extended periods of prosperity known as Astral Eras. What then, you may ask, of the land before the first calamity struck? Drawing from the songs and writings of countless civilizations, theologians believe prehistory to be a tempestuous time of uncontrolled creation overseen by a mercurial god or gods—creation which abruptly ends with the destruction of all that exists, ultimately allowing for the rise of mankind from the wreckage. Historians and scholars of biological fields, on the other hand, claim that mankind could not have simply "appeared" and suggest an evolution of the species in the thousand thousand years preceding the first calamity. What the two groups do, however, agree upon is that modern history begins with the First Umbral Era.



It was not until the advent of the Sixth Umbral Era that, by the process of elimination, scholars were able to declare with certainty that the elemental calamity which ushered in the First Umbral Era was indeed connected in some way with wind—possibly in the form of terrible hurricanes, tempests, or tornadoes. Recent dealings with the moogles of Moghome in which village elders have spoken of a wind-driven disaster previous to the first five calamities serve to further reinforce this theory.

The First Astral Era A Time of Stone and Fire



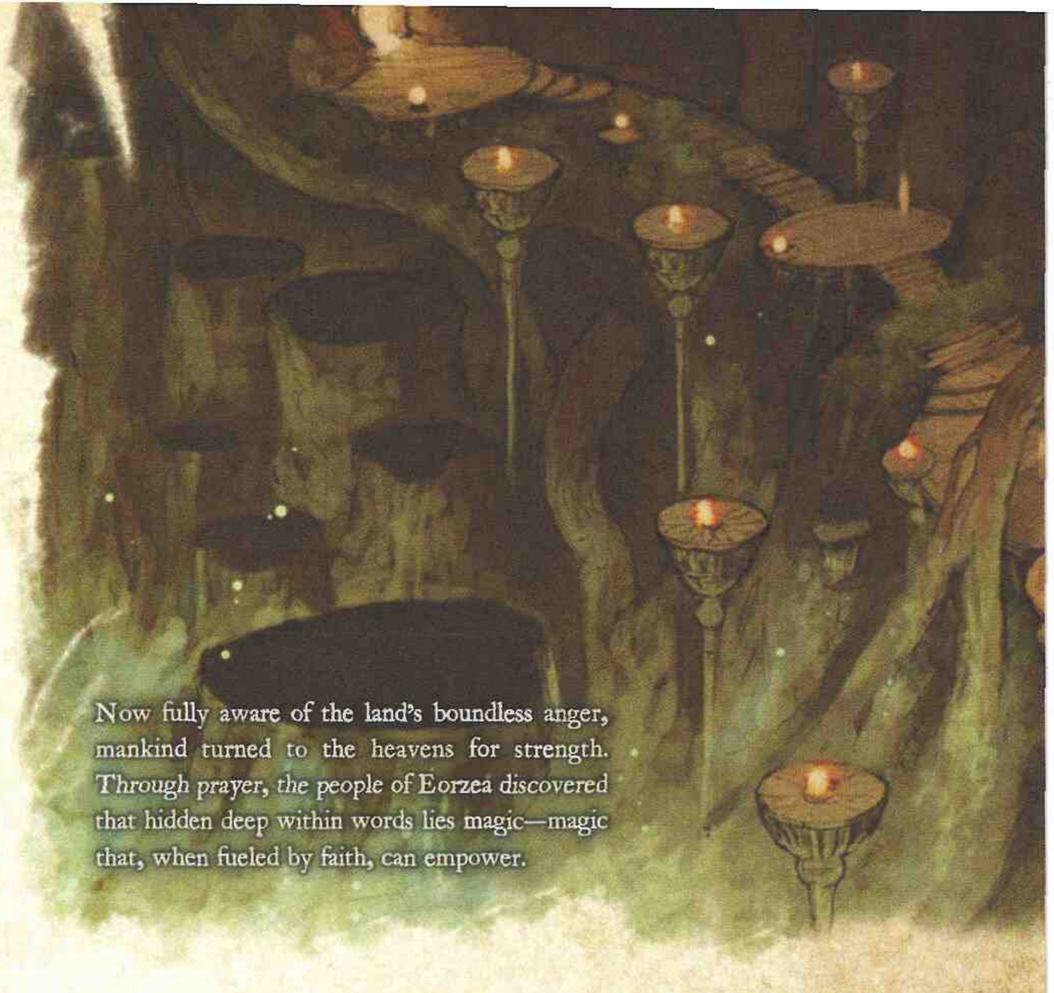
It is during the First Astral Era that mankind is believed to have learned the essentials for survival—the ability to carve stone tools and the ability to make fire. Tools allowed for the rise of agriculture and a departure from hunting and gathering, which eventually resulted in the abandonment of nomadic lifestyles and saw the establishment of villages and towns. Within these towns, civilization thrived and basic sciences such as animal husbandry and simple metallurgy were discovered and refined. As the towns grew, so did the hegemonies that oversaw the towns until finally kingdoms were born. However, kings, as is their wont, are rarely content with what they have, and soon the leaders of the newly formed countries abandoned the creation of tools for the forging of weapons, and the era descended into bloodstained madness.

Equipped with picks and axes, historians believe mankind made short work of nature's bounty. Cave paintings dated to the First Astral Era suggest the existence of hundreds of now-lost species, from two-headed bison, to winged coeurl-like scalekin, to firs reaching over a thousand yalms in height.

The Second Umbral Era
The Calamity of Lightning

Despite the constant wars waged by kings seeking to expand their domains, mankind thrived, its numbers multiplying with each passing summer. To house and feed the people, forests were felled and fields planted. To forge their tools and weapons, mountains were gutted and skies blackened. For countless years, nature suffered this wanton spoiling of the land until finally the scales were tipped. Mountains of fire belched forth ink-stained clouds which covered the skies and thrust the realm into eternal darkness. And from the skies fell an endless rain of white-hot levinbolts which razed fields, boiled lakes, and split the very walls of mighty fortifications. For a full twelvemoon and a day did nature's fury ring.

Fearful that the gods meant to purge the land of mankind once and for all, the people abandoned their homes and towns and fled underground into caves. Awaiting them here, however, was not salvation, but death, for the caves became breeding grounds for pestilence and plague. As the people sat trapped in darkness, watching their families meet slow, painful ends, they concentrated their efforts on the one path left to them—prayer. Theologians believe it is this mixture of desperation and focused prayer that gave way to the very first magical incantations.



Now fully aware of the land's boundless anger, mankind turned to the heavens for strength. Through prayer, the people of Eorzea discovered that hidden deep within words lies magic—magic that, when fueled by faith, can empower.



The Second Astral Era
Faith in Above

And so through primitive magicks did mankind endure until the skies had finally parted—those showing proficiency in these esoteric techniques rising to positions of power within the communities. The people were drawn to these charismatic leaders who accredited the fall of the previous era with the faithless kings and their unquenchable avarice. They claimed that only through faith and prayer would they be saved from a similar fate, and thus were the first organized religions born.

In but a matter of years, kingdoms centuries in the making were replaced with theocracies populated with men and women eager to prove their worth to the gods, that the divine beings may spare them from the land's wrath. Church leaders convinced the people that through the building of massive temples, monuments, and effigies would they achieve peace and salvation. To adorn these constructs so that the gods would smile upon them, the people perfected the arts of painting and goldsmithing. To protect these constructs from those who would defy the gods, they solved the riddle of steel. To better bask in the gods' light, mankind reached high to the heavens.

Church-commissioned construction of countless cathedrals, temples, and sepulchers during the Second Astral Era saw the rapid advancement of stonemasonry, the constant mantra of "to the heavens" pressuring early architects to conceive techniques that might defy the very laws of nature.

The Third Umbral Era
The Calamity of Fire

Faith and fear had given the churches absolute power over the realm; however, absolute power corrupts absolutely. Soon, desire for plenary control pit rival religions against one another, culminating in the advent of an extended dark age of holy wars, witch hunts, and cleansings. Towns were burned, children sold into slavery, all while men and women died in the thousands. With no one to tend the fields at home, crops withered, leaving those few who had not marched to war to starvation. The coffers of the victors swelled with the spoils taken from their enemies, but there was nowhere to spend this newly acquired wealth. The road to rebuilding would be a long one, but the people were convinced that if they maintained their faith, they would rise as they had done once before. By this time, however, the gods had grown weary with mankind—the hubris displayed by the church enough to convince the heavens that the people of Eorzea must, once again, be humbled. In the following moons, the sun grew large, parching the earth and sapping the life from all creation, be it plant or animal. Verdant fields and lush forests were reduced to dust-choked wastelands, the people who relied on them for their livelihoods, stricken with famine. The Calamity of Fire was upon them.



Recent discoveries of the skeletons of large plant-eating fauna in the Grand Wake have some scholars convinced that Thanalan's modern-day deserts were once a lush grassland lost in the fires of the calamity that ended the Second Astral Era.

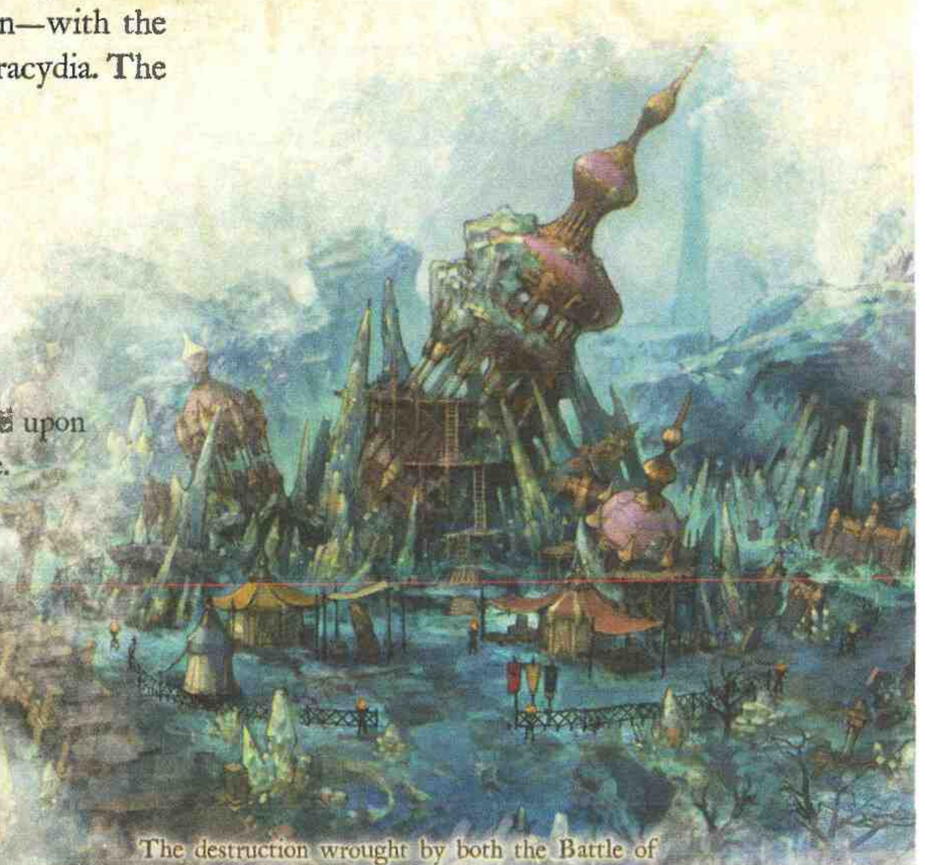
THE BIRTH OF AN EMPIRE

Approximately 5000 years ago, Eorzean civilization reached what can arguably be considered its peak—at least in the sense of technological advancement and overall influence on the rest of Hydaelyn—with the advent of the Allagan Empire and its spread north to Ilsabard, east to Othard, and south to Meracydia. The following section examines the rise and fall of the realm's most prosperous age.

Saint Coinach's Find

Nearly six centuries ago, a determined young man in Ul'dah by the name of Coinach would stumble upon what would prove to be the greatest discovery of the Sixth Astral Era—relics of the great Allagan Empire.

An Order of Nald'thal seminarian, Coinach was immensely clever, consistently receiving the highest marks amongst his peers. The order had high hopes for the young prodigy and envisioned him a future leader in the church. These hopes crumbled to dust when Coinach became infatuated with stories of a long-lost empire briefly mentioned in holy scripture—Allag. Despite being less than a year from graduation, he abruptly abandoned his studies and began a fevered pursuit of knowledge on a subject most in the order regarded at best as allegory. Turning a deaf ear to the pleas of his professors, Coinach was expelled from the seminary and eventually ostracized by his closest companions. This, however, only fueled the young man's passion to prove his detractors wrong. To fund his obsession, Coinach became a merchant—every coin earned put into the acquisition of ancient tomes and the overseeing of exploratory digs in remote locations across the realm. It was not until the year before he passed away—over five decades after his search began—that Coinach finally found what he was looking for in a sparsely populated corner of Mor Dhona. Once a laughingstock in academic circles, Coinach was now a hero. Universities begged him to join their staff, while sponsors from across Eorzea showered him with coin to finance future excavations. Further vindication was achieved after his death when he was canonized, not by the order which forsook him, but by the followers of Althyk, the Scholar. Coinach's name lives on to this day in Saint Coinach's Find—an organization dedicated to the continuation of the eponymous archaeologist's work.



The destruction wrought by both the Battle of Silvertear Skies and the subsequent Calamity altered the land in such dramatic fashion that locations once submerged under hundreds of yalms of water were now exposed, revealing Allagan ruins which had not seen the light of day for countless summers. The scholars of Saint Coinach's Find have since begun excavations in these areas in hopes of making their next big discovery.

The Third Astral Era — The Rise of an Empire



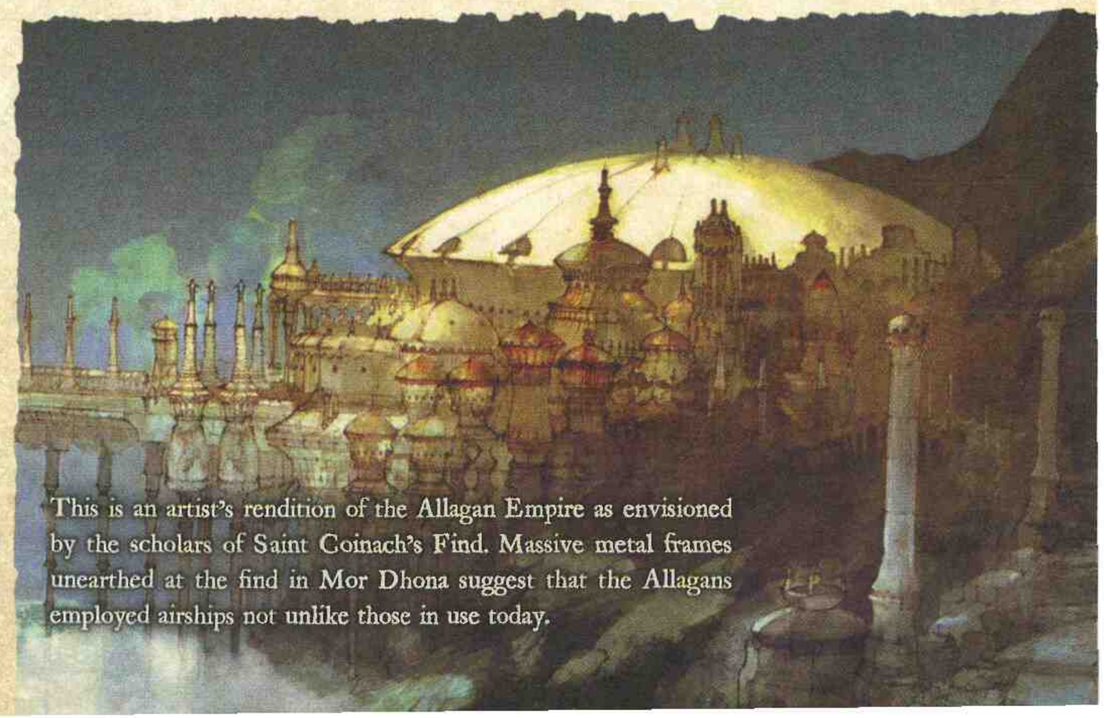
Upon his death, Emperor Xande was interred in a tomb built within a crystalline cavern located in Mor Dhona—reasoning behind this being that it was thought the concentrated levels of pure aetherial energy might repair the corrupted flesh and restore Xande's soul to his new body. The actual consequences were quite different.

The communities which emerged in the aftermath of the Calamity of Fire, while fearful of the gods, were wary to once again make them the centerpieces of their society. Pursuit of the divine had incurred the wrath of the heavens, so to avoid a similar fate, mankind chose to place distance between itself and the gods. As a result, society began to focus on the individual talents of its people. Faith in the gods gave way to faith in oneself. With this newfound confidence, mankind began producing some of the greatest minds in history. New discoveries in science and technology were being made each day. Civilization was advancing at a rate unseen in the previous two Astral Eras, and at the forefront stood a man who would see that civilization reach to the far corners of Hydaelyn—Xande.

Considered by many to be a genius in his own right, the highly ambitious Xande used his uncanny intelligence and charisma to build a nation that, while founded in science, did not deny the magic of the Second Astral Era. Those few descendants of the priests and witches of the Second Astral Era were welcomed and given places where they might hone their skills and wield them for the good of the people. As Xande learned more of magic's potential, he assigned many of these "mages" to his newly formed army, where their unmatched strength on the battlefield allowed the young leader to subjugate neighboring lands with limited Allagan casualties. In less than a year, Allag was the largest nation in Eorzea and Xande crowned himself emperor.

The Origins of Aetherochemistry

It goes without saying that the Allagan Empire would never have survived, let alone expanded and thrived, had it not been for the might of Xande's handpicked mage cadres. Their most important contribution to the empire, however, was not solely spellweaving, but the incorporation of their magicks into existing scientific principles. Siege engines enhanced with magicks launched projectiles farther and with more precision. Ensorcelled treadwheel cranes lifted blocks ten times their maximum load with a fraction of the manpower. Once the secrets of aether had been unlocked, they were applied not only to war, but to everyday societal needs, from construction to medicine, transportation to communication. The field came to be known as aetherochemistry, and upon its back would the Allagans ride into a Golden Age of prosperity.



This is an artist's rendition of the Allagan Empire as envisioned by the scholars of Saint Coinach's Find. Massive metal frames unearthed at the find in Mor Dhona suggest that the Allagans employed airships not unlike those in use today.

A Golden Age

Xande knew he would not live forever, but he was not about to allow his life's work come to naught upon his passing, so he carefully groomed his offspring to carry on his legacy. As a result, in the years subsequent to the first emperor's death, the direct descendants of Xande fostered the growth of the empire by dispatching its armies to the far corners of Ilsabard and Othard. While there was resistance, the empire made short work of all who stood before it, and in time there was not a city in the Three Great Continents where the imperial standard did not hang.

With no more enemies to fight, peace prevailed and the people thrived. The focus of the empire now shifted from expanding its borders to bettering the lives of those who lived within them. One such undertaking involved the construction of a massive array of spires at Silvertear Falls designed to gather the very rays of the sun and deliver that energy to the homes and manufactories of the empire. With the completion of Syrcus Tower—or the Crystal Tower, as it would come to be called in the scripture of later eras—the Allagans began their reliance on myriad machina to ease their daily burden and allow them to concentrate on bettering their minds and their souls. For three centuries, not a war was waged on the Three Great Continents, and the bloodshed which had spawned the empire became but a blemish on a forgotten age.

The miracle of aetherochemistry had given the Allagans everything they wanted and more. Yet, a man who believes he has everything will not strive to create anew. Lacking the drive that once made it great, society slowly fell into disarray. The people had grown complacent, abandoning learning and drowning themselves in leisure, relegating any and all work to machina. Birth rates plummeted while suicide became increasingly common. Leaders grew corrupt and complacent, leading to isolated uprisings in the worst of cases.



In the years preceding the Seventh Umbral Era and the re-emergence of the Crystal Tower, scholars had very little to draw upon regarding the sun-collecting spire's appearance. Early attempts by artists commissioned by Saint Coinach's Find to recreate the Crystal Tower, while beautiful, were ultimately far different than the actual construct.

Amon's Scheme

The empire was becoming crushed under its own weight, inching ever closer to destruction while its people sat glassy-eyed in their homes, dangerously dependent on the luxuries science afforded them. There was one man, however, who was not about to stand idly by as oblivion crept ever closer—a talented technologist by the name of Amon. Amon believed that what the Allagans needed to save them was not another invention or technological breakthrough, but a strong leader—a leader who could ignite the fires in the hearts of men and wake society from its apathy-induced stupor. A leader the likes of Emperor Xande the First. Instead, however, of waiting until another individual with the qualities of Xande appeared, Amon believed better success would be had with a more direct approach—resurrecting Xande himself.

Techniques to temporarily restore life to mortified flesh by growing it anew had already been discovered by Allagan scientists. Amon believed, however, a temporary return would not be enough to ensure a rise from the ashes of the once-mighty Allagan Empire. What were needed were the secrets to eternal life. And so Amon began a series of experiments, combining chimerobiology and cloning, in a last desperate effort to achieve immortality. In the early stages of those experiments, he used brigands and revolutionaries to test his newly developed techniques. Once his methods had been refined, he moved next to the emperor's bloodline, and finally to his own self. The results were promising, prompting Amon to move to the second stage of his plan—the unearthing of Xande's tomb and the resurrection of the emperor. Utilizing the solar energies collected in the Crystal Tower combined with his newly perfected vivification techniques, Amon achieved the impossible. Xande walked Eorzea once again.



Amon

One of few great minds in a land that had seen the slow, yet steady numbing of its people's intelligence, Amon long lamented the sorry state of Allag, concentrating his early scientific efforts on developing medicines to increase mental capacity. He soon realized that it was not knowledge that the Allagans lacked. If anything, they had too much. What his people lacked was a leader. With a renewed sense of focus, Amon shifted his studies to the field of vivimancy, and soon was conducting experiments on his own flesh in order to attain his final goal—the resurrection of Xande the First.

Scylla

A high-ranking archmage of the Allagan imperial cadres, Scylla was tricked by Amon—a lifelong adversary within the imperial court—into participating in the mad technologist's experiments with immortality. Promised never-ending life and limitless power, Scylla begrudgingly agreed to the alteration of her corporeal form, only to wake from the anesthetics to find the snapping maws of wild hounds, creatures most despised by the mage, where her own head had once been.





General Phlegethon

Leader of one of many rebellions that erupted in the waning years of the Allagan Empire, imperial annals paint Phlegethon as a murderous villain. Writings of the commonfolk, however, reveal the general's status as a hero of the people. Adored though he was, the revolutionary leader was eventually captured by agents of the empire and his body was forcibly altered through sorcery and science, his mind broken and conditioned to obey.



Glasya Labolas

One of Amon's few voluntary subjects, Glasya Labolas—commander of the Imperial Honor Guard—was fiercely loyal to the empire, joying himself by personally tracking down and mercilessly crushing any and all seeds of rebellion. The experiments were successful in granting the commander immortality, ensuring eternal service under the great Emperor Xande; however, side effects saw his already-dark mind further fevered.

Eyes Southward

Amon's genius and obsessive nature made dangerous bedfellows, leading to the death of countless subjects before ultimately bearing fruit. Not only was Xande resurrected from his millennium-long slumber, but had achieved both immortality and an otherworldly vigor in the process. Over the next few days, the emperor was briefed by Amon of the myriad changes the realm had seen in the thousand years since his death—the advancement of civilization, the extent of the empire's reach, and the state of her people. Once aware of what he had to work with, he moved quickly to right the ship, starting with the assassination of the current emperor and any loyalists to the regime by the Glasya Labolas-lead Imperial Honor Guard. With the throne reclaimed and potential challengers to Xande's authority conveniently disappeared, the new emperor wasted little time restoring the heretofore impotent Imperial Army to its former size and strength, and ordering it on its first mission—the full-force invasion and occupation of the southern continent, Meracydia.

Just as Amon had predicted, Xande's return had revitalized the empire, igniting a fire in the hearts of the complacent and providing them with purpose. The army's ranks swelled with new recruits, manufactories began hiring manual laborers to meet increased demand for weaponry, and scholarly circles were abuzz with new discoveries and inventions. The Allagan Empire would be great once again, and the road to greatness led south. The Meracydians, however, were not about to give up their homes without a fight. While the empire's first wave of attacks were largely successful due to the fact they were unexpected, subsequent raids into Meracydia proved more difficult. The native peoples of the southern continent banded together under the leadership of the dragons who also claimed dominion in Meracydia. While without equal on the Three Great Continents, the Imperial Army's chimerical warbeasts were no match for the dragons' fiery breath, and countless casualties were suffered. This, however, only served to further motivate the scientists of Allag in their ungodly pursuit of might through biological manipulation, and it was not long before they had created abominations which exceeded the might of the Meracydian Horde. In a decisive and bloody battle, the Allagans slew the dawn wyrm, Bahamut, paving the way for immediate occupation...or so they believed.





Kaliya

A product of both mechanical and biological ingenuity, the solid steel aberration Kaliya was developed in the Aetherochemical Research Facility in Azys Lla to combat the dragon legions of Meracydia. This mechanized hyrda could withstand not only attacks from razor-sharp fangs and talons, but also the white-hot flames of dragonbreath, and proved invaluable in the campaigns waged on the southern continent. So effective was the creation, the Allagans would eventually place one within Bahamut's metal gaol to guard the great wyrm.

The Warring Triad and Bahamut



With the dragons all but defeated, the Meracydians turned to their gods for salvation, invoking terrible beings known as "eikons" in one final attempt to rid their land of the Allagans. While there is no record of any eikon (currently, "primal") summonings on Meracydia prior to the imperial invasion, immediately following the fall of Bahamut, multiple tribes were simultaneously successful in calling their deities from the aether, suggesting that a third party may have been involved in the passing of the specific knowledge required to do so.

Of these eikons, three—Sephirot the Fiend, Sophia the Goddess, and Zurvan the Demon—or the "Warring Triad," as they would come to be called, would prove the most problematic for the invaders from the north, temporarily driving the Allagans back to the Meracydian coasts. A furious Xande demanded a solution from his imperial cadre of mages, threatening to kill a man a day until they fulfilled his seemingly impossible request. How could one rid the world of a being that could simply be resummoned the moment it was slain? In their desperation, the mages turned to the very enemy they fought for inspiration, and before too many of their brethren had succumbed to the emperor's wrath, they discovered a new branch of spellcasting which would ultimately become the roots of modern summoning, and utilized it to neutralize the power of the Warring Triad by imprisoning them, instead of defeating them outright.

Victory over the eikons should have marked the end of conflict in Meracydia, but the southern continent was not yet willing to concede defeat. Devastated by her mate Bahamut's demise at the hand of the Allagans, the wyrm Tiamat endeavored to resurrect the dawn dragon in the same manner that the tribes of Meracydia summoned the eikons—as a deity. What rose from the ashes, however, was but a shade of the dusk wyrm's beloved Bahamut. Twisted with rage, the great wyrm unleashed his fury on the Allagans, erasing almost immediately any advantage the empire had seized.

Bahamut

One of the first brood, Bahamut lived for countless centuries as ruler of the southern skies until being slain by the power-hungry Allagan Empire. When the dusk wyrm Tiamat learned of her beloved's untimely fate, she, with the aid of Meracydia's remaining dragon horde, chose to ignore the warnings of her kin and attempt a summoning of the spirit of Bahamut. Her sorrow and anguish, combined with the rage of her kin, however, corrupted the spirit as it returned from the Lifestream—the result a mad tyrant little resembling what had once been the dawn wyrm.



The Cloud of Darkness

One of the undisputed rulers of the void and an entity of immeasurable strength, the Cloud of Darkness occupies the highest rung of the hierarchy of twelve. This terrifying voidsent entered into a dark covenant with Emperor Xande in a bid to invade the physical realm via heretofore sealed "voidgates." That covenant applies to not only the emperor himself, but all of his bloodline, ensuring that as long as an heir remains, control over the voidsent queen is absolute.

Victory in Meracydia

Emperor Xande found great joy in the ever-changing tide of battle, and is claimed to have said that he never felt more "alive" than during the slaughter of the Meracydian campaign. He also believed that a man was only as strong as those he slew, and therefore would welcome the onslaught of his enemies with open arms, using them as opportunities to gain even more power. The war with Meracydia fueled the advancement of Allagan technology and deepened the empire's knowledge of arcane magicks. Not only could a dragon or an eikon now be captured, but it could be tamed, controlled. Its very life essence could be tapped and used as a source of seemingly endless energy—a fate that ultimately befell the Warring Triad. In a breakthrough by the imperial mages, communion with voidsent was achieved, ultimately culminating in the signing of a pact between Emperor Xande and the self-proclaimed "ruler" of the void, the Cloud of Darkness. In exchange for an unlimited supply of vessels which would house the minions of the void, allowing them to remain in the corporeal realm, the emperor merely demanded that the voidsent fight for him on the shores of Meracydia. With each enemy slain, a new vessel would become available, allowing for the immediate summoning of a host and subsequent possession of the body. The more the undead army killed, the larger their ranks swelled, until not even the mighty Bahamut reborn could overcome their numbers. The great wyrm grew gradually weaker, as the crystals required to maintain his strength became scarce due to overharvesting. Unable to wield his former might, Bahamut was finally captured and fitted with neurolinks, effectively making him a tool of the empire, and putting an end to Meracydian campaign. The Allagan Empire had claimed yet another prize.

The Fourth Umbral Era
The Calamity of Earth

Meracydia had fallen and the empire was now the largest it had been in its entire history. The emperor, however, was unable to savor his victory overlong. War had quenched his lust for blood, but with its end came a sense of emptiness. Experiencing death had shown Xande the very limits of life, and he would no longer be satisfied with the mundanity of reigning in a time of peace. An obsession with slaughter and destruction tightened its grip on Xande's mind and slowly drove him to madness. His following orders would only serve to prove this.

The emperor bid the encapsulation of the neurolinked Bahamut in a massive iron sphere. The sphere would be launched into the heavens and set into motion around the moon, where it would use the wyrm's affinity to fire-aspected aether to gather energy from the sun in a form more concentrated than the weak rays which make their way to Hydaelyn's surface. With that energy, Xande would open a gate to the void the likes the world had never seen, and from beyond would he summon the very Cloud of Darkness herself so that she might rain her destruction upon the corporeal realm, eventually driving the world to that edge of death that the emperor longed to experience once again.

Unsurprisingly, very few Allagans shared the same twisted aspirations as Xande, and seeds of unrest quickly took root. Independent resistance cells joined together to form an army which drove the mad emperor and his few remaining loyalists out of the imperial palace and into the Crystal Tower. Unfortunately, this maneuver was too little too late. The satellite containing Bahamut was activated remotely by Xande, commencing the transference of aetherial energy. The voidgate would open soon.

Yet it never did, for Xande and his technologists had made a grave miscalculation. While the tower had been fortified to endure the increased energy flow, the land upon which it was built could not withstand the sheer force being applied to it. In a matter of moments, the ground began to crack, until it finally crumbled away, swallowing the Crystal Tower and Xande with it. The resistance's victory, however, was short-lived. The Crystal Tower's collapse triggered a chain reaction of tremblors which shook the entire realm, toppling mountains and literally tearing the land asunder. In mere moments, the Allagan Empire was laid to waste. Yet even as the Crystal Tower was sinking, Emperor Xande's most trusted aide, the technologist Amon, invoked powerful magicks and halted the flow of time within the structure. The tower and its denizens fell into a deep slumber.



Many of the Allagan Empire's most dangerous experiments—including the creation of chimerical bioweaponry and the core components used in the Bahamut satellite—were conducted under a veil of secrecy at the maximum-security floating research complex known as Azys Lla.

Princess Salina's Legacy

With the Crystal Tower buried, a civilization which had almost completely relied on the tower's energy to function was plunged into utter chaos. Machines ground to a halt, lamps fell dark, lines of communication and transportation were severed. Those who served on artificially levitated employment sectors such as Azys Lla were suddenly trapped, the flow of supplies upon which they relied for the maintenance of their facilities dried up. Without the energy and manpower to keep them in check, the chimerical aberrations contained in these quarantined areas escaped their cages and soon turned on their creators. Realizing that control would not easily be regained, the floating islands were quickly abandoned by the remaining Allagans. They would remain uninhabited by all but the chimeras for five millennia until their rediscovery at the dawn of the Seventh Astral Era.

Though the worldwide calamity had claimed the lives of the majority of the empire's population, including those of the royal bloodline, there was one descended from Xande the First who survived the quakes—the young Princess Salina. Sharp-witted for her age, the princess was quick to realize the true implications of the fall of the Syrcus Tower, and the fact that it had not truly been destroyed, only buried. While the spire served to trap the horrors within, it also served to preserve them. Lacking the means to destroy the tower, she instead chose to utilize the power that had been granted her via her ancestor's most unholy pact, for as long as the blood of the Xande line remained intact, there would ever be a force which could keep the Cloud of Darkness under control. Utilizing the remnants of Allagan biotechnology, Princess Salina transferred her bloodline and the power it held to a trusted ally with hopes that it would endure until it was again required. Proof of this power became known as the Allagan Eye and can still be seen today in many of those with ancestral ties to the Miqo'te Seeker of the Sun G tribe.



Ironically, it was another calamitous event that saw the re-emergence of the Crystal Tower from its five thousand year slumber. As for the horrors that lurked within, it was as Princess Salina had feared—Xande, Amon, and the Cloud of Darkness had not perished in their time buried beneath Hydaelyn. Fortunately, nor had the imperial bloodline, and through the efforts of the G tribe and a brave band of heroes, the threat of domination at the hands of evil was once again thwarted.



Unei and Doga

Seeking to raise Xande from the dead, the technologist Amon looked to the first emperor's descendants. His subjects were Unei and Doga, two members of the royal bloodline. Using techniques perfected in his dark laboratoriums, Amon created dozens of copies of each. He called them "clones," echoes of the original made flesh, yet lacking a soul. Thus, these experiments were put to use as weapons when Amon could glean no more from them.

Though Unei and Doga both supported the emperor's second ascension, they learned of his descent into madness with horror. They gave unto two clones their spirits, a measure for if they themselves failed to thwart the emperor. The clones are said to have been imbued with an unbending purpose: to end Xande's unholy covenant.

Before the original Unei and Doga could prevail, the Crystal Tower entered its eon-long slumber. When it awoke after the Calamity, so did the two clones within. Fortuitously, they then came upon a group of scholars calling themselves NOAH. After many trials and tribulations, it was this fellowship that saw an end to the first emperor and the fruit of his terrible ambitions.

THE FORGOTTEN AGE

There exist almost no records of the years immediately following the fall of the mighty Allagan Empire. This dark period is loosely referred to as the Forgotten Age, for very little is known of how its people lived.

The Fourth Astral Era — The Fall of Civilization

From what information—mostly based in oral tradition—remains of the early Fourth Astral Era, blame for the fall of civilization was placed firmly on man's lust for knowledge. The people deemed that the answers to life's mysteries were best left with the gods. Pursuit of that which lies beyond man's ken was seen as a sin, and that it was this covetousness that proved the impetus for his destruction. A widespread shunning of any and all manner of higher learning began. Books were burned and parents refrained from teaching letters to their children. Surviving Allagan technologies were destroyed, buildings were toppled or buried, and the learned—what few remained—were exiled or even killed. Civilization took a giant leap backward to a time not unlike the Second Astral Era. The pendulum had swung, and an era-long thirst for knowledge was quickly replaced with an unmoving fear in the heavens. Stories of the Allagan Empire survived now only in scripture, where the fallen civilization was reduced to a simple device used to teach lessons on the sin of hubris.

For approximately fifteen hundred years—a number long speculated, but only recently confirmed with the discovery of an operating expulsion node in Azys Lla placing the abandonment of the floating research complex at five thousand years ago—the silent war against knowledge continued, the church manipulating what knowledge (if any) trickled its way down to the masses. Religious leaders went even as far as introducing a new alphabet for their holy scriptures, taught only to men and women of the cloth, so as to solidify their control over the realm through the continued illiteracy of the common people. It is therefore ironic that this alphabet for the privileged would eventually evolve into the Eorzean script used throughout the realm today.

The Fifth Umbral Era — The Calamity of Ice

As is the case with nearly the entirety of the Fourth Astral Era, the great calamity which would end the period is also shrouded in mystery. Tribal legend and local folklore does, however, speak of a seemingly endless winter that brought with it bitter cold, raging snowstorms, and giant rivers of ice. Without the ability to grow crops, much of the population perished, or was forced to flee to the south and its more temperate climes. It is believed that for the years that encompassed the Fifth Umbral Era—or as it is also known, the Age of Eternal Frost—much of the Bloodbrine Sea was frozen solid, on one hand preventing fishing and decimating the populations of sea life, but on the other, allowing for the migration of Miqo'te tribes from southern Ilsabard into northern Eorzea—tribes made up of descendants of the very same Miqo'te who were persecuted against and driven from Eorzea by the Allagan Empire almost two millennia earlier. The newly hardened seas of this frigid era provided the tribes with a means around the massive peaks of Gyr Abania that prevented their return in the Fourth Astral Era, and while there was little awaiting them in the rime-encrusted realm when they arrived, their uncanny ability in the hunt granted them a means of survival until the frost had melted.



It was not long after their return to the realm that the Miqo'te learned of the new Eorzean alphabet. Tribal seers were quick to claim that the fact the number of letters in that alphabet—twenty-six—directly corresponded with the exact number of Seeker of the Sun tribes that had made the journey across the frozen seas was most fortuitous, subsequently convincing the tribes that they should each take one of those letters into its name.

It is not uncommon even today for massive floating islands of ice to appear in the winter moons along Eorzea's northernmost coasts—the Farreach. In the Fifth Umbral Era, however, these frozen mountains were said to have appeared as far south as the Jade Sea.

THE AGE OF ENLIGHTENMENT

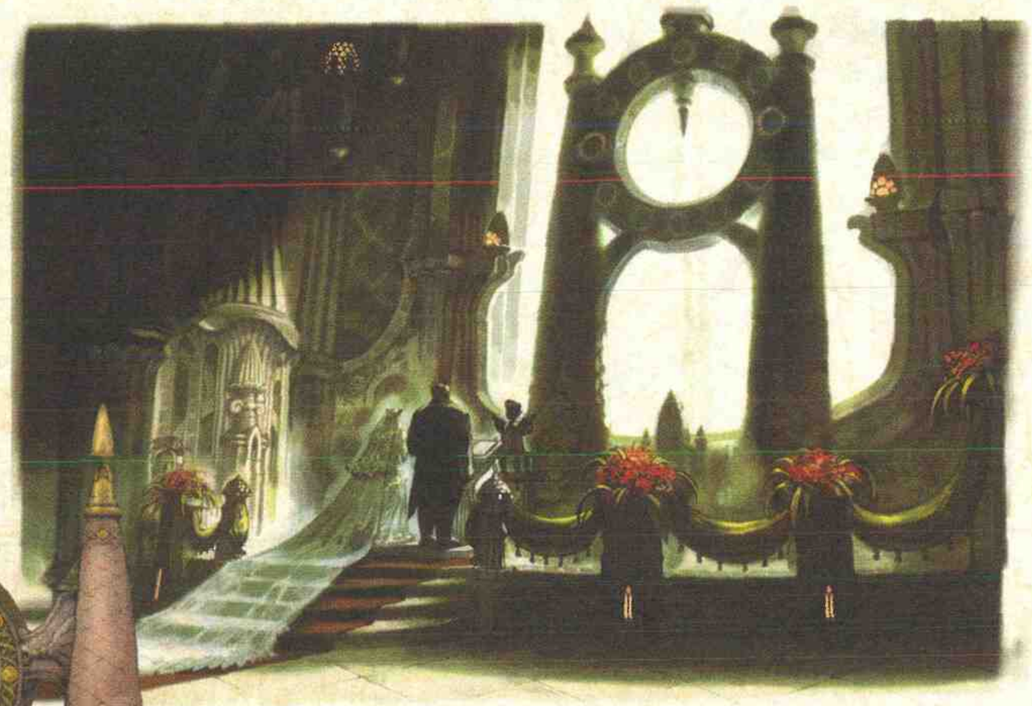
"The Fifth Astral Era was an age of untold wonders, when the arcane arts burgeoned and the great civilizations that commanded such powers flourished. Alas, this age of enlightenment would not last. The War of the Magi brought the great floods of the Sixth Umbral Calamity, which swallowed once-proud nations and left naught but a battered wasteland in its wake."

- Nenekko Neko, Ul'dahn scholar

The Fifth Astral Era — Seeds of Magic

At the dawn of the Fifth Astral Era, as Eorzea was huddling in the bitter cold of the Endless Frost, the people of the realm once more beseeched the Twelve for warmth. It was during this time that a magnificent cathedral was built on the edge of the Black Shroud, a sanctuary where people would fervently pray to the gods and harness the power of their blessings through the use of magic. These rituals rose in prominence as a way for the survivors of the Fifth Calamity to cope with the era's bleak prospects, and served as a driving force in the realm's revitalization.

As the harsh climes subsided, the people once again set out across the realm. Small settlements grew into towns, then cities, each with their own unique culture. The universal worship of the Twelve splintered as the denizens of these communities sought to assert their newfound sense of identity by choosing patron deities to protect them. These widening differences in culture, religion, and approaches to the arcane arts would lead to intense contests for supremacy between nations.





The first Sanctum of the Twelve is believed to have been erected around the dawn of the Fifth Astral Era. After years of disuse, the original structure fell into ruin, overgrown by the thick brush of the Black Shroud and lying forgotten until after the Seventh Umbral Calamity when it was unearthed and restored to its former glory. In the modern age, it also serves as a hall wherein the gods bear witness to the declaration of eternal bonds between lovers.

A Precursor to War

Fledgling cities emerged around the three-hundredth year of the Fifth Astral Era, and for the next two and a half centuries, the number of city-states would grow to twelve—each paying tribute to a unique god or goddess of the Eorzean pantheon. These city-states, however, lacked the stability of their modern-day counterparts, and the onset of the Age of Enlightenment was rife with turmoil, with territorial borders endlessly redrawn as smaller domains found themselves ravaged, divided, or integrated into larger populations.

By the thousandth year of the Fifth Astral Era, the realm's sovereign nations numbered six, the most prominent among them Mhach, located in the western basin of Yafaem; Amdapor, situated on the plains of central Aldenard (or what is now the South Shroud); and Nym, spanning the western coast of the Isle of Vylbrand. In the latter half of the era, the city-states which had heretofore weathered centuries of intermittent upheaval would find themselves embroiled in a feud of an entirely different scale.

Concerning the rise and fall of the early civilizations of the Fifth Astral Era, historians believe there is still much to be gleaned from yet-undiscovered relics that remain hidden within the shattered ruins of the fallen cities. The rush to salvage these priceless artifacts, however, has pit Eorzean scholars in pursuit of knowledge against the avarice of ruthless treasure hunters.



The crumbled foundations of the city of Mhach can still be seen in Yafaem's brackish swamps—the enormous scale of the ruins evidence to the civilization's once-vast population. Rising waters, however, have since reclaimed the former home of the mages, reducing it to an uninhabitable wilderness.

The Dark City of Mhach

The lands of Yafaem are presently mired in an uninhabitable saltwater swamp, yet this was not always the case. When the icy winds of the Fifth Umbral Calamity abated, thawed snows trickled down from the northeastern mountains of Abalathia to form the White Maiden, which, in time, nurtured the soils of the lowlands. The region transformed into a fertile landscape, and it was near the five-hundredth year of the Fifth Astral Era that the region's people came together to establish the city of Mhach.

At the time of its foundation, Mhach was merely one among twelve undistinguished city-states struggling to survive. The Amdapori were the dominant power, controlling a sizable portion of central Eorzea and wielding significant influence outside their immediate domain. The balance shifted drastically in Mhach's favor around the year 800, however, when a sorceress by the name Shatotto came upon a ruinous form of magic. A tale passed down by practitioners of the art in the Order of Nald'thal claims it was Shatotto who first developed the ability to draw upon ambient aether to imbue her spells with deadly power. Thus did the realm witness the birth of modern black magic.

The Mhachi used this newfound knowledge to bolster the strength of their army, and were successfully able to weather the tumultuous ebb and flow of feuds that reduced many other city-states to rubble, ultimately rising to become a substantial military power.



Powerful voidsent were brought to heel via the Nullstone, reducing them to naught more than strategic weapons for the Mhachi military. A mage by the name of Calofisteri combined the power of an aether-infused crystal with the ritual consumption of voidsent blood to achieve a twisted form of immortality, that she might guard this artifact from those who might seek to destroy it.

Voidmagicks

Although the Mhachi were known masters of black magic, the extent of their power was not limited to Shatotto's school of spellcraft. Toward the autumn years of the Fifth Astral Era, the civilization had begun perfecting voidmagicks—the summoning and manipulation of creatures known as "voidsent" from beyond the corporeal realm.

A report by the scholars of the Nominated Observers of Artifacts Historical defines the "void" as "An otherworld parallel to the one in which man dwells. Abnormal events can weaken the veil between worlds, tearing it asunder and allowing the voidsent to invade the material realm. These fiends have a depraved appetite, and seek our world merely to consume the aether it contains, allowing neither beast nor man to stand in their way."

The mages of the Allagan Empire had previously experimented in forging covenants with the demons of the void in hopes of harnessing the creatures' powers. The Mhachi expanded on this endeavor, adding extra protections to their experiments so as not to invite the same fate that befell the Allagans.

To this end, the mages developed an occult device—the Nullstone—to preserve themselves and their city should a pact be broken. If a summoned voidsent refused to obey the master, a voidmage could smite the feral being using the Nullstone to sever its ties to the corporeal realm. It was in mastering this power that Mhachi came to believe in their civilization's supremacy over all others, eventually driving them to war.



Creatures categorized in the upper rungs of the twelve-tiered voidsent hierarchy cannot pass through dimensional borders by way of an artificial tear. They instead require a willing vessel from the corporeal side, possessing their soul and entering the world by way of a "summoning." The Nullstone has the capability to destroy that vessel and nullify the pact between it and the summoner, making it a powerful tool in maintaining control over even the most powerful of voidsent.

The Ancient City of Amdapor

At the dawn of the Fifth Astral Era, a group of Hyur arrived in what is now the South Shroud. The area in which they settled was an open plain interspersed with massive outcrops of light-colored rock, distinctly bereft of the thick forest cover now associated with the region. The abundance of stone allowed the Hyur to erect exceptionally sturdy structures, and by the year 300, central Aldenard had transformed into the bustling city of Amdapor.

The people of Amdapor attempted to commune with the enigmatic elementals of the Black Shroud, that they might partake in the bounty of the forest. The elementals—ever untrusting of men—declined any interaction with their new neighbors, content with the distance between them. The Amdapori respected this wish and did not forcibly encroach upon the sacred holt, save for the occasional pursuit of quarry during a hunt. It is worth mentioning, however, that the elementals did not entirely shun outsiders during this period; amicable relations were maintained with the Ixali tribes, the elementals allowing them ingress into the Shroud upon deeming the beastmen no threat to the forest's natural balance.

As their city-state prospered, the Amdapori focused on fortifying their domain, expanding their defenses by constructing an enormous stronghold atop a knoll outside the city proper. Paying reverence to Nophica, the goddess of abundance, they claimed to cherish harmony with nature, and promised their neighbors a peaceful coexistence. The societies in the surrounding vicinity benefited from this philosophy, and Amdapor was viewed not as a threat, but a respected elder watching over its eleven fellow cities. Thus did it come to be known as "the ancient city."

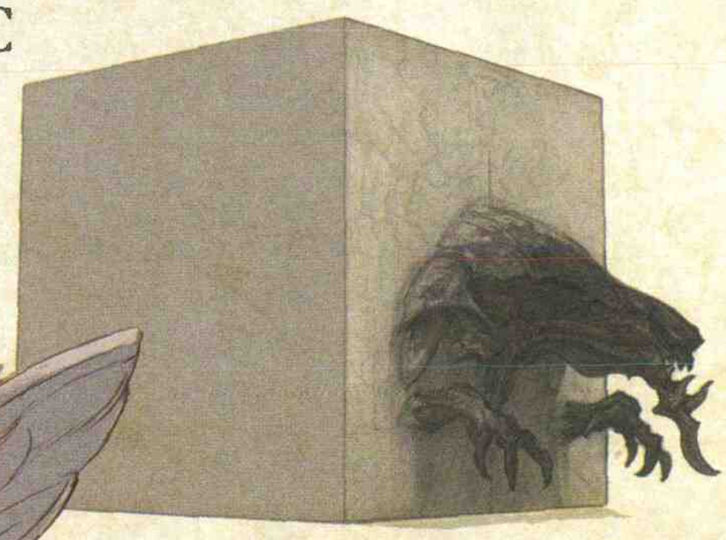


Much of what remains of the city of Amdapor is slowly being swallowed by an ever-thickening blanket of mold and rot caused by an elemental imbalance lingering in the aftermath of the Seventh Umbral Calamity. Even so, archaeologists expect the decay will do little to destroy the ancient city's stone foundations—architectural feats which have already withstood more than a millennium and a half of nature's wrath.

The Discovery of White Magic

The Amdapori initially harnessed basic magicks for use in their city's defenses, drawing and expanding upon the primitive knowledge of golem creation to temporarily imbue stone statues with life. However, in the ninth century, mages of the ancient city bore witness to Mhach's use of the destructive arts to subjugate neighboring city-states. Wary of their neighbor's ambitions, the Amdapori sought to counter these black magicks by improving upon their own spellcraft, weaving with the intent to purify, ward, and heal—the art of white magic.

It has been argued that without the discovery of white magic, Amdapor would likely have succumbed to Mhach's ambitions. That the ancient city had developed a means to keep the black mages in check prevented the Mhachi army from waging a full-fledged assault on Amdapor, lest they, too, suffer grievous losses. Thus for the next few centuries did Eorzea experience a fragile, yet lasting peace fostered by the precarious balance between the two nations and their opposing schools of magic.



Despite their sinister visage, demon walls are not voidsent, but forgekin created using a primal form of Amdapori white magic. By inscribing a stone wall with an arcane pattern of blood, these golems would spring to life to intimidate and repel trespassers.

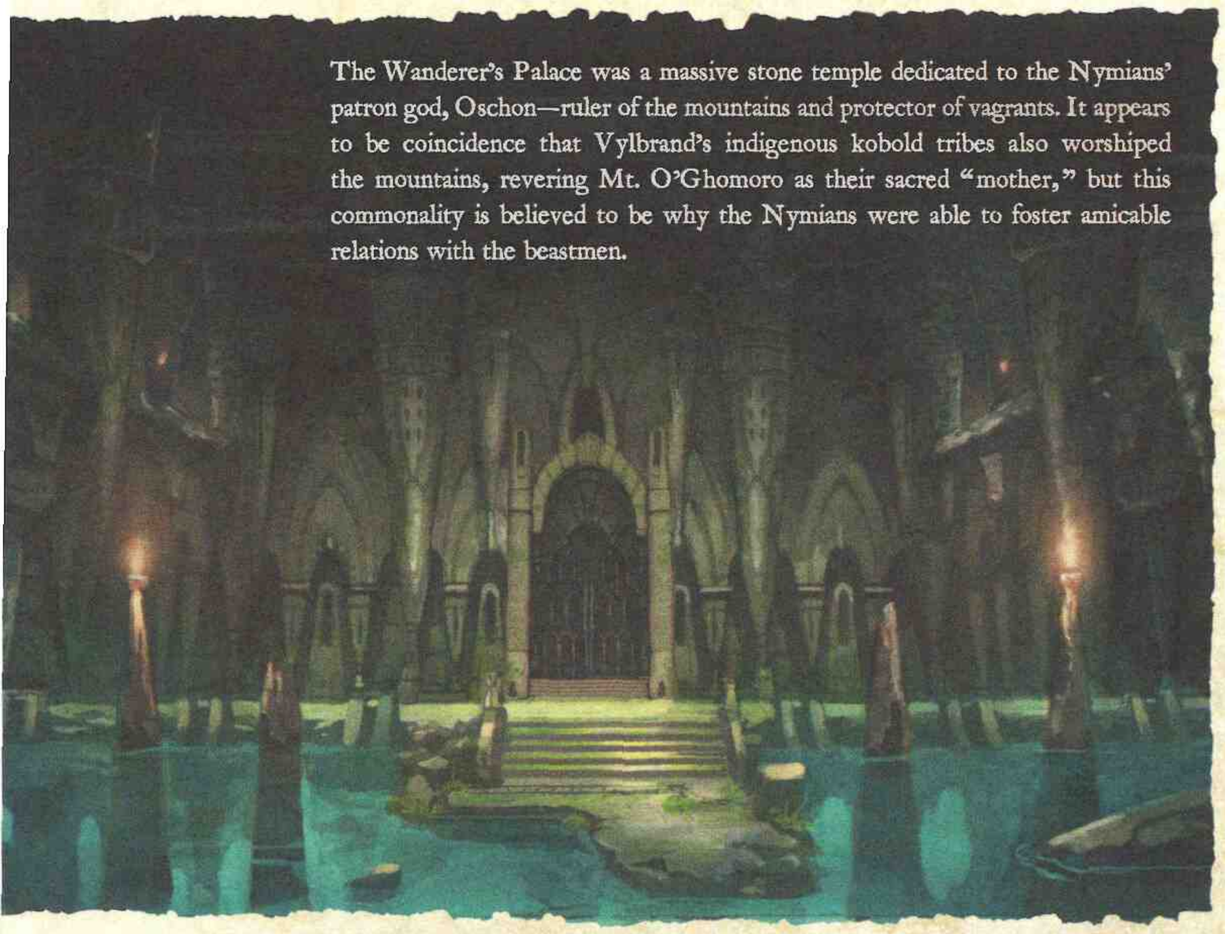


Carved during the Fifth Astral Era, this winged lion is an ensorcelled stone guardian capable of manipulating white magic at its own will—a testament to the advancement of Amdapor's arcane capabilities.

War on the Horizon

The peoples of Eorzea flourished in the peace brought about by the impasse between the black and white schools of sorcery. Following in the footsteps of Mhach and Amdapor, other city-states began developing their own forms of spellcraft in attempts to further their societies. This approach to the achievement of prosperity was vastly different than that taken by the Allagans of the Third Astral Era, eschewing technological growth for advancement of a more arcane nature. However, progress would come with a hefty price, as man would soon become drunk on the might that arcane puissance would bring him. Societies built upon foundations of magic were forced to sacrifice their natural surroundings as vast amounts of aether were drawn from the land in order to maintain the cities' magnificence. The realm's enlightenment had become a double-edged sword; each mage city maintained the facade of an edifying heritage while secretly honing their offensive magicks.

One need not be an oracle to see that this interlude of peace would soon draw to an end. The mages of Mhach silently turned their eyes to the dark, seeking to slake their expansionist ambitions by amassing an army of voidsent thralls. Amdapor kept their outward appearance as a rich bastion of arts and culture, but daunting sculptures of its "guardians" soon appeared in every corner of the city. While the actual catalyst for war remains lost to time, it is known that the frequency of political and military posturing between the two nations increased in dramatic fashion as the realm approached the mid thirteenth century, and ere long the entirety of Eorzea became entangled in an inescapable web of strife. The War of the Magi had begun.



The Wanderer's Palace was a massive stone temple dedicated to the Nymians' patron god, Oschon—ruler of the mountains and protector of vagrants. It appears to be coincidence that Vylbrand's indigenous kobold tribes also worshiped the mountains, revering Mt. O'Ghomoro as their sacred "mother," but this commonality is believed to be why the Nymians were able to foster amicable relations with the beastmen.

The Floating City of Nym

Near the 500th year of the Fifth Astral Era, scores of Lalafellin sailors arrived on Vylbrand's shores in longboats woven of reeds. Here, the mercantilists built a meager settlement on the southern part of the isle with hopes of establishing trade with the native kobold tribes. In time, their lonely outpost would grow into the maritime city of Nym.

Nym's population was not as robust the other twelve city-states, but what the Nymians lacked in ascendancy they made up for in commerce, making full use of their consummate skills in seafaring. Nym's sailors were a rough and rowdy lot, traits they used to their advantage in establishing the Royal Marines—a small, yet fearsome naval force that was placed in charge of the city's defenses. Translations of Nymian records depict the Marines as axe-wielding marauders who would fight alongside a handful of talented mages who provided healing and support by way of their own uniquely developed brand of spellcraft. Despite their humble ranks, the Marines' tact proved their greatest strength—a great portion of Nym's legacy alluding to legends of their fierce martial prowess. Even during the great war, the Royal Marines ensured that their small nation maintained its independence by valiantly repelling wave after wave of voidsent sent by the Mhachi across the Rothlyt Sound.

The Nymian Plague

The War of the Magi raged for nigh on three centuries before Nym was stricken by a mysterious plague, severely crippling the city-state. One common theory used to explain how the scourge was spread involves a curious story concerning a band of Nymian sailors who had been cast adrift in the south seas after their ship was battered by a fearsome storm.

The disoriented seamen landed on a desert isle, where they met a native tribe of Lalafells, who nursed them back to health and mended their broken vessel so they might return safely to Nym. Before the traders disembarked, the islanders bestowed upon them a parting gift—an ornate amphora. Not long after the sailors returned to the floating city and presented the token of friendship, Nym's people fell one by one to an incurable sickness heretofore unseen on Vylbrand. It was not until it was too late that Nymian scholars discovered the amphora to be part of an elaborate Mhachi plan that would see the unleashing of Bitoso—a pestilence-carrying voidsent summoned to Eorzea for the sole purpose of decimating the Nymian population.

Those who contracted the voidsent's disease experienced disfiguring symptoms—their nose and ears melted away, their limbs shriveled, and their flesh turned a ghastly shade of green. Attempts to contain the plague included isolation of the infected, who were locked away within the Wanderer's Palace—the sacred Nymian temple of Oschon. The Nymians remained wholly unaware of Bitoso's cloaked presence, and even as the temple's halls became filled with the sick and dying, the plague continued to spread. Panic over the Green Death eventually drove the city-state's mages to their wits' end, leaving them with no choice but to take drastic measures. In a last fit of desperation, the mages used their magicks to swell the land's waters, sealing the Wanderer's Palace as well as the fates of those trapped inside. Hysteria surrounding the plague would eventually consume the Nymians, leading their nation down the path of self-destruction. The Mhachi were ready to reap the seeds of destruction they had sown.



Many of those afflicted with the Nymian plague were roused from a deep slumber when the protective barrier that for centuries had isolated the Wanderer's Palace from the outside world was shattered by the fallen shards of Dalamud. With no knowledge of the plague and its disfiguring effects on the skin and extremities, those early explorers of the recently surfaced temple claimed the ruins to be inhabited by tonberries—mythical rancorous creatures believed to stalk the shadows of night in search of revenge.



Bitoso's ability to conceal his form left the Nymians guessing as to the actual cause of the plague that was consuming their city from within. By the time they had uncovered the truth, it was too late to save those who had fallen—both to the scourge itself, and at the hands of the mages who had sought to quell it.

The Battle of Amdapor

By the year 1510, the War of the Magi was nearing a climax as the voidmages of Mhach pushed ever closer to Amdapor. Despite having stood for centuries, Amdapor Keep—the ancient city's first line of defense—was quick to fall to Mhach's fell army of otherworldly demons. With the gate to Amdapor lain open, the voidmages heralded their arrival in the city proper with the summoning of Diabolos, a high-ranking voidsent meant to seal Amdapor's fate.

However, Mhach sorely underestimated the defensive magicks of Amdapor. To withstand Diabolos and the minions under his unholy command, the white mages breathed life into the city's most powerful stone guardians. Gathering their collective strength, the Amdapori were able to seal away the void prince, forcing the Mhachi to withdraw. Yet while the ancient city may have triumphed that day, it was a hollow victory, for it did little to stall the sun as it set on this once-great civilization. The era's darkest hour was nigh.

The Mhachi march on Amdapor was not the sole cause of Eorzea's downfall. Three centuries of ceaseless assault on the land had taken its toll, the drain of energies used to propagate war sending the realm's elemental balance askew. This final battle was merely the straw which saw the balance break. Only after the dust settled did the people of Eorzea begin to truly notice the damage they had wrought. The realm's most powerful seers were called to scry the realm's future, but what they foresaw was darkness. It was too late to amend their ways. A Calamity was upon them, and soon the waters would rise to purge the land of those who had ravaged her so.

Crafted and given life by the mages of Amdapor, Kuribu is one of many guardian statues erected around the city to counter the voidsent invasion. Using advanced techniques honed over centuries, the Amdapori were able to create a golem who had not only mastered martial artistry, but arcane spellcasting, as well.



The Mhachi had intended Diabolos to be their secret weapon in annihilating the Amdapori mages and toppling the ancient city. What they had underestimated was the desperation with which the white mages would fight to defend their home, and the home of their children. Though many gave their lives in the task, Diabolos was eventually sealed deep beneath the city, and Amdapor was safe...for a time.

Birth of the Grand Companies

Scholars and mages from all nations entreated their governments to (if not temporarily) set aside their differences and focus their attentions on the larger problem at hand. Monitoring of the realm's aether indicated an unhealthy imbalance toward water, suggesting the manifestation of a Calamity-scale flood of epic proportions. The city-states' leaders could not long deny the evidence laid before them, and though begrudgingly at first, soon began to pool their resources, hastily creating central command centers to first and foremost address the protection of civilians from the coming deluge. These emergency forces would later become known as the "Grand Companies."

The Nymians, despite still reeling from the losses incurred by the plague, ordered their dwindled military forces out into the rising seas to construct an expansive floating net of protective wards dubbed Operation Maelstrom. Amdapor mobilized what remained of its military to commence the evacuation of the realm's people north to the mountains of Abalathia's Spine, abandoning the city so many had recently given their lives to defend.

The Ark of the Mhachi

As the Grand Companies of Mhach and Amdapor enacted their contingency plans to evacuate their citizenry to higher ground, the Mhachi were looking beyond the mountains—well beyond. Confident in their ability to control any and all monstrosities wrested from the void, the city-state began construction of an airship known as the "Ark," designed to run on the dark energies of an entire legion of voidsent sealed within its hull. The rulers of Mhach envisioned that the floating sanctuary would carry entire families and their livelihoods—livestock, seeds, supplies—into the skies where they would wait in relative safety until the waters of the Calamity had receded.

Yet even with a myriad of mindless thralls at their disposal, the Ark still required a core powerful enough to see the vessel to the heavens. Thus the voidmages sought the power of a voidsent the likes of which they had never before summoned—a ruler from one of the highest tiers of the voidal hierarchy: Scathach, the Shadow Queen. Only a mage of strong mind could endeavor to control so potent a prisoner without use of the Nullstone, which, by this time, had been lost to the rising waters. The responsibility was ultimately given to Cessair Blackwind, a high voidmage of questionable repute and outspoken critic of the War of the Magi.

Upon learning of the Ark and the means by which the Mhachi mages sought to power the vessel, Cessair voiced her vehement disapproval of the plan, claiming it reckless at best, deadly at worst. However, the rising seas that had already begun to swallow the realm left her little choice, and she reluctantly agreed to helm the plan if only to save the lives of her people. Cessair and her cadre of fifty and three voidmages boarded the Ark and successfully contained within a complex network of interconnected coffins the energies of Scathach and more than fifty score voidsent. The vessel launched to the cheers of an entire nation—the hopes that their efforts would lead to the preservation of their society. The Ark and her passengers, however, were never to return.

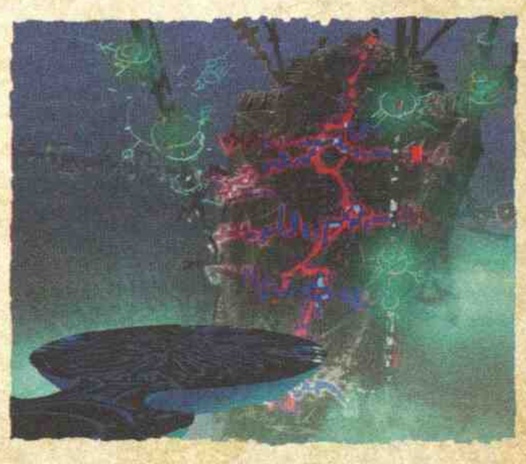
Despite the peerless talent of Cessair and her cadre, the overwhelming power of the Shadow Queen could not long be contained. The mages' grip on Scathach slowly loosened, and the lesser creatures under the queen's command escaped their fetters. Free to roam the ship, the voidsent took full advantage of the tight quarters to make quick work of the Mhachi citizenry. Fearing that a complete loss of control was inevitable, the high voidmage and her loyal compeers chose to sacrifice their lives in one final attempt to redouble the seal on Scathach and return her minions to their coffins. With no surviving voidmages, the familiar Cait Sith was left alone aboard the masterless vessel as it wandered through the mists of the Sea of Clouds, where it has since been given a more ominous title—the Void Ark.



Advancements in airship technology achieved in the late Sixth and early Seventh Astral Eras have given rise to increased numbers of expeditions into skies unknown. Reports from the expeditions of sightings of a massive "ghost ship" drifting aimlessly in the Sea of Clouds gave rise to official investigations which, in turn, resulted in the rediscovery of Mhach's forsaken Ark, lost some thousand and five-hundred years past.



Deep within the Void Ark's hull are stowed seemingly endless rows of stone coffins. These sarcophagi were not, however, funerary vessels used to inter the remains of the vessel's passengers, but containment units for voidsent summoned by the Ark's architects. The coffins served as arcane foci to channel the dark energies of the creatures trapped within, and divert them to the Ark's engines.



The coffin displayed here is the massive stone cist believed to once contain Scathach, the Shadow Queen. A powerful voidsent, Scathach was summoned along with a thousand-strong army of lesser minions to serve as the Ark's means of propulsion. The voidmages' efforts to control the queen and her servants, however, were met with disastrous results.

The Sixth Umbral Era

The Calamity of Water

As both scholar and seer scried, the realm's elemental imbalance culminated in a far-reaching flood that eventually swept over Eorzea, and with the Calamity of Water did the Fifth Astral Era come to a close. Coastal towns were pummeled by tidal waves while rivers overflowed their banks, swallowing settlements and leaving inarable soils in their wake. The great city of Mhach was swallowed whole by a torrent the likes of which the realm had heretofore never experienced; the few who remained drowned as they cast their eyes and hopes heavensward, content in the belief that the Ark would see the glory of their people endure. Those who had the sense to retreat to higher ground would return to Yafaem to learn they were the inheritors to a wasteland of salt-clogged swamps where even the hardiest of weeds refused to take root, let alone crops with which one might sustain a family.

The few remaining Nymian citizens who had not been touched by the Green Death evacuated north into the mountainous regions of outer La Noscea, as the Royal Marines commenced their ambitious Operation Maelstrom. While the Grand Company was successful in turning back the largest of swells, the mages were unable to prevent the scores of subsequent waves from pulverizing their coastal city-state. Lands reclaimed by the sea were reduced to rocky reefs, leaving nary an holm to which Nym's few survivors might return.

As most of their lands' energies had been exhausted in their efforts to seal Diabolos, there was little remaining for Amdapor's white mages to draw upon to stay the waters which had already enveloped the territories held by Nym and Mhach. The alternative was a hurried exodus into the highlands of Gyr Abania before the deluge reached the ancient city. The region abandoned, the elementals, who had quietly borne witness to the Amdapori people's rapacious consumption of the land's aether, saw to it that the city remnants be devoured in thick, sorcerous brush not long after the waters receded, thereafter preventing ingress into Amdapor. Thus did the ruins remain hidden from mortal eyes until the elementals' glamours were dispelled during the Seventh Calamity.

It could be said that the greatest of Eorzea's magical civilizations succumbed to a chaos of their own contriving, yet it would be misguided to conclude that the entirety of mankind was beyond redemption for the sins of a few; amidst the strife of the Calamity and the subsequent Sixth Umbral Era, legends have long told of the advent of a band of saviors known as the Twelve Archons, who helped to warn the people of impending doom and provide salvation to countless scores in their time of need. Without champions such as these, the path to the Sixth Astral Era may have been longer and more fraught with peril than it actually was.

THE SIXTH ASTRAL ERA

PROSPERITY AND PROGRESS

Overcoming Calamities of each of the six basic elements, the people of the Sixth Astral Era believed that the worst was behind them, and that the consequent era would foretell everlasting prosperity. We now know this was but a false hope, and that a seventh period of destruction awaited them almost sixteen centuries hence. This still, however, begs the question: if the six basic elements were accounted for, why, then, did a seventh calamity arise? To find the answer, one must travel back to the dawn of the Sixth Astral Era, where man began his journey anew.

The Age of Restoration Years 1-400

Scars left by the Sixth Umbral Era ran deep, instilling much despair into the hearts of the realm's few survivors. Fearing that its continued use might further their woes, the art of magic was widely forbidden. Libraries housing ancient tomes were put to flame, while those who practiced—or were rumored to practice—the art of spellcraft were hunted down and tried as criminals. Many a learned man met the same demise, as the masses had become so incensed they could no longer distinguish the difference between science and sorcery. With the majority of their greatest minds lost, the few remaining nations of the Fifth Astral Era crumbled and vanished, their peoples scattering about the realm to lay claim to what little resources remained. Driven by the primal urge to survive, tribes and clans banded together into small communities and began a centuries-long journey to rebuild their broken lives.



Between the destruction wrought by the War of the Magi and that by the Calamity of Water, little remained of the Fifth Astral Era's city-states. Those who survived the chaos abandoned the shells of their once-magnificent nations, choosing instead to establish small hamlets.

The Age of Communion Years 400-1000

Four hundred years removed from the great deluge, Eorzea's population finally began to experience a resurgence. Immigrants from islands beyond the Bloodbrine Sea, as well as the eastern continents of Othard and Ilsabard arrived in Aldenard in droves. Three great migratory waves of Hyur also inflicted irreversible change on Eorzea's population distribution.

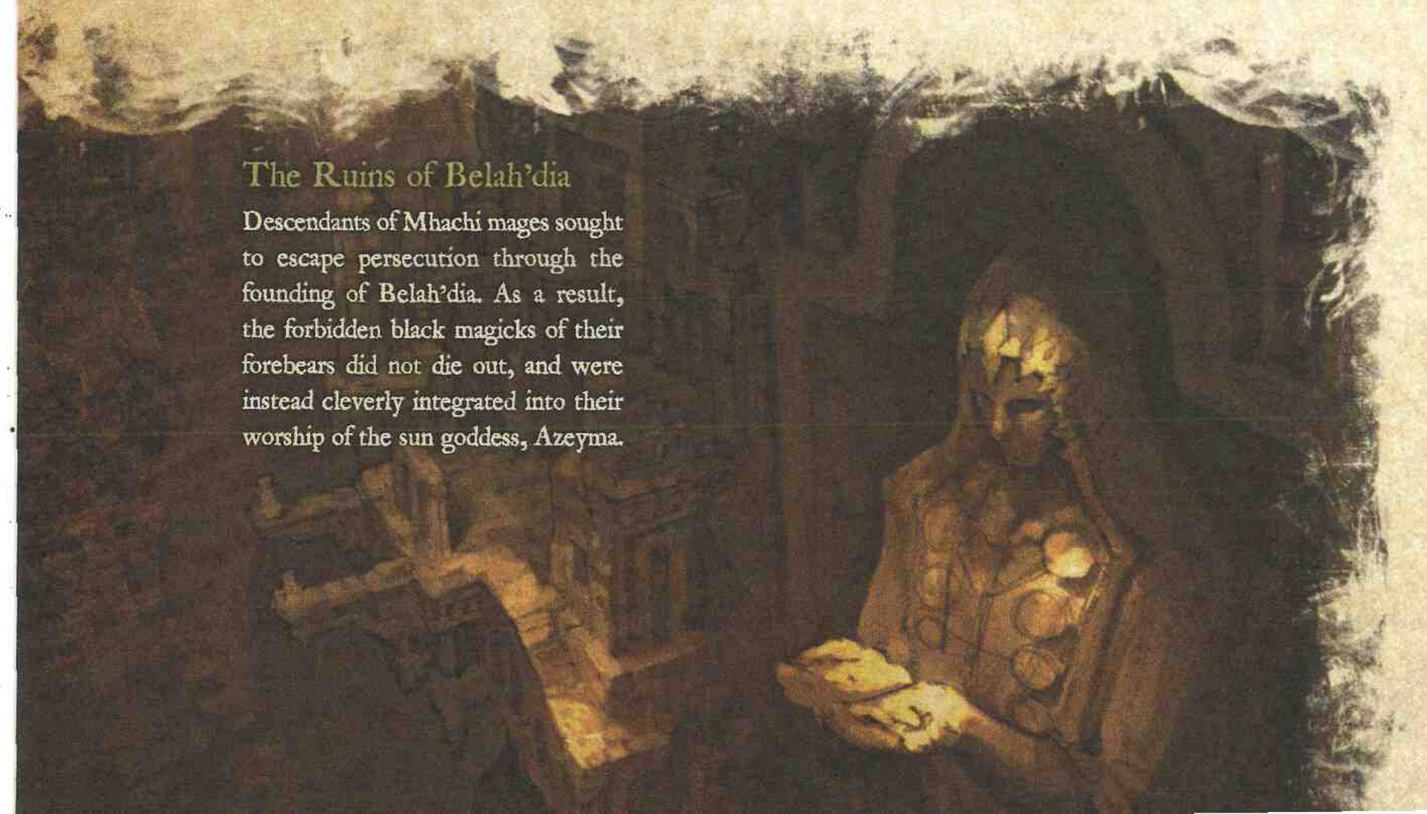
Racial tension reached its peak at this time, with individual races seen gravitating to certain city-states to escape persecution—the Elezen to Ishgard in the highlands of Coerthas; the Lalafell to Belah'dia in the deserts of Thanalan; and the Roegadyn to Limsa Lominsa on the island of Vylbrand. However, even this was not without its problems. It was only a matter of years before infighting amongst the Lalafellin royalty of Belah'dia resulted in the nation's fall and its bifurcation into two new city-states, Ul'dah and Sil'dih.

That is not to say, however, that the period was devoid of racial harmony. Their banishment from the Black Shroud by the spirits of the forest worked towards strengthening the bonds between the Hyur and the Elezen living in the Black Shroud, ultimately leading to their joint establishment of the underground city of Gelmorra.



Ishgard

Ishgardian scripture teaches that King Thordan answered the call of Halone to lead his people to the Promised Land in Coerthas one thousand years past, which would place the area's settlement around the latter half of the sixth century. This, however, has since been proven by historians to be erroneous, as newly unearthed evidence dates the Elezens' arrival in Coerthas at least two hundred years earlier.



The Ruins of Belah'dia

Descendants of Mhachi mages sought to escape persecution through the founding of Belah'dia. As a result, the forbidden black magicks of their forebears did not die out, and were instead cleverly integrated into their worship of the sun goddess, Azeyma.

The Age of Strife Years 1000-1300

For the next several hundred years, the city-states exhibited steady progress as they continued to grow and gain power. When they sought to expand their claim on surrounding lands, however, new complications arose. Territorial feuds betwixt neighbors led to heightened tensions in the outlands. Indigenous beast tribes such as the kobolds and the Ixal, infuriated with those whom they perceived as invaders, began to rise in defiance, despoiling the land in protest. Unable to put aside their differences, Ul'dah and Sil'dih waged a petty war until neither side could remember why it was they fought at all.

As bloody battles broke out across the realm, the balance of power began to shift once more. Rivers ran with blood while coin flowed from the hands of the ambitious into the pockets of mercenaries and sellswords. Ul'dah emerged as rulers of Thanalan after finally conquering their sister city-state and reducing it to rubble. The warring tribes of Gyr Abania were at long last brought together by the Highland Hyur clan, and joined to form the city-state of Ala Mhigo. Advancements in shipbuilding techniques strengthened Limsa Lominsa's dominion over the seas, while increased dealings with the lands beyond Eorzea transformed the maritime city-state into a wealthy melting pot of cultures.

After many long years of developing the art, the people of Gelmorra finally succeeded in using conjury to achieve communion with the spirits of the Black Shroud, and convinced the elementals to grant them residence in the forest. It is also at this time that the spirits, angered by the violent actions of the Ixal, sent the tribe into exile beyond the Black Shroud's protective barrier—the Hedge. Free to emerge from their underground refuge, and rid of the troublesome Ixal, the people of Gelmorra established a new city-state, Gridania.



Not all residents of Gelmorra chose to leave the caves in which their people had resided for centuries, expressing distrust towards the elementals who had driven them underground in the first place. Those few Elezen who refused to leave the city would, in time, become known as the Duskwights.



The Sharlayans who traversed south and east into the Northern Wastes to settle in Eorzea brought with them a wealth of knowledge long lost. Seeking to resuscitate the wisdom of the ancients and re-enlighten the dark realm, the scholars were tireless in their efforts. For example, it was through their intervention that Eorzeans were once again able to harness the teleportative properties of aetherytes, the construction of the Aethernet being part of this legacy.

The Age of Stability Years 1300-1500

Weary of fighting, the people of Eorzea sought to mend bonds that had grown torn and frayed over the centuries. Aggressive tactics were abandoned for diplomacy, and inter-city-state commerce was restored. As technology and culture were shared, the nations experienced a prosperity unseen since the Fifth Astral Era. The city-states of Limsa Lominsa, Gridania, Ul'dah, Ishgard, Ala Mhigo, and Sharlayan matured, and became the focal points of Eorzean civilization. Peace, for once, finally prevailed in the land.

However, the opening of these doors eventually lead to the closing of others. Fearing their livelihood would be lost or altered by the influx of new people and ideas, independent craftsmen and warriors alike began banding together to preserve their trades. They formed guilds not only to safeguard their knowledge, but to provide themselves with the wherewithal to form business partnerships which would help assure their financial stability.

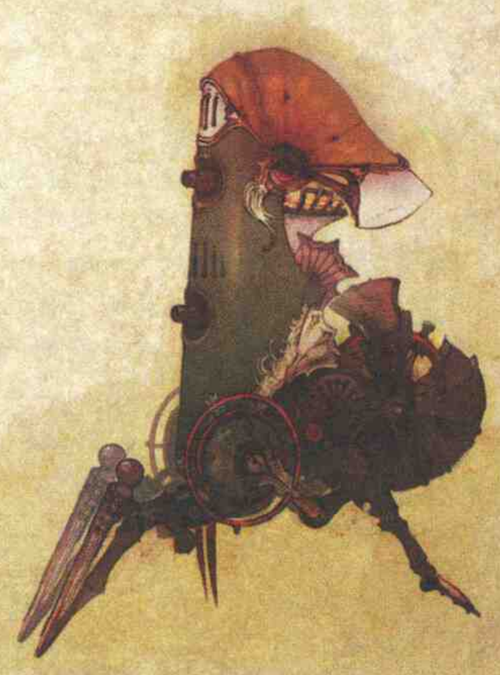
Unfortunately, where man treads, peace is never long to last. In an attempt to expand their influence into the Black Shroud, Ala Mhigo exploited the realm's illusion of security by launching a series of large-scale campaigns into Tinolqa which would eventually lead to the onset of the Autumn War.

The Rise of Garlemald Years 1500-1560

What little magicks the Gridanians perfected in the generations since their departure from Gelmorra were no match for the sheer martial might of the Ala Mhigan forces, and it appeared the sylvan city-state would quickly fall to her invaders. However, in a move most unexpected, the city-states of Ishgard, Ul'dah, and Limsa Lominsa dispatched their armies to Gridania's aid, and just as quickly as the Autumn War began, so it was resolved. Borders were set and treaties signed. City-states would remain independent, but the rise of one would not be tolerated. And thus peace once again settled over the realm.

Outside Aldenard, the flames of conquest began to rise. To the north, on the continent of Ilsabard, the Republic of Garlemald was overwhelming nearby nations with their iron war machina, seizing their land and consuming their cultures. In the year 1552, the leader of the republic, Solus Galvus, declared Garlemald an empire and appointed himself emperor. The new imperial army, now swelling with the might of countless assimilated nations, methodically subjugated the eastern continent of Othard and the remaining lands of Ilsabard, welcoming those nations willing to bow to imperial rule, while erasing those which refused the Garlean standard.

With two of the three great continents now under its control, the Garlean Empire set its sights on Aldenard, and in the year 1557, sent the XIVth legion to conquer Ala Mhigo in the first step to bring Eorzea's people under imperial rule.



This early magitek armor prototype was developed by the Republic of Garlemald. Incapable of flight, its movements could best be described as "insect-like," yet the machina's fully independent mobility made it a formidable weapon in the imperial arsenal.

THE ROOT OF CONSEQUENCE

Subsequent generations of historians will ever argue which underlying event was the true catalyst that brought about the Seventh Umbral Calamity; however, it would be remiss to form an opinion without first observing those events which transpired in the autumn of the Sixth Astral Era, culminating in that fateful battle on the plains of Carteneau.

The Battle of Silvertear Skies

The fall of Ala Mhigo did quick work in spurring the remaining free populations of Eorzea to action. The four city-states—Limsa Lominsa, Ul'dah, Gridania, and Ishgard—formed an alliance in the year 1561 to deter the Garlean Empire's advances into the region. The Sharlayans, however, did not join this pact. The scholars' abhorrence of war compelled them to dispatch a special envoy to Garlemald shortly after Ala Mhigo's surrender for the sole purpose of diplomatic proceedings. These efforts were in vain as the Garleans refused to meet the envoy at the negotiating table. Failing to reach a political solution, the Forum decreed that the scholars would abandon the colony in the Dravanian Hinterlands altogether and returned to their homeland across the Northern Wastes.

Once Ala Mhigo had been fully assimilated into the empire both politically and economically, the XIVth Imperial Legion focused on hastening the progress of the Eorzean campaign. In 1562, the imperial fleet accompanied by the mighty flagship *Agrius* forged its way into Mor Dhona to Silvertear Falls. It was there that the legion's armada encountered unexpected resistance, yet not at the hands of man, but of the wyrm Midgardsormr—forgotten guardian deity of the lake. The great dragon called out to his kin, who pitted themselves against the Garleans' fleet in an aerial battle of epic proportions. The battle ended when Midgardsormr and the *Agrius* collided and plummeted to the land, compelling the legion into a swift and complete retreat from Mor Dhona.

Not long after Midgardsormr's demise, something unexplained occurred. Eorzea's beast tribes began summoning their own gods—the "primals"—into the corporeal realm. Dubbed "eikons" by the Garleans who questioned their divine origins, these powerful creatures were deemed a threat to imperial rule and soon made a target of its armies.



The flagship *Agrius* under attack by a horde led by Midgardsormr, the father of all dragons. The hollow corpse of the great wyrm remains in Silvertear Lake, perpetually entwined with the wreckage of the Garlean war vessel.

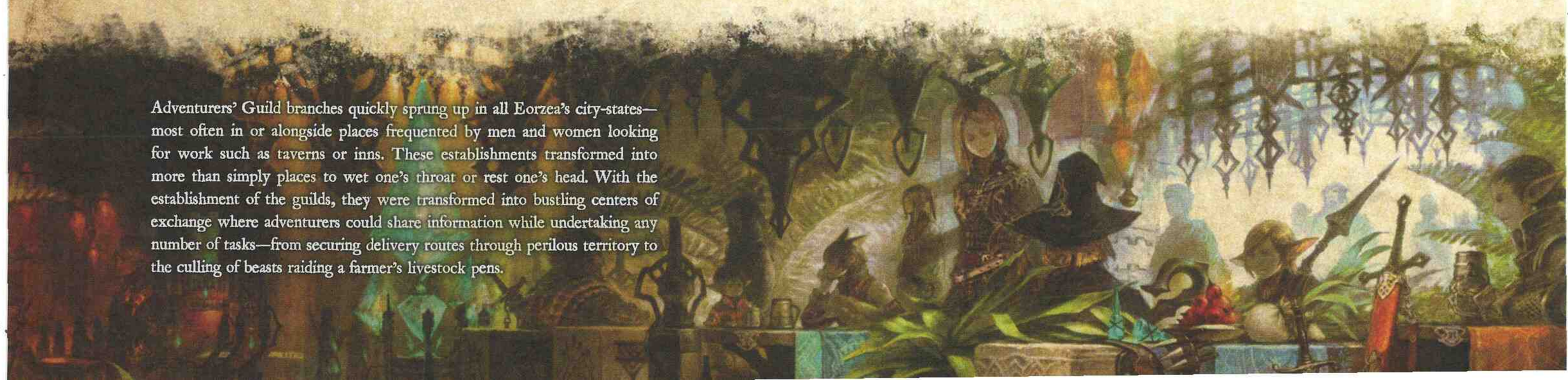
XIVth Legion legatus, Gaius van Baelsar, quickly observed the futility of engaging the eikons in battle, as the vanquished "gods" were brought back time and again through the use of crystals and prayer. Moreover, there were increasing reports that the "blessings" of these primal beings were transforming men into fanatics who would turn on their own kind in the names of their new rulers. Without a proper military strategy to address the eikon threat, Emperor Solus zos Galvus would eventually order Baelsar to suspend the Eorzean campaign.

It was also at this time that, after five years of preparation, the Sharlayans would embark on their exodus from the Dravanian hinterlands back to Old Sharlayan. In the span of a single night, an entire population vanished from the realm, leaving the remaining Eorzeans to tackle the myriad problems that still faced Eorzea.

The Age of Calm

The Holy See of Ishgard withdrew from the Eorzean Alliance in 1563, unwilling to divert military power used fighting the thousand-year Dragonsong War to efforts against the now idle Garlean Empire, citing the Emperor's suspension of their Eorzean campaign following the Battle of Silvertear Skies. With the invasion halted, imperial forces stationed in Ala Mhigo instead began construction of Baelsar's Wall between the newly annexed Gyr Abanian territories and Gridania. Despite not knowing whether the wall was to serve as a means for the Empire to secretly prepare for a second invasion, or rather to simply quarantine a realm deemed plagued by false, yet deadly beastmen gods, the Holy See concluded that the Garlean armies would not be mobilizing their forces any time soon, and that the city-state's manpower would be better suited defending Ishgard against the recent rise of Nidhogg.

With the cessation of Garlemald's expansion, Eorzea entered a brief period of respite from the hostilities that had plagued the region for so long. Without an enemy to engage, the Eorzean Alliance lasted but in name as its armies were dissolved and its resources reallocated. While the threat of incursion had subsided, the countless scores of infantry who had, until recently, lived, ate, and breathed war were left without work and without a cause. It was amidst this uncertainty that the Adventurers' Guild was formed. Providing steady employment for displaced soldiers, the guilds not only helped these men and women re-integrate into society, but also provided the commonfolk with a means to complete tasks which had become too dangerous since the imperial invasion and the rise of the beast tribes. The Age of Adventure was upon Eorzea.



Adventurers' Guild branches quickly sprung up in all Eorzea's city-states—most often in or alongside places frequented by men and women looking for work such as taverns or inns. These establishments transformed into more than simply places to wet one's throat or rest one's head. With the establishment of the guilds, they were transformed into bustling centers of exchange where adventurers could share information while undertaking any number of tasks—from securing delivery routes through perilous territory to the culling of beasts raiding a farmer's livestock pens.

The Circle of Knowing

In the year 1562, the venerable Louisoix Leveilleur quietly gathered twelve of his pupils in the Sharlayan motherland for an ambitious undertaking. They formed the Circle of Knowing, a group of esteemed researchers and scholars known as "Archons" dedicated to a single mission: the salvation of Eorzea. Weary of war and displeased with the Forum's unwillingness to intervene, the Circle vowed to take matters into their own hands through more clandestine means.

Louisoix knew that in order to dissuade the threat of a Garlean invasion, the Eorzean Alliance would eventually have to bare its teeth. The sage dispatched his fellow Archons to the three city-states, hoping they would be able to convince each of the respective leaders to re-establish the Grand Companies—consolidated centers of command which would combine military, economic, and technological resources to prepare for forthcoming disaster. While a new concept to many in the Sixth Astral Era, this was not the first time entities of this nature had been introduced to Eorzea. Fifteen hundred years prior as the sun threatened to set on the Fifth Astral Era, these city-states called upon these selfsame organizations to see to the evacuation of a realm beset with the rising waters of a calamity.

Though reluctant at first, the leaders of the Sixth Astral Era were wise enough to see the benefits an alliance built upon the foundation of Grand Companies would provide their city-states, and thus they cast their bitter quarrels aside for the better of their realm. The Circle of Knowing's efforts had not been in vain, and over the course of the next several years, they would ultimately play a significant role in the shaping of Eorzea's history.



The Primal Threat

It took time, however, for the city-states to warm to the Circle of Knowing's pleas for unity. The realm had lost a common enemy when the imperial legion retreated back behind Baelsar's Wall, lessening the necessity of an all-encompassing alliance. City-states instead turned their focus inward to territorial disputes with the local beast tribes—disputes which had increased in frequency and severity since the Battle of Silvertear Skies. The need to quickly and efficiently deal with the beastmen was reinforced by the fact the tribes had begun summoning aetherial entities considered by the tribes to be the deities from which their forebears claimed descent. These beings were widely known as "primals," or the "first beings."


The Omen of Mythril Pit T-3

A 1564 report by the *Mythril Eye* on the incident at Amajina & Sons Mythril Pit T-3 wherein the site was attacked by a colossal fire-breathing beast. This broadsheet is the first summoning of the primal Ifrit recorded in detail.

A particularly alarming incident involving a primal arose in 1564, when Amalj'aa from the plains of Pagith'an summoned their god, Ifrit, in an effort to reclaim Zan'rak—ancestral lands sacred to the tribe. As their god wreaked havoc in southern Thanalan, laying waste to a mythril excavation site operated by the Amajina & Sons Mineral Concern, the tribe's army marched on outposts garrisoned by Ul'dah, overwhelming the unprepared soldiers and reclaiming the land as their own. This was, however, not an isolated incident. The kobold and Sahagin tribes of Vylbrand had also been granted the secrets of summoning primals, and began doing so with increased frequency. Though much of the realm cowered at the beastmen's newfound might, there were those who refused to be intimidated, and instead welcomed the opportunity for fame. It was during this tumultuous time that a death-or-glory band of braggadocios known as the Company of Heroes made a name for itself hunting down the self-proclaimed gods who plagued Limsa Lominsa. These acts of bravery, however, had little, if any, effect on the balance of power within the realm. If anything, Eorzea's adventurers found themselves trapped in a vicious cycle, slaying one primal only to see another rise again, just as powerful as before.

It was the Circle of Knowing that first observed the environmental decay being caused by the repeated summoning of primals. The ceremonies required massive quantities of aether-based crystals—crystals required for the land to maintain elemental balance. The Circle, hitherto focused on saving the realm from Garlean invaders, were quick to realize that there would be no realm to save if the beast tribes first bled the land dry of its aether. To tackle this new threat, the Archons enlisted the talents of the Students of Baldesion—a fellow Sharlayan organization dedicated to the pursuit of knowledge—to search for clues as to how the beast tribes inherited such knowledge. After moons of poring over dusty tomes and forgotten archives, the scholars discovered evidence connecting primal summoning to an enigmatic band of purportedly shadowless entities known as the Ascians. Further study would be required to determine motive and the degree to which the Ascians were involved, but time was not on the realm's side. Despite a lack of evidence, the Circle approached the esteemed leaders of Eorzea's city-states and informed them of the, albeit incomplete, results of their research. Much to the Circle's surprise, the reports were taken anything but lightly. The city-states recognized the gravity of the situation, and all agreed to act immediately on the information provided them. The Circle of Knowing had proved itself indispensable source of knowledge, cementing itself as a centerpiece in the now realm-wide effort to neutralize the primal threat.



Revival of the Grand Companies

The temporary respite from Garlean hostilities appeared to be nearing its end by the year 1570, when the airship battalions of the XIVth Legion moved to occupy the airspace above Baelsar's Wall. Commercial flights in the area were cancelled indefinitely as civilian airships operated by Highwind Skyways were fired upon without distinction. Travel and trade in the region were severely disrupted as merchants were forced to abandon the convenience of air routes for more time-consuming and dangerous land routes.

This occupation of airspace, while concerning, did not appear to be a full-scale resumption of Garlemald's foray into the realm. That step was not taken until two years later when Nael van Darnus, Legatus of the VIIth Imperial Legion marched his men into Ala Mhigo, joining Gaius van Baelsar's XIVth battalions and effectively doubling the imperial presence in the realm. Darnus's presence in the region confirmed the Eorzean leaders' fears and provided them more than enough cause to embrace the Circle of Knowing's plan to re-establish the Grand Companies. Their purpose set, the city-states moved swiftly to pass laws granting power to the newly formed Maelstrom of Limsa Lominsa, the Immortal Flames of Ul'dah, and the Order of the Twin Adder in Gridania.

The city-states held august ceremonies to celebrate the rise of the Grand Companies, hoping that the revelry would enkindle the spirits of the masses, compelling them to enlist. The events sponsored by the ruling elite were majestic affairs in which fiery-eyed battle marshals and generals would deliver passionate speeches to enraptured audiences in streets bright with the colors of the state. Full aware of their prowess in defending the realm, Company officials appealed directly to adventurers, encouraging them to lend their arms to a cause most worthy, and one most profitable. Divisions specially tailored to these skilled combatants were established by all three Grand Companies—the Maelstrom, the Immortal Flames, and the Order of the Twin Adder each vying to lure the most formidable to join their ranks.



Rise of the White Raven

A sense of foreboding accompanied Nael van Darnus when the White Raven arrived in the western theatre with his VIIth Imperial Legion. The legatus had been groomed for the military since childhood—his father a decorated war hero in the battles that saw Garlemald become an empire—and was appointed to his esteemed rank shortly after the elder van Darnus succumbed to a sudden illness.

The young legatus was, however, quick to make it clear he would not linger long in the shadow of his predecessor—his first order as legatus being the public execution of his father's closest advisors. This brash act provided the legatus with a considerable amount of ill-gained notoriety within the Garlean capital, leading to rumors that van Darnus the younger had contributed to his father's all-too timely demise. However, Nael's social status and military rank essentially ensured he would never be tried in any court. Bound by fear, the VIIth Legion grew into a force unequalled on the battlefield, and under the White Raven's leadership, nations within the eastern continent of Othard fell one after another. The legatus had amassed scores of crucial victories in the empire's eastern campaign—enough, in fact, to draw the eye of Emperor Solus zos Galvus himself, who went on to publically recognize van Darnus as a man of exceptional talent.

The Emperor was well past his eightieth nameday by the year 1572, but old age would not dull his ambitions to unify the Three Great Continents under Garlean rule. After amalgamating the political affairs of the occupied territories in Othard, he set his sights once again upon Aldenard and her vexing eikons. When the Emperor declared the annihilation of the eikons as one of his administration's top priorities, van Darnus was swift to seize upon the opportunity. He approached his liege with a proposal for ridding Eorzea of its false gods once and for all, using House Darnus's closely guarded knowledge of Allagan relics to succeed where others had failed. And so the wheels of fate began to turn, leading Eorzea towards events that would eventually culminate in the Seventh Umbral Calamity.

It is widely believed Legatus Nael van Darnus earned the epithet "White Raven" from the sheen of his polished plate mail, but those who served under the mad commander claim it came from the ominous eye with which he watched his subordinates. Despite his rank affording him a position in the relatively safe rearguard, van Darnus preferred to join the advance ranks and fight at the fore with his gunhalberd Bradamante.

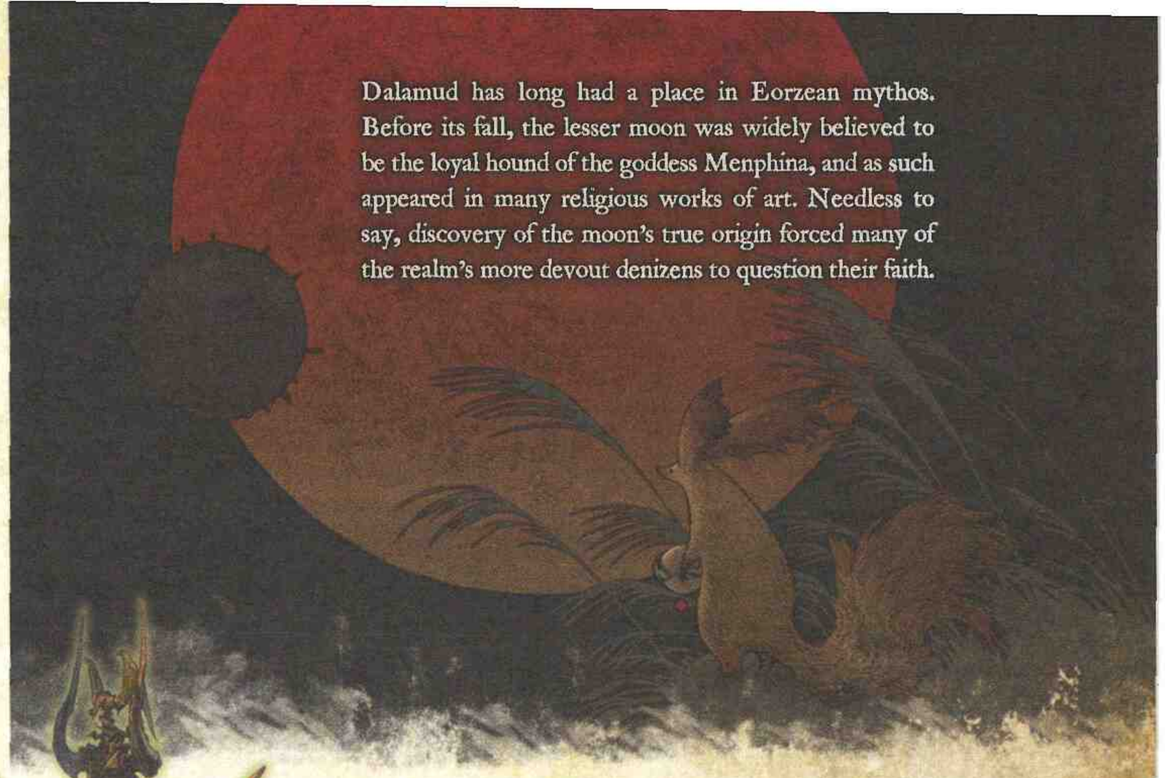
The Meteor Project Revisited

In the 41st year of the first Emperor's rule, a decade before Nael van Darnus's arrival on the western front, the Garleans attempted communication with the lesser moon Dalamud under the guidance of the Empire's principal engineer and grand minister of industry, Midas nan Garlond. Dubbed "Project Meteor," the operation's single test was conducted in the imperial stronghold of Bozja Citadel using Allagan artifacts donated by House Darnus.

The project was proposed by nan Garlond after Emperor Solus zos Galvus had tasked the engineer with finding a solution to the eikon threat. From records discovered within the artifacts, the grand minister was able to glean that the armies of Allag had also exchanged blows with the eikons, eventually conceiving a method to overcome the beings. Detailed descriptions of that method, however, were conveniently missing from the records. A piece to the puzzle presented itself when Garlond's research uncovered that the lesser moon Dalamud was not a natural celestial body gifted by the gods, but rather an ancient satellite of Allagan manufacture. Nan Garlond surmised that within the moon's metallic nacelle slumbered a great source of untapped energy—forgotten power which could transform the moon into a weapon of absolute destruction if pulled down from the skies and unleashed upon Eorzea. The moon would serve as the Empire's own "meteor."

The Meteor Project was soon drafted and the tantalizing prospect of an all-powerful weapon was met with broad approval within the Imperial Court. Mere days after receiving the Emperor's blessing, nan Garlond would travel to the Garlean city of Bozja to conduct the first attempt to communicate with Dalamud. The immensity of the satellite's power was indeed confirmed that day, but at a disastrous cost. Nearly five millennia-worth of amassed energy was directed by the moon to the citadel's makeshift transmission tower. The beam emitted by Dalamud was so intense that not only the tower, but the entire city was evaporated in an instant. Efforts were made by the Imperial Censors to hide the event from public scrutiny, but the vanishing of a major commercial center was too big a secret to suppress. News of the catastrophe quickly spread across Hydaelyn and later became known as the Bozja Incident.

The loss of Midas nan Garlond, the lunar transmitter, and the entirety of the Allagan records stored at Bozja Citadel seemingly sealed the fate of the Meteor Project. The Emperor declared he had no interest in power of such an unpredictable nature and ordered that the project be dismantled immediately. Nael van Darnus, however, was not yet ready to abandon his obsession with the Meteor Project, refusing to allow the efforts of House Darnus to be left for naught. After learning of his deployment to Eorzea, van Darnus knew his wait was over and seized upon the opportunity to appeal to the Emperor regarding the merits of resurrecting the project, claiming he had discovered a means by which to successfully control Dalamud. After enduring a decade-long stalemate on the Eorzean front, the aged Emperor, impatient to solidify his legacy before his death, had once again become willing to entertain the notion of a realm-wide "cleansing" of the beastmen and their eikons. Thus the second phase of the Meteor Project was commenced.



Dalamud has long had a place in Eorzean mythos. Before its fall, the lesser moon was widely believed to be the loyal hound of the goddess Menphina, and as such appeared in many religious works of art. Needless to say, discovery of the moon's true origin forced many of the realm's more devout denizens to question their faith.



Solus Galvus made a name for himself as a decorated legatus in the Garlean Republic, gaining popularity by proposing the integration of magitek—previously only used in industry—into Garlemald's army and using it to subjugate Ilsabard's northern provinces. He had seen but thirty summers when he overthrew the republic's ruling party and crowned himself emperor in a bid to institute an imperial regime. His reign would continue for more than 50 years until his death in the first year of the Seventh Umbral Era.



In the days preceding his death, Nael van Darnus was completely consumed by his obsession with Dalamud. His manner became increasingly erratic, and he spoke quixotically of sacrificing his body and soul to the red moon. Some post-Calamity discourses argue that it is highly likely that his sanity was being compromised by the influence of a primal.

A Three-sided Struggle

With the second phase of the Meteor Project underway, Nael van Darnus proceeded to stockpile the energy that would eventually be required to facilitate Dalamud's fall. The legatus asserted that for Meteor to succeed, the empire would need to both acquire massive quantities of crystals, as well as secure areas found to exhibit high concentrations of aether. As the lesser moon turned deep crimson, the VIIth Imperial Legion deployed magitek-equipped squadrons throughout Eorzea to harvest crystal nodes, whilst still others were tasked with seizing the Black Shroud's Toto-Rak and the Dzemael Darkhold in Coerthas. The imperial garrison also worked to excavate the remnants of Allagan technology left behind in Eorzea, actively seeking any records which could prove useful to Nael's engineers.

The Grand Companies, though wholly unaware of the VIIth Imperial Legion's motives for this most recent incursion, sounded the alarums. Adventurers comprising the Companies' ranks were dispatched to the Black Shroud and Coerthas, and were successful in not only halting the imperial operations, but reclaiming the occupied outposts. This handful of victories bolstered confidence in the Grand Companies' ability to thwart the imperial forces, providing light for a realm that found itself plunged into darkness.

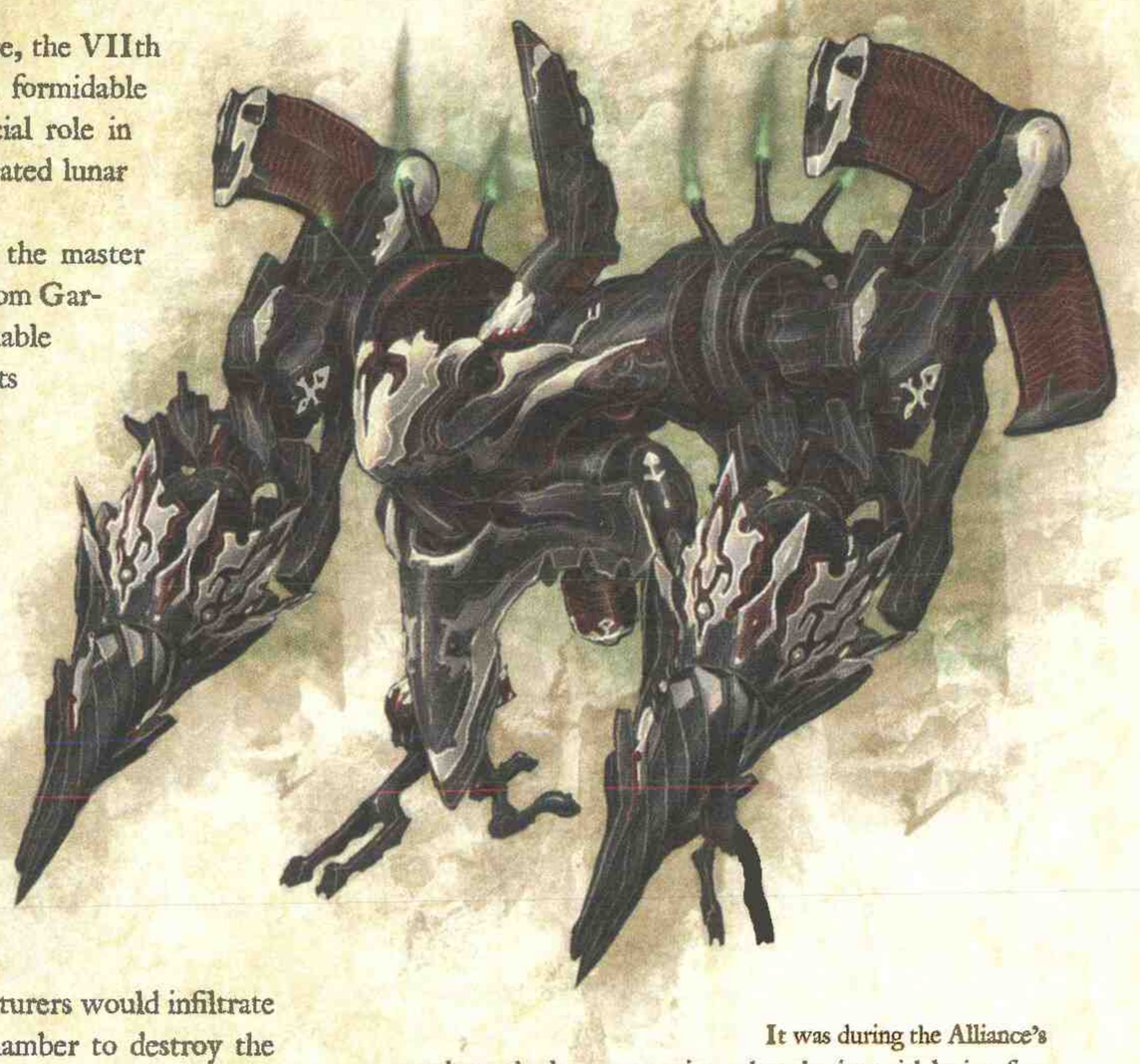
Yet the Empire was not the only enemy with which Eorzea had to contend. Recognizing an increase in primal activity that appeared to coincide directly with the Empire's invasion, the Archon Louisoix made the long journey to Eorzea with the intention of convincing the Grand Companies that if they sought victory, the beast tribes were not to be ignored. The Circle of Knowing proffered a solution—use the adventurers to launch a two-tiered offensive. This plan, however, was not without its complications. Nael van Darnus himself appeared before adventurers sent to slay Ifrit, drawing forth his halberd to slice open a vein of aether in the primal's cloister and force an untimely retreat. Soon after, the moogles of the Black Shroud summoned a manifestation of a fabled murderous regent, while the Ixali called upon the mad Garuda. The Circle of Knowing scrambled to gather intelligence on these primals and the tribes who had, heretofore, been unable or unwilling to summon them. Under the Archons' guidance, the adventurers were successful in their endeavors to temporarily quell the beastmen's wrath, yet it became clear these were hollow victories when it was discovered that the flood of aether which flowed from the primals upon their demise did not return to the land; it was instead being absorbed into Dalamud. The realm, it appeared, could not be stopped from sinking ever deeper into chaos.

Infiltration of Castrum Novum

While the Grand Companies were preoccupied with the primal menace, the VIIth and XIVth legions were nearing completion of Castrum Novum. A formidable outpost in the corner of Mor Dhona, the castrum would play a crucial role in Nael van Darnus's Eorzean campaign, housing within its walls a replicated lunar transmitter.

Little time passed before Castrum Novum caught the attention of the master engineer Cid nan Garlond, founder of Garlond Ironworks and refugee from Garlemald, whose vast knowledge of magitek weaponry had proven invaluable to the Eorzean leaders. Garlond had learned from intercepted documents that some manner of transmission apparatus was being erected in the fortress, and knew all too well what the Garleans were plotting, for he was the son of none other than Midas nan Garlond—leader of the first phase of the Meteor Project who perished in that fateful experiment at Bozja Citadel. Conducting further investigation, Garlond was alarmed to discover that the lunar transmitter was already operational, slowly but inexorably pulling Dalamud towards the atmosphere on a collision course with the planet. He appealed to the Grand Companies for emergency assistance, and the three leaders of the city-states spared no time in reforming the Eorzean Alliance, which had existed in name alone for so long, pooling their military resources for a joint operation.

The mission to destroy the lunar transmitter was an ambitious one. A handful of platoons from the Grand Companies would lay siege to the castrum's front gates as a diversion while a party of formidable adventurers would infiltrate from behind, dispatching imperial patrols before entering the inner chamber to destroy the cerulean generators fueling the transmitter and render it useless. Morale was high in what was considered a pivotal moment in the Eorzean Alliance's stand against the Empire, and the operation was a rousing success. The band of adventurers engaged both man and magitek within Castrum Novum's walls, and by their hand the lunar transmitter went up in flames.



It was during the Alliance's attack on the lunar transmitter that the imperial legion first deployed the unmanned magitek units known as vanguards. In addition to being utilized in offensive maneuvers against the Eorzean Alliance, the vanguards were also placed in defensive postures along the walls of Castrum Novum.

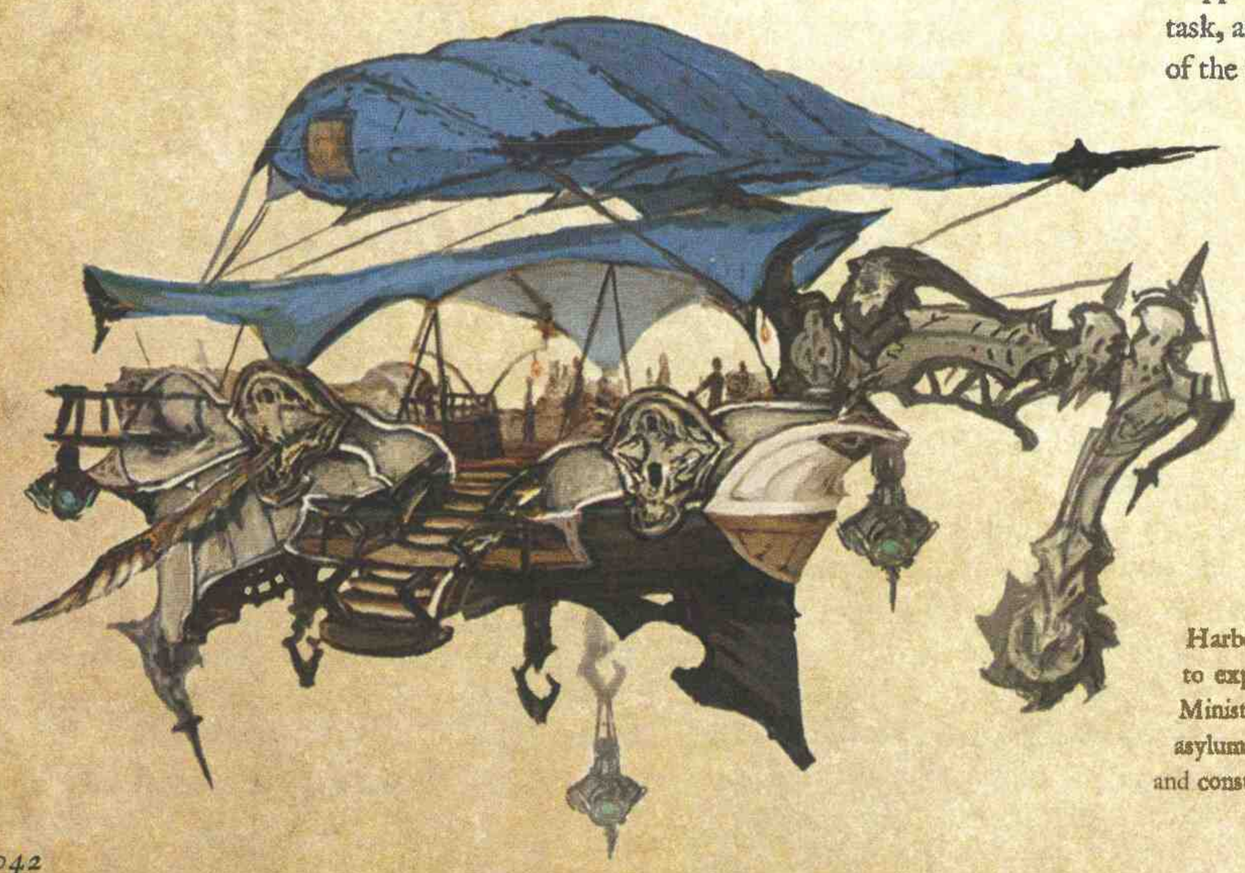
To Kill a Raven

The adventurers had accomplished their objective in deactivating the lunar transmitter; however, they were afforded scarce time to celebrate their triumph as Nael van Darnus greeted the squadron in the inner chamber. He delivered what the histories would describe as a convoluted tirade at the Eorzean Alliance's brazen attempt to foil his plans. Before vanishing from the castrum, Darnus delivered a final message to the adventurers that was alarmingly clear—the lunar transmitter was no longer needed to bring about Dalamud's fall. Astrological observations thereafter would confirm the legatus's words: despite the dismantling of the apparatus, the lesser moon continued its descent.

Reconnaissance was immediately dispatched to ascertain van Darnus's whereabouts, and it was soon revealed that he had fled in the general direction of Coerthas. A council meeting of the Eorzean Alliance was convened as some surmised that the legatus had anticipated the storming of Castrum Novum, and was already possessed of knowledge that would ensure the red moon's plunge to the surface. Urianger Augurelt of the Circle of Knowing contributed his own research, linking the lesser moon to ancient Allag. The Archon's report also spoke of scores of Allagan ruins in the Fields of Glory, and the leaders of the alliance had little doubts that the legatus had set course for the eastern lowlands.

Three reconnaissance units—one from each of the respective Grand Companies—were tasked with surveying the lowlands for signs of van Darnus, but none survived a barrage of enormous pieces of meteoric fragments that rained down from the lesser moon. Observers in the area soon discovered that the trajectory of the rocks upon their comrades' positions was no natural phenomenon, but a deliberate assault. In their report to the Alliance, they spoke of how they witnessed a chain of crags floating above the land, the most central of which was emitting a single beam of light into the heavens towards Dalamud in the selfsame wise that the lunar transmitter had at Castrum Novum. These were the Allagan ruins from the Archon's report.

So it was that the council of the Eorzean Alliance arrived at the conclusion that, for the sake of the realm's survival, Nael van Darnus must be stopped by any means necessary. A small group of adventurers rose to the task, and Cid nan Garlond offered them passage to Rivenroad—the center of the floating islets—aboard his airship, the Enterprise. It was there that the adventurers would clash with the maniacal legatus in a battle to the death. For all the White Raven's power and might, it would be his last stand, as the adventurers dealt the final blow. Upon his death, the squadron escaped from Coerthas as the islets crumbled, strewing debris across the land. Garlond's airship set course for Gridania, and the adventurers were greeted as heroes when the council heard the news: van Darnus was no more, the realm was saved. This jubilation too, however, would prove short-lived.



Harboring considerable misgivings about Garlemald's military approach to expansion, Cid nan Garlond—master engineer and former Garlean Minister of Industry—and a number of his researchers defected, seeking asylum in Eorzea. The modern and lightweight *Enterprise* was designed and constructed by Garlond immediately following his arrival in Eorzea.

Desperation

It was the Circle of Knowing who bore the dismal tidings—while the Allagan ruins had been destroyed in the battle with Nael van Darnus, the red moon remained unwavering in its collision course toward the planet. The headquarters of the Grand Companies were in pandemonium upon hearing the report, until Archon Louisoix proffered an unorthodox, if not desperate proposal to save the realm from destruction: solemn prayer.

The sage proposed that by invoking the twelve deities of the Eorzean pantheon, the realm might beseech the higher powers to repel Dalamud back into the heavens and seal away the Allagan relic's power. Needless to say, this notion was met with some criticism. Some pointed out that calling upon the Twelve in such a manner would make them no different than the savage beastmen who unleashed the primals upon the land. Others questioned whether summoning the Twelve would not render all of Eorzea's people mindless thralls to their influence, as was seen with the beastmen's gods. Archon Louisoix assured his compeers that his proposed invocation was not akin to a primal summoning. On the contrary, he would search for a way to entreat the Twelve to merely lend their divine power to save the realm.

The leaders of the Eorzean Alliance accepted the gamble that Archon Louisoix set before them, yet none could deny an underlying feeling of despair—for history had proven time and again that all eras of prosperity must eventually give way to calamity and chaos.



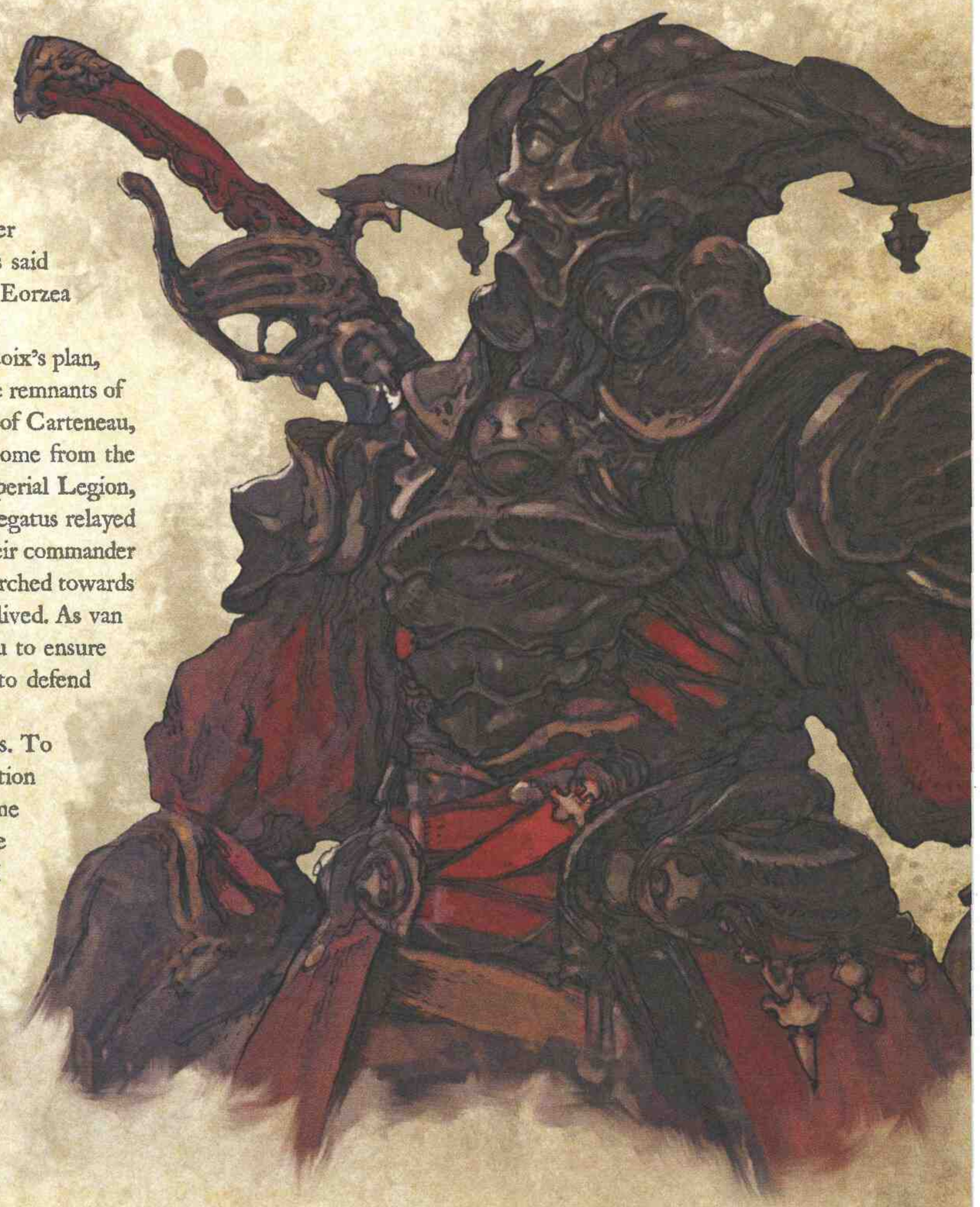
One of the stones used to invoke the power of the Twelve on the eve of the Calamity. It is said that in the moments before Bahamut unleashed his fury upon the realm, twelve like stones were enveloped in a pillar of brilliant white light.

Living on a Prayer

As the Circle of Knowing completed preparations for the summoning, they beseeched adventurers to serve as its guiding light. These adventurers embarked on a pilgrimage to kneel before the marks of the Twelve and summon the power of the gods. The Grand Companies did their part by leading the residents of the city-states in fervent prayer to their patron gods as well. In this time of impending darkness, it was said that the entire realm gathered to entreat the heavens with one voice, an Eorzea united by the litanies of its people.

As adventurers and smallfolk alike proceeded according to Archon Louisoix's plan, the Garlean Empire stirred. The Eorzean Alliance received word that the remnants of the now-leaderless VIIth Imperial Legion were amassing on the plains of Carteneau, where Dalamud was expected to make landfall. This information had come from the most unlikely of sources: Gaius van Baelsar, legatus of the XIVth Imperial Legion, who appeared himself before an adventurer making his pilgrimage. The legatus relayed to the adventurer that the men of the VIIth had become as fanatical as their commander had before them; they refused to accept Nael van Darnus's death, and marched towards the plains at what they claimed was the behest of a man who no longer lived. As van Baelsar told it, the VIIth intended to secure the area around Carteneau to ensure that none could forestall Dalamud's impact, and that they were ready to defend the plains with their lives.

With van Baelsar's confession, the Eorzean Alliance faced a new crisis. To complete the summoning ritual that Louisoix envisioned, the final invocation would need to be made directly beneath the lesser moon. It now became clear that the limited resources of the Grand Companies would first have to contend with the VIIth legion, conquerors of the Eastern continent and the Empire's elite. The stage was set and the players took their positions; Carteneau would bear witness to a decisive battle for the fate of Eorzea, the hopes and dreams of its people pitted against the ruinous desires of an army steeped in madness beneath the encroaching red moon.



Gaius van Baelsar sought to conquer Eorzea and bring its nations under the imperial yoke. It was for this reason that he bitterly opposed the Meteor Project as proposed by his fellow legatus Nael van Darnus, who would rather see the entirety of the realm burn.

The Battle of Carteneau

The city-states of the Eorzean Alliance steeled themselves for their final engagement. The defense of Ul'dah was left in the hands of the Brass Blades and the Sultansworn, as the Immortal Flames departed for Carteneau from the Gate of Thal, east of the city. Passing through this gate was a time-honored tradition for Ul'dah's armies, for it was said that the keeper of the dead would grant death once to those who departed from his egress, thus allowing them to avoid a second death on the battlefield. Meanwhile, in Limsa Lominsa, the ink was barely dry on the Galadion Accord when the Maelstrom enlisted the help of powerful pirate factions in securing the plains under the scarlet standard. Notorious pirate bands such as the Bloody Executioners, the Kraken's Arms, and the Sanguine Sirens became free companies invested with full martial authority. The Twin Adders of Gridania departed the Black Shroud with Elder Seedseer Kan-E-Senna, flanked by the Wood Wailers and marksmen of the Gods' Quiver, with a nominal contingent remaining behind to guard the city. Marching with the Grand Companies' ranks were scores of adventurers, wielding mighty weapons they had won in their journeys.

The armies of the Eorzean Alliance assembled in northern Thanalan, proceeding as one north to Mor Dhona before pushing into the plains from the west. The remnants of the VIIth legion placed themselves in formations on the eastern edge of the plains, while a detachment from Castrum Centri would assault the Grand Companies from the rear. The commanders of the Eorzean Alliance countered the offensive by dispatching adventurers to keep the Castrum Centri cohorts at bay while their frontlines advanced toward the Imperial host.

Both sides had made their first move, and the Battle of Carteneau had begun. As the main infantry of the Eorzean Alliance spread out to meet the imperial forces head-on, Archon Louisoix soon arrived and commenced his summoning of the Twelve from a promontory overlooking the battlefield. Here, he would endeavor to focus their divine powers on Dalamud.

The vanguards of both armies clashed as the tide of battle ebbed and flowed in favor of the Alliance, then the imperials, and back again. The Garleans, however, would soon completely overturn the odds when they deployed the next phase of their strategy: ten score magitek knights, each aboard their own reaper-class magitek battle armor. The offensive prowess of these newly developed war machines was overwhelming, and the Alliance's tentative hold on the front line began to falter.

For the Eorzean Alliance, this was the first large-scale operation to combine the efforts of so many different forces. Commanders struggled to properly coordinate the movements of each unit; ad hoc members of the Grand Companies such as the pirate factions of Limsa Lominsa and the Ala Mhigans serving among the Immortal Flames employed tactics that differed from, and often conflicted with, one another. In that sense, it could be said that the vast army which faced off the VIIth legion in Carteneau was little more than a haphazard assemblage of units charging aimlessly forward with but a common purpose to bind them. The confusion increased tenfold when the magitek knights and their reapers descended upon the Eorzean factions—whatever orders had been handed down meaningless now, as every man fought for himself. The Alliance's numbers far exceeded that of the dwindled imperial legion, yet the lack of a cohesive strategy meant the full power of their forces was never brought to bear. The Garleans, while fewer in number, had at their disposal an array of advanced technology and years of conditioning under a strict military regimen. Once the reapers had been deployed, the VIIth swiftly gained the upper hand.

At this chaotic juncture, the adventurers proved the Alliance's salvation. Those who were sent to dispatch the legion's diversionary force at Castrum Centri made their belated debut and quickly joined the fray. They were no strangers to the maneuverings of magitek weaponry, and reinvigorated the Eorzean side by forcefully advancing upon the legion's reapers. Through the adventurers' efforts, the imperials were pushed back, allowing the Eorzean Alliance to claw its way forward once more.

A group of adventurers assembles in Mor Dhona after answering a call to arms from the Eorzean Alliance. They would engage the imperial legion marching from Castrum Centri in the vicinity of Silvertear Falls.

The Elder Primal Bahamut

None on the battlefield were prepared for that which brought the hostilities to an end. Upon quitting the firmament and entering the skies above Carteneau, the red moon cracked, and from within the iron sphere emerged an ancient primal the likes of which Eorzea had never seen.

According to post-Calamity research by the Archons of the Circle of Knowing, the primal that the Allagans enslaved within Dalamud was none other than the dreadwyrm Bahamut, last summoned some five millennia prior by a horde of dragons on the southern continent of Meracydia when their motherland was invaded by the Allagan Empire. The vessel broken and Bahamut released from his shackles, the colossal wyrm took wing to inflict his millennia of rage upon the realm. The elder primal tore away from Carteneau and rained a fiery hell upon the land. In the end, there was truth in Nael van Darnus's incoherent ramblings addressed to the moon. The legatus was aware of the monstrosity housed within Dalamud, and was heeding Bahamut's plea to be freed from his prison.

Both the molten shards that rained down from Dalamud and the searing flames which spewed forth from the dreadwyrm's maw were indiscriminate in their paths, and war became an afterthought as friend and foe alike fled the battlefield in terror. As the men of both armies ran for their lives, Louisoix Leveilleur kept silent vigil over Carteneau, unwavering in his effort to summon forth the power of the Twelve.

Though Louisoix may have failed in his attempt to repel Dalamud back into the heavens, he would not allow Eorzea to bear the brunt of Bahamut's rampage, toiling on borrowed time to seal the elder primal away where he could raze the realm no more. Wielding the legendary staff Tupsimati, he drew from the great reservoirs of aether flowing forth from the land, channeling its strength together with the overwhelming prayers of the people. The power of the Twelve manifested itself in complex runes in the sky in the most powerful sealing enchantment attempted in Eorzean history. The stone marks of the deities that were being nourished by the prayers of the Circle of Knowing were engulfed in pillars of light, becoming glowing spears that pierced the dreadwyrm, binding him in place as the runes confined him in a new prison. The plains of Carteneau were bathed in the light of the Twelve, and it appeared that the ritual was complete.

Despite the fact that all eyes were fixated upon the summoning of the Twelve, there appear to be no witnesses who can recall with certainty what happened after the elder primal was enveloped in the gods' light. It is said that Archon Louisoix's powerful spell combined with the vast emanations of aether had warped the memories of all who survived, an effect which lingered long after the Calamity. What is known for certain is that by the time the light of the Twelve had dissipated, Bahamut was no more. At the same token, the faces of Eorzea's heroes—the adventurers by whose deeds Archon Louisoix's incantation came to pass—were lost to history. So it was that Eorzea plunged into the Seventh Umbral Era.

Dalamud looms in the sky above Carteneau, bathing the plains in an eerie red glow. It is said that this ominous illumination, together with the chaos and confusion of war, led many to believe that the battle was being fought in the seventh hell itself.

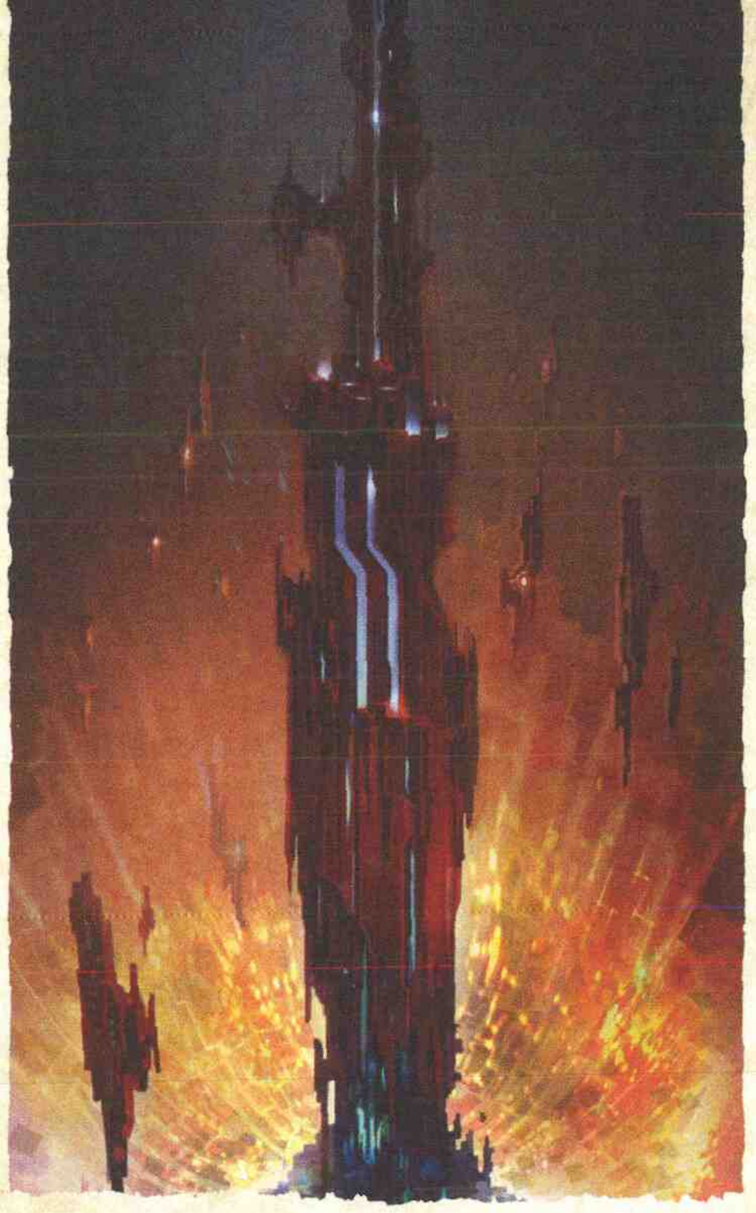
Several golden shackling mechanisms known as "neurolinks" were bolted into the corporeal flesh of the elder primal Bahamut. Information gleaned from research of historical artifacts suggests that they were but one of many devices fashioned by ancient Allag to subjugate and imprison beings of considerable power.

Aftermath

After Bahamut broke free from his fetters, the fields of Carteneau descended into chaos. The commanders of the Eorzean Alliance ordered a full withdrawal to save as many lives as they could from the indiscriminate fury of the primal. Military records state that General Raubahn of the Immortal Flames was hesitant to order a retreat after the adventurers had regained the line, but he yielded at the insistence of his compeer, Kan-E-Senna of the Twin Adders. As their linkpearls had fallen silent due to the massive aetherial disturbances attributed to Bahamut, the commanders were forced to deliver their orders by officers on foot. Maelstrom Command often claims that Admiral Merlwyb Bloefhiswyn rode down to the battlefield herself on her beloved chocobo steed Victory to halt the pirate bands who bravely fought on even after the primal emerged.

Yet there was no victory to be had at the Battle of Carteneau. The Eorzean Alliance formally withdrew their companies from the plains and the remnants of the VIIth Imperial Legion, warriors known for their brutal conquests the realm over, scattered and fled in all directions.

After the retreat, the troops of the Eorzean Alliance scaled back to northern Thanalan. It was there that the Immortal Flames established a camp, swiftly tending to the wounded and tallying the survivors among the ranks. The Maelstrom suffered a blow during the withdrawal when Admiral Merlwyb sustained a grave wound that saw her removed from the battlefield. Serving in her stead, Grand Storm Marshal Eynzahr Slafyrsyn gave the order that the Maelstrom fall back to Limsa Lominsa. The Twin Adders, however, would not return to the Shroud for some time, as Kan-E-Senna volunteered her troops to form search parties and return to Carteneau, providing assistance to friend and foe alike who lay wounded—but breathing—on those hellish plains. The compassion of the Elder Seedseer, herself an accomplished healer, would save no small number of men from their fates.



Countless splinterings of Dalamud rained down on the battlefield at Carteneau, composed of not only the moon's outer shell, but fragments of the inner modules which had confined the elder primal.



Shards of Dalamud pierced the earth, producing a great fountain of aether that crystalized within moments—the amber-colored "corrupted crystals" now seen throughout the realm. These glowing "talons" remain a vivid reminder of the devastation wrought by the Calamity.

A Most Remarkable Rebirth

It was not only on the battlefield of Carteneau that innumerable lives were lost to the Calamity. Many casualties are ascribed to the shattered Dalamud's flaming fragments which rained down upon the land from the peaks of Coerthas to the deserts of Thanalan. No small number of civilians in Limsa Lominsa perished in a tidal wave that engulfed the coastline, caused when a giant fragment of the fallen moon's outer shell plummeted into the nearby sea. Still many more perished to the raging firestorms that burst forth from the flaring ball of aetheric energy unleashed by Bahamut.

Just when all hope seemed lost amidst the chaos and destruction, the land came alive and showed signs of an inexplicable rebirth. The survivors of the Calamity believe that Archon Louisoix's invocation of the Twelve's power was the driving force which vanquished Bahamut, and could not be described as anything other than a miracle of the gods. Both speculation and rumor about the invocation would abound, with many speaking of a curious phenomenon in the sky above Carteneau—a brilliant light in the shape of a Phoenix. Archon Louisoix's body was never recovered, though fragments of his legendary staff Tupsimati were discovered amongst the debris in Carteneau by a Twin Adder search party. The devastation at the center of Bahamut's rage was absolute, making the details of what truly occurred on that fateful night subject to vigorous debate among scholars for generations to come.

A CHRONOLOGY OF THE SIXTH ASTRAL ERA

To forge a path to the future, one must first understand the past. What deeds and events of the Sixth Astral Era set our realm on the path to destruction that would culminate in the Seventh Umbral Calamity? This timeline enumerates the major happenings of Eorzea and its city-states leading up to that fateful day when catastrophe struck.

Limsa Lominsa | Gridania | Ul'dah | Ishgard | Sharlayan | Ala Mhigo | The Garlean Empire

Year	City-state	Event
1	-	The frigid climes brought forth by the great deluge subside, heralding the advent of the Sixth Astral Era.
ca. 10		Survivors of the Sixth Umbral Calamity form small communities in Gyr Abania, descending into conflict over the area's limited resources. Many flee Abalathia entirely as the floodwaters recede.
		The Archon Nyunkrepf leads a group of refugees away from the chaos of the mountains, sailing to an island in the Northern Empty, where they found the village that will later blossom into the city of Sharlayan.
201		With a burgeoning populace, the Sharlayan system of direct democracy becomes unviable, and the Forum is instituted as a decision-making body where elected peers debate key issues of governance that had theretofore been at a standstill.
233		Sharlayan astrologian Lewphon pens *The Five Ages—An Eorzean Chronology*, an attempt to unify the independent calendars used by each of the city-states in the Fifth Astral Era.
ca. 350	-	The Hyur tribes emigrate en masse from the northern continent of Ilsabard in the first of three great migratory waves, and their numbers in Eorzea begin to swell.
		A band of Elezen displaced from their ancestral home in central Aldenard come to settle in Coerthas.
ca. 360		Elezen settlers come to the Sea of Clouds, where they commence construction of the mountainside sanctuary to Halone that will later become Saint Thordan's Basilica. Small villages spring up in the vicinity, laying the foundation for the nation of Ishgard.
ca. 370		The great wyrm Hraesvelgr consumes his Elezen lover, Shiva, entwining their souls for eternity and ushering in an era of peace between dragon and man.
432		Sharlayan society names its first "Archons," individuals who have distinguished themselves in specialized fields of study. These Archons gather and form an educational body, the Studium, to serve as an institute of higher learning.
545		According to Ishgardian holy scripture, 545 marks the year when King Thordan is visited by the goddess Halone, who beseeches him to guide his people to the Promised Land of Coerthas. As the legend is told, the great wyrm Nidhogg attacks the caravans on their journey, and King Thordan and half of his men are slain before the dragon is valiantly driven away. The remaining knights, including the king's son, Haldrath, guide the Elezen survivors to their destination.
ca. 550		In truth, King Thordan and his knights twelve ambush and slay Ratatoskr of the First Brood, devouring the she-dragon's eyes to acquire preternatural wisdom. Enraged by this betrayal, the great wyrm Nidhogg pursues and kills the king and half of his company, heralding the end of the era of peace and the beginning of the Dragonsong War.
		The Holy See employs the power of twenty and four dragon eyes to erect a great arcane ward—later to be known as Daniffen's Collar—that envelops the entirety of Ishgard, as the city steels its defenses against the coming raids by Nidhogg's brood.
		The progenitors of the four High Houses join together with the clergy of the Ishgardian Orthodox Church to pen a historic narrative that omits details of the betrayal and slaying of Ratatoskr. This new myth of the nation's founding is indoctrinated through the education of Ishgardian children.
ca. 563		The sanctuary to Halone undergoes extensive reconstruction, and is renamed Saint Thordan's Basilica.
598		Scholars of the Studium successfully decipher ancient texts pertaining to aetheryte travel, a discovery which makes the construction of new aetherytes possible.
600		A team of researchers from the Studium commences a survey of the northern isles.
605		The Studium concludes a full survey of the area within their territorial boundaries. They construct aetherytes on each of the four isles—central Sharlayan, the northern Isle of Haam, the eastern Isle of Yorn, and the southern Isle of Val—and perform a successful test of teleportation magicks.
ca. 660	-	Hyur emigrate to Eorzea en masse in the second of three great migratory waves.
		Driven from their home by the Hyuran settlers, whose numbers continue to swell, the Elezen begin to colonize the Black Shroud.
666		Sharlayan scholars glean a form of forcible teleportation magic from Fifth Astral Era tomes. The first empirical test of the spell results in the disappearance of the researchers and a handful of observers.
669		The Council discontinues its search for the missing persons involved in the casting of the ancient teleportation spell, and designates the spell as forbidden magic, banning its further use.
ca. 700		The Lalafellin descendants of the magi of Mhach arrive in the remote frontier of Thanalan.
ca. 710		The Hyur begin to colonize the Black Shroud, leading to territorial contentions with the Elezen.
737		Mhachi settlers in Thanalan found the kingdom of Belah'dia.
ca. 740		The Elezen and Hyuran settlers of the Black Shroud reconcile their differences, and together build the subterranean city of Gelmorra to protect themselves from the threat of the elementals.

Year	City-state	Event
ca. 750	-	Hyur emigrate to Eorzea en masse in the third and final of their great migratory waves.
755		Albin the Ashen, a Hyuran chieftain, leads a band of his men to invade Thanalan, and is swiftly dispatched by Belah'dian forces.
761		The Azure Dragoon Valeroyant repels an attack by the wyrm Nidhogg, who had been dormant for several decades.
787		The Azure Dragoon Valeroyant leaves Ishgard to defend a small village from the Dravanian Horde, but is slain in battle protecting a group of shepherds.
ca. 800		The Garleans, after suffering defeat in their territorial claims in the southern region of Ilsabard, cross the central mountain range and settle in the snow-clad northlands.
817		Thirty years after his death, the Azure Dragoon Valeroyant is canonized as a Halonic saint by the Holy See.
871		Lalafuto III, sultan of Belah'dia, vanishes under mysterious circumstances.
873		The long search for King Lalafuto III is abandoned, and his wife Memeto is crowned as ruling sultana.
874		The *Galadion*, a ship crewed by Roegadyn refugees seeking to escape the tyranny of their homeland after a failed coup d'état, departs the isle of Aerslaent in the Northern Empty.
875		The *Galadion* runs aground on the southern coast of Vylbrand. The refugees abandon the ship, settling on the island, where they found the maritime city of Limsa Lominsa.
876		A private Sharlayan vessel bound for Thanalan comes upon the stranded Galadion and offers assistance, which is refused by its erstwhile crew as unnecessary.
879		A kobold tribe massacres townsfolk in a settlement in western La Noscea.
880		Battle ensues as a militia is dispatched from Limsa Lominsa to defend the settlements of western La Noscea. The Lominsans are victorious in their skirmishes with the kobold tribes along the narrow corridor leading to Upper La Noscea, and the region comes to be known as Skull Valley after the Lominsans line the path with the death's-heads of their foes as a warning to would-be trespassers.
902		Elilwaen, first Admiral of Limsa Lominsa, succumbs to an unknown disease (possibly the Lung Rot) at seventy and six. In his last will, he names his confidant Tragghyr the Cold as his successor, beginning a tradition of Lominsan Admirals being selected by appointment.
		Sharlayan signs an agreement with Belah'dia to construct an aetheryte network across Thanalan, leading to the development of the first full-fledged aethernet in Eorzea.
904		Admiral Tragghyr recruits a group of like-minded men to form the Knights of the Barracuda, the Lominsan navy. Commanding its land forces, popularly known as the Yellow Jackets, he leads a raid on kobold territories in the name of the city-state.
905		The Knights of the Barracuda establish Camp Skull Valley in western La Noscea, seizing a portion of kobold lands and opening the region for colonization.
908		Large-scale logging commences in lower La Noscea. The Lominsans establish Moraby Drydocks, and commence building war vessels with their newfound resources.
ca. 910		With the boom in ship construction, acts of piracy by Lominsan citizens become increasingly commonplace.
922		The Garleans establish the Republic of Garlemald in the northern reaches of Ilsabard.
ca. 930		To contend with the armed escort convoys accompanying merchant vessels, pirates begin to join forces under their own flags, and countless pirate bands terrorize the seas.
		The Republic of Garlemald is dealt a crippling blow when its capital is raided by the Hyuran nomads of the north.
935		The Republic forges an alliance with the Roegadyn mountain clans, enlisting Roegadyn battle mages as mercenaries to fortify defenses around the perimeter of the capital.
937		Bolstered by the strength of the Roegadyn battle mages, the Garlean army succeeds in repelling the nomads.
ca. 940		Pirate bands vie for supremacy amongst themselves, with conflicts growing increasingly violent. The Admiral's authority weakens, public order rapidly deteriorates, and blood feuds between pirate crews continue for the next two decades.
945		The Roegadyn mountain clans demand compensation from Garlemald for the services of their people in driving off the Hyur. After months of negotiation, talks break down and the mercenaries withdraw from the capital.
963		The incumbent Admiral of Limsa Lominsa is assassinated, and Agatzahr Roehmerlsyn—a reformed buccaneer—is appointed to serve in his stead.
964		Civil war breaks out in Belah'dia, as the twin princes Sasagan and Sasawefu each assert their claim to the throne.
		Sasawefu's army employs Sharlayan aetherytes in an ambush on Sasagan's encampments. In reraliation, Sasagan's army destroys an aetheryte while in use, causing nearly eight hundred of Sasawefu's men to vanish without a trace.
965		Sharlayan orders the temporary suspension of their aethernet in Thanalan until a resolution can be reached in the Belah'dian civil war.
966		Admiral Agatzahr gathers the warring pirate crews and reaches agreement for a code of conduct, ending two decades of bloody conflict.
967		Agatzahr establishes the Upright Thieves as back-alley enforcers of the code.
		Agatzahr temporarily expands the powers of Admiral to include governing of the maritime city and promptly institutes a tariff on looted goods, routing the funds to the Knights of the Barracuda. Their strength and numbers bolstered, the navy scores a string of victories against the kobolds, claiming a significant portion of the beastmen's lands for Limsa Lominsa.
968		The Temple Knight Ser Toriphaniel brutally slaughters a clergyman of the Holy See known to have abused orphans in his charge. The knight is tried for murder, but earns his release in a trial by combat. Ser Toriphaniel's actions garner him recognition as the first "dark knight."
969		Belah'dia is divided and two kingdoms emerge: Sil'dih under Sasawefu and Ul'dah under Sasagan.
		The founding father of Ul'dah, Sasagan Ul Sisigan, forms the Sultansworn from the knights who contributed to the birth of the nation. The holy blade Oathkeeper is bestowed upon their leader, and three elite paladins are gifted the swords Curtana, Joyeuse, and Durandal, hewn from the same stone.
ca. 970		Marking the end of the prolonged territorial conflict, the Lominsans of southern Vylbrand allow the beastmen to maintain possession of Mount O'Ghomoro, their sacred summit in the north.
ca. 980		A market for plundered goods emerges in Limsa Lominsa, and seafaring trade begins in earnest.

Year	City-state	Event
ca. 980		As sea trade flourishes, Limsa Lominsa experiences an influx of Plainsfolk Lalafell. Significant numbers of Hyur Midlanders and Miqo'te Seekers of the Sun also come to the city—some in search of a free life, others abducted by and assimilated into pirate bands—and its populace grows ever more diverse.
991		Agatzahr announces the first Trident, a contest among the pirate powers that will henceforth serve to choose future Admirals of Limsa Lominsa.
992		The first Trident is held, and its victor inaugurated as new Admiral of Limsa Lominsa.
ca. 1000		Ul'dah first enlists the aid of Roegadyn and Highlander sellswords in their continuing war against Sil'dih.
ca. 1020		The Ixal incur the wrath of the elementals and are cast out of the Black Shroud. The tribes migrate to Xelphatol, east of Abalathia's Spine.
1049		Sahagin marauders assail the pirate ship, the *Nonsuch*, in the Indigo Deep.
ca. 1050		Tensions with the Sahagin in the Indigo Deep rise, with reports of wide scale attacks by the beastmen on Lominsan vessels, merchant and pirate alike.
		A pirate crew known as the Seaspray parley with the Sahagin. The beastmen agree to an alliance on the condition that the pirates offer sacrifices to Leviathan, and the two parties jointly engage in piracy.
1058		The Azure Dragoon subdues a massive dragon in the western highlands of Coerthas, aided by a contingent of mages from the Holy See who spellbind the foe into slumber. The body and limbs of the great wyrm are enveloped in ash and stone, forming the floating isle known as the Dreaming Dragon.
1062		Admiral Melvaan appoints Ikuku Iku, an arcanist hailing from the south sea isles, as an advisor in matters of governance. At the Lalafell's suggestion, Melvaan's Gate is established to inspect and tax maritime traffic.
1076		After much trial and error, the conjurer Jorin successfully communes with the elementals. Talks are held in Peacegarden, and the citizens of Gelmorra are permitted to live in the Black Shroud.
1077		The inhabitants of Gelmorra begin construction of the forest city of Gridania. The hamlet of Quarrymill is founded on the site where stone is cut and harvested for building materials.
1081		Brother Jorin's wife bears him a son, who is born with two distinct round bumps on his head.
1084		The curious knobs on the head of Jorin's eldest son grow into horns. He soon displays an ability to prophesy natural events—great rainstorms, blight in the apple orchards, and a plague of catfish—and is celebrated as a child of the gods.
1093		Jorin's eldest son stops aging, and is feared to harbor an unknown sickness. The child refutes this, declaring it a sign that the elementals have chosen him as a mediator between the forest spirits and man. He discards his birth name and takes to calling himself I-Ohok-Pota, which he describes as the sound made by the aetheric waves when the elementals speak unto him. Henceforth, Jorin and his children adopt the surname Pota.
ca. 1100		A permanent coliseum is erected as gladiatorial culture becomes firmly entrenched in Ul'dah.
1104		The harbor town of Aleport is founded in western La Noscea.
1117		The child of a Hyuran family in Gridania is the second to be born with horns. I-Ohok-Pota offers to take the child in his care, bestowing upon the child the name of U-Kote-Num. Henceforth, the horned children of Gridania come to be known as Padjals, and are raised with great care in the Stillglade Fane.
1122		Cultivated vineyards thrive in Eastern La Noscea, and the hamlet of Wineport is established.
1123		I-Ohok-Pota, who had already been serving as Gridania's de facto political leader, officially assumes the role at the behest of the Seedseer Council, and is conferred the new title of Elder Seedseer.
ca. 1130		The Cedarwood in lower La Noscea goes barren from excess logging. Reclamation of upper La Noscea commences to address the increasing demand for lumber from Lominsan shipyards.
1135		Anshelm Cotter unifies the military might of Gyr Abania's warring clans and builds a citadel on the shores of an eastern lake, marking the birth of the city-state of Ala Mhigo.
ca. 1140		Hostilities with the kobolds flare anew as the Lominsans colonize the lands of upper La Noscea.
1146		The lady dragoon Reinette carries out her revenge on the dragons who killed her lover. She then lays down her spear Gae Bolg and takes a vow of poverty, living out the rest of her days as a nun in service of the poor and downtrodden.
1148		The Knights of the Barracuda launch a wide-scale offensive against the kobolds in the north to secure the forests of Oakwood, a primary source of shipbuilding lumber. In the third major conquest of kobold lands, they claim the surrounding area for Limsa Lominsa, establishing the garrison Camp Iron Lake on the shoreline.
1150		A system of tolls is enacted, to be collected from merchants traveling through Ala Mhigo and Gyr Abania in return for safe passage between Eorzea and the Near East.
1154		Ala Mhigan pikemen drive out the invading Hyuran nomads from northern Othard, and tales of their courage and martial prowess resound across Eorzea.
1159		Lalawefu Sil Tatawefu ascends the throne in Sil'dih and increases taxes to spur economic reform.
1162		Lalawefu takes measures to secure a stable water source, and is hailed by his people as the "King of Springs." The act deals a serious blow to Ul'dah, as Sil'dih's water supply is diverted from upstream of their sister sultanate's own reservoir.
1177		Lalawefu of Sil'dih succumbs to illness.
		A withering drought overtakes Thanalan. Sil'dih falls into economic decline, and its people voice public discontent with the sultanate's excessive taxation.
1178		Ul'dah invades Sil'dih to reclaim their water supply. Sil'dih takes advantage of the crisis to unify its people under a common cause, and wages a war of resistance against its sister state.
1179		Ul'dah enlists the services of Ala Mhigan mercenaries, and the soldiers of fortune swell their ranks as the kingdom besieges Sil'dih.
1181		Ul'dahn thaumaturges develop the Traders' Spurn, an alchemical concoction with the power to reanimate the dead. With this devastating weapon, they lay waste to Sil'dih.
		I-Ohok-Pota celebrates his one-hundredth nameday, though his appearance remains that of a boy of ten summers.
1189		Lady Reinette, the former Azure Dragoon, expires in a nunnery at sixty and six.

Year	City-state	Event
ca. 1190		After their triumph over Sil'dih, emissaries from a thriving Ul'dah board Lominsan-built ships and set sail for the Near East to establish trade.
		With the expansion of maritime trade, the number of Ul'dahn merchants taking the land-based eastern trade routes begins to decline, and Ala Mhigo struggles to sustain itself on the meager tolls.
ca. 1200		Piracy enters its golden age, and raids by Lominsan corsairs on merchant ships laden with Ul'dahn riches are the order of the day.
		Ul'dahn merchants begin arming their vessels to protect their livelihoods on the open sea, but struggle to fend off the Lominsan pirates and their superior nautical aptitude.
1221		The pirate king Mistbeard appears on the Five Seas, his face concealed by a ghastly mask as he unifies several pirate bands under his flagship, the *Haar*. His legend grows as he and his crew plunder the seas with impunity.
1224		Sasagan III is imprisoned and ousted as ruler of Ul'dah in a political coup. Baldric Thorne is crowned sultan, marking the beginning of the Thorne dynasty.
1249		Mistbeard is reportedly slain at sea in battle with an armed merchant vessel from the Near Eastern city of Radz-at-Han.
1251		A wealth of treasures is plundered from a Radz-at-Han argosy, giving rise to rumors that Mistbeard is alive and well. Time and again the pirate king is reported as dead only to resurface, leading many to believe the man immortal.
1267		Baldric Thorne's only daughter Edvya disappears from the palace. Fearing the worst, the sultan orders a city-wide search for the princess. The Sultansworn eventually discover Edvya with the assistance of a young girl of low birth. The incident would later be remembered as the national holiday, "Little Lady's Day."
1270		Ul'dah relocates its capital atop of the ruins of fallen Sil'dih.
1272		The enslaved hecatoncheire giants of Copperbell Mines revolt against their masters when the enchantments on their helms wear off, and the miners force a cave-in of the lowest depths to seal the giants within. The mine is shuttered under the pretense that its veins have run barren.
1289		Lady Reinette is canonized by the Holy See a century after her death. Unpopular with the clergy for having abandoned her duties as a dragoon at a young age, she is beloved by the commonfolk for having devoted her life in service of the poor and downtrodden. The See elevates her to sainthood, in what is widely seen as an attempt to distract the public from corruption within the church.
1311		Scholars of Sharlayan establish a research outpost in the Dravanian Hinterlands for further observation of the aetherial sea.
1313		Sharlayan enlists the service of Ala Mhigan mercenaries to subdue the beasts that roam the hinterlands and ensure the safety of their outpost.
1316		A Sharlayan survey team discovers a vast system of subterranean caverns beneath the Dravanian hinterlands. They commence construction of an aetherial observation facility, the precursor to the Antitower.
1322		The Creeping Death strikes, spreading rapidly among the Hyur of Gridania.
1327		An alchemist sent from Ul'dah develops a cure for the Creeping Death. Though the spread is contained, the Hyuran population is left decimated by the disease, drastically transforming the racial makeup of the city.
1353		Waves of undead pour forth from the Sil'dihn waterways beneath the city.
		Responding to a series of zombie attacks across Thanalan, the sultanate approaches their theretofore enemy, the Amalj'aa, with a proposal to join forces against their common undead foe. The Amalj'aa—eager to cleanse their sacred land of the foul corpses—accept the offer, and Zahar'ak is established as a joint garrison.
		I-Ohok-Pota passes away peacefully in meditation at the age of two hundred and seventy-two. To the end, he showed no signs of sickness, and is believed to have died of old age.
		Ala Mhigan mercenaries are contracted by Ul'dah in the sultanate's effort to purge the city of the undead droves.
1354		The mighty Dravanian general Darkscale awakens and leads an army of wyverns in a raid on the villages of the eastern Coerthas highlands. The Temple Knights and dragoons join forces to retaliate, and succeed in repelling the dragon threat. A mortally wounded Darkscale tumbles from the heavens and plummets into the depths of Clearwater Lake, and the battlefield is henceforth known as the Field of Glory.
1355		With the aid of the Ala Mhigan mercenaries, the sultanate at long last is successful in ridding the city of the undead.
		The Royal House of Thorne abdicates the throne and restores sovereignty to the House of Ul, marking the ascension of the second Ul Dynasty.
ca. 1360		The Ixal innovate a method of enclosing ceruleum vapors to form floating pouches that can be employed in the transport of heavy cargo.
1361		The Forum adopts a proposal to erect a formal city and colony on the site of the research camp in the Dravanian hinterlands.
1362		The first wave of settlers from the motherland set out for the Dravanian hinterlands.
		The Wood Wailers engage Ixal trespassing into the Black Shroud to gather timber, driving them out of the forest.
1363		In response to repeated Ixali incursions, the Gods' Quiver is established to fend off external threats to the Twelveswood.
1377		Stonemason Percelle begins work on a statue of Haldrath to be erected in the western highlands of Coerthas.
1388		Sasamo Ul Samo fails in her plot to overthrow the ruling sultana, her elder sister.
1406		Stonemason Percelle completes the statue of Haldrath in the Coerthas western highlands.
1415		Massive deposits of rare mythril ore are discovered in Thanalan, leading to the Mad Mythril Rush and a period of unprecedented economic prosperity.
ca. 1420		The Ixal, having made significant advances in their air bladder technology, invent the first dirigible.
1421		Tavern proprietress Amajina recruits a number of her regular patrons to found Amajina & Sons Mineral Concern, a mining interest.
1429		The Blacksmiths' Guild is established, that the Lominsan art of smithing may be preserved and its traditions passed down to future generations.
ca. 1440		The Ixal, through technological advances and careful study of the winds, succeed in devising a means to steer their dirigibles at will, though this capacity is limited to certain seasons. They begin outfitting their craft with armored plates for use in battle.
1451		The citizens of Gridania incur the ire of the elementals of the Black Shroud, awakening the greenwrath. A number of their elderly offer themselves in sacrifice to expunge the woodsin, sparing the people expulsion from the forest.
1466		The Goldsmiths' Guild of Ul'dah adapts advanced clockwork mechanisms to fashion the first mammet, a living puppet. The prototype mammet is named Mnejing.

Year	City-state	Event
		King Manfred abruptly asserts his sovereign right to the East Shroud, dispatching General Gylbarde and his men across the Velodyna River to seize Gridanian territory. The incursion marks the outbreak of the Autumn War.
1468		Vainchelon Whitewater, a decorated pikeman, is appointed as supreme commander of the Gridanian forces and leads his troops into battle with the Ala Mhigan invaders at Finesand Banks. The battle ends in a stalemate between the two parties, and Vainchelon forms a defensive line at Nine Ivies to stem the advance of the Ala Mhigan army.
		Vainchelon perishes from a sudden illness at camp. Osbern, his second, assumes command, abandoning Vainchelon's defensive position and leading the Gridanians in a frontal assault on the Ala Mhigan forces.
		General Gylbarde ambushes the Gridanian troops en route to Finesand, surrounding and spilling the blood of the Gridanian column with six thousand men.
		General Gylbarde thrice deflects the desperate advances of Commander Osbern. In addition to capturing Osbern and scores of his officers, Gylbarde's army also seizes possession of Claustrum, the Seedseers' legendary staff. The First Battle of Tinoqla concludes with a decisive Ala Mhigan victory.
		The thaumaturge Ququruka Tataruka is found guilty of practicing forbidden magicks, and imprisoned in the Marasaja Pit.
1469		The nations of Ishgard, Ul'dah, and Limsa Lominsa send reinforcements to Gridania, and their combined forces deal a crippling blow to the Ala Mhigan army at East End. General Gylbarde is slain in combat, and King Manfred is wounded when he rushes to the frontlines to restore morale. The Second Battle of Tinolqa ends with a decisive victory for the Alliance.
1470		Former Wood Wailer captain Mistalle establishes the Lancers' Guild.
ca. 1470	-	The *Enigma Codex* is completed.
1474		The seventy-second Trident is held. One-eyed Wylfred is favored in the contest, but is betrayed by his first mate Keitlach, and his archrival Geisswaen claims victory. Upon assuming the admiralship, Geisswaen orders Wylfred to be crucified at Bearded Rock.
1475		The Gods' Quiver seizes an Ixali dirigible after it makes a forced landing due to equipment failure.
1476		The Ul'dahn merchant Tatanora purchases the confiscated Ixali dirigible from the Gods' Quiver in Gridania. Using knowledge of ceruleum vapors gleaned from the craft, he amasses a fortune from the production and sale of chocobo coaches.
		Great merchant caravans employing chocobo carriages are organized, and set off for the east. Meanwhile, Ala Mhigo is forced to dramatically reduce their highroad tolls as part of their terms of surrender in the Autumn War. As a result, overland transport regains popularity as an alternative to the piracy-plagued sea routes.
1477	-	Flourishing commerce and cross-border trade prompt the need for standardization of currency and measurements. By consensus of the six city-states, the gil of ancient Allag is revived and adopted as a universal currency, and with it the ilm/onze system of weights and measures.
1481		Wealthy merchants invest large sums of money into the Coliseum, which uses the funds to construct Halatali, a training ground for professional gladiators.
1483		Skysteel Manufactory is established and begins developing new weaponry to be used in the war against the Dravanian Horde.
1489		Solus zos Galvus, first son of the esteemed House Galvus, is born.
1497		The Lominsan adventurer Ketenramm the Blue embarks on an expeditionary voyage across the western seas.
1498		Ketenramm discovers uncharted lands across the western seas. He takes to shore, making first contact with the thriving nation of the Mamool Ja.
1499		Ketenramm and his crew pay visit to the aboriginal capital of the Mamool Ja. The expedition makes an offering of Lominsan gifts to the Autarch, who in return bestows upon his guests treasures of the finest silver.
1500		Ketenramm returns to Limsa Lominsa from the New World.
ca. 1500		Word of Ketenramm's miraculous discovery spreads across the city-state, and more and more Lominsans set sail in search of glory and riches in the New World, ushering in a golden age of exploration. These voyages are met with difficulties—shipwrecks in the rough western seas, ambushes by the Sahagin of the Indigo Deep—and the docks and alehouses of the capital are abuzz with tales of fortune and woe.
1505		Solus zos Galvus enlists in the Republican army at the age of sixteen.
1513		Solus zos Galvus's exploits in battle earn him a promotion to legatus at the age of twenty and four. He promptly pushes through reforms which sanction the use of magitek in the imperial legions.
1515		The Republic of Garlemald begins forcefully subjugating and annexing its neighboring city-states.
1517		Limsa Lominsa petitions the kobold tribes for a peace accord in order to focus their strength on the campaign against the Sahagin, and avoid fighting a war on two fronts. At the conclusion of negotiations with the 1st Order Patriarch, the two parties sign a pact of non-aggression which states "to man goes the bounties of the sea, and to the kobolds the bounties of the land." The ambiguity of the agreement, however, will eventually invite further conflict.
		His accomplishments having garnered him the undivided support of the citizenry, Solus zos Galvus is named Dictator, the supreme commander of Garlemald, at the age of twenty and eight.
		The Republic first employs airships in its military conquests, easily conquering the small nation of Dalmasca in a display of terrifying power. Over the coming years, the Garleans seize control over the majority of the northern territories.
1518		In what is commonly known as the Battle of the Indigo Deep, the Knights of the Barracuda and numerous pirate fleets join forces and sail into the Indigo Deep to subjugate the Sahagin, an operation that ends in failure.
1520		Legendary brawler Cornelia unites those gladiators versed in the art of fisticuffs into a guild of pugilists in the hopes of passing down her all-encompassing style of unarmed combat to future generations.
1522		The northlands of Ilsabard are unified under Garlean rule. Dictator Solus zos Galvus declares that the Republic will henceforth be governed as an imperial regime, and crowns himself Garlemald's first emperor at the age of thirty and one.
		The Garlean Empire adopts their own calendar, with years counted according to the Emperor's reign.
		Tatanora succeeds in reproducing Ixali technology and manufactures dirigibles in mass quantities, leading to a surge in exploration by flight.
		A battle ensues between Mistbeard's crew and the League of Lost Bastards in the open sea off eastern La Noscea. Countless lives are lost, and the coastline comes to be known as Bloodshore, as its waters run red with the blood of the fallen.
1525		Admiral Guolskyf "Mastcleaver" Bhaldwaensyn, a noted gourmand, establishes the Culinarians' Guild as part of a comprehensive effort to compile and catalogue the most delicious recipes from all corners of the realm.

Year	City-state	Event
1528		The imperial legions of Garlemald launch a military campaign on the eastern continent.
1529		Archon Matoya completes her research on aetheric convergance as a means to counter the Garlean menace. The resulting tome, *On Aetheric Convergence*, is denounced by the Forum as being more dangerous to Sharlayan than the enemy, and henceforth banned as forbidden knowledge.
1531		Tatanora uses his accrued fortune to found Highwind Skyways, a privately-owned company focused on tourism and commercial applications of air travel.
1535		Merlwyb Bloefhiswyn, future Admiral of Limsa Lominsa, is born.
1539		The Darklight Raiders, a mercenary group under the command of Gerbald the Red, eradicate an enormous poisonous snake in the Aurum Vale, earning themselves fame and fortune.
1542		The Seedseers issue a decree to close the Thousand Maws of Toto-Rak, citing inhumane treatment of the prisoners confined therein.
1544		The Darklight Raiders fail in an attempt to purge Cutter's Cry of the chimera that lurks in its depths. The mercenary group is effectively disbanded as most of its members are slain.
1546		Theodoric the First ascends the throne as king of Ala Mhigo.
1552		The conflict between King Theodoric and the Fist of Rhalgr intensifies. In the name of quelling the insurrection, the king leads a vast army to the site of the monkhood's main temple, razing it to the ground and massacring its disciples.
		At nineteen, Raubahn Aldynn is ordered to suppress an angry mob as an officer of the Ala Mhigan army. He earns wide renown when he succeeds in the task without spilling a drop of blood.
		The imperial legions conquer and annex Doma, a small border nation on the eastern continent of Othard.
1553		The XIVth Legion advances on the Ala Mhigan border.
1554		Merlwyb Bloefhiswyn assumes command of the League of Lost Bastards.
		Raubahn is assigned to the border forces as the XIVth Legion closes in. He and his comrades undertake a series of diversionary maneuvers which succeed in keeping the imperial forces at bay.
1555		Raubahn makes short work of an imperial magitek contingent in a border skirmish, toying with the enemy, and is promoted to a position of high command for his deeds. His impressive accomplishments on the field of battle earn him further trust and acclaim among his men.
		Merlwyb, now twenty, leads the League of Lost Bastards on an expedition to the New World.
		Kan-E-Senna becomes a conjurer at six years of age.
		The ruling sultan, Sasabaru Ul Sisibaru, is wed to Nanasha Ul Nasha.
		The *Haar* plunders a foreign vessel loaded with ceremonial gifts for the royal wedding in Ul'dah. Mistbeard and the wealth of treasures vanish shortly thereafter.
1556		Raubahn is struck by an imperial sniper, suffering grievous wounds. Withdrawing from the frontlines, he returns to his home village in the mountains of Gyr Abania to convalesce.
		Merlwyb triumphantly returns to Limsa Lominsa, having discovered safe passage to the New World.
		Nanamo Ul Namo, first daughter of the sultan and heir to the throne, is born.
1557		The people of Ala Mhigo revolt against the tyrannical King Theodoric. The kingsguard is complicit in the uprising, ignoring their liege's orders and opening the gates of the palace to the revolutionaries.
		Seizing the opportunity amidst confusion and political upheaval, the XIVth Legion subjugates and annexes Ala Mhigo with little resistance.
		Still nursing his wounds, Raubahn leaves Gyr Abania at twenty and four to wander the realm.
		The Forum votes to abandon the colony in the Dravanian hinterlands, and preparations for the exodus begin under the leadership of the dignitary Fourchenault Leveilleur.
1558		Count Tarresson de Dzemael disburses his own coin to finance the excavation and construction of Dzemael Darkhold, a subterranean fortress and safe haven from dragon raids.
		Merlwyb, now twenty and four, forms an armed merchant armada and embarks on a trade expedition to the west.
1559		Under the influence of the Syndicate, the sultanate enacts a law forbidding all dealings with beast tribes. All beastmen are evicted from the city, save for a handful of prosperous Qiqirn merchants and other rare exceptions.
		Raubahn, now twenty and seven, arrives in the Sultanate only to be mistaken for an imperial spy. He is imprisoned by the Brass Blades and forced to fight in the gladiator pits.
1560		Upon the death of his predecessor, Thordan VII is ordained Archbishop of the Holy See.
1561		Kan-E-Senna is named a Seedseer at twelve summers.
		Sultan Sasabaru and Sultana Nanasha perish in an accident while traveling abroad. Nanamo Ul Namo is crowned as Ul'dah's seventeenth ruling sovereign at the age of five.
		Limsa Lominsa, Gridania, Ul'dah, and Ishgard form a joint military alliance to address the impending threat of a Garlean invasion, and the Eorzean Alliance is formally inaugurated.
		The twins Alphinaud and Alisae are born to House Leveilleur.
1562		The Battle of Silvertear Skies is waged. The *Agrius*, flagship dreadnaught of the XIVth Legion, is dispatched to Mor Dhona where it is assailed by the ancient wyrm, Midgardsormr. The *Agrius* crashes in mortal combat with the wyrm, and the legion is forced to retreat.
		After five years of preparation, the Sharlayan residents of the Dravanian hinterlands abandon their colony to return to the Old World in a mass exodus.
		Archon Louisoix gathers twelve of his disciples and forms the Circle of Knowing, a secret society with a self-proclaimed goal of saving Eorzea from disaster foretold.
		Archons from the Circle of Knowing arrive in Eorzea. They split up and travel to each of the realm's city-states, meeting with their leaders and offering words of wisdom regarding the reinstatement of the Grand Companies.

Year	City-state	Event
		The kobolds summon their god, Titan. Tensions with Limsa Lominsa mount as the beastmen frequently venture into La Noscea to mine the crystals necessary for their ritual.
		The Sahagin, seeking to summon their god, Leviathan, begin to amass crystals. The Coral Tridents, a faction of Sahagin pirates led by Novv, the Scarlet Sea Devil, launch repeated attacks on Lominsan merchant vessels.
1562		The Ixal summon their god, Garuda. With her divine blessing, they invent the airstone, an arcane apparatus that gives them the ability to fly their war balloons at will.
		Flying an advanced model of war balloon powered by airstones, the Ixal make a foray into Coerthas, where they establish a base for their aerial squadrons at the site of the present-day colony of Natalan.
		The XIVth Legion postpones the Eorzean campaign due to the primal threat, and proceeds with the construction of Baelsar's Wall on the border of the Black Shroud and Gyr Abania to defend their land against potential incursions by the beastmen and their gods.
		On the continent of Othard, Grand Minister Midas nan Garlond conducts the first field test of the Meteor Project at the Citadel Bozja. A massive quantity of energy is released from Dalamud, obliterating the tower and the surrounding city, causing heavy casualties.
1562		The mountain village of Ferndale is laid to waste by a recently awakened Nidhogg.
		A goobbue breaks free of its arcane fetters during a parade and proceeds to runs amok through the streets. Ascilia, one of the spectators, is orphaned at the age of twelve when her father is killed by the rampaging beast.
		Ishgard withdraws from the Eorzean Alliance, declaring the Garlean threat all but over with the retreat of the imperial forces to Ala Mhigo. Historians agree, however, that the true motivation for the withdrawal was the Holy See's desire to divert their full military strength to the Dravanian threat in the wake of Nidhogg's reappearance.
	-	The joint military of the Eorzean Alliance disbands following the withdrawal of Ishgardian troops, theretofore the largest presence of all constituent members. While an allied security council is established in its stead, the Alliance's military ties remain in name only.
1563		The eighty-fifth Trident is held, and victory is claimed by Merlwyb, leader of the League of Lost Bastards, who by tradition is inaugurated as Admiral of Limsa Lominsa.
		Admiral Merlwyb outlaws piracy in Limsa Lominsa as part of an effort to improve diplomatic relations with other nations, and the Upright Thieves are restructured as an underground organization, the Rogues' Guild.
		Highwind Skyways announces a partnership with Garlond Ironworks, a collaboration which soon bears fruit in the form of a lightweight airship model fueled by a ceruleum propulsion engine. With this new technology, Highwind Skyways begins offering regular passenger service connecting the three major city-states.
1564		The construction of Dzemael Darkhold experiences significant delays due to a scarcity of building materials.
		Mythril Pit T-3, an excavation site in southern Thanalan managed by Amajina & Sons Mineral Concern, is destroyed by what is described as "a mammoth fire-spewing monstrosity." This is later determined to be the first recorded sighting of Ifrit, Lord of the Inferno.
1565		The Admiral enlists the services of the Company of Heroes, a mercenary group, and tasks them with subduing the primals Titan and Leviathan.
		Sultana Nanamo Ul Namo shows mercy on the gladiator Raubahn, sparing him when his life is endangered in a rigged match in the Coliseum.
		Ishgard places severe restrictions on chocobo exports after grazing pastures are devastated by the Dravanian Horde.
1566		The Company of Heroes vanquishes Titan, Lord of Crags.
		A joint offensive by the Company of Heroes and the Knights of the Barracuda succeeds in felling Leviathan, Lord of the Whorl.
		The beastman gods Titan and Leviathan are summoned anew.
1567		The kobolds commence excavation of the southern reaches of O'Ghomoro, leading to the construction of the U'Ghamaro Mines.
		Hildibrand Helidor Maximilian Manderville, son of Godbert and heir to the prominent House Manderville, runs away from home.
		Voidsent gargoyles attack a team of stonecutters at work in the tunnels beneath Dzemael Darkhold, leaving few survivors. Construction is postponed indefinitely, and the incident besmirches the name of House Dzemael.
1568		Minfilia, age eighteen, makes her first contact with the Archon Louisoix by way of her friend Thancred, and learns that she possesses the power known as the Echo.
1569		Tarresson de Dzemael relinquishes his claim to the head of House Dzemael and passes on the countship to his eldest son.
		A dreadnaught of the XIVth Legion opens fire and shoots down a Highwind Skyways airship transporting civilian passengers.
1570		Highwind Skyways suspends regular airship service indefinitely due to repeated attacks by Garlean forces on civilian vessels, limiting flights to instances of extraordinary circumstance.
		Raubahn achieves an unprecedented thousand victories in the arena. He then purchases the Coliseum with his prize money and earns himself a seat on the Syndicate.
		At the Coliseum, the guildmaster of the Gladiators' Guild loses his life in a fixed bout that shocks the nation. In the wake of the incident, the popular gladiator Aldis, known as the Sword of Nald, is banished from Ul'dah.
		At the age of twenty, Minfilia founds the Path of the Twelve, that those who possess the power of the Echo might come together and explore how their powers might be wielded for the common good.
1571		The Archons of the Circle of Knowing infiltrate occupied Gyr Abania in an attempt to assist those Ala Mhigans who seek asylum abroad, but many lives are lost when the Garleans catch wind of the defection.
1572	-	The wandering minstrel sets off for Eorzea after a long journey that carried him to the far corners of the world.
		Alphinaud and Alisaie Leveilleur enter the Studium at age eleven, the youngest students ever to be admitted.
	-	The city-states of Limsa Lominsa, Ul'dah, and Gridania form their Grand Companies. Subsequent events leading up to and in the aftermath of the Seventh Umbral Calamity are detailed in *Memories of the Calamity*.

A REALM REBORN

Every end marks a new beginning. So it was that Eorzea, in the five years following the Seventh Umbral Calamity, rose from the ashes to rebuild—as did their would-be imperial conquerors.

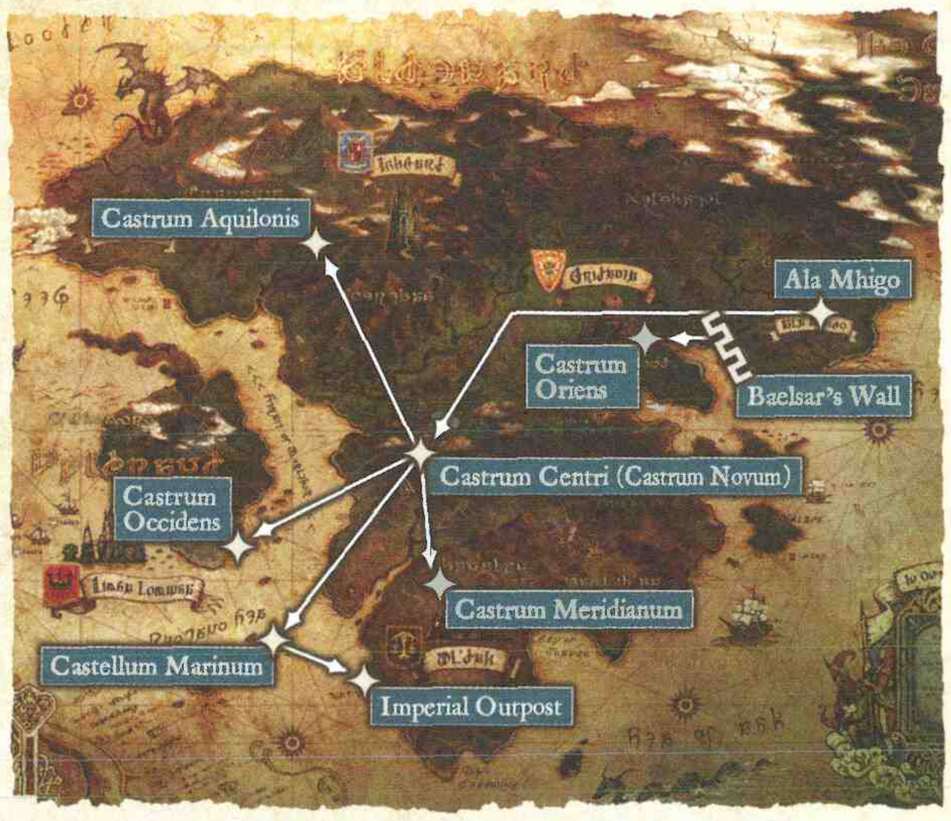
Tales from the Calamity

There was much work to be done in the days following the events at Carteneau. Countless Eorzeans had been robbed of their homes and livelihoods, for Bahamut had managed to wreak untold destruction before he was defeated. In Ul'dah rioters had taken to the streets, driven by madness and fear. It was only by the impassioned words of the Sultana Nanamo Ul Namo and the brave actions of her seven defenders that order was restored, and formal efforts to administer aid and succor to the people could begin. In Limsa Lominsa, Admiral Merlwyb Bloefhiswyn, who had lain in a state of torpor after suffering injuries during the Battle of Carteneau, awoke and set about establishing the Maelstrom's temporary command at the Moraby Drydocks, which had been sheltered from the worst of the great wave which had lain waste to Vylbrand's coast. And in Gridania, Kan-E-Senna's younger siblings Raya-O and A-Ruhn oversaw the recovery efforts while the Elder Seedseer remained in Carteneau for a time, seeking out what few survivors remained and saving those who could yet be saved.

Meanwhile, having watched the battle unfold from the deck of an imperial airship, Legatus Gaius van Baelsar, commander of the XIVth Legion, saw an opportunity. Upon withdrawing to Ala Mhigo with the remainder of his fleet, he sent troops to Mor Dhona's Castrum Novum, with orders to execute the remnants of van Darnus's VIIth Legion and secure the fortress for the XIVth. From there they dispatched cohorts to La Noscea, Thanalan, the Black Shroud, and Coerthas, and upon the lands they claimed were built many new castra.

Although the Eorzean Alliance was not blind to the Empire's aggression, they had not the strength to oppose them. When the 5th Cohort encroached upon Ul'dahn interests in northern Thanalan, it was all General Raubahn and the Immortal Flames could do to hold the line. Once the two sides had retreated behind their fortifications, the Ul'dahns could only look on helplessly as the Garleans commenced the construction of Castrum Meridianum—a dagger pointed at the very heart of Eorzea.





A New Dawn

Six months after the fall of Dalamud, in a quiet corner of Ul'dah, the surviving members of the Circle of Knowing and the Path of the Twelve came together to discuss their shared future.

The Path of the Twelve, formed in 1570, had ostensibly been an obscure religious sect devoted to the pursuit of spiritual knowledge. In truth, however, it had been a haven for "walkers" of the path—men and women blessed with the Echo, a power whose potential they were only beginning to understand, and its charismatic Antecedent, the Lady Minfilia, was herself among the strongest in this gift.

Minfilia had awoken to her power at the age of seventeen, when she somehow found herself walking in the memories of another. Troubled and terrified by the experience, she confided in Thancred, an old friend and secret member of the Circle of Knowing—though this she did not know at the time. Recognizing the signs, Thancred introduced Minfilia to Louisoix Leveilleur, his master and mentor, who shared with her his knowledge of the Echo—a power said to have been bestowed upon individuals on the cusp of an Umbral Calamity—that they might stand against the coming darkness. The Echo, he claimed, was more than the stuff of legends, and the selfsame power Minfilia possessed. Though wary at first, she and the Archon became close friends, and it was with his enthusiastic encouragement that she would found the Path of the Twelve, and the two organizations would support each other in various endeavors over the coming years.

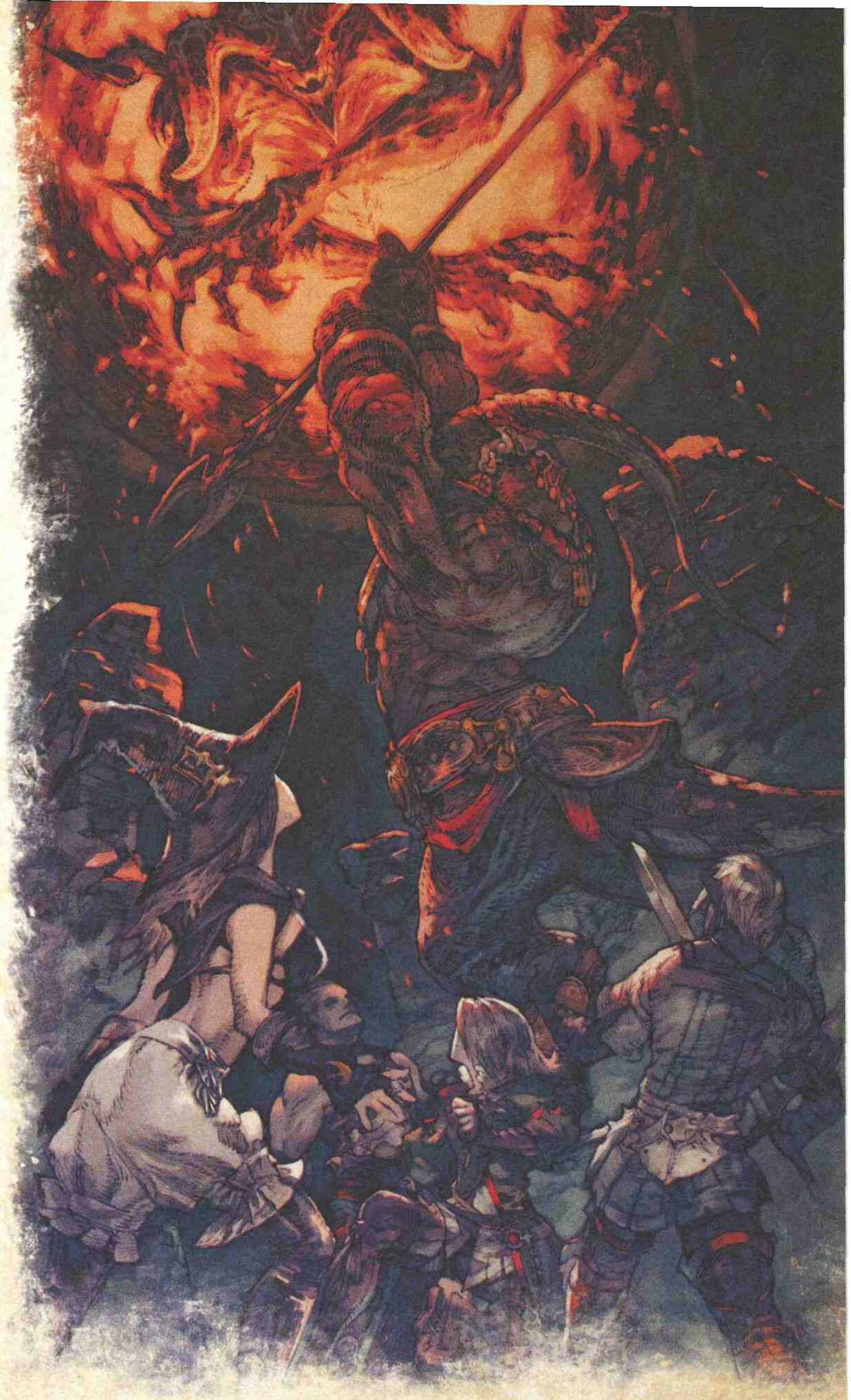
On the eve of the Battle of Carteneau, Louisoix had come to her organization's headquarters, the Waking Sands, to reveal to her his plans to forestall Eorzea's destruction. The Archon would summon the Twelve using forbidden arts known only to him, and with their combined strength, prevent the fall of the lesser moon. Such strength, however, posed a threat in itself, for should Eorzea's patron deities assume physical form, it seemed more than likely that they would be prone to the same appetites as the gods of the beastmen. Should that prove the case, their mere presence would bleed the land of life. And so Louisoix would instead call upon a fraction of the Twelve's power—enough to stay Dalamud's descent, and no more. Alas, to ensure all would come to pass as intended, he would need to take his own life in the midst of the ritual.

However, Louisoix had come for another purpose than to discuss his impending death. He had seen in the Antecedent great potential, and during that meeting he told her the role he would have her play in the days to come. So it was that, six months after that fateful day, in accordance with Louisoix Leveilleur's wishes, the Circle of Knowing and the Path of the Twelve were merged to form the Scions of the Seventh Dawn, under the leadership of Minfilia.

A New Hero

For many, the facts surrounding the Calamity remain a mystery to this day, as the memories of Bahamut's rampage and miraculous defeat remain muddled and indistinct. A band of valiant adventurers is known to have been instrumental to this victory, yet despite all efforts, none can remember their names nor their faces. To try merely brings to mind silhouettes amidst a blinding glare, a shared image which has resulted in these forgotten heroes being dubbed, "The Warriors of Light."

Though it was widely believed that these heroes all perished in the fires of Carteneau, five years later, rumors of a survivor began to spread throughout Eorzea. This singular man (or woman, by some accounts) traveled far and wide, taking part in conflicts great and small, often standing for the weak and downtrodden. Eventually he came to the attention of the Scions of the Seventh Dawn, not only for his magnanimous deeds, but for his manifestation of the Echo, that great power to walk in the memories of others. Accordingly, Minfilia saw fit to extend this adventurer a formal invitation, that he might join in their ongoing fight against the primal menace.



The Lord of the Inferno

The adventurer was first tasked with investigating a series of kidnappings in Thanalan, which were eventually revealed to be the work of an Ul'dahn merchant in league with the Amalj'aa. In a bid to learn the whereabouts of the abductees, the Immortal Flames devised a plan to seize the Amalj'aa responsible using the merchant as bait. Alas, a traitor in their ranks revealed all, resulting in the capture of the adventurer and his comrades, who were subsequently presented by the beastmen to their god, Ifrit, as offerings to be made his thralls.

However, by the power of the Echo, that holy gift bestowed by Mother Hydaelyn Herself, the adventurer proved immune to Ifrit's tempering, much to the primal's chagrin. Flying into a rage, Ifrit attempted to slaughter the adventurer outright, only to find himself outmatched. Thus did the Lord of the Inferno fall.

The Paragons of Darkness



With the adventurer's victory over the beastman god, the Immortal Flames' Bloodsworn were free to secure the captives and return them safely to Ul'dah. Word quickly spread of the valiant hero—the eikon-slayer—spurring others to seek to enlist his aid and that of the Scions of the Seventh Dawn.

At the behest of the Order of the Twin Adder, the adventurer was dispatched to treat with the sylphs of Little Solace, whom they feared might summon Ramuh, the Lord of Levin. After undertaking many tasks to earn the trust of the diminutive beings, he discovered that, while the primal had indeed been summoned in the past, he was a guardian by nature, and Gridania need not fear sylphic aggression. However, a new threat soon revealed itself to the adventurer: Lahabrea of the Ascians, one of many mysterious masked beings said to have sown chaos and discord since time immemorial. Although the Ascians' designs were anything but clear, the Scions knew better than to leave them to their own devices. The adventurer and his allies set about investigating the masked man, tracking him to Little Ala Mhigo, where he had convinced a group of desperate youths to attempt to summon Rhalgr, the Destroyer. From there the adventurer followed his trail to Haukke Manor, where he was confronted by two more Ascians, who sought to measure the hero's strength for their master. These deeply troubling events served to confirm that the Ascians had bequeathed the knowledge of summoning to various peoples to further their own dark ends.

The Lord of Crags

The Scions were soon forced to turn their attention to Vylbrand, where the kobolds were said to have once more summoned their patron god, Titan, to defend their land from Limsa Lominsa's aggressive expansion. This was not the first time the Lord of Crags had been called forth from the aether, though, for twelve years earlier, in 1565, the famed Company of Heroes had been employed to rid the land of the primal menace. They succeeded, but at great cost, and in the wake of the Calamity, the mercenary group chose to disband. Bereft of other options, the Maelstrom turned to the Scions of the Seventh Dawn for aid.

Y'shtola and the adventurer's first course of action was to seek out the erstwhile members of the Company of Heroes, believing them to be possessed of invaluable tactical knowledge. After many trials and tribulations—the purpose of which was not entirely clear at the time—this supposition was proven true, and the Scions learned of an aetheryte which could be used to deliver forces directly into Titan's sanctuary. And so, in a moment that shall forever be enshrined in the annals of Eorzean history, the adventurer slew the Lord of Crags and spared Limsa Lominsa his terrible vengeance. Alas, this triumph would be tempered by a terrible tragedy.

Upon returning to the Waking Sands, the adventurer was greeted by a sight to make his blood run cold: the bodies of beloved allies—victims of a desperate struggle. Among them was Noraxia, a sylphic ally, and through her memories the adventurer learned that the carnage was the result of an imperial raid led by Livia sas Junius, a tribunus who served under Gaius van Baelsar. Having come for the eikon-slayer, they left instead with Minfilia and other senior Scions, but not before slaughtering countless others with impunity.

Friends Lost and Found

With her dying breath, Noraxia implored the adventurer to seek shelter at the Church of Saint Adama Landama. Heeding her counsel, he sought out Father Iliud, and by the secret words of the Scions, marked him as a friend.

The adventurer abided there in secret for a time, assisting with the funeral rites for his fallen comrades. He befriended a man named Marques, a survivor of Carteneau suffering from amnesia who had retained advanced engineering skills from his former life. However, this brief respite came to an end when, one day, Alphinaud Leveilleur cast open the doors of the church.

The young grandson of Archon Louisoix had crossed paths with the adventurer several times before, including at the remembrance services held to commemorate the Battle of Carteneau. A Sharlayan nobleman and graduate of the Studium, the youth of sixteen summers and his twin sister Alisaie had come to Eorzea against the wishes of his father, that they might join with the Scions of the Seventh Dawn and carry on their grandfather's legacy to safeguard the realm. Having learned of a new primal threat following the attack on the Waking Sands, he had resolved to enlist the help of the surviving adventurer—and that of the famed Cid nan Garlond.

The Garlean engineer had fled the Empire fifteen years ago and come to Eorzea, where he founded the Garlond Ironworks, a company dedicated to the development and production of advanced magitek. He had shared his knowledge of Garlean technology with the people of Eorzea and served as a trusted advisor to the Alliance—and even gone so far as to take part in military operations, such as when he delivered a group of adventurers to Rivenroad to confront Nael van Darnus.

Cid had vanished in the Calamity and was presumed by many to have died, but in truth the engineer had survived. Robbed of his memories by the tragic events of that day, he had wandered aimlessly until coming to the Church of Saint Adama Landama, where he was taken into the care of Father Iliud and given the name Marques.

Though he was somewhat confused by Alphinaud's claims, Cid sensed that the boy spoke the truth, and decided to assist him and the adventurer, in the hopes that it might help him to recover his memory.

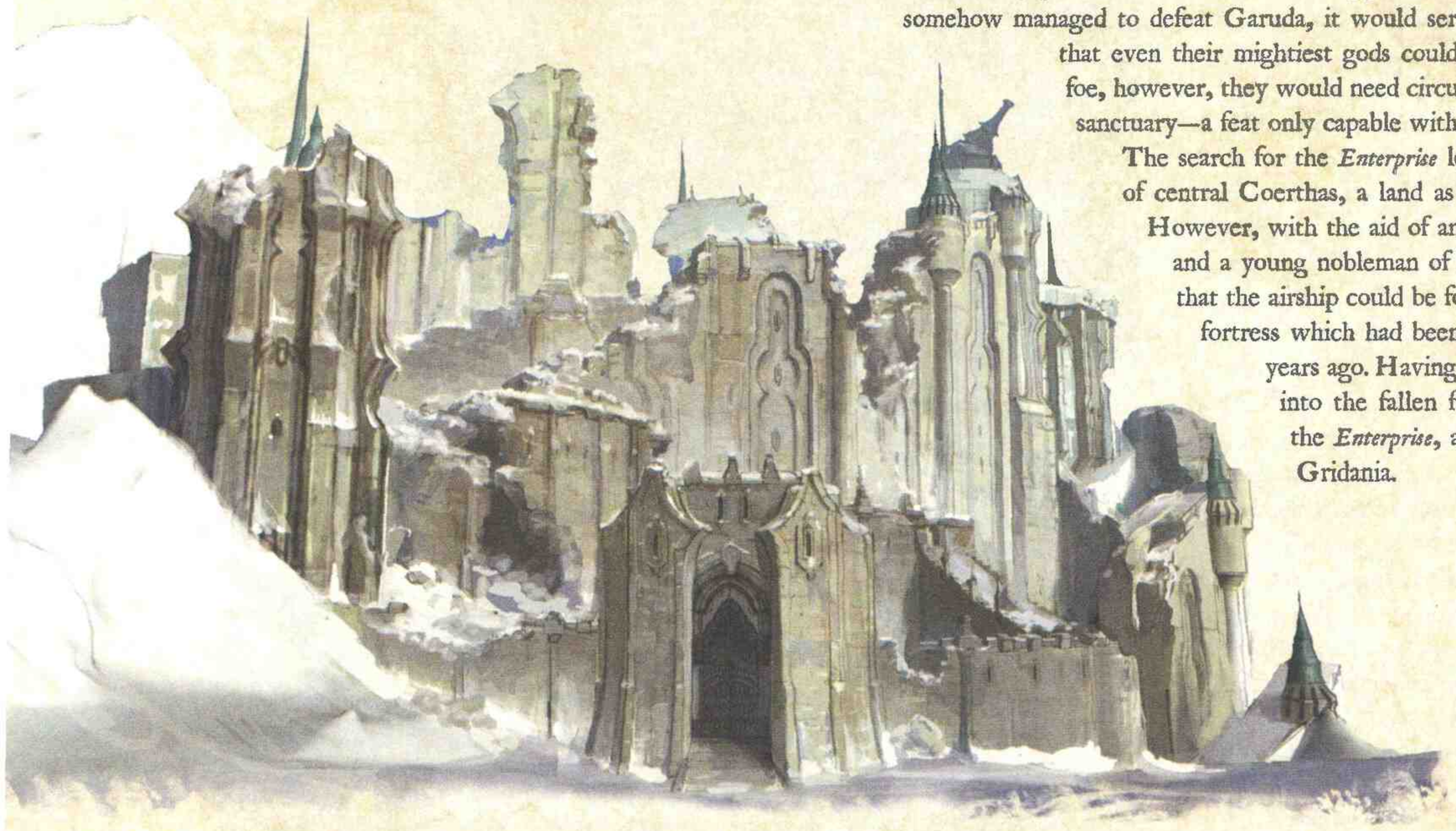


To combat Garlemald's imperial ambitions, Cid nan Garlold shared many secrets of magitek technology with the Eorzean Alliance, including the ceruleum engine.

The Search for the *Enterprise*

Alphinaud revealed that the Ixal of Gridania had summoned Garuda, a fearsome and bloodthirsty primal. Yet therein lied an opportunity, or so the youth believed, for if they somehow managed to defeat Garuda, it would serve as a warning to other beast tribes that even their mightiest gods could be felled. If they were to face their foe, however, they would need circumvent the tempest which shielded her sanctuary—a feat only capable with the *Enterprise*, Cid's missing airship.

The search for the *Enterprise* led the trio to the Ishgardian territory of central Coerthas, a land as cold and unwelcoming as its people. However, with the aid of an eccentric knight of House Fortemps and a young nobleman of House Haillenarte, the party learned that the airship could be found in the Stone Vigil, an Ishgardian fortress which had been overrun by their Dravanian enemies years ago. Having no choice, they fought their way deep into the fallen fortress, until at last they came upon the *Enterprise*, and with it make their escape back to Gridania.



Originally designed to serve as a line of defense against Horde incursions into western Coerthas, the Stone Vigil was repurposed before its fall to the Dravanians to house Ishgard's small, yet formidable fleet of aerial warships.



The Lady of the Vortex

Years of neglect had taken its toll on the *Enterprise*, and in its condition the airship could not possibly withstand the tumultuous winds which encircled the Howling Eye, Garuda's sanctuary. To safely breach the barrier, Cid devised a plan to harness the power of a corrupted crystal, that they might alter the elemental aspect of the aether comprising the primal's defenses. Working closely with the esteemed Professor Lamberteint and his dedicated pupils, the adventurer obtained a corrupted crystal to power Cid's newly fashioned elemental converter, and at long last the trio embarked upon their journey to confront Garuda.

Stirred by the familiar roar of the *Enterprise*'s engines, Cid endeavored to recall his past, but it was only with the aid of the adventurer's Echo that he at last came to remember his name, his people, and his purpose.

Amidst the whirling winds, the adventurer succeeded in striking down the Lady of the Vortex, only to see her rise once more, reinvigorated by the belief of her Ixali disciples. It was at this moment that Gaius van Baelsar then entered the fray, seemingly bent on goading the defeated primal into one final act of defiance. Garuda duly obliged, slaughtering her captive kobolds and Amalj'aa, whose cries of agony served to summon their own patron deities.

As Garuda prepared to consume the aether of her lesser brethren, the Black Wolf called forth the Ultima Weapon, an Allagan relic found buried deep beneath Gyr Abania and restored by Garlean magitek, which summarily dispatched and seemingly absorbed all three primals. Wholly unprepared to face this awe-inspiring new foe, the adventurer and his allies had no choice but to flee for their lives.

Reclaiming the Dawn's Light

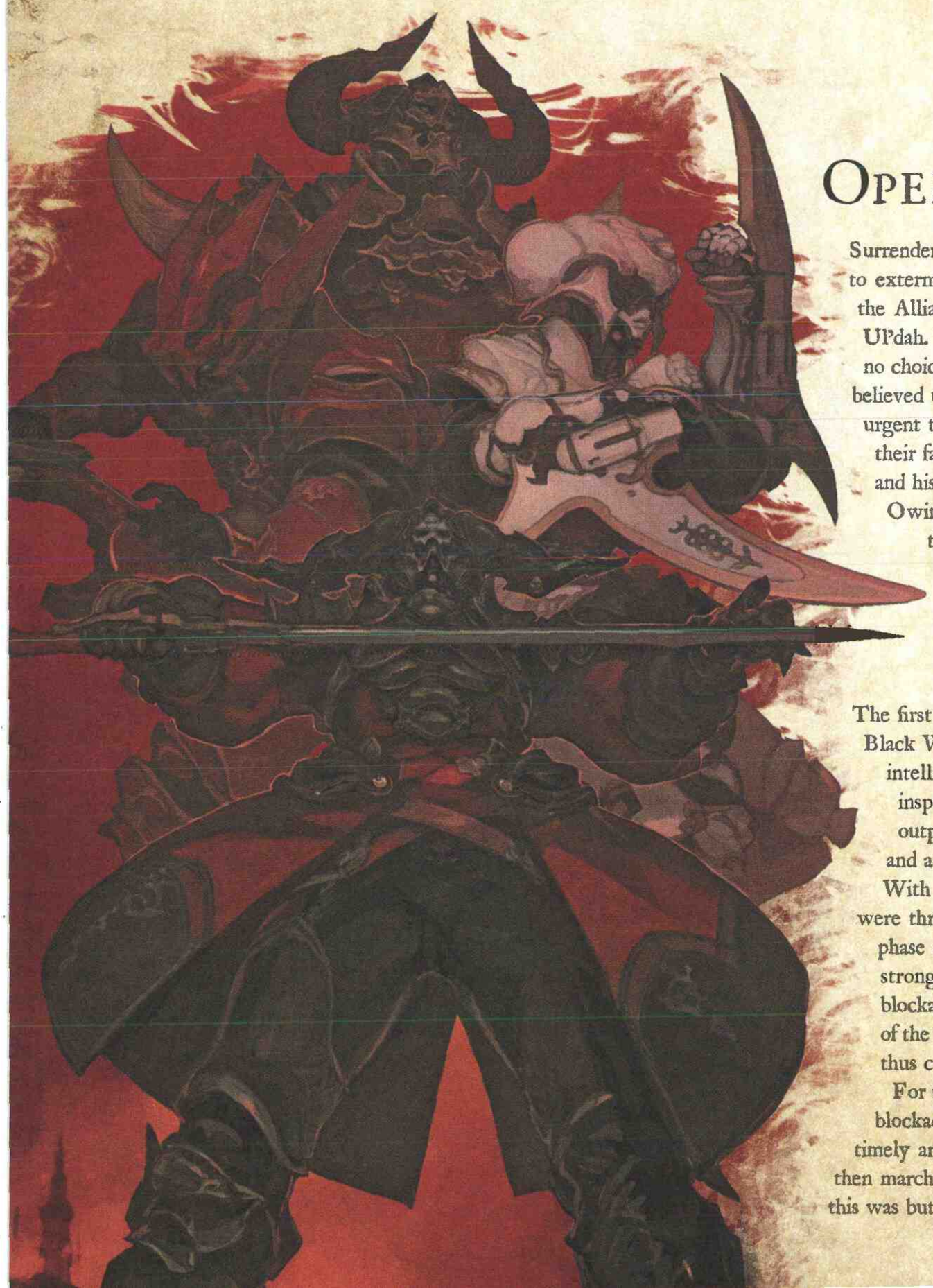
Alphinaud, Cid, and the adventurer sought refuge within the echoing halls of the Waking Sands, and there were reunited with the Scions Yda and Y'shtola. The pair had spent the days since the raid on their headquarters attempting to locate their missing comrades, and their inquiries had at last borne fruit.

Minfilia and the other high-ranking Scions were being held prisoner in Castrum Centri, an imperial stronghold in Mor Dhona. Recognizing that it would be no small task to free them, the adventurer and his comrades set about gathering more intelligence, and in the process were reunited with Biggs and Wedge, two Garlond Ironworks engineers who had been captured along with the other Scions, but had managed to escape during transport.

After regrouping in Mor Dhona's Revenant's Toll, the engineers and the Scions hatched a plan to infiltrate Castrum Centri by impersonating Garlean soldiers. With the assistance of local adventurers, they obtained imperial uniforms and a magitek reaper, and with them managed to enter the castrum undetected and free Minfilia, Papalymo, Urianger and Tataru. Reunited, the Scions narrowly escaped the wrath of Livia sas Junius by leaping aboard the Enterprise, but as they flew to safety, they spied Gaius van Baelsar standing beside the Ultima Weapon and the Ascian Lahabrea—who to the Scions' dismay threw back his hood to reveal the face of Thancred, their friend and ally, whom the Ascian had been controlling for some time.







Operation Archon

Surrender to the empire or share the fate of the false gods he had pledged to exterminate. Such was the ultimatum Gaius van Baelsar had issued to the Alliance leaders, spurring them to convene an emergency meeting in Ul'dah. Though they balked at the legatus's terms, they believed they had no choice, for the Scions of the Seventh Dawn were gone—or so they had believed until Minfilia and the others strode into the Fragrant Chamber. In urgent tones, she and Alphinaud implored them not to surrender, to place their faith once more in the Scions and stand together against van Baelsar and his Ultima Weapon.

Owing to this timely intervention, Eorzea's leaders resolved to fight the Empire to the last, and at once turned their attentions to the matter of how best to coordinate their military might. So it was that Operation Archon was conceived—the largest single counteroffensive in the realm's troubled history, in which the Alliance would strike at every imperial stronghold standing upon Eorzean soil.

The first phase of Operation Archon saw the Alliance eliminate one of the Black Wolf's most trusted lieutenants—Rhitahtyn sas Arvina. Acting on intelligence that he would be visiting Cape Westwind for a routine inspection, the Immortal Flames launched an assault on the imperial outpost. The adventurer then led a small unit into the innermost sector, and at the end of a fierce struggle, dealt the praefectus his death-blow.

With Rhitahtyn's demise, the forces garrisoned at Castrum Occidens were thrown into disarray, allowing the Alliance to commence the second phase of Operation Archon. The Maelstrom laid siege to the leaderless stronghold, and Admiral Merlwyb herself led the Crimson Fleet to blockade Castrum Marinum. Meanwhile, in the Twelveswood, the Order of the Twin Adder and a contingent of sylphs surrounded Castrum Oriens, thus completely severing Castrum Meridianum's primary lines of supply.

For the third phase of Operation Archon, the Order of the Twin Adder blockaded the railway connecting Centri and Meridianum, preventing the timely arrival of reinforcements from Mor Dhona. The Immortal Flames then marched against the stronghold with all their strength—though in truth this was but a feint.

The Assault on Castrum Meridianum



Through a carefully coordinated series of attacks, the Eorzean Alliance had succeeded in isolating Castrum Meridianum. However, they could not lay siege to the fortress indefinitely, for imperial reinforcements would surely come from far and wide to its defense. In particular, the Garlean forces stationed in Ala Mhigo could easily be dispatched to Castrum Meridianum by airship, rendering the Alliance's efforts for naught. Therefore, they would need strike while the iron was hot.

While the garrison's eyes were drawn outwards by General Raubahn's assault, the selfsame adventurer who slew Rhitahtyn sas Arvina once more took charge of an elite adventurer unit. They stole past the defenses of Castrum Meridianum and attempted to deactivate the magitek field which protected the Praetorium, the fortress within a fortress wherein the Ultima Weapon was housed.

Yet again the adventurer and his allies emerged triumphant, successfully disabling the magitek field generator, as well as defeating Livia sas Junius into the bargain—the tribunus who had led the brutal raid on the Waking Sands.

At last, the path to the Praetorium was open, and so it was that Cid nan Garlond delivered the adventurer and his comrades to the stage of the final confrontation with Gaius van Baelsar and the Ultima Weapon.



The destruction wrought by Ultima was, according to eyewitness accounts, akin to a volcanic eruption. To this day, the precise nature and origins of the Heart of Sabik, the mysterious artifact Lahabrea used to invoke the ancient magick, remain unknown.

The Ultima Weapon

A relic of the Third Astral Era, the Ultima Weapon was a feat of Allagan technology—the same technology which saw the reach of the Allagan Empire extend to the four corners of Hydaelyn. After being employed to great effect on the southern continent of Meracydia, the mechanical juggernaut had been buried, and lain undisturbed for five thousand years. Upon its rediscovery, the XIVth Legion of the Imperial Garlean Army had refitted it to serve as a countermeasure against the ever-growing primal threat.

However, it later came to light in a report delivered to the Eorzean Alliance by the Scions of the Seventh Dawn that, despite the best efforts of Nero tol Scaeva, the Empire had failed to reactivate the Ultima Weapon on its own. It was only after Ascian intervention that they had managed to awaken the monstrosity—by harnessing the power of the Heart of Sabik, an ancient relic infused with vast quantities of aether.

There, within the Praetorium, the Ascian Lahabrea revealed his true intent to enemy and ally both: to harness the life force of the primals and quicken this core, that he might unleash Ultima, a spell of unimaginable destructive power contained therein.

In an instant, the Praetorium was naught more than a smoking crater. Yet by the grace of Mother Hydaelyn's blessing, the adventurer was spared death, and as the fires raged all about, he laid low both Gaius van Baelsar and his Ultima Weapon. Thus did the conquest of the Black Wolf end in smoke and ashes.

The Dawning of the Seventh Astral Era

With the destruction of the Ultima Weapon, Operation Archon was proclaimed a resounding success. Their hearts swelling with pride and relief, the weary allies came together in the shadow of the Keeper of the Lake and there declared, to all and sundry, a definitive end—not only to their desperate struggle against van Baelsar's XIVth Legion, but to the petty squabbles which had divided their nations for far too long.

They were under no illusions. The realm was yet beset by countless problems, and the scars left by the Calamity would linger for generations to come. Nevertheless, they believed that their triumph at Castrum Meridianum marked a turning point, the first steps towards a united Eorzea, which could stand against the might of Garlemald.

And so Chief Admiral Merlwyb Bloefhiswyn, Flame General Raubahn Aldynn, and Elder Seedseer Kan-E-Senna raised their voices as one and proclaimed that, on that day, by the light of the Crystal, the Seventh Astral Era had come, and the realm was at last truly reborn.



A REALM AWOKEN

At long last, Eorzea was poised to enter a new era of peace. Yet where there is light, there will always be shadow. Seizing upon the destruction of the Ultima Weapon, the beast tribes resumed their efforts to summon their primals, while remnants of the once-defeated Garlean forces resurfaced with renewed ambitions. Threats old and new, known and forgotten, were on the horizon, and the future was anything but certain.

The Future of the Scions

Following the success of Operation Archon, the adventurer who had been instrumental in Gaius van Baelsar's defeat was renowned far and wide as the Warrior of Light. The eyes of the world were drawn to the Scions of the Seventh Dawn and their once-covert headquarters in Vesper Bay. The halls of the Waking Sands were thronged with petitioners seeking to engage their services for personal gain, and for a time the organization debated whether or not to entertain their dubious proposals, that they might be empowered to do greater good.

Ultimately, the Scions resolved to maintain their neutrality, and to that end they decided to move their headquarters beyond the borders of Ul'dah and the other great nations. To remain in Vesper Bay would leave them at the mercy of the Syndicate—or at the very least Lord Lolorito, the member who had practically funded the reconstruction of Vesper Bay himself.

There were security considerations as well. The imperial raid on the Waking Sands had not only been devastating for the Scions, but it had also endangered the civilians living and working nearby. With their presence now known to all, it was doubtless only a matter of time before a similar incident occurred.

The Scions' new headquarters would be established in Revenant's Toll, an outpost in Mor Dhona established largely under the auspices of the Adventurers' Guild. Though somewhat underdeveloped at the time, it lied firmly within neutral territory, and was also frequented by a veritable legion of adventurers who could serve as potential recruits. Furthermore, the guild was more than happy to have the Scions, provided they did their part to contribute to the development of the frontier settlement and help shore up its defenses to deter attacks from the nearby remnants of the imperial army.

A Primal Unlike Any Other



While the Scions were in the midst of relocating to Revenant's Toll, they learned that a primal—or an entity resembling one—had been detected in Gridania. Good King Moggle Mog, the Twelfth of His Name, had returned to the Twelveswood after a five-year absence, having apparently been summoned by the Mogglesguard, a group of moogles devoted to protecting their people by any means necessary. However, at first glance, this particular foe seemed fundamentally different from the primals of the Ixal and the sylphs.

Whereas Garuda and Ramuh were worshipped as guardian deities, the moogle king was a mythical figure who ruled in an age when moogles served the gods in the heavens. When the gods grew discontent and started squabbling amongst themselves, Good King Moogle Mog XII lowered a rope to the world below to allow his people to descend to safety. Though they escaped, he was forced to remain in the heavenly realm thereafter. Having saved his people once, it was believed that he would come again in their time of need.

At the behest of the Order of the Twin Adder, the Warrior of the Light journeyed to the Twelveswood, and with the cooperation of the moogles, he sought out and confronted the Mogglesguard and their liege lord in Thornmarch. Though hard-pressed, the adventurer won the day, leaving the loyal Mogglesguard to look on in horror as their beloved king of legend disintegrated into aether, leaving behind no corpse. His manner of death all but confirmed the Scions' worst fears: like the primals of the beast tribes, Good King Moggle Mog XII had been called forth by means of a rite imparted to the Mogglesguard by the Ascians.

Through a combination of the power contained in crystals and the force of the Mogglesguard's collective faith, Good King Moggle Mog XII was called forth from myth into being. According to the accepted definition at the time, he may have not been a primal—but the mode of his manifestation was in every respect the same.

THROUGH THE MAELSTROM

Long-dormant forces had begun to stir, their awakening a presage of night eternal. For the betterment of Eorzea, the Scions of the Seventh Dawn had re-established themselves beyond the reach of those who would sway them for personal gain. However, to stave off the encroaching darkness and pull the realm back from the brink of destruction, the Warrior of Light and his comrades would need plunge headlong into a political maelstrom.

The Doman Dilemma

The Scions of the Seventh Dawn continued to receive all manner of petitions, even at their new headquarters, the Rising Stones, in the frontier lands of Mor Dhona. Though some were of questionable merit, one in particular warranted their immediate attention.

The Amajina & Sons Mineral Concern had recently discovered that they had been the target of a series of covert robberies, which were currently under investigation by the Brass Blades. Normally, mere theft would not be deserving of the Scions' attentions. However, significant quantities of crystals—and only crystals—had been stolen, suggesting that the thieves acted not out of self-interest but in service to a primal. Given their proximity, the Amalj'aa were considered the most likely suspects. However, with the assistance of the Brass Blades of Horizon, the Scions eventually concluded that the thieves were not native to Thanalan at all.

Meanwhile, in Vesper Bay, a small vessel bearing refugees from the Far Eastern land of Doma had unexpectedly arrived, their leader loudly proclaiming that she sought an audience with the ruler of Ul'dah. Urianger, who had remained in the port to look after the Waking Sands and pursue his independent studies of primals, at once contacted Minfilia, who bade the Warrior of Light and Alphinaud make contact with the Domans and their masked leader, Yugiri.

The refugee leader explained to the Scions that following the death of the Garlean emperor Solus zos Galvus, the Domans had espied an opportunity to free themselves from the yoke of imperial oppression, and took up arms against the Empire. In the end, however, their rebellion was crushed, and Doma was razed to the ground as an example to other provinces. Yugiri was thus forced to lead her people from Othard to Eorzea, where they hoped to find sanctuary.

With Alphinaud's aid, Yugiri was granted an audience with the rulers of Ul'dah that she might plead her case. Alas, despite the best wishes of the sultana, due to their ongoing struggles to care for displaced victims of the Calamity and Ala Mhigan refugees, the Domans were turned away from Ul'dah. Fortunately, they found a new home in Revenant's Toll, where they would work as frontier hands in exchange for food and shelter.

The Lord of the Whorl

After helping the Domans to broker an arrangement with the Adventurers' Guild of Revenant's Toll, the Scions turned their attention to a developing situation in Vylbrand. Y'shtola had returned from her investigation there, having confirmed beyond a shadow of a doubt that the Serpent Reavers were behind the crystal thefts in Thanalan. All evidence suggested that the Sahagin were preparing to summon Leviathan once more, and so it was that Admiral Merlwyb petitioned the Scions' aid in preventing the primal's reawakening.

With the support of the Maelstrom, the Warrior of Light and his comrades managed to force their way inside the Sapsa Spawning Grounds, where the Sahagin were conducting the summoning ritual. Alas, despite their best efforts, the beastmen were successful, and Leviathan was come once more. The primal soon bent his course for the open sea, and there effortlessly dispatched a diversionary squadron of the Crimson Fleet, forcing Admiral Merlwyb and the others to reassess their available options.

The allies soon struck upon a most unorthodox solution, courtesy of Storm Marshal Eynzahr: to harness the power of corrupted crystals, borne upon an improvised twin vessel, to rob Leviathan of his command over the element of water. Being the best—and only—plan available, all involved swiftly agreed to support the endeavor, and Naldiq & Vymelli's quickly set to work on the vessel's construction.

Once preparations were complete, the flagship of the Crimson Fleet, the *Triumph*, towed the *Whorleater* in the sea, along with the Warrior of Light, to confront the fell primal. And so it was that, following a titanic struggle on the high seas, he succeeded in vanquishing Leviathan, sparing Limsa Lominsa untold devastation and death.



In the wake of the Calamity, the hamlet of Halfstone was obliterated by a tidal wave of Leviathan's making. Though it was a bold, reckless plan, the Maelstrom had no choice but to risk everything on the *Whorleater* and the Warrior of Light to prevent Limsa Lominsa from meeting with a similar fate.

DEFENDERS OF EORZEA

When the Sahagin had summoned Leviathan, Lord of the Whorl, that the unbridled fury of the sea would wash away those who would threaten their livelihood, Limsa Lominsa turned to the Warrior of Light and his allies, who drove this sinister serpent back into the briny deep. However, the Scions of the Seventh Dawn would soon find that the people of Vylbrand were far from the only ones in need of succor.



Revolution

In the wake of the Domans' failed bid for asylum, deep-seated tensions between refugees and Ul'dahn citizens quickly worsened. The manner of the Syndicate's refusal to accept the Domans emboldened the nativists, and the refugees rallied in protests, some of which grew violent. However, in light of how well armed the refuges were, suspicions were raised that the riots may have been instigated by outside forces, and a joint investigation by the Scions of the Seventh Dawn and the Immortal Flames soon yielded a suspect: a merchant in the employ of Teledji Adeledji.

There are men and women who will not scruple to set the world ablaze in the pursuit of power. Teledji Adeledji was one such man, having orchestrated the refugee uprising and its inevitable failure from the start. General Raubahn and the sultana concluded that he intended to exploit the chaos in order to gain control of the Carteneau Flats, a disputed territory, by way of the Carteneau Reclamation Bill, a proposal to annex the region so that refugees might there establish permanent settlements.

In truth, however, Teledji Adeleji's aim was not to claim the Carteneau Flats itself, but what had once been buried deep beneath it: Omega, an Allagan creation not unlike the Ultima Weapon, which had been lain bare by the destruction wrought by Bahamut during the Calamity. Allagan inscriptions indicated it was created to contend with the dreadwyrm himself, and were someone to harness the power of this relic, they would have the strength to subjugate all of Eorzea—or so it was feared.

How precisely to administer the ruins had been a point of contention for some time, which is why each nation maintained a military presence in the region and regularly engaged in what could charitably be called "war games." Ultimately, even should the situation remain unresolved, it was the Alliance leaders' hope that this chaos would serve to dissuade any outside parties from venturing too close.

Alas, despite uncovering Teledji Adeledji's role in recent events, the sultana and those loyal to her could do nothing to bring him to justice, for without incontrovertible evidence of a crime, any aggressive action would only play into his hands...

The Lord of Levin

With the unrest in Ul'dah quelled for a time, the Scions of the Seventh Dawn once more turned their attentions to Gridania, where it was believed that the sylphs had summoned the primal Ramuh. As the beastmen had rarely exhibited signs of aggression towards their neighbors, Kan-E-Senna held hope that their patron god could be persuaded to forego hostilities. She bade the Warrior of Light and his allies seek an audience with the Lord of Levin, and after engaging with the sylphs, the Scions eventually succeeded.

Ramuh was quick to condemn Gridanian and Garlean alike, proclaiming that the good intent of one did not excuse the misdeeds of the other. But though initially dismissive of the Scions' attempts at mediation, upon learning that the Warrior of Light was in possession of the crystal he himself bestowed upon the sylphs, the Lord of Levin elected to suspend judgment until the Warrior of Light himself underwent a trial by combat. Thus was he forced to strike down Ramuh, and in so doing earn the right to champion the cause of peace in the Black Shroud.



Unlike some other primals, Lord Ramuh was no raging avatar of destruction. He was revered as much for his wisdom as his strength, serving as both arbiter and guardian to his children, the sylphs.

The Crystal Braves

Despite the Eorzean Alliance's declaration that the Seventh Astral Era was at hand, and that the realm had entered a new period of peace and prosperity, recent events had made it clear to Alphinaud Leveilleur that nothing could be further from the truth. He concluded it was necessary to establish a realm-wide Grand Company—but while the three nations' leaders were not opposed to the idea itself, endless deliberations over its implementation slowed progress to a crawl. In order to demonstrate the efficacy of such a company and thus encourage the leaders to come to an agreement, Alphinaud then proposed the creation of a smaller, precursor organization—the vanguard to a future-united Eorzea.

The Crystal Braves would operate beyond the limitations of nations and borders in order to tackle the root of the primal threat and effectively counter the schemes of the Ascians. Comprised of valorous men and women recruited from all across Eorzea, they were to answer directly to the Antecedent of the Scions of the Seventh Dawn herself. At the organization's inaugural ceremony, Crystal Brave Commander Leveilleur delivered a rousing speech to the fledgling guardians of Eorzea, who raised their voices and declared as one that they would fight for the freedom of all.

DREAMS OF ICE

The lofty ambitions of Alphinaud Leveilleur had at last been realized, and the newly formed Crystal Braves now stood as the vanguard for a united Eorzea. Together with the Warrior of Light and his allies, they were ready to confront the myriad problems which beset the realm, beginning with a mysterious plot that threatened to bring the land to its knees.

Tendrils of Intrigue

Owing to an anonymous source, the Crystal Braves identified a suspected Garlean agent within the Immortal Flames. Upon further investigation, however, they learned that he was but one of many such agents in the employ of the Ivy, an imperial spymaster who had long ago infiltrated the Grand Company. Uncertain how widespread the Ivy's tendrils were, General Raubahn of the Immortal Flames and Captain Ilberd of the Crystal Braves agreed that they would need to proceed with all due discretion, lest the Ivy become aware of their efforts.

Meanwhile, in the northern lands of Coerthas, the city-state of Ishgard, which had for so long kept her neighbors at arm's length, reached out to the Scions of the Seventh Dawn. Ser Aymeric de Borel, Lord Commander of the Ishgardian Temple Knights and viscount of House Borel, agreed to treat with Alphinaud Leveilleur and the Warrior of Light at Camp Dragonhead, at a meeting hosted by Lord Haurchefant of House Fortemps.

Though Alphinaud had hoped Ishgard might be persuaded to rejoin the Eorzean Alliance, it quickly became apparent that the Holy See had no such intention. Furthermore, to his dismay, the cordial relationship between House Fortemps and the Scions of the Seventh Dawn had come under scrutiny, leading to calls for restrictions on the provision of aid to foreign powers.

The ambassador then revealed the true reason for which he had come to the meeting: the astrologians of Ishgard had foretold the return of Midgardsormr—the fallen guardian of Silvertear Falls—and Ser Aymeric wished to enlist the Scions' aid in keeping watch over the great wyrm's remains. In exchange, he would ensure that the shipments of aid from House Fortemps to Revenant's Toll would continue unabated.

Though it was not the grand success he had envisioned, Alphinaud was nevertheless satisfied with what he hoped would serve as the foundation of a future relationship between Ishgard and her neighbors.



The Lady of Frost

Alas, mere moments after agreeing to terms with Ser Aymeric, Alphinaud learned that the latest shipment from House Fortemps had been waylaid by heretics—rebels who had chosen to cast their lot with the Dravanians, the sworn enemies of Ishgard, with whom they had fought for a thousand years in what was known as the Dragonsong War.

This particular band of heretics was loyal to a mysterious figure known only as Lady Iceheart, and under her leadership they had grown more aggressive, seizing large crystal shipments with alarming regularity. A survivor of the latest attack reported that the heretics had spoken of the impending resurrection of Shiva, the patron saint of the heretics—and a messianic figure whom they likely intended to summon as a primal.

The Scions and the Crystal Braves sprang into action, and together with Ser Aymeric's Temple Knights they managed to track the heretics to a network of secret tunnels in Snowcloak, the great ice wall formed in the aftermath of the Calamity, which was long thought an impenetrable barrier between central and western Coerthas. Deep within this labyrinthine warren the Warrior of Light confronted Lady Iceheart for the first time, only to see her slip away with the aid of an aetheryte, her declaration that "What we do, we do for the greater good," ringing in his ears.

Although she had made considerable efforts to discourage their attempts, the Scions of the Seventh Dawn eventually managed to follow Lady Iceheart to her sanctuary, the Akh Afah Amphitheatre. Once more the Warrior of Light attempted to dissuade her from her path, but in the end he could only look on as the young maiden offered her own body as a vessel for Shiva's soul. The resurrected saint of eld lashed out with a righteous fury, pushing the Warrior of Light to his mortal limits...yet the battle ended as it had begun, with the young maiden kneeling in the snow, cursing his ignorance, before she once more made her escape.

The Scions' other quarry, however, would not prove so elusive. The Ivy—imperial spymaster whom Allied forces, with the aid of Lady Yugiri and her people had labored in secret to track—had at last been identified as none other than Flame Marshal Eline Roaille, General Raubahn's second-in-command. Though the spy escaped her confines once and attempted to seek refuge with her imperial allies, she was eventually recaptured at Raubahn's Push by a combined force of Crystal Braves and Doman shinobi. With the Ivy unmasked and her network of spies in disarray, the Empire's power to observe and influence Eorzean affairs was greatly diminished. Nevertheless, the revelation of Eline Roaille's betrayal had shaken the Alliance to its very core.

Apostate to the Holy See, patron saint to the heretics, Shiva lay down with dragons long ago. A historical figure long dead, she would find new life when summoned into the body of Ysayle, the young maiden who had taken the title of Lady Iceheart.

BEFORE THE FALL

With the emergence of a new emperor in Garlemald, the threat of an imperial invasion once again loomed over Eorzea. Meanwhile, revelations of conspiracy sowed strife among Ul'dah's ruling class, and the sultanate's precarious peace hung in the balance.

The Rising Chorus

After assisting the Crystal Braves with an investigation into a black marketeer suspected of supplying Ul'dahn refugees with weapons, the Warrior of Light was once more summoned to meet with an Isghardian envoy. According to Lucia, First Commander of the Temple Knights, the astrologians of the Observatorium had sounded the alarum, for the dragon star had burned with an intensity not seen in fifteen summers, when the Dravanians routed the imperial fleet in the Battle of Silvertear Skies. The brightening of the dragon star was said to accompany the roar of a great wyrm, and the astrologians interpreted this as a portent of Midgardsormr's imminent resurrection.

The knights of Ishgard were in no position to dispatch forces to the Keeper of the Lake at the time, and so Ser Aymeric bade the Warrior of Light investigate the site on their behalf and ascertain the veracity of the astrologians' claims. Atop the wreckage of the *Agrius* the brave hero confirmed Ishgard's worst fears had come to pass when he confronted the fallen guardian of Silvertear Falls, seemingly risen from the dead. With no choice but to fight, the adventurer engaged the wyrm lord in battle, at last laying him to rest forever.

However, as he turned to leave, the voice of the unbowed Midgardsormr rang out once more, inviting the Warrior of Light to plead his case. Yet his words fell on deaf ears, and the wyrm lord flatly stated that his children now sang of Ishgard's imminent destruction. Midgardsormr then made ready to end the adventurer's life—only to hesitate when Hydaelyn Herself intervened and marked him as one of Her chosen. Midgardsormr then relented—but not before somehow stripping the Warrior of Light of the Mothercrystal's blessing. Revealing that an ancient covenant made with Hydaelyn in a time before time had bound him to the adventurer, the essence of the wyrm lord coalesced into a tiny vessel, through which he would watch, listen, and weigh the worth of Hydaelyn's chosen in the desperate days ahead.



During the Battle of Silvertear Skies, both Midgardsormr and the *Agrius* fell to the earth, and their tangled remnants, known as the Keeper of the Lake, stand as a memorial to that day—a ruined airship, and the charred corpse of the wyrm lord who brought it low, forever devoid of life...

Lucia greeted the Warrior of Light upon his return, and unaware of his new burden, she thanked him for besting Midgardsormr, and for bringing confirmation of the impending Dravanian attack. Ishgard had weathered countless assaults over centuries, and this would be no different—or so she and many others believed.

Life for Death

So long as the Ascians were allowed to act with impunity, the Scions of the Seventh Dawn would be powerless to prevent others from learning the secrets of summoning. Simply striking down the Paragons would not suffice, as with the aid of their Crystals of Darkness, they could discard their physical forms and withdraw to the shore of the aetherial sea, thereby escaping death. Therefore, in order to more effectively combat the primal menace, the organization had secretly begun research into developing a means to permanently dispatch these so-called immortal beings.

One ally in this endeavor was Moenbryda, an accomplished Sharlayan scholar and an authority on aetheryte technologies. Before coming to Eorzea she had been studying white auracite, a material she believed could be used to capture an Ascian soul. A trapped soul could then be obliterated with a concentrated burst, or "blade," of purest aether. Though this method would require a staggering amount of aether to execute, the scholar had devised an ingenious solution: aetheric syphons, which could be used to extract the required energy from corrupted crystals found across Eorzea, enabling one to call upon the necessary energies at a moment's notice.



Unfortunately, while field testing one such device, Moenbryda and the Warrior of Light were approached by an Ascian who introduced himself as Nabriales. Upon sensing that the adventurer was no longer possessed of Hydaelyn's blessing, however, the Paragon teleported away, seemingly intent on taking advantage of the Scions' vulnerability to steal Tupsimati, a legendary staff once wielded by Archon Louisoix himself.

The pair gave chase and arrived back at the Rising Stones to find Nabriales already in the solar with Minfilia, the Antecedent clutching the shards of the broken Tupsimati. With dismissive contempt, the Ascian revealed his plans to use the power yet hidden within the staff to bring about a new Rejoining. He then tore open a dimensional rift, through which he escaped with both Minfilia and the relic she held, and the Warrior of Light followed.

In that otherworldly void the adventurer defeated his Ascian foe and rescued Minfilia, returning all three to the Rising Stones. There, before the weakened Ascian could flee into the void, Minfilia succeeded in trapping his soul within the chunk of white auracite. But try as he might, the Warrior Light was unable to summon enough aether to truly destroy the fiend.

As she witnessed light struggle to triumph over dark, Moenbryda finally came to understand her mentor Louisoix's dedication to his duty. The wounded scholar then expended her own life energy in a brilliant burst of aether, allowing the Warrior of Light's glowing blade to at last pierce Nabriales's essence. The Ascian was defeated, never to return—but in the process, the Scions were deprived of a precious ally and dear friend.

The Steps of Faith

The Scions of the Seventh Dawn had but a moment to mourn their loss before grave tidings from Ishgard commanded their full attention: the Dravanian Horde had at last begun its assault. Ser Aymeric himself had sallied forth with a contingent of Temple Knights and several companies of the noble houses' finest, but though they briefly forced their foes into retreat, the Ishgardians had suffered grievous losses. Once more Lucia came unto the Rising Stones, this time to seek the aid of the Crystal Braves and the Grand Companies in bolstering her city's defenses.

However, the great powers of Eorzea had not forgotten how Ishgard refused to come to their aid at the Battle of Carteneau. While they had no objections to the Crystal Braves' intervention, the Alliance was unwilling to pledge more than a token force to aid in Ishgard's defense. Citing local concerns more deserving of their resources, the leaders refused to provide meaningful assistance, and suggested instead that the Scions make every effort to assemble a contingent of elite adventurers—a volunteer force under the leadership of the Warrior of Light. Adventurers enlisted in the Grand Companies were granted leave to participate, but they would not be obligated to do so.

The Scions rallied what support they could and came to the aid of Ishgard, and for a time their combined forces managed to hold the line. Yet their efforts were undermined through subterfuge when agents loyal to the Lady Iceheart within the Temple Knights helped her to dispel the outermost layer of Daniffen's Collar, a series of arcane wards that protected the Steps of Faith—the sole means of approaching the city.

The mighty dragon Vishap seized upon this opportunity to lead an army of his lesser kin to the bridge in an attempt to destroy the exposed foundations of the remaining wards. Marshalling his forces, the Warrior of Light took up position on the Steps of Faith alongside the Temple Knights, and in a pitched battle that saw many casualties and nearly led to the destruction of the city, Vishap was brought low in a hail of dragonkiller bolts. Upon his death the defenders raised their voices in triumph, for by it the siege of Ishgard had been ended.

The Bloody Banquet

To commemorate Ishgard's victory over the Dravanian Horde, a feast was held in Ul'dah, with the leaders of every nation of the Eorzean Alliance in attendance. Regardless of the fact that the other city-states had refused to pledge considerable aid, all recognized the importance of strengthening ties with the reclusive nation and paving the way for its return to the Alliance as a full-fledged member.

The Scions of the Seventh Dawn were also there that day, having been recognized for their part in lifting the siege, and the Warrior of Light for his valiant efforts as commander of the adventurers' contingent. But in a shocking turn of events, the celebrated hero of Eorzea would be condemned as a regicide.

In the midst of the celebration, Captain Ilberd of the Crystal Braves delivered the Warrior of Light bound into the Fragrant Chamber, and together with Teledji Adeledji announced that, in a private meeting, the Warrior of Light had murdered with poison Her Royal Majesty Nanamo Ul Namo, and that the Scions of the Seventh Dawn were complicit in his crime. The Alliance leaders were understandably skeptical of these claims. Nevertheless, they were powerless to intervene in the domestic affairs of another nation, and had no choice but to defer to the judgment of local authorities.

However, Raubahn Aldynn, commander of the Immortal Flames and loyal advisor to the sultana, was bound by no such restrictions. Driven into an uncontrollable rage by Teledji Adeledji's unconcealed glee at ridding himself of the sultana once and for all, the Bull of Ala Mhigo declared that the merchant was the culprit, executing him then and there for the deed. Lost to fury, Raubahn then advanced upon Lolorito—only to be taken unawares by Captain Ilberd, who severed his arm with a single practiced stroke, and in so doing revealed his true colors as an agent of the Monetarist. The Fragrant Chamber erupted into chaos as guests fled, leaving the Scions alone with their wounded ally and surrounded by their enemies.

Yet when all seemed lost, the Flame General rose to his feet once more, and in the ensuing struggle succeeded in freeing the Warrior of Light from his bonds. As he and Ilberd eyed each other from across the room, Raubahn bade the Scions escape—to clear their names and see justice done—before preparing to cross swords with the man he once called brother.

Thus were the Scions of the Seventh Dawn scattered and forced to flee Ul'dah in infamy, their fates unknown even to one another.



As the banquet was held in the Fragrant Chamber, a hall in which the Syndicate and the crown met regularly to discuss matters of state, attendance was limited to a select few. Owing to this, the dramatic events of that day could be kept secret—though rumors regarding the sultana's poor health abounded.

HEAVENSWARD

So it was that the Warrior of Light, together with some few companions, would come unto Ishgard at the behest of their faithful friend Lord Haurchefant. Though they had been brought low through treachery, their names blackened with royal blood, they yet held hope in their hearts and dreams of redemption...

Coming to Ishgard

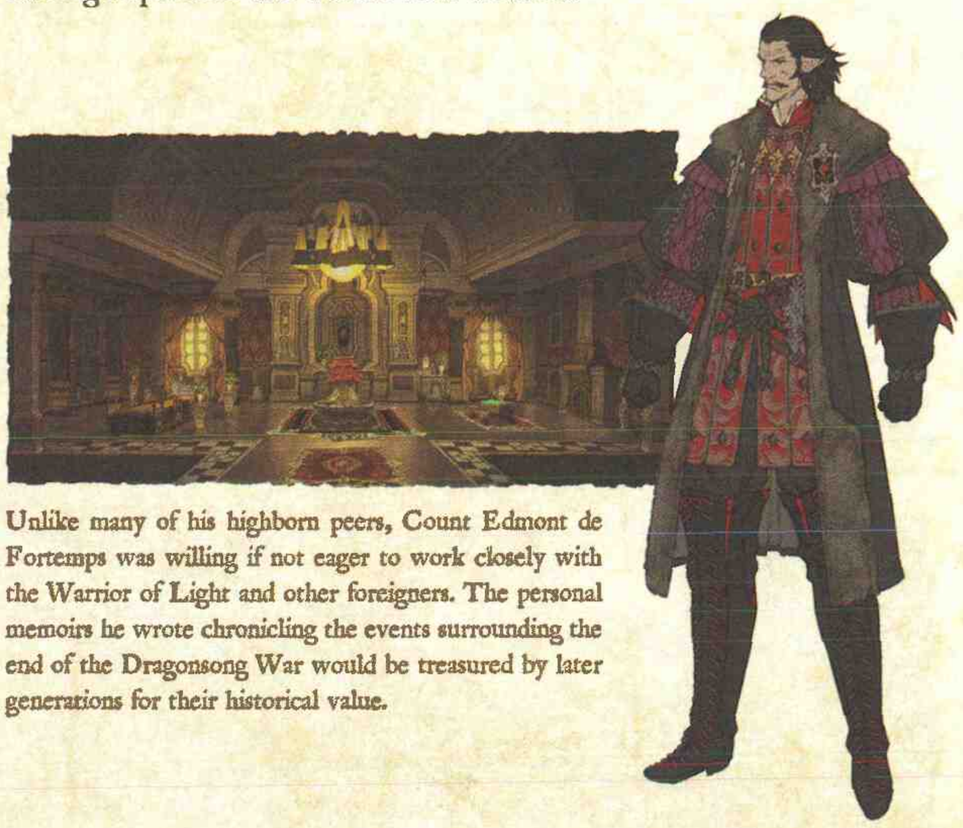
Upon emerging from the Sil'dih ruins through which he had made his escape from Ul'dah, the Warrior of Light was met by none other than Alphinaud Leveilleur. The Scion, who had been betrayed and imprisoned by his own Crystal Braves, had been freed by Pipin Tarupin, Vice Marshal of the Immortal Flames and adopted son of General Raubahn. With the aid of Pipin and a humble peddler, the Warrior of Light and Alphinaud sought out Cid Garlond, who delivered them out of Thanalan and into Coerthas with all haste. Beyond the reach of the Crystal Braves and the Brass Blades at last, the pair sought refuge in Camp Dragonhead, where they were reunited with Tataru Taru and enjoyed a brief respite to consider their next course of action.

After some discussion, the Scions resolved to seek sanctuary in Ishgard with the backing of Lord Haurchefant and his familial connections. They enjoyed the hospitality of Camp Dragonhead until finally being granted admission to the city proper as wards of House Fortemps. And so, together with Alphinaud and Tataru, the Warrior of Light passed through gates long closed to outsiders and arrived in Foundation. There they were greeted by a humble manservant, who then guided them to Fortemps Manor, where they would attempt to begin anew.

Count Edmont de Fortemps, patriarch of House Fortemps, had taken a tremendous risk in granting the Scions his protection, and so Alphinaud soon realized that only by publicly serving Ishgard could the Scions hope to silence his opponents' objections. However, Alphinaud also believed that this arrangement could benefit the Scions in unexpected ways, such as inviting contact with people outside Ishgard who might feasibly know something of their missing comrades' whereabouts.

While he and Tataru focused their efforts on that task, the Warrior of Light aided the count's two trueborn sons, lords Artoirel and Emmanellain, with their activities in Falcon's Nest and at Camp Cloudtop respectively. In western Coerthas, the adventurer uncovered a hidden heretic sanctuary, and in the process was briefly reunited with the Lady Iceheart. To his surprise, the once-defiant heretic leader expressed regret for the atrocities committed by the Dravanians in the second assault upon Ishgard, which had taken place during the banquet in Ul'dah. In the Sea of Clouds, he encountered the Vanu Vanu, a race of bird-like beings, and discovered that like so many other beast tribes, they had called upon a primal for salvation—in this instance, Bismarck, the Lord of the Mists.

However, the Warrior of Light's actions did not serve to endear the Scions to all the inhabitants of Ishgard. In what Lord Edmont surmised was nothing more than a political ploy to defame House Fortemps, Alphinaud and Tataru were arrested by Ser Grinnaux, a knight of the Heavens' Ward, on the charge of fomenting heresy. These twelve chosen sers answered to none save the archbishop himself, and their testimony was unimpeachable. As such, under Ishgardian law, only the Fury could disprove Ser Grinnaux's claims by granting victory in a trial by combat between the accuser and the accused. Owing to his magical talents, Alphinaud was capable of fighting, but as Tataru was not, the Warrior of Light was allowed to fight in her place as champion. And so, under the watchful gaze of the Fury, and the assembled gentry of Ishgard, the two Scions fought and defeated Ser Grinnaux and Ser Paulecrain, thereby earning Alphinaud and Tataru their freedom.



Unlike many of his highborn peers, Count Edmont de Fortemps was willing if not eager to work closely with the Warrior of Light and other foreigners. The personal memoirs he wrote chronicling the events surrounding the end of the Dragonsong War would be treasured by later generations for their historical value.

Keeping the Flame Alive

Shortly after the trial by combat was concluded, the Warrior of Light received an invitation to a personal audience with His Eminence Archbishop Thordan VII. The archbishop warmly welcomed the adventurer, apologizing for the misunderstanding which led to Alphinaud and Tataru's incarceration. Having taken the highly unusual step of dismissing his personal guard, he then revealed that he had communicated with the Ascians, going on to explain that he was paying lip service to their wishes while plotting to move against them. He bade the Warrior of Light assist him in this endeavor, stating that only by wresting Eorzea from shadowless villains' grasp could a lasting peace ever be forged.

Yet this would not be the only troubling revelation that day, for upon returning to Fortemps Manor, Tataru Taru reported that Raubahn Aldynn was to be executed for crimes against the sultanate. Determined not to lose yet another ally, the Scions resolved to do everything in their power to rescue the deposed Flame General. They traveled to Limsa Lominsa and met with Admiral Merlwyb, who had remained a stout ally and had been working closely with Doman shinobi to ascertain Raubahn's whereabouts. She directed them to her contact in Revenant's Toll, who had learned that Raubahn had been taken to Halatali in Thanalan. Together with the Domans, the Scions then rescued Raubahn from the clutches of the traitorous Crystal Braves.

Outside Halatali, Raubahn and the Scions were approached by a messenger, who claimed that his mistress was sympathetic to their cause and bade them return to the Waking Sands in Vesper Bay. Intrigued, they accepted this invitation, and upon arriving at the Scions' former headquarters, they were greeted by a number of familiar faces—Urianger, Pipin, and Papashan.

Soon after, it was revealed that the messenger's mistress was Dewlala, head of the Order of Nald'thal and member of the Syndicate. To Raubahn's immense relief, she confirmed a suspicion Alphinaud had long harbored: that Nanamo Ul Namo had not been murdered and was in fact still alive, and was likely confined somewhere in a state of induced slumber. Raubahn resolved to free her from her captivity, and thereafter see that Lord Lolorito and all others involved were made to answer for their part in the betrayal.

In Search of Lady Iceheart

Regrettably, the Scions had precious little time to enjoy their reunion with General Raubahn. Nidhogg's forces, twice before beaten back, were preparing to resume their siege of the Holy See. Upon returning to the city, the Warrior of Light and his comrades were faced with a choice: to remain in a besieged Ishgard, or seek sanctuary elsewhere. But though Lord Edmont would have them seek shelter from this storm, the time for running had passed. Together, they would stand and fight.

Yet even should the knights succeed in turning back the Horde, the casualties would be catastrophic. Recognizing this, Alphinaud proposed that he and the Warrior of Light seek out Lady Iceheart, who had expressed contrition for her crimes, and persuade her to act as their intermediary in an attempt to convince Nidhogg to abandon his bloody course. They would be aided in this diplomatic mission by an unexpected ally: the Azure Dragoon, Estinien, who wished to be present in the event negotiations failed and there was no recourse but to slay the beast outright. Thus did the three journey to western Coerthas, seeking to learn what they could of the heretics and their elusive leader, before eventually managing to summon her to a peaceful parley, where she related the history of treachery that fueled Nidhogg's wrath and the Dragonsong War.

Twelve hundred years ago, an Elezen tribe first sought to claim the lands of Coerthas as their home—lands which were already home to dragonkind. Thus did a bloody war begin, a war that may have never ended were it not for a woman named Shiva. While those around her fought and died, she attempted to parley with the dragons, and in so doing discovered them to be possessed of profound intelligence and reason. The great wyrm Hraesvelgr in particular so enchanted Shiva that she found herself growing to love the creature, whom her people considered a monster.

In the eyes of a near-immortal dragon, however, the fleeting life of an Elezen is as that of a freshly cut rose—scarce has the flower bloomed before it begins to fade and wither. Such melancholy musings plagued Hraesvelgr, who had found in Shiva an unexpected and beloved soulmate. Unable to bear the thought of their separation, the maid bid the wyrm consume her, that their spirits might be entwined for eternity. Though loath to perform the deed, Hraesvelgr ultimately gave in to her plea, and soon thereafter, the tale of their ill-fated love spread throughout the two warring factions. No more could they raise blade or claw against one another, knowing that the souls of their kin were so inextricably bound. In the days that followed, man and dragon learned to live in harmony, and together built a nation unlike any the world had ever known.

For two hundred years did this blissful age of peace continue, as it would to this day, had vilest envy not stirred in the hearts of the Elezen. It was said that wyrms owe their longevity to the boundless reserves of vitality found within their eyes—and 'twas in this belief that a traitorous band of knights deceived their allies of some two centuries, and took by force that which they coveted.

Nidhogg—he who then stood poised to unleash his wyrmlings upon Ishgard—was the great dragon who lost an eye to Elezen treachery, and until he prised it from the hands of the traitors' progeny, no amount of conciliatory words would stay his fury.

So spoke the Lady Iceheart, who had learned the truth when walking in the memories of Hraesvelgr himself years ago, for like the Warrior of Light, she too possessed the Echo. Nevertheless, Estinien was quick to question the veracity of her account, and reiterated his belief that Nidhogg was lost to reason, prompting Alphinaud to propose that they instead seek out Hraesvelgr, who had once before endeavored to end the violence between dragon and man. Iceheart agreed to guide them to him, and so the four set forth for his home in Dravania.





The Lord of the Hive



At the behest of the Lady Iceheart—or Ysayle, as she requested they address her henceforth—the party stopped at the village of Tailfeather within the Chocobo Forest to rest and make inquiries before pushing on towards Sohm Al. The village's leader, Marcechamp, told them of the beast tribe known as the Gnath, and of their recent acts of unprovoked hostility. According to the hunter, no one in the region—not even the mighty Dravanians—had been spared the insect-like people's aggression. Vidofnir, the leader of the dragons who call the ancient ruins of Anyx Trine home, later confirmed this account, declaring that she could not leave her post unguarded for fear of the Gnath's god. Suddenly, the beastmen's aggression began to make sense—they had been acting under the influence of a primal.

Alphinaud understood that so long as the primal was permitted to remain, the way to Sohm Al would remain closed, and so the Scion proposed that they deal with the threat to the Dravanians' territory in exchange for safe passage. The bargain was struck, and the party retraced their steps, returning to Tailfeather before then seeking the counsel of the Vath, a group of outcasts who lived apart from the main colony of Loth ast Gnath. The Nonmind, as they called themselves, had been severed from the Onemind and thus were not party to their thoughts, nor were they loyal to their warlike god, Ravana. Ultimately, they could provide the party with little in the way of useful information as to how the primal might be engaged, save for an offhand suggestion that they offer themselves as sacrifices.

Ysayle and the Warrior of Light decided to heed the Vath's advice and surrendered themselves to the Gnath after dispatching no small number of their drones. The plan worked, and soon the pair found themselves dragged before Lord Ravana, Master of the Sacred Blades and Wrath of the Colony.

Seizing the opportunity, Ysayle boldly challenged him to a contest of might. Should the pair prevail, the Gnath would cease hostilities with the Dravanians; but should Ravana emerge the victor, they would join his army as eternal thralls. Having goaded the primal into accepting her terms, Ysayle drew upon the energy of the Gnath's hoarded crystals to transform herself into Saint Shiva. Even with Shiva's great strength, however, the heretic leader was no match for Ravana's flashing blades, leaving the Warrior of Light to take to the field alone.

After a long and furious battle, Lord Ravana at last laid down his weapons, defeated. He duly proclaimed the Warrior of Light the victor by sacred rite of combat, and vowed to call his followers back from the dragons' domain.

Mountaintop Diplomacy

True to her word, Vidofnir opened the way to Sohm Al, and at the end of the perilous mountain path the Warrior of Light and his companions came to a domain where dragons and men had once lived in harmony, whose majesty no mortal eye had glimpsed for nigh on a thousand years. Yet in a strange twist of fate, they would first encounter none other than a moogle, who fled upon spotting the unexpected travelers.

Thanks to the diplomacy of Kan-E-Senna—and the sight of her companion Kuplo Kopp's familiar form—the moogles of the Churning Mists were at last persuaded to reveal themselves. Despite Kuplo Kopp's reassurances, however, the moogles' chieftain, Moglin, was not convinced that the Warrior of Light would act in his people's best interests. It was decreed that the party would undergo a number of trials that Moglin might judge them worthy of his assistance. In truth, however, they were nothing more than a convenient distraction—a means to keep the Warrior of Light and his companions occupied while the moogles secretly repaired the horn required to summon Hraesvelgr.

With the horn in their possession, the party departed for Zenith, and there atop the ruins of the ancient palace beckoned the great wyrm to parley. To their great relief, he answered the horn's call at once, but their hopes were soon dashed by the harsh words—and the grim truth—he rendered unto them that day.



Heart of Ice

Hraesvelgr was displeased to find that his sanctuary had been invaded by the children of man, and he only grew further incensed when Ysayle proclaimed herself to be Shiva reborn. The wyrm angrily decreed that the spirit she had summoned belonged not to Shiva, but was a shade conjured by her own fancy—a deity of her own making, crafted with the knowledge she had gleaned from her visions years ago.

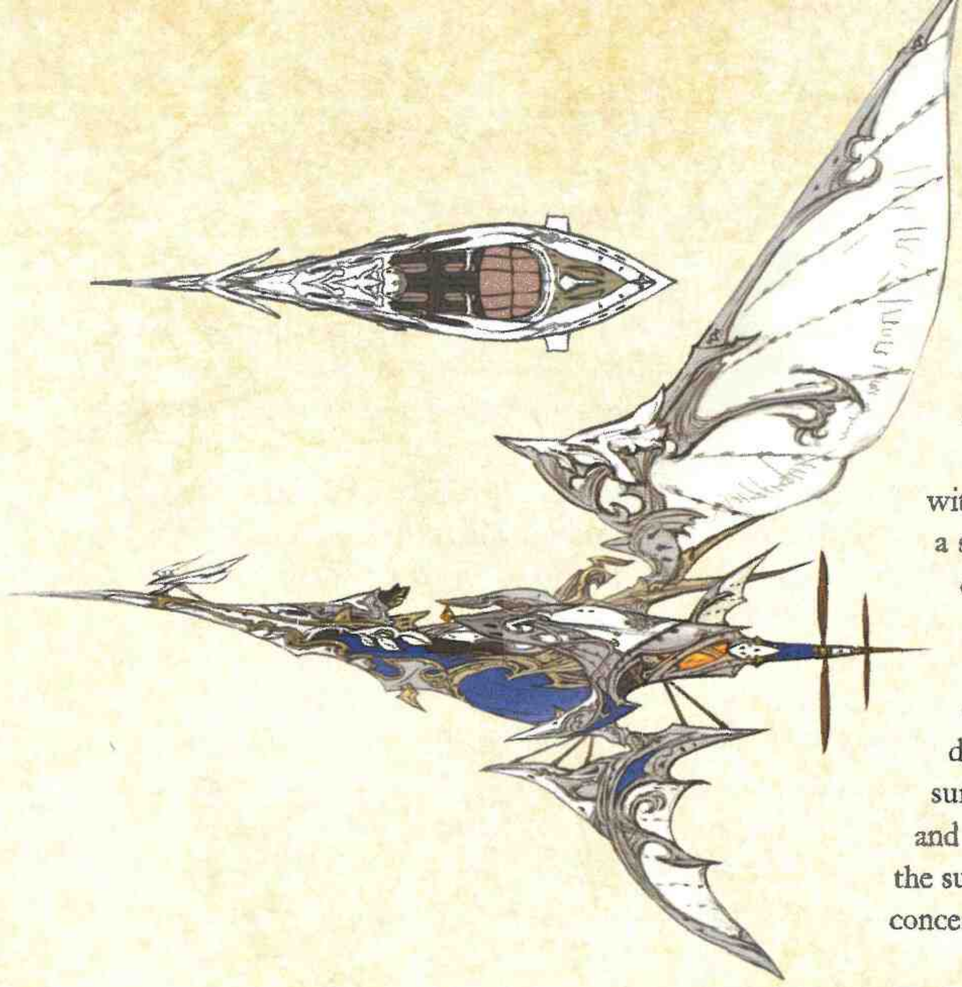
Shaken but undeterred, Alphinaud implored Hraesvelgr to join his voice to theirs in a call for peace and forgiveness. But, in response, the wyrm recounted the tale of his brood-sister Ratatoskr's murder and the treachery of King Thordan.

In the two centuries of harmony that followed Saint Shiva's sacrifice, the Elezen learned that the eyes of a great wyrm were the wellspring of his strength. Out of the selfish desire to possess that strength, King Thordan and his leal knights lured Ratatoskr into an ambush, and took from her that which they craved. They feasted upon her eyes in the manner of wild beasts, and in so doing gained strength beyond that of mortal men.

Nidhogg was the first to learn of the atrocity, and he took to the skies, hungry for vengeance. But though he slew Thordan and some few of his knights, their fellow butchers knew only too well where to aim their spears, and with now-practiced savagery, they claimed his eyes and sent him flailing from the field.

When pressed for evidence of his claims, Hraesvelgr observed that all the traitors' progeny bore a trace of Ratatoskr's essence, and but a single sip of dragon's blood was enough to awaken it. Those who abandoned their loyalties would be rewarded with a drink, and thus be transformed, to join the ranks of Nidhogg's ever-growing army as newborn dragons. One by one, through death or defection, his brood-brother would account for all of the betrayers' children.

Though Hraesvelgr had revealed much that was hidden about Ishgard's bloody history, it did naught to change the fact that the Warrior of Light and his companion's mission had ended in failure. With their hopes for peace shattered, it was time to consider more desperate measures.



New Winds, Old Friends

If Ishgard was to be spared, then Nidhogg must be slain. Such was the opinion of Estinen following the failed negotiations at Zenith. Though she could not condone their actions, Ysayle had not the strength of will to oppose them, and so the party left her and her shattered faith behind, continuing eastwards towards the Aery, the home of the dread wyrm.

However, having sensed the death of his consort, a wary Nidhogg had surrounded his lair with a barrier of impenetrable winds. Gazing upon the scene, Alphinaud was reminded of how a similar barrier once barred their entrance to the primal Garuda's domain, until they had discovered means to penetrate it with the aid of the engineer Cid nan Garlond. Leaving Estinien to stand watch over the Aery for a time, the Warrior of Light and Alphinaud returned to Ishgard, where they found Cid—and perhaps more importantly his two employees Biggs and Wedge, who had been hard at work at the Skysteel Manufactory developing a diminutive airship known as a "manacutter," which seemed an ideal means for surmounting the Aery's defenses. As they set about explaining the craft's various advantages and disadvantages, however, the door burst open to admit a panting Tataru, who had news of the sultana. Noting the urgency of the situation, Cid bade the Warrior of Light and Alphinaud concentrate on matters in Ul'dah while he and his engineers continued work on the manacutter.

Awakening in Ul'dah

The Warrior of Light and Alphinaud returned to the Waking Sands and there met with Raubahn, who despite his injury had regained considerable strength. He and his allies had concluded that the sultana was most likely being kept in a poison-induced sleep somewhere within the palace. However, before any attempt would be made to rescue her, they deemed it prudent to track down her poisoner: Meriel, the sultana's former lady-in-waiting.

Taking care not to alert the Monetarists or their agents, the group converged upon the Silver Bazaar, where they confronted the former lady-in-waiting. But before Raubahn could wring the truth from the trembling Meriel, Prioress Dewlala appeared, accompanied by Lord Lolorito, who proceeded to reveal the details of the assassination plot.

All of his actions, he claimed, were intended to expose and eliminate Teledji Adeledji, and to ensure the stability of Ul'dah. Captain Ilberd had been complicit in the scheme from the beginning, his services having been secured with a promise to support Ala Mhigan independence once Lolorito's authority had been solidified.

However, Ilberd had grown to despise his fellow countryman Raubahn, calling him a traitor to their people and a disgrace to their homeland. His hatred had driven him to order the deposed Flame General's execution against Lolorito's wishes, forcing the merchant to sever all ties with his agent and withdraw his support of the Crystal Braves.

As proof of his good intentions and a gesture of conciliation, Lolorito presented Raubahn with the means to rouse the sultana from her deathlike state. Although he cared not for the merchant's motives, Raubahn recognized that Lolorito had saved the sultana's life, and for that he was willing to forego his vengeance. So it was that Nanamo Ul Namo was at last awoken from her slumber, and Raubahn Aldynn was reinstated as general of the Immortal Flames.



Into the Aery

With matters in Ul'dah resolved, the Warrior of Light returned to the Skysteel Manufactory in Ishgard. There, he met with Cid Garlond once more, who was pleased to announce that the manacutters were undergoing final adjustments, and would soon be ready to fly.

Together with Estinen, who had recently returned to the capital, the Warrior of Light then met with Ser Aymeric and apprised him of recent developments, as well as their plan to assault the Aery and slay Nidhogg once and for all. The lord commander did not hesitate to pledge his blade to this cause, but Estinien was steadfast in his refusal, for should they fail, it would be Ser Aymeric's duty to command the city's defenses against the Horde. Alphinaud, too, wished to participate in the great endeavor, but he was denied by Estinien as well, who acknowledged his promise but believed that his skills would not suffice. So it was that the Warrior of Light and the Azure Dragoon set forth to engage the dread wyrm Nidhogg in a battle that would forever change the course of history.

As one of the First Brood, Nidhogg was more than a match for any mortal being. Yet Estinien was possessed of a secret weapon: the Eye of Nidhogg, safeguarded by the Holy See for centuries. An ancient relic and a wellspring of power, passed down from Azure Dragoon to Azure Dragoon through the ages. With the Eye, Estinien could not only drawn upon the wyrm's strength, but suppress *it* as well.

Aided by the Azure Dragoon, the Warrior of Light finally succeeded in bringing the mighty creature down. Estinien then took to the air and delivered the coup de grâce, gouging out Nidhogg's remaining eye with his legendary spear Gae Bolg and sending the lifeless wyrm tumbling into the clouds below.



The Dragonsong's Beginnings

Nidhogg, that incarnation of rage who had tormented the people of Ishgard for nigh on a thousand years, was dead, his remaining eye a trophy for the Azure Dragoon. As he looked on his triumphant ally, the Warrior of Light was treated to another vision of the past through the power of the Echo.

He bore witness to the aftermath of another battle with Nidhogg long ago, in which Haldrath, the son of the fallen King Thordan I, and his surviving knights claimed the dread wyrm's two eyes. But unlike his father, Haldrath lamented the dark deeds which were done that day, and so he foreswore the throne and embarked upon a journey to repent for his sins.

Others followed his example, renouncing Thordan's legacy, and when all was said and done, four knights remained. Four knights who would found the four great houses of Ishgard—Fortemps, Haillenarte, Durendaire, and Dzemael. Together they would shape their nation with a history of their own making and consign the bitter truth of their betrayal to oblivion.

The Warrior of Light shared this revelation with his companion, who though greatly troubled had no choice but to accept it as immutable truth. Yet from these answers rose another question: for if Haldrath had taken with him one of Nidhogg's two eyes and entrusted the second to the founders of Ishgard, then whence came this third eye which Estinien had claimed but moments ago?

In search of answers, the pair returned to Zenith, where Ysayle yet lingered, unable to come to terms with the magnitude of her self-deception. They summoned Hraesvelgr once more, who reclaimed the third eye as his own. Once more, by the power of the Echo, the Warrior of Light was made to know the truth—the beginning of a thousand-year torment. Bereft of his eyes and howling with rage for the murdered Ratatoskr, Nidhogg decried Hraesvelgr for placing his faith in man for the love of Shiva. He beseeched his brood-brother for the strength to punish the murderers and every child of their line, and with it began the terrible vengeance which consumed him until his dying breath.

Hraesvelgr confirmed what the Warrior of Light had seen—that he had helped condemn the people of Ishgard to an eternity of suffering. Though the truth of the Dragonsong War's beginnings had at last been laid bare, the adventurer and his companions found no solace in the knowledge.

Unrest in Ishgard

Alas, Nidhogg's death did not mark the end of Ishgard's troubles. As the party reflected upon the many truths they had learned, Ser Aymeric contacted Estinien via linkpearl to inform them that heretics had infiltrated the capital and begun an uprising within its walls. Joined by Ysayle, who had no knowledge of her people's plans, the party returned to Ishgard and sought to bring a peaceful end to the senseless destruction. Chaos reigned in the streets as fires raged and the heretics cried for blood, but heedless of the danger the Warrior of Light and his companions pushed on, until they met with the vanguard of the advancing mob. Ysayle stood before them and delivered an impassioned speech, declaring Nidhogg and his quest for vengeance to be dead and imploring her people to go in peace. Though they heeded her words and thereafter quit the city, tensions remained high in the wake of their assault.

At Fortemps Manor, the Warrior of Light and his companions revealed to their Ishgardian allies the sordid origins of the Dragonsong War. Unsurprisingly, all were troubled by the revelation that the Ishgardian faith was built upon a lie. Moreover, as the structure of Ishgardian society presupposed a stark difference between the origins of the lowborn and highborn, the fact that all Ishgardians could trace their ancestry to the surviving knights twelve threatened to undermine the foundations of their class structure.

Overcome with emotion, Ser Aymeric declared that these lies could not be suffered to continue, for Ysayle would share the truth with her followers, and the Holy See would be powerless to stop its spread. No longer ruled by a common fear of the dragons, the lowborn and highborn would be free to turn on one another. The disenfranchised would rise up, united, and blood would flow in the streets once more.

Ser Aymeric fervently believed that Ishgard could only be saved by revealing the truth and striving for fundamental change. To that end, he left to confront the archbishop alone—despite the others' warnings that he was certain to be branded a heretic for his trouble.

Though all present were doubtful as to the wisdom of Ser Aymeric's plan, Lucia was determined to support her commander. However, she also professed that should he fail to return from the Holy Vault, she would not hesitate to marshal forces to set him free. The Warrior of Light, Alphinaud, Estinien, and Lord Haurchefant all agreed that should the worst come to the worst, they too would join in his rescue.



A Knight's Calling

Having seen the determination writ upon the faces of those around him, Lord Edmont pledged the support of House Fortemps to Lucia's plans. Alas, even with an army of knights at their disposal, a direct assault on the Vault would be fruitless. However, there was one other faction whose aid would prove invaluable to their cause: a group of lowborn revolutionaries headquartered in the Brume that would doubtless be eager to see the established order overturned.

Alphinaud and the Warrior of Light made their way to the lowest levels of Foundation and asked after the revolutionaries and their elusive leader, the Mongrel. Though the locals were not wont to speak freely of the group, the party's efforts eventually bore fruit, and they were granted an opportunity to plead their case at a private meeting in the Forgotten Knight.

As Alphinaud attempted to win the revolutionaries' cooperation—seemingly in vain—Ser Charibert, a knight of the Heavens' Ward, strode into the tavern, accusing all present of plotting insurrection. With no recourse left to them, the Warrior of Light and the others stepped outside to confront the knight and his men, and soon Saint Valeroyant's Forum was transformed into a bloody battlefield.

Joined by Lord Haurchefant and Lucia, the Warrior of Light and his comrades managed to overwhelm Ser Charibert, who withdrew. However, the joy of victory soon faded when they learned that Ser Aymeric had been imprisoned, and the Heavens' Ward placed in command of the Temple Knights. Clearly, they could wait no longer to act.

Lucia's plan to rescue Ser Aymeric hinged upon luring the bulk of Ishgard's defenders out of the city. Correctly deducing that the revolutionaries had recruited knights in service to the High Houses, she bade Hilda help by ordering these sympathizers to spread word of a heretic army massing outside the Gates of Judgement, and the revolutionaries' leader agreed. At last, the assault on the Vault could proceed.

While Lucia and Lord Haurchefant led a party into the gaol beneath the Vault to free Ser Aymeric, the Warrior of Light and his men aimed for the highest levels and attempted to capture Archbishop Thordan VII. After facing wave after wave of Temple Knights and the Heavens' Ward besides, the adventurer and his allies stood at the pinnacle of the Vault, unbowed. Unable to repel their advance, Ser Zephirin ordered a full retreat, and the Warrior of Light gave chase. Rejoined by Lucia's party and a wounded Ser Aymeric, he pursued Thordan VII, finally catching up with him as he prepared to board an airship and escape.

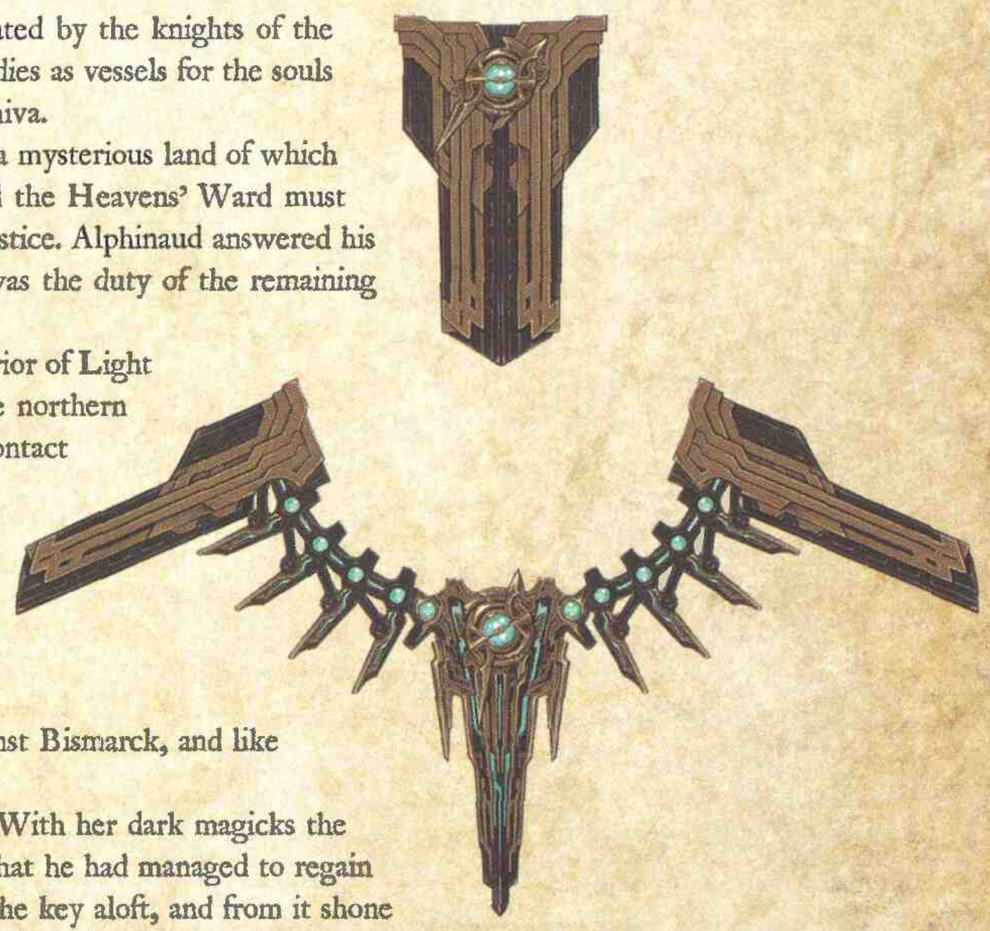
The Warrior of Light rushed headlong towards the vessel—but in his haste to apprehend his quarry, he failed to notice a transformed Ser Zephirin taking aim, a spear of pure light in his hand. Alert to the danger, Lord Haurchefant bellowed a warning and raised his shield in the Warrior of Light's defense, but the steel gave way, and the spear found a mark.

The airship forgotten, the allies surrounded Lord Haurchefant, who lay upon the ground struggling to breathe. As Ser Aymeric cradled him in his arms, the fallen knight looked to the Warrior of Light with a mixture of agony and relief, and bade him favor him with a smile...before the light left his eyes forever.

The Key to Azys Lla

The Warrior of Light and the others reflected upon the unnatural powers demonstrated by the knights of the Heavens' Ward, and ultimately concluded that the knights must have used their own bodies as vessels for the souls of the legendary King Thordan and his knights twelve, much as Ysayle had for Saint Shiva.

Though Ser Aymeric knew not his father's plans—or the significance of "Azys Lla," a mysterious land of which the archbishop was heard to speak before fleeing—he declared that the archbishop and the Heavens' Ward must be stopped, and implored the Scions of the Seventh Dawn to help bring his father to justice. Alphinaud answered his request by stating that if the Heavens' Ward had indeed harnessed primal powers, it was the duty of the remaining Scions to oppose them.



So began the hunt for the Soleil, the archbishop's personal airship. Once more the Warrior of Light and Alphinaud turned to Cid Garlond, who with the Enterprise delivered them to the northern reaches of the Sea of Clouds, where the Soleil had last been seen. There the party made contact with Vanu Vanu of the Zundu tribe, who revealed to them that the archbishop had come in search of the key to Azys Lla, a land of forbidden secrets. However, their quest was complicated by the fact that Bismarck, the insatiable white whale that was the primal of the Vanu Vanu, had devoured the island upon which the key was kept.

That they might deny the archbishop his prize, Cid conceived a plan to lure out the ravenous primal by using the Enterprise to tow a small island through the Sea of Clouds. From this selfsame island the Warrior of Light then launched his offensive against Bismarck, and like so many before the Lord of Mists soon fell to his might.

It was then that the archbishop and the Ascian Igeyorhm chose to reveal themselves. With her dark magicks the Ascian effortlessly plucked the key from the Warrior of Light's grasp, despite the fact that he had managed to regain the blessing of Light—albeit at a fraction of its former strength. The archbishop raised the key aloft, and from it shone forth a beam of light which split the heavens, revealing the way to the legendary floating isle. The Warrior of Light could only watch, powerless, as the archbishop and Igeyorhm then departed for Azys Lla.



An Engineering Enterprise

Though their efforts had ultimately served to aid the archbishop, the Scions were not about to admit defeat. Before resuming their pursuit of the Heaven's Ward, however, the Warrior of Light and Alphinaud paid a visit to Ok' Zundu, to inform the Vanu Vanu that Bismarck was no longer a threat. To their shock, upon arriving in the village, they were greeted not by the chieftain but by a contingent of imperial soldiers under the command of Regula van Hydrus and escorted by Varis zos Galvus, the newly crowned Emperor of Garlemald, who like the archbishop coveted the secrets of Azys Lla. After taking measure of the two Scions, Varis ordered the execution of the beastmen. Yet before they could carry out his command, Lucia, piloting a suit of magitek armor, forced the imperials to withdraw with a barrage of cannon fire, and escorted the two Scions back to the *Enterprise*.

The airship followed the path marked by the beam, and before long the Warrior of Light and his companions found themselves nearing Azys Lla. However, they soon discovered that it was surrounded by an impenetrable barrier which threatened to tear the *Enterprise* apart, and so they set course for Ishgard that they might make repairs and discuss how to breach the floating isle's defenses.

Cid believed that it might be possible to pierce the barrier surrounding Azys Lla by mounting a ram of condensed aether on the *Enterprise*. There was just one problem: he had not the faintest idea how to make one. Designing such a device would require the expertise of a true authority in the field—an authority such as Moenbryda or Y'shtola. Alas, Moenbryda had perished, and Y'shtola was nowhere to be found—that is, until Tataru acquired a clue.

During their search of the Sil'dih Aqueducts, the Immortal Flames had discovered Y'shtola's wand. After close study, Urianger determined that the Archon had invoked Flow, a forbidden teleportation magic, in order to make her escape. Traces of her passing led to the Twelveswood and suggested she remained there, her essence adrift in the Lifestream. And so the Scions turned to the Seedseers for assistance, who in turn petitioned the elementals' aid in plucking Y'shtola from the aether.

The First Flight of the *Excelsior*



After being briefed on the situation regarding Azys Lla, Y'shtola flatly stated that she lacked the knowledge to build an aetheric ram. However, she knew someone who could: her former master, Matoya, who had been living as a hermit on the fringes of Sharlayan, in the Dravanian hinterlands. After an unexpectedly eventful journey to the previously thought abandoned colony, the Scions met with Master Matoya, who was willing to lend her aid to their cause.

The esteemed scholar revealed to them that long ago she had developed a device known as an aetheric converter, which could be used to draw in and concentrate aether to produce a destructive force that could conceivably breach the barrier surrounding Azys Lla. The fruits of her research were apparently compiled within a tome which then lay sealed within the Great Gubal Library, and the Scions had to overcome the dangers within in order to retrieve it.

Armed with the knowledge to build the aetheric ram, Cid Garlond set to work with obvious relish. When finished, he rechristened his airship the *Enterprise Excelsior*—or simply the *Excelsior*, should one prefer. Alphinaud, Y'shtola, Estinien, and the Warrior of Light took their places aboard the vessel, and together with Cid and his two assistants departed for Azys Lla once more.

As they approached the floating isle, Estinien brought forth the Eye and channeled its boundless energies to fuel the newly installed aetheric ram, which made short work of the Allagan barrier. However, the party would have no time to celebrate, as moments later the *Enterprise Excelsior* found itself within the shadow of a gargantuan vessel. Successor to the *Agrius*, the imperial flagship lost at Silvertear Falls fifteen years ago, the *Gration* was the newest addition to the imperial fleet and the pride of the VIth Legion. The imperial battleship had lain hidden within the cloud bank, waiting for the Scions to defeat the Allagan defenses—and now the path was clear.

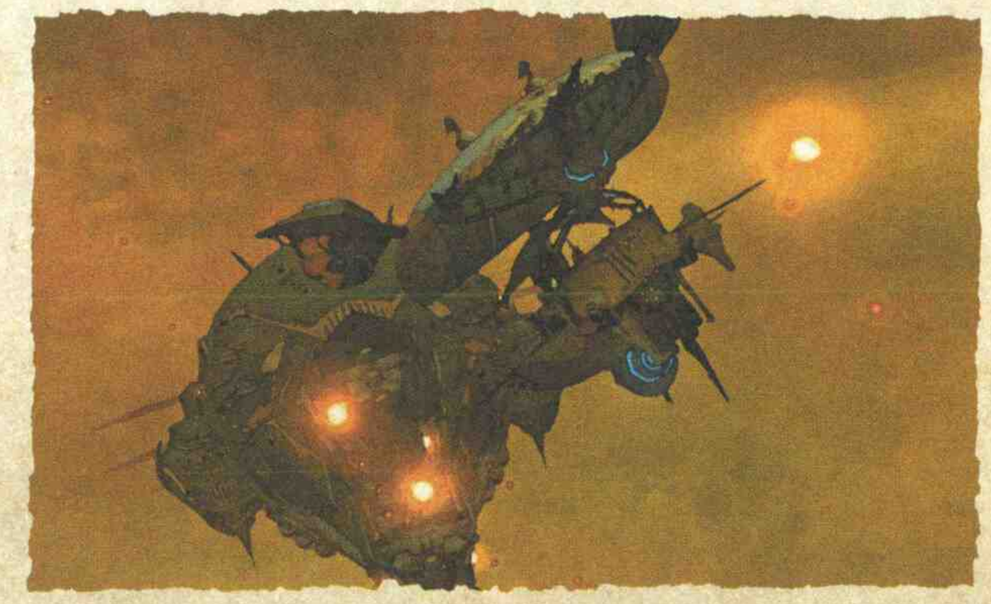
The *Gration* opened fire on the *Enterprise Excelsior*, and the smaller vessel struggled in vain to evade the explosions which bloomed throughout the sky. Hopelessly outmatched, they braced themselves for the inevitable, when from the west appeared Hraesvelgr, and upon the wyrm's back, Ysayle.

Wracked with guilt for the countless lives lost to her crusade and seeking to atone for the sins committed in Saint Shiva's name, the young maiden had yearned to come to Azys Lla that she might fight alongside the Warrior of Light once more. She beseeched Hraesvelgr that he might bear her to the adventurer's side, and even in his melancholy, the wyrm could not deny her.

Ysayle leaped from Hraesvelgr's back and plunged headlong towards the *Gration*, clutching tightly to her breast a Crystal of Light once bequeathed to her by Hydaelyn long ago. Transforming into Shiva, she turned to face the enemy battleship, and engaged it single-handed so that the Warrior of Light, in whom she placed her hopes and dreams for the future, could live. She froze the battleship's missiles and cast them back, ripping holes in its reinforced hull. She encased herself in a great glacier of ice and rammed the vessel with all her might, bringing it to a grinding halt. Yet the *Gration*, the largest airship ever built, withstood her desperate assault.

As the *Enterprise Excelsior* sped safely towards Azys Lla, the Warrior of Light and his companions could only watch helplessly as the *Gration* took aim at an exhausted Shiva and fired, again and again. Returning to her original form, Ysayle fell...but with a smile on her lips for those she had saved.





Fetters of Lament

By Ysayle's sacrifice had the Scions and their companions at last set foot on Azys Lla. Determined that her death should not be for naught, they set forth to explore the area, and with the aid of ancient Allagan technology they determined that the archbishop was likely inside the Aetherochemical Research Facility, at the heart of the floating isle. To reach him, however, they would first need contend with the imperial troops from the *Gration*, which had also made landfall on the isle.

While Alphinaud, Y'shtola, and Estinien kept the forces of the VIth Legion occupied, the Warrior of Light proceeded towards the Aetherochemical Research Facility alone. Along the way he encountered Tiamat of the first brood, who had consigned herself to an eternal punishment within her Allagan prison for consorting with the Darkness five thousand years before. She explained that during a great war between the Allagans and the dragons of Meracydia, Bahamut, her brood-brother and mate, had been slain. In her grief, she heeded the counsel of the Ascians, and with their dark arts she summoned forth Bahamut from the aether—only to discover that the primal was but a cruel mockery of her beloved.

As the Warrior of Light reflected on this cautionary tale and once more resolved to oppose the Ascians, the last remnants of the wall Midgardsormr had built around his soul shattered, and the blessing of Light once more abided within Hydaelyn's chosen.

Having borne witness to this triumph of will, the Father of Dragons was at last convinced that the Warrior of Light was worthy of Hydaelyn's favor. Before the adventurer's eyes the avatar of the great wyrm shifted and grew, until at last it was large enough to bear him on its back to the Aetherochemical Research Facility. There the Warrior of Light fought and defeated Regula van Hydrus once more, and delved deeper into the heart of the floating isle and towards his quarry.

King Thordan and His Knights Twelve



While fighting his way through the Aetherochemical Research Facility, the Warrior of Light found himself face-to-face with two Ascians: Lahabrea, who had gifted Gaius van Baelsar the Heart of Sabik and brought Eorzea to the brink of destruction once before, and Igeyorhm, who had stolen the key to Azys Lla and placed it in the hands of the archbishop. In a bid to eliminate the adventurer, the Ascians attacked as one, but with Hydaelyn's blessing restored, they were no match for him.

Realizing the battle was lost, Igeyorhm attempted to flee, but before she could make good her escape, the Warrior of Light entrapped her within a piece of white auracite—a final legacy of Moenbryda's work, presented to him by Urianger as a parting gift before they first set forth for Azys Lla. The adventurer then destroyed the Ascian with a blade of Light forged from the remaining aether within Nidhogg's Eye, forever ridding the world of a terrible menace.

In spite of seeing his comrade fall, Lahabrea could not help but smile. The Warrior of Light had exhausted the Eye's aether and had not the means to strike him down. Yet the Ascian, who had for an eternity tugged at the reins of history from the shadows, had underestimated man for the last time.

The archbishop and his knights arrived, bearing the body of Haldrath...and the Eye's long-lost twin. Having summoned the soul of the legendary King Thordan into himself, the archbishop conjured a divine blade using the power of the second Eye, and summarily executed Lahabrea. Like all souls, the Ascian's was comprised of aether, upon which primals feast. So it was that Lahabrea's soul was shattered and consumed, until naught remained of his essence.

Judgment passed, the self-proclaimed god-king duly turned to leave, but not before issuing the Warrior of Light a challenge. Should he reject the archbishop's vision for a peaceful and prosperous Ishgard, he would need strike him and his knights down. How the Warrior of Light managed to overcome such impossible odds that day, none can say. History only states that in the end, he prevailed, and was the first man in Ishgardian history to arrive in the city upon dragonback.

In the days that followed, Ser Aymeric temporarily assumed the duties of archbishop and began to guide his people towards a lasting peace. However, he and the others were yet haunted by the tragedy that had befallen Estinien in Azys Lla.

After Thordan's defeat, the dragoon collected the Eye and its twin, and in that instant fell prey to Nidhogg's lingering influence, and was claimed as a vessel for his rage. Transformed into the great wyrm, he took wing and vanished. Alas, so long as Nidhogg's vengeful shadow remained, the Dragonsong War would never truly end.



AS GOES LIGHT, SO GOES DARKNESS

In the wake of the archbishop's fall, the nation of Ishgard trembled, the faith of her people shaken to its very core. They had embarked upon a strange and unfamiliar path, and none could predict the troubles which lay ahead.

An Uncertain Future

In the event of the archbishop's passing, canon law dictated that the lord commander of the Temple Knights was to assume his responsibilities as head of state—temporarily. They further specified that he should surrender his powers as soon as a conclave of the senior clergy and the High Houses had named a new archbishop.

However, rather than attempting to conceal certain details, Ser Aymeric had elected to disclose the whole truth regarding his father's disappearance. Though he had done so in an effort to retain the trust of the people, the immediate result was growing unrest, as the most sacred beliefs of the populace were called into question. Under such circumstances, selecting a new archbishop was out of the question.

Ser Aymeric believed that to address the people's concerns, they must needs secure a lasting peace—a definitive end to the Dragonsong War, marked by the reestablishment of diplomatic relations between Ishgard and Dravania. To that end, he once more turned to the Scions of the Seventh Dawn for aid, and bade Alphinaud and the Warrior of Light escort Lucia to Anyx Trine.

The first commander, acting as Ser Aymeric's envoy, treated with Vidofnir, relaying his words with heartfelt conviction. Regrettably, the dragon's response was disappointingly noncommittal, as she would need to discuss it with her father, Hraesvelgr, before a decision could be made. Nevertheless, there was a sense among those present that, in her heart of hearts, Vidofnir harbored the same hope.



A Dark Rivalry

Several members of the Scions of the Seventh Dawn remained missing, and to find them they sought the assistance of a Sharlayan scholar newly come to Eorzea: Krile, a member of the Students of Baldesion. She had been present during the attack on the Isle of Val, when a magick of immense power akin to Ultima obliterated not only the order's headquarters, but the isle itself. However, like the Warrior of Light, she possessed not only the Echo, but had availed herself of the blessing of Light's protection, and in so doing managed to survive. Upon waking from her long torpor, she learned of Minfilia's disappearance, and so she resolved to come to Eorzea, that she might more effectively assist the Scions with their search for her dear friend and the others.

Krile devised a plan to locate Thancred, who had also escaped the Sil'dih Aqueducts by way of Y'shtola's forbidden magick Flow. Her method would require the use of Master Matoya's Crystal Eye—a powerful relic that was in truth an ancient Crystal of Light. Once the elderly scholar consented to her plan, Krile wasted no time in carrying it out, and soon she determined that Thancred had emerged from the Lifestream near the base of Sohm Al.

The Scions began their search in earnest, and after some unexpectedly awkward twists and turns, they eventually came to Loth ast Gnath. Drawn by the sounds of battle, they ventured within the beastman stronghold, but found not their missing comrade but a party of mysterious adventurers, who before the Scions' very eyes effortlessly slew an incarnation of the primal Ravana. These self-proclaimed Warriors of Darkness then abruptly attacked the Warrior of Light and his comrades, who struggled to defend themselves—until Thancred suddenly leapt into the fray, dueling their leader to a draw and forcing them to retreat. Though they had weathered their opponents' assault and been reunited with a missing comrade, the Scions were nevertheless troubled and unsure what to make of the encounter.

Against the Dying of the Light

Upon returning to Ishgard, the Scions were shocked to learn that Ser Aymeric had been the target of an attempted assassination. For a mercy, he had not suffered serious injuries, but the incident was only the beginning: shortly thereafter, buildings throughout the city burst into flame, as part of what appeared to be a coordinated—and ongoing—attack. The Scions eagerly joined with the Temple Knights in an investigation, but although it resulted in an arrest, a rebel faction calling themselves the True Brothers of the Faith exploited the chaos to seize control of the Vault and take hostage a number of refugees who had been sheltering within.

These fundamentalists, who were loyal to the previous archbishop, declared Ser Aymeric guilty of patricide and high treason and demanded that he surrender himrself at once to receive of the Fury's judgment—namely, execution. The lord commander was of course in no position to acquiesce to their demands, and so, together with the Scions, he led an armed assault on the Vault.

After Ser Aymeric's forces successfully secured the hostages on the lower floors, they learned that the sole remaining captive, a young girl, had been borne off to the upper levels by the priest who had led the rebels. When at last cornered atop the Vault, the man would not hear reason, and in a final act of defiance he threw the child from the ledge. Yet when all hope seemed lost, the great white dragon Vidofnir swooped down to pluck her from the very jaws of death, as a crowd of Ishgardians looked on in utter amazement.

THE GEARS OF CHANGE

In adversity were the people of Ishgard blessed with the promise of peace between man and dragon—a fitting symbol of hope that was Vidofnir's rescue of an innocent child. Nevertheless, those still bound by the fetters of the past would labor to defend their nation against the forces they feared would destroy it.



The Word of the Mother

As Ishgard continued along the path towards restoration and reformation, the scattered Scions of the Seventh Dawn were gradually returning to the Rising Stones. F'lhaminn, Hoary Boulder, and Coultenet, who had been forced to flee to Radz-at-Han following the Crystal Braves' betrayal, enjoyed a heartfelt homecoming, while elsewhere Krile and Thancred conducted an investigation which they hoped would lead them to Minfilia.

At the site of the Antecedent's disappearance in the Sil'dih Aqueducts, the pair identified a unique aetheric signature which they believed was associated with Hydaelyn's intercessions. Though it was something of a logical leap at the time, they surmised that Hydaelyn may have guided Minfilia into the compass of Y'shtola's Flow, and thence summoned her, body and soul, unto her realm within the aetherial sea.

Operating on this assumption, the Scions concluded that their search must continue in that near-mythical place. Fortunately, the Sharlayan colonists had built a structure to study the aetherial sea: the Antitower. With the blessing of Matoya, its custodian, the Warrior of Light descended to the deepest depths of the tower, and from there was summoned to the aetherial sea, where he was reunited with Minfilia.

But Minfilia was much changed. Speaking at times with her own voice, but at others with Hydaelyn's, she recounted her escape—how she had hearkened to Her fading voice, and made to Her an offering of her own flesh. In so doing, she had become one with Hydaelyn. The Word of the Mother, as she called herself, then revealed to the Warrior of Light the truth which lay at the heart of their world.

Once, in a time before time, Light and Dark dwelt as one within the aetherial sea. Yet Zodiark coveted more power, and in gaining it disrupted the balance, forcing Hydaelyn, in an act of self-preservation, to banish him to the distant heavens as a moon, bound. Yet not only was the star sundered in so doing, but the barriers between realities as well, giving birth to thirteen reflections of the Source—thirteen separate worlds.

To restore Zodiark to His former glory did the Ascians ever labor, and each Calamity, each Ardor, marked a Rejoining—the obliteration of a reflection, and a triumph of the Dark. Seven times had this come to pass; seven worlds rejoined, their aether returned to the Source, and the Darkness stronger for it.

With a final desperate plea, the Word bade the Warrior of Light bring an end to the Ascians' machinations, before shattering into a thousand thousand pieces before his very eyes.

For Those We Can Yet Save

The Warrior of Light and his companions knew not what to make of this incredible tale of the world's genesis, or of Minfilia's choice to sacrifice her everything to see it shared. Before they went their separate ways, they resolved to keep silent on the matter, if only for a time.

Meanwhile, in Ishgard, Ser Aymeric sought to take advantage of the recent shift in public sentiment towards the Dravanians by hosting a peace conference in Falcon's Nest. Alas, preparations had to be suspended for a time when a protest in the hamlet turned violent, casting a pall over the proceedings.

Yet Ser Aymeric would not be deterred from his course. He announced that Ishgard would host a "grand melee" to commemorate the nation's recent return to the Eorzean Alliance, as well as strengthen ties between the neighboring city-states. More importantly, however, it would provide an opportunity for Ishgard, as a nation built on centuries of warfare, to reaffirm their identity and take pride in their achievements, that they might be moved to common purpose once more.

As hoped, the grand melee proved a rousing success. The peace conference in Falcon's Nest was reconvened, and there, during the unveiling of a relief celebrating the union of Saint Shiva and Hraesvelgr, Ser Aymeric and Vidofnir came together and spoke of peace.

The dream endured for all of an instant. Without warning, Estinien leapt down from on high and drove his lance into Vidofnir's back, the white dragon's blood painting the relief a deep red. As the dragon collapsed, Ser Aymeric seized a bow and loosed an arrow at his friend's heart, duty guiding his hand. The dragoon had naught to fear from worldly weapons, however, swatting aside the deadly shaft and regaining his perch atop a nearby tower.

All present strained to see the man who once embodied Ishgard's defiance. But when he spoke, it was not with the voice of a man, but a wyrm. Nidhogg. The wrathful shade declared that the final chorus of the Dragonsong War was nigh, and that all would soon answer for their sins. Throwing wide his arms and letting forth a bestial roar, he then transformed into his draconic form and took wing for distant skies.

REVENGE OF THE HORDE

The conference held at Falcon's Nest was intended to celebrate the reconciliation between man and dragon. But the lingering shade of Nidhogg, clad in the flesh of the Azure Dragoon, marked the occasion by spilling the blood of his own kind—a timely atrocity to remind the children of Ishgard that the conflict was far from over.

The Trials of Hraesvelgr

Nidhogg's words left no doubt: the final chorus was nigh, and soon the Dravanian Horde would be at the city's gates. Now that the wyrm was possessed of both of his eyes, Ser Aymeric concluded that there was only one being capable of standing against the vengeful shade—Nidhogg's own brood-brother, Hraesvelgr.

The lord commander bade the Warrior of Light and Alphinaud escort him to Zenith and aid him in convincing the great wyrm to stand with Ishgard. Though he was well aware of Hraesvelgr's previous refusal to involve himself in the affairs of men, Ser Aymeric declared that if there was even a chance the dragon might be swayed, he must plead his case.

And plead his case he did, when Hraesvelgr descended from the clouds to meet with them at Zenith. Alas, as before, the dragon greeted their request for his intervention with scorn. Despite Hraesvelgr's protestations of spent faith, however, Alphinaud firmly believed that he still nurtured the smallest flame of hope, for why else would he consent to bear Ysayle upon his back? Nevertheless, the great wyrm would not even consider their proposal until Midgardsormr himself appeared to reminded his son that Nidhogg was but a shade, and that he would do well to ponder his course, lest it lead him unto greater remorse.

Thus convinced, Hraesvelgr declared that he would put the Warrior of Light and his companions to the test. Within the ruins where Ratatoskr once dwelled, the three weathered the trials of the great wyrm, who at last pledged them his aid in the coming battle with Nidhogg.

Battle Between Kin

Shortly thereafter, a thunderous roar echoed across the sky, signaling the advance of the Dravanian Horde. The time had come for the final reckoning with Nidhogg—to bring an end to his wrathful song. The Warrior of Light and his companions settled upon the backs of Hraesvelgr and his kin, and dove through the clouds in the direction of Ishgard.

On the Steps of Faith, the battle had already begun. The Temple Knights and the companies of the High Houses were fighting valiantly to hold back the Dravanian Horde, but in the face of the never-ending onslaught, they began to falter. One by one they started to fall, and when a massive feathered dragon was sighted on the western horizon, all hope was nearly lost, only for it to be restored when Hraesvelgr and his brethren delivered the Warrior of Light, Ser Aymeric, and Alphinaud to the bridge.

With a mixture of surprise and scorn, Nidhogg welcomed Hraesvelgr, who attempted in vain to persuade his brother from his vengeful course. A mighty clash then ensued between the pair, from which there could be only one victor.

The city's defenders watched transfixed as the two dragons tumbled to the bridge, their bodies obscured by roiling clouds of smoke and ash. When at last the haze cleared, Nidhogg stood over the recumbent body of his brother, a severed feathered wing gripped between his teeth. Triumphant, Nidhogg reveled in the moment, only to learn that his fallen sibling had entrusted the Warrior of Light with a gift: an eye, and with it one half of his power. With it, the adventurer became Ishgard's best and last hope of slaying the rampaging Nidhogg.

The great wyrm's shade was a fearsome foe, consumed by a thousand years of vengeance. However, the Warrior of Light too was a force to be reckoned with, infused with the might of Hraesvelgr and filled with an otherworldly determination. Thus empowered, he subdued Nidhogg's shade and restored Estinien to his original form.

Though weakened, the virulent spirit still held the dragoon in its thrall, commanding him to slay his companions. In that instant, Estinien, marshalling his strength, restrained the beast within and cried out for them to slay him. But Alphinaud and the Warrior of Light would do no such thing, and instead made to wrest the wyrm's eyes from Estinien's armor.

Using every onze of their strength, they wrestled with the hateful things, arcs of crackling aether coursing through their bodies, leaving them in agony. Yet just when the feat seemed beyond them, the memories of the lost gave them newfound strength, and with one final heave they succeeded in separating man and wyrm. For an instant, they glimpsed Nidhogg's disembodied spirit depart, before they cast his eyes into the abyss. So it was that Estinien was saved, and with him the nation of Ishgard.



An End to the Song

The battle was over. Having witnessed their brood-father's shade return to the aether, the Dravanians loyal to Nidhogg withdrew. Upon the scorched and crumbling bridge, countless bodies of men and dragons lay motionless. Yet for all they had endured, the city still stood.

At long last, Ser Aymeric was free to abolish the thousand-year rule of the archbishops and pave the way for a new republic. In the days that followed, Ishgard's governance was placed in the hands of a newly formed House of Commons and House of Lords, whose members would be elected from all levels of society. Alas, though Ser Aymeric de Borel wanted nothing more than to lay down the reins of state, he soon found himself elected to the highest seat in the Lords.

Though at first he strove to refuse this honor, the Count de Durendaire, well aware of public sentiment, pressured him to accept. For Ishgard was changing, and the people yearned for fair and equitable representation, and there were none better suited to stand at the forefront of the movement than he. So it was that the winds of gentle revolution came to stir.

Prominent among the many honored guests at Ser Aymeric's investiture were the ambassadors of dragonkind, Vidofnir and Vedrfolnir. As a symbol of Ishgard's newfound peace, at the ceremony's climax, Vedrfolnir once more bore Ser Aymeric upon his back, and the people looked on in awe as they soared through the heavens, and by their cheers did they hail him an Azure Dragoon for a new age. Yet Estinien, who had once played host to Nidhogg's shade, would no longer consent to bear the mantle of Azure Dragoon. His hunt at an end, he quietly slipped away from his sickbed, and disappeared from the annals of history.





WHITHER THE KEYS

The year 1562 of the Sixth Astral Era did not lack for events of great historical import,
the Battle of Silvertear Skies first and foremost among them.
Let us examine a less prominent series of conflicts that broke out elsewhere in the realm in the shadow of that epic struggle.

Of Horns and Primals

Tupsimati is the legendary staff wielded by the Archon Louisoix in his heroic effort to banish the elder primal Bahamut. At its tip rests a horn, an ancient treasure of Sharlayan also known as the "key," the motive force that allows its bearer to draw vast quantities of aether from his surroundings and call upon the powers of the Twelve themselves. While it is not clear who fashioned this divine vessel—and to what end—it is believed that multiple such artifacts have been discovered in secret across the realm.

In the year 1562, travelers from the Sharlayan motherland to the north did come to Eorzea. Archons of the Circle of Knowing, they arrived on these shores after a long voyage and promptly set forth for Limsa Lominsa, Gridania, Ul'dah, and Ishgard, where they began to solidify a foundation to fight back against the Garlean threat. It was these Archons who would come upon these curious horns in the lands they had come to survey.

In Vylbrand, near concurrently with Archon Y'shtola's arrival, a pirate of the Kraken's Arms successfully navigated his way to the legendary island of Seal Rock, where he recovered two relics: a horn and a tablet, the former of which—through a dubious series of events—found its way into the hands of Commodore Sthalmann of the Knights of the Barracuda. The Commodore had set his sights on the Admiralty, and doubtless believed the horn would serve him in his goals. In the end, however, it proved beyond his powers to control. Archon Y'shtola made a valiant effort to retrieve the artifact, only to be thwarted by an Ascian by the name of Travanchet, who seized the coveted relic for himself.

Ere long, the wrath of the primals came to Vylbrand. The kobolds called forth the fearsome Titan, Lord of the Crags, and the Sahagin summoned the mighty Leviathan, Lord of the Whorl. The timing of these events is not like to be mere coincidence.

Further shedding light on these happenings, recent studies have revealed that Seal Rock is not a natural landmass as long believed, but rather an artificial island constructed by the ancient Allagan Empire—one which housed a facility for conducting research on the anti-primal weapon Omega. That the horn was retrieved from such a place would suggest a nigh undeniable connection between the relic and the primals.

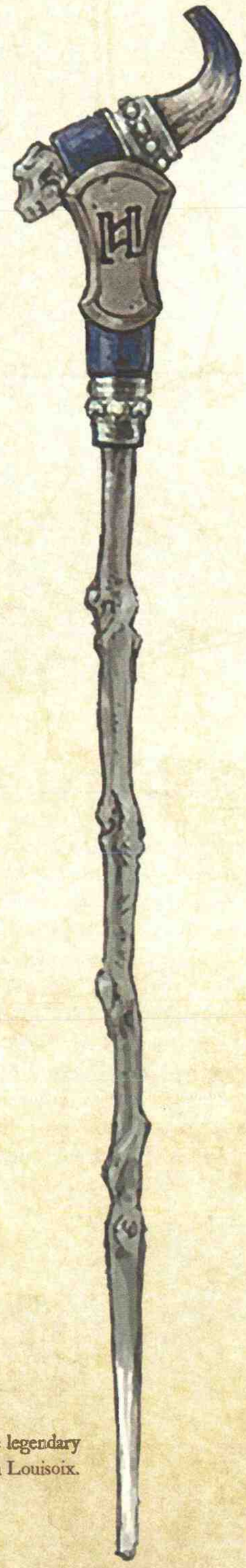
Meanwhile, in Thanalan, a confederacy of youths composed of the sons of influential Ul'dahn personages and motivated by political grievances purloined a horn-shaped relic from the secret vaults of the sultanate. They put the item in the hands of a mammet, sounding it during the midst of a grand procession. Amongst the procession was a fearsome goobbue, tamed by thaumaturgical incantations to serve as spectacle. For reasons unknown, the sound of the horn broke the spell, sending the beast into a violent rampage. Needless to say, the entire incident was a ruse—Greinfarr the Great, gladiator and ally to the conspirators, would swiftly put down the threat, earning the acclaim of the townspeople and winning further support for his compatriot's cause. The plot went awry, however, when a spectator was slain by the raging creature. In the ensuing confusion, the thaumaturge Corguevais absconded with the horn. It was not long after this that the Amalj'aa succeeded in summoning Ifrit, Lord of the Inferno.

Though the conspiring youths saw the horn merely as a tool to send monstrous creatures into a rampage, research conducted by the Archon Thancred paints a different picture. As the horn was sounded, there was a massive fluctuation in the surrounding aether, suggesting a connection between the horn and the relic discovered on Seal Rock. Likewise, the thaumaturge Corguevais was most likely the assumed form of an Ascian.

That the Ascians coveted the horns as a means to foment chaos through the primals, so as to further their dark plot of bringing about a Calamity—this much is clear. As for why these strange relics emerged at nearly the same time across distant lands, however, much remains shrouded in mystery.



A reproduction of the horn and tablet fragments discovered on Seal Rock.



Tupsimati, the legendary staff of Archon Louisoix.

Encyclopædia Eorzea

BOOK III

HER CHILDREN



THE HYUR

Modest of build and stature, the Hyur can lay claim to being the single most populous race in all of modern Eorzea, where they make up a prominent share of the populace in each of the realm's great city-states.

History

The Hyur arrived in Eorzea prior to the First Astral Era, when they were but one undistinguished race among many. Three great migratory waves later, the Hyur had spread from the northeast reaches of Ilsabard to all corners of the realm, expanding their presence and influence to become Eorzea's predominant race, a position they maintain to this very day.

As they settled in new frontiers, the Hyur often found themselves in conflict—even outright war—with the native peoples of those lands. Still, none can deny that the knowledge, technology, and ideas they brought with them have served as the driving force behind the rapid spread of culture and civilization in Eorzea.



Clans

The Hyur of Eorzea comprises two clans: the Midlanders, who settled in the realm's low-lying regions, and the Highlanders, who claimed the high mountains as their home. This does not, however, represent the entirety of the Hyuran people. Outside of Eorzea, Hyur can be found in Ilsabard in the north, Othard to the east, and even as far as the New World, their manifold clans and houses as innumerous as the stars in the night sky.

Identity

The Hyur boast myriad languages and cultural backgrounds rooted in their respective places of origin. On the other hand, lacking a single, overarching culture, any universal Hyuran sense of cultural identity is tenuous at best. Perhaps owing to this, the Hyur are wont to value personal freedom more so than the other races, distinguishing themselves in wide range of disciplines and industries with little concern for tradition or heredity. As such, they can be viewed by other races as overzealous and unprincipled.

Tongue

In times of eld, countless tongues and dialects were spoken regularly by the various peoples of Eorzea. As migration and cultural exchange between the races became more common, a universal language arose, easing the burden of communication between different peoples. This language, which came to be known as the common tongue, is now spoken by the vast majority of the realm's residents. It is believed that Hyuran priests also played a vital role in the creation of the Eorzean alphabet at the end of the Fourth Astral Era, though the precise details are lost to history.

Dress

The standard attire of Hyuran adventurers is fashioned from cotton fabrics reinforced with leather for a simple yet functional design. The Hyur also favor leather highboots, often said to be a vestige from the days of yore when their ancestors crossed the snow-swept plains and harsh peaks of central Ilsabard.







Midlanders



The most populous clan of the most populous race, comprising over half of all Hyur, Midlanders can be found in city-states and villages the realm over, earning their keep in myriad trades and vocations. A highly cultured people, Midlanders have traditionally compensated for their lack of exceptional physical prowess with enterprise and ingenuity, contributing to great advances in all manner of disciplines. Indeed, many of the realm's greatest inventors and innovators have been Midlanders. With some exceptions, a comparatively large number of Midlanders are educated in letters from a young age, giving rise to a healthy population of academics and intellectuals.

Distribution	The world over
Physical Attributes	Midlanders are typically shorter in stature than their Highlanders cousins, with any man exceeding seventy-two ilms seen as quite large, and even the tallest of women rarely reaching sixty-seven ilms. Compared to the other races, they are markedly average in build and physique. They often display a keen aptitude for magic, with Midlander mages adept in teleportation magic serving a vital role in many an adventuring party.
Nomenclature	Midlander names are composed of words in the common tongue, with surnames typically derived from the vocation, place of residence, or physical appearance of one's ancestor or ancestors. "Baker," "Miller," and "Fisher" are common examples of names rooted in the family trade, while a name like "Stone" may be traced to an ancestor who lived beside a rocky outcropping, or one with a stubborn personality akin to hard stone.
Culture	Quick to adapt to local customs and traditions wherever they settle, Midlanders excel at acquiring and refining new knowledge. For example, it was a Midlander culinarian who created the popular dish known as bouillabaisse, inspired by the simple seafood stews favored by Sea Wolf fishermen. As befitting their status as contributors to the Eorzean alphabet, Midlanders show a proclivity for letters, and have made considerable contributions to literature through the ages. Such contributions also extend to the fine arts—Midlander artists, as one example, were the first to employ perspective in their paintings.

Highlanders

Distribution	Gyr Abania (Ala Mhigo), Thanalan (Little Ala Mhigo)
Physical Attributes	Highlanders are noticeably taller and more muscular than Midlanders, with full-grown men reaching towering heights of nigh eighty ilms. Some posit that the impressive Highlander physique is the fruit of countless generations spent residing in harsh, unforgiving mountain climes, where the air is thin and each day a struggle for survival. Though some discount this theory, none can deny that the physical prowess of the Highlanders greatly outstrips that of their Midlander cousins.
Nomenclature	Like Midlanders, Highlander names have their origins in words of the common tongue. One difference of note is the prevalence of violent-sounding surnames, rooted in the epithets and monikers earned on the battlefields of war-torn Gyr Abania. Given names display the influence of Northern dialects, often bearing more than a passing resemblance to those of the Roegadyn Sea Wolf clan. "Bastard son of a Sea Wolf" is an insult often hurled at Highlanders in tavern brawls, not infrequently with painful consequences for the fool who uttered it.
Culture	With a spiritual tradition dating back to times of yore, Highlanders are known to sport wood-carved talismans woven into their underclothes, and votive tattoos adorning their bodies. While some find Highlander aesthetic sensibilities crude, one cannot deny their uniqueness and the manner in which they evoke unadulterated strength of nature. Such ruggedness can also be seen in their preferred fare—Highlanders often dine on simple yet impressive dishes such as massive aldgoat steaks, seared perfectly to seal in the natural juices. Overcooking is taboo in Highlander kitchens, to the degree that some consider them raw meat eaters.



Descendants of a people who followed the stars to the mountains of Gyr Abania in the wake of the Sixth Umbral Calamity, the Highlanders founded the city-state of Ala Mhigo, a bastion of military might until its fall to the Garlean invasion two decades agone. Many stayed behind, and now live a toilsome life under the yoke of their imperial masters, while those that fled their homeland now live as refugees in Eorzea. Their numbers are greatest in the Shroud and greater in Thanalan, where their presence has resulted in no small degree of social strife. Among the refugees are those who have put their considerable martial talents to use as sellswords and gladiators.

THE ELEZEN

Slender of body and long of limb, the Elezen were once the predominant race of all Eorzea, and to this day harbor a deep pride at being the chosen race of the gods. They boast the longest lifespan of all races by a slight margin.



History

According to their own histories, the Elezen are the original inhabitants of Eorzea, having called the realm home since the First Astral Era—a heritage they take pride in to this day. In those bygone times, they lived a pastoral life on the vast, fertile plains, but were displaced to the outer reaches as their hereditary lands were overtaken by the Hyur, who had migrated to the realm in great numbers. Time and again they waged bloody war against the Hyuran invaders. In time, however, the two races came to a mutual understanding, and they live in harmonious coexistence to this day.

Clans

The two most prominent Elezen clans are the forest-dwelling Wildwood Elezen, who make their home in the Shroud, and the reclusive Duskwight. The former have a long history of cooperation with the Hyur, having jointly formed the forest nation of Gridania, while the latter have long since eschewed contact with other races to pursue their own path in the shadowy seclusion of Eorzea's deep tunnels and caverns. As such, the Wildwood and Duskwight each consider each other traitors to their race, and tensions between the two clans continue to the present day.

Identity

Valuing discipline and order above all, and with a natural proclivity for organization and collaborative effort, the Elezen made great contributions in the founding of the city-states of Ishgard and Gridania. That these great nations still stand strong centuries later is a remarkable testament to the Elezen talent for governance. On the other hand, their preoccupation with history and tradition, tendency to relive past glories, and propensity for pretentious speech can occasionally alienate them from other races.

Tongue

Though the Elezen adopted the common tongue to facilitate communication with their Hyuran allies, the old Elezen tongue is far from a dead language. On the contrary, numerous words from the old tongue have found their way into common parlance, earning a place in the day-to-day vocabulary of other races.







Dress

The Elezen tend to favor sharply-cut attire that accentuates their slender physiques. Even their functional adventurers' garb is crafted with an eye for fashion, down to the exquisite silverwork that adorns it. The heightened aesthetic sensibilities of the Elezen are not limited to clothing, and can be observed in their numerous contributions to myriad genres of the fine arts.

Wildwood Elezen



Distribution	The Black Shroud (Gridania), Coerthas (Ishgard)
Physical Attributes	The Wildwood Elezen are long of limb, with males and females oft reaching heights of greater than eighty and seventy-seven ilms, respectively. With lifespans one- or two-tenths again as long as their fellow races, their physical maturity is somewhat delayed. It is not uncommon for Wildwood children to look up to their Hyuran friends in their early teens, only to rapidly outstrip them around the age of twenty. Owing in part to their large ears, they possess a sense of hearing keener than that of the other races. The Wildwood Elezen also display a natural affinity for magic, with great mages hailing from this clan seen throughout history.
Nomenclature	While the Elezen adopted the common tongue eras ago, remnants of their old tongue can be seen in the spelling and pronunciation of their names, which speaks to the importance they place on tradition. Male names are typically lengthy, often ending in the syllables "-oix" (pronounced "o-ah"), "-aux" (pronounced "oh"), or a silent "t" ("mont," pronounced "moan," and "geant," pronounced "john"). In contrast, female names are often shorter, and regularly end in diminutives such as "ne," "ette," "elle," and "ie".
Culture	Living a nomadic existence on the plains, the ancestors of the Elezen originated the art of archery to protect their lands and livestock from outside threats. From the strings of the bow were born stringed musical instruments, and song and poetry in turn. Their long and graceful limbs also lent themselves to dance, and the myriad manifestations of Elezen art and culture quickly spread to the surrounding lands and peoples. The Elezen were also pioneers in fashion, their unique tanning techniques and exquisite accessories earning great renown across the land.

The ancestors of the Wildwood Elezen were displaced from their ancestral home on the plains when the Hyurans came, migrating in part to Coerthas, where they established the nation of Ishgard, and in part to the Shroud, where they formed the nation of Gelmorra (the ancient subterranean state that predates Gridania). Though nowadays "Wildwood" is typically used to refer to the forest-dwelling Elezen, the Elezen of Ishgard, too, share the same common ancestry. As such, Gridania and Ishgard have traditionally enjoyed close relations, with each nation readily coming to the other's aid in times of need.

Duskwight Elezen

Distribution	The Black Shroud
Physical Attributes	Similar in height and build to their Wildwood cousins, the defining trait of the Duskwight is the color of their skin, which has come to take on darker hues after generations of calling shadowy caverns home. For the selfsame reason, they also possess an evolved sense of hearing—their ability to ascertain the source of a sound with unerring accuracy, unaffected by echoes or reverberations, is often likened to that of the shadow-dwelling bat.
Nomenclature	Sharing similar roots in the old tongue, Duskwight names closely resemble those of their Wildwood cousins, though after years of enmity between the two clans, any once-shared names have long since been claimed exclusively by one clan or the other. Upon close examination, similarities between Hyuran (Louis, Hilda) and Elezen (Louisoix, Hildie) given names can often be observed. While some scholars attribute this to a common ancestry shared by the two races, such theories have been roundly dismissed by the proud Elezen.
Culture	The customs of the subterranean city of Gelmorra are still practiced by the Duskwight to this day, from architectural advances developed to stake out comfortable residences in dank, humid caves to mystical wards that serve to stave off the fury of the elementals. The Duskwight-fashioned pomanders—urns engraved with mystic glyphs of great power and filled with fragrant herbs—are an art without parallel in the realm. Duskwight cuisine is famous for its use of Mun-Tuy beans, a staple food in the subterranean depths, where they grow in abundance with no need for sunlight. That these dishes have come to be considered a Gridanian delicacy is an ironic twist, given the history between the two clans.



Making their home in deep forest caves and caverns for centuries, the Duskwight Elezen are the descendants of those who parted ways with their brethren after the founding of Gridania, choosing instead to remain in the stone-hewn chambers of Gelmorra or seek out new subterranean sanctums. Shunning the fetters of government and society, a great majority of the Duskwight keep a wide berth of the city-states, with some even resorting to brigandry as a means of survival. As a result, they are often looked upon with scorn by the citizens of Gridania, and those who have chosen to make their home in the city often suffer undue discrimination at the hands of their neighbors.

THE LALAFELL

Stocky and squat of stature, the Lalafell are by far the most diminutive of Eorzea's races. Typically maintaining a youthful appearance even in advancing years, a Lalafell's true age is ofttimes difficult for members of other races to ascertain.

History

Originally an agrarian people hailing from the southern islands, the Lalafell gradually migrated to Eorzea over the years in pursuit of trade. In the Fifth Astral Era, they played a key role in the foundation of the city of Nym on Vylbrand, as well as the mystic city of Mhach in the lowlands of Yafaem. When both civilizations fell to the Sixth Umbral Calamity, the Lalafell were forced to seek new homes. The Nymian Lalafells employed their seafaring talents and returned to the south sea isles, while the survivors of Mhach wandered the lands before eventually settling in the wastes of Thanalan.



Identity

While placing great importance on familial bonds, the Lalafell are by no means exclusionary. This is manifest in the cordial relations they enjoy with their fellow races, and the success they have achieved as a race of traders and merchants. Though their singularly business-minded nature can lead to them being perceived as greedy and calculating, few can find in their hearts to entirely dislike the Lalafell, with their inherently bright and jovial nature. As such, examples of Lalafell being persecuted by other races are few and far between.

Clans

The Lalafell are primarily composed of two clans: the grassland-dwelling Plainsfolk and the desert-dwelling Dunesfolk, with both tracing their roots to the south sea isles. Though slight differences in physical appearance have emerged over the many generations spent living apart, the two clans harbor no particular resentment for each other, and inter-clan marriages are commonplace, with many Lalafell today possessing both Plainsfolk and Dunesfolk blood.

Tongue

As befitting their status as a race of traders, the Lalafell were unsurprisingly among the first to adopt and master the common tongue of the Hyur. Nevertheless, it is said that the old Lalafellin tongue is still spoken today on their island homes to the south.

Dress

A distinctive element of traditional Lalafellin garb is the scarf, which also serves an eminently practical function—it can be unfurled to serve as a signal flag on the wide seas or vast deserts, allowing a Lalafell to stand out beyond his or her modest stature. They are also known to favor relaxed, loose-fitting garments that conceal their naturally rotund builds.







Plainsfolk



Distribution	La Noscea (Limsa Lominsa), the isles of the southern seas
Physical Attributes	Averaging some thirty-five ilms in height, the Lalafell are by far the smallest of Eorzea's races. What they lack in physical strength, however, they more than make up for in swiftness of reflexes and sharpness of mind. Underestimating a Lalafell has been a costly mistake for more than a few men. Hair of grassy and earthen colors is common among Plainsfolk, with dubious theories claiming that these hues evolved to camouflage their bearers from the sight of the fearsome vultures that roam the skies above their island home.
Nomenclature	Lalafellin names are made up of a given name and a "courtesy name" bestowed upon reaching adulthood. The latter is not a family name, but rather unique to the individual. Lalafellin names trace their origins to songs and poems in the old tongue, and are ruled by rhyme, rhythm, and repetition. Male Plainsfolk names, such as "Alka Zolka," feature an AB-CB rhyming scheme, while female names, such as "Mimomo Mimo," are ABB-AB.
Culture	On their island homeland to the south, the Plainsfolk lived as farmers, residing in thatched-roof houses connected by subterranean tunnels modeled after ant colonies. Their gardening and horticultural skills knew no peer, and it was in this capacity that they shined as pioneers of new and theretofore-unbroken lands. Making the most of their light and compact bodies, they traveled remarkable distances in simple-yet-sturdy canoes, developing their own unique seafaring and navigational methods, which they employ to great success as fishermen and maritime traders even today.

Seen in the greatest numbers on Vylbrand, the Plainsfolk trace their history to the maritime traders who settled in Limsa Lominsa to deal in pillaged and plundered wares. In the years to follow, they were joined by their families, who would become pioneers of the greater La Noscea region. While their descendants today are predominantly farmers, there are those who turned to shipping and fishery in those years when skirmishes with the kobolds stalled further exploration of the continent. Today, the Plainsfolk represent a significant part of the Lominsan populace, and are known for their relaxed, comfortable lifestyle.

Dunesfolk

Distribution	Thanalan (Ul'dah)
Physical Attributes	The degree to which the Dunesfolk have adapted to their surroundings can be seen in their tanned skin, able to withstand the harsh rays of the sun that beat down on Thanalan, and their eyes, clear as glass with pupils covered by a thin membrane to keep out the sand. Many are blessed with an aptitude for magic, with Dunesfolk accounting for numerous accomplished thaumaturges as well as high-ranking members of the Order of Nald'thal clergy. Dunesfolk miners also rival the Roegadyn in their numbers and accomplishments, making up for their lack of brute strength with resourcefulness and the ability to delve into the narrowest tunnels.
Nomenclature	Dunesfolk names are, at a glance, similar to those of their Plainsfolk cousins, but closer examination reveals subtle-but-sure differences in their rhyming schemes. Male Dunesfolk names follow an "AAB-CCB" pattern, as seen in "Lolorito Nanarito", while female Dunesfolk, such as "Momodi Modi", conform to an "AAB-AB" scheme. As a whole, Lalafellin names are notably different in both spelling and pronunciation from those of other races, owing in part to the old Lalafellin tongue containing only five distinct vowels: a, e, i, o, and u.
Culture	While many are familiar with the Dunesfolk custom of attaching a small orb to the forehead as a symbol of their guardian deity, it is less well-known that this practice dates back to—and serves to honor—their ancestors, the sorcerers of Mhach. Another unique Dunesfolk practice is that of feeding their children cups of herb tea infused with minuscule portions of diluted snake and scorpion venom. As such, Dunesfolk raised in traditional households often display a remarkable resistance to certain poisons.



The sons of fallen Mhach concealed themselves in the remote outlands for a time, before venturing into Thanalan in caravans propped on the backs of great beasts of burden. Living a nomadic existence in the sandy wastes, they came to be called by the name they bear today. It was the Dunesfolk who founded the great civilization of Belah'dia, which would later splinter into Sil'dih and Ul'dah, the latter of which prospers still today. Practical by nature and swift to put ideas into action, their temperament is well-suited to seizing business opportunities, and it is little surprise that they played such a great role in building Ul'dah into the bustling center of trade and commerce it is today.

THE MIQO'TE

A race distinguished by their large, feline ears and supple tail. For reasons that are not entirely clear, female Miqo'te vastly outnumber males, a phenomenon unique among Eorzea's races.

History

The Miqo'te are descendants of a hunting people that crossed over the frozen seas to Eorzea in search of prey during the Age of Endless Frost, when famine gripped the land. Cleaving to their old way of life, they have largely accepted their status as one of Eorzea's less populous races. Fiercely territorial and proud of their traditions, it could be said that Miqo'te are unsuited to life in the city-states. Nevertheless, as natural-born hunters given to a nomadic lifestyle, many Miqo'te have achieved great success as adventurers.

Clans

The Miqo'te are roughly divided into two clans: the diurnal Seekers of the Sun, and the nocturnal Keepers of the Moon. The former hunt under the light of day, while the latter prowl at night, and it is believed this stark difference in habit arose due to unique physical differences between the two. Furthermore, within each clan exist numerous tribes, each with their own unique culture, customs, and hunting methods—it can hardly be said that all Miqo'te of the same clan share a common set of beliefs.



Identity

A common trait among all Miqo'te is their fierce pride for their heritage as hunters. Seeing themselves as part of the natural world itself, they prize above all the freedom of the hunt, and do not shun death when old age and infirmity sap them of the physical talents needed to pursue their quarry to their satisfaction. To the free-willed Miqo'te, other races' way of life—their wont to flock together with their own kind, to overrun nature to build cities, to seek safety and stability in laws and alliances—must seem quite curious indeed.

Tongue

Despite their inherently solitary nature, the Miqo'te adopted the common tongue early on, born of a need to barter with other races to procure materials with which to craft their hunting tools and weapons. Remnants of the old tongue can be observed in the distinctive Miqo'te "huntspeak"—a system of tongue-clicks and whistles used to communicate with companions while in pursuit of quarry.

Dress

The agile Miqo'te value freedom of movement above all else, shunning unwieldy armor that might restrict their range of motion. Miqo'te legwear is invariably perforated with a hole through which the tail dangles free, allowing them to maintain their unerring sense of balance.







Seekers of the Sun



Unsurprisingly, given their self-bestowed clan name, the Seekers of the Sun count numerous devotees of Azeyma, the Warden, among their ranks. While their overall numbers are not great, their twenty-six tribes are scattered across all reaches of the realm, with small Seeker settlements to be found from the sands of the Sagolii Desert in southern Thanalan to the jagged peaks of Gyr Abania. Yet other Seekers have settled in Limsa Lominsa, drawn to the freedom of pirate life. Many Seekers, particularly those of the younger generation, choose to set off as adventurers, perhaps heeding the same call of the wild their ancestors once heard.

Distribution	La Noscea (Limsa Lominsa), the Sagolii Desert, Gyr Abania, elsewhere
Physical Attributes	Roughly a head shorter and smaller of body than the average Hyur, the Seekers are blessed with a wiry strength, surpassing agility, and the stamina to run for hours under the blazing sun—a combination of traits that makes them uncommonly suited to hunting in arid climes. As many Seekers are adept at climbing and diving, they also make for excellent sailors. Among their most striking physical features are their eyes, with their narrow, vertically-aligned pupils and faintly colored irises.
Nomenclature	Each of the twenty-six Seeker tribes adopted a tribal name taken from one letter of the Eorzean alphabet, which—be it co-incidentally, or by divine fate as the Seekers believe—contains the selfsame number of letters. In the female name R'ashaht Rhiki, the "R" represents the tribe, while "Ashaht" is the given name and "Rhiki" a patronymic taken from the breeding male. Male Seeker names contain no patronymics, and instead are appended with a title denoting their position in the tribe: "nunh" for breeding males, or "tia" for all others.
Culture	The Seekers of the Sun are a highly patriarchal culture, with each tribe centered around a strong breeding male (nunh) whose duty it is to form a harem and lead his people to glory and prosperity. Young males are born and raised as "tia", and must either assume the position of nunh by challenging and defeating an existing nunh in single combat, or leave the community to find a harem of his own. In particularly large tribes, multiple nunh may coexist in the same community, though such cases are rare.

Keepers of the Moon

Distribution	The Black Shroud
Physical Attributes	Save for their longer tail, the Keepers are nearly identical to their Seeker cousins in physical stature, and can be distinguished by their fur, dark as the night fog, and the large pupils of their eyes. Though lacking the physical stamina of the Seekers, they make up for this with a fierce strength of will and unerring instincts. With their keen intuition, Keeper hunters have been known to easily snare even targets concealed in the gloom of night.
Nomenclature	The Keepers of the Moon are a highly matriarchal society. This is manifested in their names, each of which begins with a matronymic. In the female name Okhi Nbolo, Okhi is the mother's name, to which is attached the given name Nbolo. Female and male names show little distinction from each other, with both composed of short, powerful syllables. The matriarchal tendencies can also be seen in male names, which also contain a matronymic to which is appended a suffix indicating birth order. ('a for the first son, 'to for the second, 'li, 'sae, 'ra, 'ir, 'wo, 'ya, 'zi, and 'tan for the tenth). Though these suffixes number ten, rarely are more than two or three sons born to even the largest Keeper families.
Culture	In contrast to the Seekers of the Sun, with their male-dominated tribes and harems, the fundamental unit of Keeper of the Moon society is the family, centered around a strong mother figure and her children. Keepers are known to form small communities composed of two to three families who hunt together. They are also known for decorating their faces with war paint before going on the hunt, a tradition symbolizing their readiness and resolve to stain their hands with blood, as well sending a message to their gods that they are prepared to serve them as warriors in the afterlife should they fall.



As might be surmised from their self-chosen name, the majority of the Keepers of the Moon are devout followers of Menphina. They reside and hunt freely in the Shroud, where for many years they came in conflict with the people of Gridania, who saw the Keepers as little more than poachers. In recent years, however, the two sides have reconciled their differences, and today many Keepers hunt in accordance with rules set by the Trappers' League, bartering the furs and meats they procure for agricultural goods and essential commodities. Others, however, refuse to bend to these rules, poaching the woods and laying waste to the natural environment as they see fit.

THE ROEGADYN

Massive and heavily muscled, the Roegadyn are easily the most imposing of Eorzea's races. Oft seen vying with one another in feats of strength, they can appear barbaric to the uneducated observer, but in fact are known to be an honorable and compassionate people. The histories are filled with tales of Roegadyn warriors and their courageous deeds.



History

The Roegadyn are a maritime folk hailing from the bleak isles of the Northern Empty, their name meaning "people of the rain." They still maintain a strong presence in their ancestral home on and around Aerslaent ("First Land" in the old tongue), whence many Roegadyn fled seven centuries ago to free themselves from the reign of a despotic tyrant. As is often told, they came ashore on Vylbrand, and the city of Limsa Lominsa rose to prosperity not long thereafter. Many, many years prior to this, an entirely differnt group of Roegadyn had crossed over to the continent and settled in the mountains, where their descendants—the Hellsguard—reside to this day.

Clans

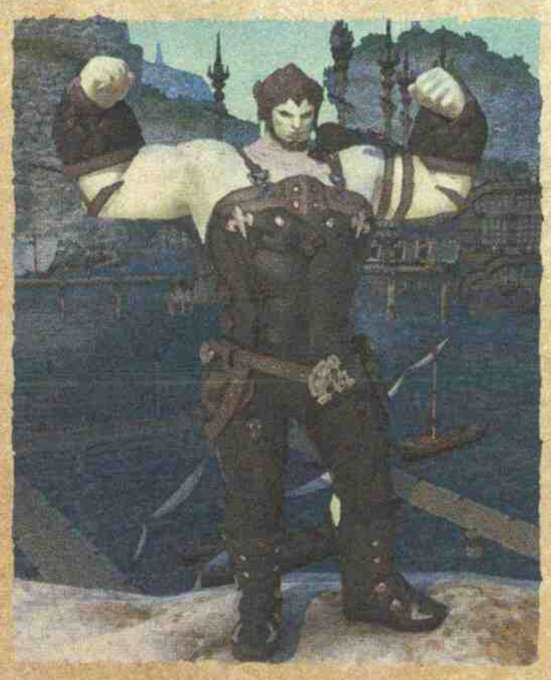
The Roegadyn are roughly grouped into two clans: the Sea Wolves, descended from the seafaring peoples of the north, and the mountain-dwelling Hellsguard—though those belonging to neither clan can be found elsewhere in the Three Great Continents. This includes Garlemald, where Roegadyn officers can be sighted wreaking havoc on the battlefield in the name of the Empire, having been assimilated under the Garlean yoke.

Identity

From the angry seas of the Northern Empty to howling mountain peaks, the Roegadyn have historically made their home in rugged, inhospitable climes. Theirs is a culture that exalts the strong and looks down upon the weak, both among their own kind and outsiders. This is by no means limited to feats of physical strength—even a wee Lalafell might win a Roegadyn's respect with a display of mystical power or strength of will. Those who show no such qualities, however, will find it difficult to convince a Roegadyn to so much as give them the time of day without an exchange of coin.

Tongue

While the old Roegadyn tongue lives on in Aerslaent and the Abalathian hinterlands, the Roegadyn of Limsa Lominsa, as well as those who ply their trade as sellswords and adventurers have learned the common tongue, born out of necessity due to their frequent contact with other races.







Dress

Traditional Roegadyn garb is designed as if to flaunt the wearer's imposing physique, with the biceps in particular strikingly exposed. The lower arms are typically covered with sturdy leather armguards with unique cross-stitched patterns, serving to further accentuate the Roegadyn's massive arms.

Sea Wolves



Distribution	La Noscea (Limsa Lominsa)
Physical Attributes	Giants among Eorzea's races, Roegadyn males average some eighty-four to ninety ilms, while even females reach an imposing seventy-five to eighty-seven ilms. Their entire bodies—arms, legs, even the neck—are thick with muscle and sinew, and minstrels often liken their limbs to mighty tree trunks. Roegadyn hair is thick and hard, with some individuals showing a natural wave. They take pride in their locks, and have developed a tradition of unique braids and weaves.
Nomenclature	Though Sea Wolf names can be mystifying at a glance to the layman observer, they follow clear patterns rooted in the old Roegadyn tongue. Given names are compounds of two words, the first an adjective or verb, and the second a noun. In the case of females, the second word is almost invariably chosen from among the traditional set of Swys (Sister), Thota (Daughter), Wyda (Willow), Geim (Jewel), Wyb (Woman), Rael (Doe), Lona (Gatherer), and Bhyda (Bride). Sea Wolf surnames are patronymics: to the name of one's father is the suffix -syn (meaning "son") or -wyn ("aughter"). To take a well-known example, Admiral Merlwyb Bloefhiswyn's name breaks down as Merl (sea) + wyb (woman), Bloe (blue) + fhis (fish) + wyn (daughter), roughly translating to "Sea Wife, daughter of Blue Fish."
Culture	Unsurprisingly, Sea Wolves favor fish and other fruits of the sea, prepared with simple and unpretentious seasonings. They make ample use of salt, which has the added benefit of serving as a preservative on long ocean voyages, and are known for a wide variety of cured foods. Sea Wolves are noted connoisseurs of ale and wine, which they prefer to the more easily perishable water, and many have made a name for themselves as brewers of potent potables.

Descendants of a pirate clan long feared as the scourge of the Northern Empty, the Sea Wolves hail from the northern islands. Though many live there still today, a not-insignificant number left the homeland seven centuries ago, eventually settling in Vylbrand. There, they established the maritime city-state of Limsa Lominsa, which prospered and took its place as one of Eorzea's six great city-states. True to their seafaring roots, many Sea Wolves have made their mark as pirates, sailors, and fishermen. Most famous of them all is none other than Merlwyb Bloefhiswyn, Admiral of Limsa Lominsa.

Hellsguard

Distribution	Abalathia's Spine
Physical Attributes	Blessed with the same bulk and brute strength as their Sea Wolf cousins, the Hellsguard can be distinguished by the color of their skin, which often takes on reddish hues akin to molten rock. Many Hellsguard partake in ascetic firewalking, training from a young age to bring out their latent mystical talents. It is doubtless due to this age-old tradition that the Hellsguard have produced so many great mages, in addition to the fearsome sword and axe-wielding warriors for which their kind are best known.
Nomenclature	In contrast to the Sea Wolves, the Hellsguard have adopted names rooted in the common tongue, that they might be more easily remembered and addressed by other races, in particular the masters they serve as sellswords. Names consist of two words, with male names typically derived from the natural world ("Tall Mountain") and female names often taken from flora ("Blue Lily"). Surnames are rare, perhaps owing to the fierce individuality of those that chose to leave their home behind. Though few in number, there remain some who still speak the old tongue.
Culture	With vegetation scarce in their mountain home, the Hellsguard believe in letting nothing edible go to waste, and have traditionally shown little interest in culinary developments or delicacies. Their preferred attire shows a similar propensity for rugged functionality, and consists predominantly of unadorned clothing fashioned from animal skins. The influence of the unforgiving climes they call home on their culture is readily apparent, as they value reticence and perseverance above all virtues.



Few in number but burning with the fierce pride of warriors, the Hellsguard make their home in the desolate reaches of Abalathia's Spine. Their name is derived from the fiery peaks amidst which they founded their village—mountains of flame which they believe to be the gates to the underworld itself.

THE AU RA

Hailing from the Far Eastern continent of Othard, the Au Ra were a rare sight in Eorzea until most recently, when increasing unrest in their homeland forced a not-insignificant number of their people to journey west in search of asylum.

Mythos

Auri creation myth tells of a world formed by the Dawn Father Azim and the Dusk Mother Nhaama. These two deities came to quarrel over which should rule the new world, and created mortals to serve as soldiers in their war by proxy. These were the first Au Ra—the Raen, children of the Dawn Father, and the Xaela, the chosen of Dusk Mother. Though they waged a bitter struggle in the name of their creators, they eventually put aside their differences and learned to love one another, giving birth to a new generation. On seeing this, Azim and Nhaama returned to the heavens, leaving the world below in the custody of their children.



Identity

Possessed of a strong self-preservation instinct, the Au Ra believe in protecting tribe and family, though the means by which the two clans choose to do so diverges greatly. The Raen coexist peacefully with other races to ensure the safety of their own kind, while the fiercely tribal Xaela shun relations with other races, even viewing strangers of their own kind as potential enemies. As such, the former are viewed favorably by the outside world, while the latter are typically regarded with suspicion and hostility.

Clans

Most widely known among the Auri clans are the Raen and the Xaela. The Raen now make their homes in central Othard and the surrounding islands, where they have forged strong relations with the Hyur and other races, adapting readily to new cultures. The Xaela, on the other hand, live still today on the vast Azim Steppe, clinging tenaciously to their traditional, nomadic way of life.

Tongue

On the steppes which they call home, the Xaela speak the old Auri tongue to this day. The Raen, however, having assimilated to Far Eastern culture, have adopted the common tongue of the Hyur. Their spoken language differs some from that spoken in Eorzea, which leads many to perceive it as a slightly odd dialect.

Dress

Most unique and striking among the traditional dress of the Au Ra are their belts, which feature prominent scale-shaped patterns. Inspired by the hardened skin of the Au Ra themselves, they symbolize health and vitality. While the sleeves appear as if they have been indiscriminately ripped apart, this too is an age-old tradition meant to evoke an air of rugged strength.









Raen



Believing themselves the children of the Dawn Father, the forebears of the Raen left behind their homeland to settle across Othard. They were received with hatred and hostility by other races in the early years, until a prominent warlord of Yanxia, impressed with their valor, forged an alliance with the strange race and took them on as retainers. Before long, the Raen had assumed a prominent role as warriors in the service of countless great warlords. Some ventured across the sea to the Far East, where they earned a reputation as legendary swordmasters.

Distribution	Yanxia (Doma), the Far East
Physical Attributes	The Au Ra are unique among Eorzea's races in the extreme height disparity observed between genders. While male Au Ra can reach towering heights of over eighty ilms, females are short and slight, averaging no more than sixty. Their hardened skin and scaled tails, too, distinguish them clearly from other races. They take great pride in the majestic horns that protrude from the sides of their head, which also serve to enhance their hearing and sense of spatial perception.
Nomenclature	Surnames occupy a special position in Eastern culture—an honor afforded only to aristocrats, warlords, and the warrior class. Many are derived from the names of weapons or military ranks, as symbols of their martial prowess, with examples including "Buhen," "Yatsurugi," and "Obinata". Though not officially recognized, many members of the subordinate classes sport self-bestowed epithets which are often—but not always—derived from their profession or place of origin. Auri given names are taken from the natural world, with male names generally inspired by strong, uncontrollable forces (mountains, seas, animals, or the elements) and female names chosen from plants, seasons, animals, and similarly beautiful and elegant things.
Culture	The Raen have fully assimilated to the cultures of Doma and Hingashi, and live faithfully according to the regions' traditions. Perhaps owing to their heritage and the status they gained in the service of their warlords, they place particular importance on hierarchy and the master-servant relationship.

Xaela

Distribution	The Azim Steppe
Physical Attributes	In contrast to the brilliant white scales of the Raen, the Xaela, children of the Dusk Mother, take pride in their scales of lustrous black. While their size and stature is almost identical to that of the Raen, their physical strength, hardened by generations of war and conflict, far outstrips that of other races.
Nomenclature	Xaela names are relatively orthodox, composed of a given name and a tribal name. They are unique, however, in that they were passed down as sounds instead of letters, as the Xaela did not develop a written language until comparatively recent times. As such, upon coming in contact with lettered cultures, individual Xaela are forced to come up with spellings of their own devising, leading many to perceive their names as needlessly confusing and nigh unpronounceable.
Culture	As nomads, a Xaela tribe is only as wealthy or prosperous as the size of its herd. From horses and oxen to great winged beasts, preferred breeds of livestock vary from tribe to tribe, but nonetheless the herd—both its quality and scope—symbolizes the strength and status of the tribe as a whole. Meat, fur, skin, bones—the Xaela let no part of any beast go to waste. In this way, the herd provides not only food and clothing, but even shelter from the elements in the form of the tents that serve as temporary housing. The Xaela are known to consume not only the flesh of their animals, but their innards and blood as well. They are also known for their dairy products, including an alcoholic beverage made from beasts' milk. Those who have partaken of this drink beneath the yurt of a Xaela can take pride in knowing that they have been accepted as a friend—at least for the moment.



Children of the Dusk Mother of Auri creation, the Xaela have to this day not abandoned their ancestral home, living a nomadic life as hunters and gatherers on the vast Azim Steppe. With suitable grazing land sparse, conflict between individual tribes is common, with tribes forming, disbanding, and dying off in a ceaseless cycle of war and bloodshed. At last observation, Xaela tribes numbered fifty-one, though there is a high likelihood that recently splintered or merged tribes have rendered that count outdated.

The Known Xaela Tribes

The Othardian steppe is a vast region, therefore, every so often, one may come across a Xaela with a surname that is not found on the list of fifty-one. This may be evidence she is from a tribe that was recently destroyed or absorbed. It may mean she is of a new tribe that was formed by members leaving another. It may even mean she is of a tribe that remained hidden in the northern mountains.

Tribe	Characteristics
Adarkim	The largest of the Xaela tribes. While not the most skilled at battle, they overwhelm with numbers, taking losses in stride, knowing that a future victory over a weaker tribe will replenish their ranks.
Angura	A small tribe which keeps mainly to the mountainous region of northeastern Othard. The glare reflected by the everlasting glaciers upon which they travel has rendered this tribe's skin color a deep rusty tone.
Arulaq	A tribe thought lost 200 years ago, only recently discovered once again living in a secluded valley in the mountainous north.
Avagnar	Though defeated and absorbed by the Adarkim, several of the proud tribe's members still secretly use its ancestral name, knowing that it could mean death if they are discovered.
Bairon	A middle-sized tribe of the southern deserts and masters of survival in the driest of climes, the Bairon are all trained from a very young age to collect and drink their own bodily fluids, allowing them the ability to venture deep into places no other tribe will.
Bayaqud	A tribe of the steppe's western edges. Women from the Bayaqud tribe will traditionally take several husbands, as did the tribe's founding matron 2000 years ago.
Bolir	A small tribe that earns its living by collecting the dung of the beastkin herds which roam the steppes. The dung is dried, turned into charcoal in temporary kilns, and sold to other tribes.
Borlaaq	A tribe of all women. While breeding with men from other tribes is allowed, if a male is born into the tribe, he is given up within a year of birth.
Buduga	An all-male tribe which only increases its ranks through battle and kidnapping.
Dalamiq	One of only a few Xaela tribes which has abandoned the nomadic lifestyle and built a small village on an islet in the middle of a two-malm-wide span of the great inner river. It is said they once worshipped the now-fallen lesser moon.
Iriq	A tribe that follows the Borlaaq, taking on any male children given up by the female warriors and raising them as their own.
Jhungid	The second largest Xaela tribe. Mortal enemies with the Kharlu, the Jungid will spend the greater part of the year subjugating smaller tribes to swell their own ranks in preparation for an annual battle with the Kharlu—the winner gaining control over a large part of the eastern coastlands.
Kharlu	The third largest Xaela tribe. Mortal enemies with the Jungid, the Kharlu will spend the greater part of the year subjugating smaller tribes to swell their own ranks in preparation for an annual battle with the Jungid—the winner gaining control over a large part of the eastern coastlands.
Khatayin	A tribe which largely remains unseen, hunting goats in the mountains for nine moons of the year. The remaining three are spent at the foot of the great north range, where they survive off the dried meat they stocked.
Malqir	A western steppe tribe characterized by its unique leader-choosing ritual which, instead of the usual test of brawn, is a game of Kharaqiq—a chess-like game played on a circular board divided into three rings.
Mankhad	A costal tribe which fights with blow-darts made from bones dipped in the poison of the pufferfish. So practiced with the pipes are the tribe, that they can disable a target from 200 paces.
Mierqid	A desert tribe which, over the course of a year, travels between over a hundred secret buried caches of supplies restocked with each annual visit.
Noykin	Master trainers of the wild horses which populate the majority of steppe. It is said that the horsewives of the Noykin can break any beast if given but a week.
Olkund	Selective breeding has seen the average height of the central steppe-dwelling Olkund tribe males reach over two and a half yalms. The females, for whatever reason, remain of an average height.
Dazkar	Household duties such as cooking, cleaning, and childrearing are handled by the males of the Dazkar who, other than when on the move, rarely ever leave their family's yurts. Female Dazkar are tasked with hunting, and are known across the steppe as being some of the most accurate archers in the realm.
Oronir	All members of the Oronir tribe believe themselves to be direct descendants of Azim, the tribe's god of the sun.
Oroq	The Oroq create sleds made of reeds dipped in horse fat to help move their possessions and young children about the inner grasslands.
Qerel	The warriors of this tribe all wear complete suits of armor crafted from the bones of steppe tigers which they kill with their own hands upon their coming of age.
Torgud	This desert tribe does not wear any clothes, choosing instead to cover their bodies almost entirely in a white paint created from mud, lime, and bone meal. The paint helps to reflect the relentless desert sun.
Tumet	The children of the Tumet, upon seeing their tenth summer, are tied to a sacred tree while the remainder of the tribe packs up and moves to their next location. Those children who manage to break free from their bonds and catch up with the tribe at that next location, are given a name and allowed into the tribe.
Ugund	When members of this tribe die, their heads are removed from their bodies and placed in a jar of fermented goat milk. Once the liquid has been drunk by the head (in other words, evaporated), the head is then buried under an anthill so that the tiny workers can carry the spirit to the afterlife. The journey is thought to be a terrible one, the road filled with ghosts of the damned, so ensuring the spirit is drunk helps ease the journey.
Uyagir	One of a handful of Xaela tribes which have given up the nomadic lifestyle. The Uyagir reside in a system of limestone caves on the northern edge of the southern deserts which are believed to have been dug by a race of giant oliphant-like beetles which were placed on the land by the gods to punish the elder tribes that had grown too greedy.
Dhoro	An elusive tribe that avoids contact with most other tribes. Lookouts are posted all about their camps with orders to flee given the moment an outsider is spotted.
Orben	A tribe that rides up and down the great inner river on boats woven from reeds and reinforced with scales from their own skin.
Ejinn	A river tribe that chooses to swim from place to place rather than walk or take boats. It is said that members of the Ejinn can hold their breaths for up to a quarter bell, and will often migrate while almost completely submerged in order to avoid contact with hostile tribes.
Dotharl	An extremely violent tribe with members who revel in massacre and are taught from a young age not to fear death. While they are quick to attack other tribes, mortality rates are high, ensuring that their numbers never grow too high.
Hotgo	A tribe recently massacred by the Dotharl. The only members surviving are those who left the tribe to travel on their own and were not present during the killing. The Hotgo were known for their vibrant face paints which members would constantly change depending on their current mood.
Sagahl	A tribe which sees all beastkin as equals with man, therefore refuses to eat or use them as beasts of burden. As a result, the diet of the Sagahl mainly consists of steppe shrubs and vilekin.
Kahkol	A tribe made up of orphans and refugees from tribes defeated or destroyed. Many choose to combine the name of their old tribe with Kahkol.
Kha	Unlike most of the Xaela, the Kha live on the fringes of the Xaela lands, actively seeking contact with non Auri peoples, introducing many aspects of those cultures into their own.
Mol	A small tribe of devout worshippers of the elder gods, the Mol will consult with their deities (via a shaman conduit) before making any tribe-related decisions, from the direction of their next migration, to the beasts they will hunt each day for food.
Gesi	The Gesi are masters of the slingspear, a mid-sized javelin carved from mammoth bone which, instead of being thrown by hand, is flung with a leather sling to improve range, speed, and killing power.
Kagon	The Kagon are a nocturnal desert tribe who worship Nhama, goddess of the moon and mortal enemy of Azim, goddess of the sun. Instructed by their goddess that to step into the sun is to succumb to the evil of Azim, they spend the daylight hours in their tents, only emerging to hunt and migrate at night. The result is an uncharacteristically pale skin for a group of people living in an almost eternally fair-weather locale.
Goro	The Goro believe horses to be perfect beings, and each male and female, upon their coming of age, is married to a horse of the opposite sex. Reproductive mates are chosen by lots.
Gharl	Before each migration, the Gharl will fill a sacred urn with the soil of the place they just camped. This soil is then dumped upon arriving at the next location. This tradition has been carried out for thousands of years, leading people to believe that most the steppe is now all of one soil.
Dataq	The Dataq cover quite possibly the most area in their migrations, for they rarely stop in one area for longer than a few bells. Sleeping is all done in the saddle, and tents are only used when the rains are heavy and unbearable.
Haragin	The legends of this coastal tribe tell of a group of their ancestors who crafted a giant ship and sailed out across the endless eastern ocean. The explorers are said to have returned with tales of a terrible island covered in massive grey monoliths and inhabited by fire-breathing steel demons.
Ura	This mountain-dwelling tribe is one of the few which instead of hunting, mine the precious ores of the peaks and trade them with the steppe tribes for food.
Moks	A tribe invisible for the fact that its members are spread out across many different tribes (unbeknownst to those tribes). Communication between its members is done on the rare occasion when two tribes meet, through an ancient set of hand signals only recognizable by those who know what they are looking for.
Geneq	In addition to the standard language used by most of the Xaela in cross-tribe communication, the Geneq employ a complex system of whistles and clicks which resemble the cloud- and wavekin of the steppe.
Horo	To those who live the meager lifestyles of the steppedwellers, being overweight is a symbol of affluence and power. To appear heavier than one in their station, the members of Horo will drink copious amounts of water to bloat their bellies.
Himaa	For reasons unknown, one out of every three pregnancies amongst the Himaa result in twins. As a result, over half the tribe's members have a doppelganger. This can prove an advantage during attacks, as it confuses the enemy into believing the dead have risen.
Malaguld	One of the only tribes that accepts people of the Raen—those that have been exiled, or those who have fled persecution—into their circle.
Urumet	This desert tribe has the queer custom of travelling with their elders carried upon their shoulders. It is believed that in the flat desert, this gives the tribe the advantage of being able to see farther.
Qalli	Also known as the songbirds of the steppe, the Qalli communicate through song, attaching a melody to their words to further add emotion to the meaning.
Qestir	This tribe refuses to speak, believing that all words are lies, and that a man's actions are the purest form of communication.

Encyclopædia Eorzea

BOOK
IV

HER LANDS



LIMSA LOMINSA

Vylbrand rises from the waves of the Rhotano Sea, and beneath the worn and ancient cliffs on its south shore stands the maritime city-state of Limsa Lominsa. A beautiful and wondrous sight, the city perches upon pillars of rock and reef that jut out from the bay. Townsfolk pass between these areas on long bridges, and so thrive above the seas.

Overview

Flag

The obsidian longboat upon Limsa Lominsa's standard is a pirate ship, and hearkens back to the founders of the city: brutal Sea Wolf buccaneers, once the terror of the north seas. It should come as no surprise, then, that the crimson field represents the spilled blood of lost companions, and reflects the city-state's savage and gruesome history.

Motto

Till Sea Swallows All

Government

Lominsans choose their leader in the Trident, a competition held once every seven years. The strongest of pirate crews run this multi-pronged race, and whosoever crosses the finish line first becomes admiral, the head of the maritime city-state. Afforded sweeping powers over Limsa Lominsa, new admirals will often drastically alter existing policies—and with it, change the course of the city-state.



Leader

Admiral Merlwyb Bloefhiswyn

Ruling Body

A number of councilors, nominated personally by the admiral, oversee the everyday proceedings of the thalassocracy.

Racial Distribution

Sea Wolf Roegadyn: 40%
Seeker of the Sun Miqo'te: 20%
Other: 10%
Plainsfolk Lalafell: 20%
Midlander Hyur: 10%

Religion

As one might expect for a maritime city-state, Lominsans revere Llymlaen, watcher of the seas and goddess of navigation. True believers make pilgrimages to the mark of the Navigator before they set sail, and upon their safe return to port. The worship of Llymlaen has roots in a loose collection of local beliefs, however, and thus cannot be thought of as a formal religion. Indeed, the Navigator has no grand temples nor clergy to Her name in Limsa, save the odd bethel overlooking the endless seas. Instead, each man keeps his own faith within his home through prayer and humble ritual.



Guilds

Limsa Lominsa is home to guilds representing marauders, arcanists, rogues, blacksmiths, armorers, culinarians, and fishermen.

Industries

Piracy: In the present day, piracy as such is forbidden. Privateering, on the other hand, is permitted, provided that the targets and plunder be of Garlean origin.

Fishing: Lominsan anglers come together in numerous loose associations of "pullers" and eke out their living by casting lines off the coastal cliffs and trawling the open seas.

Shipbuilding: Whether they be crafting great warships or fishing skiffs, the shipwrights of Limsa Lominsa have no equals within the realm—as they themselves will proudly proclaim.

Metalwork: The art of steel-making evolved alongside the shipbuilding industry, and has profited much from Lominsan exchanges with the kobolds who are masters of metallurgy in their own right.

Shipping: With their considerable knowledge of shipbuilding and seafaring, it was natural that a shipping industry should flourish in the city-state. Many and more are the trading vessels that can be seen sailing in and out of port each day.

Farming: A settlement initiative has made great strides in providing an honest livelihood for those retired from freebooting, who grow mainly oranges, grapes, and wheat.

Beliefs

Founded by men fleeing the rule of kings, Lominsans continue to see laws more as guidelines than actual rules. Whether pirate or fisherman, citizens generally feel less loyal to their city-state than to their immediate crew. This spirit of freedom ever drives Limsa forward, yet the selfsame wild abandon may appear brutish in the eyes of the other Eorzean nations.

Diet

Naturally, Lominsan cuisine makes use of the abundant fresh fish and shellfish. The city-state is a favorite of gourmands, as the seafaring culture brings foreign spices and recipes aplenty to the table. Likewise, Lominsan liquors, which were developed to keep on long sea voyages, are famed—particularly the ales and wines, brewed from local wheat and grapes in great quantity.







History



The Founding of a City

In 874 of the Sixth Astral Era, the *Galadion* set sail from the isles deep in the northern seas—the last of a mighty armada which turned on its nation in the name of the people, only to meet defeat at the hands of those they meant to free. The Sea Wolf crew of this noble vessel, who could no longer abide the rule of tyrants, steered her crippled hull south through unknown waters in search of a new home. After a yearlong voyage cursed by many troubles, the ship drifted to the southern coast of Vylbrand, and there ran aground.

The *Galadion* carried two Elezen helmsmen: Jean De Nevelle, a navigator, and the adventurer Guy La Thagran. Tasked with exploring the interior of the island, both confirmed that the region was fertile. In this land, the crew realized that they had found the home they had sought. Under Admiral Elilwaen, leader of the expedition, the crew built a small village inland of what was soon dubbed La Noscea after a second lodesman who perished of scurvy just two days before landfall.

However, it quickly became clear that the men and women of the *Galadion* were not alone, and had trespassed upon the domain of the kobolds, a tribe of badger-like beastmen. After a few skirmishes, the crew abandoned their village for the relative safety of the *Galadion*, which they had left stranded upon the La Noscean coast. From their ship, they built bridges to the small islands and exposed reefs scattered about the bay, and thus the maritime city-state of Limsa Lominsa was born.

A Maritime Age

Limsa Lominsa in its early days was a place for coinless refugees. Unable to make full use of La Noscea's rich resources due to the continued hostility of the kobolds, the Lominsans lived in poverty, much as they had in the north seas. They kept their skills as sailors, however, and thus chose the path of survival open to them—piracy.

After occupying the few scant forests of lower La Noscea and gaining a source of lumber, the Lominsans set about building warships. With the salt-heavy winds at their back, the early townsfolk came into their element, and began to attack the merchant ships sailing the Rhotano Sea—ferocious as wolves preying upon sheep. Soon, the city-state was rich with plunder, and a black market had opened to peddle the stolen goods.

Thus, it was through piracy that Limsa Lominsa's population grew larger and more diverse. Plainsfolk came from the south sea isles, drawn by rumors of cheap wares, and Lominsan pirates oft gave members of captured crews the choice to join their ranks. Before long, Sea Wolves worked the docks of the maritime city-state alongside Seekers of the Sun and Hyur.

The Trident

As the pirates grew in number, they began to organize into proper crews. As the number of crews multiplied, however, quarrels among them became more common. Questions of territory and shares of plunder erupted into violence in the 940th year of the Sixth Astral Era, and for nearly two decades thereafter, the streets ran with the blood of feuding pirates. The madness continued until 963—the year that Agatzahr Roehmerlsyn assumed the admiralship.

From a buccaneer background himself, Admiral Agatzahr invited the strongest of the warring crews to the negotiation table. Through bartering and threats, he secured their solemn oath to put an end to the fighting. More miraculously, however, he put forth a code of conduct which every corsair would have to honor: No crew would cheat another of its plunder, nor rob a fellow Lominsan, nor sell fellow men into slavery.

Though the code itself was revolutionary, its enforcement was perhaps more so. The best of all crews came together and founded the Upright Thieves, a shadowy organization that punished those who broke the code. Admiral Agatzahr's rules became as law to the pirates not because they were imposed from above, but rather because they were enforced in every back alley and bad tavern. Thanks to this, peace returned to Limsa.

Agatzahr went on to tax the revived trade in plunder, and used the proceeds to bolster the Knights of the Barracuda, the Lominsan navy. With this force, he devoted himself to fighting the kobolds. Through Agatzahr's reforms, Limsa Lominsa became mighty: the pirates grew wealthy from raiding foreign vessels, while the Barracudas secured the interior territories and defended the harbor. In his late years, the Admiral also established the Trident so as to avoid a war of succession. Truly, the maritime city-state would not be the power it is today without his many contributions.

Revolution

For several hundred years, the Trident reliably produced leaders who served seven years—though history is littered with admirals who stayed in office for longer. Many pirate lords rose to the position, and their strength allowed them to rein in the rough seafaring citizens. In this way, Limsa Lominsa maintained unity as a city-state.

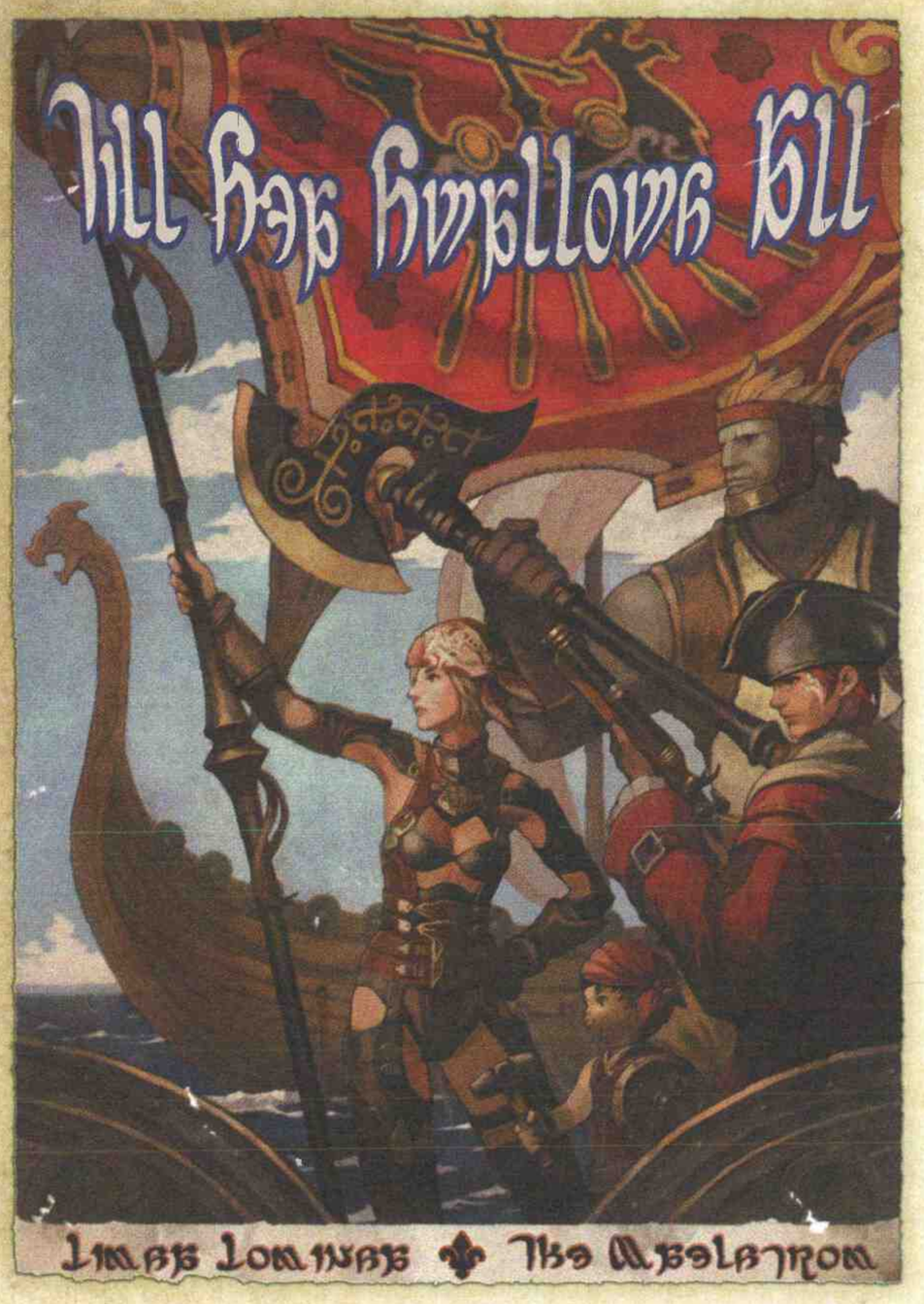
However, the Trident was to produce a leader in 1563 who would change the maritime city-state in greater ways than ever before: Merlwyb Bloefhiswyn. Though she herself was a pirate leader of the infamous League of Lost Bastards, Merlwyb declared piracy illegal upon assuming the admiralship—an act that shocked Lominsans and dealt a blow to the mainstay of its economy. Why would she do such a thing? Evidently, the Admiral realized that Limsa could not face the encroaching threat of the Garlean Empire without powerful allies, and could ill afford to antagonize the other nations of Eorzea.

The Galadion Accord

Naturally, the Admiral's order outlawing piracy was unpopular amongst the heretofore state-sanctioned corsairs, and more than a few daring attempts were made on Merlwyb's life. However, her will was of steel, and she refused to budge by even one ilm. She won what crews she could through negotiation, persuading them of Limsa's need to cooperate with the other city-states. And the crews who remained unyielding, she silenced.

Merlwyb showed her strength as a leader in other ways as well, particularly in deftly dispelling the primal threat that came to hang over the city-state. In 1565, she allocated state funds towards the hiring of the Company of Heroes, a famed mercenary band. This proved coin well spent as when the kobolds summoned Titan a year later, the sellswords were there to vanquish the aetherial deity. In the same year, they worked alongside the Knights of the Barracuda to fell Leviathan when the Sahagin called their own primal unto the realm.

Seeing both the Lord of Crags and the Lord of the Whorl defeated through the Admiral's foresight, many Lominsans warmed to Merlwyb, and soon those voices that decried her were singing her praises. By 1572, she was able to establish the Maelstrom, Limsa's Grand Company. Her final victory was the Galadion Accord, which bound the pirate crews to the Maelstrom, and unified all of Limsa Lominsa under her command.



The Maelstrom

Establishment

Having resolved to establish a Grand Company to stand against the Garlean Empire, Merlwyb took Admiral Agatzahr as her example and proclaimed herself Chief Admiral of the Maelstrom in 1572. This move granted her the power to command all ships in Lominsan waters, pirate and merchant alike, and effectively created a comprehensive command through which she could wield Limsa's entire might.

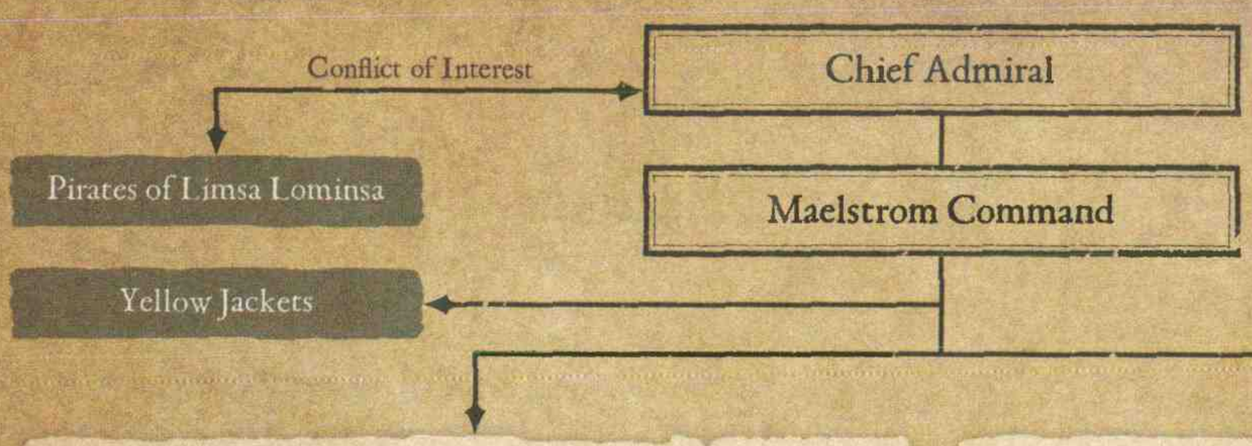
Symbolism

The name "Maelstrom" originates with an earlier Grand Company on Vylbrand—one established by the seafaring civilization of Nym on the eve of the Fifth Astral Era. In the days before the coming of the Sixth Umbral Calamity's great floods, the Nymian Royal Marines convened the Grand Company to save the lives of their citizens. Sailing vessels into the Bay of Nym—what is now called Galadion Bay—the Marines traced a magick geometry upon the water's surface. As towering waves came crashing upon the city, they summoned an even mightier whirlpool to swallow the sea's wrath. Through time bought with the lives of many soldiers and scholars, this strategy gave the townsfolk time to escape to the mountains. However, the force of the whirlpool and subsequent smaller waves swept away the civilization's capital. Nym was no more, and her surviving citizens abandoned Vylbrand to seek their fortunes elsewhere.

Characteristics

Maelstrom Command oversees two armadas: the Crimson Fleet and the privateers. The former is the Maelstrom's main force, and is composed of five of the Lominsan Armada's original nine squadrons. While the formal Lominsan navy and the Knights of the Barracuda initially preserved their separate command structure, it was completely integrated into the Maelstrom following the Seventh Umbral Calamity. The Yellowjackets, once infantry of the Barracuda, have since been granted independence so that they may keep the peace throughout Lominsan territory.

The privateer fleet, on the other hand, is an auxiliary force. It includes pirate vessels that answered the Admiral's call, armed merchant ships that have been requisitioned, and retired warships that have been refit for service. The Foreign Levy is the final component of this fleet, an incalculably large contingent of adventurers whose experience in fighting on dry land makes up for Limsa's historical lack thereof.



The Crimson Fleet

1st Squadron (Galadion)	2 war galleasses, 4 galleys, 2 galleons
2nd Squadron (Bloodbrine)	1 galleass (Bonnibell), 4 galleys, 1 galleon
3rd Squadron (Merlthor)	1 galleass, 2 galleys, 3 galleons
4th Squadron (Indigo)	1 galleass, 5 galleys
5th Squadron (Ash)	1 galleass, 5 galleys

Privateers

Black Sails (assault)	War Sails (bombardment)	Trade Sails (provisioning)

The Foreign Levy

As a naval power, Limsa Lominsa has ruled the waves with its fleets—but the same cannot be said for its army, which is undeniably frail when compared to the those of the other Eorzean city-states. Employing battle-hardened adventurers, the Foreign Levy serves as a foil to this weakness.

High Storm Commander R'ashaht Rhiki, a Lominsan adventurer, leads the Levy. R'ashaht surrounds herself with those she deems worthy, paying little heed to their rank or standing. As such, the Levy has earned the distinction of being "rough around the edges."

Merlwyb Bloefhiswyn



"Victory is a far-flung shore.
Mark the skies, abide the tides,
trust to your crew—and she will be yours."

The only daughter of Bloefhis Bloefhisyn, former captain of the League of Lost Bastards, Merlwyb Bloefhiswyn served as a member of flagship's crew until the day she learned that her father had consorted with the Sahagin. Betrayed and angered, she challenged Bloefhis to single combat on a deserted isle in accordance with pirate custom. She returned alone, and assumed leadership of the Lost Bastards.

Thereafter, she sailed the high seas in the tradition of her people, the Sea Wolves, and discovered a safe route across the Indigo Deep to the recently discovered western continent. She is also known to have sunk an "invincible" fleet dispatched by the northern nations beyond the Bloodbrine Sea. With such accomplishments to her name, she entered the Trident, and emerged the victor. She has stood at the helm of Limsa Lominsa as Admiral since.

Though Merlwyb has spent most of her forty-two years joyfully upon the seas, she can scarcely afford to sail the waves as Admiral. Instead, she indulges her second passion—fine wines. It is said her particular favorite is a deep chalice of Lohmani red.

Annihilator & Death Penalty

Once the property of the infamous pirate king, Mistbeard, these muskets are rarely parted from Merlwyb's side. She is rumored to have pulled the shorter of the two out of her pocket, and with it put paid to her father—hence its name, Death Penalty.



Eynzahr Slafyrsyn



"Some among us believe that piracy is a time-honored tradition. But so long as we cling to this tradition, we will never know lasting prosperity."

The Maelstrom's second-in-command, Grand Storm Marshal Slafyrsyn brings the wisdom of his fifty-eight summers to his position as Merlwyb's trusted advisor. He has often had to soothe the Admiral, as she will seek to fight at the vanguard when her ire is raised. This in no way reflects upon his own bravery, however, for he is known to be a skilled and daring marauder on the field—or seas—of battle.

Though Eynzahr claims to have served as captain on a heavily-armed merchant vessel for many years, the Sea Wolf's story is shrouded in mystery. According to the gossip of fishwives, he is actually the legendary pirate king Mistbeard, whom no man has seen for the past twenty-two summers. They also say that he befriended Merlwyb through the bitter enmity and fierce fighting betwixt the two. He is an avid collector of masks—though none seem to be privy as to why.

R'ashaht Rhiki



"The soldiers of our company fight until the very last breath—the very last drop of blood."

Born in Limsa Lominsa, Commander Rhiki left her parent's home before her twentieth nameday to seek her fortune as an adventurer. Though small of stature, R'ashaht is possessed of an agility and inborn strength, and she quickly became a marauder known for her tendencies toward extreme savagery in battle. She was one of the first to swear fealty to the Maelstrom after it was established, and her accomplishments as an adventurer won her the command of the Foreign Levy at the tender age of twenty-two. R'ashaht took to the field at Carteneau as well, where she won honor by slaying an imperial pilus prior in single combat.

R'ashaht savors meat even more than her fish-loving Seeker of the Sun brethren, and has reputedly eaten the flesh of countless different beasts from oliphant to snurble in her twenty-seven years.



Organizations

The Yellowjackets

Though the Yellowjackets now serve to keep the peace in Lominsan territory and defend her coasts, they began as a branch of the Knights of the Barracuda. They became independent after the Calamity, at which point they were assigned their new duties as part of the Maelstrom.

Originally called little more than infantry, the Yellowjackets take their name from a popular sobriquet—chosen for the bright yellow overcoats that members must don in the line of duty. The name was officially adopted when the force split with the Knights of the Barracuda.



Organizational Structure

First Levy: Limsa Lominsa
Second Levy: Middle and lower La Noscea
Third Levy: Eastern La Noscea
Fourth Levy: Western La Noscea
Fifth Levy: Upper La Noscea
Sixth Levy: Reserves

Reyner Hansred



"Justice cannot be purchased with coin,
for that action is in itself unjust."

Formerly of the Knights of the Barracuda, Reyner leads the Yellowjackets in protecting Limsa's citizens. He has never sailed beneath a pirate flag, but rather began his career as an officer under his mentor, Commodore Sthalmann of the Barracudas.

After Sthalmann's dishonorable discharge fifteen summers past, Reyner provisionally attained the rank of commodore. Proving himself a trustworthy commander in the eyes of his men, Merlwyb allowed him to stay on—an unusual decision, as most admirals tend to nominate their bosom friends as commodores. However, the Midlander has since become one of Merlwyb's inner circle, and remains so to this day.

Now thirty-eight years of age, Reyner is steadfast in the line of duty. He also has a more tender side, however, and takes care of an elderly feline that he once kept in the hold of a warship.

The Bloody Executioners

Foremost of Limsa's three great pirate powers, the Bloody Executioners are led by Hyllfyr—master of the corsairs and lord of the region's underworld. The Executioners resisted Merlwyb when she outlawed piracy, even going so far as to unite rebellious crews to overthrow the Admiral. Due to the threats posed by the Garlean Empire and Calamity, however, the pirates ultimately signed Merlwyb's Galadion Accord. In recent years, the Executioners remain a powerful presence, having secured a privateering license from the Admiral to raid Garlean vessels. However, Hyllfyr himself has stepped aside due to his age, and one can find pirates scuffling in back alleys over who is to succeed him.

Hyllfyr Faezmoensyn



"Slit their throats, steal their wares, share the bounty."

Leader of the Bloody Executioners, "One-eyed" Hyllfyr is a giant even amongst other Sea Wolves. With one hand, he wields a greataxe larger than many men could lift, and has won himself a name as the brutal lord of the pirates. He was a rival of Bloefhis, the penultimate captain of the League of Lost Bastards, and for many years the two were locked in a struggle for the upper hand. It is also widely thought that the Galadion Accord—and Limsa's current unity—could not have come about but for his aid.

After his sixtieth nameday, however, rumors began to swirl that Hyllfyr was stricken by an ailment of the lungs. His vessel, the *Astalicia*, has not weighed anchor in some time, and he has now seen his sixty-ninth winter come and go. Nonetheless, such is his fearsome reputation that all Lominsan pirates keep watch for his reappearance.







The Kraken's Arms

Second of Limsa's three great pirate powers, the Kraken's Arms command several large galleys that allow them to venture forth on long voyages with ease—not the least of which is the *Misery*, their flagship. They have travelled far to the east, and raided the merchant and shipping vessels of the Garlean provinces time and again. Calling these expeditions part of the "spice trade," they have come to sell their exotic plunder at the Seventh Sage, and there reaped great profit. One may say, therefore, that the Krakens have taken to their new role as privateers better than any other pirate crew.

Carvallain de Gorgagne



"'Tis unfortunate, but notoriety accumulated over the course of years does not fade overnight."

An Elezen man of Ishgardian descent, Carvallain de Gorgagne is an enlightened pirate who believes men must change with their times. He was born the heir to House Durendaire, and walked the gilded path that all firstborn of Ishgard's High Houses do. Dissatisfied with this fate, Carvallain assumed the alias of a House Durendaire bannerman and set out soon after his fourteenth nameday to learn much and more of the realm. A vessel he had signed aboard to gain passage south ran afoul of the Kraken's Arms but three days out of port, whereupon he was taken captive. Jumping at the chance to escape the stifling confines of Ishgardian high culture, Carvallain enlisted in the pirate crew. He learned how to read the stars, and grew into a rare and excellent leader—so much so that he rose in the ranks. Now thirty-four years of age, he commands all of the Kraken's Arms as their captain.

When he is upon dry land, Carvallain is known to be an excellent chocobo rider who can put most men to shame in a race.

The Sanguine Sirens

An almost entirely female crew, the Sanguine Sirens were born of defiance: some thirty summers past, four women set out to make their fortune within a pirate society controlled by their male counterparts. These, the first Sirens, served aboard another crew's vessel during the early years, earning a share of the plunder as sellswords during raids. Their numbers and wealth grew, and in time they acquired a ship of their own: the Lady Infernal. Their rapid ascent to the last of Limsa's three great pirate powers thereafter was, in a word, masterful.

At present, however, the crew is said to have languished under Rhoswen, the third Captain of the Sirens. One explanation for this is their tactics: the crew made a name for themselves reaving in coastal waters with swift ships. As such, they may have suffered for a lack of prey sailing through the nearby seas.



Rhoswen Leach



"Me crew embodies the true spirit o' piracy—freedom t' do whatever ye damn well please, and no one t' answer to but yer good self...and me, o' course."

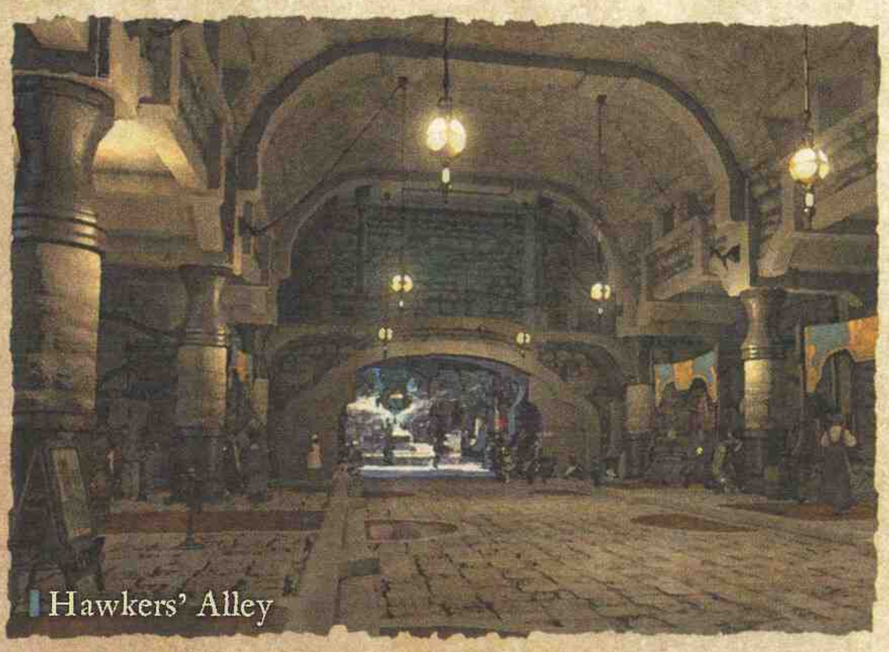
Though Captain Rhoswen was born in a settlement in western La Noscea, she left upon reaching her fifteenth nameday, fleeing from her violent drunk and letch of a father. Forced to live in the back alleys of Limsa Lominsa as a beggar, the Midlander girl learned of the Sanguine Sirens and began working for the crew. Having discovered the family she longed for amongst the Sirens, Rhoswen became a proper deckhand, and her devotion (in addition to a few timely deaths) eventually saw her elevated to the captain's chair.

Now in her thirty-sixth year, Rhoswen is an intriguing figure. She continues to see the first leader of the Sirens as a second mother, and remains attached to the old ways of the pirates from her example. Some have speculated this opinion has led to her fiery hatred for Captain Carvallain and his Krakens.

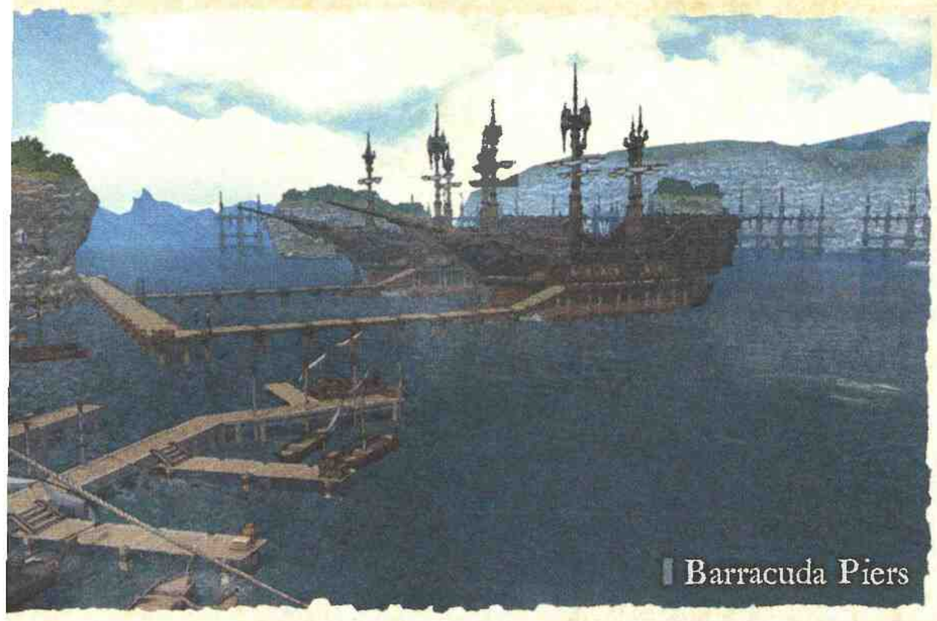
The Lower Decks

Limsa's lower decks are some of the city's earliest structures, having been constructed by the crew of the *Galadion* between the towers in the bay. These bridges and platforms hang over the ocean waters, and are truly a beautiful sight to behold. When viewed from afar, they shine and sway not unlike the lightest of gossamer silks, and as such have been given the name the "Navigator's Veil."




Hawkers' Alley


Fisherman's Bottom


Barracuda Piers


The Ferry Docks

A Barracuda Piers

These docks provide safe mooring for the Thalassocratic Navy's principal squadrons, also known as the Crimson Fleet. To prevent sabotage, admittance to the area is forbidden to the general citizenry; however, on clear days, one may catch a glimpse of the armada flagship, the *Triumph*, from atop one of Limsa Lominsa's myriad spans.

B The Ferry Docks

As fishing, trade, and warships put in elsewhere, these docks exclusively serve the ferry that sails to Vesper Bay along the western coast of Thanalan.

C Mealvaan's Gate

For the purposes of taxation, all unloaded cargo must pass through inspection at Mealvaan's Gate, as must the crews and passengers of docked ships. Established some five hundred years ago by Admiral Mealvaan, the Gate has supported the maritime city-state and her trade since. The arcanists who man it as "assessors" are well versed in sums, and have established their guild within so as to train newcomers to their art.

D Hawkers' Alley

Merchants travel from far and wide to sell their wares in Hawkers' Alley. In addition to foreign shopkeeps from exotic lands, one can find goblins, Qiqirn, and other beastmen peddlers. Of late, one may even see Mamool Ja— a race hailing from the distant western continent.

E The Octant

Though the Octant takes its name from a navigational tool that greatly advanced seafaring, this eight-sided courtyard was built to honor the instruments' inventor, Jovanni Gnonno. It is a popular meeting place for townsfolk, a key hub of transportation, and, following the Calamity, the new home to an aetheryte.

F The Zephyr Gate

The great threshold to Limsa Lominsa, the Zephyr Gate is named for the westerly breeze that wafts pleasantly through the area. Beyond its doors lies the Procession of Terns, which leads to middle La Noscea.

G Bulwark Hall

The lowest level of the Mizzenmast, Bulwark Hall exists in part to protect the Bridge, the center of Lominsan government. Indeed, as the last bastion of defense, the hall has arrowslits along its walls to allow soldiers within to repel attackers without.

H Fisherman's Bottom

By rights, Fisherman's Bottom, located at the lowest point in the city, should be known for the organization to which it is home—Wawalago's Pullers, the largest group of fishermen in the city. Nonetheless, it would seem Lominsans overwhelmingly prefer the popular sobriquet.

I The *Astalicia*

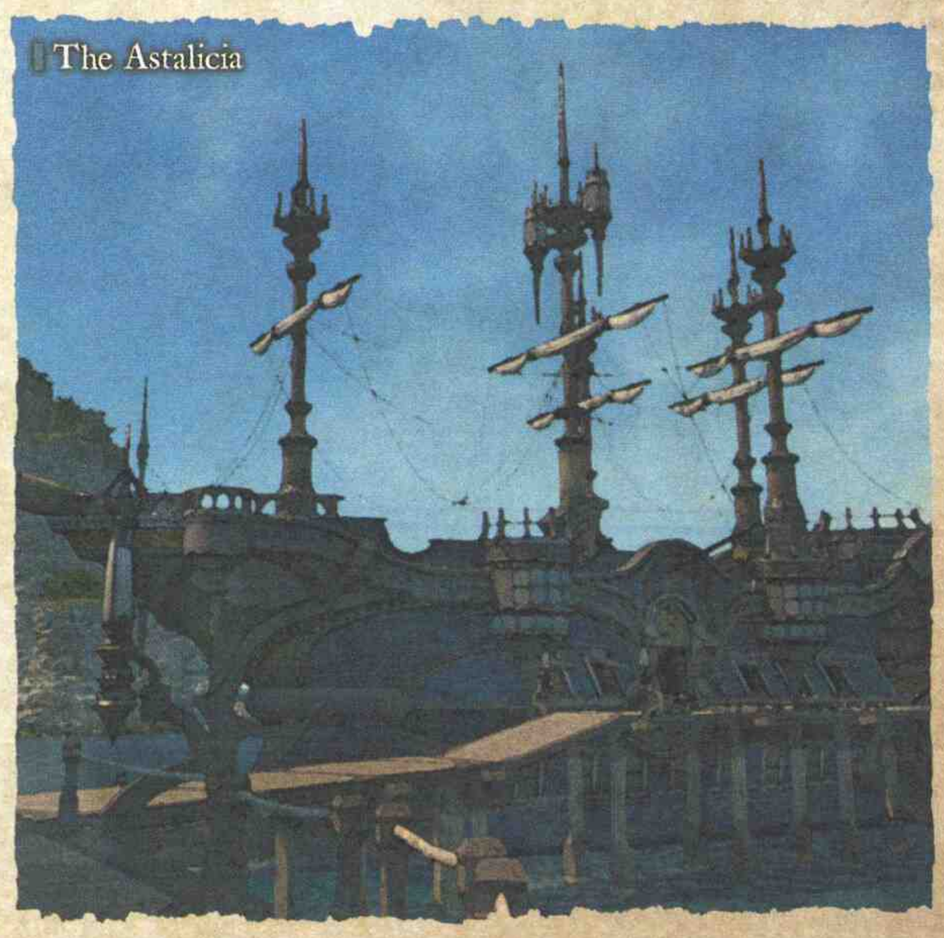
Registered as a trade vessel hailing from foreign waters, this battle-scarred warship captained by the lord of the region's underworld, One-eyed Hyllfyr, serves as a gathering place for brigands, cutthroats, and the purveyors of sundry other breeds of villainy. It is here that the city-state's many pirate crews find new recruits to join their ranks.

J The Dutiful Sisters of the Edelweiss

Sitting quietly in the outskirts of the harbor, this supposed "convent" houses the Dutiful Sisters of the Edelweiss. In truth, however, the place serves those who ensure no one breaks the unspoken code of criminals —the Rogues' Guild.

K Pharos Polaris

Its fires guiding ships safely homewards in the stead of the pole star, Pharos Polaris is a white lighthouse built precariously upon a solitary reef over the course of many years. Naldiq & Vymelli's is charged with its upkeep, and for safety reasons only employees of the company may enter. It is rumored that a voidsent bomb provides the light for the tower's lamps.


The Astalicia

The Upper Decks

As Lominsans have precious little room to build outwards, they have spent many generations building towards the skies. The upper decks have thus come to weave their way around the Mizzenmast, and extend to outlying towers along bridges of stone and wood.



Bismarck Regular
Maetimaga Klynmagasyn

"These days, all too few establishments strive for the Bismarck's level of excellence."

Astalicja Pirate
Y'myhoi the Limber

"There are many and more willing to risk his fickle favor for a chance to serve on Llymlaen's most beloved ship."

Drowning Wench
Tablewench
I'tolwann

"You'll be taking the contents of your innards with you, or you'll not find the Wench so welcoming on your next visit."


The Mizzenmast


The Anchor Yard


Coral Tower

A Coral Tower

Standing over Limsa's harbor, Coral Tower was built to be the headquarters of the Knights of the Barracuda. At present, however, the watchtower is the Yellowjackets' base of operations and training grounds for the Marauders' Guild.

B The Seventh Sage

The Seventh Sage deals in everything from spices and herbs to local vegetables and exotic ingredients from faraway lands. While the store enjoys the custom of many a chef, it also serves to conceal the dealings of the Kraken's Arms—much of whose plunder sits upon the shelves awaiting sale.

C The Bismarck

With delicacies from every corner of the five seas sure to satisfy any palate, the Bismarck is famed as Eorzea's premier restaurant. Just as the white whale of legend devoured all that lay in his path, it is the Bismarck's fondest hope that its diners will follow suit.

D The Mizzenmast

The heart of Limsa Lominsa, the Mizzenmast rises over the wreckage of the *Galadion* where the ship's own mast once stood. Within it lies the Bridge, an airship landing, a tavern, and an inn—all which can be reached using a complex system of pulleys known as the Crow's Lift.

The Drowning Wench

Notoriously rumored to be named after the proprietor's mother, the Drowning Wench is an alehouse that occupies an entire story within the Mizzenmast. Only sailors and pirates frequented the place until Baderon Tenfingers, a retired sellsword, became owner. He permitted the Adventurers' Guild to set up shop, and the tavern has begun to attract a more varied clientele. The Drowning Wench prides itself on fare that is both affordable and delicious, and is famed for its La Noscean toast.

The Mizzenmast Inn

As sailors prefer to sleep in their gently rocking cabins even while in port, the Mizzenmast Inn welcomes adventurers seeking a more steady bed on dry land, as well as merchants with coin in their purses to spare.

E Maelstrom Command

While Maelstrom Command was originally located on the outskirts of Limsa Lominsa, the Grand Company's headquarters were moved to their current position after the Calamity and the creation of a new plan for the defense of the city-state.


The Bismarck


The Aftcastle

F The Hyaline

Selling fish delivered fresh each morn, the Hyaline gains its name from the jewel-like aquarium that lines its storefront.

G The Aftcastle

A public courtyard, the Aftcastle takes its name from its position behind the Mizzenmast, per the nautical conventions of Limsa Lominsa.

H The Missing Member

The Sanguine Sirens originally built this tavern to serve members of the crew who had come into port. Ever since the Missing Member's food and drink started to garner praise, however, townsfolk and adventurers can be found dining within its halls. Most believe that the establishment earns its name from those crew members the Sanguine Sirens have lost at sea, but there are those who believe it alludes to the captain's violent tendency to deftly "decommission" her male victims.

I Naldiq & Vymelli's

Founded by a blacksmith named Naldiq and a shipwright called Vymelli, this business made its name building some of the greatest ships the realm, nay, the world has seen. Over the years, however, it has expanded into many and varied fields, from firearms to fine armors fashioned from plates of metal, utilizing the selfsame skills employed in girding ships' hulls.

J The Anchor Yard

In the early days of Limsa Lominsa, the Anchor Yard was the berth of the most feared of pirates. A tremendous gale some two hundred years past rendered the area ill-fit for large vessels to drop anchor, and thus a wide courtyard was built in its place.

The Guilds

The Marauders' Guild

The axe has long been favored by those who sail the waves. It is devastating in close-quarters combat, and its hooked head can be used to climb up the hull when boarding enemy vessels. Additionally, it can be used in times of dire need to break doors and desks trapping men inside cabins, and as a tool to fell and process timber used to repair damage to a ship. For these reasons and more, pirates of all kinds wield the axe, and even created their own techniques for the arm.

The Marauders' Guild, therefore, trained fledgling buccaneers under the auspices of the powerful pirate crews who operated the place until the eve of the Sixth Astral Era. With the signing of the Galadion Accord, however, the corsairs joined forces with the Maelstrom, and in the Seventh Umbral Era the guild was made an independent entity. As if to signify a break with its pirate past, the guild was even physically moved to Coral Tower, the seat of the Yellowjackets.



Wyrnzoen Saelsmyndsyn

"It is not our way to simply outfight our adversaries; we seek to overwhelm them."

Axemaster Wyrnzoen was a captain of the Yellowjackets with many victories to his name. A wound to the knee in a skirmish with the kobolds, however, forced him to abandon the front lines. Nonetheless, the Sea Wolf's skill with the axe and stalwart character did not go unnoticed. After the Marauders' Guild was restructured at Admiral Merlwyb's behest, he was appointed master, and now brings all the wisdom of his thirty-five summers to bear in instructing new students of the axe.

The Arcanists' Guild

A form of arcane art using esoteric calculations, arcanima was developed originally by the people of the south sea isles. After discovering a means of expressing natural phenomena in mathematical terms, they refined formulae into arcane geometries—precise patterns that allowed practitioners to weave aether into specific magical effect. This, in turn, bore the school of arcanima.

When arcanists crossed the ocean to Limsa Lominsa, they were warmly greeted as lettered men. Of particular note is Ikuku, who came to the maritime city-state roughly five hundred years ago and quickly rose to the position of advisor to Admiral Mealvaan. The arcanist was instrumental in establishing Mealvaan's Gate, and his brethren continue to serve as assessors by tradition. Though the older generations endeavored to train young hopefuls at the gate, the informal relationship of mentor and pupil meant much knowledge was subject to loss. Thus, by order of a concerned Admiral Merlwyb, the arcanists expanded their research facilities, and formally established a guild so that their art might grow with the passing of generations.



Thubyrgeim Guldweitzwyn

"We must all come to accept our limitations, lest our ambitions lead us astray. However, we must not lose sight of our strengths in the process."

Guildmaster K'rhid Tia is a roaming spirit and often away, and Thubyrgeim has come to shoulder his responsibilities at the guild. She is a rare person, having both an excellent knowledge of her art and far greater patience than most others of twenty-nine years. A true teacher, the Sea Wolf woman may be found tutoring children in their letters when off duty.

The Rogues' Guild

Once, an organization known as the Upright Thieves patrolled the back streets of Limsa Lominsa, ensuring that no brigand break the unspoken code of conduct. The group drew from the most able members of pirate crews, and favored the agile and sly. With their chosen weapons—rope-cutting daggers they used during their days as sailors—the group devised skills of the blade to punish the guilty and reclaim plunder taken unjustly from fellow Lominsans.

After Admiral Merlwyb's decree banning piracy, the Upright Thieves became the Rogues' Guild. Yet their purpose is unchanged, and they continue to keep the peace of Limsa from amongst the shadows. Their guild hall is likewise clandestine, masquerading as a convent of the Dutiful Sisters of the Edelweiss.



Jacke Swallow

"We go where the shadows are darkest, an' hand out justice to them as break the code."

A Midlander of twenty-seven years, Jacke takes greater pride in being a rogue than in anything else. As a child, he was captured by pirates, who sold him as a slave in a blatant violation of the code of Limsa's underbelly. In this, they stole his freedom and his innocence. Jacke chose to follow in the footsteps of the one who saved him from this tragic fate—a nameless member of the Upright Thieves. Jacke eventually became the first master of the Rogues' Guild, and today serves in the position with pleasure.

The Blacksmiths' Guild

Never in Limsa Lominsa's history have blacksmiths wanted for custom, and the constant demand for ships and arms has led the smithies—as they are referred to colloquially—on to new heights in quality. Furthermore, Lominsan smelting has profited much and quickly from dealings with the kobolds. To preserve and protect these exceptional metallurgical arts, the Blacksmiths' Guild was founded some seven score years past.

Following its inception, the guild would instruct younger blacksmiths, while simultaneously guarding their secrets from prying foreign eyes and fingers. Now that hostilities between the Eorzean city-states have eased, however, the guild is willing to take on adventurer apprentices in the spirit of cooperation.



Brithael Spade

"Friends'll betray ye, lovers'll leave ye, but yer hammer'll never do ye no wrong."

The young forgemaster of Naldiq & Vymelli's, Brithael was thrust into his position by other smiths who had no love of administrative work. Possessed of a strong sense of duty, the Midlander has put his best foot forward in fulfilling his responsibilities with—more or less—a smile on his face. The thirty-year-old also enjoys his ale a little too much, and can oft be found deep in his cups at the Drowning Wench.

The Armorers' Guild

Fashioning armor was once seen as a duty of blacksmiths. Yet some devoted themselves exclusively to armorcraft as time passed, and the best of these became known in their own right. The skills of these armorers in shaping metal plates also attracted the attention of seafarers, who wished to fortify their vessels' hulls with steel. To this day, only the best armorers bear the title of "shipwright," and are deeply respected throughout Limsa Lominsa.

None of this came to pass without conflict, however. As armorers began to stand apart from smiths, the guild was torn atwain. Ultimately, the former left altogether, seeking in separation the independence of a proper Armorers' Guild. Thus, although both guilds share a common history, they also share a rivalry, and attempt to outdo one another at every opportunity.



H'naanza Esi

"I see it as my Builder-given duty to not only pass on the techniques of the armorer to the next generation of artisans, but to improve on those processes as well."

H'naanza Esi serves as the head of Naldiq & Vymelli's, and as forgemaster of the Armorers' Guild. Moreover, she is a vaunted shipwright, and the *Triumph*, the flagship of the Crimson Fleet, is of her design—a great accomplishment for one of thirty-eight years. At present, the Seeker of the Sun has left the building of ships to others, and devotes her considerable energies to instructing new armorers in her craft.

The Culinarians' Guild

Known to spend as much time in the galley as on the bridge of his ship, Admiral Guolskyf Bhaldwaensyn was a true gourmand. Some fifty years ago, he set out to catalog every recipe of note in the realm. In service of this lofty goal, he founded the Culinarians' Guild, and codified current cooking methodologies.

Since its establishment, the guild has worked not only to collect recipes and ingredients from all corners of the world, but also to devise novel creations of its own, such as the infamous "eggless omelette." Its culinarians labor day in and day out to eclipse their last masterpiece at their restaurant, the Bismarck. Its name is synonymous with the culinary culture of Limsa Lominsa throughout the realm, and many are the men who have crossed the seas specifically to dine at the restaurant.



Lyngsath Hyllbornsyn

"Our trade's as tough as old mutton, an' passion's the only thing what gets us through the gristly bits."

Head chef of the Bismarck and master of the Culinarians' Guild, Lyngsath Hyllbornsyn learned his trade upon a merchant vessel that ventured far and wide across the five seas. As such, the Sea Wolf is well versed in foreign techniques and ingredients, and behind his every dish are his forty-two summers' worth of experience in the kitchens. Unbound by conventional thinking and recipes, he is famous for borrowing from multiple traditions to create new culinary wonders.

The Fishermen's Guild

As her people have always found sustenance in the region's waters, fishing is one of the oldest of Lominsan industries. With time, it has grown in scope, and fishermen and women have come together as "pullers," casting their nets alongside one another in both coastal shallows and along the seabed.

These loose associations do not limit their activities to cooperative fishing, but also worked to maintain their vessels and harbor, set prices for specific species of fish, and ensure that no one person depletes the seas of its bounty. Though most will instruct newcomers, only Wawalago's Pullers, the official Fishermen's Guild, takes on adventurers. This seemingly brings in knowledge of fish from the entire realm, and allows the guild to learn of unconventional techniques, while stocking their revolutionary fisheries with exotic specimens.



Wawalago Momolago

"I have deemed that love and fishing are not so dissimilar in definition. Why, neither fish nor maid can be caught without a carefully considered cast, after all."

Equally enamored with both fish and the fairer sex, Wawalago Momolago is the alliterative master of the Fishermen's Guild. One of the Dunesfolk, he fished in his native Thanalan when he was young, but ran afoul of a pirate vessel during an expedition. Abducted and put to work beneath the mast, Wawalago managed to win his freedom with his sharp wit. He came to settle in Limsa Lominsa, where he enjoys a fancy-free life to this day, despite having seen a full sixty-five summers.

Middle La Noscea

Known for its rolling hills, middle La Noscea borders Galadion Bay. When peering out from Limsa Lominsa, the region seems a pastoral scene. However, a great cliff cleaves the land in twain, a scar left by the Calamity dividing the northern and southern areas.

Zephyr Drift

This grassland begins just past the Zephyr Gate, and gains its title from the same westerly breeze as the egress.

Galadion Bay

Galadion Bay was named in honor of the great vessel that bore Limsa Lominsa's founders from the northern seas to their new home. Scholars have recently discovered that it was known as the Bay of Nym in the Fifth Astral Era.

The Rogue River

One of three streams that flow through middle La Noscea, the Rogue River did not exist until the Calamity sundered the ground and opened up a new path for the water. Thieves used the river to transport their ill-gotten goods in the early Seventh Umbral Era, and their activities gave the waterway its present name.

The La Thagran Checkpoint

The Maelstrom set up this checkpoint to keep watch over the La Thagran Eastroad that cuts through middle La Noscea. The Grand Company has since entrusted the post to the Yellowjackets, as the area rarely sees kobold encroachment.

Summerford

When the Calamity carved rifts in the land's surface, water rushed up to fill them from a subterranean vein flowing forth from the mountains of O'Ghomoro. Two new rivers now run through middle La Noscea, and have turned the area betwixt them into a fertile farmland where produce always grows in the abundance of summer. Summerford is also known as the former home of Camp Bearded Rock, a Yellowjacket outpost that was purged from La Noscea, rock and all, when Bahamut unleashed his flames upon the area.

Summerford Farms

When Merlwyb Bloefhiswyn rose to Admiral, one of her first decrees included the clearing of large swaths of land for new Lominsan settlements. Summerford Farms and its expansive orange groves is one of those locations—its name is derived from the man-made crossings required when late spring runoff from Mt. O'Ghomoro causes the Rogue River to swell.

Seasong Grotto

"I am the waves that bear, I am the winds that guide.
I am the evening stars, I am the morning sky.
I am born of the sea, and there shall I die."

Nestled within a shallow cavern situated to the south of Summerford Farms sits an ancient monolith upon which is carved this, the Sailors' Requiem.

The Agelyss River

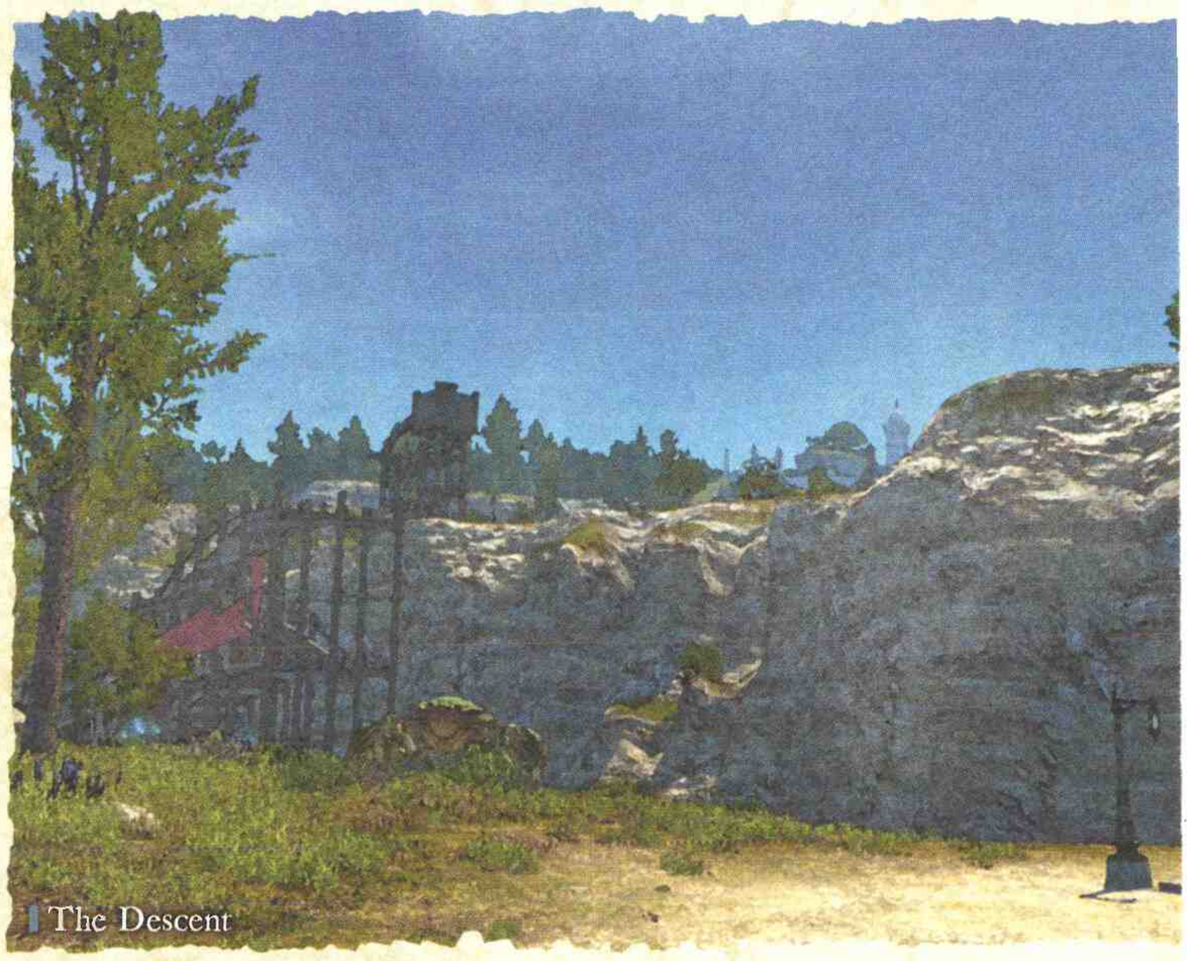
Flowing from the direction of Agelyss Wise, this river is the second of those created by the Calamity.

The Cookpot

As this patch of land is encircled by a queer wall of stone, the locals have taken to calling it the Cookpot—and worrying over what trouble stews inside.



The Agelyss River



The Descent

Three-malm Bend

A curved section of land some three malms long, this area straddles the rift known as the Descent. Its lowest point sits but barely above the level of the seas.

The Descent

A deep scar left by the Calamity, this mighty rift swallowed the Nym River and the land it once flowed through—and with it, countless lives. Thus, the Descent was given its ominous sounding name so that no more would stumble over the precipice to be dashed upon the rocks below.

The Skylift

Once an endless expanse of flat, rocky meadows, middle La Noscea is now severed by a sheer cliff known as the Descent. To maintain overland trade routes from the easterly outposts of Aleport and Bronze Lake, Lominsan engineers created the Skylift—a tower of wooden scaffolding outfitted with pulleys, winches, and lighter-than-air balloons.

The De Nevelle Checkpoint

From the De Nevelle Checkpoint, the Maelstrom keeps vigil over the road to the hamlet Wineport. In order to watch for the Garlean forces that have advanced into eastern La Noscea, the post is far more heavily manned than the La Thagran Checkpoint.

Woad Whisper Canyon

Little more than a shallow valley but five years past, Woad Whisper Canyon was carved into a gaping gorge in a matter of moons after the Calamity drained Bronze Lake and dramatically altered the course of the Nym River. On hot days, laborers from both Summerford Farms and the Skylift will oft take respite in the cool mists of the falls...if not met by bandits.

The Nym River

Flowing forth from Bronze Lake, this river has been named in honor of the ancient Nymian temple discovered in its headwater.

The Foremast

The newest Yellowjacket watchtower, the Foremast, leads into the capital proper—though no adventurer is permitted entry this way. Like the Mizzenmast, its name hearkens back to the nautical, and indicates not only the mast standing nearest a ship's bow, but Limsa Lominsa's resolve to lead the fight.

Lower La Noscea

Stretching out beyond the Tempest Gate, lower La Noscea has long supplied timber for vessels, and thus has become home to the Lominsan ship building industry. Woodcutters have come to ply their trade elsewhere, and the area at present is being cleared and tilled for use as farmland.

Moraby Bay

On the southern coast of Vylbrand, Moraby Bay encompasses the cove and surrounding lands—all of which one can see from just below Limsa Lominsa. This breathtaking view explains why the area is a favorite for trysts...despite being rife with deadly stinging aureliae.

Madman Bridge

Madman Bridge is maintained by Naldiq & Vymelli's. Those who venture beyond it, however, are liable to fall prey to kobolds and monsters, and it is said that only a man who had taken leave of his senses would cross the bridge unprepared.

The Eyes

Known in part as a post for the Yellowjacket's second levy, the Eyes is a towering stone outcrop with two hollows cut clean through that appear to watch passersby with hidden intent.

The Mourning Widow

Though a river once flowed here gracefully over land to the ocean, the Calamity sheared away rock and soil to leave but a stark cliff face. Now, the waters cascade downwards, falling upon the waves beneath. The locals see these as the tears of those who lost a loved one during the chaos, and have taken to calling the waterfall the Mourning Widow.

The Tempest Gate

Unlike the warm winds of the Zephyr Gate, this back entrance gains its title from the gales that howl at its doors from the seas.

Oschon's Embrace

When the Gods' Grip bore the brunt of a great wave generated during the Calamity, one section of the peninsula crumbled under the force of the water, leaving the tip cut off from the mainland. Naldiq & Vymelli's subsequently set about constructing this mighty bridge to cross the ravine, reconnecting the severed docks and communities with the mainland.

Cedarwood

Once home of a mighty forest, Cedarwood's trees grew straight and strong, and found use as masts and decks upon many a Lominsan vessel. After many years of logging, however, the area is nigh unrecognizable, its flora almost completely changed.

The Red Rooster Stead

The farmers on the Red Rooster Stead will rarely shy from testing their agricultural acumen on exotic crops or untested growing methods, and take pride in their willingness to sacrifice a harvest if it means a better yield an autumn hence. The plantation's name is said to be taken from the bloody cockfights held after nightfall by the gamekeeps.

The Grey Fleet

Sitting high atop Widow Cliffs on the southeastern coast of Vylbrand, the Grey Fleet was built to harness the constant southerly winds funneled down through the Strait of Merlthor, and use them to power the many mills which grind the region's wheat and full its wool.

The Blind Iron Mines

Though operations have all but ground to a halt within the Blind Iron Mines, in its heyday the air inside was so full of dust as to rob men of their sight.

The Gods' Grip

Legend has it that the hands of the Wanderer and Navigator shaped this peninsula, which extends along the western shores of Moraby Bay. During the War of the Magi, it was here that the Nymian Royal Marines took an Amdapori host by surprise, and repulsed its attempts to land upon the cape. The conflict has since become known as the Battle of the Gods' Grip.

The Moraby Drydocks

The Moraby Drydocks—main offices of Naldiq & Vymelli's—are presently bustling with shipwrights working to finish the *Victory*, the first large-scale vessel to be constructed after the Calamity.

The Salt Strand

When struck by a fallen shard from Dalamud's outer shell, a massive amount of concentrated aether was released from just below the surface of the Rhotano Sea, immediately fusing with and crystallizing the towering fount of salt water which was expelled during the impact. City-state-funded exploratory forays into the inner crater have all yet to return...

Candlekeep Quay

Originally built for the candlekeep stationed at Oschon's Torch, this quay is also used to unload freight bound for the Moraby Drydocks.

Empty Heart

A small spring that bubbles up on the Gods' Grip, Empty Heart's waters are fresh and pure. Such sources are a rarity, and many are the monsters that come to slake their thirst—so many, in fact, that they are known to fight amongst themselves.

Oschon's Torch

Bearing the Wanderer's name, Oschon's Torch stands on the opposite shore of Moraby Bay from Llymlaen's Ring. Together, the lighthouses alert passing ships to where the bay's jagged coasts lie.


The Grey Fleet


The Salt Strand

Eastern La Noscea

An area in the southeast of Vylbrand, eastern La Noscea stretches from Bloodshore on the sea to Raincatcher Gully further inland. The region has a great diversity of terrain, with pristine white sand beaches to the east and dense jungles to the west.

Bloodshore

Bloodshore's name stems from a macabre tale. Around fifty years ago, the enmity between the League of Lost Bastards and the followers of Rycharde Mistbeard came to a head off the coast of eastern La Noscea. When the smoke cleared, four galleys had sunk, and hundreds of corpses had been swept away with the tide, the water and sand stained red with their blood.

Gullperch Tower

One of three beacons built along the La Noscean coast in the Sixth Astral Era, Gullperch Tower is the easternmost—warning ships navigating the Strait of Merlthor of its deadly shallows, while also serving as a watchtower for pirate and Sahagin raids on Bloodshore.

Costa del Sol

Though this area was originally cleared for farmland, it was abandoned upon the discovery that no crops would grow in the salt-ridden soil. It then caught the eye of Master Gegeruju, a wealthy Ul'dahn entrepreneur, who purchased the land and set about developing it in the style of the south sea isles. Gegeruju has not only altered the area's flora to match his tastes—going as far as introducing species native to more tropical climes such as the Cieldalaes—but also changed its name to Costa del Sol.

The Garlok's Lair

Intrigued by the "monster" known as the Garlok that was said to live in this dark cavern, Master Gegeruju sent a band of sellswords into the depths to find it. Not only are they rumored to have stumbled upon the legendary fear babe... but also stumbled "into" it, stirring the Garlok from its ages-long slumber.

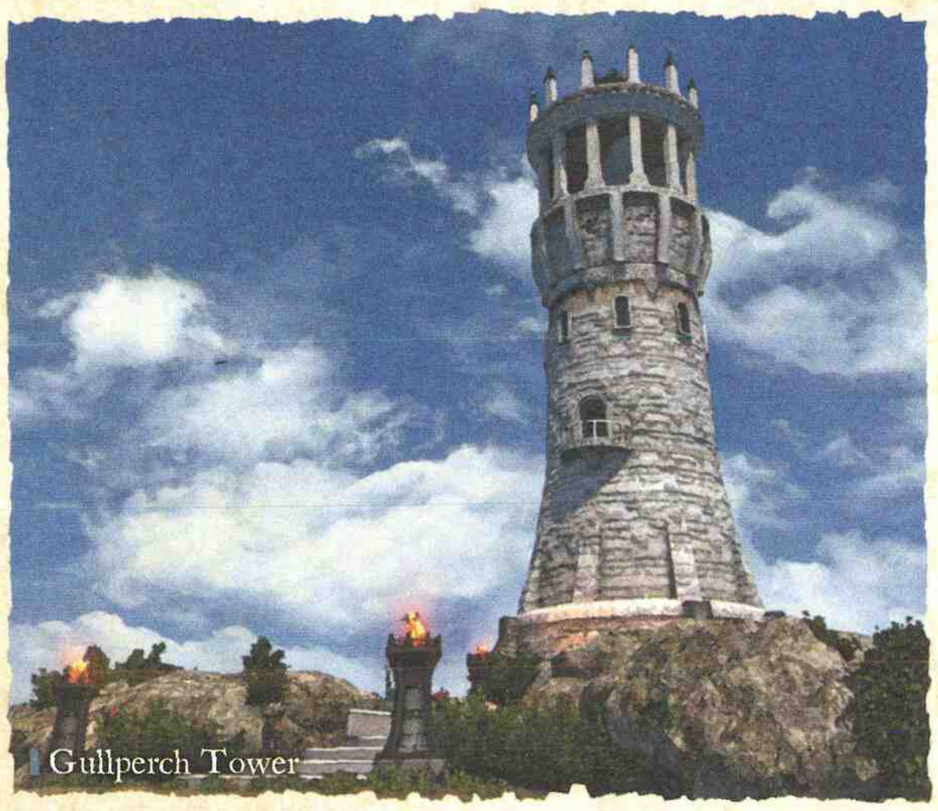
Hidden Falls

Sheltered on three sides by towering cliffs, Hidden Falls can be found several score yalms upstream from where the Agelyss River empties into the Strait of Merlthor. Taken by its beauty, Ul'dahn plutocrat Gegeruju was quick to purchase the land and construct a stage upon which private performances for the magnate's favored clients are held.



Hidden Falls

Castrum Occidens



Gullperch Tower

Raincatcher Gully

A great many plants blossom into crimson flowers within the warmth of this dense jungle, though scholars remain unsure of the causes behind such an imbalance in color amongst the region's flora.

Brayflox's Longstop

Brayflox Alltalks, a former member of the Company of Heroes, sought to establish a camp in this region. However, she was unaware of the wounded wyrm slumbering in a cave deep within. Thus, the party of goblins she sent into the jungle met with great tragedy.

The Severed String

Home to a black marketeer, the Severed String was also a shop dealing in smuggled and stolen goods until the owner abandoned it for reasons unknown. Though the place stood empty for a long while, at some point imperial deserters took up residence within its aptly named walls.

Red Mantis Falls

The deadly red mantises that lay their eggs near the base of this majestic waterfall also lend the place its ominous name.

Raincatcher Gully Docks

The ferry stops at these docks to take travelers across the river, and a small storehouse nearby serves its porters and steersmen. Of late, rumors abound of unscrupulous characters with a Far Eastern look to them entering the shack.

Agelyss Wise

The ruins of an archaic road, Agelyss Wise's age is so great that some scholars hypothesize it was already old in the days of ancient Allag.

Wineport

Blessed with fertile soil and groundwater rich in minerals, Wineport is a Lominsan village famous for its vineyards and fine wines. The Bacchus grapes they grow are known to produce particularly exquisite vintages. Though the village is not a port in the traditional sense, its name derives from its bustling trade.

Castrum Occidens

Castrum Occidens was built by the XIVth Imperial Legion in the Seventh Umbral Era, and is garrison to the 2nd Cohort once under the command of Praefectus Rhitahtyn sas Arvina. The Garleans are said to have spent a great amount of time and effort examining the fragment of Dalamud lodged beneath the stronghold.

Western La Noscea

Located in the southwest of Vylbrand, during the Sixth Astral Era, this region was a fertile land with a scattering of farmsteads that provided many of Limsa Lominsa's crops. After the Calamity, however, ruin has crept upon its rolling hills, with the Sahagin who bear down from the northwest posing a particular threat.

Quarterstone

Though one in four parts of Quarterstone's soil is rock, granaries and golden wheat were once abundant thanks in part to the tireless toiling of its former residents. Now the farmland is overgrown and wild, as the fields have stood stagnant since the farmers fled to Limsa Lominsa with the coming of the Calamity.

Swiftperch

Constructed as part of a great plan to rebuild aetheryte camps, Swiftperch is a new settlement constructed around the remains of a watchtower that once served the Yellowjackets. Farmers who lived in Quarterstone are slowly returning, yet their lives are hard and prospects bleak.

The Flock

The wheat grew tall here, but for want of farmers the fields have been left fallow for five years. At present, the area has been reclaimed by a flock of feral dodos.

Brewer's Beacon

This relatively new lighthouse was built soon after the Calamity claimed Swiftperch Tower to ensure safe passage for trade vessels carrying shipments of dark stouts and blonde barleywines out of Aleport. In addition, the candlekeeps also maintain watch for increasingly frequent rogue tidal waves caused by the stirrings of the Lord of the Whorl.

Skull Valley

The name of this valley bespeaks a grisly history. When kobolds ventured down from O'Ghomoro, they were slaughtered by Yellowjackets, and their skulls placed on display as a warning to others. With the changing times, the place is now more likely to face Sahagin incursion.

Sastasha Seagrot

Ages of pounding waves have worn away the sea cliff, leaving this natural cavern. While tales that the Seagrot is the lair of deadly coeurls abound, it has become clear that this was a ploy by the Serpent Reavers to keep people away. The cavern connects with the sea, and these pirates have built a hideout at its depths whence they aid the Sahagin.

Aleport

Unlike water, ale will not go stagnant on long sea voyages. Thus, many ships put into this, the second harbor on Vylbrand, to fill their holds with the stuff. Subsequently, Aleport does a goodly trade in grog, a trade encouraged by low taxes on various brews. Less well known, however, is that this was a stratagem specifically designed to prevent large vessels from clogging the port of Limsa Lominsa.

Camp Skull Valley

Now a strategic outpost for the Maelstrom, Camp Skull Valley was once but a circle of tents occupied by a meager Yellowjacket unit charged with surveilling the area for kobold incursions. Those beastmen foolish enough to venture down from O'Ghomoro were slaughtered and beheaded—their skulls put on display as a warning to others.

The Founder's Crypt

The Founder's Crypt stands to commemorate a settler named Aerghaemr—a hero who died so that many more could live. He alone stayed behind when the Sahagin attacked to buy his comrades precious time to flee.

North & South Tidegate

Taking advantage of the chaos left in the Calamity's wake, a large force of Sahagin rose from the seas and laid claim to Halfstone, a distant Lominsan settlement on the far-western edge of La Noscea. To prevent any further swells of the beastman forces, a massive wall was erected between the enemy-occupied lowlands and the allied Skull Valley.

Halfstone

In spite of the high rock content in the soil, men toiled patiently to reclaim Halfstone, and eventually established a farming settlement. Yet, all this was washed away when the primal Leviathan unleashed a great tidal wave after the Calamity, and the area is now little more than a barren stretch of rocky shore.

The Serpent's Tongue

This hidden harbor serves as a hideout for the rapacious Serpent Reavers, who have allied with the Sahagin against their fellow men.

Sapsa Spawning Grounds

The Sahagin swarmed this area after the tidal wave collided with the coast, and are laboriously transforming it into a spawning ground.

The Sahagin Landbase

Built by warriors from the seas, the Landbase has allowed the aquatic beastmen to assault the Maelstrom stationed at North and South Tidegate time and again.

The Reef of Sending

From the Reef of Sending, the Sahagin return the spirits of their brethren who perished on dry land to the embrace of the azure seas.

Novv's Nursery

At this small beastman settlement, Clutchfather Novv raises his spawnlings alongside his unusually hospitable clutch.

The Isles of Umbra

The seas off the coast of Aleport are bespeckled by these islands, which include the mystical Moonshade Isle in their number.

The Ship Graveyard

For centuries, ships wrecked off the shores of southern Vylbrand have been carried upon currents to this quiet inlet—a timeless reminder of the deep's boundless wrath. So many are the wooden corpses which populate this watery lichyard, it is said that for every hull visible above the waves, a score more slumber beneath.

Pharos Sirius

Pharos Sirius is a towering beacon built to guide ships safely into Aleport. Its fires were fueled by aetherial energy—a technology of Naldiq & Vymelli's as radiant as it was innovative. During the Calamity, however, some projectile struck the lighthouse, and turned the aether inside to a great mass of corrupted crystal.



The Ship Graveyard

Upper La Noscea

Known primarily for the spectacular floating ruins of Nym which can be viewed all along the territory's northwestern edge, this area stretches to the north of La Noscea's inner regions, and rises slightly in elevation towards the mountain of O'Ghomoro.


Thalaos

Bronze Lake

The formation of great underwater fissures during the Calamity saw nearly half of the water comprising Bronze Lake vanish in the span of a single night. The result was the uncovering of ancient Nymian ruins submerged for thousands of years—most notably, the Wanderer's Palace, a temple dedicated to the god Oschon.

Camp Bronze Lake

In addition to the Wanderer's Palace, Bronze Lake's receding waters also revealed countless hot springs which were subsequently discovered to display remarkable therapeutic properties to any and all who soaked in the heated pools. Camp Bronze Lake was moved to this new location, where the Yellowjackets lent their backs in the construction of the Warmwine Sanitorium—a hospice of healing for soldiers injured in the line of duty.

The Wanderer's Palace

Though the Wanderer's Palace was a temple dedicated to the Oschon, guardian deity of Nym, its history is a tragic one. Towards the end of the Fifth Astral Era, a terrible and deforming sickness came upon the maritime civilization. Finding no cure, the hale Nymians feared the plague, and came to abhor those stricken. In time, they locked the infected within the temple, sealed them in with magic, and drowned the place in water from Iron Lake so as to forget that the ailing had ever existed.

Jijiroon's Trading Post

Located on the eastern banks of Bronze Lake, Jijiroon's Trading Post is one of two makeshift markets peddling baubles and trinkets to those brave enough to venture that deep into kobold lands. The other is Memeroon's Trading Post, run by Jijiroon's estranged sibling, to whom the stubborn Qiqirn merchant hasn't spoken in twenty summers.


Camp Bronze Lake

Oakwood

A forest on the western shores of Bronze Lake, Oakwood saw a brisk trade in the trees for which it was named until but a few years past.

Memeroon's Trading Post

Memeroon, a Qiqirn shopkeep, peddles all manner of sundry from this small trading post. He has even dispatched a junkmonger to Poor Maid's Mill, to share in the profits of rebuilding.

Poor Maid's Mill

Once a hamlet where men eked out a living through woodcutting, Poor Maid's Mill takes its name from the brokenhearted women whose lovers were lost to the kobolds or the forest. Though the villagers abandoned the place in the early Seventh Astral Era, an estranged pirate crew known as the Salthounds have recently moved in, and, under the strict guidance of their captain, are begrudgingly attempting to restore the town to its former glory.

Thalaos

Though there is no proof to support the claim, rumor has it these sun-bleached remains of a long-dead denizen of the deep are those of one of the legendary twin sea serpents believed to have been unleashed by the Navigator, Llymlaen, at the dawn of eras to fill the empty seas (the other being Perykos).

Fool Falls

When woodcutters still plied their trade in the forest, they would send the felled timber down the river. Anyone caught bathing in the pool beneath this raging cataract was like to be crushed by the falling logs. Only a lackwit, it is said, would come near to Fool Falls.

Zelma's Run

Long ago lived a hunter named Zelma, who one day chased his prey to the foot of O'Ghomoro. Here, he stumbled upon an armed force of kobolds moving southwards in blatant disregard for the peace agreement with Limsa Lominsa. Though gravely wounded in the encounter, Zelma managed to flee through the valley. With his last breath, he warned the people of the impending attack. However, this was enough: the Knights of the Barracuda mustered, and decisively put down the kobold incursion. To this day, the path that Zelma ran bears his name, a reminder of the selfless hero who saved many lives with his sacrifice.


Fool Falls

Outer La Noscea

The northernmost region of La Noscea, this expanse borders on the mountains of O'Ghomoro, the highest point of Vylbrand and domain of the kobolds. So numerous are the beastmen that only the bravest dare venture there—and only the strongest of those return.

The Long Climb

The Long Climb is an area with hills that rise dramatically upward, and is so named for the time required to ascend them. As the area's earth aspect was greatly weakened by the Calamity, sections of the ground now hover in the air, creating a truly fantastical sight.

The Hermit's Hovel

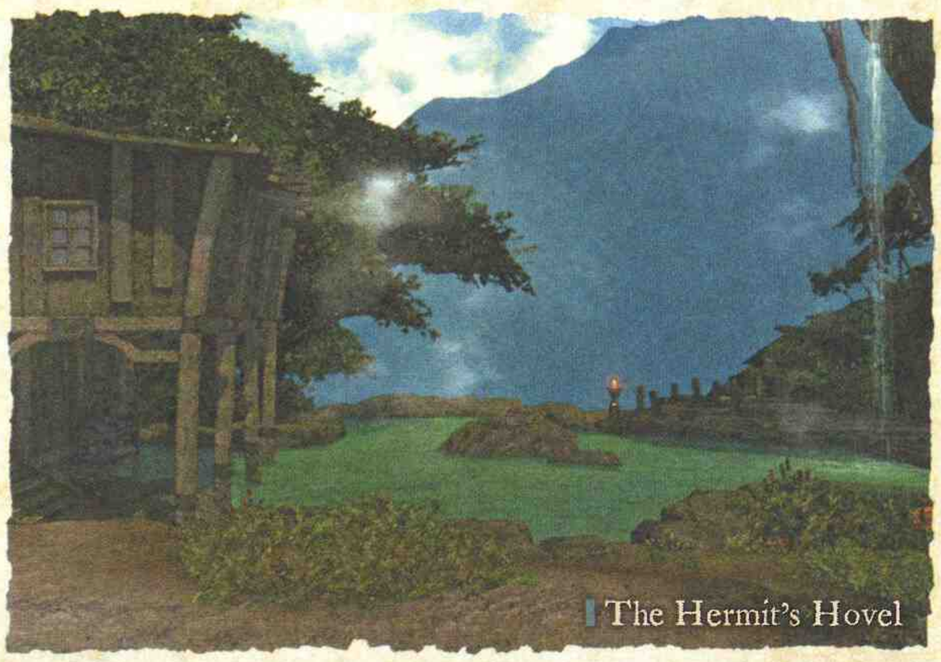
While few have ever seen the lord of this humble hideaway which rests precariously on the edge of an unscalable precipice—let alone obtained his permission for entering the premises—that has not stopped travelers from taking full advantage of the respite the location offers, whether it be a dip in the steaming pools, or a few bells' slumber on the soft goosefeather bed.

The Floating City of Nym

Suspended high above the foothills of Mt. O'Ghomoro is the Floating City of Nym—central hub of a lost civilization which prospered on Vylbrand during the Fifth Astral Era. The accepted theory as to how the city was torn from the realm involves the over-aspecting of corrupted wind crystals combined with the de-aspecting of earth crystals—a phenomenon witnessed late in the Sixth Astral Era.

Camp Overlook

Manned by the "meanest shite-kickin' unit in the whole damn Maelstrom," Camp Overlook serves as the base of operations for the Red Swallows—a privateer levy tasked with the surveillance of kobold activity in outer La Noscea and along the slopes of Mt. O'Ghomoro.



The Hermit's Hovel



The Floating City of Nym



The Kobold Dig

Iron Lake

Though it might not look it, a great body of water comparable to Bronze Lake once stood in this area. Its waters have long since emptied through fissures opened during the Calamity along its floor. The lakebed's unique color—which scholars believe stems from a high sulfur content—is visible to any who make the treacherous climb into this forsaken corner of La Noscea.

The Kobold Dig

From the 59th to the 639th Order, the kobolds have sent a great many of their kind to dig and drill for precious ore at this busy site.

The 789th Order Dig

The 789th Order are the most hapless of kobolds, who their kin have all but exiled. Working at this dig adds insult to injury, as the site lies in the middle of nowhere and is thought to hold not one vein of good ore.

U'Ghamaro Mines

The brilliant rainbow-colored hues that permeate the otherwise bistre slopes of O'Ghomoro are a result of the endless flow of toxic slumgullion streaming forth from the labyrinthine warrens that make up U'Ghamaro Mines. As more kobolds arrive on the surface each day, there is a scramble to construct new forges to accommodate them.



U'Ghamaro Mines

GRIDANIA

Nestled amid the thick foliage of the sacred forest, the woodland city-state of Gridania rules over the lands of the Black Shroud (as it is known by outsiders), or the Twelveswood (as it is known by those who live within the wood). Constructed almost entirely from timbers felled with the blessing of the area's elementals, Gridania has also gained fame for its waterwheels, which harness the power of rivers flowing into the Jadeite Flood and drive the city's industry.

Overview

Flag

The white lily upon Gridania's standard signifies mankind's first congress with the elementals, while the golden field represents the lands filled with the elementals' power. The entwined serpents originate with the ancient subterranean city of Gelmorra, and proclaim the goodwill and unity of Elezen and Hyur in raising Gridania.

Motto

Wood's Will Be Done

Government



The rule of Gridania falls to the Seedseer Council, a body composed of chosen officials known as Hearers. These conjurers are able to commune with the elementals, and decide the course of the city-state through discussion and consensus. Around the time of the Calamity, however, Gridania's fate was so uncertain that Kan-E-Senna—the Elder Seedseer and head of the Council—assumed direct control. At present, she continues to preside over all affairs of state.

Leader

Elder Seedseer Kan-E-Senna

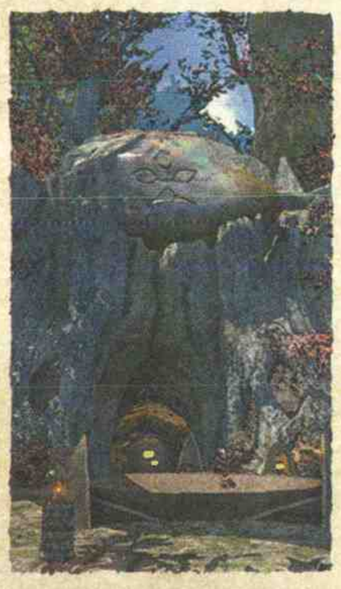
Ruling Body

Led by the Elder Seedseer, the Seedseer Council is made up of Hearers, who rise as the most talented of Gridania's conjurers.

Racial Distribution

Midlander Hyur: 40%
Wildwood Elezen: 30%
Duskwight Elezen: 10%
Keeper of the Moon Miqo'te: 10%
Other: 10%

Religion



Nophica, tender of soils and goddess of good harvests, is the patron deity of Gridania. While She does not want for devotees in other lands, only in the Twelveswood does one find the curious belief that the elementals are sprung from Her essence. These beings are at once the force of the forest's vitality and its defenders, ever ready to purge invaders from amongst the trees. Their presence is felt most keenly in the everyday life of Gridanians, and many are the festivals and rituals performed in honor of the elementals.

Guilds

Gridania is home to guilds representing lancers, archers, conjurers, leatherworkers, carpenters, and botanists.

Industries

Forestry: The sounds of chopping and sawing can be heard in certain groves throughout the Black Shroud. Woodcutters fell timber only where directed, and act in accordance with plans drawn up by Hearers in negotiation with the elementals. Thus, loggers avoid divesting the forest of its natural bounty, and even go so far as to plant a seedling for every tree hewn down.

Industries

Carpentry: With the quantity and quality of timber in the forest, it is natural that Gridanians should take to working wood. Indeed, there is precious little they cannot fashion—from everyday goods to armaments to buildings to riverboats. The pride of Gridanian carpentry is the waterwheel, which has no peer in design or craftsmanship.

Farming: Over time, people have abandoned gathering the Twelveswood's bounty for the table in favor of cultivating crops. Orchards can be found in cleared thickets throughout the Shroud, and Gridania's citizens share large gardens within the city itself.

Hunting: To ensure no man is too greedy in his take, hunters who pursue game in the woods must abide by the regulations of the Trappers' League. The League also works to combat poachers, whose actions risk upsetting the balance of the forest.

Leatherwork: The artisans of Gridania use the finest hides and bones that hunters can provide, and craft works of such quality as to garner the admiration of the entire realm. They ensure that never will any part of an animal go to waste.

Beliefs

Gridanians know the blessings bestowed upon them by the elementals, and heed well their will. Behind this lies a fear of disturbing the peace of the Twelveswood, and being cast from the forest by enraged elementals—just as the Ixal once were. Yet, Gridanians have earned a reputation as stubborn amongst the other city-states of Eorzea, as they can be so unyielding in their commitment to the forest laws as to appear unadaptable and brittle.

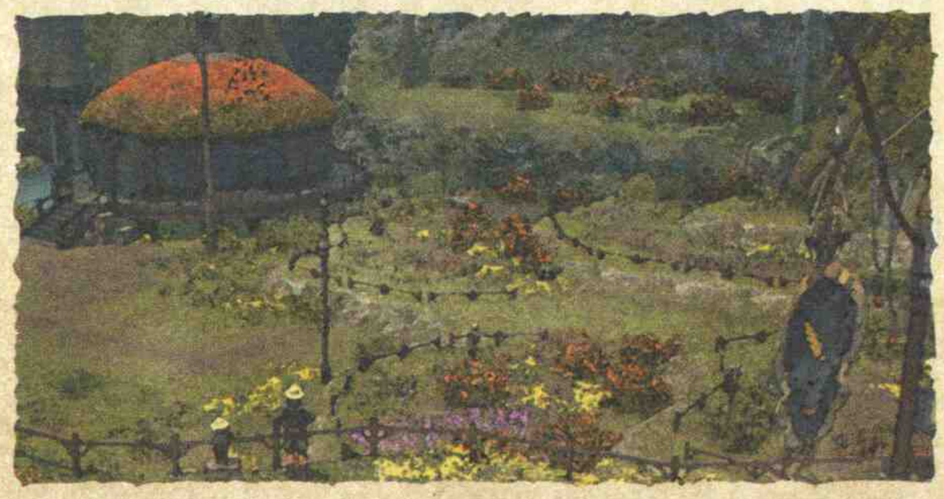
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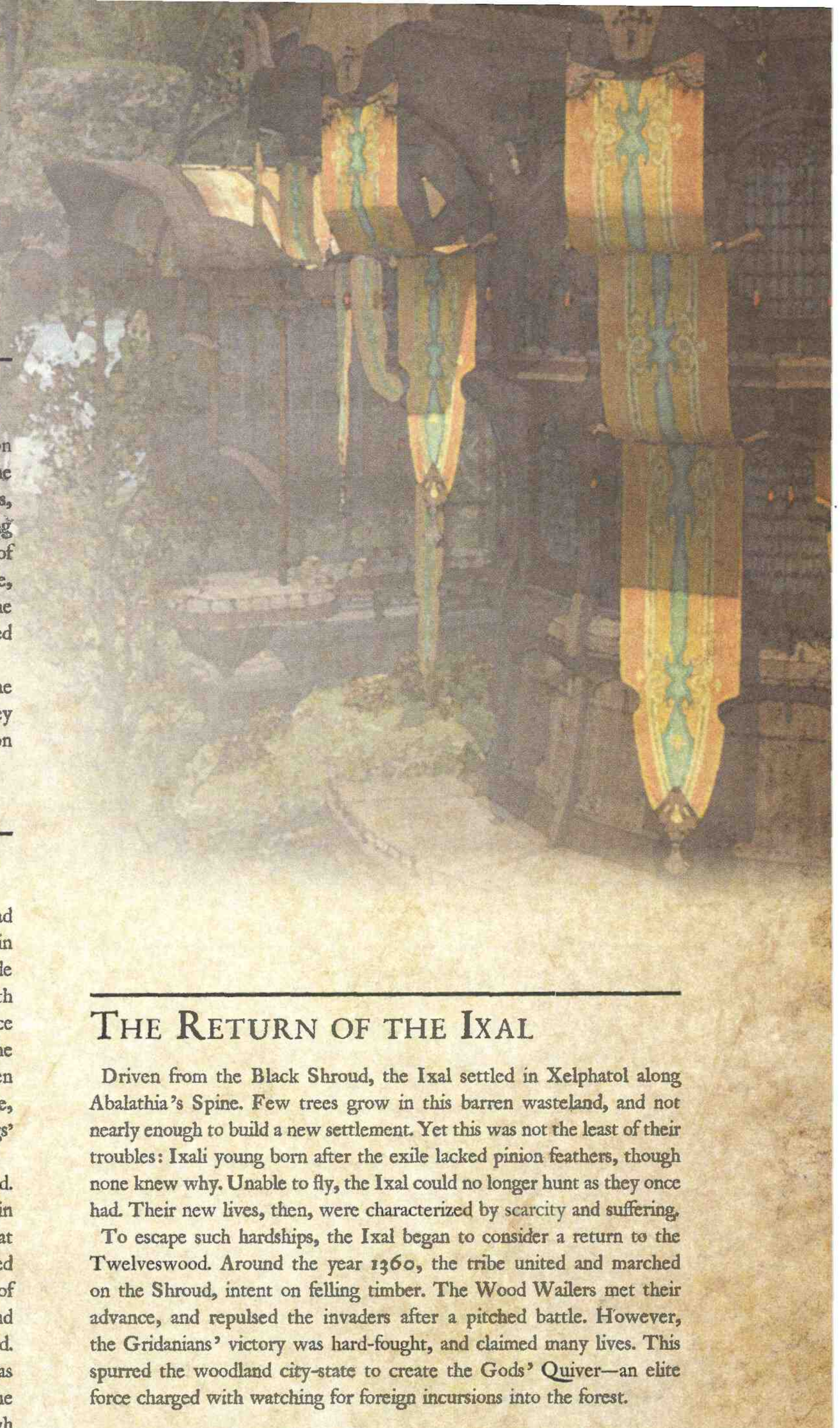


The bounty of the Black Shroud graces the Gridanian table, from fruit to vegetables to the meat of forest game. Yet, there are a few who feel this fare lacks in flavor. As animal husbandry is forbidden—lest the creatures upset the wood's balance—dairy goods are few and far between. Instead, Gridanians drink Mun-Tuy tonic, a concoction brewed from beans of the same name. In fact, many products made of fermented Mun-Tuy are known as Gridanian delicacies the realm over.

"Oh, it's a lovely drink,
absolutely bursting with nutrients and goodness."
- Dametta of Hyrstmill on the properties of Mun-Tuy tonic.



History



Blood Between Men

In the latter 7th century of the Sixth Astral Era, the second migration of Hyur came upon Eorzea, forcing Elezen from their lands and into the Black Shroud. The elementals looked upon these settlers as intruders, and sought to purge their presence from amongst the trees. Surviving accounts of this period describe chaos: the Elezen lacked knowledge of the elementals' existence, and knew not what attacked them. In time, they realized what had befallen their people, and sought respite from the merciless onslaught in the caverns deep beneath the forest. They escaped annihilation—but at the cost of many Elezen lives.

Fifty years later, population growth pushed the Hyur to enter the forest as well. Upon finding people already ensconced underground, they challenged the Elezen for ownership of the habitable caves. Quarrel soon led to conflict, and the two races came to cross blades time and again.

Gelmorra

Though this conflict raged for decades, overtures towards peace had begun by around the year 740. Realizing they had a common goal in avoiding the elementals' hostile gaze, the Hyur and Elezen put aside their differences. The two war-weary races sealed a pact, that both might prosper beneath the Twelveswood. The fruit of their alliance was Gelmorra, a great subterranean city. For nearly three centuries, the Elezen and Hyuran labored to expand their home, burrowing between natural caves and shoring up the passages with walls of stone. In time, Gelmorra's intricate network of tunnels would come to put any antlings' nest to shame.

Around 1020, however, a great change came over the Twelveswood. Since times of eld, the elementals had allowed the Ixal to live within their forest. Yet suddenly, they cast the beastmen from the Shroud. What caused such a radical change in the elementals? The commonly accepted reason is that the Ixal population had grown too great for their area of the forest to support. In enlarging their territory, they cleared new land without the elementals' consent. For this defiance, exile was their reward.

When the Gelmorrans learned of this, they realized that a chance was upon them to negotiate for land above ground. Those versed in the magic gathered, seeking a way to commune with the elementals through their art.

A New Nation

For a long while, the mages' attempts went unanswered. However, with perseverance came success. After fifty years of effort, they finally succeeded in relaying their wishes to the elementals. On the understanding that the Gelmorrans would defend the forest, the elementals gave them permission to return to the light of day. As a blessing and proof of the accord, they bestowed a glowing light upon Jorin Lightheart, the Hyuran leader of the mages. Thus, the Gelmorrans abandoned the caves, and began building a home amidst the Jadeite Thick. They christened this new city Gridania.

Just as people were growing accustomed to their lives above ground, a child was born to the house of Jorin. Curiously, the child had horns, and never seemed to age beyond childhood, no matter how many years passed. Most extraordinary of all, the child could hear the elementals' thoughts, and began to act as their emissary. With time, Gridanians came to realize the child was the selfsame blessing given to Jorin—a bridge betwixt man and elemental. These horned beings came to be venerated as Padjal, and continue to be born to Hyuran houses on rare occasions. To this day, they serve as honored leaders of Gridania.

The Return of the Ixal

Driven from the Black Shroud, the Ixal settled in Xelphatol along Abalathia's Spine. Few trees grow in this barren wasteland, and not nearly enough to build a new settlement. Yet this was not the least of their troubles: Ixali young born after the exile lacked pinion feathers, though none knew why. Unable to fly, the Ixal could no longer hunt as they once had. Their new lives, then, were characterized by scarcity and suffering.

To escape such hardships, the Ixal began to consider a return to the Twelveswood. Around the year 1360, the tribe united and marched on the Shroud, intent on felling timber. The Wood Wailers met their advance, and repulsed the invaders after a pitched battle. However, the Gridanians' victory was hard-fought, and claimed many lives. This spurred the woodland city-state to create the Gods' Quiver—an elite force charged with watching for foreign incursions into the forest.

The Autumn War

In the 1,468th year of the Sixth Astral Era, King Manfred of Ala Mhigo suddenly laid claim to the East Shroud. He raised a mighty army, and ordered it to cross the Velodyna River—the true border of Gridania. In haste, Gridania sent its Wood Wailers and Gods' Quiver against the invaders. They met in the First Battle of Tinolqa, where Ala Mhigo triumphed over the defenders, and routed the Gridanians to Five Hangs.

In the face of crisis, Gridania entreated the other city-states of Eorzea to dispatch their armies. Since ascending the throne, Manfred's unconcealed hunger for land had not gone unnoticed by Ishgard, Ul'dah, and Limsa Lominsa. In 1469, these three answered Gridania's call with a great army. Reinforcements at its rear, Gridania rallied and drove the invading army back to East End. There, in the Second Battle of Tinolqa, the alliance forces slew General Gylbarde of Ala Mhigo, and Gridania was victorious in defending its borders.

Known as the Autumn War, this conflict demonstrated to the realm that Gridania had answered the elementals' call and stood ready to defend the Twelveswood from all intruders. Nevertheless, in more recent times Ala Mhigo has fallen into the hands of the Garlean Empire, and Gridania has done little to halt the imperial advance. At present, the fate of the woodland city-state has grown uncertain.



The Order of the Twin Adder

Establishment

Amidst concerns of the Garlean threat, Gridania decided to raise its own Grand Company in 1572—a choice spurred by advice from the Circle of Knowing. The Elder Seedseer Kan-E-Senna returned from her communion with the elementals in the Twelveswood, so that she might directly oversee this body. Kan-E-Senna's quiet strength as leader of the Order of the Twin Adder has allowed her to adroitly keep Gridania's citizens safe, and take command of matters military.

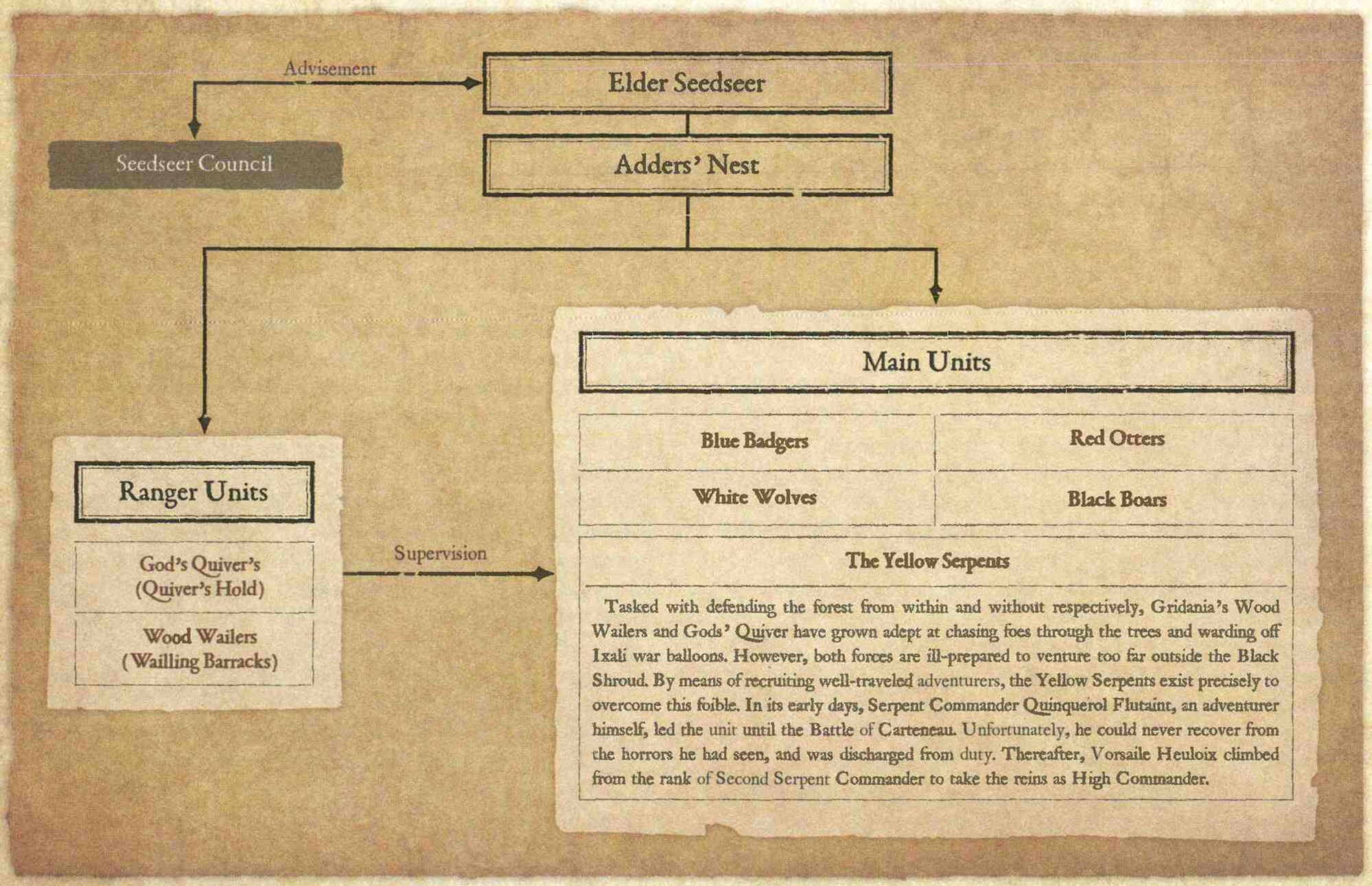
Symbolism

The Order of the Twin Adder takes its name from the two entwined serpents emblazoned on Gridania's flag, and carries the same meaning of unity. Some question, however, whether the symbol does justice to Gridania's inhabitants, many of whom are not Elezen or Hyur. At one point, critics from other races voiced their objections, and asked that the Grand Company consider other sigils. Ultimately, however, Gridania adopted the name and symbol because they wished to raise the flag that flew victoriously in the Autumn War. This historical allusion also brings to mind the aid of Limsa Lominsa, Ul'dah, and Ishgard—and hopes that such a great alliance might again come to pass.

Characteristics

The Order of the Twin Adder is comprised of four main units, and a fifth smaller one. Foraging and crafting falls to the Blue Badgers, a unit of engineers and sappers that recruits from local Disciples of the Hand and Land guilds. Next are the Red Otters, an elite combat unit that draws select lancers, archers, and conjurers from their respective guilds. Youth who wish to serve Gridania enlist in the White Wolves as combat troops. Fourth, the Black Boars provide logistics and support for other units. Their ranks are formed of men and women who have retired from the ranks of the Wood Wailers and Gods' Quiver. Finally, the Yellow Serpents—a unit consisting solely of adventurers—provide various aid to the other four when called upon. All of these are coordinated from the command center known as the Adders' Nest.

The Wood Wailers and Gods' Quiver have always cooperated with the order, but initially maintained independence in their command chain. Heavy losses at the Battle of Carteneau, however, prompted Gridania to reorganize its Grand Company. Thus, the Wailers and Bows were officially ushered into the Twin Adder after the Calamity.



Kan-E-Senna



"No road is closed to those true of heart."

Eldest of three siblings of Padjali blood, Kan-E-Senna serves as head of the Seedseer Council—the central governing body presiding over affairs within the city-state of Gridania. As is common amongst those born into the prestigious Senna line, she was blessed by the Twelve with the gift of prophecy, her visions hauntingly clear and detailed. Before reaching her sixth nameday, she had already predicted a devastating fire and a locust infestation, earning her the position of Hearer at a remarkably early age. After rising to become the Elder Seedseer, she left Gridania to live in the forest with her siblings, where she served the city-state by communing with the elementals.

As the number of rumors regarding unnatural phenomena began to swell, however, Kan-E-Senna was left with no choice but to return to the city-state, whereupon she oversaw the creation of the Order of the Twin Adder. A woman who has earned the respect of her people by always letting her actions speak as loud as her words, her affable demeanor belies her bravery. At the Battle of Carteneau, she wielded the white magic of the Padjal to save the lives of friend and foe alike. This remarkable display of compassion has won her renown throughout the realm.

In her twenty-eight summers, Kan-E has developed a fondness for Mun-Tuy brew, and is surprisingly adept at the dances of mooglekind.

Claustrum

Within the Guardian Tree, eldest sentinel in the Twelveswood, dwells the great one. It is said this elemental shook free a bough from the canopy, which was taken and carved into the legendary staff Claustrum. The weapon's name comes from a word meaning "key," as it is able to dispel all wards set by the elementals.



Swethryk Brookstone



"I'll see my back break before refusing to bear a fallen brother."

The Grand Serpent Marshal of the Order of the Twin Adder and brother to Captain Swethyna of the Wood Wailers, Swethryk Brookstone once enjoyed fame as a master of the lance, and even served as captain of the Wood Wailers. During a skirmish with the Ixal, however, he lost one eye when taking a blow meant for another of his men. Swethryk subsequently left the Wailers and devoted himself to training the next generation in the Lancers' Guild.

Upon the establishment of Gridania's Grand Company, Swethryk's experience with command and grasp of tactics made him the perfect candidate for Grand Serpent Marshal. Wise in the ways of war where Kan-E-Senna is not, he is one of the Elder Seedseer's dearest advisors, and his hand has guided the Order through Carteneau and Gridania's other hard-fought battles.

When younger, the Grand Marshal of Midlander descent would spend his time off duty indulging in wine and women; however, now having seen forty-two summers come and go, he is content whittling wood into toys for the city-state's orphans.

Vorsaile Heuloix



"Vorsaile Heuloix of the Order of the Twin Adder does not grovel."

The officer charged to lead the Wood Wailers' Yellow Serpents, Vorsaile Heuloix learned the ways of war from the Lancers' Guild, and had left Gridania to seek his fortune as an adventurer before his twentieth nameday. Alongside Ywain, present master of the guild, Vorsaile earned fame through notable deeds of bravery and cunning such as the discovery of lost pirate treasure on Vylbrand. As his renown grew, he ventured to Coerthas on a friend's summons, and there found employment with House Fortemps. Due to his impressive conduct as a mercenary in Ishgard, he later attained a position high within the Order of the Twin Adder. After surviving the Battle of Carteneau, Vorsaile settled into his new role as Serpent Commander following the discharge of Commander Quinquerol Flutaint.

When not relaying orders to his units of able adventurers, the Wildwood Elezen of thirty-three summers can be seen engaged in heated matches of Triple Triad with any foolish enough to challenge him.



Organizations

The Seedseers

Amongst Gridania's conjurers, those elite few who can sense the voices of the elementals are known as Hearers. As leaders to these Hearers, Seedseers are reportedly the mightiest men and women of their age, and called to duty by the great one—eldest of the Twelveswood's ruling spirits. As one might expect, almost all Seedseers are Padjal—attuned as they are to the will of the elementals. While it is rare for more than one Seedseer to exist in any given period, history holds numerous exceptions to this rule. In the present day, for instance, Gridania has three Seedseers: Kan-E, Raya-O, and A-Ruhn, all siblings of the Senna line.

Raya-O-Senna



"We are cowards, all of us.
That which we do not understand instills fear within us, and so we lash out."

Secondborn daughter of the Senna family and the second Seedseer, Raya-O-Senna is less sensitive to the elementals than other Padjal. However, she makes up for her lack with an unrivaled talent for white magic. Her mastery over cleansing and purging magicks eclipses Kan-E-Senna's own art, and Raya-O-Senna has disposed of many bandits and beastkin in her time. As might be expected, she has a spirited personality, and can be quite forceful when the mood is upon her. In her wake, one can reliably find Kupcha Kupa and Pukni Pakk, two Moogles who serve the Hearer with fierce loyalty, despite the endless barrage of taunting they are made to endure.

In her sense of purpose, Raya-O-Senna is unyielding. However, it is also rumored she feels the heavy burden of being a Seedseer keenly, and despite only recently seeing her twenty-first nameday, worries she may never be wed as a result.

A-Ruhn-Senna



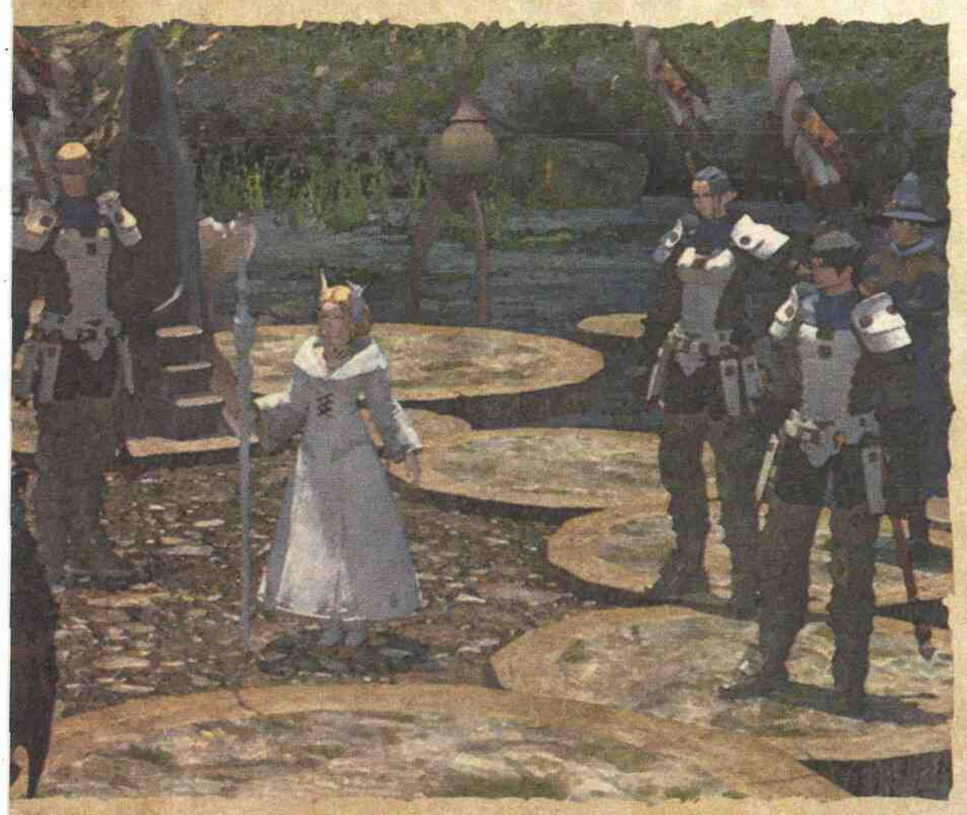
"We all of us can accomplish far more than we dare imagine."

The youngest son of the Senna line at eighteen summers, A-Ruhn is the third current Seedseer. In all five hundred years of Gridanian history, no one else has rivaled his ability to commune with the elementals. Their voices rang loud in his mind from an early age—more clearly in fact than even the words of his fellow men. Accordingly, he had difficulty communicating with other Gridanians for a time. Through his sisters' devotion, A-Ruhn-Senna has grown into a fine young man, yet still struggles to make conversation and rarely seeks the company of others. For a long while, he took fondly to a staff which had a strange face upon it and rattled when magic ran along its length. Of late, however, he may think it too childish for his position. One childhood luxury that he will never deny, however, is a ripe sprite apple, freshly plucked from one of the Twelveswood's orchards.

The Seedseer Council

The Seedseer Council is a forum for Hearers to share what they have learned from the elementals, and decide matters of state. In effect, the Council is the highest power in the land, and the arbiter of Gridanian law. One must wonder, therefore, why they conduct their business at the Lotus Stand, an outside area with no roof. Scholars contend that this is for the benefit of the elementals, so they may watch the proceedings. While decisions are put to a vote, policies sometimes reflect the will of the elementals more strongly than the opinions of the Hearers.

Following the Calamity, however, this system has changed. Faced with the challenges of the Garlean Empire and rebuilding, Gridania could scarcely afford time spent in debate. Thus, the Council has vested its full power in Kan-E-Senna until such a time as the danger has passed.



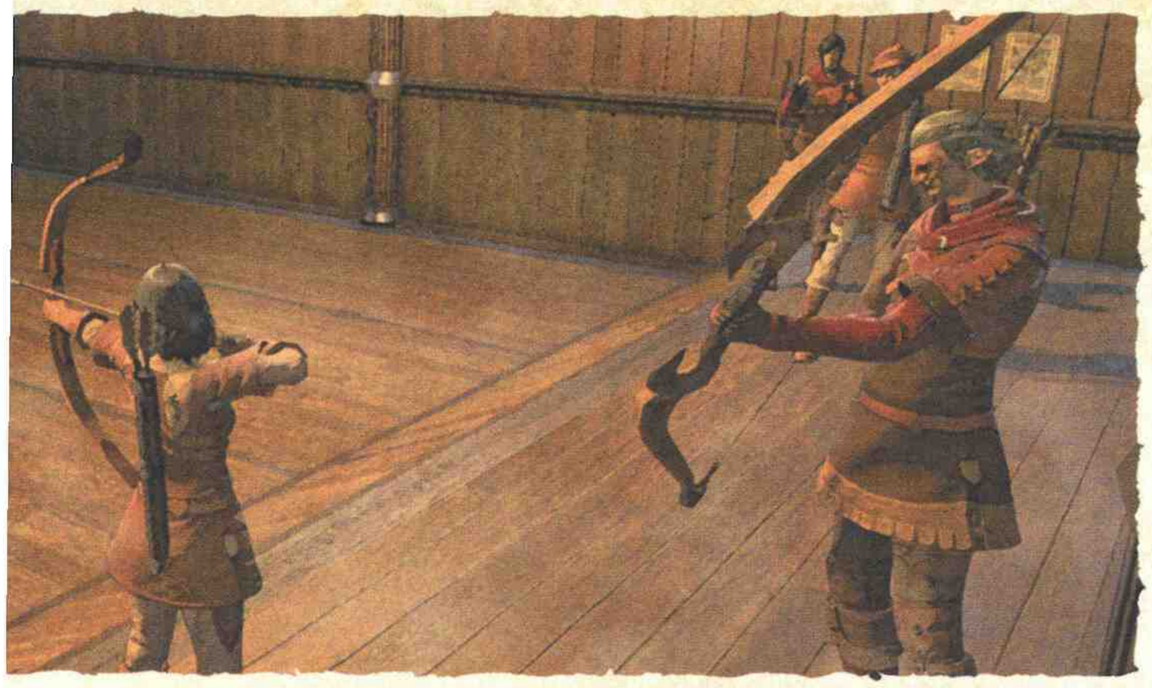
O-App-Pesi



"Being a servant of the forest, naught would delight me more than to see all living beings abiding with one another in harmony."

A Hearer, Brother O-App-Pesi was given to the care of Stillglade Fane in accordance with ancient law. There, Brother E-Sumi-Yan raised him, and instructed him in the ways of conjury and communing with the elementals. O-App-Pesi's talents grew mightily, so much so that scholars believe he could have been Seedseer in another age. In this one, however, the birth of Kan-E-Senna precluded that possibility.

With a passion for the written word, O-App-Pesi has knowledge of legend, folklore, and all manner of history. Indeed, few are as well versed in the ancient Allagan Empire. Since the recent passing of his thirty-sixth nameday, he has been entrusted with dispelling Odin, the Dark Divinity who has roamed the Black Shroud since the Calamity.



The Wood Wailers

The Wood Wailers originate in a group of young spearmen, who assembled under the auspices of Captain Josselin shortly after the founding of Gridania. This, the first company of Wailers, was tasked with defending the Twelveswood—per the woodland city-state's covenant with the elementals. Since then, the Wailers have protected the forest from internal strife, and become masters of the spear. They keep the peace from garrisons in Gridania proper to posts in its hamlets and watchtowers scattered throughout the Black Shroud. For good measure, they also dispatch patrols in the woods.

Wailers' masks signify that they will do their utmost to protect the forest and its inhabitants—even at the risk of incurring the wrath of the elementals if needs be. The elementals, however, distinguish between men not by their faces, but rather by the appearance of their souls. As such, there is little scholarly consensus over whether the masks have any effect whatsoever.

Organizational Structure

First Spears: Recruitment and Training
Second Spears: Gridania Proper
Third Spears: Central Shroud
Fourth Spears: East Shroud
Fifth Spears: Northern South Shroud
Sixth Spears: Southern South Shroud
Seventh Spears: Eastern North Shroud
Eighth Spears: Western North Shroud
Ninth Spears: Poacher Eradication
Tenth Spears: West Shroud

Swethyna Brookstone



"We protect the wood with our lives!"

Swethnya Brookstone leads the Wood Wailers, having assumed command at a young age after wounds forced her brother from the position. In the fifteen years since, she has worked to defend the Black Shroud.

Swethyna is ever training, seeking to surpass her own best efforts. Men under her command without the same tenacious disposition, however, may find her methods tiring or even frustrating. Nevertheless, there can be no doubt Swethyna is a leader of superior talent, and has gained much respect as a result. Born in the same year, O-App-Pesi and Swethyna are close friends, and have entered battle together on more than one occasion. By all reports, the Midlander remains unwed at thirty-seven summers, claiming to enjoy the spiritual respite granted by a glass of wine taken in solitude.

The Gods' Quiver

Compared to the Wailers, the Quivermen have a short history. Established in 1363, the Gods' Quiver were a response to the Ixali attack a year earlier—a means of ensuring the Shroud never again be caught unprepared for foreign attack. Presently, the force consists of twelve units, with exactly one hundred fifty men apiece, and their ranks are filled primarily with archers. They are Gridania's eyes, watching for any trace of outside incursion from the watchspires throughout the Black Shroud. Most often, this threat comes in the form of Ixal, and Quivermen train long and hard to repel the beastmen raiders and their war balloons.

Unlike the Wood Wailers, men and women of the Gods' Quiver do not remain stationed forever in a single garrison. Instead, they rotate between posts, to learn the terrain and thereby ready themselves to challenge foes anywhere in the Twelveswood.

Organizational Structure

The Quiver's Rams (The White Rams): 1st Bow Miah Molkot
The Quiver's Bulls (The Gold Bulls): 1st Bow Mourechaux the Unbroken
The Quiver's Twins: 1st Bow Mianne Thousandmalm
The Quiver's Crabs: 1st Bow Coiled Serpent
The Quiver's Lions: 1st Bow Joseph Seolc
The Quiver's Virgins: 1st Bow G'pakibah Dora
The Quiver's Scales: 1st Bow Raghu'to Zhwan
The Quiver's Scorpions: 1st Bow Claroise Auberle
The Quiver's Centaurs: 1st Bow Galfrid Mossback
The Quiver's Goats: 1st Bow Triaine the Youngest
The Quiver's Ewers: 1st Bow Dhebi Polaali
The Quiver's Whales: 1st Bow Lewin Hunte (Gods' Quiver Bowlord)

Lewin Hunte



"I run this rabble of chocobos' arses what call themselves archers."

Son of a hunter, Bowlord Lewin whiled away his childhood tracking game through the Twelveswood, bow in hand. Yet, so true did his arrows fly as to catch the attention of the Gods' Quiver, who beckoned him warmly into their ranks. Lewin turned away their entreaties for a time, until tragedy befell him. The love of Lewin's life went missing but a few days after they were married, only to reappear later in the woods—with an Ixali spear in her back. After a humble funeral, Lewin marched directly to the headquarters of the Gods' Quiver, where he has served defending the wood from foes for over thirty summers. Now fifty and four, the weathered Midlander takes his leisure tending to the lilies of his garden.



New Gridania

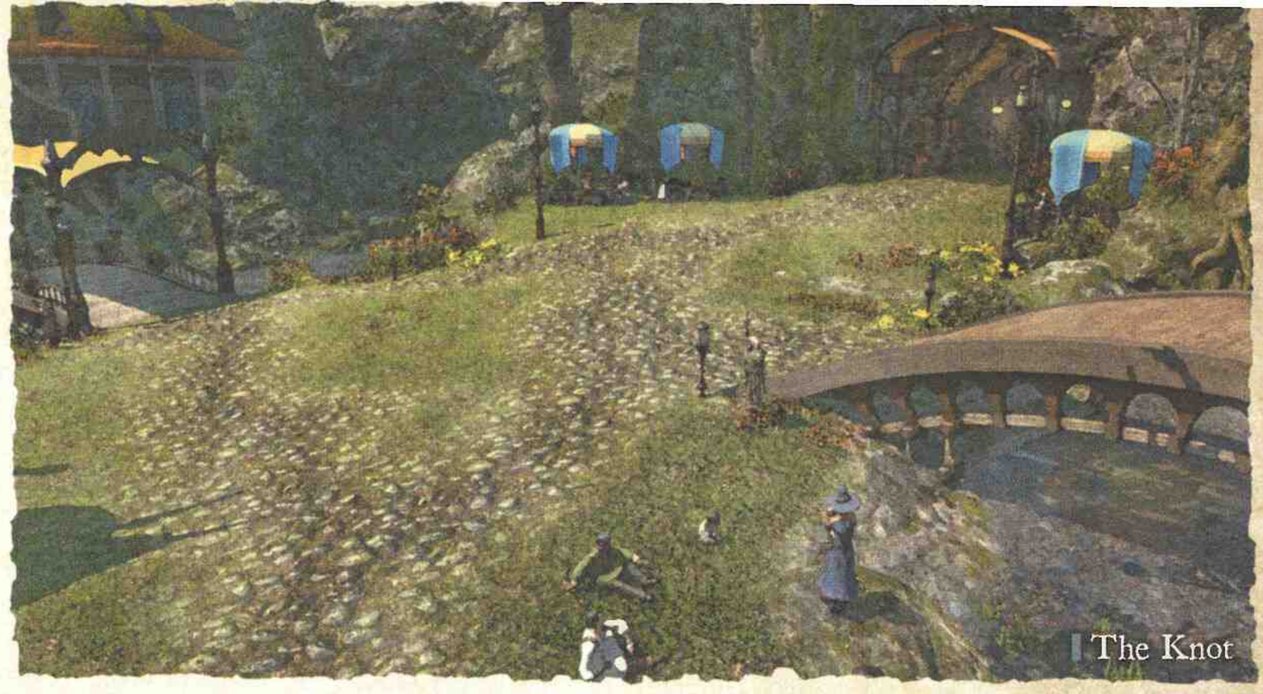
By the shores of the Jadeite Flood, New Gridania lies in the south of the city. Due to a vast effort to expand and improve some two hundred years past, its structures are—as the name would imply—somewhat newer than others.




Acorn Orchard


White Wolf Gate


Quiver's Hold


The Knot

A Blue Badger Gate

One amongst the great gates of Gridania, the Blue Badger Gate takes its name from the mythical creatures that stand guard over the four cardinal directions. It opens onto the Mistalle Bridges—named for the founder of the Lancers' Guild—and leads to the Central Shroud.

B The Roost

Run by an innkeep named Boyle the Bold and manned by his loyal servant Antoinaut, the Roost is the most famous of all Gridania's hostelries. With an airship landing for Highwind Skyways, one can reliably find all manner of people under its roof—from adventurers to travelers to merchants.

The Carline Canopy

Nestled within the Roost, the Carline Canopy is Gridania's foremost tavern. The establishment's namesake flower apparently holds some sentimental value for the owner, Mother Miounne. The Canopy also allows the Adventurers' Guild a counter, making it a convenient meeting place for travelers.

C Figaga's Gift

An immigrant shipwright originally drew up the plans for this great waterwheel. His intent was to build it in thanks for the kindness shown him by the minder of a watermill. Unfortunately, the shipwright took ill and perished before he could turn his idea into reality. His daughter—for whom the wheel is named—labored mightily for ten years to see his dream fulfilled. Today, it stands as a proud landmark of Gridania, and its unique "enclosed" design of the blades is recognized as an engineering wonder.

D The Oak Atrium

Home to the Carpenters' Guild, the Oak Atrium houses both sawmill and workshop. Drawing from the power of Figaga's Gift, the sawmill slices through timber with astounding speed, much to the satisfaction of Gridanian workers.

E Acorn Orchard

Just behind the Oak Atrium, the Acorn Orchard is a playground for Gridania's young and its young at heart. Crafted by the very best of Gridania's carpenters, the area's many playthings allow children to feel with their own hands the grain of the fine forest woods, and thereby learn their properties.

F Quiver's Hold

This wooden citadel is the central seat of the Gods' Quiver, and serves as their headquarters when watching for incursions of primal and foreign force alike. From here, orders go out to each of the city's watchspires, as well as those scattered throughout the Black Shroud. Quiver's Hold also permits the Archers' Guild to use its practice butts, and on any given day Quivermen can be seen loosing shafts side by side with guild archers.

G The Knot

Surrounded by watermills, the Knot is a crossroads sitting ever-so-slightly askew. Near the Aetheryte Plaza, it connects Gridania's most traveled thoroughfares.

H The Adders' Nest

The Adders' Nest was built anew after the devastation of the Calamity, and serves as the headquarters of Gridania's Grand Company.

I White Wolf Gate

Another gate named for a mythical creature of the four cardinal directions, the White Wolf Gate leads to Berlends Bridges. Beyond these, however, dwell fearsome beasts aplenty, and the Wood Wailers do not permit travelers to pass through the egress freely.

J Red Otter Gate

A floodgate, the Red Otter Gate likewise takes its name from a mythical creature. It serves anglers who ply their trade on the waters of the Jadeite Flood in small skiffs.


Figaga's Gift

Old Gridania

Old Gridania stands in an area of the Jadeite Thick cleared soon after the city-state's founding. The busy center of the city's commerce, it houses the Ebony and Rosewood Stalls—where can be found all manner of goods—and shops famed throughout the realm, such as the Centaur's Eye and Fen-Yll Fineries.



Retired Court Scribe
Jonathas Tolmann

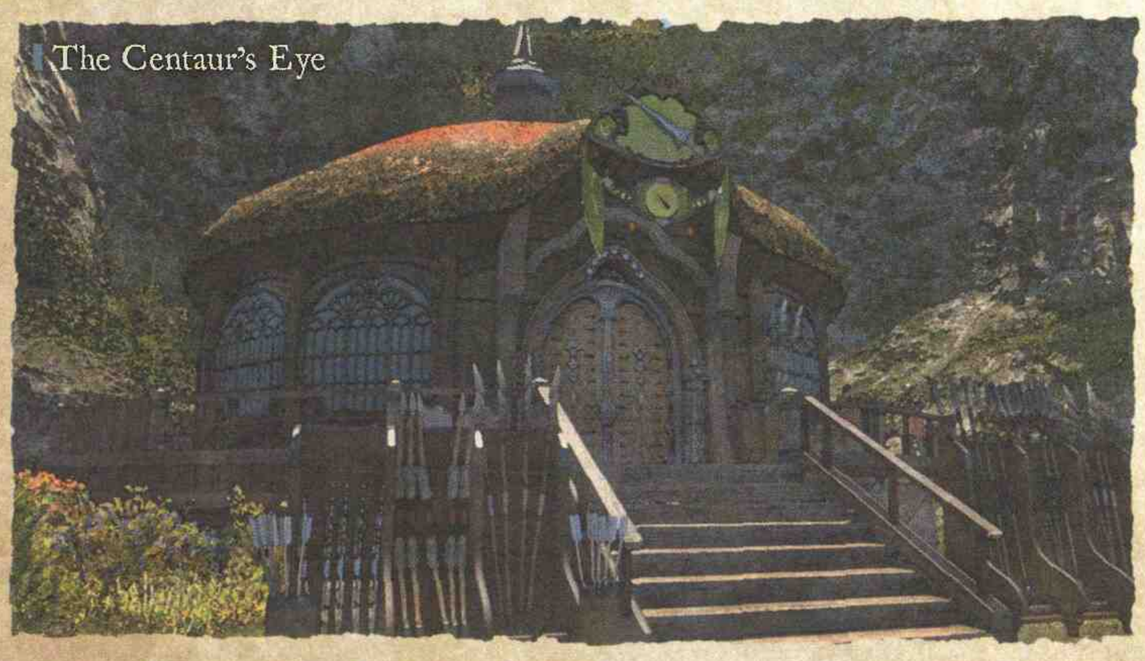
"Nowadays, it's true tales of adventure and derring-do that delight me most."

Ul'dahn Merchant
Rushushu Rushu

"I came all the way from Ul'dah to sell my wares, but the locals are proving an unreceptive lot."

Stillglade Fane
Conjurer
Sister Biddy

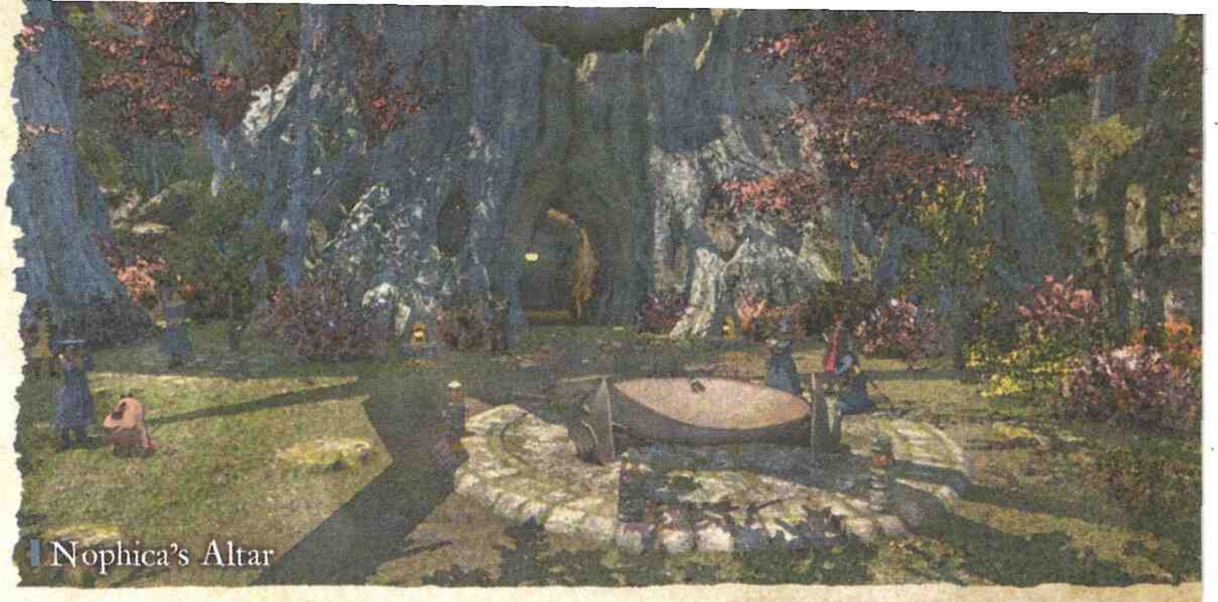
"Go quietly within these caverns. Here we open our hearts to the whispers of the elementals."


The Centaur's Eye


Apkallu Falls



Mih Khetto's Amphitheatre



Nophica's Altar

A The Ebony and Rosewood Stalls

The names of these stalls stem from a fanciful local tale, set some hundred years in the past. When a child of the elementals perished, the rest of the spirits withdrew into themselves, stricken with grief. Soon, Gridania was covered in a thick blanket of snow. As tree boughs froze and woodland creatures fled, the people grew disheartened.

Seeking food for their parents who had lost the will to live, a brother and sister entered the Twelveswood, and before long became separated in the dark. However, they carried an ebony zither and rosewood pipe, and began playing to find one another. The beauty of the melody drew the elementals from their stupor, and dispelled the cold that had settled over the wood. Soon, life returned to Gridania—all thanks to the power of music.

B Westshore Pier

Near the Wailing Barracks, Westshore Pier serves as a berth for the ferry, which wends its way through the Whispering Gorge to finally disgorge passengers in the East Shroud.

C Black Boar Gate

Another of Gridania's egresses, the Black Boar Gate, likewise comes from a mythical creature watching over the cardinal directions.

D The Centaur's Eye

A family of dedicated bowyers has owned this weapon shop for over one hundred and fifty summers, honing their considerable expertise through the generations. While the shop still specializes in archery, in recent years its inventory has grown to include lances and their like to better satisfy the demands of both Wood Wailers and outside adventurers.

E Apkallu Falls

Named after a failed attempt by an ambitious Gridanian merchant to hatch and breed apkallus in the linn, Apkallu Falls is most remembered for serving as a place of meditation for the late Louisoix Leveilleur, Circle of Knowing Archon and hero of Eorzea.

F Fen-Yll Fineries

Along with Sunsilk Tapestries in Ul'dah, Fen-Yll Fineries offers the highest of Eorzean fashion. So popular are the leather goods of the store's best artisans that customers commonly wait moons—if not years—between placing and receiving their order.

G Mih Khetto's Amphitheatre

With her own coin, the famed minstrel Mih Khetto raised this open-air amphitheatre. Upon completion, she made a present of it to Gridania, her birthplace. After no small debate, scholars have concluded that the amphitheatre's acoustics—which possess a quality unheard elsewhere in Eorzea—derive from the ponds behind the stage.

H The Whistling Miller

Local history has it that the first owner of this mill secured the custom of passersby with an airy whistle—hence the present-day name. In addition to selections of finest rye and wheat flours, the Whistling Miller does a brisk trade in numerous cooking oils.

I Greatloam Growery

Home to some of the richest, most fertile soil in the Twelveswood, for hundreds of summers this land was the private property of an affluent family of merchants. In an unexpected move of faith-inspired philanthropy, the family donated the acreage to Gridania in the name of the goddess Nophica. Currently, the Botanists' Guild maintains the Growery, doling out small plots of land to the most promising members of its order.

J Yellow Serpent Gate

Raised after the Calamity, the Yellow Serpent Gate is the newest addition to Gridania's main entrances. Following the tradition of the other gates, it is named after the mystical creature that keeps vigil over the meeting of north, south, east, and west.

K Nophica's Altar

Devoted to the Matron, this altar consists of a great stone platter set within the hollow of an ancient tree. When celebrating plentiful harvests or festivals held in the elementals' honor, Gridanians lay gifts of grain, fruit, meat, and fish in heaping piles before the shrine.

L Stillglade Fane

Stretching forth beneath the roots of a mighty tree, Stillglade Fane is a space for the quiet contemplation of conjurers. In the silence, many take to the alcoves of the cavern, and burn exotic incenses to heighten their senses. In this, they seek to catch the whispering voices of the elementals that elude the common man.

M The Wailing Barracks

Headquarters of the Wood Wailers, the Wailing Barracks hold a guardhouse, facilities where townsfolk might seek the Wailers' counsel, and a small gaol for those criminals who disturb the peace of the Twelveswood.

The Guilds

The Archers' Guild

The Archers' Guild began life within the Trappers' League, a body existing to promote brotherhood amongst hunters. From its advent, the League decided where and when game could be taken in an effort to maintain peace with the elementals. In time, the hunters took to friendly competitions in bowmanship, and eventually a group split away to devote themselves to their weapon of choice. These were the founders of the Archers' Guild.

Gridanian archery itself emerged from a history of strife betwixt two traditions: techniques of the longbow, beloved of the Elezen, and of the shortbows, developed by the Miqo'te hunters. The Elezen sought to defend the forest, and clashed mightily with the Miqo'te, who poached its creatures for their meat. The two ultimately reached an accord, and merged their archery techniques into a unique style not found anywhere else in the realm.



Luciane Corne

"Any half-wit can bend the bow, but it is no simple undertaking to become a skilled archer."

Guildmaster Luciane greatly admired her father, a leader within the Gods' Quiver. By imitating him, the Wildwood Elezen grew into an archer whose skills left those around her in awe. While her father advised that she follow in his footsteps and become a Quiverman, Luciane had found her passion in attaining mastery of the bow. She thus chose to seek her fortune at the Archers' Guild, and there became a leader in her own right. At the compilation of this tome, the guildmaster had seen thrity and three namedays.

The Lancers' Guild

First used by ancient hunters, Elezen have held the lance in high regard since times of eld. Those who migrated to the Twelveswood were no different, and it is even said the polearm was the weapon of choice for those of royal blood in Gelmorra. The lance maintained its import in the founding of Gridania as well, gracing the hands of the newly-formed Wood Wailers.

While the Wailers pursued mastery of the spear in their own quarters, tidings of their skill spread throughout Eorzea. Men from all lands converged upon the woodland city-state to try their skill against the Gridanians. Only one hundred years ago, however, did someone realize the value of these practice bouts. Mistalle, a captain of the Wailers, saw that he might learn foreign styles through sparring, and resigned his post to found the Lancers' Guild. Current Gridanian technique owes its existence to Mistalle's insight and efforts, and embodies traditions of the spear from all corners of the realm.



Ywain Deepwell

"That a lancer's courage can only be forged in the midst of great danger is vainglorious tripe. A lancer's courage is the product of composure and resolve."

Though once a Wood Wailer, Ywain was discharged from service when he took the blame for a lapse of judgement by Landenel, his dearest friend and the son of a criminal. Swethyna Brookstone later learned of Ywain's innocence, and offered apology and urged the Midlander's return from roaming as an adventurer. In fact, it was she who nominated Ywain as master of the Lancers' Guild—a position he still holds at the middling age of thirty and six.

The Conjurers' Guild

The Fifth Astral Era saw a blossoming of magic, and grand civilizations arose with command over a thousand and one varieties of the arcane arts. However, after the War of the Magi triggered the Sixth Umbral Calamity, the practice of magic was strictly forbidden. Though much knowledge was lost, some modest magicks, low in risk and easy to wield, have survived into the present day.

The Gelmorrans were the heirs to such small spells, and explored the arcane arts as best they could. The mages who first communed with the elementals learned much from the beings, particularly how to harness the forces of nature. From this grew a form of magic in Gridania known as conjury. Practitioners established the Conjurers' Guild, and there instruct Hearers in their spells. From its founding, the guild has worked to prevent the dangerous abuse of magic, and today opens its doors even to adventurers seeking to learn of conjury.



E-Sumi-Yan

"Some burdens are too heavy to bear
even for those so favored to abide."

Eldest of the Padjal in Gridania, Brother E-Sumi-Yan claims that he stopped counting the number of years in his life after his hundredth nameday. As such, scholars can only speculate as to his actual age, though many believe him to have seen no fewer than two hundred and thirty summers. Regardless, his knowledge is rich and deep, and he has used it well in educating a great many younger Padjal. He is well suited to his present position as master of the Conjurers' Guild.



The Leatherworkers' Guild

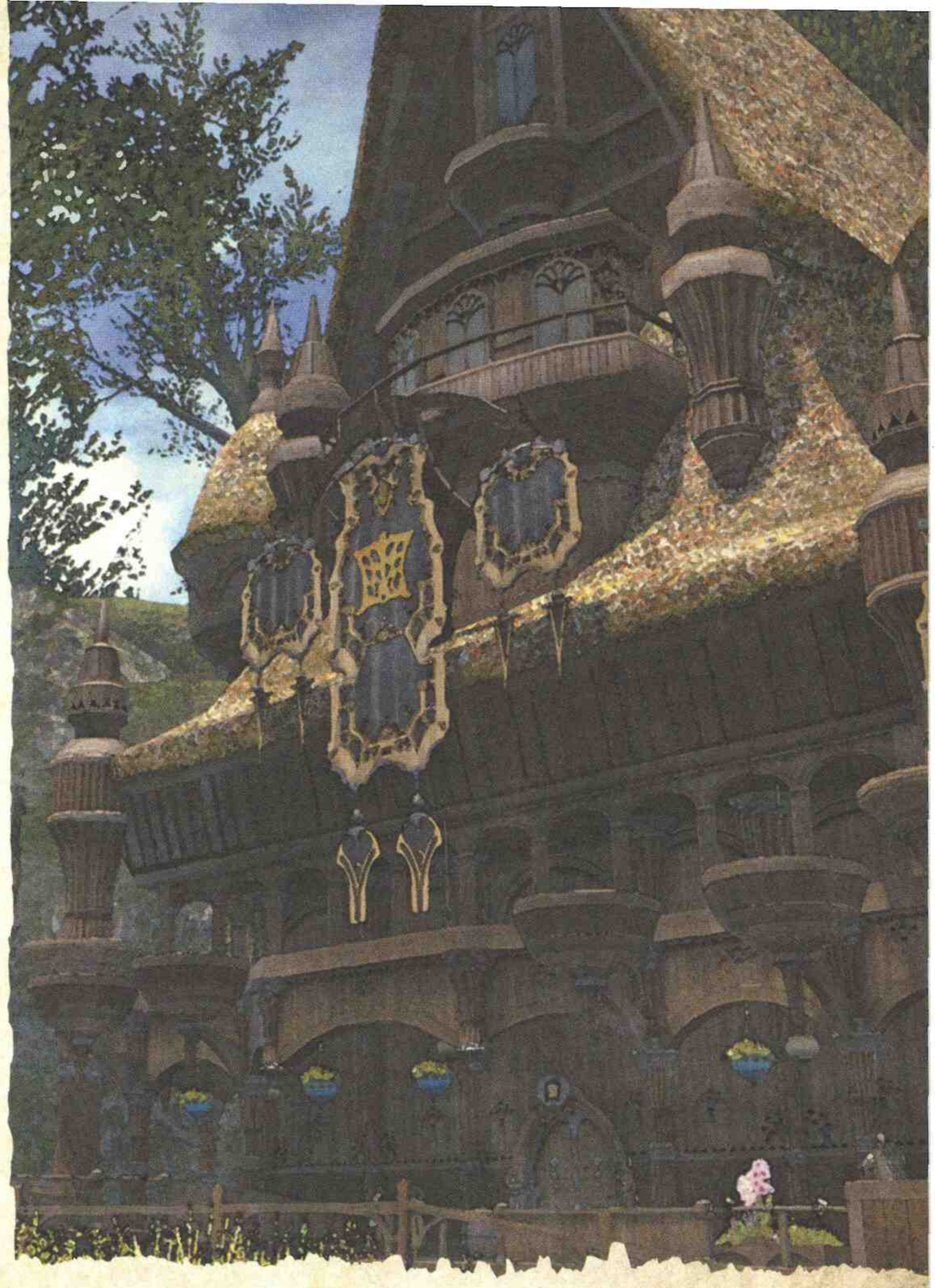
For many years, the Trappers' League has kept a close eye on hunters in the Black Shroud. Thus, in spite of the Twelveswood's seeming abundance, animal hides are scarce and valuable. A group of artisans formed the Leatherworkers' Guild to ensure the fair and impartial distribution of these leathers. They practice their trade with thanks ever in their minds, and gratitude for the animals whose lives they must take for their materials. As a consequence, the guild is careful to reduce waste to the bare minimum as they craft long-lasting, durable goods. This rigid creed has resulted in the realm-renowned Fen-Yll name, a brand synonymous with the highest quality work of the best craftsmen.



Geva Storke

"The very thought of some two-gil hide mangler claiming to represent this guild makes me want to... Gaaah!"

Geva is master of the Fen-Yll Fineries and the Leatherworkers' Guild. Her patterns are famed throughout the realm for two reasons. First, they are the height of elegant design. Second, they waste not so much as a scrap of hide, and thereby honor the creature's sacrifice. Within the guild halls, Geva is a terror—ever scowling, and quick to give a tongue-lashing to even experienced craftsmen. Within the twenty-nine-year old Midlander's own home, however, she is reputedly a kindly and loving mother of two.



The Carpenters' Guild

To say that carpentry arose with the founding of Gridania is no understatement. After gaining the elementals' permission to fell trees, citizens have used wood in all aspects of life—to build their city, their homes, their tools, and the weapons with which they defend the forest. In time, they also harnessed the power of waterwheels for milling lumber, which allowed for carpentry to grow in scale and efficiency. In fact, the loose association of woodworkers that formed to manage the watermills eventually solidified in the Carpenters' Guild. Thereafter, the guild has acquired its materials from the woodcutters of the Botanists' Guild, and transformed them into all manner of wonders.



Beatin

"You must be the wood."

Few men, if any, have a greater passion for wood than Beatin. Master of the Carpenters' Guild, he leads his fellow woodworkers by his motto, "Know the wood, be the wood, and love the wood." While the Wildwood Elezen of thirty summers is a true master of the trade—from the roughest hewing to the finest carving—his occasional jests are reportedly less finely crafted.

The Botanists' Guild

The Botanists' Guild can trace its roots to an organization formed in Gridania's infancy. To gather the forest's bounty, men needed the permission of the elementals—and asking questions necessitated the presence of a Hearer. Before long a group had formed around these intermediaries so as to understand the elementals' intent. In time, these men and women created the Botanists' Guild.

In many ways, the guild remains unchanged by time: it still abides by a plan drawn up by Hearers, and harvests flora with the greatest of care. Botanists are also shepherds of the forest, planting saplings in the place of trees they fell, and have taken to tending gardens in the city and surrounding villages.



Fufucha Fucha

"Nature is an unsentimental creature. She may provide for our every need today, only to take it all away on the morrow."

A rarity in Gridania, Fufucha Fucha is one of few Dunesfolk Lalafells who call the sylvan city-state home. Though born in Thanalan, an Amalj'aa raid forced her from the deserts as a child. Her family found salvation in the Black Shroud, and it is widely believed that she aspired to become master of the Botanists' Guild in order to protect the forest, and repay the goodwill of the forestborn who welcomed her so many summers ago. A hoary sentinel amongst the green saplings she calls her students, Fufucha's youthful countenance belies her forty and four years.

The Central Shroud

The area of the Twelveswood closest to Gridania, the Central Shroud is rich in water: in its north lies the Jadeite Flood, in the south sit twin lakes known as the Mirror, and in its interior flow the East and West Vein streams. As one might expect, the Central Shroud is home to a veritable host of flora species.

Jadeite Flood

The shores of the Jadeite Flood form Gridania's southern edge. Its color—a deep green—is a reflection of the forest canopy shimmering upon the water's surface.

Gilbert's Spire

This watchtower is named in honor of Gilbert Trueshot, a hero of Gridania in the early days of the city-state. An archer of extraordinary skill, he was the first to carry the vaunted title of Godsbow.

The Bannock

Built around the stump of a fallen heavenspillar, the Bannock serves as training grounds for Order of the Twin Adder initiates. There are several theories regarding the origin of the area's name, some claiming it is taken from the hard tack issued to Grand Company recruits, others that it is derived from the training stump's resemblance to those selfsame rations.

The Standing Corses

When Bahamut descended upon the realm, his fiery onslaught turned the Standing Corses to ash. Hardened in the inferno, the trees now seem the withered husks of men, crouched together in eternal agony.

Spriggan Dig

After the Calamity, spriggans converged on this area in search of corrupted crystals in such numbers that the place became their dominion. However, in the five years since, they have devoured almost every crystal, leaving the place a bare wasteland.

Sorrel Haven

Sorrel Haven takes its name from fallen sorrel leaves—a common herb found throughout the Black Shroud, but in abundance in this particular area—which turn the damp forest floor a distinctive purple brown.

Haukke Manor

Long frowned upon by the people of Gridania as a symbol of excess, the Seedseers would finally submit to pressure from the citizenry, selling the deed to the manor to Lady Amandine of House Dartancours. The word "Haukke" is of ancient Padjali origin and means, "to speak without words."

Sanguine Perch

The deathgazes made Sanguine Perch their roost when they came to the Twelveswood—though from where, no one knows. By all accounts, they have turned it into a nightmarish scene by hanging the flesh of their prey upon branches for keeping.

Hopeseed Pond

Hopeseed Pond formed where a fragment of Dalamud left a fracture in the ground. Due to an overwhelming earthen aspect in the area, the flora around the pond's banks have grown at an unnatural rate.



Haukke Manor

Bentbranch

With a name describing the crooked intersection of two trade-heavy thoroughfares, Bentbranch is the starting point of the Furline, which wends its way northwest to Coerthas, and the Lumberline that proceeds to Thanalan in the south.

Bentbranch Meadows

Once Moogle's Gift Mounts was established and its rookery stocked with Ishgard's finest birds, it was not long before an entire settlement had grown up around the stables. The trademark balloon tethered to the main building is actually an Ixali war vessel claimed by chocobokeeps after it became tangled in a nearby tree and was abandoned by its riders.

Galvanth's Spire

This watchtower takes its name from Galvanth the Dominator, a ruler during the later days of Gelmorra. Legend has it that he could slay ten Ixal with one thrust of his great polearm.

The Matron's Lethe

As if forgotten by Nophica Herself, one mighty tree root endures upon a sheer cliff created by geological upheavals of the Calamity. As this allows for passage upwards, the Gridanians have seen it as a blessing, and taken to calling it the Matron's Lethe.

The Mirror Planks

A pier built by the fishermen who earn their livelihood on the lake, the Mirror Planks also service logging convoys. Of late, it is where the ferry puts in to take adventurers to their residential districts.

Lilystone

A boulder appearing suddenly upon the Mirror, Lilystone is named for the water flora that sprouts in abundance nearby.

Everschade & The Guardian Tree

Having seen over a thousand summers, the Guardian Tree is purportedly the oldest arbor in all the Black Shroud, and home to the great one—an elder elemental who watches and presides over the forest's denizens. The fruit borne by the tree resembles a plum and is sought after across the Three Great Continents for its curative properties.

The Tam-Tara Deepcroft

The Tam-Tara Deepcroft was once an underground burial site for Gelmorrans, and still serves the people of Gridania. It has also gained renown as the final resting place of Galvanth the Dominator.

Greentear

Just beyond the waters of the East Vein, Greentear is a stretch of forest wherein the elementals have permitted men to harvest timber. As such, the air is always thick with the sounds of woodcutters chopping and sawing.

Gabineaux's Bower

A small cabin for loggers of the Botanists' Guild, Gabineaux's Bower takes its name from the woodcutters' hardworking overseer.

Naked Rock

A section of cliff face that has fallen away to reveal the rough surface beneath, Naked Rock is a nest for vicious raptors—a fact many a traveler has stumbled upon (or into)—only after it was too late.

Spirithold

A structure initially built in the days of Gelmorra, Spirithold has found new use as a prison to hold enemies of the forest while they await judgment—though whether the same can be said after the Calamity is unclear. Some also refer to the crumbling ruin as Warren's Hold, after the cells' first gaoler.

The East Shroud

The western edge of the East Shroud sits near Gridania proper, and is the center of the city-state's thriving apicultural industry. Its eastern sections are the demesne of the sylphs—plant-like beastmen, many of whom do not take kindly to the presence of trespassers. Finally, one can find a Garlean stronghold in the southwestern reaches of the East Shroud—a feat of imperial engineering completed shortly before the Calamity.

The Honey Yard

The plethora of blossoms in this area makes it the ideal locale for beekeepers to set up their wooden hives. Unfortunately, the Honey Yard also draws all manner of fiends hungry for honeybees and their golden syrup.

Sweetbloom Pier

Bordering the Whispering Gorge, Sweetbloom Pier serves as a port of call for the ferry traveling to Gridania. Waiting passengers can enjoy the sight of countless wildflowers, and the scent of nectar wafting through the air.

Fullflower Comb

Led by Rosa Hawthorne, the beekeepers of Fullflower Comb have gained renown for the excellent honey and beeswax their hives produce.

Nine Ivies

As the name would suggest, Nine Ivies is known for the many species of ivy found in the area. The Order of the Twin Adder have increased their presence in the area, keeping watch for both encroaching sylphs and Garlean forces.

The Hawthorne Hut

Named after the legendary Hawthornes, scourge of the mountains, this hut is home to the current generation of the family. Rolfe, the patriarch and retired adventurer, welcomes visitors into his small cottage so that he might enjoy their company and tales.

Josselin's Spire

Both Wood Wailers and Gods' Quiver are stationed in this strategically located watchtower, named for a legendary captain of the Wailers.

Amarissaix's Spire

Built in haste to monitor the Garlean forces who recently marched on the Twelveswood from the northeast, Amarissaix's Spire is Gridania's newest watchtower. It takes its name from a leader of the Gold Bulls, who perished in the Battle of Carteneau after valiantly engaging the imperial army.

Little Solace

Little is the solace granted to those sylphs who would voice their opposition to the summoning of the Lord of Levin. Little is the solace bequeathed upon those who would abandon their homes in the Sylphlands and shun their frenzied brethren. Thus, it is only through fraternity that those sylphs may ultimately find solace, however little it may be.

Castrum Oriens

Behind this Garlean outpost stands Baelsar's Wall, and behind that lies Gyr Abania—a region of the imperially occupied Ala Mhigo.

Larkscall

While the songs of its namesake birds do fill the air, Larkscall is a buffer betwixt Gridania and the Sylphlands. Adventurers and travelers are to enter at their own peril.

The Sylphlands

The domain of the beastmen of the Black Shroud, the Sylphlands are filled with the "touched" followers of Ramuh. Hostile to outsiders, these thralls of the wizened primal have fostered poisonous mushrooms to protect the region, driving the environment to the precipice of cataclysm.

Moonspore Grove

In this swathe of the Sylphlands grow moonspores, gargantuan fungi that purge foul elements from the air.

The Seedbed

Illuminated in the soft glow of countless moonspores, the Seedbed is an ancient arbor-turned-nursery used by the sylphs to grow and incubate their offspring, also known as podlings.

The Goldleaf Dais

Sylphkind fashioned the Goldleaf Dais, that they might hold gatherings and celebrations.

Hanging Barbs

One can find the curious dwellings of the sylphs precariously suspended from tree limbs in the Hanging Barbs.

The Bramble Patch

By reputation, the mighty thorns of the Bramble Patch are a playground to the moogles. Indeed, they seem to enjoy provoking the local beastkin and treants and watching the chaos that ensues as the creatures attempt in vain to pursue the mischief-makers into the Patch's prickly depths.

The Sanctum of the Twelve

This skyscraping ivory cathedral was built following the Age of Endless Frost—a dark period in which the realm was overrun with famine and disease—to serve as a place of refuge and respite for all who sought succor. Soon after, however, it fell into ruin and was all but forgotten...until the advent of the Seventh Umbral Era saw need for its rise once again.



The Sanctum of the Twelve

The South Shroud

In days of yore, the city of Amdapor flourished amidst the trees of the South Shroud. Now, the Lumberline cuts through the area from north to south, and the merchants traversing the trading route must be wary of brigands with an eye for their wares.

Upper Paths

An area through which the Lumberline passes, the Upper Paths lie close to Gridania in the northern tip of the South Shroud.

Buscarron's Scar

Following the Calamity, Gridania shifted the focus of its surveillance network. Thus, though it was once manned by a sentry named Buscarron, this lookout post has long since fallen into disuse and disrepair.

Buscarron's Druthers

The Druthers is run by a disenfranchised ex-sentry-turned-tavernkeep and welcomes all manner of folk, from upstanding to unsavory, so long as they follow Buscarron Strongarm's simple rules of etiquette: sit down, forget your worries, and savor your ale.

The Thousand Maws of Toto-Rak

Named after a man-eating creature from Padjali folklore, the Thousand Maws of Toto-Rak was built on the site of a natural cave system beneath Silent Arbor. Until recently, it held all of Gridania's foulest criminals, from arsonists to poachers, but the completion of a new gaol closer to the city heralded its abandonment.

Issom-Har

In a thicket some distance from the path, the way to Issom-Har was opened by a rock that fell from the sky during the Calamity. Within the gaping hole slumber untouched Gelmorran ruins. What they contain, however, is a matter of no small speculation, as someone has placed a powerful ward upon the entrance.

Lower Paths

From Thanalan, the Lower Paths act as the proverbial doorstep of the Twelveswood, and travelers passing through are greeted by the sight of Rootslake and ancient Amdapori ruins.

Camp Tranquil

A Gridanian outpost, Camp Tranquil stands atop a stone towering over Rootslake. The Sixth Spear of the Wood Wailers is garrisoned here, led by former Company of Heroes' member, Captain Landenel.

The Lost City of Amdapor

The Lost City of Amdapor had long been cloaked by the elementals so that none might stumble upon its terrible secrets. The Calamity weakened the area's earth aspect, however, and the place now wants for a good cleansing of the fetid fungus that has infested its halls.

Rootslake

Wise travelers take to the bridges that hang between the great rocks protruding from this muddy marshland. These provide safe passage over the heads of the fell monsters that constantly prowl in the mire of Rootslake.

South Shroud Landing

Constructed by Highwind Skyways to serve as a landing for cargo airships, this location was quickly abandoned when the imperial presence in the area became too large to ignore. Now the site is used as a makeshift market where bandits and poachers peddle their ill-gotten wares far from the eyes of the law.

Urth's Gift

Ancient writings tell that in exchange for her lifeblood, Lady Urth was able to seal the Dark Divinity Odin in a crystalline prison beneath a bubbling wellspring. To honor her sacrifice, the land upon which she drew her last breath still bears her name.

Snakemolt

Local legend has it that in ages past it was in this very spot that a great serpent shed its skin—a skin that remained, undecaying for thousands of years until one day, it simply vanished, but for a single scale. While some speculate that this creature was actually a wingless, legless wyrm, the matter remains a topic of debate within scholarly circles.

Amdapor Keep

Created for the defense of Amdapor, this stone stronghold was long hidden within the tangle of the Twelveswood. This was by the will of the elementals, who sought to keep it away from the prying eyes of men since the Sixth Umbral Calamity. However, even their wards could not withstand the most recent Calamity, and now Amdapor Keep is once again visible in the forest.

Silent Arbor

An area where the elementals permit hunting, Silent Arbor has been a source of concern in recent times: from trespassing poachers to roaming Duskwight bandits, too many disturb the woods' peace for Gridania's comfort.

Quarrymill

Once a deal had been struck between the Gelmorrans and the elementals allowing their return to the forest surface, the Elezen began unearthing large quantities of boulders to build the foundations of their new city, Gridania. The waterwheels of Quarrymill were raised to power the hammers which rendered the massive stones into workable blocks.

Redbelly Hive

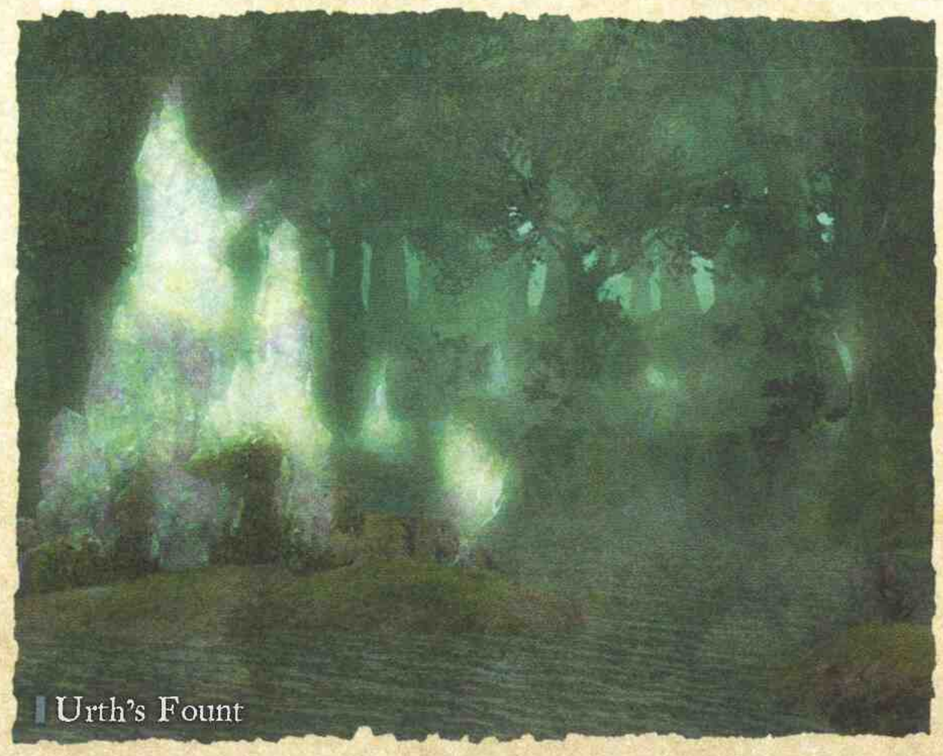
Once the village of Boughbury, the original residents fled their homes during the Calamity. A notorious band of outlaws known as the Redbelly Wasps have since taken the place as their own. Now, Redbelly Hive is the site of many a skirmish between the bandits and the Wood Wailers, who attempt to reclaim it for the rightful owners.

Takers' Rot

Takers' Rot serves as a lair to a band of Miqo'te poachers calling themselves the Coeurlclaws. For Gridanians, who see these criminals as rotten to the core, the hideout's name also serves as a curse upon the heads of these lawless hunters.

The Mun-Tuy Cellars

These cellars ferment Mun-Tuy beans into beverages and seasonings, which are known throughout the realm as Gridanian delicacies. The network of cellars was much more extensive before tremblors caused by the Calamity caved in more than three-quarters of the fermenting and maturing chambers.



Urth's Fount

The North Shroud

Bordering the Ishgardian region of Coerthas, the North Shroud is the foremost battleground of the Gods' Quiver, who must stand and defend Gridania from Ixali war balloons that fly down from Xelphatol in the northeast.


Blessed Bud

Treespeak

An area just beyond Gridania's Yellow Serpent Gate, Treespeak gains its name from its closely-knit branches. When a breeze passes through the canopy, the rustling sounds as if the elementals are whispering to one another.

Treespeak Stables

Treespeak Stables is operated by Moogle's Gift Mounts. Its chocobokeeps make fine steeds of the noble birds that are bred and raised to adulthood at Bentbranch Meadows.

E-Tatt's Spire

Like its brethren, this watchspire bears the name of a historical Gridanian hero: E-Tatt-Rai, a Padjal who made great contributions to the advancement of conjury.

Blessed Bud

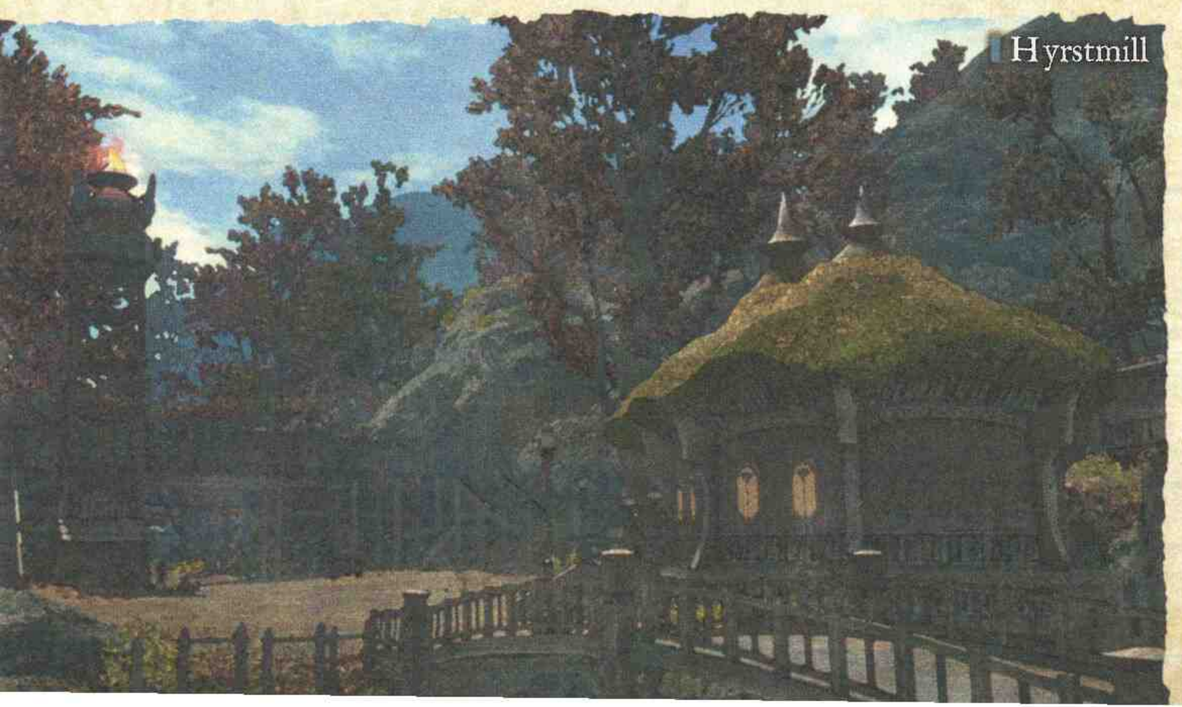
Thought to be the dwelling of an elemental, the Blessed Bud sprouted from a stump. It is said that passersby can feel the force of its vitality.

Peacegarden

Peacegarden serves to honor the memory of the mages who first spoke to the elementals, and thereby allowed Gridanians to live in the Twelveswood.

Hyrstmill

Though itself only a small hamlet on the edge of the North Shroud, Hyrstmill is perilously close to Ixali territory, and serves as an important supply outpost for the Gods' Quiver. Hyrstmill also is surrounded by various ruins significant for the study of history, as well as seemingly out-of-place creatures such as the deepvoid deathmouse.


Hyrstmill

Alder Springs

Once a vast grove of giant alders, the flames of the Calamity reduced the area to a charred graveyard, leaving nothing of the ancient holt but its name.

Fallgourd Float

To demonstrate a village need not fell trees to secure space, Fallgourd Float was built atop a lake. Though the project may seem strange to outsiders, the villagers have grown quite fond of their bobbing home.

The Bobbing Cork

Fallgourd Float's inn, the Bobbing Cork, promises its beds are so soft as to make the weary traveler feel light as a cork drifting upon a still pond.

Florentel's Spire

Florentel, the legendary hero whose name the spire bears, is said to have been the lover of Eugenia, for whom another watchtower has been titled.

Finders' Bluff

Miners from Ul'dah built this humble shack while they surveyed the mineral wealth of the surrounding areas.

Proud Creek

Of late, this area to the north of Fallgourd Float is thick with Ixals who seem more numerous each day than the last.

Gelmorra Ruins

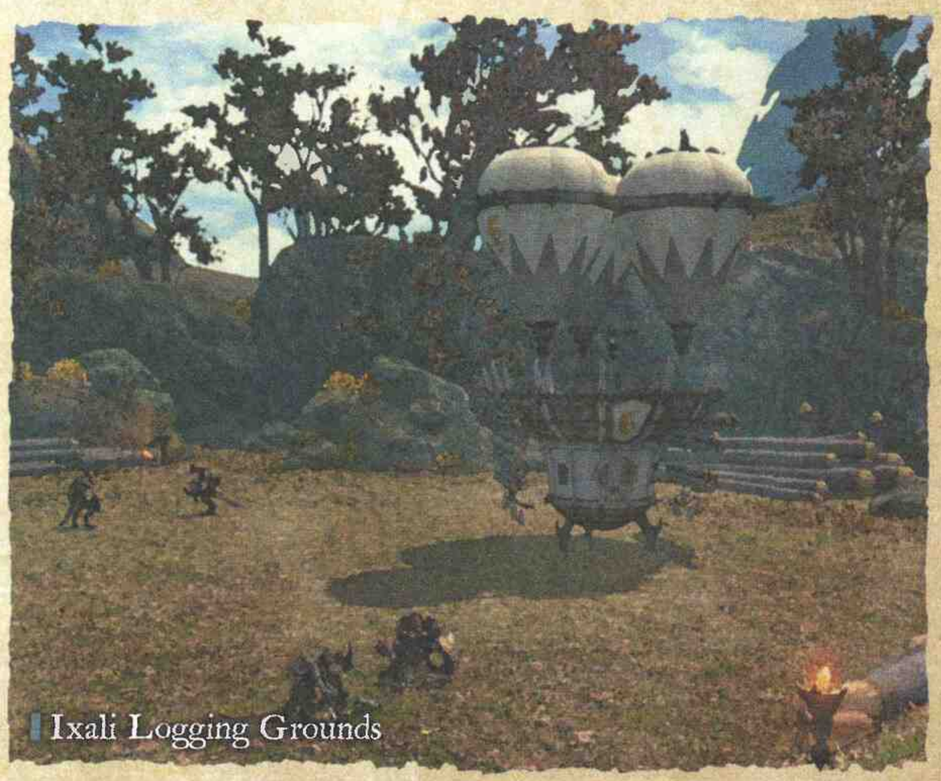
Beneath this area once sat the capital of Gelmorra, whence tunnels stretched out far and wide. Now, little more than ruins of the great subterranean city remain.

Ixali Logging Grounds

The Ixal have never taken well their banishment from the Black Shroud, and to this day continue to fell the hoary sentinels growing on the forest's outskirts. Too heavy to drag back to their settlements in Natalan or faraway Xelphatol, the ill-gotten lumber is tied to balloons buoyed with Ixali airstones and flown to the beast tribe's homeland under the cover of night.

Eugenia's Spire

Following the other watchtowers, this spire takes its name from a hero of Gridania, and it is home to the White Rams. Located close to Ixali territory, the band of Quivermen stationed at this outpost enter the fray often and fiercely.


Ixali Logging Grounds

UL'DAH

Amidst the arid deserts of southern Aldenard stands Ul'dah, a bustling commercial hub and ruler of the regions of Thanalan. The city rises suddenly from the malm upon malm of dusty wastes, protected from the blowing sands by the embrace of a stalwart fortress.

Overview

Flag

Ul'dah's flag bears upon a field of black a set of golden scales, which weigh the jewel of prosperity on the left and the flame of might on the right. This emblem itself originates in Belah'dia, where the scale weighed power and wisdom. Thus, the twin heirs to that ancient civilization took one sigil apiece: Ul'dah the flame, and Sil'dih the grapes of knowledge.

Motto

For Coin and Country

Government

Members of the Ul Dynasty claim sovereignty by right of birth. Their will is carried out by the Divan, a group of eight viziers who oversee matters of law, finance, engineering, the interior, commerce, war, religious affairs, and palace affairs. However, the influence of sultans has been waning for some time, and at present true power is wielded by the Syndicate, a council sat by six of Ul'dah's most elite and influential.



Leader

Sultana Nanamo Ul Namo, seventeenth in the line of Ul

Ruling Body

As a sultanate, all offices of government serve to make manifest the will and policy of Ul'dah's ruler.

Racial Distribution

Midlander Hyur: 30%
Highlander Hyur: 10%
Dunesfolk Lalaafell: 40%
Hellsguard Roegadyn: 10%
Other: 10%
Note: The race of refugees are not reflected in these numbers.

Religion

Nald'thal, overseer of the underworld and god of commerce, is the guardian deity of Ul'dah. While many believe that He is possessed of a dual nature, Ul'dahns see Him as twins, and worship Nald and Thal separately. Since times of eld, the Order of Nald'thal has devoted itself to this task, and encourages the devout to donate their coin—for virtue in this life, and happiness in Thal's realm.



Guilds

Ul'dah is home to guilds representing gladiators, pugilists, thaumaturges, goldsmiths, weavers, alchemists, and miners.

Industries

Merchantry: With a gateway to the five seas and roads to all corners of the realm, Ul'dah has long flourished as a center of commerce. Today, countless companies and consortia—both large and small—operate within the city-state.

Mining: Beneath the lands of Thanalan run countless veins of quality ore, and, as a result, a bustling jewelry trade has evolved.

Textiles: In addition to crafting essential fabrics for everyday use, a large and prestigious apparel industry has grown under the auspices of an increasing number of wealthy people. As represented by Sunsilk Tapestries, a number of notable brands have become popular even outside of Ul'dah's borders.

Medicine: Thanks to the tireless study of ailments at Frondale's Phrontistery, Ul'dah has established itself as a reputable producer of alchemical and traditional cures.

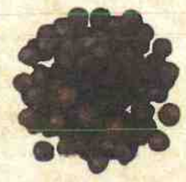
Entertainment: The city-state offers something for seekers of pleasure, from gladiatorial displays in the Coliseum, gambling at the Platinum Mirage, and games of fortune at the Manderville Gold Saucer.

Beliefs

In a city of merchants, everything has a price, and business is placed upon a nigh-hallowed pedestal. Shopkeeps show scant mercy towards their rivals, and anyone who is cheated out of coin is seen not as a victim, but rather as a fool. To other Eorzeans, inhabitants of the city-state may seem as swindlers who worship nothing but profit. Nonetheless, the core Ul'dahn values of hard work and daring have earned many men great fortunes in their lifetime.

Diet

Few vegetables grow in the heat of Thanalan, leaving Ul'dahn cuisine to consist largely of meats and insects, heavily seasoned with imported and local spices—though some claim this merely conceals fare that would normally be deemed unfit for consumption. Alcohol, on the other hand, is more highly appraised, as the arts of the Alchemists' Guild have led to distilling techniques leading to liquors of complex and subtle flavor.







History



The Rise and Fall of Belah'dia

The dawn of the Sixth Astral Era saw a great suffering of magi. They had ruled the realm for an age, yet their arts had wrought great destruction, and many people demanded that magic be forbidden outright. Naturally, all those even remotely proficient in spellcraft faced some form of persecution. Those few who used sorcery to protect themselves from the stones of fearful peasantry were often subject to greater retribution. The only path left to the magi was to flee and hide in the remote outskirts of civilization.

As time passed, bitter memories became history, and history legend. After several centuries, men had forgotten their fear of magic, and instead desired it anew as a means of military might. Thus, it was the Lalafellin heirs to the sorceries of Mhach—one of the civilizations of the Fifth Astral Era—who eventually sought to reclaim the rightful place of magi. Banding together, they made for the wilds of Thanalan, and there used the arts of their forebears to find water flowing beneath the parched lands. What began as a well became a town, and grew into the nation of Belah'dia by the year 737.

Twins Apart

Belah'dian civilization flourished in relative peace for two hundred years. Yet all was to change in 964, when the sultan grew deathly ill and was confined to his sickbed. This triggered a fierce struggle between Sasagan and Sasawefu, his two sons, over who would sit the throne as rightful heir. The twins each called upon the soldiers loyal to them, and the nation was soon wracked by war. The sultan's death a year later did nothing to stem the fighting, and in 969 the princes decisively tore Belah'dia in half. Each then built a city anew in Thanalan—Sil'dih under Sasawefu, and Ul'dah under Sasagan.

For centuries thereafter, the sibling city-states found cause to fight. However, it was the actions of King Lalawefu of Sil'dih in 1159 that would ultimately doom their relationship. Instituting flood control to save his nation's ailing economy, Lalawefu began to draw waters from the upper reaches of Ul'dah's source. The move was popular in Sil'dih, and the people proclaimed their monarch the King of Springs. The Ul'dahns, however, hissed curses at him through parched lips. The stage, then, was set for war.

The Dead Walk

In 1177, a drought came over Thanalan and King Lalawefu succumbed to illness. This misfortune spurred Ul'dah to action, Sil'dih's sibling nation seeking to profit from the confusion. The following year, the city-state marched forth in full force to reclaim their water source. The Sil'dihn elite, however, did not stand idly by. They united their nation in the face of the crisis, and met Ul'dah with their own army. The resulting war was long and bloody. Yet, despite countless summers of campaigns against one another, neither side could claim superiority, and the conflict showed little sign of drawing to an end.

In 1181, however, Ul'dah found a means to break the stalemate—a powder, devised by the thaumaturges, that turned men's corpses into zombies. Having laid siege to Sil'dih, the Ul'dahns used their catapults to cast the substance upon the citizens within. What followed within was a scene not amiss from the seven hells. The bodies of those fallen to starvation rose one by one, and attacked their own countrymen.

To explain the anguished screams, Sasagan Ul Sisigan—the third of his name and ruler of Ul'dah—crafted a fictitious tale: Sil'dih had transformed their own dead to zombies in an attempt to win the war. Proclaiming it a sacred crusade to send these zombies to Thal, he ordered his Immortal Flames, an elite unit, into the city. Behind them followed a great host, and together they purged the walking dead. Thus, Sil'dih fell.

A New Dynasty

Having brought an end to Ul'dah's troubles, Sasagan Ul Sisigan put the fell powder under close guard, and kept the truth of Sil'dih's end from the masses. The silence held for forty years, until Baldurf Thorne, a Hyuran of noble blood, learned the truth, and charged Sasagan for his crime. Startled, the aging ruler flew into a rage, and demanded the offender's head. However, no one lifted a finger, let alone a weapon, for Baldurf was known as a righteous man. Sasagan was imprisoned, and spent the rest of his days in the Marasaja Pit.

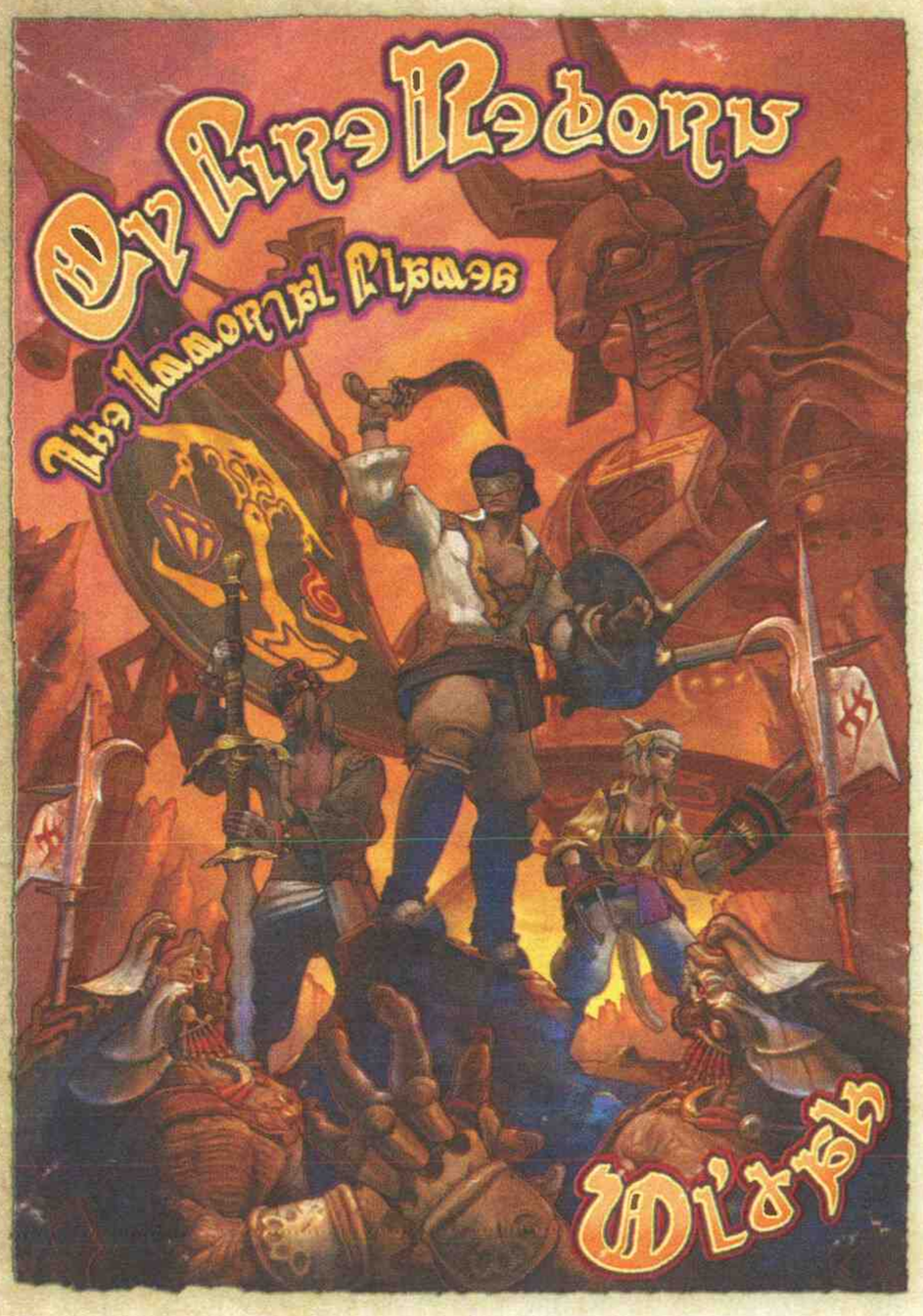
Those around Baldurf then asked him to serve as sultan. Though refusing at first, he eventually acquiesced on the condition that he would be a steward, ruling until the city-state was stable. The new sultan never made knowledge of the powder public, for fear that it would fall into the wrong hands. Instead, he established the Arbiters of Truth, a group devoted to preserving the truth of Sil'dih's downfall for the future.

The Thorne Dynasty ruled for two hundred summers thereafter, and produced many ardent reformers. In 1270, one moved Ul'dah to almost directly above where her sister city-state had once stood. When undead rose from the ancient sprawling sewers of Sil'dih in 1353, another enlisted the aid of the Amalj'aa—Ul'dah's fierce enemies. Given the beastmen's belief that Thanalan is sacred, they eagerly joined with Ul'dahns to exterminate the impure presence. With this done, the Thorne heirs felt their sworn duty had come to an end, and returned rule to the Ul Dynasty.

The Syndicate

The Amalj'aa threat notwithstanding, Ul'dah gained control of Thanalan through the razing of neighboring Sil'dih. It was then that the city-state began to truly establish itself as a mercantile power, hiring sailors and purchasing Lominsan-wrought ships from as early as 1190. Soon, it had opened trade with Radz-at-Han and the rest of the Near East. Behind this was the guiding hand of the Thorne Dynasty, who had restored the Ul'dahn markets and overland trade routes after moving the city. Inheriting their vision for the nation, the second Ul Dynasty worked to better commerce, and under their rule the nation flourished.

Yet, that selfsame policy granted the merchant class greater power as their own coffers grew, while robbing the sultanate of its influence in almost equal measure. Thus, in the year 1401, the distraught line of Ul established the Syndicate, a group of six advisors chosen as the merchants who had added the most to the wealth of Ul'dah. This group came to command the government, and presently is the true power in the city-state.



The Immortal Flames

Establishment

The initial impetus to restructure Ul'dah's armed forces came from Raubahn Aldynn, and was rooted in his loyalty to the sultanate—something not shared by his fellow members of the Syndicate. As the bulk of Ul'dah's military strength came from their host of mercenaries and the now dwindling contingent of palace guards known as the Sultansworn, Raubahn proposed a standing army to bring order to their ranks and oversee additional wartime training. Ultimately, this was a means to bolster Ul'dah's overall might, and after tense consultation with the Syndicate, the sultana ordered that this Grand Company be established.

Symbolism

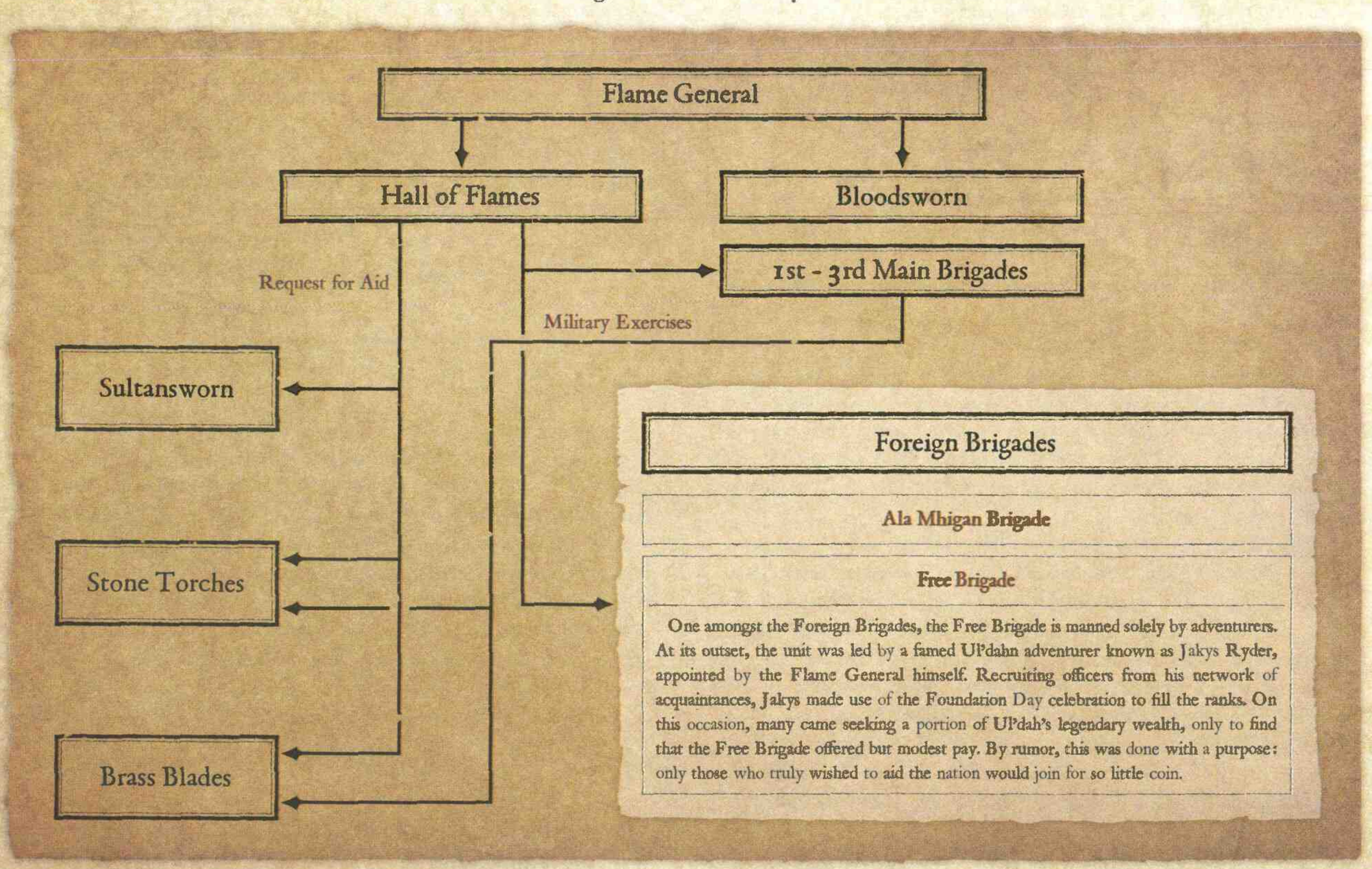
Unlike the Sultansworn, who are charged with protecting sultan and palace, the Immortal Flames were once an elite force created to ensure Ul'dah's victory on the battlefield. Their fighting spirit was legendary, and many and more were the songs that spoke of them as valorous crusaders who felled the zombies within Sil'dih's walls.

Though the Thorne Dynasty disbanded the Immortal Flames, Ul'dahns continued to see them as heroes who contributed to the prosperity of the nation. In fact, it is widely thought that Raubahn chose this name for his new Grand Company precisely because it would stoke the flames of Ul'dahn patriotism, and therefore aid in making the organization a reality.

Characteristics

Presently, the Immortal Flames are known as the central force within the Eorzean Alliance, but are fewer than the Maelstrom or Order of the Twin Adder. Indeed, the main force is composed of three Main Brigades of only two hundred and thirty-six men apiece—though this does not take into account the Bloodsworn, who directly serve Flame General Raubahn, leader of the Immortal Flames. Yet they are no lesser for their number; the Main Brigades lead the sellsword bands of Brass Blades and Stone Torches in training, and their efforts have produced an armed forced that is second to none.

The Foreign Brigades, another feature of the Immortal Flames, are units created at Raubahn's behest. As a means of strengthening Ul'dah's forces, his choice to hire soldiers from amongst the Ala Mhigan refugees has proven to be of much merit. The move, however, has also made wary the Monetarists—ruling faction within the Syndicate—who worry about granting more authority to the sultana and her advisors.



Raubahn Aldynn



"The line between victory and defeat is drawn by the swift and trod by the dead."

Born in a destitute hamlet deep within Gyr Abania, Raubahn Aldynn joined the armed forces of his native Ala Mhigo, and did much to defend his nation's borders from Garlean attack. When the Highlander was twenty-five, however, his nation fell. Raubahn escaped with little more than his life, and spent two years as a vagabond before coming to Ul'dah. There, he was mistaken for an imperial spy, and immediately imprisoned.

For many years thereafter, Raubahn fought as a gladiator upon the bloodsands of the Coliseum. Wielding the ancient bladedancing techniques of Gyr Abania, he won his freedom, the people's love, and a popular title—the "Bull of Ala Mhigo." By the time of his thirty-seventh nameday, he had won one thousand matches. With his winnings, he purchased the Coliseum itself, and by doing so earned himself a place amongst the Syndicate. Now forty-four years of age, some wonder if his hardest battles lie ahead of him as the only member loyal to the sultanate.

Tizona

The Tizona is a sword made of two cursed blades, and was taken from the hands of a former rival in the Coliseum. With a name that roughly translates to "sword of flame," its accursed magicks are so powerful that the weapon will set ablaze all who cannot control it.



Pipin Tarupin



"I dare not abandon Ul'dah to the Monetarists and their cronies."

The twenty-five year old Vice Marshal of the Immortal Flames, Pipin Tarupin was born to a drunkard of a father who traded him to some man of the Coliseum for a refill of his tankard. There, the boy met the Bull of Ala Mhigo, who granted him his freedom. Yet the Dunesfolk youth realized he would likely be sold again should he return home, and begged Raubahn to train him as a gladiator. Touched by the boy's desire to seize his own future, the Ala Mhigan found a lawful means to adopt Pipin as his own. Growing under Raubahn's care, Pipin went on to find great success as a mercenary, and was involved with the establishment of the Immortal Flames. Eventually, he came to serve in the Bloodsworn directly beneath his adopted father.

Though deadly serious in the line of duty, Pipin does enjoy a healthy nip of good Ul'dahn spirits each evening—the stronger, the better.

Swift Ryder



"Ever do we swear to uphold our oath: for coin and country!"

The second son of a Midlander merchant family, Swift Ryder wanted for nothing as a child. Indeed, his passion for chocobo racing stems from his affluent youth. Nonetheless, he chose to become an adventurer, and follow in the footsteps of his older brother Jakys. The two had both learned how to defend themselves with a sword as boys, and these skills lent themselves well to success. Swift distinguished himself against the Amalj'aa, and soon stood above others of the same profession. He joined the Immortal Flames at his brother's behest. When Jakys perished at the Battle of Carteneau, Swift was wrought with grief, for the two had rarely been parted. Eventually, he recovered, and has sworn two oaths that he holds close to his heart even now at the age of twenty-eight: one to serve as commander of the Free Brigade, and another to avenge his brother's death.



Organizations

The Ul Dynasty

The Ul line is descended from Sasagan Ul Sisigan, the first of his name and founder of Ul'dah. Since their right to rule was restored by the Thorne family, the second Ul Dynasty has reigned uninterrupted. At present, Sultana Nanamo Ul Namo—the only daughter of Sasabal Ul Sisibal and Nanasha Ul Nasha—wears the crown. The seventeenth in her line, she ascended the throne following the unfortunate death of her parents. However, the sultana wields precious little power next to the might of the Syndicate.



Nanamo Ul Namo



"The true wealth of Ul'dah lies in the health, happiness, and hopes of her citizens"

A Dunesfolk maid of royal blood, Nanamo Ul Namo came to power at the tender age of five when her father passed. Naturally, none so young could fathom the intricacies of government, and the sultana was relegated to the role of royal puppet. Despite having ruled for more than a decade and a half, to this day, many dare to accuse her of being little more than a mammet mouthing the Syndicate's words.

She is not, however, without her allies. At the age of nine, she surprised the city-state by pardoning Raubahn Aldynn on a whim. As his Coliseum winnings were conferred upon him, the Bull of Ala Mhigo swore an undying oath to serve as the sultana's sword. When he joined the Syndicate, Raubahn made good on this promise, and remains entirely loyal to Nanamo.

Though she is the picture of propriety when sitting the throne, Nanamo is still a maiden of twenty-one years, and has a more playful side. She is known to leave the palace incognito, and take tea and crumpets at the Quicksand.

The Syndicate

The Syndicate has half a dozen chairs, each occupied by one who has added most to the coffers of Ul'dah. Though they initially served in an advisory role, at present they are the nation's ruling body. The Monetarists, the reigning faction, work to establish self-governance—though Raubahn acts as a foil to their attempts. Nonetheless, the sultana's opinion carries little weight.

Given the range of power afforded the Syndicate, struggles over membership have always been fierce. One recent example is Eolande Quiveron, who is widely thought to have perished in the Seventh Umbral Calamity. The seat thus vacated by the former head of Frondale's Phrontistery's has since been filled by Godbert Manderville, yet rumors still abound that Eolande was assassinated due to a quarrel within the Monetarist ranks.

Syndicate Members

Chairman Lolorito Nanarito, East Aldenard Trading Company
Prince Teledji Adeledji, Mirage Trust
Chief Foreman Fyrgeiss Loetkilbsyn, Amajina & Sons Mineral Concern
Flame General Raubahn Aldynn, the Immortal Flames
Prioress Dewlala Dewla, Milvaneth Sacrarium
President Godbert Manderville, Manderville & Manderville







The Sultansworn

The Sultansworn—personal guard of the sultan—were formed in 969 by decree of Sasagan Ul Sisigan. Originally consisting of paladins who helped to found Ul'dah, they have remained loyal defenders of the royal line for five hundred years, even through changes in dynasty.

While their fealty currently remains with the sultana, the Monetarists have managed to cut the organization's strength to half of what it was in their glory days. Thus, the Sultansworn must now accept the aid of the Brass Blades even in guarding the Royal Palace, and their morale has suffered much for it. The loss of Oathkeeper—the blade Sasagan bequeathed to the first Sultansworn captain—has had a particularly lingering and deleterious effect upon their power.

Papashan Nonoshan



"During the course of my official tenure as a Sultansworn, I traveled the length and breadth of Eorzea. Those experiences molded me into the man I am today."

A proud man of the Dunesfolk, Papashan once numbered among the Sultansworn, even acting as the right hand of Solkzagyl, the former captain. When Nanamo came to the throne, he served as her personal guard. To the young sultana who had no living family left, he became a second father.

Upon his retirement from active service, Papashan became stationmaster at the Ul'dah Dispatch Yard operated by Amajina & Sons Mineral Concern, a prestigious position as befits a man who has seen sixty-four winters. However, behind his persona of a good-natured elderly man, he continues to secretly offer what aid he can to the Sultansworn. He also delights in taking strolls with Nanamo when she leaves the palace in the guise of "Lady Lilira," himself masquerading as a steward.



The Brass Blades

In the employ of the wealthy Ul'dahns represented by the Syndicate, the Brass Blades are sellswords charged with maintaining peace and order within the sultanate. Though they ostensibly fall under the auspices of the Divan, in truth they are only too aware of who pays their wages. Thus, they are known to act according to the wishes of the rich, and few would object to calling them the Monetarists' private army. As sellswords' loyalty may be bought, cases of bribery have grown so numerous as to earn the scorn of honest citizens. However, not all of the Brass Blades are without scruples, and a small number are apparently honorable and earnest in the line of duty.

Organizational Structure

Brass Blades of the Rose: Western Thanalan
Brass Blades of the Violet: Central Thanalan
Brass Blades of the Orchid: Eastern Thanalan
Brass Blades of the Lotus: Southern Thanalan
Brass Blades of the Balsam: Ul'dah Proper

The Stone Torches

Established by Fyrgeiss, chairman of Amajina & Sons Mineral Concern, the Stone Torches protect the interests of the company—be that the mining sites themselves, or their freight trains and railway. While they are a private army, the Stone Torches have demonstrated their willingness to aid the Immortal Flames, and will take orders from the Grand Company should a situation arise.



The East Aldenard Trading Company

The East Aldenard Trading Company is the largest enterprise of its kind in Ul'dah, and owns such famous brands as Sunsilk Tapestries, Eshtaime's Lapidaries, Romululu's Bric-a-Brac, and the Jolly Raptor, a shipping conglomerate. In times past, the company's merchants traversed the trade routes to the east, and made a fortune in the process. Since the fall of Ala Mhigo, however, the Company has taken to conducting trade across the seas in search of profit, and its sphere of activity stretches from Radz-at-Han to the far-flung countries of the Far East. Indeed, it was even rumored to have had dealings with provinces under the Garlean Empire for a period.

The Company is known for its shrewd, even cutthroat, practices. It has been known to employ the Brass Blades to eliminate newcomers to the markets, and the local saying has it that to earn the Company's displeasure is to lose one's business in Ul'dah.



Lolorito Nanarito



"The wealth of Ul'dah is not without limits, my friends."

The foremost member of the Monetarists, Lolorito Nanarito began his career as a porter with the caravans. With time, he created the East Aldenard Trading Company, and his fortune is now so vast as to be uncountable. At the time he began focusing his business on overland trading, he is reputed to have made the acquaintance of the Garlean elite, and even explored this connection as a means of making peace with the Empire. It is widely assumed that these overtures must have ended in failure, however, as Lolorito is known to have proffered his full support in the establishment of the Immortal Flames.

Those who study Lolorito's character are often perplexed, as he is a man who defies easy description. On the one hand, he is ruthless, and not above consorting with criminals in the name of profit. On the other hand, he has also shown himself willing to donate half of his (uncountable) wealth should his native Ul'dah have need of it.

As a wealthy man of the Dunesfolk, Lolorito has developed a taste for the finer things over his sixty-four years. His particular passion is food, and he has such exacting tastes that he is known in some circles playfully as "Chefsbane."

The Mirage Trust

Though the Mirage Trust has earned fame as the group that operates the gambling halls of the Platinum Mirage, its central pillar is actually a bank, and moneylending is the true source of its wealth. The Hourglass, the most famous inn in Ul'dah, is another establishment run under the Trust's umbrella.

Amajina & Sons Mineral Concern

A company of no small prestige, Amajina & Sons Mineral Concern does much in the name of Ul'dah's mining industry. Their operations are great in number, from the many shafts under their control to their railway—a modern venture that began operations immediately following the Calamity. Ever seeking new veins of ore, the Concern has built a number of structures for the purpose of prospecting in the frontier. In so doing, they have continually invited upon themselves the wrath of the Amalj'aa and other wrothful beasts. Thus, the Stone Torches were established to defend these assets.

Teledji Adeledji



"When government fails to act, the responsibility falls to us private citizens."

A Lalafellin man of fifty-five years, Teledji Adeledji was born to a Plainsfolk father from Limsa Lominsa and a wealthy Dunesfolk mother from Ul'dah. He inherited much from his parents, including their mercantile sense, and with that small fortune, he tried his hand at the moneylending business. Increasing his funds manifold through usury, he began to purchase promising ventures and small shops. Teledji gained renown when he opened the Platinum Mirage, and the wealthy came in droves to try their luck in its halls. His coffers swelled, so much so that he even took to collecting and breeding exotic pets. Since the Calamity, however, his earnings have slowed. His proposed Carteneau Reclamation Bill may have been a way around this...as was his plot against the sultana's life.

Fyrgeiss Loetkilbsyn



"Men are made by the sweat of their brow and the strength of their backs."

Fyrgeiss is chairman of Amajina & Sons Mineral Concern and member of the prestigious Syndicate. As one might expect of a man with his own army, he can ofttimes prove a somewhat combative fellow. He has a particular animosity towards the Amalj'aa, who have, on countless occasions, seen to the wanton destruction of mining facilities under his care. This may also explain why Fyrgeiss favored the creation of the Immortal Flames, in spite of being a Monetarist.

Having an interest in the ancient history of his people, Fyrgeiss and his three sons each have names in the ancient tongue of the Roegadyn—a rarity amongst Hellsguard. His second great passion is the Coliseum, and with the wealth he has accrued over his fifty-six years, rare is the bout he misses.

The Order of Nald'thal

The Order of Nald'thal has a long history of carrying out the rites and rituals of the Traders. Through the ages, they have become wise not only in religion, but also in history, the arcane, and reading the stars and skies. The most learned amongst the Order have consulted the royal lines of Ul'dah, and aided the Divan with penning the city-state's elaborate codes of law. They have amended sections of these codes to meet the demands of the Syndicate following the rise of the Monetarists. Regardless of these ties, the Order maintains an appearance of neutrality in public, and seeks a position one step removed from power struggles.

Dewlala Dewla



"If we are to see stability restored to Ul'dah, we must needs set aside our differences."

A woman of the Dunesfolk, Dewlala Dewla is the head of the Order of Nald'thal and prioress of Milvaneth Sacrarium. She walks a narrow path between the Monetarists and the Royalists who support the sultanate, and has largely remained above the Syndicate's infighting. However, as heir to a history of counseling the Royal House, her foremost concern as a leader is the welfare of the nation. Thus, when the Syndicate's enmity grows too great, she has been known to act as a mediator. In the plot to assassinate the sultana, for example, she covertly cooperated with the Scions of the Seventh Dawn to secure Raubahn's release from his gaol. It was also Dewlala Dewla who persuaded Lord Lolorito to come to the negotiation table. Incidentally, she numbers amongst the most qualified of thaumaturges.

At the age of fifty-two, Dewlala has ample experience to negotiate her tenuous position. Nevertheless, she doubtless feels the weight of her responsibilities, and has taken to embroidery to ease her stress.

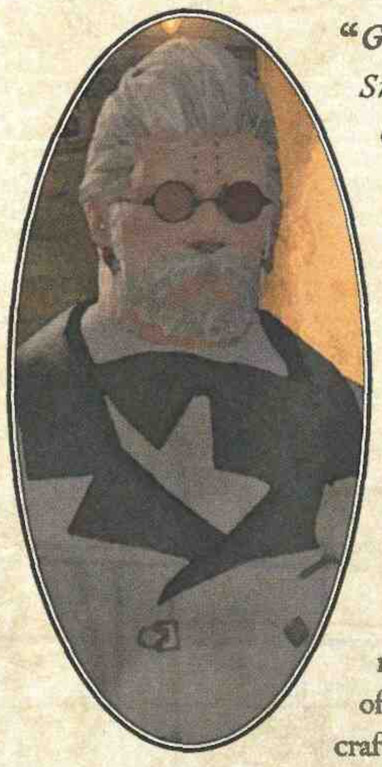




Manderville & Manderville

Manderville & Manderville is a remarkable enterprise that has grown rapidly in the years following the Calamity. It is managed jointly by Lord Godbert, a member of the Syndicate, and his wife Lady Julyan, and the name is meant to convey the spirit of this partnership. At first, the company dealt exclusively in Godbert's handcrafted jewelry, but has more recently made a foray into the business of entertainment. The result is that grand establishment known as the Manderville Gold Saucer situated on the fringes of the Sagolii Desert.

Godbert Manderville



"Godbert the goldsmith's a Manderville man,
Smithing as only a Manderville can,
Oil him up and give him a tan,
Fit for a Mander-Manderville man!"

A Highlander of fifty-six winters, Lord Godbert is arguably the best goldsmith in all of Eorzea. He has a disdain for the Ul'dahn jewelry industry, which he believes focuses all too much on the latest trends, and thus set out on a long journey to find his own style. In every region, he hunted exotic monsters for their bones, harvested pearlescent shells from forgotten reefs, pried rough gemstones from the bowels of the realm, and with these materials began to craft stunning jewelry of designs entirely his own. Upon returning to Ul'dah and opening a shop, he found himself a man of exceeding wealth almost overnight. At present, he runs the daily operation of Manderville & Manderville, and serves as a member of the Syndicate—though he has never expressed much concern for matters of government. Nevertheless, Godbert does hire refugees for his enterprises, and does what he can to better Ul'dah through his field of expertise.

The Steps of Nald

The western part of Ul'dah, the Steps of Nald follow the curve of the outer city. At its center lies a busy street lined with shops, temples, and inns. With throngs of people wandering in at all times of day, the area is forever alive with the sounds of trade and conversation.




The Gate of the Sultana


The Hourglass


The Platinum Mirage


Arrzaneth Ossuary

A The Gate of Nald

One of three main portals accessible by the general populace, the Gate of Nald is wide enough for two fully burdened chocobo carriages to enter abreast and still leave room for the flanking gateguards. Her Royal Majesty Nanamo Ul Namo has commanded that the portcullis remain open night and day, so as to welcome all who would partake of Ul'dah's wonders.

B The Hourglass

The Hourglass is the foremost inn on the Merchant Strip. Situated next to a busy thoroughfare and boasting the best in service, it serves as a home-away-from-home to countless repeat customers who would never dream of staying anywhere else in Ul'dah.

The Quicksand

From travelling merchants to pilgrims, this tavern within the Hourglass bustles with all manner of clientele. One may also reliably see adventurers aplenty, as the place is also home to their guild.

C The Ruby Road Exchange

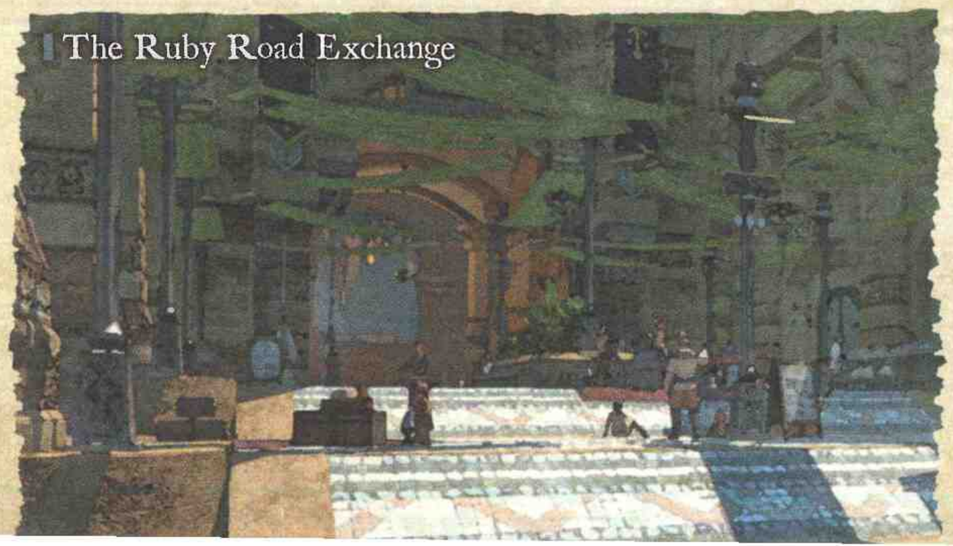
One of two main markets in Ul'dah, the Ruby Road Exchange is famous for its dancing girls which it employs in great numbers. With the display of twirling bodies, merchants hope to entice their customers, and drive them into a buying frenzy.

D Sunsilk Tapestries

Located in an upscale district of town, Sunsilk Tapestries is a famed shop dealing in the highest of fashion. Indeed, many of Eorzea's most popular trends begin (and end) in its studio, which also oversees the production of more moderately priced attire sold elsewhere, as well as the uniforms worn by Ul'dah's military.

E Emerald Avenue

Near the Aetheryte Plaza, Emerald Avenue is the chosen haunt of Wymond, a seller of secrets. Adventurers and merchants in the know come to the area seeking the information he peddles.


The Ruby Road Exchange

F The Platinum Mirage

One of two Ul'dahn entertainment halls, the Platinum Mirage allows through its doors only those whose coffers are of a prodigious weight. Wards to protect against magical chicanery can be purchased at the city's so-called oasis of fortune, as can the protective services of pugilists.

G The Hall of Flames

The Hall of Flames serves as headquarters to the city-state's Grand Company—the Immortal Flames. It was built over old Topaz Lane in an effort to restore an unused part of the city that had, until recently, become overrun with unsavory types.

H The Gate of the Sultana

Though erected in commemoration of Nanamo Ul Namo's reign, both the demand and funding to build it came from the city-state's merchants and Monetarists who were vexed at seeing passage through the city made nigh impossible by throngs of Calamity refugees. Thus, the Gate of the Sultana was constructed as a back entrance for the city guard, and now serves as a third egress from Ul'dah.

I The Rudius

The Rudius is a weapon shop that once specialized in arming those who fight in the Coliseum. However, when rumors swirled of an impending Amalj'aa attack, the proprietors seized the chance to peddle their goods to the townsfolk as well. To this day all employees are retired gladiators with an intimate knowledge of arms and armor.

J Arrzaneth Ossuary

One of many temples under the care of the Order of Nald'thal, Arrzaneth Ossuary is devoted to the worship of Thal, the divine arbiter of the afterlife. Two kinds of people visit its halls: the destitute praying for fortune in the realm of the dead, and the moneyed seeking extravagant funerary rites.

Erralig's Burial Chamber

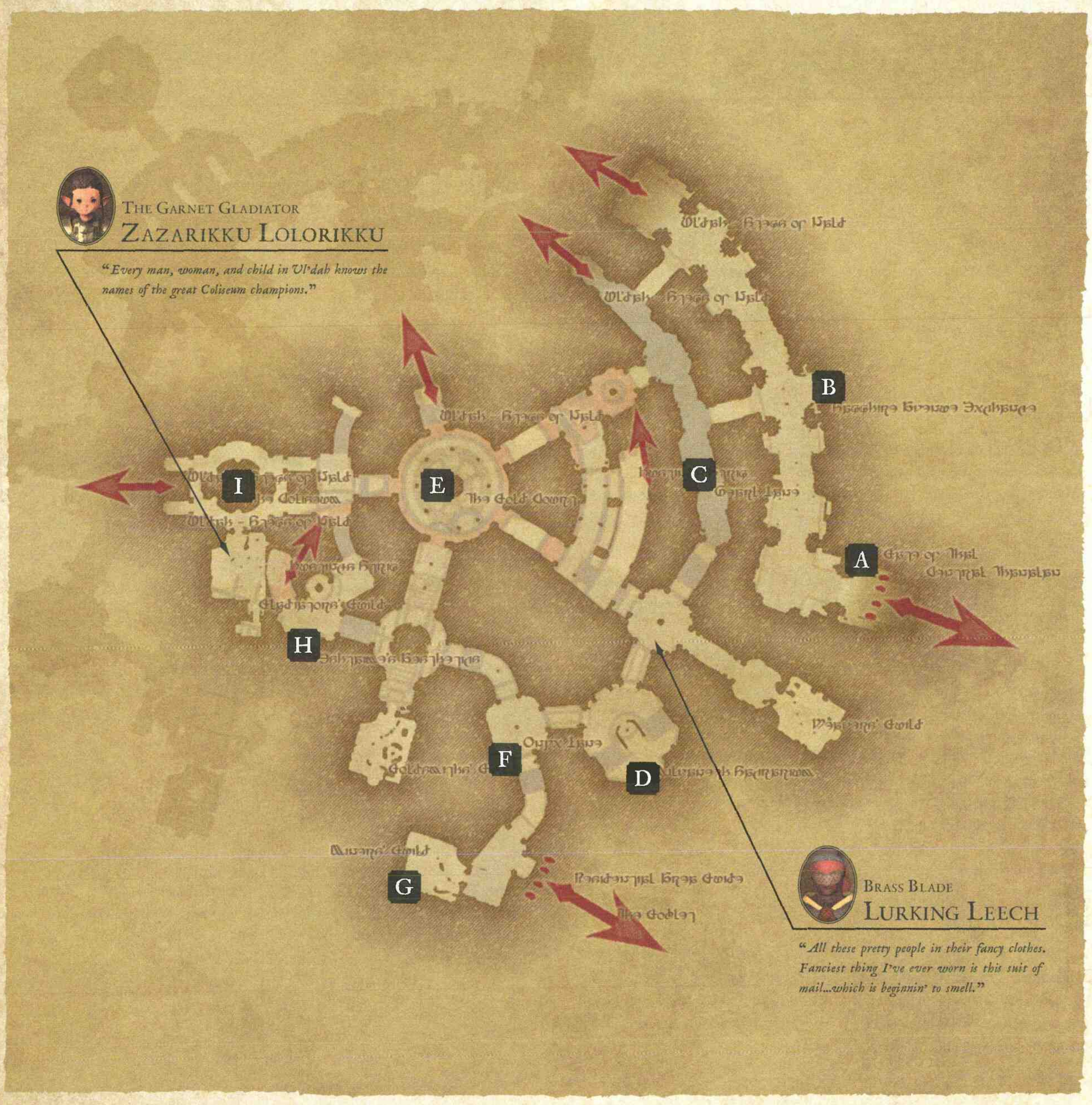
Built within the remains of ancient ruins dating far before Ul'dah's foundation, Erralig's Burial Chamber is a crypt open to all Ul'dahns—provided they make donations to the temple. The prestigious lowest levels of the Chamber are reserved for those who have given very generously. Small contributions merit entombment in the top levels, while a pittance reportedly lands corpses in the wilds where monsters roam.

The Steps of Thal

Whereas the Steps of Nald curve around Ul'dah's western walls, the Steps of Thal curve around the eastern side of the city. At the center stands the Royal Palace, seat of the sultana, topped with a glorious bronze dome that gleams so brightly in the sun that it can be seen from many malms away.

The Garnet Gladiator
Zazarikku Lolorikku

"Every man, woman, and child in Ul'dah knows the names of the great Coliseum champions."



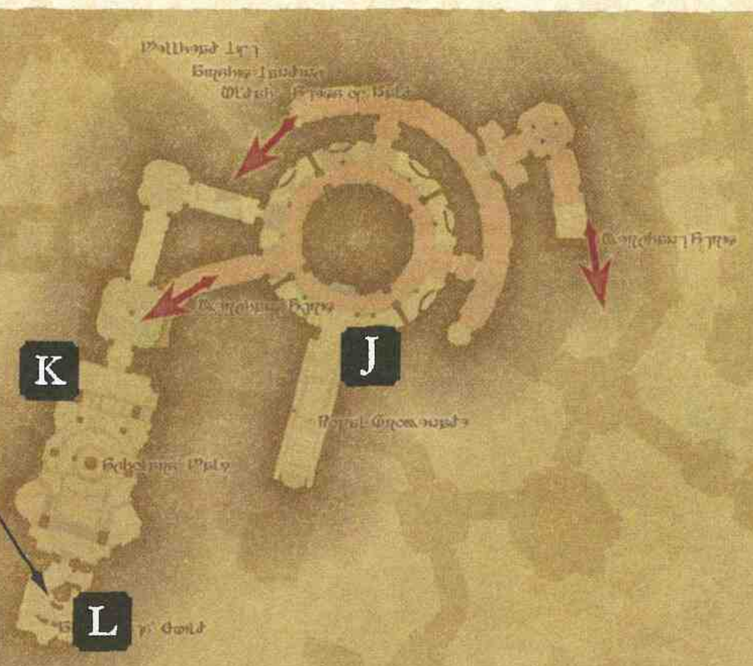
Brass Blade
Lurking Leech

"All these pretty people in their fancy clothes. Fanciest thing I've ever worn is this suit of mail...which is beginnin' to smell."



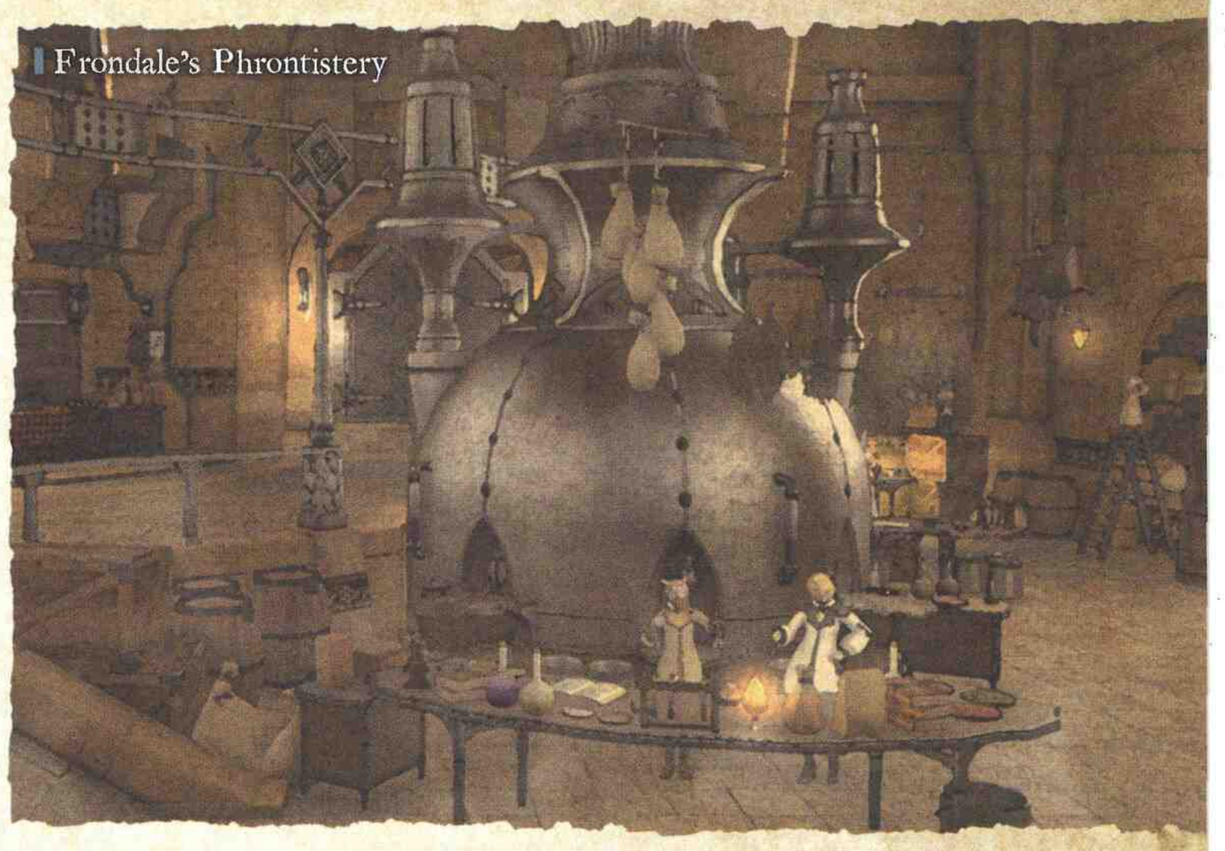
Frondale's Phrontistery Alchemist
Alewyn Alder

"Mark my words: with just a sip of this tonic, even raging fevers will be instantly extinguished!"





The Sapphire Avenue Exchange



Frondale's Phrontistery

A The Gate of Thal

One of Ul'dah's main entrances, the Gate of Thal's name honors the patron deity of the city. Caravans pass often through its doors, delivering goods to the Sapphire Avenue Exchange.

B The Sapphire Avenue Exchange

This marketplace is responsible for Ul'dah's fame as a city of merchants. The wares sold here are said to come not just from Eorzea, but from the northern and southern seas, and even from the lands to the east.

C Pearl Lane

Pearl Lane is lined with the shuttered offices and storerooms of traders who do business in the Sapphire Avenue Exchange. Due to the many refugees who work as porters, the area is known as one of the more dangerous parts of the city—though this reputation itself may be suspect.

D Milvaneth Sacrarium

A sacred temple of Nald, in the recent past, Milvaneth Sacrarium was visited by many devout followers, the majority of whom were merchants praying for wealth in this life, and success in their endeavors. Now, only a chosen few may enter its halls at will, as the temple undergoes repair from the Calamity.

E The Gold Court

A large atrium in the heart of Ul'dah, the Gold Court's opulence and scale make it a popular meeting place for the city's elite. The plaza was once reserved for the sultan's private balls, but has since been opened to the public due to a lack of funds to maintain the majestic hanging fountain at her center.

F Onyx Lane

Onyx Lane is aptly named, as it leads to the main offices of Amajina & Sons and the Miners' Guild. Accordingly, a number of bemuscled miners can always be found close by.

G Amajina & Sons Mineral Concern

Mistress Amajina, the proprietress of a tavern, founded the Concern during the Mad Mythril Rush some century and a half ago. At present, the company controls the main mines in Thanalan, and has grown large and wealthy enough to afford a standing force of sellswords known as the Stone Torches.

H Eshtaime's Aesthetics

Known throughout the realm for its jewelry, Eshtaime's Aesthetics carries everything from the newest and most fashionable of styles to classic pieces from ages past. They will also take commissions, and craft whatsoever a client desires...for a price.

I The Coliseum

In the Coliseum, spectators are driven to a frenzy by bloody competitions ranging from single combat betwixt gladiators, to bouts pitting ill-equipped prisoners against terrifying beasts from exotic lands. Illegal gambling on the outcome of matches is a favorite Ul'dahn pastime, as well as the city's worst-kept secret.

J The Royal Promenade

During times when the sultan had sole rule over the city-state, the Promenade would serve as an ersatz waiting chamber for those petitioners who sought audience with His Resplendence in the Fragrant Chamber. Now, with power in the hands of the Syndicate, the round is empty, save for the occasional tryst betwixt young nobles.

K Scholars' Walk

This wide corridor leads to Frondale's Phrontistery—the institution itself built upon property purchased from the Sultansworn. It is not lost on those who tread these halls that a place once reserved for soldiers trained to kill is now home to those studying the arts of healing.

L Frondale's Phrontistery

Though Frondale's Phrontistery began as means of training palace physicians, it has since grown to house seven different faculties of medicine, ranging from the traditional to the alchemical and beyond. The Phrontistery also operates an infirmary, though the care it offers is a luxury only the wealthiest can afford.

The Guilds

The Gladiators' Guild

In Belah'dia, the sword was deemed the arm of paladins, and the peasantry were forbidden from carrying them. During the War of the Sisters, however, Ul'dah and Sil'dih both increasingly needed men to fight, and had no choice but to hire Hellsguard and Highlander mercenaries. As more and more inhabitants of Ul'dah came to wield blades, displays of skill became a commonplace sight. From these humble beginnings was the grand gladiatorial tradition born.

At the outset, only captured enemies and criminals took to the bloodsands, but as the practice became a part of Ul'dahn culture, free men joined the fray in search of riches and fame. An organization of fighters arose, based upon a spirit of mutual prosperity. Not only did it provide aid to wounded gladiators, but organized others to fight in their stead, and provided some stipend after they retired. The group eventually opened its doors to the public, and became the Gladiators' Guild.



Mylla Swordsong

"Every man and woman here
has the potential to become a champion,
but it is you—and you alone—who decides your destiny."

Daughter of the previous guildmaster, Mylla entered the guild at the age of five, and has been honing her skills with a sword ever since. The Highlander became First Sword when her father perished some seven years ago. Though she had just reached her twentieth nameday, she took to her new role admirably. Now twenty-seven, she has done her utmost to aid the guild—though rumors abound that she has awaited the return of her lover all the while.

The Pugilists' Guild

In the Coliseum's early years, all fighters banded together, answering to the same lanistae, training in the same ludii. Eventually, however, those who fought with their fists parted ways with those who took up the sword. From the start, this new group of pugilists was largely one of equals offering his fellow brawler support. All this changed with the inception of legendary fighter Cornelia as head of the association. So masterful were her feats on the bloodsands that men and women came from all corners of the realm to spar under her mindful watch. In time, the organization had devoted itself to training, and, fifty years ago, officially changed the sign above its doors to read "Pugilists' Guild." In addition to instructing new talent, it is also a hub for those who earn their keep with their fists.



Hamon Holyfist

"There's no stopping the Holyfist!"

Master of the Pugilists' Guild, Hamon is a lusty Midlander who has claimed to be of sixty summers for no less than the last decade. Yet, in his heyday, he was a fighter of no small skill, flyers bearing the "Holyfist's" likeness plastered all across the city before his matches. His particular style—combining powerful punches and kicks to send opponents reeling—has influenced a great many pugilists.

The Thaumaturges' Guild

That the study of magic should bloom in Ul'dah is no surprise, given that the city-state's forebears were Mhachi magi. The priests of the Order of Nald'thal have cultivated and passed on much knowledge of the arcane, particularly those who work at Arrzaneth Ossuary. There, they have perfected techniques related to funerary rites—freezing blizzards to halt corruption, raging fires to cleanse the corpse, and bolts of lightning to expel the sins of mortal life. As they have discovered that these magicks have a great effect on the living, the Ossuary has come to serve as the Thaumaturges' Guild, where magi are trained and new arcane arts born.



Cocobuki Lolobuki

"Fire, lightning, blizzards, somnolence—the thaumaturge calls upon an expansive arsenal of offensive incantations to incapacitate and obliterate all manner of adversaries."

At twenty-three, Cocobuki is the eldest of six siblings of Dunesfolk ancestry. All are masters of the Thaumaturges' Guild, save for the youngest. In accordance with the sultana's will, they did much to calm the populace when riots broke out in the streets during the Calamity. For these acts, they were named guildmasters and successors to the former leader—a disgraced man named Mumuepo, convicted of embezzlement.



The Goldsmiths' Guild

The rock beneath Thanalan is rich in precious metals and jewels, and since ancient times have men toiled to fashion this bounty into wondrous treasures. Following Ul'dah's rise as a mercantile power in the thirteenth century of the Sixth Astral Era, the demand for jewelry grew as fast as did the merchant class itself. With the increased patronage, the elegant art of goldsmithing blossomed into one highly lucrative as well.

Not content to rest upon its laurels, a popular atelier at the time—Eshtaime's Aesthetics—invited renowned Eastern masters to work in its halls. These artisans' tutelage allowed their goldsmiths to create unique pieces that took the Ul'dahn markets and industry by storm. The Ul'dahn organization that beckoned these craftsmen to their facilities eventually became the Goldsmiths' Guild. In addition to normal teaching duties, today it scrambles to protect its reputation from the influx of imitation works.



Serendipity

"Smelting, casting, cutting, polishing—we use all these techniques to craft beautiful baubles that delight the eyes"

Having barely seen nineteen summers, Serendipity is one of the youngest guildmasters in Ul'dahn history—a testament to her rare talent. At the age of thirteen, the Midlander girl hounded the legendary goldsmith Colbernoux for days on end before eventually wearing the poor man down and gaining apprenticeship. It was not long, however, before her gods-given concentration and unmatched dexterity for the craft had seen Serendipity grow into one of Ul'dah's eminent goldsmiths.

The Weavers' Guild

The textile industry has always thrived in Thanalan. This is partially due to the climate: people in the region have ever wanted light, flowing fabrics that not only shield them from the sun's rays while allowing their skin to breathe, but also achieve the impossible task of keeping them warm in the frigid desert nights. By finding imaginative ways to fulfill these needs, weavers have come to excel at their craft.

With the opening of trade routes to the Near East after 1190, however, inexpensive fabrics flooded the Ul'dahn markets. Weavers could not compete with the quantity of the imported textiles, and so sought to increase the quality of their goods. Converging to share their techniques, these many like-minded craftsmen were the founders of the Weavers' Guild. Together, they succeeded in improving their textiles, and now the guild exports fine fabrics to foreign nations as far as the Near East.



Redolent Rose

"I shall be blunt—weaving is an art, and, like all true artists, we must make sacrifices and suffer for our craft."

Redolent Rose is the acting master of the Weavers' Guild. As one might expect, he has a deep interest in beauty, and one goal drives his tireless pursuit: the creation of raiments that allow the wearer to, in his words "cut a fine figure." The fashion-savvy Hellsguard is also known to be the genius behind the sultana's pink ceremonial gown—a feather in the cap of a man who has not yet seen his twenty-seventh summer.

The Alchemists' Guild

A mystical medium that can transform base metals into gold or silver, cure all ills and grant the bearer life eternal—such is the Philosopher's Stone, the fevered dream of alchemists throughout time. To attain their prize, practitioners conducted all manner of queer and unnatural experiments, and accordingly were long abhorred as madmen—their art scorned as lunacy.

The profession eventually gained credibility through its integration into traditional medicine by Frondale's Phrontistery. Thereafter, alchemists flocked to Ul'dah, a place where they might do what research they please without the fear of persecution, and eventually founded the Alchemists' Guild to share their findings.



Severian Lyctor

"Remember: the world is our crucible, and an alchemist makes marvels of the mundane!"

Born to a reputable Midlander family with ties to the Syndicate, Master Severian was, from a young age, actively encouraged to pursue his art. Over the years, however, his passion has given way to obsession, and it is rare that his experiments do not cause the guildmaster to neglect all else, be it eating, sleeping, or the typical duties of his station. This natural proclivity has worsened since he lost his long-time lover to the Calamity, and the sight of Severian curled on a laboratorium floor upon a pillow of parchment has become a regular occurrence at the Phrontistery. Naturally, this has stirred some rumors, for it is hardly behavior becoming of a man of thirty-two years.

The Miners' Guild

Due to the mineral wealth of the region, mining has long been a central pillar of Ul'dahn industry. The Mad Mythril Rush—sparked by the discovery of a rich vein of the light, yet durable ore—brought particular prosperity and joy to the city-state but a century and a half ago.

Yet the miners themselves did not share in this newfound wealth. Working under harsh conditions for a mere pittance, many found themselves living in desperate poverty thanks to questionably legal contracts of servitude drawn up by dishonorable foremen. Their dissatisfaction grew, and with time the men and women banded together against the mining concerns who exploited them so. The result was the Miners' Guild, which has faithfully worked since to improve working conditions while providing an outlet for the time-honored passing down of the tricks of their trade.



Adalberta Sterne

"It's not easy, managing a boisterous bunch of lads and lasses who'd sooner drain a tankard than swing a pickaxe, but I give it my best."

Adalberta was eight when the Garlean Empire occupied Ala Mhigo, and fled to Ul'dah as a refugee. Her role model is and always has been her father, a Highlander of humble beginnings who became a miner to support his daughter before dying in a cave-in. Now twenty-eight, Adalberta has become guildmaster, and it is said she focuses her energies upon training new miners for but one reason: so that they might develop enough skill with the pick and hammer to never be beholden to, nor exploited by, another.

Western Thanalan

Western Thanalan serves as Ul'dah's ocean gateway, and establishments devoted to trade can be found throughout, from docks to markets to well-trodden roads. On a clear day following a good rain that has cleared the skies of desert dust from the coasts of this rocky region, one might even spy Vylbrand across the Rhotano Sea.

The Eighty Sins of Sasamo

Some two hundred years ago, Princess Sasamo—the second daughter of her house—plotted to steal the throne from the rightful heir. Her conspiracy was found out before she could act, and she was arrested. Charged with high treason, she was made to walk the eighty steps just outside the city's gate eighty times a day for eighty straight days. With the final stride of her penance, she reached the last step and fell to the ground, dead.

Hammerlea

With the influx of refugees, the living conditions of Ul'dah no longer suit the tastes of its wealthiest inhabitants. Hammerlea, then, is their escape—an area upon which great estates will one day be built. At present, mighty towers known as the Hammers pound the ground into a solid foundation, and give the place its name.

Scorpion Crossing

From the East Aldenard Trading Company to the independent merchants of the Seventy-Seven Caravans, shopkeeps of all kinds send their wares through Scorpion Crossing. Here, goods unloaded at Vesper Bay are sorted by quality: the best sent on to Ul'dah, and the remaining to the Silver Bazaar.

The Silver Bazaar

The Silver Bazaar was once the heart of Ul'dahn sea trade. However, few vessels put into port at the hamlet's lonely docks anymore, sailing instead for the deep harbor at Vesper Bay. Of late, the town is a refuge for those who saw their dreams shattered in Ul'dah and are trying in desperation to pick up the pieces.

Beaconhill Lighthouse

In times long past, the merchants of the Silver Bazaar would light a great bonfire on a hill adjacent the hamlet in order to see ships safely into port. At the height of Bazaar's prosperity, money was donated by shopkeeps and ship captains alike towards the construction of a mighty lighthouse that stands atop that selfsame hill.

Nophica's Wells

Nestled between Hammerlea and Horizon's Edge, Nophica's Wells is a natural basin created by the recent cave-in of a massive network of underground caverns. As a rare source of water in the deserts of Thanalan, the area is lush and verdant, as if blessed by Nophica, the goddess of abundance.

Horizon's Edge

It is said one can see all the way to the very edge of the horizon from atop the rocky cliffs that line this otherwise arid wasteland.

Copperbell Mines

Abandoned once purged of ore, Copperbell Mines lay untouched for nearly three centuries until Amajina & Sons Mineral Concern reclaimed the shafts—their sights set on expanding the mines downward to tap yet undiscovered veins of valuable metal. However, the miners delved too deep, and an army of raging giants came pouring from the darkest recesses of the mines. These were hecatoncheires—thralls of the Thorne Dynasty—who had been sealed in a lightless prison for rebelling against their masters.

Horizon

Along the Royal Allagan Sunway that connects Vesper Bay to Ul'dah, Horizon is home to a Brass Blades encampment there to ensure travelers and traders may pass safely between the harbors of Vesper Bay and Ul'dah proper. One can catch the first glimpse of dawn through Sunrise Gate to the east, and watch dusk fall through Sunset Gate to the west.


Crescent Cove

The Footfalls

Though separated by less than a malm, the Footfalls sit much lower than neighboring Horizon's Edge. A common bedtime tale is that an ancient race of angry giants trampled the lands down in their journeys from the north to the volcanoes of Vylbrand.

The Silent King

Thought to be a relic of Belah'dia, the Silent King is the upper half of a colossal statue revealed for the first time in centuries following the recent collapse of a sinkhole. At present, the Order of Nald'thal has dispatched thaumaturges to learn more of its mysteries. Unfortunately, many of the other ruins revealed in the collapse have since been removed by local families for use in the reconstruction of buildings destroyed in the Calamity.

Crescent Cove

Shaped like a waning crescent moon, this cove is home to a small, forlorn fishing village. Its inhabitants have grown increasingly despondent since the Calamity—the altered flow of currents in nearby seas rendering once-rich fishing grounds barren.

Vesper Bay

A bustling port city strategically situated on the western coast of Thanalan and maintained using funds generously provided by Syndicate chairman Lolorito, Vesper Bay serves as a gateway in and out of sultanate-controlled lands. The colossal bronze statue in the main plaza is said to be an exact likeness of said chairman (when viewed from afar).

Parata's Peace

Legend has it that the monster known as the Parata, terror of the straits, was finally slain in this secluded valley after generations of terrorizing nearby fishing villages, demanding virgin sacrifices. With the area's earth aspect weakened, Parata's Peace is now shrouded with clouds of caustic gas—which the superstitious locals blame on some curse uttered by the Parata in its final moments.

Moondrip

The waters within this cavern glow with a weak light, as if they have somehow trapped the moon's radiance. While some mountebanks claim this makes the liquid a potent curative, and sell vials of it for no less than a small fortune, scholars deny its mystical properties, claiming the water's luminosity a result of thousands of tiny phosphorescent fauna.

Cape Westwind

This area takes its name from a westerly breeze that blows from the seas. Few souls now venture anywhere near the cape for fear of the imperial army, which occupied the area soon after the Calamity.

Imperial Outpost

This makeshift encampment connects Castrum Marinum—a floating, man-made island tasked with resupplying Garlean legions—to imperial units stationed on the mainland by means of a large magitek transporter.

Central Thanalan

The main gate of Ul'dah opens up to the desolate wastes that comprise central Thanalan. Caravans laden with goods can be seen passing through the area, as can tired refugees lacking even their daily bread. This is a place that strikes a stark contrast between those who have naught, and those who want for naught.

Spineless Basin

Cacti once grew so plentifully within this hollow that it was known as Cactus Basin. The fires of the Calamity purged the soil of most flora, however, and it was not long before locals provided it a better-suited moniker.

Stonesthrow

Those refugees who await or have been denied Ul'dahn citizenship have gathered in the shade of the city walls to build a shantytown that grows with each sunrise. The name is a cruel play upon these people—living but a stone's throw from the city, while serving as the targets of those who would keep them from entering.

Fesca's Watch

Built in the shadow of a towering monolith known as Fesca's Watch, adventurers created the near-eponymous camp outside the city walls to escape the exorbitant price of a room within Ul'dah.

The Royal Plantations

The sultana herself established the Royal Plantations as a means of aiding the impoverished refugees seeking succor from their city-state. Run by a botanist named Gagari, it appears that much of the Plantations' produce is, in fact, purchased by the wealthy, while the paupers it was intended for remain hungry.

The Ul'dah Dispatch

Owned by Amajina & Sons Mineral Concern, the Ul'dah Dispatch Yard serves as the hub of the company's freight trains. The revolutionary steam engines in these trains are powered with water heated to boiling by ceruleum, and can carry several tonzes of raw ore, saving both time and manpower.

The Sultantree

The Sultantree is said to have been planted in honor of Sasagan Ul Sisigan, first of his name and founder of Ul'dah.

Sagolii Gate

This massive portcullis allows the Immortal Flames to cast a watchful eye over travelers and goods passing to and from the Sagolii Desert, while serving as a last line of defense against approaching armies from the east.

Black Brush

Sitting at the intersection of the Royal Allagan Sunway and southbound Royal Allagan Starway, Black Brush serves as both the final stop for those bound for Ul'dah, as well as place for final farewells to those travelers and merchants leaving the city.

The Coffer & Coffin

A favorite haunt for the area's many miners, the Coffer & Coffin has ale to wet the throats and stew to fill the bellies of any and all who have the wherewithal to pay for the tavern's simple luxuries. Its name comes from a popular song where an upbeat fellow promises to fill his coffers with coin from the betting table—or, should he lose it all, enter the city dragging his own coffin behind him.

Black Brush Station

A marvel of modern innovation, the steam engine has transformed the mining industry, increasing efficiency and profits thrice over. It has also led to the transformation of what was once a thinly manned aetheryte outpost into a thriving crossroads of labor and commerce—a new pillar to support the thriving Ul'dahn economy.

The Sil'dih Excavation Site

The city-states of Ul'dah and Sil'dih coexisted for generations until four hundred years ago when bad blood festering betwixt the two sultanates culminated in the War of the Sisters—leaving Sil'dih a smoldering pile of rubble to be claimed by the shifting desert sands. The subsequent relocation of Ul'dah placed the city-state nearly directly above her fallen sibling.

The Rat's Nest

A small camp often frequented by unsavory characters of Qiqirn origin, the Rat's Nest is also believed to be a hideout of the wanted cutpurse Kokoroon Quickfingers.

Lost Hope

As the name implies, none but those who have lost all hope dare enter this forsaken place. The dark, humid caves provide the perfect level of concealment for growing dream flowers—outlawed flora whose milk is used to create the highly addictive soporific known as "somnus."

The Bonfire

A goblin scholar named Mutamix and a patchwork band of adventurers devoted to his teachings reside in the light of the Bonfire, where they earnestly study the mysteries of materia—a type of crystal which can be melded to items to enhance their properties. Here, the men and women labor to spread knowledge of materia's miraculous qualities, and are willing to impart their knowledge to any willing to lend their ears.

Nanawa Mines

Under Amajina & Sons Mineral Concern, Nanawa Mines briefly faced closure when its supplies of quality silver were thought to have been exhausted. With the recent perfection of refining techniques that allow for the extraction of metal from even the lowest quality of ore, however, the mine has once again been opened for excavation.

Cutter's Cry

Cutter's Cry is a cavern in which woodcutters traveling between Mor Dhona and Ul'dah would sometimes take refuge when caught in Thanalan's rare, yet deadly thunderstorms. There are dark rumors, however, that many who entered the grot's gaping maw were never to return—their screams warning others to give wide berth to the accursed place. In its depths dwells a fearsome chimera—or if the Darklight Raiders, a band of infamous mercenaries, are to be believed, "dwelled."

The Clutch

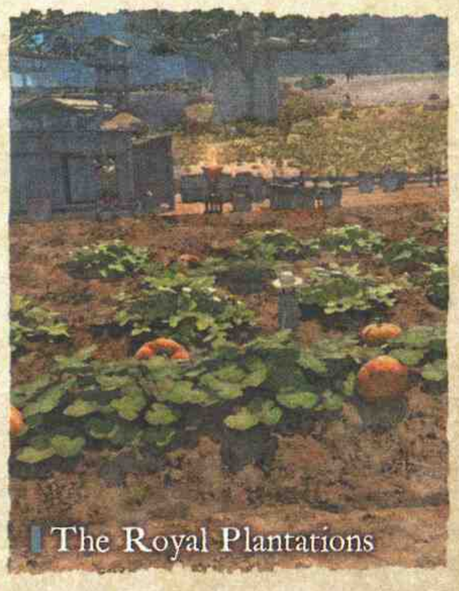
The Clutch is a high-walled valley that stretches out to the east of Black Brush beyond Soot Creek. As the Calamity has closed off most other routes east, one seeking quick passage to Gridania is forced to traverse this narrow gulch lest he add several days to his journey by detouring north through Mor Dhona, or south through the Sagolii Desert.

The Unholy Heir

When Dalamud's outer shell came crashing down, a section fused with a boulder. Scholars have attributed this curious phenomenon to the dark matter of which they believe Dalamud was constructed. Local smallfolk have their own theories, claiming the formation is actually an egg laid by Bahamut, and will one day hatch, unleashing yet another unholy monstrosity on the realm.

The Quiveron Manse

Once the summer home of Eolande Quiveron, a recently deceased member of the Syndicate, this manse now lies in ruins, and serves as the hideout for a group of thieving bandits who prey on travelers journeying east through the Clutch.


The Royal Plantations


The Sil'dih Ruins

Eastern Thanalan

Eastern Thanalan borders the Black Shroud, and is divided north from south by the Yugr'am River. From the many dead buried in the Church of Saint Adama Landama's lichyard to the towering formations of corrupted crystal, one is ever reminded of the Seventh Umbral Calamity's devastation in this region.

Drybone

So hot do this area's temperatures rise that those who perish in the heat are almost immediately reduced to withering piles of bones, soon to be bleached by the relentless rays of the sun.

Camp Drybone

Situated along the Royal Allagan Sunway connecting Ul'dah with Gridania, Camp Drybone sits perilously close to Amalj'aa territory. As such, it is home to a great host of Immortal Flames, who are ever on alert for beastman attacks.

The Church of Saint Adama Landama

The Church of Saint Adama Landama is named for a wealthy man who, through unequalled philanthropy, achieved sainthood in the eyes of Nald'thal. Indeed, the tale of how he saved his town using naught but his wits and his wealth is told realm-wide in the legend of Saint Adama Landama's Creel. The chapel itself was commissioned by the merchants of Ul'dah to put those souls who perished in the Calamity to rest, yet many still come, even after five years, to commission a final resting place for their loved ones.

The Invisible City

If not for a gaping rent torn open by the Calamity, these ancient ruins, buried under nearly a malm of solid rock, may have gone undiscovered for another thousand summers. Scholars sent to Highbridge to study the site are currently of a mind that the structures are not a city, but in fact the tomb of one Lalafuto IV, famed sultan of Belah'dia. How they came to be buried is a question the scholars have yet to answer.

The Golden Bazaar

Once a waypoint for traders making the journey between Gridania and Ul'dah, the rise of settlements such as Camp Drybone and Highbridge have all but rendered the once prospering hamlet a ghost town. Rumors of mythril deposits in the nearby mountains and treasure in the ruins of the Invisible City, however, may work to rekindle this dying ember.

Sandgate

On particularly windy days, sand from the Sagolii Desert is carried up from the south and deposited at the foot of this gateway into harsher lands.

Halatali

Coliseum management established these training grounds to see to the honing of their gladiators' skills. The name comes from the ancient Lalafellin tongue, and means "the land of many shadows." Scholars believe that the founders of Belah'dia settled briefly here, seeking shelter from Thanalan's blazing sun.

Amalj'aa Encampment

An effective staging point, from this encampment, Amalj'aa forces attack passing merchants and travelers, take hostages, and steal crystals to add to their cache.

Highbridge

After the Calamity rent eastern Thanalan asunder, one of the first projects commissioned by the Syndicate was the construction of a bridge to span the newly formed chasm and restore the trade route with lands transpontine. The city which has sprung up along its edges is populated almost solely by scholars investigating the nearby ruins of the Invisible City.

Final Prayer

Upon this sacred spot stands the mark of the Warden. During the Calamity, it is said that many came and offered prayers to Azeyma here as their last act before succumbing to Bahamut's flames.

Wellwick Wood

Deep within the northeasternmost corner of Ul'dah's dusty domain, springs Wellwick Wood—a rare oasis of green in a sea of yellows and browns. It is widely speculated that the holt began from seeds blown across the mountains by rare northerly winds from the Black Shroud.

Thal's Respite

Proper obeisance to the Trader, Thal, overseer of wealth in the afterlife, is required for those who wish to take belongings accumulated in this world to the hereafter. Thal's Respite is oft used by stout devotees of the Order of Nald'thal as a place of fasting and prayer, but its distance from Ul'dah prevents all but the most affluent from making the journey.

The Burning Wall

Once an unscalable precipice severing eastern Thanalan from the Grand Wake, the Burning Wall earned its name for the deep-red glow it would emit each evening as the sun set. Toppled by the Calamity, that cliff no longer exists, and in its place lies a queer forest of fiery crystalline sentinels and malformed creatures shunned by nature itself.

Burgundy Falls

From Abalathia's Spine, waters run southwards through the Twelveswood, and grow into a roaring river that plunges downwards into a recently torn ravine at Burgundy Falls. Sunlight reflected from the Burning Wall's crystalline formations grants the cascade its unique shade of red.



Highbridge



Thal's Respite

Southern Thanalan

The southernmost reaches of Thanalan, this region conjoins with the Sagolii Desert to the south and the Grand Wake to the east. The territory has a contentious reputation, as the Amalj'aa believe these scorched plains to be hallowed ground, and have made countless armed attempts over the ages to claim the lands in the name of their god, Ifrit.

Broken Water

When early settlers first found a source of water in this parched region, they rejoiced. They were far less pleased to learn that it was unclean and undrinkable, and expressed their displeasure by naming the place Broken Water to warn those who would follow.

Little Ala Mhigo

Rejected by the elementals of the Twelveswood and unable to adapt to Ul'dahn custom, Ala Mhigan refugees eventually settled in southern Thanalan. In exchange for supplies, the residents allow the Immortal Flames to maintain a presence, and Little Ala Mhigo now serves as a post whence to watch the movements of the Amalj'aa.

The Sepulchre

The Sepulchre is the hideout of the Corpse Brigade, once a proud arm of the Ala Mhigan army. As they supported the last king of their nation and his despotism, their countrymen will not suffer their presence amongst the refugee camps. Thus, the Brigade has become little more than a band of petty thieves.

The Sunken Temple of Qarn

Most scholars of ancient Belah'dian civilization claim this twisting labyrinth of complex chambers to be a place of worship dedicated to the sun goddess, Azeyma. Recent diggings, however, have uncovered older chambers buried beneath the new containing relics not of the Sixth Astral Era, suggesting that the temple may have been built by a different people.

The Ring of Ash

The Ring of Ash is home to the Brotherhood of Ash, a band of Amalj'aa warriors who find no virtue in unthinking obedience to the primal Ifrit. Instead, they earnestly hone their skills to defeat their mortal foes, the Flamefangs.

Zanr'ak

Meaning "land of indomitability" in the Amalj'aa tongue, Zanr'ak is the main dominion of the beast tribe in practice, if not in name. The word is thought to have had particular significance since Ifrit first appeared to the beastmen in ages past.

The Circle of the Tempered

Those whose souls have been cleansed by Ifrit's fires—that is, made the primal's tempered thralls—have come to settle in this village. The Circle of the Tempered may also be the secret refuge of Mamanzo the Charred, a thaumaturge upon whose head rests a heavy price.

Zanr'ak Encampment

The Zanr'ak encampment serves to hold what forces Zahar'ak, the main camp, cannot. Reports indicate that the beastmen stationed in this forward base are from lesser tribes.

Zanr'ak Altar

Used to augur the outcome of future battles, the Amalj'aa have never been known to go to battle without first making a pilgrimage to the bloody altar of sacrifice.

Zahar'ak

Loosely translated as "land of perseverance," Zahar'ak is the main stronghold for the Amalj'aa host based in their native Paglth'an. The beast tribe believes the scorched plains of Thanalan to be hallowed ground blessed by the cleansing flames of their primal deity, Ifrit, and as such are intent on driving from the land all whom they deem invaders.



Little Ala Mhigo

The Red Labyrinth

As its name implies, the Red Labyrinth is a complex maze of naturally eroded passages through a valley of scarlet rock. Rumors of travelers becoming lost for days in the narrow defile abound, but most are unfounded.

Nald's Reflection

Overseer of wealth and commerce upon the corporeal plane, it is believed that through fervent worship of the Trader Nald, one will reap immeasurable fortune in one's living years. Prince and pauper alike once made pilgrimages to this remote place of prayer in search of prosperity...until, that is, Milvaneth Sacrarium opened a new (toll-based) temple within Ul'dah.

The Minotaur Malm

Local legend has that long ago, a young goatherd leading his pack to water at Forgotten Springs was set upon and chased a full malm through these caves by a minotaur. There has yet to be a second sighting of the creature, but the stories are enough to frighten away most who would consider passage through this trading post used by the Seventy-Seven Caravans.

The Sagolii Desert

The Sagolii Desert can prove a harsh mistress for anything living, and Ul'dah makes use of the place only to banish the worst of its criminals. The Amalj'aa, on the other hand, believe it has been cleansed by holy flame, and the young and unbloodied test themselves on the great worms who "swim" beneath its sunbaked sands.

Forgotten Springs

In this village dwells the U tribe of Miqo'te, who live on water from the oasis and game from the Sagolii Desert. In times past, it was a stop for traders on the road to Cape Deadwind, the southernmost point of Aldenard. After continued pirate attacks sent the coastal area into decline, however, fewer and fewer travelers passed through the Springs, and now Ul'dah has all but forgotten it exists.

Byregot's Strike

According to the Sons of Saint Coinach, the Sagolii Desert was once a verdant sea of lush plains capable of sustaining great civilizations, as is evidenced by the Allagan ruins recently discovered in the area. A massive drilling device designed to crack the rock beneath the sands and reveal the secrets beneath has since been constructed on the site—the awe-inspiring structure being given the name the Byregot's Strike.

Northern Thanalan

Northern Thanalan is perhaps most famous for the Ceruleum Field, a vast area under which lies plentiful liquid ore waiting to be mined and processed into fuel. Naturally, so valuable a resource has attracted the attention of the Garlean Empire which also relies on the ceruleum to power their machina. The Immortal Flames and imperial army have come to clash often in the region, and the struggle for dominion over the rich lands has only grown in the scant years following the Calamity.

Bluefog

Though abundant on the northern continent of Ilsabard, only a handful of ceruleum deposits have ever been discovered on Aldenard, the largest being buried under the Sea of Spires in northern Thanalan. Ceruleum is a highly unstable substance and will begin to evaporate when in contact with air, resulting in the bluish haze from which this area earns its name.

Camp Bluefog

Camp Bluefog was built as a post whence armed men could patrol the Ceruleum Field. Originally, this duty fell to the Brass Blades and Stone Torches. With the Empire's forces a mere stone's throw away, however, the Immortal Flames have since taken control.

The East and West Watchtowers

To power their legions of warmachina, the Garleans require a steady supply of the aether-based fuel known as ceruleum. With Bluefog housing the largest deposit in Eorzea, the Empire has begun their own mining operation but a stone's throw from the allied refineries, heightening tensions in the area and prompting the construction of two watchtowers.

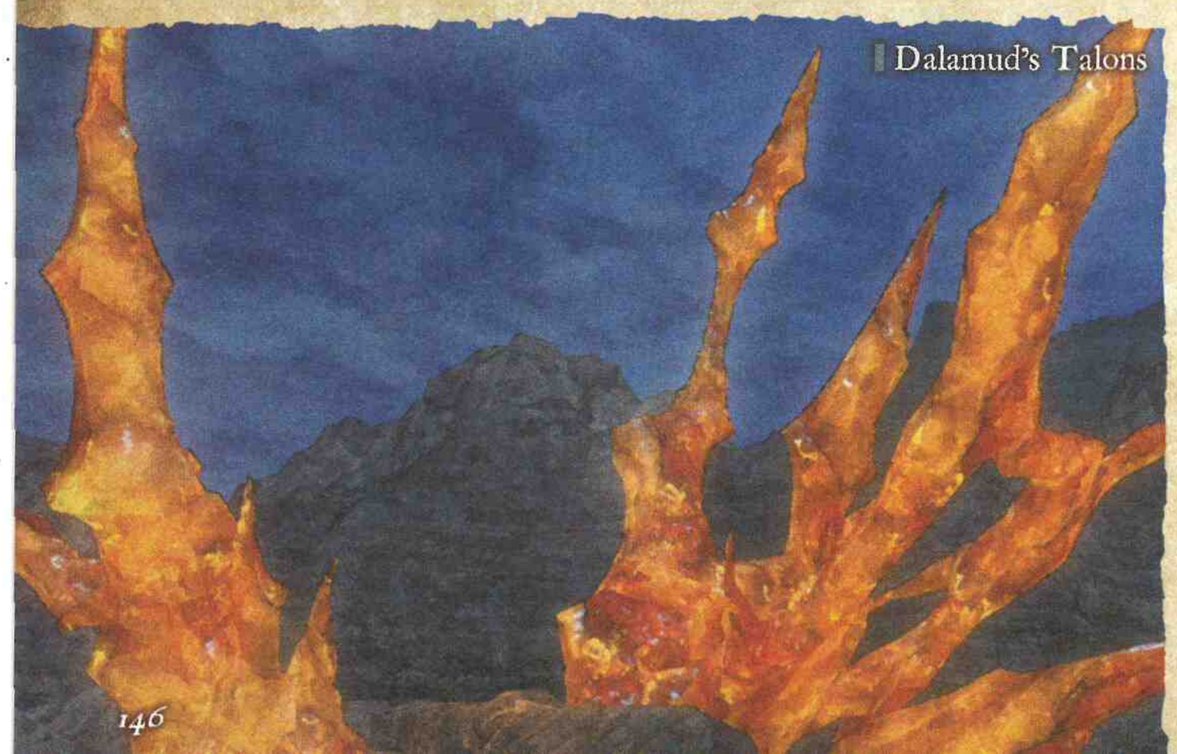
Abandoned Amajina Mythril Mine

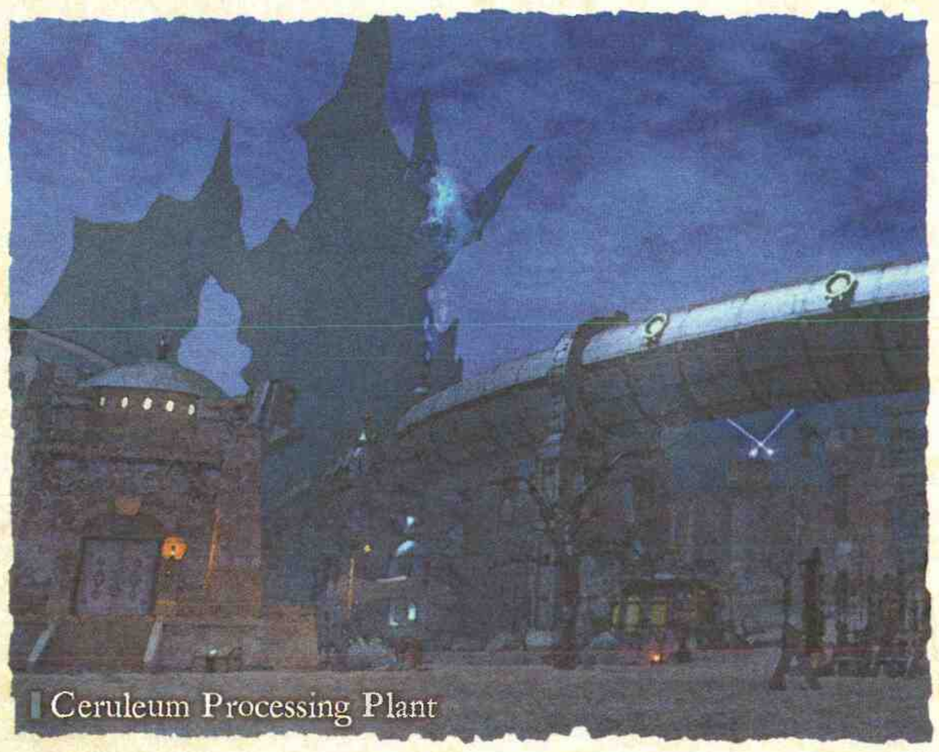
The discovery of mythril in a small copper mine in Bluefog triggered the Great Rush (also known as the Mad Mythril Rush) which saw would-be prospectors flock to the Sea of Spires in search of quick and easy fortune. The veins that ran through the mountains, however, were not deep, and it was but ten summers before the mines ceased to yield the precious metal, forcing many to abandon their claims. Now the shafts serve as hideouts for remnants of the Lambs of Dalamud, a doomsday cult that rose in popularity at the end of the Sixth Astral Era.

Dalamud's Talons

Grim monuments to the Calamity's coming, Dalamud's Talons are relatively small formations of corrupted crystal. People have given them their fearsome name as they are thought to resemble the mighty claws of Menphina's loyal hound.


Camp Bluefog


Dalamud's Talons


Ceruleum Processing Plant

Raubahn's Push

In the final days of the Sixth Astral Era, the ceruleum fields of northern Thanalan proved to be one of the most hotly contested areas in all Eorzea, with the Empire amassing a giant host outside of Bluefog to seize control of the local fuel refineries. Though outnumbered three to one, Raubahn and his army succeeded in "pushing" back the enemy.

Ceruleum Processing Plant

Operated by Amajina & Sons Mineral Concern, this plant refines raw ceruleum into a fuel for engines and other modern machinery. The Immortal Flames keep a heavy contingent of soldiers on hand to ensure that the facility and its precious product do not fall into enemy hands.

Castrum Meridianum

Castrum Meridianum is the southernmost stronghold of the XIVth Imperial Legion. Inside it stands the Praetorium, a fortress within a fortress and the command center of the invading legion. The Castrum is also one stop of the Phantom Train, a monstrous machine used to transport ordinance to Castrum Centri in Mor Dhona.


Castrum Meridianum

Mor Dhona

Alongside the shores of Silvertear Lake, Mor Dhona lies very close to the center of Aldenard. As a key land route blessed with breathtaking scenery, the area once featured a lively collection of inns. During the Battle of Silvertear Skies, however, an extreme aetherial surge swept through the landscape transforming much of it into pure crystal. Though the cause remains a topic of discussion amongst scholars, the phenomenon was undisputedly destructive, and now the place is a wasteland shrouded in mephitic mists.

Fogfens

Many an unsuspecting traveler has vanished into the thick brume that oft hangs heavy over these wetlands, never to be heard from again.

Revenant's Toll

The Adventurers' Guild built this new settlement to replace Camp Revenant's Toll which had long served as a base of operations for the guild in Mor Dhona. Under its auspices, the Scions of the Seventh Dawn and refugees from Doma continue to aid in the construction.

The current activity notwithstanding, the origin of Revenant's Toll's name is tragic: few villagers had the chance to escape before their homes were crushed by the airships falling from the skies. The devastation claimed so many lives that the dead had none to mourn their passing but the dead.

The Seventh Heaven

The favored haunt of many an adventurer, this tavern takes its name from the highest and final heaven. On the one hand, this serves as a metaphor for the experience the establishment's clientele can expect when drinking within its halls. At the same time, it is also meant as a subtle prayer for the spirits of those who died in the Battle of Silvertear Skies that they may find peace in the hereafter.

Rowena's House of Splendors

Seeing as the enterprising merchant Rowena provided a great deal of aid in the expanding of Revenant's Toll, she was bequeathed the rights to a goodly section of the largest building in town, dubbing it bluntly, if not tastelessly, the House of Splendors.

The Diamond Forge

It is here in this smithy, that the artisans in Rowena's employ craft the arms and armor sold in her House of Splendors. For a time, the forge did good business in recreating vintage equipment, but such wares seem to have fallen out of fashion as of late, as adventurers have begun taking their custom to more exotic locations.

Camp Revenant's Toll

Established by the Adventurers' Guild to aid refugees, Camp Revenant's Toll was obliterated during the Calamity. Drastic changes in the area's elemental balance left the aether in a chaotic state, forcing corrupted crystals up through the ground, essentially tearing the camp apart.

The Tangle

The wastewater of Castrum Centri has polluted these once healthy wetlands, attracting morbol to the area with the cloying stench of rotting flora. Travelers have taken to calling it the Tangle because of the twisted labyrinth that now fills the area, created by myriad roots and vines.

Rathefrost

Upon this ridge stand crystallized flora, a constant reminder of the Battle of Silvertear Skies. The name stems from the sound the grass makes underfoot, which is not unlike the slight crunch of treading upon morning frost.

Castrum Centri

Under Legatus Nael van Darnus, the VIIth Imperial Legion constructed Castrum Novum to house the lunar transmitter used to call down the satellite Dalamud. Legatus Gaius van Baelsar and his XIVth Legion subsequently confiscated the facility. They have used it as military stronghold since, and expanded upon the mining and refining capacities of the place to produce munitions.


The Seventh Heaven


Singing Shards

North Silvertear

An area bordering the lake, North Silvertear is known for the sights it offers: the Keeper of the Lake that rises above the water, and the Crystal Tower that glimmers silently to the east.

Saint Coinach's Find

The learned group of scholars known as the Sons of Saint Coinach set up this camp with the intent to explore the mysteries of the ancient Allagan Empire. In addition to the unearthing of relics and ruins, they also conduct research on the newly risen Syrcus Tower.

Singing Shards

Aspected most heavily to lightning, the Singing Shards resonate with one another, and ring in a sweet and unique way that is oft mistaken for a maiden in song.

The Keeper of the Lake

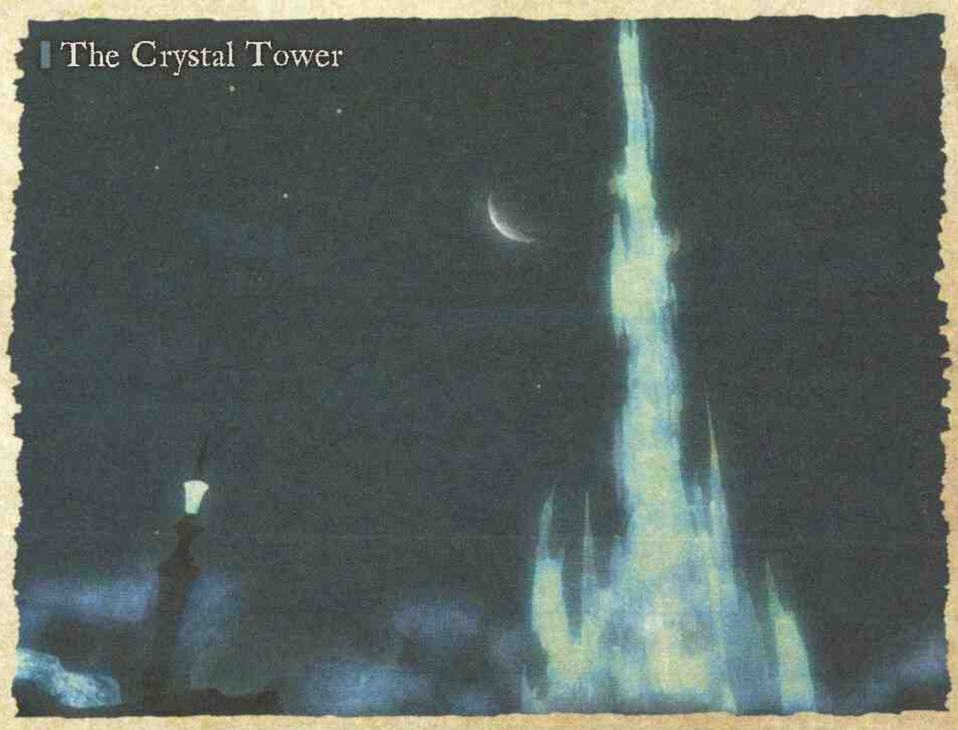
Maintaining a silent vigil over Silvertear Lake, the Keeper is wrought from the wreckage of the imperial flagship, the *Agrius*. It rises above the lake, wrapped in the death coils of Midgardsormr, the great wyrm long believed to be the protector of the area.

The Eight Sentinels

Ever standing vigil over the Syrcus Tower, this row of daunting swordsmen greet with solemn silence all who dare step foot in the forbidden spire.

The Crystal Tower

The Allagans built the Crystal Tower—also known as the Syrcus Tower—in the dusk of their empire. While little is known about the gargantuan structure, the Sons of Saint Coinach have surmised that it was constructed to accumulate the endless energies of the sun.


The Crystal Tower

ISHGARD

Deep in the center of Abalathia's Spine, floating atop an impenetrable sea of clouds can be found Ishgard—a veritable jewel of the Coerthas highlands. Once a theocracy ruled by the archbishop of the Ishgardian Orthodox Church, the city-state-recently-turned-republic has been long embroiled in a conflict with the dragons of Dravania known as the Dragonsong War.

Overview

Flag

The Holy See's standard is an escutcheon divided into four quarters, each bearing the sigils of the four High Houses of Ishgard: House Haillenarte on the upper left, House Durendaire on the upper right, House Dzemael on the lower left, and House Fortemps on the lower right. Atop the escutcheon rests a winged crown, representing the archbishop.

Motto

Of the Sky, From the Sky, For the Sky

Government

For one thousand years, Ishgard was ruled as a theocracy under the leadership of the archbishop and the high-ranking clergymen of the Ishgardian Orthodox Church. However, once revelations regarding the core tenants of the church's teachings came to light in the wake of Archbishop Thordan VII's death, the interim leadership moved to enact far-reaching reforms. During the period of peace following the death of Nidhogg, the government was transformed into a bicameral republic, wherein policy would henceforth be decided by a House of Lords and a House of Commons.



Leader

Archbishop Thordan VII
Aymeric de Borel, Lord Speaker of the House of Lords (post-war)

Ruling Body

Until recently, clergymen and women of the Holy See of Ishgard regulated the teachings of the Ishgardian Orthodox Church. The newly formed republic envisions a more strict separation of church and state.

Racial Distribution

Ishgardian Elezen: 70% Midlander Hyur: 20%
Other: 10%

Religion

The fervent worship of Halone, mover of glaciers and goddess of war, and the teachings of the *Euchiridion*, the holy scripture of the church, are at the core of Ishgardian society. Although members of the Ishgardian church will readily acknowledge the existence of the other eleven deities of the pantheon, they firmly believe that the power of all other gods is eclipsed by the might of the Fury.



Industries

Stonemasonry: Ishgardian architecture has been deeply influenced by a millennium of war with the Dravanians, and the need for stone fortifications capable of withstanding the enemy's attacks. Moreover, the church has a long tradition of funding religious works of art, which accounts for the massive sculptures that can be found throughout the capital and beyond.

Industries

Steelworks: Smelting techniques developed over centuries to produce superior weaponry for the war effort have yielded such famed alloys as the aptly named Ishgardian steel, which is slow to rust and resistant to the elements. These techniques, however, are fiercely guarded by the industry's smiths and manufactories, which labor at the behest of the Holy See.

Magitek: Contrary to the perception that theirs is a conservative country which does not aggressively pursue scientific advancement, Ishgard has conducted research and development into the military applications of magitek technologies. Furthermore, they have worked closely with the Garlond Ironworks to improve upon their existing airship designs.

Livestock: The lush pastures of the Coerthas highlands were once ideal for black sheep and chocobo husbandry, the latter giving rise to a prosperous industry for which Ishgard would be renowned throughout the realm. Alas, the climate change brought about by the Calamity decimated herds and left ranchers destitute.

Hunting and Trapping: While the highborn have enjoyed hunting as recreation for generations, in recent times many Ishgardians have turned to such activities to earn a living, as the colder temperatures brought about by the Calamity have seen an increase in the demand for furs, as well as wild chocobos.

Beliefs

Ishgardians value honor and tradition above all else, and the Dragonsong War is understandably at the forefront of each and every one of their minds. House lineages are carefully documented, and those who can trace theirs back to the founding fathers of Ishgard enjoy elevated status. This preoccupation has, over generations, resulted in a stratified society in which the highborn and lowborn have developed markedly different values and customs.

Diet

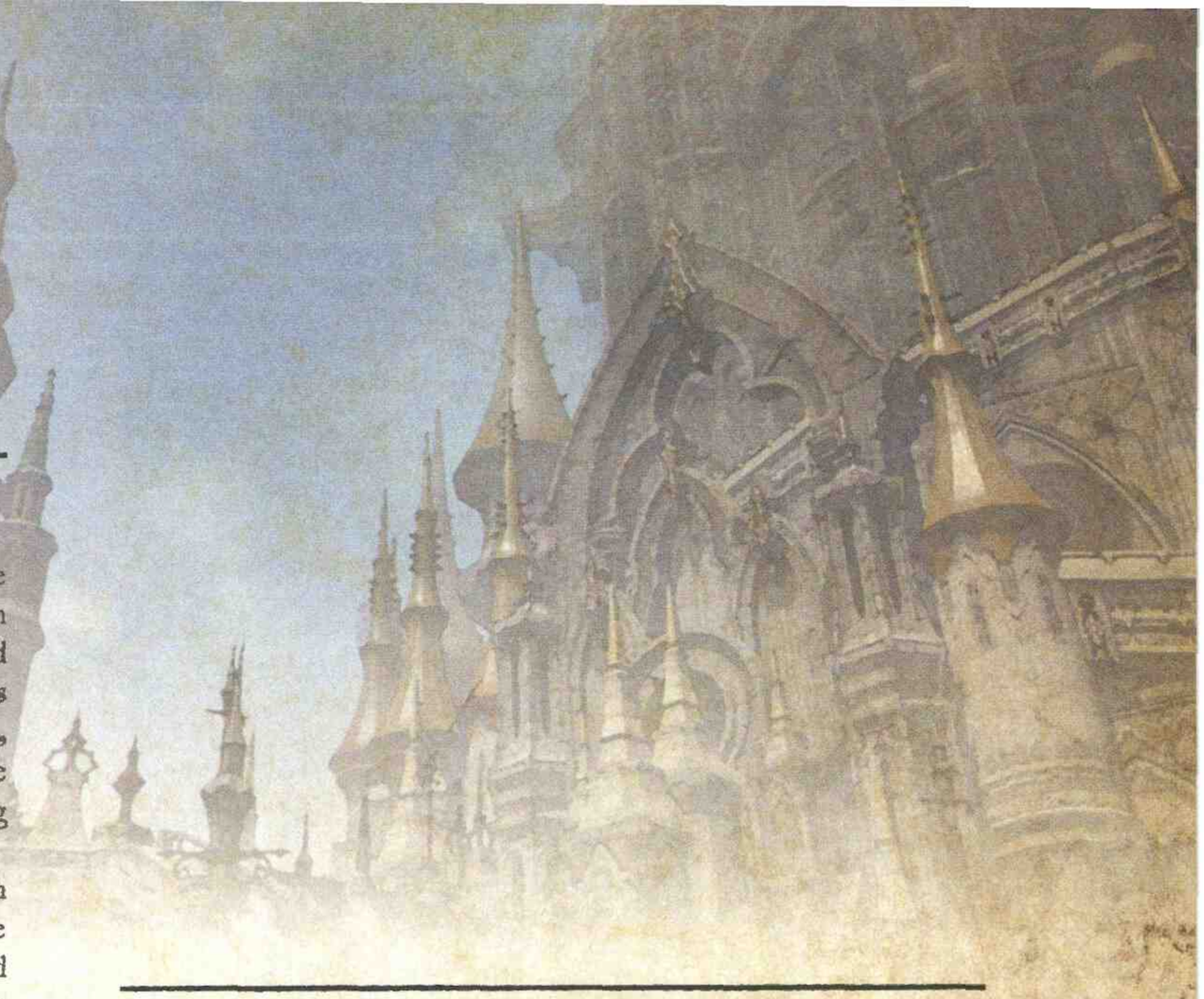
In the years following the Calamity and the coming of the snows, the popularity of warm soups and stews among Ishgardians has burgeoned. To the delight of dairy farmers, many cooks have also begun to incorporate melted cheeses into their cuisine, producing gratins which have become beloved dishes for nobles and commoners alike. Of course, not all notable foods are recent inventions; Ishgardian sweets and confectionaries associated with religious ceremonies have long been known of outside the Holy See.







History



A Nation's Founding

According to scripture, the story of Ishgard's founding begins one thousand years ago when the goddess Halone blessed King Thordan with a vision of a paradise for the Elezen. The king declared he would lead his people to this promised land which lay at the heart of Abalathia's Spine and so, having packed their few possessions into humble wains, they abandoned the Black Shroud for the highlands of Coerthas. Once the great caravan reached the valley, however, the dread wyrm Nidhogg suddenly appeared and attacked the Elezen with unbridled ferocity.

King Thordan and his knights twelve, of whom his own son Haldrath was one, ventured forth to meet the wyrm in combat. In the bloody battle which ensued, the king was cast into a ravine by Nidhogg and killed, and the greater part of his knights were slain. In the end, the remaining four and his son Haldrath triumphed over Nidhogg, prying out one of his eyes and forcing the dragon's retreat.

By this terrible sacrifice were Thordan's people afforded a peace during which they could build their grand city at last. However, Haldrath, would not accept his father's crown, and instead donned the helm of the Azure Dragoon, vowing to hunt down any dragon who dared threaten his people. The king's throne would lie empty, leaving the four remaining knights to found the High Houses and the Ishgardian Orthodox Church which would rule over Ishgard and guide the people for centuries to come.

The True Genesis

For one thousand years Ishgardians fought and died, believing with absolute certainty that the founding of their nation was as stated in the scripture. Yet this belief would be shattered when the Warrior of Light and his comrades uncovered the true origins of the war, the revelations shaking the faith of the people to its very core.

In troth, it was roughly in the year 350 of the Sixth Astral Era, twelve-hundred years ago, that the Elezen first came to Coerthas. As this coincides with the Great Hyuran Migration into the northern continent of Ilsabard, some historians have speculated that Hyur aggression forced the Elezen to seek sanctuary in Coerthas, which was relatively uninhabited at the time.

The neighboring lands of Dravania had been home to the great wyrms and their broods long before the Elezens' arrival. However, despite frequent confrontations with their new neighbors, the Elezen chose to remain, building a village which would serve as a progenitor to Ishgard. Yet perhaps the more significant revelation concerned the deeds of one woman, ten years later, which would change the course of history.

Love Transcendent

Shiva was but an Elezen maiden when she fell in love with Hraesvelgr of the First Brood and was therefore branded an apostate in holy scripture. As the tale goes, she was enchanted by the dragon's sagacity and wisdom—the wyrm by her compassion and conviction. Yet Hraesvelgr despaired at the great disparity which would deny them happiness everlasting, for to a dragon which might pass tens of thousands of years without a thought, the life of an Elezen human which might span a century at best was but a fleeting moment. Seeing this, Shiva sought to end her lover's sorrow by imploring him to devour her that the maiden's aether and soul might be entwined with his ever after. In the end, with a heavy heart, Hraesvelgr did as she bade.

Their tragic love became a symbol which moved man and dragon alike to set aside their differences and come together to build a society such as Shiva would have wanted. The ancient ornate structures found throughout Dravania and the Churning Mists are remnants of that time when man and dragon lived in harmony.

The Sins of Antiquity

The harmonious epoch brought about by Saint Shiva's sacrifice came to an end two centuries later when King Thordan I, who coveted the power that resided in the eyes of the great wyrms, gave in to temptation and resolved to seize it for himself. He and his knights twelve conspired to hunt and slay Ratatoskr of the First Brood, and after partaking of her eyes, were said to have obtained powers far beyond that of mortal men.

Their crimes, though, would not go unpunished. Upon learning of Thordan's betrayal, Ratatoskr's brood-brother Nidhogg was driven mad with rage and attempted to slay the king and his knights in retribution. The battle raged for seven days and seven nights, during which the king and half of his knights were slain.

In the end, the surviving knights, led by King Thordan's son, Haldrath, were victorious, claiming both of the dread wyrm's eyes as prizes. The blinded Nidhogg was forced to retreat, yet it would not be the last the knights would see of him and his brood, for it was Nidhogg who would later rally the Dravanians to make war on the Elezen once more.

After the battle, Haldrath relinquished his claim to the throne, and resolved to live out the rest of his days as the Azure Dragoon: a hunter of dragons. Still others renounced their claims, ashamed for their deeds, leaving but four knights. These founding fathers then chose to join hands with the clergy to establish a new government to rule Ishgard—and to craft a compelling narrative with which they would convince the people to fight in a war against the Dravanians.

The End to the Song

After receiving an eye from Hraesvelgr, Nidhogg was empowered to begin a bloody campaign of vengeance against Ishgard that would span more than a thousand years. That being said, it would not be accurate to state that the violence continued without interruption, as there were long periods during which the great wyrm was compelled to rest and recuperate.

Even so, the destruction wrought by Nidhogg each time he awoke was so terrible that Ishgard dared not recognize any such respite; only a constant vigilance would ensure that the military was prepared to face the dread wyrm's wrath. To that end, the High Houses worked closely with the church to encourage the lowborn to take up arms against the Dravanians in what was increasingly framed as a holy war for the nation's survival.

Yet all this would come to an end when the Warrior of Light uncovered the true origins of the Dragonsong War, and later slew the dread wyrm Nidhogg on the Steps of Faith. In the wake of the war's end, Ser Aymeric de Borel and his allies successfully enacted a series of governmental reforms which would pave the way towards the formation of a new republic. Having borne witness to these deeds, Hraesvelgr and his brood recognized the Ishgardian's sincere desire for peace, and agreed to reestablish relations with their former enemies—though generations would live and die before the divide between their peoples could truly be bridged.



The Ishgardian Orthodox Church

Foundation

The Elezen who settled in Coerthas had already been worshipping Halone as their patron deity for some time. As their population swelled and their settlements expanded, so too did their centers of worship. The clergy recognized the need for more structure, and perhaps an organization that could standardize the teachings of the faith: namely, the Ishgardian Orthodox Church.

Precepts of the Faith

The primary mission of the Ishgardian Orthodox Church is to "spread the teachings of Halone and to glory in Her works." To that end, the Holy See promotes a comprehensive—and officially sanctioned—historical education, and any accounts which contradict these established facts are considered heretical.

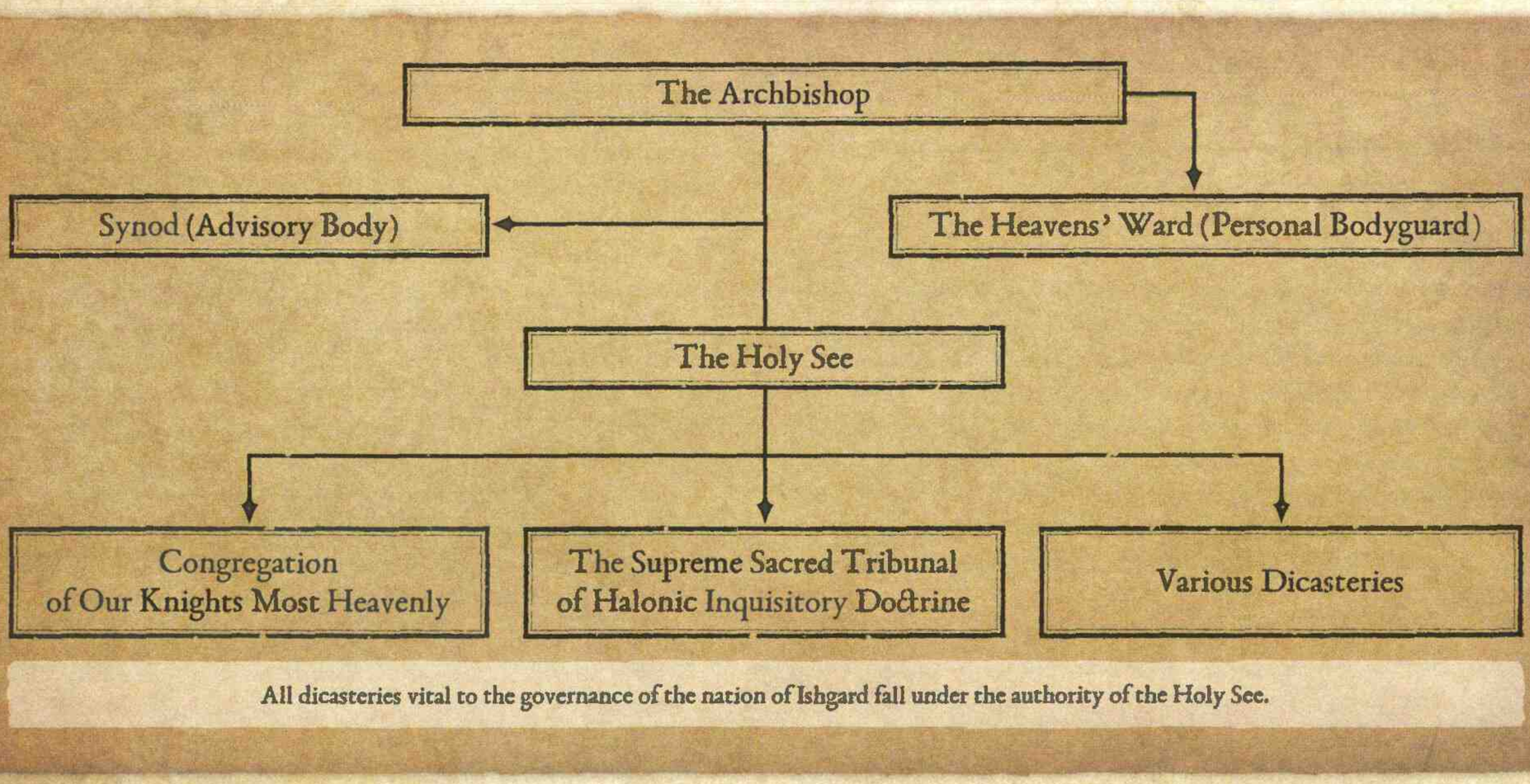
However, following the shocking revelations regarding some of the most celebrated figures in Ishgardian history, the church was subject to unprecedented criticism. While the people remain devoted to Halone, it remains to be seen what place the church as an establishment will have henceforth in Ishgardian society.

Church Structure

The leader of the Ishgardian Orthodox Church is the archbishop, who also serves as the Ishgardian head of state. However, unlike the kings of eld, his title cannot be passed down. Upon an archbishop's death, a conclave comprised of high-ranking clergy and representatives from the four High Houses is convened to select the successor. As such, despite being bound to observe the will of the archbishop, the nobility has significant influence over who shall rise to the position.

The archbishop presides over Ishgard from the Vault, which functions as both the center of the church and of the government. There he determines major public policy, which is then carried out by senior officials in various dicasteries, as well as the Temple Knights and the inquisition.

Additionally, there are two unique groups to whom the archbishop may turn should the need arise. The Synod, a council comprised of seven bishops of Saint Reymanaud's Cathedral, serves to advise His Eminence on matters of policy. The Heavens' Ward, on the other hand, is a select group comprised of twelve handpicked knights who serve as his personal guard.



All dicasteries vital to the governance of the nation of Ishgard fall under the authority of the Holy See.

The Holy See



The Holy See often describes its relationship with the people as one with "maternal" and "paternal" facets. In its maternal role, the archbishop and his clergy nurture and guide their people through the teachings of the church. In its paternal role, the archbishop strives to dictate policy that protects his people from the Dravanians and preserves the city-state's sovereignty.

However, in light of recent efforts to disentangle church from state and reduce the church's direct influence over military affairs, this paternal role is likely to be reduced, much to the consternation of some clergy.

Archbishop Thordan VII



"I would not see our children sacrificed in a vain attempt to appease an implacable foe."

The seventy-four year old archbishop came from modest origins, the son of a lesser house pledged to House Durendaire. A lover of traditional Coerthan cooking, in his youth he studied swordplay, and perhaps could have achieved moderate success within high society. However, as the youngest of five, he stood to inherit little, and so with his parents' endorsement he entered Saint Endalim's Scholasticate. He graduated as one of the Trinity and successfully entered into the service of the Holy See, and was quick to take part in the power struggles inside the Vault. As he grew more successful and influential, he gradually rose within the clergy's hierarchy until he was named a bishop in his forty and second year. However, it was also at this time that he was rumored to have broken his vow of celibacy and fathered a child with a lover. Well aware that such a scandal could be used as a weapon by his political rivals, he made every effort to suppress them until after he was elected archbishop.

The Fury's Grace

Symbol of the leader of the Ishgardian Orthodox Church and sovereign of the Holy See, this holy crozier has been handed down to each archbishop. Embedded in its center is a rare sapphire of ultramarine hue, known as the Frozen Tear. The staff was so named for the legend that it was bestowed upon Archbishop Reymanaud I by a divine messenger of Halone.





The Inquisitors

All who pass through the Gates of Judgement must abide by Ishgardian law, and the inquisition is responsible for investigating any potential violation. Those suspected of the grave crime of heresy are thoroughly interrogated, and if the accused is confirmed to be a Dravanian sympathizer, he must be held to account for his deeds.

For a city at war, any who question the Holy See are akin to festering wounds which threaten to corrupt the whole. Therefore, the inquisitors have been granted extraordinary license to conduct their work, and they are even allowed to detain—albeit temporarily—members of the High Houses should they be suspected of blasphemous intent.

On the other hand, the protection afforded under these special powers makes it difficult to evaluate whether the inquisition's interrogation methods are effective, much less appropriate. As a result, the clergy—as well as the general populace—tend to view their work as a "necessary evil" at best or a "shameful profession" at worst, and the inquisitors themselves understand they have been placed in a delicate position.

Organizations

The Temple Knights

The Temple Knights are responsible for the defense of national interests, as well as maintaining public order. Falling under the auspices of the Holy See, the Congregation is administered by their lord commander, Ser Aymeric de Borel, as well as several other commanders who, in addition to their other responsibilities, have direct authority over five distinct combat units. The Congregation also includes specialized support and non-combat sections comprised of sappers, porters, clerks, and so forth. Of particular note are the Order of the Friars Templar, which ministers to the spiritual needs of the Temple Knights; the Temple Knights Hospitaliers, who operate their own infirmary to tend to knights and civilians both; and the Order of the Knights Dragoon, an elite force of Temple Knights which specializes in fighting dragonkind.

Despite its impressive size, the Congregation lacks the numbers to maintain a presence throughout the whole of Coerthas, and so Temple Knights often work closely with knights of the High Houses and other noble families to preserve the safety and security of Ishgardian interests within and without the capital.

Aymeric de Borel



"We must right the wrongs of antiquity and move forward as a nation united."

Ser Aymeric de Borel is the lord commander of the Temple Knights and, as rumors suggest, the bastard son of Archbishop Thordan VII. Owing to his father's influence, he was adopted at birth by an aged viscount of House Borel, whose wife was barren. Though they treated him as their own flesh and blood, rumors of his status as a bastard and his father's true identity eventually found their way to him. And so, after being inducted into the Temple Knights, Ser Aymeric hoped he might one day be granted an audience with the archbishop to learn the whole truth.

The thirty-two year old Ser Aymeric's political views, as well as his distaste for petty power struggles, are largely the result of his upbringing, particularly his keen awareness of the limitations placed upon an individual for the circumstances of their birth. Though a man of modest tastes, he allows himself a single indulgence: a few drops of birch syrup mixed with his morning tea.

Naegling

Ser Aymeric's sword, Naegling, is a Borel family heirloom once used to slay dragons. Ser Aymeric's foster father prayed it would grant him strength in the struggles to come, both on and off the battlefield.



Lucia goe Junius



"Those who dwell in the past risk losing sight of their future."

Curiously enough, the second-in-command of the Temple Knights originally came to Ishgard as a clandestine agent of Garlemald, with orders to seize any Allagan artifacts that the Holy See might have hidden within their reliquaries. While she successfully infiltrated the Vault disguised as a female acolyte, she failed to conceal her identity when questioned by a young Temple Knight—Ser Aymeric.

In an unexpected display of mercy, Ser Aymeric, knowing full well that her crimes were punishable by death, offered to spare her life should she pledge to serve him. The Garlean spy agreed, if only to see another day, and with every intention of running away when the opportunity presented itself. Yet after lengthy discussions with Ser Aymeric in which he professed his visions for sweeping reform, Lucia was so inspired by his idealism that she chose instead to honor her pledge and serve as his right-hand.

However, there are some points on which the twenty-eight year old woman and Ser Aymeric do not see eye to eye. Despite his best efforts to instill in her a joy of cooking by teaching her his original recipe for dodo omelets, she remains thoroughly uninterested in the culinary arts.

Handeloup de Daimbaux



"A thousand years of animosity cannot be forgotten overnight."

Ser Handeloup earned a reputation as an excellent leader for his ability to recognize and effectively utilize the talents of those within his support and logistics unit. Recognizing the value of his skills, Ser Aymeric named him second commander and saw that he would oversee not only general logistics but all Temple Knights training. Though there were some who questioned the appropriateness of Ser Aymeric's appointment at first, Ser Handeloup simply went about his business, jotting down notes in shorthand and carrying out his duties as ordered, and before long all came to accept this state of affairs.

Unlike the Heavens' Ward, Temple Knights are not required to take an oath of celibacy, and Ser Handeloup exchanged vows with a childhood friend around the same time he entered the order. Without exception, his colleagues praise the thirty-six year old knight as a loving father to his daughter, a young girl of seven summers.

The Dragoons

The brave men and women of the Knights Dragoon, a subdivision of the Temple Knights, are trained to engage their Dravanian foes directly on the front line. Vowing to carry on the honorable work of Haldrath, the first dragoon, they are masters of a unique form of aerial combat in which they leap high into the air and then descend, driving their lances into their target with the full weight of their body behind the blow. The commander of this elite unit, the Azure Dragoon, is further empowered by an ancient relic of the Holy See known as the Eye. The Eye grants the Azure Dragoon strength far beyond that of mortal men, which he then brings to bear against his draconic enemies.

To even be considered as a candidate for this elite force is considered a feat in itself. Select applicants are subjected to a harsh training regimen, and fewer still are deemed worthy to bear the title of dragoon. The mortality rate for the Order of the Knights Dragoon is highest among the Temple Knights, given their methods and the circumstances under which they are often deployed. While the Order is normally comprised of thirty dragoons, it suffered significant casualties during the Horde's most recent assaults, and there are currently only ten dragoons in active service.

Estinien Wyrmblood



"'Tis not for praise that we fight."

Ever since Nidhogg razed his village, murdering his parents and younger brother, Estinien devoted himself wholly to the pursuit of revenge. Orphaned at the age of twelve, he was raised by Alberic, the then-current Azure Dragoon. However, Estinien's relationship with his foster father was complicated—while he respected him greatly as a soldier, he could not help but resent him for failing to protect his village.

As of his thirty-second year, Estinien has no hobbies, and he concerns himself only with honing his skills (and occasionally eating anything passably delicious) that he might one day exact his retribution. It was with this single-minded dedication that he overcame every trial set before him and earned the title of Azure Dragoon.

Gae Bolg and the Eyes of Nidhogg

The Holy See bestowed the legendary spear Gae Bolg upon Estinien after he was awarded the title of Azure Dragoon. However, when he was possessed by the shade of Nidhogg, the spear was twisted and transformed by the great wyrm's magicks. Upon Estinien's disappearance from the infirmary, it was discovered that Gae Bolg too, had vanished.



The Heavens' Ward

The Heavens' Ward, the personal bodyguard of the archbishop, serves at the pleasure of His Eminence and answers to none but him. Under normal circumstances, the knights of the Heavens' Ward exist outside the normal hierarchy of the Holy See, but when charged with carrying out the personal directives of the archbishop, they may act with his authority and issue orders to Temple Knights and others.

In keeping with the tradition established by King Thordan I, the Heavens' Ward is comprised of twelve knights appointed by the archbishop himself. However, after appointing Ser Zephirin to lead the current Heavens' Ward, Thordan VII instructed him to select the remaining members for their skill at arms only, without regard for their character or familial connections, which the young archimandrite then did, with the assistance of Ser Vellguine.

As a rule, married men are forbidden from joining the Heavens' Ward, and like members of the clergy of the Holy See, the knights must swear an oath of celibacy. Ultimately, they must dedicate their lives wholly to the service of the archbishop, the sole interpreter of the will of Halone.



Ser Zephirin de Valhourdin



"History will vindicate us."

Ser Zephirin was, at twenty and nine, the Very Reverend Archimandrite of the Heavens' Ward and a former commander of the Temple Knights. Desiring to follow in his father's footsteps, he entered the Temple Knights' grand tourney at the age of fifteen, and his subsequent victory was met with thunderous applause.

To compensate for his diminutive stature, he chose to wield a massive greatsword—the traditional weapon of dark knights. Though there is a certain stigma associated with these weapons, Ser Zephirin the Just was not one to be swayed by such concerns.

At one time, he was the favored candidate for the position of Lord Commander, but in an unexpected turn of events, the title was bequeathed to Ser Aymeric instead. Deeming a man of his integrity and skill a worthy addition to the Heavens' Ward, Ser Vellguine extended an invitation to Ser Zephirin, who accepted.

Ser Vellguine de Bourbagne



"All men must serve, each in their own way."

Ser Vellguine, second-in-command to Ser Zephirin, was at thirty-eight the oldest and longest-serving member of the Heavens' Ward. Known as the Unbreakable Stone Spear for his solemn disposition, he was second to Ser Zephirin's predecessor as well, and so was expected to become the next archimandrite. However, believing himself to be better suited to his current position, he declined the archbishop's offer and recommended Ser Zephirin assume the role in his stead. Content to remain in the shadows, he refrained from providing advice unless asked.

Ser Charibert de Leusignac



"Sickness is wont to fester and spread.
It must be burned out ere the infection takes hold."

Orphaned when his parents perished in a fire, Ser Charibert spent his childhood and adolescence in a priest's orphanage in the Brume. There, he whiled away the hours learning how to read and write, immersing himself in holy scripture and governance under the Articles of Halonic Polity. He was particularly interested in the arcane elements of scripture, having discovered as a child his own latent talents for conjuring flames.

When he came of age, his former teacher provided him with an official recommendation to enter the Supreme Sacred Tribunal of Halonic Inquisitory Doctrine. Coincidentally, at roughly the same time, his childhood orphanage was gutted by a fire of unknown origin.

The inherent grace with which the thirty-three year old knight wielded magic (a skill likely perfected during his extended sessions with his prisoners) was unparalleled, and it was for this talent alone that he was inducted into the archbishop's personal guard.

Ser Grinnaux de Dzemael



"Clever men die just as quick as the rest."

A member of House Dzemael and nephew of the count, Ser Grinnaux the Bull was a peerless warrior. Yet while his combat abilities were exceptional, his disagreeable personality led to more than a few altercations with others. By his twenty-ninth nameday, the Bull had earned a notorious reputation for his brawls at the local taverns and his willingness to strike knights who questioned his judgment on campaign. (Curiously enough, it was through a drunken quarrel that he became close friends with Ser Paulecrain.)

Unfortunately for some, Ser Grinnaux's peerless strength meant that his reckless behavior sometimes resulted in the occasional fatality, which the Count de Dzemael would be quick to conceal with coin.

Ser Adelphel de Chevraudan



"There is no satisfaction in anything
less than complete and total victory."

Born of a lesser house and famed for his elegant swordsmanship, Ser Adelphel Brightblade was the youngest of the Heavens' Ward, having seen only twenty-two summers. He trained rigorously from an early age at the behest of his father, who believed it would help him to excel in high society. Having mastered the combat arts, he won much glory on the battlefield and eventually secured a place within the archbishop's personal guard.

Afterwards, Ser Adelphel rose to great prominence and attracted the attention of countless young noblewomen, many with whom he was rumored to have had relations. Indeed, the knowledge that he had sworn an oath to never marry or father children seemed only to inflame their passions further, and the young knight found himself challenged to duels by disgruntled husbands, brothers, and fathers with alarming frequency.

Ser Paulecrain de Fanouilley



"Will honor save one from the knife in the dark?
Virtue from the poisoned wine? I think not."

A twenty-eight year old man of humble origins, Ser Paulecrain Coldfire rose from poverty by his skill with the lance alone. Although he was taken into the service of House Fortemps for his talented spearwork, he was immediately dismissed after an incident in which he was found to have assaulted a lady of the House.

Some time later, he crossed paths with Ser Grinnaux at the Forgotten Knight, and there the two traded barbs over drinks, until their heated conversation escalated into a fierce brawl. But from that violence was born an unusual kinship between Ser Grinnaux and the lowborn lancer. The dishonored Paulecrain was soon taken in by House Dzemael, who found him to be an invaluable addition for his willingness to carry out certain questionable tasks others would not. For his loyalty, he was granted a knighthood, and remained close friends with Ser Grinnaux.

Ser Haumeric de Peulagnon



"Only the Fury can absolve us of our sins. Take solace in the scripture, for it shall not lead you astray."

Having graduated from Saint Endalim's Scholasticate as one of the Trinity, Ser Haumeric's future among the Vault's elite was all but secure. After joining the clergy, he campaigned for the abolishment of trial by combat and other judicial reforms. His destiny lay elsewhere, however, for Ser Zephirin, having observed Ser Haumeric's exceptional conjuring abilities, bid him join the Heavens' Ward.

Although he once considered resignation, he eventually decided, after reflecting on his past experiences within the clergy, that he could not forsake his position within the Heavens' Ward, as it would afford him opportunities to entreat the archbishop directly.

A man of strong principles, Ser Haumeric has long strived to walk the righteous path, and so he holds men like Ser Charibert in great contempt.

Ser Guerrique de Montrohain



"Come on, come on! Double or nothing! What say you!?"

A former Temple Knight who once served directly under Ser Zephirin during his tenure as a commander, Ser Guerrique earned much glory during his time as a heavy infantryman. It is said that the Cleaver earned his title when he felled a wyvern with but a single blow of his axe, with an impact so powerful that the beast's head was not severed, but rather obliterated, the pieces flying apart in a thousand different directions.

A young man of twenty-seven summers ever eager to test his strength, Ser Guerrique challenged anyone and everyone to arm wrestling whenever he was deep in his cups. His behavior was not always enjoyed by his peers, though. His zealous celebration of a hard-fought victory over Ser Grinnaux so enraged the Bull that he struck Ser Guerrique's face with all his might, leaving the Cleaver in a stupor for days after. On another occasion, an irritated Ser Hermenost channeled sparks of lighting through his fingers as soon as their hands met, allowing him to slam the Cleaver's paralyzed arm into the table with ease.

Ser Hermenost de la Treaumaille



"Cast off the trappings and temptations of this world. Only by Her grace can we know true fulfillment."

Ser Hermenost was a veteran of thirty and six years, who joined the Heavens' Ward during the tenure of the previous archimandrite. The son of a merchant, he was a man of deep and abiding faith whose pious mother read to him passages from the Enchiridion every night as when he was a child—an education which would later influence him to reject the family trade and become a friar of the church.

He spent his younger years in peaceful prayer and service until he was encouraged to undergo military training in order to better protect the monastery in the event of a Dravanian attack. The Temple Knight instructors were so impressed with his axework that they challenged him themselves, and after each was soundly defeated, he was summoned to the Vault, where he was granted a knighthood and extended an invitation to the Heavens' Ward.

Ser Hermenost was also a formidable mage capable of unleashing devastating attacks by imbuing his battleaxe with lightning, a feat which earned him the title of "the Levinlight."

Ser Noudenet de Jaimberd



"Spare me your moral platitudes. I shall defer to the judgment of the Fury."

Ser Noudenet, the third son of a baron from the Coerthas central lowlands, was sent to study at Saint Endalim's Scholasticate so that his family would have one less mouth to feed. His father and brother hoped that he would one day gain a position as a senior clergyman, thereby securing them political leverage. However, Ser Noudent had little interest in the power struggles within the Holy See and instead devoted himself to aetheric research. His great familiarity with the subject earned him the attention of the Heavens' Ward, who extended to him an invitation although he was only one year older than Ser Adelphel at the age of twenty and three.

To Ser Noudenet the Wise, magic was the Fury's greatest blessing, and he would judge a man by his arcane aptitude. He did not hesitate to critique his brother knights' techniques—yawning at Ser Haumeric's lackluster ice conjury on one occasion, for instance. Yet he complimented Ser Hermenost's method of infusing his battleaxe with lightning, and genuinely respected Ser Charibert's hellfire explosions—and much preferred to view them at distance.

Ser Janlenoux de Courcillant



"We are what we chose to be. Naught less, naught more."

Knighthood cannot be passed from father to son. Thus Ser Janlenoux, despite being the eldest son of a knight at twenty and four, earned his spurs like many others: through hard work and dedication. He and Ser Adelphel were brothers in arms, having shared the battlefield time and time again as sons of families pledged to House Durendaire.

Though he did not wield his weapon with the same flair as Ser Adelphel, Ser Janlenoux of the Steel Oath was just as deadly with a blade. However, he was also quite skilled with a chef's knife, as he was a devoted student of the culinary arts, often preparing sumptuous meals for his comrades at home and at camp. When not on duty, he could often be found in a small corner of the Vault's kitchens where he practiced his second craft. His friends all agreed that if he had not elected to become a knight, he could have easily made a name for himself as a culinarian.

Ser Ignasse de Vesnaint



"Every man has their purpose, their calling. Their destiny. Who are we to deny it?"

A former dragoon with a distinguished career, Ignasse de Vesnaint slew countless of the Dravanian Horde with his peerless technique, for which he earned the title "Ser Ignasse of the Dragon's Tail." A man of thirty summers, his battlefield experience and unwavering loyalty to the Holy See earned him a place among the archbishop's personal guard. Having long admired Ser Vellguine, he believed him the best choice to become the next archimandrite of the Heavens' Ward, and tried desperately to persuade him to reconsider his decision to refuse the honor.

Ser Ignasse was a devoted student of the scripture who knew the exploits of Saint Valeroyant by heart, and it is said that he wept tears of anger upon learning that the saint's statue in the Brume had been destroyed. In the wake of the Dravanian assault, he established a fund to pay for the statue's repair, pledging a large portion of his personal fortune and petitioning the High Houses to match his contribution.

The Ishgardian High Houses

House Fortemps



House Fortemps traces its lineage to Flavien de Fortemps, a member of King Thordan's knights twelve and one of Ishgard's founding fathers. Their sigil, a red unicorn on a black field, is derived from a legend that it was a horned stallion which guided the Elezen to Coerthas. It is said that the unicorn led them to where Camp Dragonhead now stands, and ever since, the sons of House Fortemps have served there as the gatekeepers of Ishgard. Consequently, this has ensured that of the four High Houses, House Fortemps is the most accustomed to treating with outsiders, leading them to often be called upon in matters of diplomacy. Unlike other Ishgardian fortresses, Camp Dragonhead has an intercessory set aside for the dedicated purpose of receiving foreign dignitaries and ambassadors.

Count Edmont de Fortemps



Shields High
- House Fortemps Maxim

As patriarch of House Fortemps, Count Edmont de Fortemps was an active participant in Ishgardian politics. A rather progressive thinker by the See's conservative standards, he pushed his peers to welcome outside aid in times of crisis, and did not hesitate to employ the services of foreign mercenaries and adventurers.

Admittedly, it was the count's bastard son, Haurchefant, who persuaded him to accept the Warrior of Light and his comrades as wards of House Fortemps, a controversial decision in light of the tumultuous events during the bloody banquet in Ul'dah. Yet it proved to be a wise one in the end, and after learning of the many meritorious deeds accomplished by his wards—as well as bearing witness to some firsthand—Lord Edmont was inspired to pen a personal memoir entitled Heavensward, which detailed the exploits of the Warrior of Light in the north.

When Ishgard at last began to enact reforms and move towards establishing a republic, Lord Edmont, at fifty and nine years of age, left behind the world of politics, renouncing his title and naming his eldest son, Artoirel, count of House Fortemps.

Haurchefant Greystone



"A knight lives to serve—to aid those in need."

Haurchefant Greystone was the bastard son of Count Edmont de Fortemps, born as a result of the count's sole indiscretion. He was raised together with Lord Edmont's trueborn sons—an arrangement to which his wife strongly objected, forcing the count to ultimately deny Haurchefant the family name. In keeping with tradition, he was given the surname "Greystone," like so many other illegitimate sons and daughters who have been cast by the wayside as pebbles.

Despite his status, Haurchefant dreamed of becoming a knight, and he learned much of the chivalric ways from his father while pursuing his private studies of swordplay. He achieved his ambition when, in his seventeenth year, he helped rescue Lord Francel, the fourth-born son of House Haillenarte, who had been kidnapped by bandits, and was granted a knighthood for his deed.

After eleven years of faithful service to House Fortemps, he gave his life in defense of a friend.

Artoirel de Fortemps



"Each of us must play our part in building a brighter future for Ishgard—we who profess to rule most of all."

The eldest son and heir to House Fortemps, Lord Artoriel has been keenly aware of his parents' high expectations ever since he was a child. Not wanting to disappoint, he strove to excel in every aspect of his education, becoming an upstanding gentleman and an accomplished knight besides. Yet Lord Artoirel is not without his simple pleasures, such as browsing the Jeweled Crozier in search of new orchestrion rolls.

Though highborn, he has never hesitated to stand on the front lines with his men. When but a young commander of twenty-five summers Lord Artoriel rallied his forces to beat back the imperial soldiers who attacked Dzemael Darkhold on the eve of the Seventh Umbral Era.

Out of respect for his mother, he maintained his distance from his half-brother Haurchefant, despite the fact that they both shared similar aspirations. Yet even after she grew ill and passed away, his attitude towards Haurchefant did not improve, and if anything worsened as he came to view his half-brother as something of a rival.

Emmanellain de Fortemps



"What ill fortune to be born second in a society where the eldest inherits all."

The second son of House Fortemps has earned quite a reputation for himself within high society, albeit an altogether not flattering one. Lord Emmanellain, who endeavors to attend every banquet, ball, and occasion for libations, that he might catch the faintest whisper of gossip, is regarded as frivolous and impulsive—a far cry from the respectable brother four years his senior. Yet his carefree attitude belies a kind, earnest soul, as evidenced by his relationship with his steward, Honoroit.

The two first met when the boy offered to carry Lord Emmanellain's purchases in the Jeweled Crozier for a handful of coins. On a whim, Lord Emmanellain decided to teach the nine-year-old boy letters and sums, that he might have the means to rise above his humble station. And rise he did, eventually becoming Lord Emmanellain's personal steward, demonstrating eloquence and maturity far beyond his years, so much so that on some occasions he has been mistaken for a refined noble and his master for an uncouth servant.

House Durendaire



The legacy of House Durendaire extends back into antiquity, to Geunriol de Durendaire, one of King Thordan's knights twelve and a founding father of Ishgard. Represented by a golden bell on a red field, the house is known for their preeminent astrologians, who for generations have studied the heavens to predict the movements of the Dravanians, sounding the alarum should an assault be imminent. To that end, they have funded the construction and maintenance of the Athenaeum Astrologicum and the First Dicasterial Observatorium of Aetherial and Astrological Phenomena.

Many of Ishgard's most formidable knights are sworn to the golden bell, and House Durendaire is widely considered to be the strongest and most influential of the four High Houses. However, the house is not without its troubles; the count's firstborn son disappeared twenty years ago, and since then the line of succession has remained unclear. Whether the count will remarry and attempt to produce another heir, or turn to a rather less than ideal candidate, is an oft-discussed topic among the nobility.

Count Charlemend de Durendaire



Northward
- House Durendaire Maxim

Born in the same year as his House Fortemps counterpart, Count Charlemend de Durendaire has, for decades, been engaged in a political rivalry with Lord Edmont. Yet his staunch opposition is not born out of mere stubbornness. Indeed, he once shared the Count de Fortemps's desire to open Ishgard's borders and welcome foreign influences. Lord Charlemend's position on such matters changed after his firstborn son took to sea on a voyage to broaden his horizons, only to be set upon by pirates and never seen again.

Following that tragic incident, the count grew distrustful of outsiders, and adopted far more conservative positions in line with established policy. However, he is not blind to the changing times, and in light of recent historical revelations, he resolved to support the popular Ser Aymeric, in a pragmatic bid to retain influence and preserve some semblance of the status quo.

House Haillenarte



The men and women of House Haillenarte are descended from Driancoin de Haillenarte, a surviving member of King Thordan's knights twelve and a founding father of Ishgard. The house has a long and storied history of forging arms and armor for the military, as evidenced by the red rose on black standard which flies proudly over the Skysteel Manufactory.

While Count Baurendouin de Haillenarte would like nothing more than for his sons to acquit themselves with honor on the battlefield as knights of Ishgard, his firstborn, Stephanivien, prefers to tinker with devices of his own creation, whereas his second-born, Aurvael, has dedicated himself to his commercial ventures. His third-born son, Ser Chlodebaimt, more than exceeded his expectations, but tragically perished in the line of duty, leaving the count to place his hope in Francel, his fourth-born son.

Meanwhile, his eldest daughter Laniaitte commands the Rose Knights of House Haillenarte, who are currently tasked with defending Ishgardian interests in Camp Cloudtop.

Count Baurendouin de Haillenarte



Red Bleeds the Name of the Rose
- House Haillenarte Maxim

Now a man of fifty and six years, in his prime the patriarch of House Haillenarte was considered a fearless knight with peerless martial skill. Yet despite claiming many a tournament victory, he was rarely afforded the chance to meet the Dravanian Horde in battle—that is, until Nidhogg awoke from his slumber and summoned his brood to battle twenty years ago.

To the surprise of many, however, the count elected to issue orders from the rear, only appearing on the front lines a handful of times. His reserved behavior, as well as the death of his son Ser Chlodebaimt on the battlefield, were grave blows to the morale of the House Haillenarte troops. Many point to these events as the beginning of House Haillenarte's long decline.

House Dzemael



House Dzemael preserves the lineage of Sylvetrel de Dzemael, the unrivaled spearman of King Thordan's knights twelve and a founding father of Ishgard. Once known solely for their strength of arms, the house has since developed a reputation for producing artisans and architects, owing to a marriage between a lord of House Dzemael and a daughter of House Faurechort three centuries ago. The members of the lower house were possessed of a great knowledge of architecture, which they were happy to share, and after several generations it was considered common sense to seek the assistance of House Dzemael for any construction project.

In modern times, the house has spent a fortune funding public works, including fortifications throughout Coerthas and the capital's own great walls. This display of affluence and power has done much to increase their influence, though some nobles are unsettled by the proliferation of the standards bearing the rook and halberds.

Count Tarresson de Dzemael



By the Hundredth Blow
- House Dzemael Maxim

Lord Tarresson de Dzemael, former count of his house, has enjoyed a relatively quiet life since relinquishing his title and the associated duties. His retirement doubtless came as a relief to his opponents (and to his son, who it is rumored to have pressured him to step down), for he was known as an exceedingly clever and influential politician. Lord Tarresson's true love, however, is architecture, which he studied in Dzemael workshops from an early age, and for many years he has served as one of Ishgard's leading architects, overseeing many notable projects, including the construction of Dzemael Darkhold—though work on that particular site has been postponed indefinitely due to the discovery of voidsent lurking within its depths.

Foundation

Visitors to Ishgard who traverse the Steps of Faith first arrive in Foundation, the lower level of the capital. Like the whole of Ishgard, it is shielded by the wards of Daniffen's Collar. Yet should the Dravanians find a way to breach these defenses, Foundation would serve as the last line of defense for the Pillars.



Holy Stables
Stable Master
Cevilia Laurasquin

"If your gaze is fixed skyward, we also specialize in black chocobos trained for flight."

Ishgardian Monk
Gerraldieux Cistault

"I do not think myself well suited to the House of Commons, but mayhap I can effect some good nonetheless."

Temple Knight
Quomonrentin Trempefort

"The Horde is routed, aye, but I will not count this war over until each blackened stone has been replaced."


The Fury's Mercy


Skysteel Manufactory

A The Arc of the Worthy

The main gates to the city of Ishgard are more than mere stone and steel; Ishgardian scripture states that only those who have been judged worthy in the eyes of Halone are granted safe passage into the city as children of the faith.

B Saint Valeroyant's Forum

Later venerated as a saint, a towering stone statue of the man was erected in the plaza which now bears his name. Alas, in the most recent Dravanian assault, a pack of wyverns set upon it with great fury, and now only half remains.

C Saint Reinette's Forum

Named for a legendary dragoon who successfully tracked and revenged herself upon the dragon who tore apart her lover, Saint Reinette's Forum is another plaza built in the memory of those who fought valiantly in the name of Ishgard.

D The Arc of the Humble

Once she had fulfilled her destiny, Lady Reinette laid down her spear and became a woman of the cloth. She passed the remainder of her days in modesty as a nun, and dedicated her life to helping the poor and needy. For that reason, the enormous archway which leads to the forum bearing her name is called the "Arc of the Humble."

E The Fury's Mercy

One of the mighty ballistas protecting the city, the Fury's Mercy is said to strike its target with a force so great that it dies instantly, and thus feels no pain.

F The Brume

Named for the thick fog which rolls in with altogether too much frequency, the lowest levels of the city are home to the poorest citizens of Ishgard. Noblemen and clergy rarely deign to venture below, preferring to ignore or speak in hushed tones of the Brume.

G Cloud Nine

The proprietor of this modestly priced inn has been heard to boast that his beds are so soft and fluffy one will feel as though they are sleeping on a cloud. However, after paying their coin, one will quickly find that the mattresses are not stuffed with goosefeather, but hardened stacks of dry straw.

H The Forgotten Knight

No one can say with confidence when the Forgotten Knight first opened its doors. The tavern has been passed down from former knight to former knight, each who was said to have bled for his nation. In keeping with tradition, the new proprietor receives an heirloom from the old: an ancient rusted sword inscribed with the words, "Brothers brave and true, live well, forgotten and content."

I Congregation of Our Knights Most Heavenly

The headquarters of the Temple Knights, the Congregation was established in Foundation that her knights might more effectively defend the paths leading to the Pillars, where the Vault, St. Reymanaud's Cathedral, and many other important religious institutions can be found.

J The Lightfeather Proving Grounds

Originally established to host matches for battle-trained chocobos, the Lightfeather Proving Grounds, so named for the flurry of golden feathers left in the wake of a spirited fight, have since played host to a variety of spectacles, including more traditional knightly tournaments.

K Skysteel Manufactory

Once dedicated to the production of traditional arms and armor, House Haillenarte's Manufactory has since become a center for the research and development of ballistas, cannons, and other advanced armaments designed to fell dragons. Recently, they penned an agreement with Garlond Ironworks allowing them to begin mass production of small-scale airships.

L The Holy Stables

In addition to the breeding and training of chocobos for Temple Knight cavaliers, the Holy Stables also host rigorous flight training for Ishgard's famous black thoroughbreds.



The Arc of the Humble

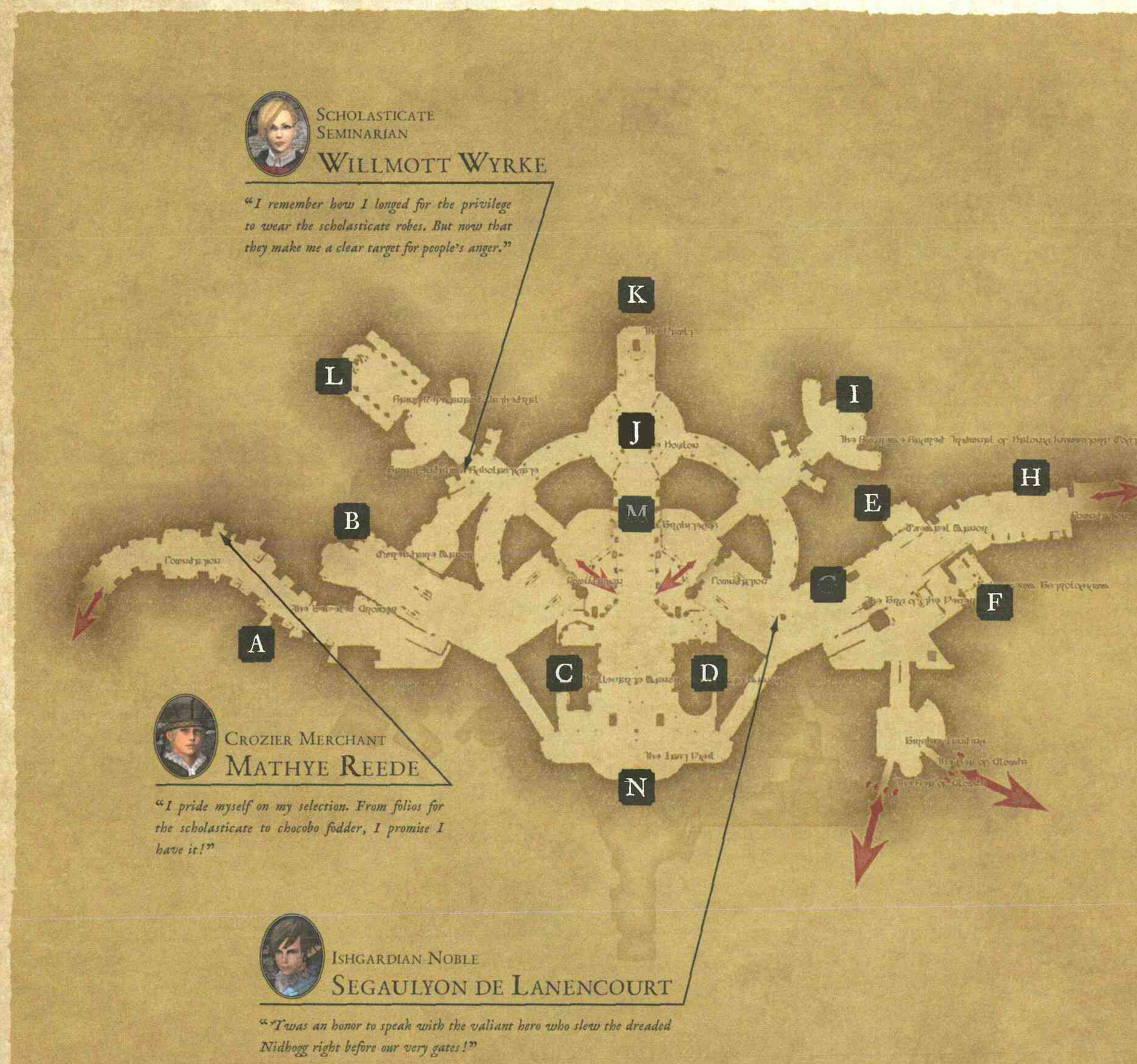
The Pillars

The Pillars serve as the seat of Ishgard's theocracy as well as the residential ward of the nobility. The pristine beauty of the buildings in the Pillars above is in stark contrast to the crumbling masonry and scorched structures in Foundation below.

Scholasticate Seminarian

Willmott Wyrke

"I remember how I longed for the privilege to wear the scholasticate robes. But now that they make me a clear target for people's anger."



Crozier Merchant

Mathye Reede

"I pride myself on my selection. From folios for the scholasticate to chocobo fodder, I promise I have it!"

Ishgardian Noble

Segaulyon de Lanencourt

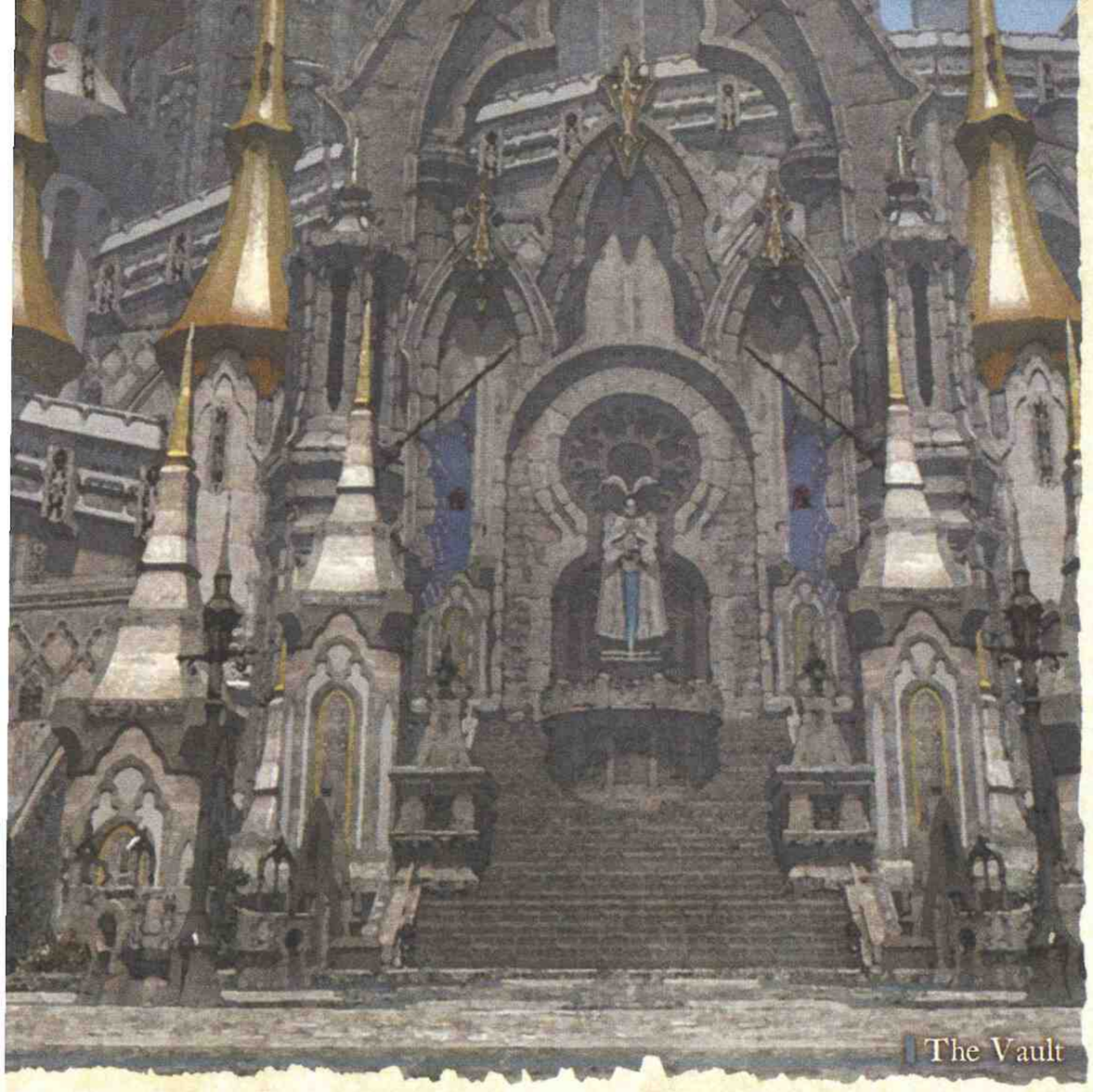
"'Twas an honor to speak with the valiant hero who slew the dreaded Nidhogg right before our very gates!"



The Supreme Sacred Tribunal of Halonic Inquisitory Doctrine



Athenaeum Astrologicum



The Vault

A The Jeweled Crozier

The stalls which line this long, narrow alleyway have been likened to the precious stones set in the sacred crozier of the archbishop. Here, Ishgardian merchants sell their wares with the same fervor as those of every great city.

B Durendaire Manor

The ancestral home of House Durendaire is also known as the Belfry, as it was once adorned with an enormous iron bell. It was permanently removed, however, after an incident in which its rusted chains snapped on a stormy night, sending the tocsin tumbling to the cobbles, crushing a passerby.

C Haillenarte Manor

The residence of House Haillenarte, one of the four High Houses of Ishgard, is said to contain a courtyard filled with flowers of surpassing beauty, leading many to refer to the manor as the "Rose Garden."

D Fortemps Manor

The family home of House Fortemps is also widely known as the Alicorn for its spire-topped gazebo, in which a young Lord Haurchefant was often seen stripped to the waist practicing his swordsmanship.

E Dzemael Manor

The Rook, as some refer to the manor, is the pride of House Dzemael. Owing to their vast knowledge of architecture, the family has frequently renovated and expanded upon its ancestral home in accordance with the changing trends of the eras.

F Athenaeum Astrologicum

Founded by Guenriol de Durendaire, who confirmed the link between the coruscations of the dragon star and the movement of the Dravanians, the Astrologicum is the center of learning for students of the Ishgardian school of astrology. For expanding upon the theories of Adaunel the Younger and building the foundation of the modern school, Guenriol was later venerated as a saint.

G The Arc of the Venerable

It is said that Saint Guenriol, after a long and storied tenure as a noble knight and slayer of mighty dragons, passed through this gate and founded the city's first astrologicum.

H Borel Manor

Borel Manor was bequeathed to Ser Aymeric de Borel after the elderly couple who raised him passed away. He resides there, attended by a manservant who has served House Borel for generations, and kept company by a cantankerous old cat. However, as his administrative duties demand his undivided attention, he rarely has time to return to the manor.

I The Supreme Sacred Tribunal of Halonic Inquisitory Doctrine

The Tribunal serves as the Holy See's hall of adjudication, wherein the guilt of the accused is ascertained through myriad means, including trial by combat. The lower chambers of the tribunal also serve as the headquarters for the inquisitors, hunters of heretics and experts at extracting confessions.

J The Hoplon

The largest plaza in the city, the Hoplon takes its name from the bronze shield borne by Halone. Ceremonies are often held below the steps leading to the Vault to the north, and generations of archbishops have taken their oaths beneath the watchful gaze of King Thordan's statue.

K The Vault

The Vault is both Ishgard's seat of government and the residence of the archbishop of the Ishgardian Orthodox Church. Saint Thordan's Basilica on the first floor is open to all acolytes, who may gather for services. Access to the upper levels is strictly controlled, as they contain the offices of senior clergy as well as the chambers of the archbishop himself.

L Saint Reymanaud's Cathedral

Formal mass is conducted in this majestic cathedral, named for the first archbishop of the Ishgardian Orthodox Church. The adjacent Saint Endalim's Scholasticate provides a comprehensive theological education to those who wish to don the robes of the clergy.

M The Architects

The massive stone statues which line the promenade leading to the Vault have been carved in the likeness of the founding fathers of Ishgard, who fought beside King Thordan I in his battle with Nidhogg.

N The Last Vigil

The Last Vigil stands at the center of the four citadels built far beyond the borders of the city: Dawn, Dusk, Stone and Steel. In the event that they fall to the might of the Dravanians, this watchtower in the Pillars would serve as the last bastion of the faithful.

Coerthas Central Highlands

The Coerthas central highlands are the gateway to the capital, which is why Ishgard long ago established several strongholds at the base of the Nail, many of which have been damaged or destroyed in recent years by the Dravanians.

Dragonhead

The first knights to settle and build the fortress in Coerthas were said to have named the area after the unusual shape of its rocky outcroppings, which to them resembled the severed head of a dragon.

First Dicasterial Observatorium of Aetherial and Astrological Phenomena

Three hundred years ago, Ishgardian astrologian Adaunel the Younger convinced the Holy See that he could predict the comings and goings of the Dravanian Horde by studying the movements of the heavens, and thus secured funding for the construction of the Observatorium and its grand astroscope.

Griffin Crossing

This massive viaduct which once provided passage to the Coerthas eastern highlands is immortalized in Ishgardian legend as the location where King Thordan and his knights twelve fought the great wyrm Nidhogg. A portion of the bridge was destroyed during the Seventh Umbral Calamity and is currently undergoing repair.

Skyfire Locks

Built into the rolling knolls so that they appear smaller than they actually are, the Skyfire Locks are a series of defensive fortifications which may be used as shelters for merchants and smallfolk to escape an assault from above.

Camp Dragonhead

An Ishgardian stronghold situated atop Haldrath's March and under the command of House Fortemps, this camp is responsible for ensuring the safety of the smallfolk and merchants traveling to and from Ishgard.

Providence Point

According to the *Enchiridion*, the vision of the Promised Land which King Thordan received prompting him to lead his people to Coerthas was of this very vista overseeing the Sea of Clouds.

Witchdrop

Those accused of heresy under Ishgardian law are sometimes made to answer to a higher power, and are thus cast into this gorge. If they are deemed innocent in the eyes of Halone, their death will be quick, and their soul gently guided to Her halls. However, if the accused is indeed guilty of consorting with dragons, then they will surely spread their fiendish wings to save themselves from the sharp crags below. Their absconsion will surely be fleeting, though, as the presiding inquisitor is often accompanied by a skilled bowman to shoot any who try to escape.

Steel Vigil

Under the authority of House Haillenarte, the Steel Vigil was Ishgard's eastern watchtower, and warned the Holy See of aerial attacks for centuries before being razed and gutted by the Dravanian Horde and their vile commander, Svara. As if relinquishing the citadel was not misfortune enough, the Count de Haillenarte also lost his third son and commander of the Vigil, Ser Chlodebaimt, to Svara's snapping thralls.

The Ogre's Belly

Thought to be the den of ogres and other unsavory beasts, the locals tell of men who sought shelter from the harsh snowstorms, only to be "swallowed" up by the cavern's twisting paths.

The Weeping Saint

Ishgardian legend tells that this grotto was where Saint Daniffen came to mourn the maiden he loved that was murdered by a basilisk, and later vowed retribution on the fiend and its kin. The icy waters which trickle down from the mountains and form pools are said to be the saint's tears, and they are often collected for use in the church's purification rituals and in the production of sacramental wine.

Natalan

Intended to function as an outpost, the Ixal established Natalan to take advantage of the strong updrafts from the valley below to launch their dirigibles. As the population increased, it was gradually expanded and fortified.

Boulder Downs

Before the Calamity, Boulder Downs was a vast sloped lea littered with moraine deposited by realm-swallowing glaciers long receded. The rain of debris that accompanied the fall of Dalamud, however, transformed the landscape into a frozen wasteland pocked with gaping impact craters and peculiar dark matter formations.

Aurum Vale

The Aurum Vale is, contrary to its name, not a valley of riches, but rather a series of underground caves containing precious deposits of mythril and sulphur. However, these coveted veins are largely submerged in heated groundwater, triggering a chemical reaction which results in puddles of a highly toxic sludge known as goldbile.

Hall of the Seven Echoes

So high are its walls, were one to cry out while traversing this narrow canyon road linking Mor Dhona to the Coerthas central highlands, it is said her voice would echo seven times.

Monument Tower

Pilgrims of the Ishgardian faith often stop here to pray to the sacred stone suspended within the Fury's Gaze—a holy place guarded by the Temple Knights stationed within the tower.

Daniffen Pass

Ishgardian scripture asserts that this winding cavern is the selfsame one traversed by Saint Daniffen long ago. As a result, pilgrims from the Holy See attempting to walk in the saint's footsteps are a common sight.

Dzemael Darkhold

As its name suggests, the construction of the Darkhold was financed by House Dzemael, which sought to utilize existing underground caves to build a flawless fortification to defend against the Dravanian Horde. However, construction was postponed indefinitely when the house's digging uncovered an entrance to the void, from which an army of voidsent emerged.

Whitebrim

When one peers to the north from atop Whitebrim's jagged cliffs, she can spy the Holy See of Ishgard; yet if she were to look down, they would see naught but an endless sea of white clouds, and it is for this sight which Whitebrim was named.

Whitebrim Front

Under the command of Lord Drillemont of House Durendaire, Whitebrim Front is a relatively new outpost established for the purpose of quartering the Temple Knights tasked with retaking the Stone Vigil.

Stone Vigil

This great watchtower was constructed as part of the last line of defense before the Dravanian Horde would reach the city proper. Once the responsibility of House Haillenarte, which supplied it with the most advanced cannons, airships, and other weaponry, it suffered severe damage during the Calamity, and was overrun and occupied by the Dravanians soon after.

Behemoth's Dominion

Although this valley appears to be a prime tract of land for settlement, it is a kingdom already claimed by a terrible beast which occasionally descends from the mountains to wreak havoc: the behemoth. The first sightings of the behemoth were reported after shards of Dalamud fell to the earth, leading to speculation that the monster came from within the false moon. Thus the behemoth is thought to be "Bahamut's spawn" despite its anatomical dissimilarity to dragons.

Snowcloak

Formed in the aftermath of the Calamity, the great ice wall has long been thought an impenetrable barrier between central and western Coerthas. In truth, however, the wall is riddled with hidden tunnels, which heretics have employed as a base of operations.

Coerthas Western Highlands

The great snows which came to the highlands of Coerthas in the wake of the Calamity led to the extinction of countless plants and animals. Before then, the fertile banks of the two rivers which flow through the western highlands were once teeming with life, and the surrounding pastures made for excellent grazing. Alas, as the temperature dropped and the rivers froze, the vegetation withered and died, as did the livelihoods of Ishgard's farmers and shepherds.

Riversmeet

Once a fertile floodplain of the Swiftrun and Coerthas rivers, Riversmeet is now a frozen wasteland home to only the most hardy pines and firs.

Falcon's Nest

From its humble origins as a lonely cluster of barracks nestled in the mountains of western Coerthas, the village of Falcon's Nest grew and prospered until the Calamity came and the icy winter took its deathly toll. Its name derives from the falconers who reside there with their snow-white charges, defending their mountain home from the Dravanian threat.

The Pike

A monumental stone sculpture carved in the likeness of Haldrath, the first Azure Dragoon. The stonemason Percelle devoted thirty of her later years chiseling the piece, and it has stood for more than one hundred and fifty years since. Even today, one cannot find a more stirring tribute to one of Ishgard's founding fathers.

Black Iron Bridge

This testament to the skill of House Dzemael's artisans serves the main road stretching from the capital to the Dusk Vigil. Although built primarily of solid stone, the bridge was named for its suspended metal chains, wrought from black iron impervious to the blazing temperatures of a dragon's exhalation.

The Ninth Vare

Some hundred years past, the Holy See decreed twelve watchtowers be built, and so inspired were the Ishgardian people by their majesty that many embarked on pilgrimages to each tower during the warmer moons. Wind, hellfire, and the pillaging hands of the zealous lowborn have since seen those spiritual citadels reduced to ruin, and now only the Ninth Vare continues its silent vigil.

Camp Riversmeet

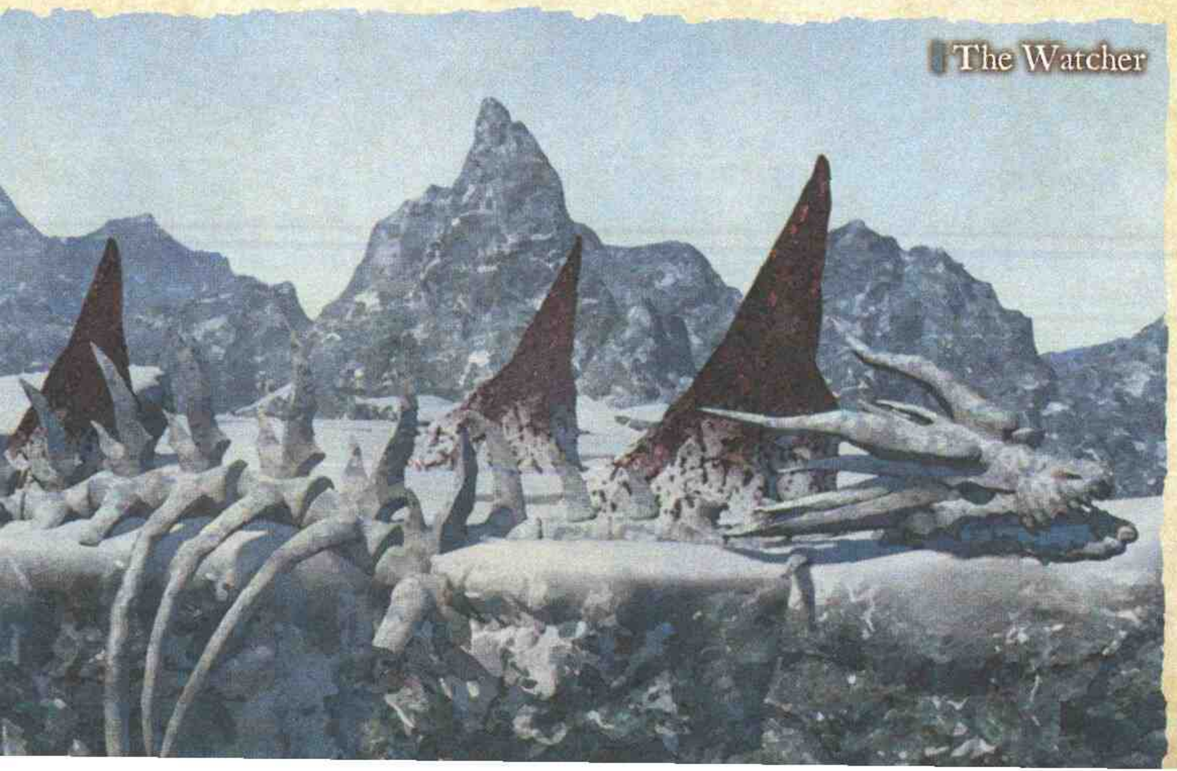
Once a key military outpost for the Ishgardian forces, this strategic location where the waters of the Swiftrun and the Coerthas flow together is home to a lone aetheryte shard, which has stood abandoned in the years since the Calamity.

Gorgagne Mills

Ser Gorgagne was a proud knight and bannerman of House Durendaire, until the fateful day when the heir of that house vanished from sight while under his care, never to be seen again. Devastated by the loss of the boy and his own failing, he put aside his blade and built this farm, where he quietly lived out the rest of his days.

Hemlock

Once a bustling village and home to the woodcutters who plied their trade in the western highlands of Coerthas, this settlement—named for the large evergreens unique to the area—was abandoned when the chill came, and remains a ghost town to this day, save for the terrible dragons which prowl 'neath rotting eaves.


The Watcher

Twinpools

The vast region known as Twinpools in the far western highlands is marked by Ashpool to its south and Banepool to its north. As it lies on the border of Dravanian territory, it has served as a theater for countless historic battles during the Dragonsong War.

The Convictory

The Convictory is the headquarters of the eponymous Convictors, an order of ambitious noblemen and their servants led by Jantellot de Thelomaire. They came to the western highlands in the hopes of earning fame and fortune by slaying the largest dragons they could find.

The Dusk Vigil

The Calamity was not kind to this once-proud watchtower, from which Ser Yuhelmeric and the brave knights of House Durendaire once stood watch against the encroaching Horde. Since the walls fell and the chill took hold, it has come to be inhabited by all manner of fell beasts, and gods only know what else.

The Dreaming Dragon

What appears to be an island floating amidst the icy waters of Ashpool is said to have once been a living, breathing dragon—magicked into slumber by the Holy See until ash enveloped its body and its limbs turned nigh unto stone.

The Bed of Bones

It remains to be confirmed whether yetis prefer to slumber atop makeshift bedding fashioned from the remains of their victims—in large part because prominent naturalists have been reluctant to do the fieldwork necessary to corroborate this claim.

The Slate Mountains

These mountains on the outskirts of Ishgard were valued as a mining site for slate of exceptional quality. Three years past, the knights of House Dzemael attempted to carve an Ishgardian stronghold into the cliffs, enraging the dragon Cuelebre and his followers. Remnants of the gruesome battle that followed still lie scattered about the crags, unable to decay in the chilled altitude.

Dragonspit

Said to be as scalding as a wyrm's breath, Dragonspit is a colorful analogy for the hot springs nestled between the cliffs near the Slate Mountains. Local wildlife has long been attracted to the warmth of the natural thermal pools, and their numbers have only increased following the advent of the long winter. The steaming springs are also frequented by Ishgardian knights, who laud them for their supposed healing properties.

Red Rim

Red Rim is named for the myriad scarlet outcroppings jutting out from the land, said to be rich in ooid and roundstone.

The Watcher

No one knows when this enormous wyrm died, though some assume that the land beneath his bones has eroded over time. The manner in which his head looks to the north gives the impression he died looking out over his kingdom, which is why the locals took to calling him the Watcher.

The Dravanian Forelands

Dravania extends westward from Abalathia's Spine, which spans the continent of Aldenard from east and west. As the name implies, it has long been the territory of dragonkind, who are known to roost near the sacred peak of Sohm Al.

Chocobo Forest

Nestled in the eastern corner of the Dravanian forelands, the Chocobo Forest is home to a wealth of flora and fauna, shielded from the eyes of hungry dragons by a thick canopy formed by the enormous caelumtrees. The local hunters named it such, as it also serves as the roosting grounds for wild chocobos of exceptional breeding.

Tailfeather

Founded by hunters who came to the frontiers in hopes of snaring the wild chocobos of the forest, this settlement and those who call it home are shielded from the eyes of the dragons by the canopy of the majestic caelumtrees that rise high above it.

The Hundred Throes

The rushing river has all but swallowed these ancient ruins at the base of Sohm Al, which now serves as a nest to all manner of beastkin who find sustenance in its waters, and the dragons who find sustenance in said beastkin.

Mare's Oath

Eorzean linguists theorize that Mare's Oath actually derives from "Mahr Rohs" meaning "summer woken" in the dragon tongue. However, there are no clues as to the significance of the name, nor of the stone ruins. In the present, the building is both landmark and reminder of a timeworn hunters' oath not to harm brooding female chocobos so that nature's balance can be preserved.

The Smoldering Wastes

The Smoldering Wastes was given its name by the residents of Tailfeather to the hunting grounds of the Gnath. The area is constantly enveloped with a thick, smoky haze due to the censers deployed by the territorial beastmen to ward off Dravanian incursions.

Loth ast Vath

Cast out from the main colony, a minority of Gnath known as the Nonmind built Loth ast Vath as a sanctuary for other exiles. The word "Vath" is derogatory in the Gnathic tongue, referring to those who can no longer link their thoughts to the Overmind. Possessed of individual personalities unlike their Onemind brothers, the Vath learn to live with each other's differing thoughts in the makeshift colony.

The Stained One

An enormous toppled statue of a dragon, it has been said that the Stained One is the last of seven figures which graced the forelands nearly a millennia ago— an ancient tribute to the First Brood. However, the Ishgardian Orthodox Church is quick to dismiss this as yet another heretical fabrication.

Loth ast Gnath

Built from a highly viscous blend of spittle and Dravanian clay, the nests of the Gnath are surprisingly stable, able to withstand the harsh elements of the Dravanian forelands. The smoke that rises from the mound-like structures is believed to be a sort of incense with a scent that, for reasons unknown, keeps would-be dragon invaders at bay.



Halo

Avalonia Fallen

A multitude of structures scattered across the western forelands give weight to scholars' claim that Avalonia was once home to both dragon and man, despite the Ishgardian church's vehement assertion that most were erected by blasphemers and traitors. In the present day, the territory is solely occupied by the dragons.

Anyx Trine

Three towers unique in that they appear to have been built to house both man and dragon, an architectural oddity which would seem to corroborate the Holy See's position that they were erected by heretic witches for themselves and their dragon consorts.

Anyx Minor

The shattered ruins of a once-proud city. The official stance of the Holy See is that it was a settlement of heretics, razed to the ground by Halone in an act of divine retribution, though scholars disagree on the historical accuracy of this interpretation.

The Foothills of Sohm Al

Of all the mighty peaks that comprise Abalathia's Spine, none rise higher than Sohm Al, the highest point in all Eorzea. These jagged foothills form the base of the mountain, leading down into the forelands from the north.

Ehs Daih

Ehs Daih means "hole inside" in the dragon tongue, likely referring to the countless natural caves at the foot of Sohm Al. After a successful hunt, dragons retreat to the cool shade of the caverns to feast upon their kills.

The Iron Feast

The Iron Feast was once a place of respite for those who would climb Sohm Al on spiritual pilgrimages. After the betrayal of man, however, it was yet another place ravaged by dragons in their rage. Its name in the present alludes to the abundance of beasts flocking to drink deep of the pure waters which flow forth from the structure—which the dragons then hunt with abandon.

Mourn

When sensing that they are near the end of their lives, old and wounded dragons muster the remainder of their strength to journey to this final resting place, the vast crystallized caves within Sohm Al.

Halo

This ancient altar sits in the fiery depths of Mourn. Once adorned by statues depicting a woman and a dragon, only the latter has survived to the present age. When one lifts their eyes above the structure, the base of the floating peak of Sohm Al can be seen.

Anyx Old

When spoken as Anhess Sohr in the dragon tongue, this stone statue alludes to a "blind apology." It was apparently carved as a memorial and lamentation of how fleeting the lives of men are when compared to that of the dragons with whom they formed unbreakable bonds.

Sohm Al

The tallest peak in Eorzea is held as a sacred land by the dragons, who are said to journey here when they feel their life slipping away. Formed not of stone but solid crystal, the massive mountain floating above the ground below is a marvelous sight to behold.

The Churning Mists

From the peak of Sohm Al stretch forth the Churning Mists, a vast heaven filled with myriad floating isles, and the ancestral home of moogles and dragons. All throughout can be found the remnants of beautiful buildings and sculptures erected in an ancient era in which man and dragon lived together in harmony.

Sohm Al Summit

The sacred summit houses an enormous crystal at its core, and it could be said that the peak of the mountain is its own floating isle.

Moghome

Moghome is a long-forgotten settlement that sits curiously atop Sohm Al, in the heart of the dragons' demesne. It is said that the moogles forged a pact with the great wyrm Hraesvelgr to allow them to live here in peace.

Eil Tohm

Eil Tohm was a small, sleepy village which Nidhogg razed to the ground after the murder of Ratatoskr. As the dragons tell it, the destruction was so swift that its residents likely did not realize who was attacking them, much less why.

The House of Letters

The thousand-year-old ruins of a tower said to have been built by the hand of man and dragon in the days before the war. Even now, as it crumbles, one can still make out the letters engraved in its walls, which have led the moogles to give it the name by which it is now commonly known.

Monsterie

The moogles have asserted time and again that this structure was called the Monsterie. However, upon close examination of some of the surviving architecture, it appears to be quite similar to that of an Ishgardian cloister.

Landlord Colony

The many dwellings here show evidence of extensive damage, likely the work of a furious Nidhogg following the betrayal of man. The moogles tell that the ruins were once home to the "lords of the lower lands," although their history was lost in the great wyrm's wrath.

Asah

An enormous bridge that connects two floating isles, Asah once served as a place of rest for weary travelers making a pilgrimage to Zenith. It is currently being restored by moogles at the behest of Hraesvelgr and his brood.

Four Arms

Four Arms lies within the domain of the great wyrm, Hraesvelgr. It has been said that the reason why the structures remain unmarked by Dravanian claws is out of respect for the wyrm's memory of his beloved Shiva, compelling him to preserve the area in as pristine a condition as it was when she lived. The only other sanctuary in which the architecture remains unraked by dragon claws is Sohr Kai, the shining palace lair of Hraesvelgr's fallen brood-sister, Ratatoskr.

Zenith

A majestic fortress in Hraesvelgr's domain, watched over at the great wyrm's behest by the moogles who make their home in the Churning Mists. Though the years—a thousand of them—have taken their toll, it still stands proud and strong, stirring the hearts of all who lay eyes upon it.

Ohl Tahn

Ohl Tahn, the ominous domain of Nidhogg, is not so easily overlooked; this northern enclave of the dread wyrm's brood crackles with aetheric energies that have been amplified by the dragons' rancor.

The Rookery

As the moogles tell it, the place known as the Rookery was once a bustling skyport where wayfarers came and went on the backs of trained wyverns. These days, the buildings remain, but the only dragons in sight are the vicious minions of Nidhogg.

Gron Rhei

In the language of the dragons, Gron Rhei means "trees praying," and it possibly alludes to the beautiful forest that once covered the isle. Nidhogg's brood relegated this scorched land to their lesser cousins, who maintain dominance by killing all who approach, much to the moogles' dismay.

Tharl Oom Khash

Tharl Oom Khash means "crystal from regret" in the dragon tongue, and is likely a reference to the deep purple clusters in which the ruins of the structure are buried. According to Dravanian elders, this was where the great wyrm Ratatoskr was lured into a trap by men and met her end.

Sothton Walls

The remnants of a bulwark south of Tharl Oom Khash, the Sothton Walls were once a shared line of defense for men and dragons against ferocious beasts that would migrate to the Churning Mists with the changing seasons. While the knights regarded this as a solemn duty, the dragons considered it more akin to a recreational sport.

Weston Waters

Named for one of the smaller springs in the Churning Mists, Weston Waters was once a place of leisure for the people who lived near there long ago.

Easton Eyes

The eastern watchtower also served as quarters for knights in the era of peace, from where they would set forth upon the backs of wyverns to patrol and ensure security of the region.

The Aery

Vicious aetheric storms rage in Nidhogg's lair, keeping out all those who would dare disturb the great wyrm in his slumber—be it one of years or centuries.

Greensward

Greensward is a memorial to Saint Shiva, the Elezen maiden who strove to build a bridge between man and dragon. Although her life was brief, her sacrifice inspired her people to build a grand memorial to her on the isle, that the peace for which she stood would never be forgotten.

Mother of the Sheave

The Mother of the Sheave is an enormous statue towering over the Churning Mists, carved in the image of Saint Shiva. The saint's likeness has been somewhat glorified, as it was erected nearly a century after her death, and the great wyrm and his brood contend that the effigy bears no resemblance to the real Shiva.

The Lost Landlord

This colossus stands on an island in Greensward. Its name was bestowed by the moogles, who believe it to be a statue of the "king of the land-dwellers," though no records remain that could shed light on the identity of this individual, and whether or not he ever truly walked the realm.

The Sea of Clouds

Due to the high concentration of water- and wind-aspected aether in these heavens high above the center of Abalathia's Spine, the clouds are said to resemble a vast white ocean, dotted with massive floating isles. This otherworldly landscape is also home to the many tribes of the Vanu Vanu, whose villages are scattered throughout the Sea of Clouds.

Cloudtop

Temple Knights are not renowned for their creativity. When they first arrived in the Sea of Clouds and their commander, gazing upon the skies below the floating crags, commented that it was as if they were walking atop the clouds, his subordinates knew at once how to christen their base camp.

The *Protector*

Built by the engineers of the Skysteel Manufactory, the *Protector* was to be the crown jewel of Ishgard's fleet, designed to rain down destruction from on high. Unfortunately, several critical systems have suffered repeated failures, and as a result it has been grounded indefinitely for repairs.

Camp Cloudtop

Camp Cloudtop is an outpost manned by the Rose Knights of House Haillenarte, who stand watch against Dravanian incursions from atop the floating islets in the sky. The site boasts the *Protector*, a mighty airship that would avail the Ishgardians greatly in their battle against the Horde were it ever repaired to full strength.

The Rosehouse

The Rosehouse is the headquarters of the Rose Knights, who are currently commanded by Lady Laniaitte de Haillenarte. In addition to ensuring the security of Camp Cloudtop, she oversees all military operations in the Sea of Clouds.

Last Step

A series of unfortunate accidents led to the naming of this knoll as a warning, that misplaced footing on its uneven territory would result in "the last step you ever take," sending a clumsy man tumbling through the clouds below.

Ok' Gundu

These ruins of the Gundu village are yet another testament to the might of the Vundu, which brought the Gundu to heel and claimed the tribe's lands as its own. Recently, a handful of Gundu have resisted their subjugation, splintering off to found a new independent roost, Ok' Gundu Nakki.

The Blue Window

The highest point in the Sea of Clouds, the vegetation which grows on this floating isle is noticeably different from that found in lower altitudes.

Ok' Zundu

Ok' Zundu is home to the hearty Zundu tribe, which is only allowed to maintain independence because of the tribute they tithe to the dominant Vundu.

The Morrowmotes

A number of Vanu Vanu shamans chose to roost here for the proximity to the white, floating puffs of which they breathe deep to see visions of the future. Botanists theorize that the plants which produce them are related to the cloud mallow of the Churning Mists.

Voor Sian Siran

A spring formed from moisture in the skies accumulated and solidified by the power of water crystals. It is said that the knight who first discovered these ethereal waters shared the story with a wandering minstrel, who declared it to be the legendary paradise of Voor Sian Siran. However, this claim has been met with some skepticism, given the minstrel's penchant for embellishment.

The Nidifice

A nest of great migratory birds that travel with the seasons from the Near East to Eorzea and back again in search of warmer climes. It is here that they lay their eggs, raise their young, and teach them to take to the skies before making the journey anew.

Ok' Vundu

Abundant are the lands controlled by the expansionist Vundu tribe, spanning myriad islets and multiple altitudes.

Ok' Vundu Mok

A wide plain containing a number of nesting homes of the Vundu, the tribe often boasts Ok' Vundu Mok as a symbol of their power and influence.

Hall of the Fallen Plume

Among the most sacred locations of the Vanu Vanu, this is said to be the spot where a single feather from Bismarck, ruler of the clouds, fell to the surface. In recent years, the elder of the violent Vundu tribe has claimed it as his seat of power, from which he rules with an iron claw.

Ok' Vundu Vana

Roughly translating as "high home of the Vundu," this village is home to the Vanu Vanu's aggressive Vundu tribe. Exceedingly proud, the Vundu believe that the voices of those who live highest in the skies will be heard loud and clear by the ruler of the clouds.

Vundu Ok' Bendu

These ruins are all that remain of the village of the eloquent Bendu tribe, who bitterly opposed Vundu subjugation and were ultimately slaughtered in reprisal. In the Vanu tongue, Vundu Ok' Bendu means "Bendu Under Vundu," serving both as an indication that the territory has been annexed by the Vundu and as a lasting declaration of their superiority over the extinct tribe.

Wisent Herd

This grazing ground is the legacy of an attempt to domesticate the wisent of the Sea of Clouds, that the knights might have a self-sustaining supply of meat, milk, and hides. However, the pasture was neglected due to lack of resources, and the beasts turned feral whilst growing in number.

The Gauntlet

This chain of northern isles is used by young Vanu Vanu warriors as a training ground for their rites of passage, prompting the knights of Cloudtop to give it the name the "Gauntlet."

The Shattered Back

The strong seasonal winds from the north have carved the crags of this floating isle into their unique shapes. The knights of Ishgard called it the Shattered Back for its ominous resemblance to the gnarled rib bones of a great beast.

Hengr's Crucible

This oddly shaped isle, floating in the eastern reaches of the Sea of Clouds, is named for the witch Hengr, a figure of Coerthan faerie tales whose cauldron its shape is said to resemble. In recent years, it has become a gathering place for the notoriously territorial toco tocos.

Coldwind

When the Rose Knights first came to the Sea of Clouds and treated with the Zundu, they asked the chieftain what he called this islet floating northwest of Ok' Zundu, to which he responded "small island beneath which cold winds of Coerthas ever blow." For the sake of brevity, the knights simply called it Coldwind.

Mok Oogl Island

An island whose name, in the tongue of the Vanu Vanu, translates to "a noise heard on high." On the island stands a monument engraved with a mark of moogle design, but no sign of the creatures themselves, leaving its origins clouded in mystery.

Provenance

When Ser Marielle was appointed to the Rose Knights of Camp Cloudtop, she spotted this heart-shaped island atop the deck of her airship bound for post. It reminded the knight of a place of provenance where two lovers would begin their journey together, and the island was named thus.

Azys Lla

Azys Lla is a great and mysterious land which was raised into the heavens by the Allagans more than five thousand years ago. Isolated by a barrier of high-density aetheric energy, the floating isle was cloaked from the naked eye, and drifted throughout the Sea of Clouds. However, after the discovery and use of an ancient key, the isle was rendered visible to the outside world once more.

Alpha Quadrant

From what has been gleaned from the explanations provided by the terminals, the Alpha Quadrant was the main entrance to Azys Lla, from where people would travel to the port of Helix, to "congregate and offload various supplies." What manner of supplies, however, remains a mystery.

Helix

A massive port of sorts that stands among the wastes of Azys Lla. According to a guidance node discovered near the ancient construct, it was one of the few imperial landings massive enough to house Ragnarok-class internment hulks. It would seem the docking rings that remain are but a fraction of those that stood in bygone days.

Centrifugal Crystal Engine

This seemingly indefatigable engine harnessed the power of the imprisoned Warring Triad to transmute the life force of chimera experiments into synthetic crystal. These manufactured shards would then be used to fuel the cultivation of the chimeras as part of research into the possibility of obtaining limitless power.

Beta Quadrant

The development facilities pertaining to chimera conjoining experiments were chiefly located in the Beta Quadrant. Test subjects which broke free from their confinement tubes now contend with other escaped monstrosities, allowing only the fittest specimens to survive.

Recombination Labs

These laboratories are believed to have given birth to countless numbers of chimerical creations. Though Azys Lla guidance nodes are quick to assure all visitors that the good behavior of the creatures created here was—at least at one point—guaranteed, recent visitors may find the situation dramatically altered.

Biomass Incubation Complex

A research complex dedicated to chimera splicing experiments. Its construction was prompted by "imaginative requests" from the Allagan Research Council and related institutes, leading to the cultivation of all manner of living prototypes. The Mutagenesis nearby serves as an annex to the complex.

The Habisphere

The Habisphere served as a residential area for the families of the imperial generals and researchers who were stationed on Azys Lla.

Gamma Quadrant

Researchers stationed to this quadrant oversaw the development and creation of unmanned weapons and devices such as nodes. Upon their arrival at the complex, the Garleans made use of the internment hulk landing in this area to anchor their dreadnaught, and in recent moons have been seen surveying locations to begin construction on a new fortress: Castrum Solus.

The *Gration*

Flagship of the VIth Legion of the Garlean Empire, of the same make as the fallen *Agrius*. It now lies grounded, its ceruleum engines sealed in aetheric ice by the hand of Shiva, Lady of Frost.

The Cathedral

A cathedral designed in a distinct Meracydian style. The architecture suggests a place of worship by a tribe of treelike beings who believed themselves as the "remnants" of Sephirot. To research the link between faith and primal summoning, the Allagans moved the ancient structure to Azys Lla from its original location on the southern continent.

Delta Quadrant

Research in the Delta Quadrant facilities was focused on enhancing dragon physiology and perfecting control methods. To monitor and "cultivate" selected specimens, dragons were brought in from Meracydia and placed in paddocks which replicated the environment of the southern continent.

Esh Thom

To the untrained ear, one would think that this paddock was named by the dragons enslaved there. However this is false; Eorzean linguists have confirmed there is no actual meaning for the words "Esh Thom" in the dragon language. As the Allagans considered dragons a lesser race, scholars surmise that the name is somehow intended to mock the Meracydians' heritage.

Antithesis

Home to Tiamat, great wyrm of Midgardsormr's first brood, who fell to and was imprisoned by the Allagans. Even now, she laments her fateful decision to resurrect her beloved brood-brother Bahamut as a primal to aid her in her struggle.

The Flagship

The Flagship is the floating nerve center at the center of Azys Lla, where research was once conducted on three captive deities from the southern continent, known as the "Warring Triad."

Aetherochemical Research Facility

This floating structure once served as a research facility of the ancient Allagan Empire, wherein studies in restraining dragons and mastering primals were conducted. Test subjects from failed experiments prowl its long-since-abandoned halls.

The Fractal Continuum

The Fractal Continuum appears to be the hull of a once mighty warship converted after its decommission into a museum, intended to preserve for eternity precious artifacts from the thousand-year history of the Allagan Empire. From everyday tools to advanced military technology, the objects within are a testament to the fallen civilization's surpassing might and prosperity.

Quarantine Block

This floating islet in a lonely corner of Azys Lla served as an isolation area for chimerical creations which failed to meet established safety parameters. Historical records indicate that the facility began its life as a research center for advanced agricultural crossbreeding.

Mobile Supply Cache

The mobile supply cache was, in essence, a traveling warehouse which could move from facility to facility providing researchers with their requested supplies.

Hyperstellar Downconverter

Engineers surmise that the Hyperstellar Downconverter was developed to communicate with Dalamud, the false moon containing Bahamut which had been propelled into the heavens. It was later repurposed and improved upon to facilitate communication over the massive distances between stars.

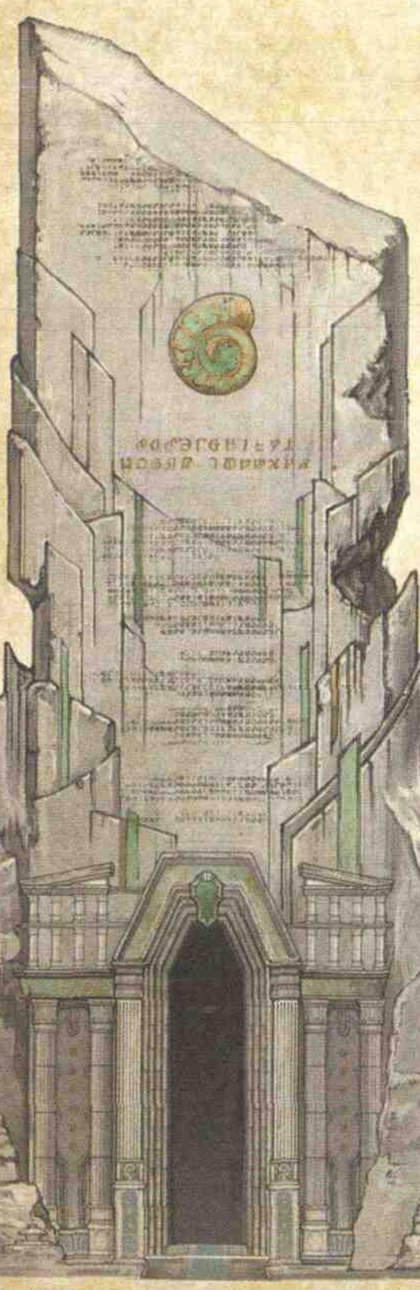

Antithesis

SHARLAYAN

A shining seat of knowledge, Sharlayan stands upon an archipelago in the northern seas. A colony of the same name once flourished in the Dravanian hinterlands, and numbered amongst the six city-states of Eorzea prominent in the latter half of the last era. However, its halls stand empty, as the sons and daughters of the nation have been called homewards. Now, Sharlayan watches the turning of the world, but refuses to change the course of its events.

Overview

Flag	When Thaliak poured the waters of knowledge into His river, the spiral shell became their keeper—such is the legend wherein the nautilus came to symbolize wisdom. In addition, men have believed that mollusks lived forever from time immemorial. It is to capture the essence of these meanings that Sharlayan's flag bears a green spiral shell emblazoned upon a field of silver.
Motto	Knowledge Seeks No Man
Government	When Sharlayan had but few inhabitants, all adults came together in the Ecclesia to speak their mind upon decisions of nation. As their numbers grew, they have come to elect to the Forum those officials who they feel best represent the will of the people. The speaker of the Forum serves as the head of state, but his power is greatly restricted by law.
Leader	Sharlayan is led by a government of the people, for the people. There is no one leader.
Ruling Body	The highest body in the nation, members of this gathering are elected through votes cast by their fellow Sharlayans.



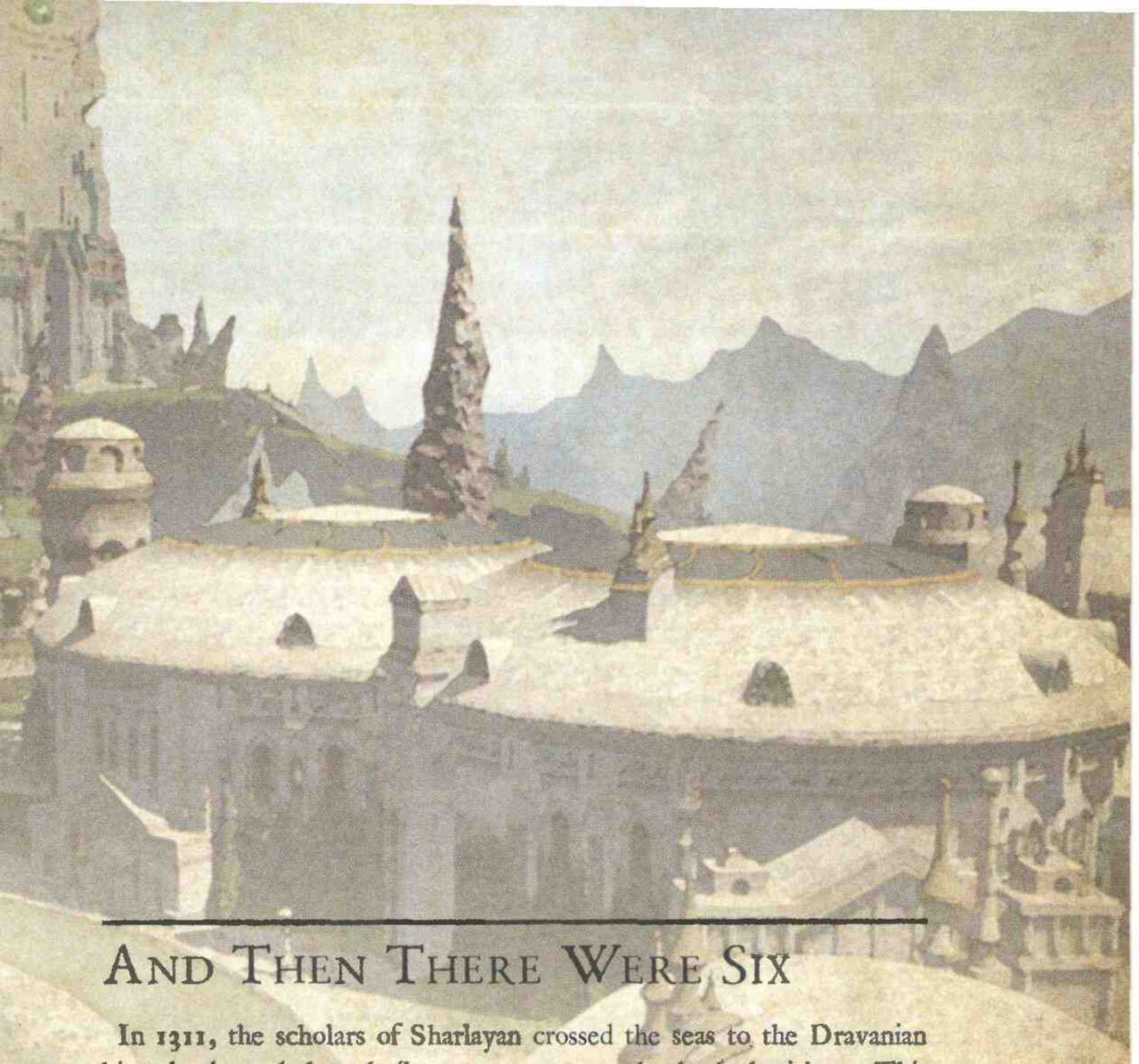
Racial Distribution	Unknown Note: Though its citizens are diverse, Sharlayan does not make population statistics public in the interest of equality.
Religion	The people of Sharlayan came together in the pursuit of knowledge. The city itself was raised to aid in this endeavor, and in the process Thaliak was named the guardian deity. However, the choice had less to do with pious worship than the creeds of the Sharlayans. Thus, little importance is placed upon religious rites, and many pray to others among the Twelve.
Industries	Aetherial Technology: Through long years of studying aether and magic, Sharlayan scholars have mastered the secrets of traversing the Lifestream through aetherytes. Indeed, by building and maintaining Eorzea's Aethernet, they have secured a steady source of foreign currency. Publishing: With scholars and Archons penning discourse upon discourse, it is no surprise that the city has a robust publishing industry. These learned treatises are prized by Eorzean academics and artisans, who willingly pay great sums to learn of Sharlayan's latest findings. Education: Starting with the prestigious Studium, Sharlayan has numerous famed academies that accept students from all nations. In times past, Eorzean pupils eagerly flocked to Sharlayan's settlement in the Dravanian hinterlands from all corners of the realm. There, they studied a multitude of subjects from different fields—though it seems that instructors reserved certain wisdom for those of Sharlayan citizenship alone.
Beliefs	For greater purposes, Sharlayans seek to gather the knowledge of the world, and preserve it for posterity in the pages of the Bibliotheca Historica. They covet the unknown and unexplored, and put great value upon education—in part as a gathering of like-minded fellows. They also abhor bloodshed, find war barbaric, and would never dream of allowing their wisdom to be used for martial purposes. As such, they guard closely all knowledge they deem dangerous.
Diet	As one might expect, food is oft taken as an object of study, and Sharlayan is rumored to hold countless tomes detailing fare from all over the world. However, the delicacies they create are for strictly academic purposes—and not for anything as base as eating. The everyday fare of the city is good for the body, but otherwise quite bland. Accordingly, many groans can be heard from foreign students come meal time.







History



A Journey South

Legendary figures known as the Twelve Archons are widely believed to have saved a great many Eorzean lives during the Sixth Umbral Calamity. Nyunkrepf Nyunkrepfsyn, a towering giant of a Roegadyn from beyond the Northern Wastes, was one amongst this band of heroes. He foresaw the coming of the floods through astrology, and, unable to stand idly by, made a great ship of wood, and set out upon a voyage for Eorzea with a crew of volunteer sailors.

Along the way, Nyunkrepf's men rescued many souls set adrift on the seas. Yet, as they drew nearer their goal, they spied a tidal wave bearing down upon them. Knowing his vessel would be torn to splinters by the force of the water, Nyunkrepf made a desperate decision. He cast a powerful and ancient magick over the ship, knowing not where they would arrive. Thus, the crew and many refugees aboard found themselves teleported away from certain death, and perched precariously in Abalathia's Spine.

The Long Descent

Though those aboard Nyunkrepf's ship found momentary succor, they were not alone in the mountains. Many other refugees had fled to Abalathia's Spine with little more than the clothes upon their backs, and what little sustenance they brought quickly ran out. As their hunger grew, their civility fell away. They became little better than snarling savages, fighting and killing for what little food the peaks offered.

From within his ship, Nyunkrepf watched with grief as precious lives were snuffed out by the barbarism. Knowing those he had saved would die if they tarried in the region, he and his followers fled as soon as the rains had abated. He led them unto the Dravanian hinterlands, where they built a new ship. Though the seas remained rough and tossed them about, they nevertheless safely reached the isles in the northern seas. Having returned home, Nyunkrepf and the survivors set about building a small settlement. This humble village was to grow into the mighty city of Sharlayan.

A New Center of Knowledge

The Sixth Umbral Era passed, and the Sixth Astral Era dawned. Nyunkrepf's village had already advanced greatly by the start of this glorious new age, and had expanded enough to rightly be called a city. The citizens of the newly-named Sharlayan had pledged themselves to Nyunkrepf's teachings: to forever renounce war and walk in the light of wisdom and reason.

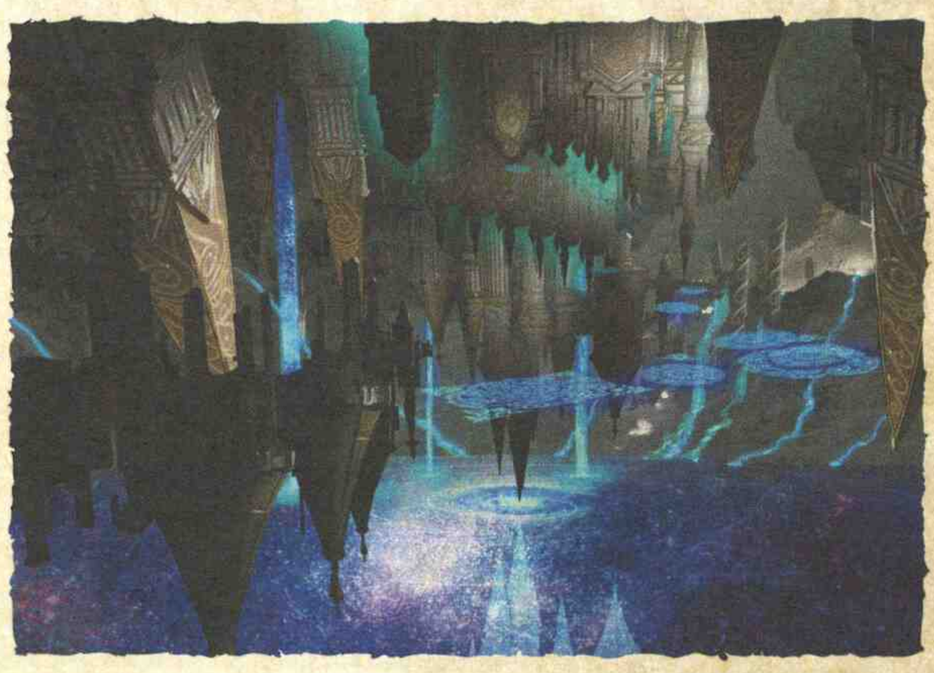
This spirit was evident in the city's governance. Every adult was given a voice in decisions affecting the nation's future through the great gathering known as the Ecclesia. Here, peers would discuss and debate until some consensus emerged—a system that many scholars have since called enlightened. In fact, it was in the Ecclesia that the Sharlayans voted to elect Thaliak as their patron deity.

The city flourished under the motto of "Knowledge Seeks No Man," and a number of academies sprung up, allowing its people to expand their minds through scholarship. Of particular note was the Studium, founded in 432. Instructing pupils in everything from aetherial studies to astromancy, it encouraged them to learn about both the arcane and the occult, and has produced a great many Archons over the ages. The Studium has made numerous discoveries that have helped Eorzea as well, including the lost secrets of travel by aetheryte.

And Then There Were Six

In 1311, the scholars of Sharlayan crossed the seas to the Dravanian hinterlands, and there built an outpost to study the aetherial sea. This became a stop for all academics who ventured to Eorzea to conduct their research, and a hostelry was constructed for long-term tenure upon foreign shores. This small collection of buildings grew more numerous, and in time it became a handsome settlement.

Rumor of this community of learned men spread, and students began to converge upon the place from every corner of Eorzea. They sought the wisdom of scholars, and their number began to swell. In 1361, upon the fiftieth anniversary of the research outpost, the Forum formally proclaimed it a colony. With this, the Sharlayan settlement joined the six city-states of Eorzea.



Pleas Unanswered

The Dravanian hinterlands attracted students from all across Eorzea, and grew as a beacon of knowledge and wisdom. Yet this was not to last. In 1557, tidings that Garlemald had captured Ala Mhigo reached the city. To the Sharlayans, the Empire was a threat to their very way of life. They had spent an age stubbornly resisting all war, and the imperial invasion of Ilsabard and Othard was a bane to the values they had held since Nyunkrepf's time. Sharlayan sent ambassadors to Garlemald with entreaties to stop their advance. They even strove mightily to parlay a peace, but all these pleas fell on deaf ears, and the envoys returned home empty-handed.

In the wake of the failed negotiation, Fourchenault Leveilleur and the faction he led within the Forum elected to forsake their colony. Following five years of elaborate and painstaking preparation, the plan to evacuate the settlement's entire population to the northern archipelago of their homeland was put into motion. In 1562, the city of Sharlayan became a maze of empty streets and buildings in the space of a single evening.

Organizations

The Forum



In his wisdom, Nyunkrepf saw that each citizen of Sharlayan be allowed a voice in matters of their community. By around the 150th year of the Sixth Astral Era, however, the city had expanded considerably. In the Ecclesia, too many voices clamored in debate, and reaching consensus on anything, no matter how small, seemed to take an age. Though it was clear a new system was needed, the Sharlayans clung adamantly to their tradition, changing it as little as possible. This met with failure, and in 201 they decided upon a new form of governance. Now, the nation would be led by the Forum, a body of ninety-nine members. Each Sharlayan of age would cast a vote to elect members from amongst his peers. In its early days, the Forum met in a public square, from which its present name is taken.

Fourchenault Leveilleur



"As Sharlayans, it is our task to observe—to chart the course of history, not to change it."

The eldest son of Archon Louisoix Leveilleur, Fourchenault is a powerful member of the Forum. He has carried a deep respect of Sharlayan's founding father Nyunkrepf Nyunkrepfsyn throughout all of his forty years, eschewing war as the pursuit of barbarians alone and seeking advancement through wisdom and reason. As such, the Wildwood Elezen oft disagreed with his father, particularly when the latter established the Circle of Knowing for the specific purpose of safeguarding Eorzea's future. Nonetheless, Fourchenault respects people's right to make their own decisions, and did not attempt to bar the way when his sire and children wished to leave for Eorzea.

As with the rest of his house, Fourchenault is a talented mage. His is also a formidable intellect, and can read learned discourses at a nigh-unequalled speed.

Sevestre Albright



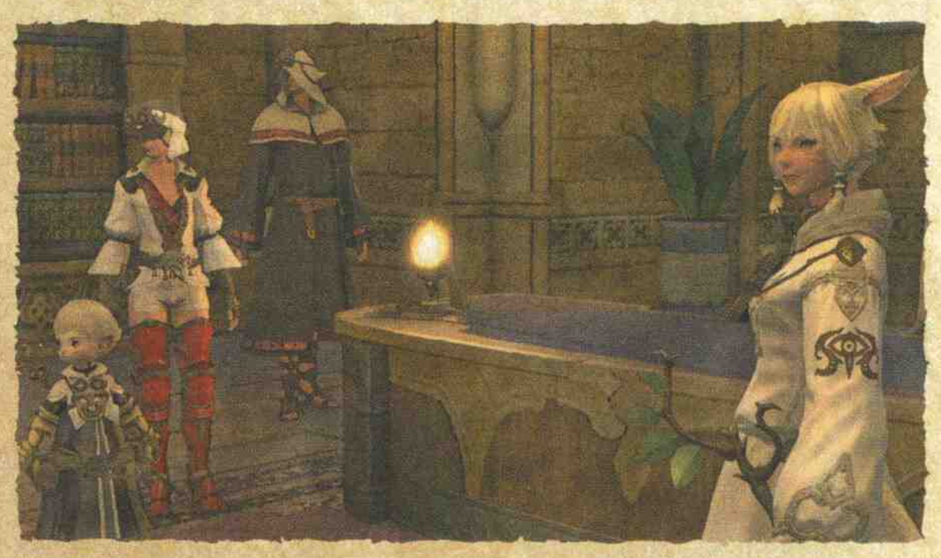
"The barbarians of this realm have shown that they can only use knowledge to destroy each other."

A powerful member of the Forum, Sevestre is the thirty-eight-year-old leader of the Bibliothecs—a group of conservative fundamentalists who believe that Sharlayans should observe and record history without raising so much as a finger to intervene. Naturally, the acts of the Circle of Knowing and Scions of the Seventh Dawn have drawn his harshest censure.

The Midlander also held that knowledge with the potential to change history's course should never leave Sharlayan's control, let alone be given freely. Thus, he has attempted to stop with force Leveva, granddaughter of foremost astrologian Mace Byrde, and others who seek to spread the Sharlayan school of astrology on foreign shores.

Archons

Sharlayan does not bestow the title of Archon upon each and every wise man. Indeed, it is said that only those who have demonstrated an exceptional knowledge of their respective subjects and made a great contribution to their fields are selected and certified. Those who rise to Archon have an arcane pattern etched upon their skin, thus distinguishing them from normal folk with a single glance. Apparently, there are more benefits attached to the position than one might suspect, not the least of which being free access to forbidden tomes.



Matoya



"I don't care much for politics.
Too much talk and not enough action."

An eccentric woman of the Midlander clan, Matoya's age is unknown, and woe betide any who ask. Though her obstinacy is the stuff of legend—as many who meet her well know—she is nonetheless a prominent and brilliant Archon, and is marked as such by a tattoo on her left cheek. She is also in possession of an ancient Crystal of Light known as the Crystal Eye, a relic that allows one to peer deeply into the aether.

Matoya has long studied the world from the perspective of aether, and her pupil, Y'shtola, continues on in the spirit of this research. Matoya will neither depend upon nor curry favor with anyone, as she firmly believes one must see the world as it is to understand its mysteries. She does have her pride, however, and this sometimes leads her to give harsh tongue-lashings to her pupils. Indeed, the day she begins to remember her students fondly will be the day that her work ends.

Matoya also has an interest in herbal infusions, and drinks copious amounts of the stuff—sometimes upwards of seven cups a day.

The Dravanian Hinterlands

The Dravanian hinterlands sit in the westernmost reaches of Abalathia's Spine, blessed with relatively lush vegetation due to waters carried through the area by the mighty Thaliak River. The region attained some fame as the seat of Sharlayan's colony, but this has faded in the fifteen years since the exodus. The settlement itself now largely stands unoccupied, remnant of a lost time slowly being reclaimed by the land.

The Makers' Quarter

The Makers' Quarter was once the home of artisans, and the sounds of their labor rang out from the diverse workshops that lined the streets. Her craftsmen had their pick of the best finds from the Collectors' Quarter, and transformed these materials into a fantastic variety of wares.

The Arkhitekton

Once home to Sharlayan masters who fashioned aetherytes within its halls, this workshop is now home to the Illuminati, a nasty band of goblins who would wield the ancient technologies within for their own nefarious ends.

The Daggers

An area of the hinterlands where clusters of stone columns shaped like daggers protrude from the earth. The scholars of Sharlayan had long been engulfed in a heated debate over whether the name was too simple and colloquial, but a different one was never decided upon as the proposals began to exceed the columns in number.

The Collectors' Quarter

From miners to botanists to fishermen, the Collectors' Quarter was home to all those who gathered the bounty of the land. It is said that goods from every corner of the realm stocked its stalls, and that this section of the city was constantly abuzz with customers because of it.

Bigwest Shortstop

Bigwest Shortstop was the first encampment of the goblins who made their way into the interior of the Dravanian hinterlands. It was their base of operations while they raised the settlement of Idyllshire, and now serves as a lookout post whence to watch for signs of the dread Illuminati.

The Answering Quarter

This Sharlayan settlement stretches across the western banks of the Thaliak. Home to Saint Mocianne's Arboretum and a center for education and scholarly pursuits, it hearkens back to the cities of learning that flourished in bygone times.

Saint Mocianne's Arboretum

This botanical garden built by the Sharlayans once was home to fauna and flora collected from across the realm, the study of which yielded numerous discoveries regarding our natural world. Sadly, it was abandoned in the exodus, the teeming life within left to run wild and unchecked.

The Asulon

The Asulon's name indicates holy ground, and it was a place devoted to allowing the inquisitive mind to explore free from the obligations of everyday life. Once inside its doors, there was a decree commanding one to forget all titles and positions from the outside world—or so it is said.


The Asulon

The Ruling Quarter

Situated upon a plateau to the south, elegant homes and villas aplenty stood within the Ruling Quarter. It is apparent that therein dwelt those in leadership positions, from members of the Forum to celebrated scholars and Archons.

Quickspill Delta

For want of a keeper, the flood control of Sharlayan failed after the people's exodus back to their homeland, and the waters eventually overflowed. As they run swiftly through a triangular area of land, the area has been named by local goblins the Quickspill Delta.

Matoya's Cave

One does not simply walk into Matoya's quiet and secret home. The cave's mouth is disguised as a wall of rock, and those who carelessly draw too close will be attacked by her poroggo familiars. Nearby is the Mushroomery, where she grows all manner of fungi to be used in her castings.

The Path of Knowing

This colossal bridge was once a bustling artery for researchers, students, and curators commuting to and from the Great Gubal Library. Its stone pillars suffered significant damage when the Calamity reshaped the land, causing a portion of the walkway to crumble and collapse.

The Great Gubal Library

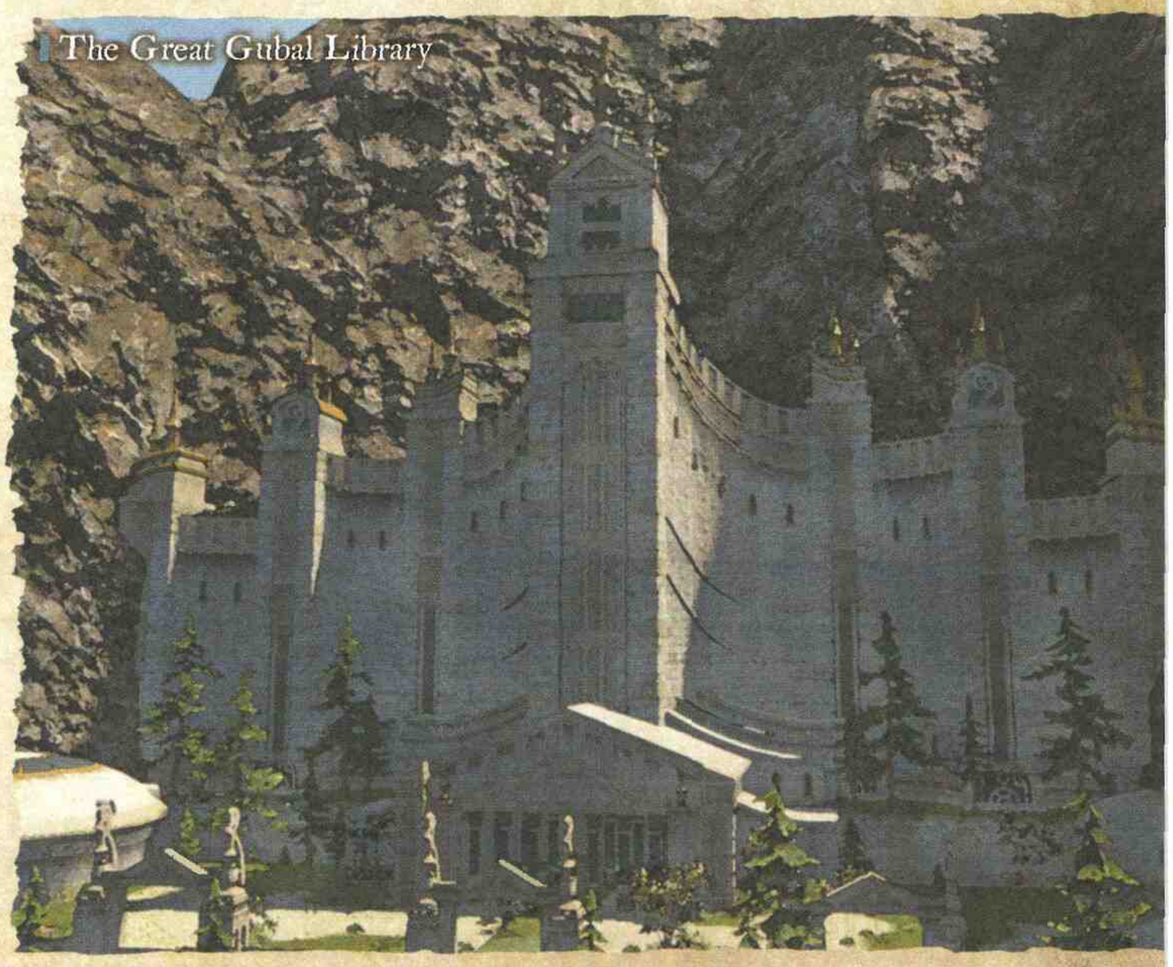
A massive library constructed by the Sharlayans to house the wealth of knowledge they had amassed in their travels across the realm. Though the vast majority of the tomes that once lined its shelves were carried back to the motherland in the exodus, it is said forbidden texts still slumber in sealed-off vaults below.

Alexander

Summoned by the Illuminati, a secretive fraternity of goblin scholars, this primal appears as a colossus made of steel and breathing steam.

The Tipped Ewer

The spot where the melted snows of Abalathia's Spine flow emerge from their source to descend down the mountain, forming the countless tributaries that come together as the mighty Thaliak River. The name is said to come from the deity whose name the river bears and the magicked pitcher from which poured the waters of knowledge.


The Great Gubal Library

Idyllshire

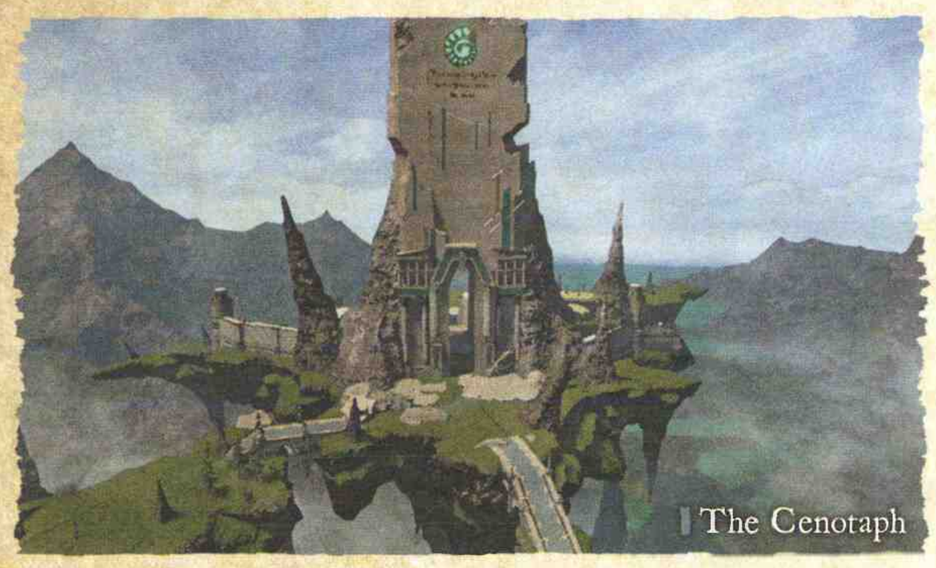
After the chance meeting of Slowfix's goblins and Midnight Dew's treasure hunters, the two factions were locked in conflict for a time. Once they reached a peace, however, they became the most stalwart of companions, and together raised Idyllshire—a libertarian bastion of those who value freedom above all else.

Prologue & Epilogue Gate

If the Cenotaph were the spine of a book, then the gates to the east and west would be the prologue and epilogue—hence the names of these two main egresses of Idyllshire.

The Cenotaph

A towering monolith erected in tribute to the great scholars who have passed on, leaving behind the knowledge that has shaped the realm. The names of countless men of learning are etched in the mighty stone, along with the motto of Sharlayan: "Knauleche Seikis No Man" (Knowledge Seeks No Man) on the front and "Knauleche Seikis No Wimman" (Knowledge Seeks No Woman) on the rear.



The Cenotaph

The Orn Wild

A primeval forest that stretches across the northern reaches of the Dravanian hinterlands, its rich verdure sustained by the pristine waters of the Thaliak. Nigh untouched by the hand of man, its wilds stand between those who would make their way to Sharlayan without braving a trek across the forelands.

Stickqix's Bangpots

Stickqix, chief of Idyllshire's goblin craftsmen, built this expansive workshop solely from materials gathered from the ruins of Sharlayan. Inside is a large furnace, wherein he forges various and sundry goods from metal. His goblin brethren gave the place its name because one could ofttimes hear the sounds of explosions echoing from its sooty halls.



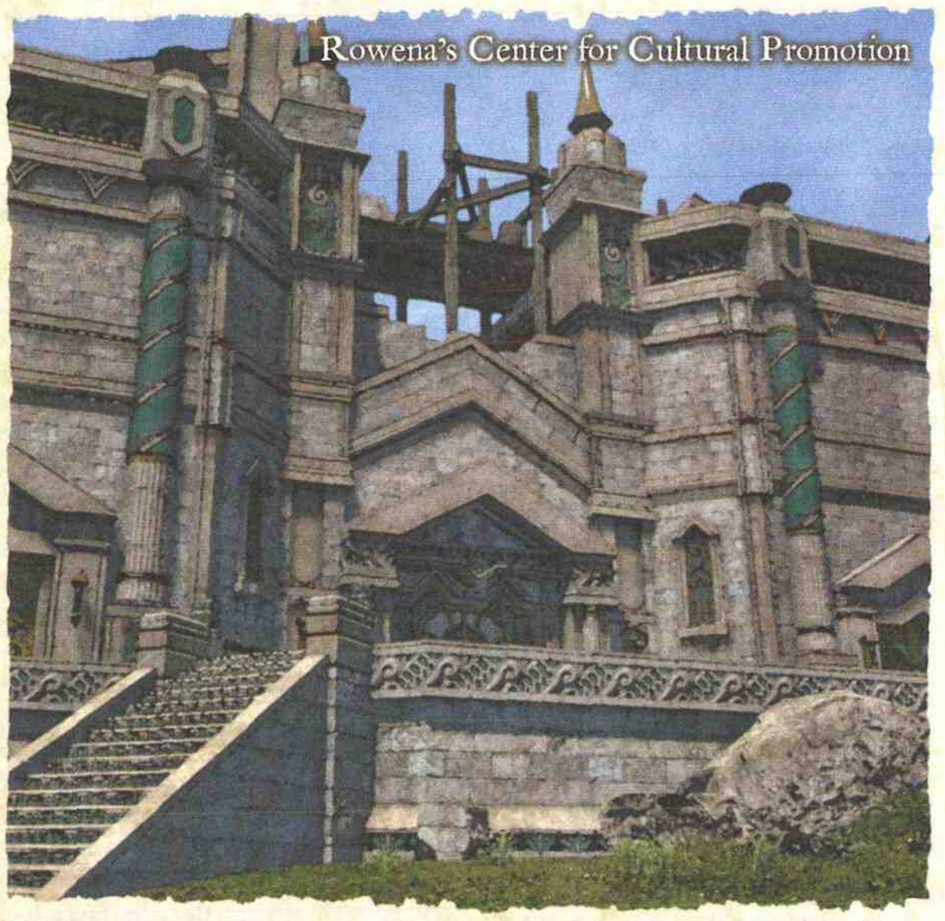
The Orn Wild



Stickqix's Bangpots

Rowena's Center for Cultural Promotion

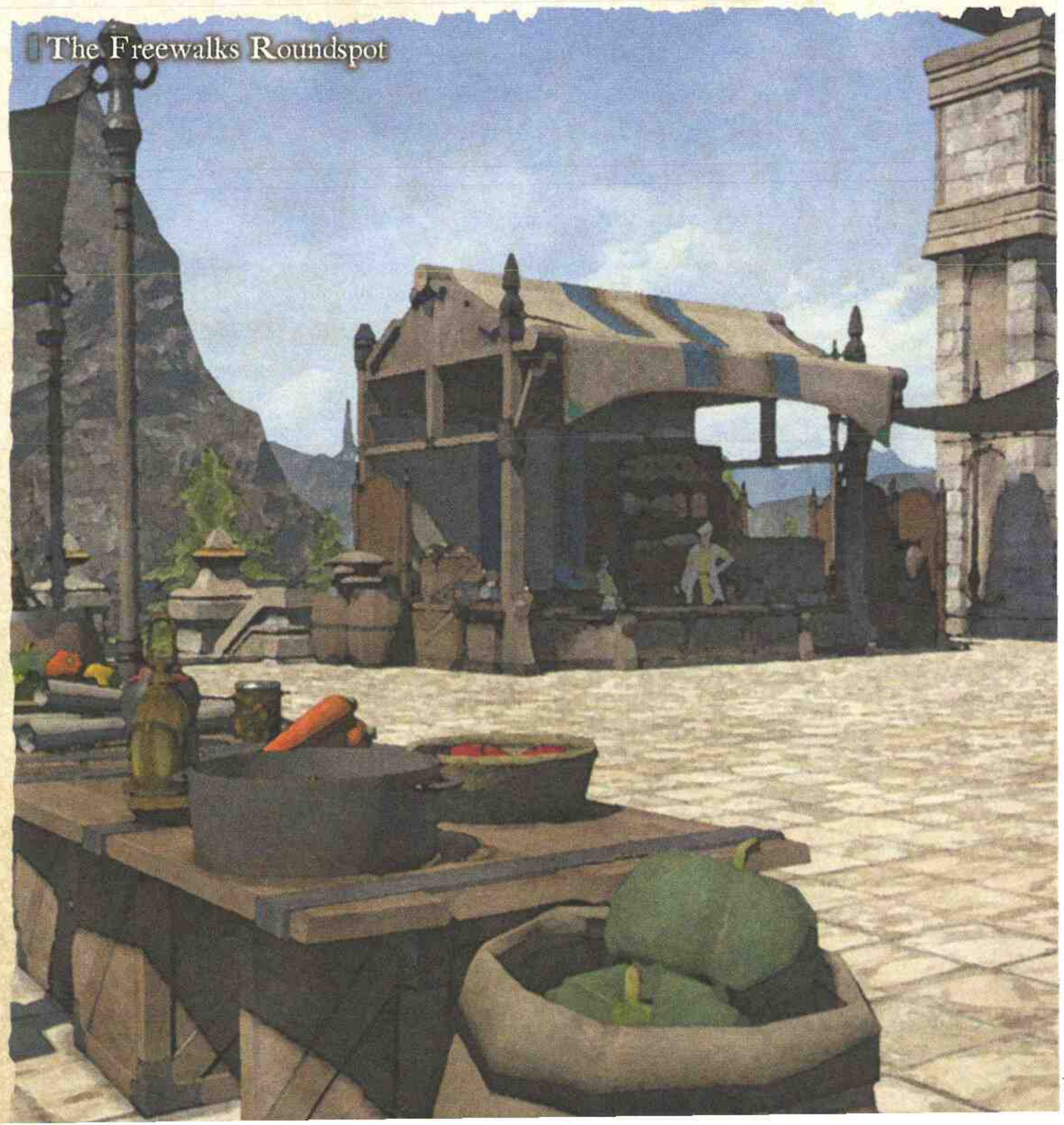
Using funds earned from her House of Splendors branch in Revenant's Toll, the merchant Rowena has begun the reconstruction of this half-collapsed building left abandoned by the Sharlayans fifteen summers past. Though it opened under the grandiose slogan "dedicated to nurturing the growth of the arts and culture," it is, in truth, little more than another of the shrewd entrepreneur's many commercial ventures.



Rowena's Center for Cultural Promotion

The Freewalks Roundspot

The Freewalks Roundspot was established as a market wherein independent merchants, treasure hunters, and adventurers could peddle their wares as they pleased. Apparently, one may even see the odd retainer in the market, eager to accomplish some errand for her demanding employer.



The Freewalks Roundspot

Rowena's House of Splendors

Under Rowena's guidance, the House of Splendors sells rare and ancient relics procured by adventurers to wealthy collectors—and turns a tidy profit. Of course, it is also well-known to adventurers themselves, who can oft find high-quality arms and armor upon its shelves. The House fervently seeks tomestones, ancient Allagan technologies which look like nothing more than ordinary stones yet house a treasure-trove of information on everything from poetics to mythology to lore. There are even rumors that information gleaned from the tomestones is used to create new goods.





Rowena

"Perhaps you've heard o' me...perhaps you've not. Matters little, I suppose."

Once a weapons merchant in Ul'dah, Rowena worked to make friends in all the right places, and was soon able to shift her focus to antiquities. Though this brought her great fortune, she remains entirely single-minded in her pursuit of wealth. In this regard, she sees little difference between people and goods, and has lured many a brilliant tradesman and merchant into her service with the irresistible promise of coin. There are rumors that the Midlander woman wishes to one day make a foray into the world of Ul'dahn politics—though Rowena herself has not made these intentions clear.

At some point in the past, she seems to have been married to Gerolt, the realm's foremost weaponsmith. However, she is unwed at present, and means to stay so. As to her age, one can only guess, as a lady never tells. The same can be said of her surname—a secret she, for some unfathomable reason, keeps tight to her bosom.

Treasure Hunters

Those who take to the hunting of treasure will zealously brave ancient ruins and uncharted lands in order to find their prizes. Oftentimes, they do this alone, or with a handful of boon companions.

The treasure hunters of Idyllshire are different. Many were drawn to the Dravanian hinterlands by the promise of Sharlayan artifacts left after the exodus. However, in the face of monsters, hostile goblins, and other fell arcane entities, they struck up a temporary fellowship. After making peace with Slowfix's goblins and raising the settlement of Idyllshire, they have remained together and taken to governing their home in tandem with their new beastman brothers.





Midnight Dew

"It don't much matter where you're from or what brought you here. Long as you help out, you're good in my book."

A leader of the people in Idyllshire, Midnight Dew has a reputation as an experienced treasure hunter. She came to the Dravanian hinterlands with several of her trusted compatriots, but was quick to realize the dangers present in the area. It was under her auspices that the treasure hunters banded together, an event that eventually led to negotiations with the goblins and the establishment of the settlement.

Having seen twenty-nine summers, Midnight Dew has an affectionate disposition, and does not shy away from assuming a matronly role when it comes to the care of others—traits that have earned her the trust of Idyllshire's eccentric inhabitants. However, she is also a proud woman of the Hellsguard, and a skilled pugilist. She is even known to have won her share of purses from prizefights in Ul'dah, though it is rumored that the lion's share of her winnings was used to add to her sizable collection of jewelry.

Slowfix's Gobbieflock

Towards the end of the Sixth Astral Era, Slowfix led his "gobbieflock" on a pilgrimage traditionally undertaken once every five score summers. They narrowly missed the destruction of the Seventh Umbral Calamity, and returned to Eorzea a few years past, settling in the Dravanian hinterlands after their long journey. By creating a permanent home, they sought to escape the travails of life on the road. Sharlayan suited their purposes well: it had rummage aplenty to be repurposed, access to fresh water and large quantities of fish, and an acceptably mild climate. Alongside the treasure hunters, they seek to create a free nation of Idyllshire. However, the nearby Illuminati threat ever looms over their endeavors.



Slowfix Cointoss

"Idyllshire has one important rule—always respect friends. If we all obey this rule, one day Idyllshire become great city!"

The founder of Idyllshire, Slowfix serves as a figurehead for the goblins of Idyllshire. He was once a wanderer who would pay for his travels through the collecting and refashioning of junk salvaged in the wild. During his roaming, he saw how folk lived within cities, and felt a strong draw towards this decidedly ungoblin-like lifestyle. Thus, once he had completed his pilgrimage, he began to search for a location where he could forge his own nation.

Slowfix's mask is made of dull bronze, and has been handed down through generations of his family. Now that he has seen forty-one winters, he is considering passing it on to his daughter, Roundrox, who has been slow to warm to the notion of donning her father's reeking namesake. Slowfix is also a master at goblin gambling games, and can be found throwing dice when no other matters require his attention.



ALA MHIGO

Ala Mhigo stands at the far-eastern tip of Abalathia's Spine. For centuries, it commanded the lands of Gyr Abania, and was known as the premier military power amongst the Eorzean city-states. In the face of the armies of Garlemald, however, this might proved less than sufficient in repelling the Empire's metal-clad warmachina, and thus has Ala Mhigo borne the yoke of imperial rule for the past twenty years.

Overview

Flag	The Ala Mhigan flag is a field of purple upon which stands a silver griffin with sword in talons. The winged creature is the sigil of the nation's royal house, and the blade signifies the force used to see all other clans bend the knee before them. Purple is the color of Rhalgr, the guardian deity of the nation, and is associated with his element of lightning. The hue's presence on the pennant also marks the bond betwixt the royalty and the religious order of the Fist of Rhalgr.
Motto	Born from Blood
Government	Though Ala Mhigo has long been ruled by kings, the Garlean invasion two decades past brought an end to the monarchy. The city-state is now a provisional imperial territory, and its people, the Emperor's albeit unwilling subjects. Under the Garlean viceroy's iron reign, not all Ala Mhigans have earned citizenship and its privileges. Many live in squalid conditions, their lives little better than those of slaves.
Leader	Displaced
Ruling Body	All matters of governance fall to the viceroy—dispatched from Garlemald—and his staff.
Racial Distribution	Highlander Hyur: 60% Hellsguard Roegadyn: 10% Midlander Hyur: 10% Seeker of the Sun Miqo'te: 10% Other: 10%
Religion	During the Sixth Umbral Calamity, people fleeing the floods spied a blazing comet in the night sky. As Rhalgr's symbol is the streaking meteor, they took it as a sign of the breaker of worlds, and followed it to a new home high in the mountains. Thus, worship of the Destroyer took root in lands of Gyr Abania. In time, one sect known as the Fist of Rhalgr grew in power and influence, and came to flourish as the state religion. However, King Theodoric oppressed this faith with fire and sword, and the Garleans—finding no value in worship—have forbidden religion altogether.

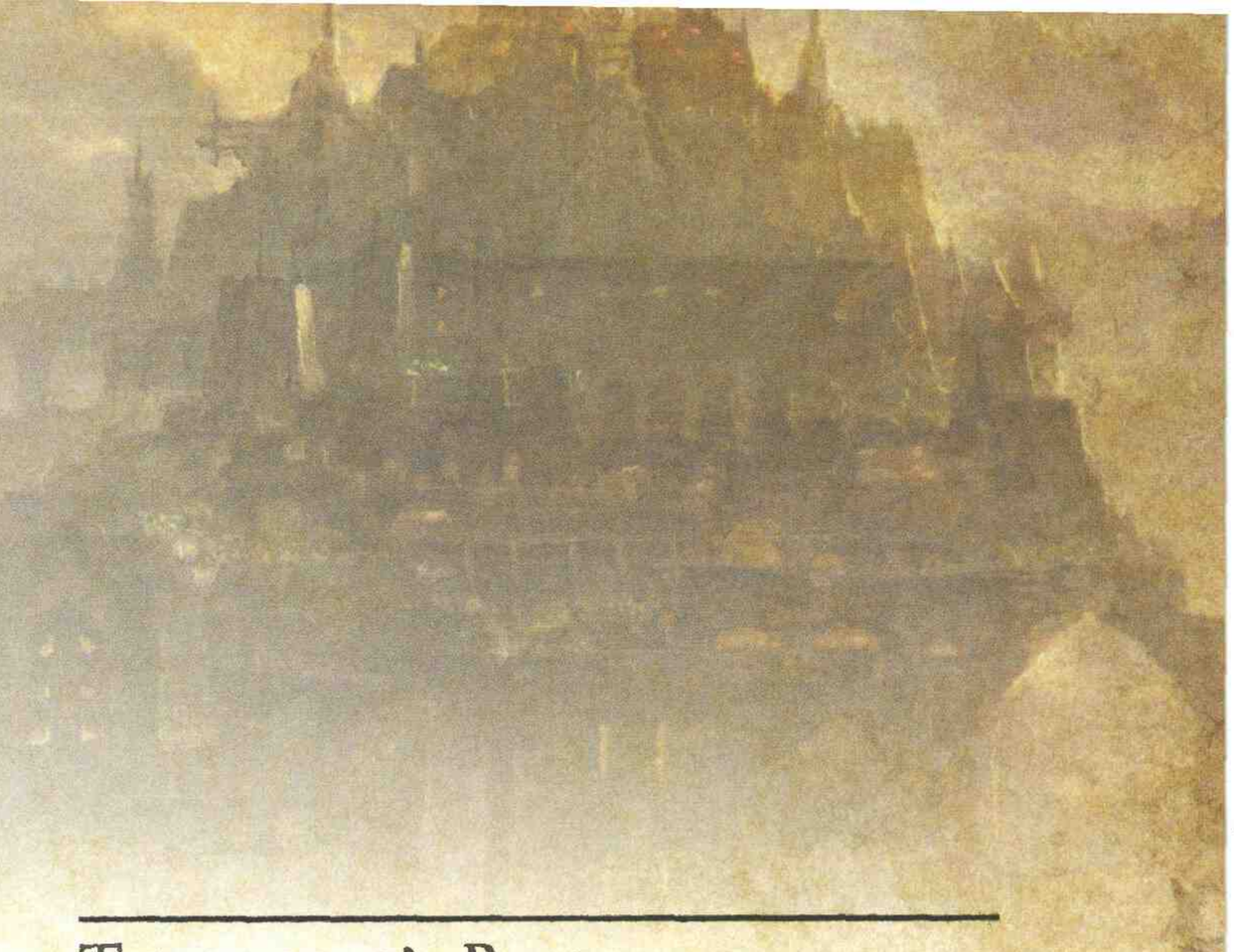


Industries	Mercenary Work: In the rocky terrain of Gyr Abania, few are the patches of arable soil. There were many disputes over the extant ones—jealously guarded by their owners, and fiercely coveted by all others. Indeed, even after Ala Mhigo unified the region, little industry could grow from the lands. The men and women of the nation began to sell the only thing they could: their skill at arms. They found many buyers, particularly during the times of conflict betwixt the Eorzean city-states. Indeed, each nation is said to have had its own company of Ala Mhigan sellswords. Even today, many of those who fled the city-state eke out a living as mercenaries. Magitek Manufacturing: For many centuries, the mountain hamlets of Ala Mhigo were self-sufficient. Villagers coaxed crops to grow from small fields, and reared animals for their wool. However, the Garlean invasion brought an end to this way of life with magitek technology. Now, Ala Mhigans are forced to work for a pittance in great smoke-belching factories, while Garlemald reaps wealth and luxury from their labor.
Beliefs	To better know the Destroyer, seek strength of body and mind—such are the teachings of the Fist of Rhalgr. Over the ages, this idea has shaped all who call the mountains home. Ala Mhigo is also geographically vulnerable to invasion from Ilsabard, and this ever-present threat has given birth to a culture that greatly values martial prowess.
Diet	With so few crops, the Ala Mhigan diet is a rather stark affair. However, as a stop on the trade routes, the city-state has adopted some fare from the Near East and Ilsabard. The foreign influence is said to be particularly apparent in the usage of spices. For drinks, it is customary to brew medicinal teas, such as ones made by steeping the ground horns of beasts in boiling water.





History



A Litany for Survival

As the Fifth Astral Era drew to its calamitous end, many and more fled their homes, forced into wandering with no clear destination in mind beyond higher ground to escape the ever-rising waters. It was then a burning comet in the night sky led a number of the errant souls unto Gyr Abania in the eastern reaches of Abalathia's Spine. There, they found salvation from the floods, though life among the high peaks proved unforgiving. The survivors were of different races and nations, and soon, they fractured into factions, fighting bitterly over what little resources there were to be had.

The feuds continued for many long years. On occasion, one clan would win a string of victories, and grow larger by absorbing their defeated foes into their ranks—only to be encircled by a coalition of the remaining tribes, and hammered back down. Following its victory, the loose alliance would then dissolve for lack of a common enemy. This pattern repeated time and again, and the fray showed no signs of abetting.

Unification

Change was to come, however. After year 1100 of the Sixth Astral Era, Anshelm Cotter, a man of powerful lineage, set out to subjugate the other clans once and for all. Naturally, they united against him. Yet, Anshelm possessed an incomparable tactical genius, and his enemies were scattered before the march of his forces. For the first time in history, Gyr Abania's clans were unified.

As the sole passage between Aldenard and Ilsabard, however, Gyr Abania was ever vulnerable to attacks from the north. Anshelm feared that invaders making for Eorzea might sweep away his fledgling nation, and thus laid the foundation for his capital upon the shores of a lake in the easternmost part of the region. He built the walls tall and thick, and named the glorious citadel Ala Mhigo. From within, his soldiers watched for foreign attack, ever ready to defend their borders.

This plan proved successful. Northern forces attacked time and again, yet never managed to break through the stalwart defenses into the city proper. The Ala Mhigans established watchtowers along the roads so as to guarantee safe travel for merchants betwixt the Near East and Eorzea—and charged a heavy fee for passage through their territory. The city-state with so little natural resources thus secured a crucial source of coin.

The Autumn War

Though Ala Mhigo prospered from the trade route for a time, its fortune was to be short-lived. After 1190, Ul'dah gained control of Thanalan, and began to trade on the high seas. Despite the ever-present threat of pirates, Ul'dah's ships were large, and could carry far more goods than caravans. A single voyage was much more profitable than a train of men traversing the overland route. Moreover, no one charged a toll to sail over the waves. Though the change was gradual, trade with the Near East shifted to the seas.

As the steady stream of coin from travelling merchants slowed to a trickle, Ala Mhigo's King Manfred sought survival through foreign conquest. In 1468, he laid claim to the East Shroud, and sent a great army against Gridania, sovereign of the Twelveswood. This conflict has since come to be known as the Autumn War, and it was to prove a disastrous defeat for Ala Mhigo. Nevertheless, Manfred's host seemed unstoppable at the outset: it vanquished the Gridanian forces decisively in the First Battle of Tinolqa, and swept down deep into the Black Shroud. The tide shifted a year later, when the combined forces of Limsa Lominsa, Ul'dah, and Ishgard heeded Gridania's call for aid. At the Second Battle of Tinolqa, the Ala Mhigans suffered the loss of General Gylbarde, a brilliant tactician who had earlier led his nation to victory at the head of a regiment of griffin-back soldiers. Manfred's army was broken, and his war lost.

Theodoric's Reign

Manfred's gamble had lifted the spirits of his people and his nation's economy. With the final defeat, however, Ala Mhigo entered a period of unhappy austerity. His army had been raised at great cost, yet now the vanquished soldiers straggled home with no spoils of war to their names. The power of the king waned, and unrest flared within the nation. From amidst the dissatisfied masses, the Fist of Rhalgr and its monkhood emerged upon the political stage, growing stronger in power by the day. Lest their regime fall to the faith, the royalty chose to embrace this change, and named the Fist of Rhalgr the state religion. They employed high-ranking monks as advisors to the throne, and thus sought to stabilize the nation. Though this was met with some success, the voice of the religious sect echoed loud within the halls of government from there forward.

In 1546, Theodoric the First ascended the throne. He was to be Ala Mhigo's last king, and his reign would wreak ruin upon his nation. Seeking to free himself from the influence of the Fist of Rhalgr, he proclaimed himself ordained by Nymeia Herself to lead the nation, and forbade worship of the Destroyer. Instead, he demanded the people prostrate themselves before him as the Spinner's emissary. Naturally, the Fist of Rhalgr protested—just as Theodoric had planned. In 1552, he led a vast army to the site of the monkhood's main temple and set it ablaze. All inside, be they priests or refugees, perished in the flames. Those few who managed to escape met a similar end upon the blades of soldiers awaiting without.

The Price of Revolution

Though Theodoric had purged the Fist of Rhalgr, his brutality did not stop there. Convinced that his lands were full of traitors seeking to sit upon his throne, he began to execute the royalty. Once its ranks were thinned, the heads of their vassals rolled upon invented charges, the purge extended to even those smallfolk who had accrued even the slightest amount of wealth. No longer able to watch the slaughter, the queen herself conspired with a group of nobles to slay the king. The plot failed at the betrayal of a single nobleman, and all involved—including the noble betrayer—were executed. The palace was transformed into a scene out of the lowest of the seven hells: nigh-endless bloodshed watched by a despicable gathering of sycophants and backstabbers.

In 1557, the people finally revolted, and stormed the palace. The guard, charged with halting their advance, instead opened the gates wide and joined the protesters. So great was the throng that the Corpse Brigade, who had loyally slain nobles and rich men alike, fled fearing retribution. So did the King of Ruin's reign end—friendless and surrounded.

Ala Mhigo should have been free. Yet, the hard-won victory of the peasantry was to be snatched away by the Garlean Army. The imperial troops had been stationed just to the north, awaiting the king's demise, and came swarming down upon the city when his standard fell. Neither the Ala Mhigan army nor the lay fighters stood a chance against the flood of enemy soldiers. The proud nation thus became a Garlean territory, ruled by Gaius van Baelsar, the first viceroy of Ala Mhigo and legatus of the XIVth Legion.

THE GARLEAN EMPIRE

The Garlean Empire lays claim to nearly three-quarters of the Three Great Continents, Aldenard being the only region yet to fall entirely under imperial rule. Until some fifty years ago, Garlemald was a remote and sparsely populated republic which held little more than a fraction of the northern territories of Ilsabard. But with the arrival of a technological golden age and the concurrent emergence of a brilliant young legatus in the span of a single generation, Garlemald has come to stand upon the threshold of ruling all Hydaelyn.

Overview

Flag

The emblem upon the Garlean flag is a chain in abstract design. It symbolizes the value the native sons and daughters of Garlemald hold dear: tight unity amongst their small number. In like fashion, the crimson of the central link represents all those who have perished in the name of the Garlean people.

Motto

Nos sumus manus, Nos sumus deus
(We are the Hand, We are the God)

Government

Garlemald was a republic until Solus Galvus brought all of Ilsabard under his control and named himself Emperor, earning the title "zos." Thus was born the Empire, a mighty regime to govern new Garlean territories. The Senate yet exists, and gives council to the Emperor. However, its power is a shadow of what it once was, while the voice of the military echoes ever louder.



Leader

Varis zos Galvus

Ruling Body

Garlemald's central government is a large bureaucracy, led by magistrates personally appointed by the Emperor.

Racial Distribution

Garleans: 70% Other: 30%
Note: These figures represent only the capital city of Garlemald, as well as only those with full citizenship. If all subjects were included, the percentages of true-blooded Garleans would be significantly reduced.

Religion

The Empire has banned religion, seeing it as a barbarian practice that all too often results in the summoning of primals. Many of the inhabitants of Garlemald proper are atheists, a fact attributable to their biological and spiritual inability to harbor and wield aether-based magicks. As theologians believe that religion can only truly develop alongside magic, it is little wonder that the Garleans are disinclined to keep any faith.

Industries

Magitek Manufacturing: The invention of the ceruleum engine ushered Garlemald into a golden age. As much a change in society as in technology, this magitek revolution advanced Garlean industry greatly, and allowed the nation to produce goods in vast numbers through machina.

Aeronautics: Garlemald had long ago learned to fly by capturing in fabric balloons a lighter-than-air gas created when ceruleum is ignited. In the skies of northern Ilsabard, however, these vehicles were completely at the mercy of frigid winds and blowing snows. True flight came with the invention of the ceruleum propulsion engine and wings treated with aether which led to the realization of the modern airship. Currently, the Empire produces many and more of these machina, some for personal or commercial use, others for the military.

Textiles: Using a viscous resin produced during the purification of ceruleum, the Garleans have learned to spin fibers of highly durable carbon—a revolutionary development in the textile industry.

Beliefs

Following the invention of magitek, Garleans have come to hold efficiency in high regard, and the founding of the Empire has heralded the advent of a strict social hierarchy. Advancement has become an excessive measure of individual merit, and those aspiring to move upwards have carried Garlemald forward. However, there is also a marked tendency to look down upon the peoples of annexed territories, which has been the cause of much discord.

Diet

The winters of Garlemald are bitter, and the cultivation period short. Food that can keep, then, is a necessity. Simple and hearty fare is commonplace, such as stews of dried, salted, or even fermented meats and fish. In recent years, however, Garlemald has reaped the benefits of an empire, and the diverse foods of the provinces increasingly deck the Garlean table.



History



Portrait of a People

To understand the history of Garlemald, one must first understand the character of its people. Known to be strong of body, the most distinguishing Garlean trait is a third eye sitting at the center of the forehead. This ocular organ resembles a pearl, and grants purebloods superior spatial recognition. Garleans have little inborn ability to manipulate their body's aether, however, and thus the arcane arts have ever eluded all but a few. Thus, they have long been at a disadvantage against other peoples with a command of magic.

This imbalance of power has greatly informed the territorial feuds of Ilsabard. In ages past, the Garleans were expelled from the relative warmth of lands to the south of the realm-dividing central mountain range. After crossing the treacherous peaks, they had no choice but to settle in the bleak northern reaches of the continent.

Blue Gold

Winters in the Garleans' new home were harsh. The northern seas were bound in ice for most of the year, and the resources of the waters were available for only a slim window. Likewise, farming and rearing animals were possible only at certain times. The land, in other words, could not support a large populace. The Garleans multiplied slowly, and over time were forced to accept being few in number.

There was but one benefit to the frigid land—its vast deposits of ceruleum. This deep-blue liquid burned as well as oil, and kept the hearth warm during the long, dark times of year. Indeed, had it not been for this natural resource, the Garleans would not have survived the severe winter cold. Yet, it was to be a long time before the Garleans realized just what a boon this ceruleum was.

The Early Republic

The Garlean people officially banded together in 922 of the Sixth Astral Era. Many small villages existed before then, but none developed overmuch due to occasional raids by other more-established tribes of northern Ilsabard. To raise themselves from this base existence, one town named itself the center, and the others were brought into the fold through negotiation and force. This, the Garlemald Republic, had but one goal: to unite its people in order to stave off foreign aggression.

Survival was no small task. In desperation, the Garleans began to employ Roegadyn magi from the central mountains to bolster its own army where it was weakest. They also waged war from the shadows, sending spies to incite conflict betwixt the surrounding nations. For centuries, Garlemald prevailed, using every tactic at its disposal.

Starting in the early 16th century, however, a new age was to dawn on the nation. In 1513, a man named Solus Galvus attained the rank of legatus. The twenty-four year old Garlean learned of the newly-invented ceruleum engine, and saw great potential in it. His was the hand that guided the development of magitek weapons, and his the mind that devised tactics for these warmachina. Galvus also saw them integrated into the army, and so imbued the military with mechanical might.



Unifying the North

At first, Galvus's innovations were viewed with a skeptical eye. However, as neighboring nations began falling to Garlemald's warmachina, the people realized the wisdom in his decision. As if to avenge every wrong ever done to them, the Garleans invaded the countries of northern Ilsabard and annexed their lands. To expand its small army, Garlemald recruited the subjugated peoples, promising to better their lives with magitek technology in exchange for service. This cunning carrot-and-stick strategy made the republic greater and more powerful with every victory.

As triumph followed triumph, the Garleans' respect for Galvus grew, eventually transforming into worship. In 1517, he was granted control of Garlemald as dictator by overwhelming popular support. The same year, the republic attacked Dalmasca, a small country nestled in the central mountains, and rained down fire upon it with their new airships. Thus, the Garlean army turned to conquer the south of Ilsabard. In 1522, this campaign ended in victory. Having unified the continent through force for the first time in history, Galvus proclaimed himself Emperor, and thus created the Garlean Empire.

Assimilation

Though he had already accomplished the impossible, Galvus was not content with Ilsabard alone. Six years after becoming Emperor, he set his gaze upon the eastern continent of Othard, and marched upon it with a great host. With their warmachina at the fore, the imperial forces toppled all who dared stand before them.

It was during this campaign that Galvus first laid eyes upon the ruin wrought by primals—an entire land utterly drained of life. Scholars believe this terrible sight ultimately led the Emperor to issue an imperial mandate for the annihilation of the dread beings the Garleans dubbed "eikons," refusing to believe them of divine origin.

After a long and hard-fought resistance, the nation of Doma fell to Garlemald in 1552. With this, Galvus had conquered the east. Now, he turned his armies towards the west, plotted the invasion of Aldenard, and captured Ala Mhigo in 1557. However, this was to be the last victory for some time. In Eorzea, the Garleans suffered a crippling and unexpected defeat over Silvertear Lake, faced the emergence of eikons, and watched its Meteor project end in stunning failure. In Garlemald, a war of succession broke out. The unrelenting march of the imperial army—and its territorial acquisitions—ground to a halt.

The Empire

Imperial Court

The Garlean royalty are all of the line of Galvus. In addition to the aforementioned "zos," the term "yae" refers to male members of the royal family in the line of succession, as well as the Emperor's wife and mother. There also exists the title of "wir," or those who have no claim to the throne such as female heirs and their spouses. It is believed that all members of the royal family dwell within the extravagant imperial palace in Garlemald, and have decadent villas outside of the city.

Solus zos Galvus



"Tradition is the chain by which fools are bound."

Solus zos Galvus was the architect of modern Garlemald. A brilliant tactician and statesman born to pureblood Garleans, Galvus joined the military at the age of sixteen. He immediately distinguished himself from the rank and file, and had attained the rank of legatus by his twenty-fourth nameday. It was his decision to restructure the army around warmachina that gave Garlemald its current strength, and his elevation to republican dictator and subsequently Emperor was a natural consequence.

Galvus was a self-made man, and history will remember his successes. However, it is difficult to characterize his life as happy: he was betrayed by those he had believed his closest friends, and lost his firstborn son to illness when the boy was still young. The First Emperor succumbed to an ailment at the age of eighty-eight.

Varis zos Galvus



"'Tis my solemn charge as emperor to bring the eikons to heel."

The second Emperor of Garlemald, Varis zos Galvus has many achievements to his name, having served as High Legatus for nine years. He is thus said to favor his grandfather far more than any other member of the royal family. Yet, he did not become Emperor without a fight. Indeed, his uncle—the second son of Solus zos Galvus—also laid claim to the throne, supported by one faction that opposed Garlemald's expansion policy and its mandate to eradicate all eikons. A war of succession ensued, and Varis emerged victorious. Though he is said to respect his grandfather's achievements, it has been reported that he also blames the first Emperor for inviting the internal strife by being too lenient with his own son.

Varis's tactical genius displays itself in "megalith," a traditional Garlean game of strategy. Indeed, it is said that the Emperor has but rarely lost a match in all of his forty-six years.

The Senate

The Senate ruled Garlemald during the days of the Republic, and while since diminished, still serves in an advisory role to the emperor and his court. Members range from upper level public officials, titled "fae," to the highest-ranking princeps senatus—"iyl." The Senate also holds the power to remove the magistrates—the consul, praetor, tribunus plebis, aedilis, and quaestor. However, it has yet to use this right.

The Magitek Academy

Established immediately after Solus Galvus was raised to dictator, the Magitek Academy serves as both a research facility and a school for engineers. The nation's chief engineer, given the title "nan," also serves as the head of this institution.

The Academy admits only a handful of the outstanding applicants from all corners of the Empire. Even then, only a few of these will successfully complete their six-year course of study. The strong-willed and brilliant graduates are given a choice: to continue on as researchers, or to join the army as magitek technicians. Cid nan Garlond and Nero tol Scaeva are counted amongst the institution's alumni.



Social Hierarchy

The social hierarchy of the Garlean Empire is well-ordered and strict. Upon reaching adulthood, Garleans receive a title betwixt their forename and surname indicating their position within society. With the name Solus zos Galvus, for instance, the "zos" identifies him as Emperor. Naturally, should one's rank or profession change, so does one's title. The second Emperor was once named Varis yae Galvus, the "yae" marking him as a member of the royal family in the line of succession.

In the case of dual titles or occupations, a person is awarded the highest-ranking title. As a legatus, Varis could also have been called "van Galvus." However, royal blood outweighed rank, and he remained "yae Galvus."

Social Hierarchy

Category		Sample Position	Primary Function	Title
Royalty		Emperor	Supreme ruler of the empire and its holdings	Zos
		Consanguineus Imperialis	Imperial prince, empress, empress dowager, and any other member of the royal family in line to succeed the imperial throne	Yae
		Gens Imperiale	Imperial princess, spouses of royal family members, and all other royalty without claim to the imperial throne	Wir
Military	Marshals	Legatus Augustus	High commander of multiple legions	Van
		Legatus Legionis	Commander of a legion	
	Executive Officers	Tribunus Laticlavius	Leader of a legion's military tribunes, and second in command to the legatus	Tol
		Tribunus Angusticlavius	One of a legion's military tribunes Assumes command of the secondary unit in the event a legion is split	Sas
		Praefectus Castrorum	Commander of a castrum stationed in or near enemy territory, and the highest rank attainable by a citizen not of Garlean ancestry	
	Senior Officers	Tribunus Militum	One of a legion's military tribunes and second in command to the Tribunus Laticlavus	Rem
		Primus pilus	Commander of a legion's first cohort	
	Officers	Pilus prior	Commander of a legion's remaining cohorts	
		Centurio	Commander of a middle-sized unit of infantry numbering one-hundred soldiers	Quo
	Petty Officers	Optio	A veteran soldier assigned to assist a centurion	Pyr
		Tesserarius	Watch commander responsible with maintaining communication between officers and soldiers	
		Decurio	Commander of a small unit of infantry numbering ten soldiers	
	Soldiers	Duplicarius	A veteran soldier	Oen
		Legionarius	Regular infantry composed primarily of peoples of conquered territories seeking citizenship through service	
Specialists	Senior Officers	Primus Architectus Magiteci	Chief imperial magitek engineer and Lord Provost of the Garlean Magitek Academy	Nan
		Architectus Magiteci	A engineer specializing in magitek	
	Officers	Praefectus Medicorum	High commander of imperial field medics	Mal
		Praefectus Architectorum	High commander of the imperial field engineers	
		Primus medicus	First medic	Lux
		Architectus Ordinum	Commander of a small unit of field engineers	
	Petty Officers	Medicus Veteranus	Veteran field medic	Kir
		Architectus Veteranus	Veteran engineer	
	Soldiers	Medicus	Field medic	Jen
		Architectus	Field engineer assigned to such tasks as the building and maintenance of equipment, sapping, and airship piloting	
Public Officials	Extraordinary Magistrates	Dictator	Temporary leader appointed only in times of emergency, and given all the rights of the lord emperor	Iyl
		Princeps senatus	Leader of the senate, wielding direct influence over the Consul	
	Ordinary Magistrates	Consul	Highest elected official Also serves as mayor of the imperial capital	Het
		Praetor	Minister of law and second to the Consul	
		Tribunus plebis	A remnant of the old republic, serves as a representative of public citizens	
		Aedilis	Minister of city planning	
		Quaestor	Minister of state finances	
	Provincial Magistrates	Censor	Supervisor of public morality	Goe
		Rector	Ruler of an imperial province	
		Praeses	Ruler of an imperial territory	
	Senior Intelligence Officials	Primus Frumentarius	Commander of local and foreign operatives	
	Senior Officials	Praefectus	Supervisor of civil servants	Fae
		Vicarius	Deputy to provincial rectors	
		Senator	Members of the Senate who worked to elect high-ranking magistrates	
	Officials	Decemvir	Members of the Decemviri—a group of ten magistrates who adjudge litigation, distribute public lands, and write laws, amongst other tasks	Eir
		Auctor Palatinorum	Head of the imperial palace servants	
	Intelligence Officials	Frumentarius	Local and foreign operatives	
	Lower Officers	Eques	Basic civil servants	Dus
		Lictor	Bodyguards and protectors of the public peace	
		Notarius	Scrivener and record-keepers	
		Compulsor	Tax-collectors	
		Palatinus	Imperial palace servants	
Citizens	Upper Citizens	Civis Fabrilis	Artisans and other citizens of the secondary economic sector—manufacturing	Cen
	Lower Citizens	Civis Mercatus	Merchants and other citizens of the tertiary economic sector—services	Bas
		Civis Fundaminae	Farmers, fishers, hunters, miners, logcutters, and other citizens of the primary economic sector—raw materials	
Non-citizens	Non-citizens	Peregrinus	Slaves and peoples of annexed territories. Citizenship may be granted to those who have demonstrated exceptional skills, as well as those who have contributed twenty or more years of military service.	Aan

The Imperial Army

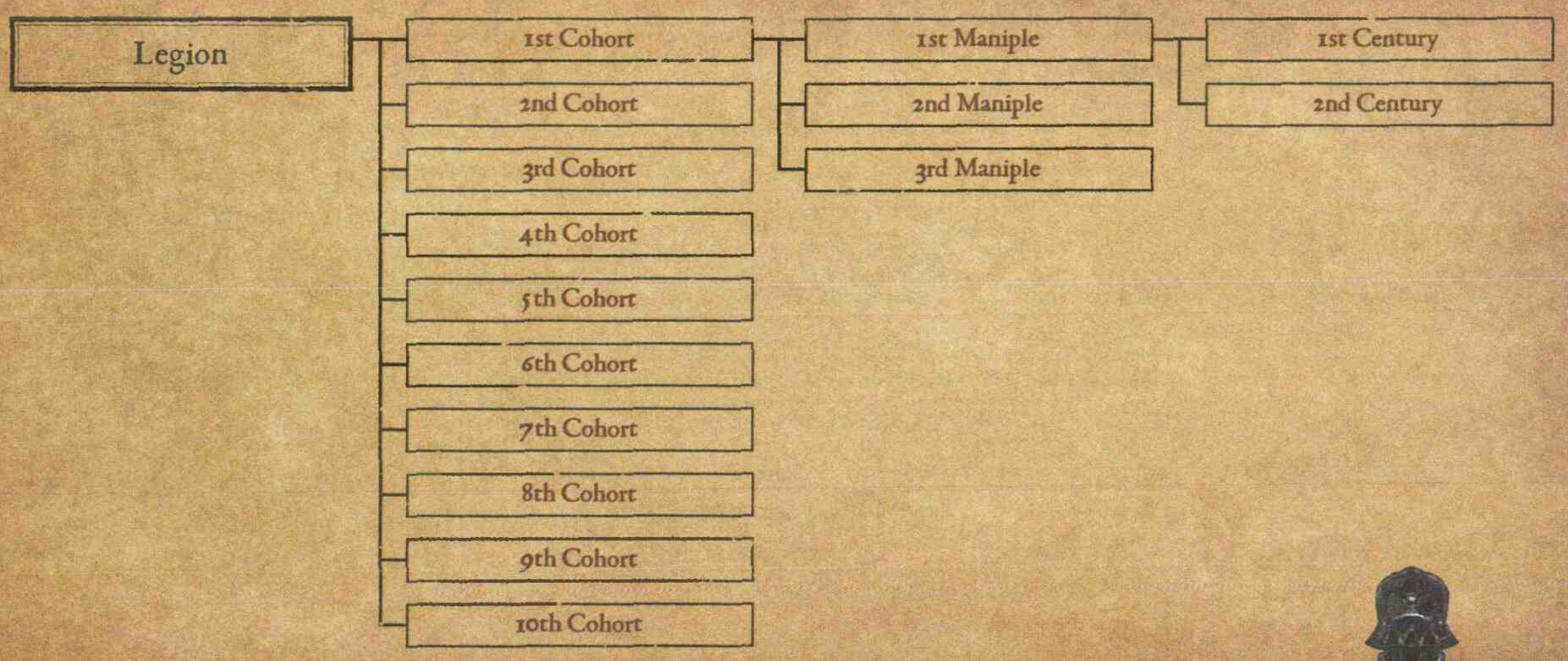
The pride of Garlemald, the Imperial Garlean Army fancies itself the premier military force in Hydaelyn—and with its excellent leadership and impressive warmachina, it may well be right. Nonetheless, the risk of rebellion within the ranks is ever present, as the majority of soldiers are conscripted from annexed territories. The army thus takes great care never to station men in their home provinces, sending them instead to keep the peace abroad. This policy transforms soldiers' families into hostages held by men unknown, and keeps small the chances of revolt and desertion.

Organization

As of the 56th year of the first Garlean Emperor's reign, the Garlean Army consisted of fourteen legions. Each legion is composed of ten cohorts, each cohort of three maniples, and each maniple of two squadrons. As each squadron contains roughly one hundred men, a legion should hold roughly six thousand soldiers. In reality, however, the strength of each legion varies due to the necessary rotation of soldiers.

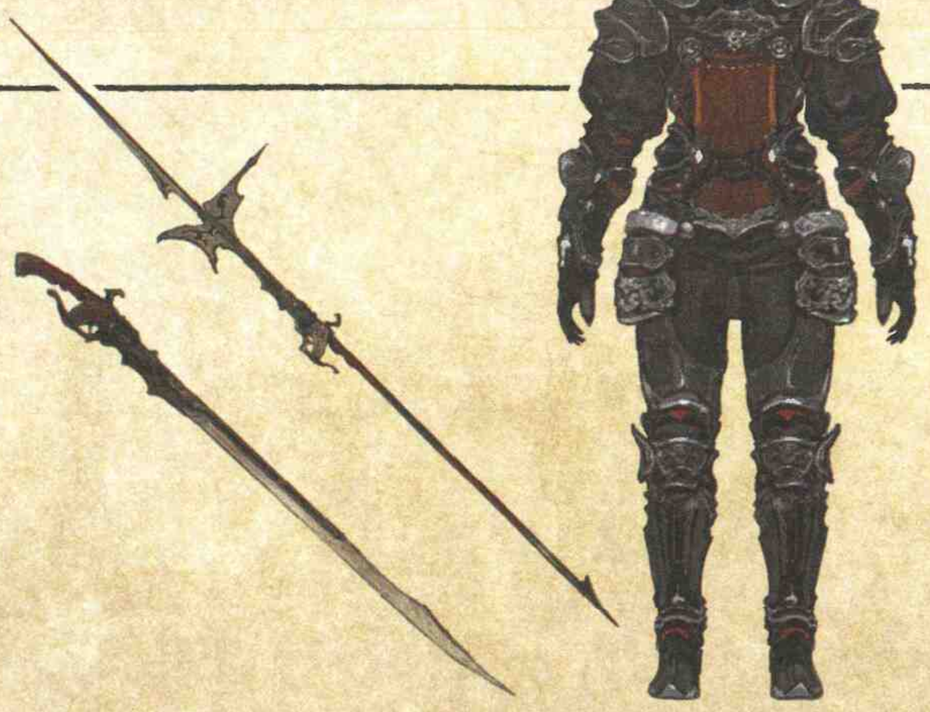


The Anatomy of a Legion



Uniforms

Garlean uniforms are made from revolutionary materials, such as carbon fiber and cermet alloys. The armor of Garlean officers is particularly ingenious, as it is coated with a substance that decreases aetherial conductivity, and therefore protects the wearer from magic attacks. The selfsame contrivance prevents the use of offensive spells, yet this hampers the pureblood Garleans little. The inability to wield magic also informs Garlemald's age-old penchant for using firearms. This has given birth to a peculiar form of weapon, part musket, part sword. Perhaps the best example of this is the gunblade, the arm of choice for most officers.



Warmachina

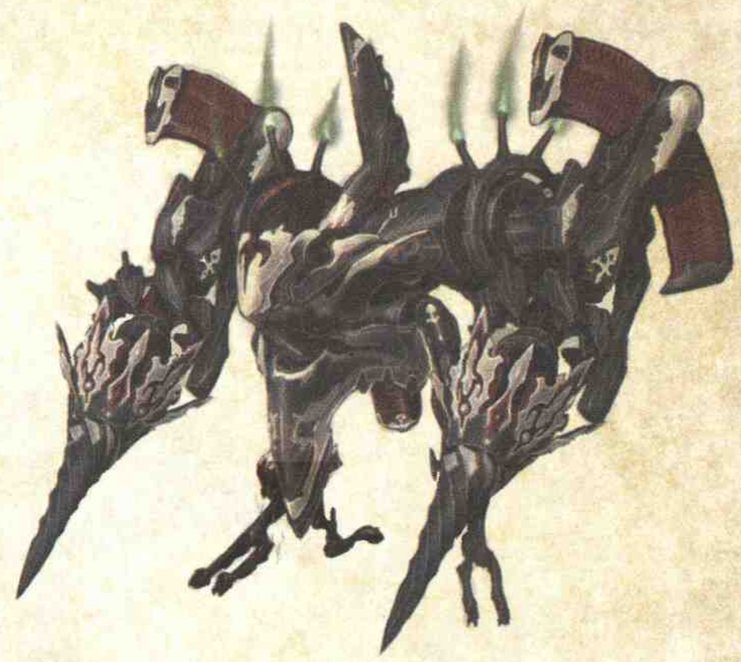
At the turn of the 16th century, an engineer attempted to create a smaller version of the stationary steam engine for his workshop. In so doing, he stumbled upon the idea of using ceruleum as a fuel itself, rather than to heat water. His prototype was relatively weak, but compact enough to be portable. As if by fate, it then caught the eye of Legatus Solus Galvus, who insisted the military open its coffers to fund the new technology. With the army's support, a moving platform was built, driven by an improved ceruleum engine and mounted with artillery.

This prototype proved more destructive in tests than Galvus had ever dreamed. He christened the new type of weapon "magitek," to signify the triumph of technology over magic. Thereafter, Garlean engineers fashioned more and varied magitek weapons. With each one, the strength of the Garlean Army grew.

Starting around 1550, relics of ancient Allag were unearthed in the new territories of Garlemald. The Empire's keenest minds set about learning their intricacies, though in truth the archaic technology put the best imperial efforts to shame. The engineers never learned the fundamental principles of the Allagan devices. Nonetheless, the secrets they pried from the old machina advanced Garlean magitek by leaps and bounds. The Garleans also succeeded in reanimating a number of Allagan machina with ceruleum engines, and the Empire is rumored to be moving these to the front lines.

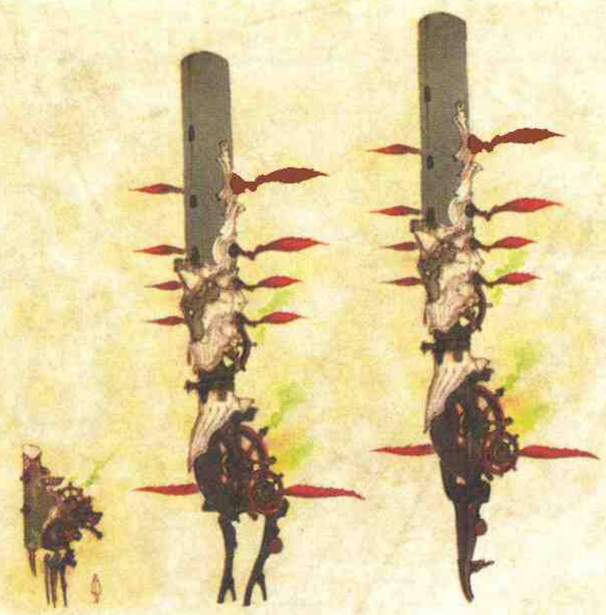
Vanguards

The main duty of the autonomous vanguard is to use its cermet drills to bore through castle gates and defensive bulwarks. True to its name, the vanguard is also employed as an advance troop unit, as well as fulfilling the role of base sentinel by destroying enemy siege weaponry.



Juggernauts

This flying magitek machine consists of an upper cylindrical section for aerial propulsion and a lower bipedal section for terrestrial locomotion. The juggernaut can transport an entire squad of soldiers, and is often used to land troops in enemy terrain.



Reapers

Forming the backbone of the imperial army's mounted strength, the reaper is employed in a wide range of tasks, ranging from solo reconnaissance to large-scale shock troop assaults.



Death Claws

Reverse engineered from a weapon of Allag now called "iron claws," the magitek death claw remains aloft by means of twin propellers housed in its body. Though it can do the grisly work of talons, it can also do the more tender work of hands—both carrying cargo and ordnance, as well as imprisoning enemy soldiers in an inescapable grip.



Colossi

Derived from the Allagan "iron giant," this suit of magitek armor needs no pilot, thanks to improvements made to the control system of the magitek vanguard. It was designed in the likeness of a man so that technicians might easily change its armaments, thus allowing for its deployment in all manner of situations.



The Ultima Weapon

A powerful countermeasure against the primal threat, the Ultima Weapon is not a true magitek weapon, but rather a feat of Allagan technology discovered deep beneath the lands just beyond Ala Mhigo. Through unearthing and refitting it, the XIVth Imperial Legion reportedly gained permission to resume the invasion of Eorzea.

In the field, the Ultima Weapon revealed its amazing capabilities, defeating the primals Ifrit, Titan, and Garuda and absorbing their essence. Nevertheless, it met its end within the Praetorium at the hands of an elite unit fielded by the Eorzean Alliance. The Heart of Sabik, the source of its power, is thought to have been an enigma even to the Allagans, and thus there is little chance the realm will see any further recreations.

Bits

Nero tol Scaeva himself conceived and created these unmanned drones to provide support for the Ultima Weapon. His designs, while based upon ancient Allagan weaponry, made use of the technologies perfected on military airships. Despite Nero's ingenuity, the magitek bits have their flaws, not the least of which being that they can function for only short intervals of time.





Airships

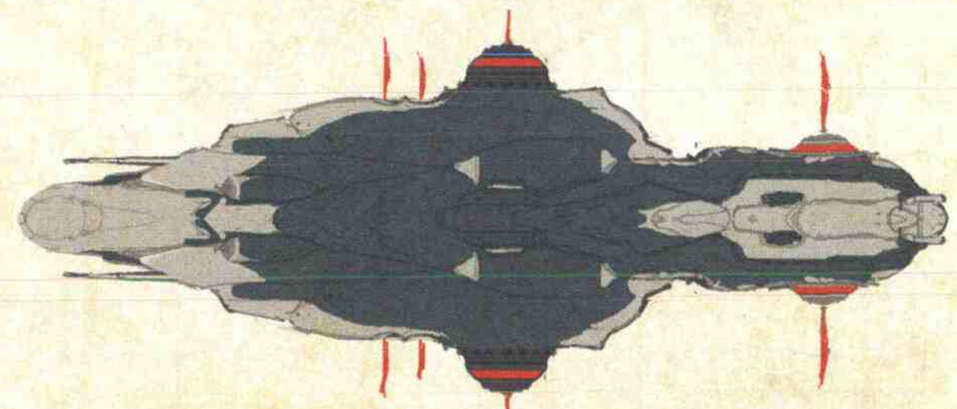
Made manifest through magitek, the airship is a miracle of modern technology. Driven by ceruleum propulsion engines, it soars through the skies upon wings treated with aether, staying aloft through stores of buoyant gas. Moreover, airships come in all shapes and sizes, from the mighty armored vessels for military use to the smaller swift ships designed for civilian trade and transport.

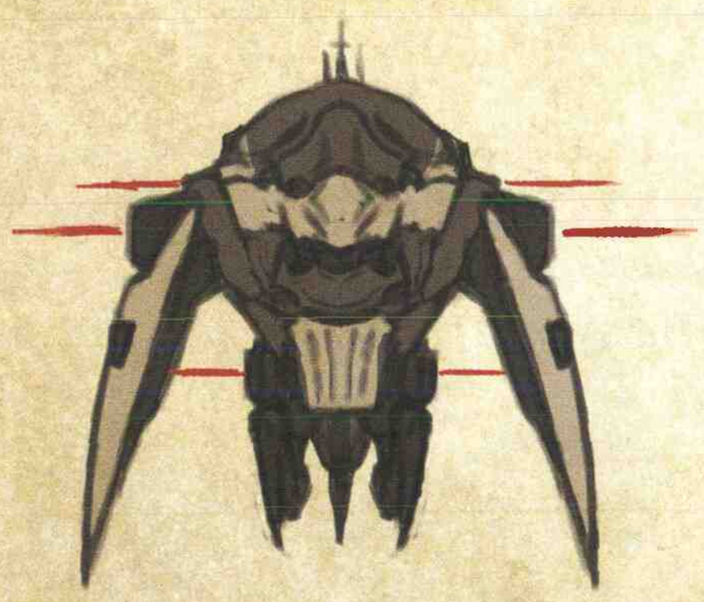
Gunships

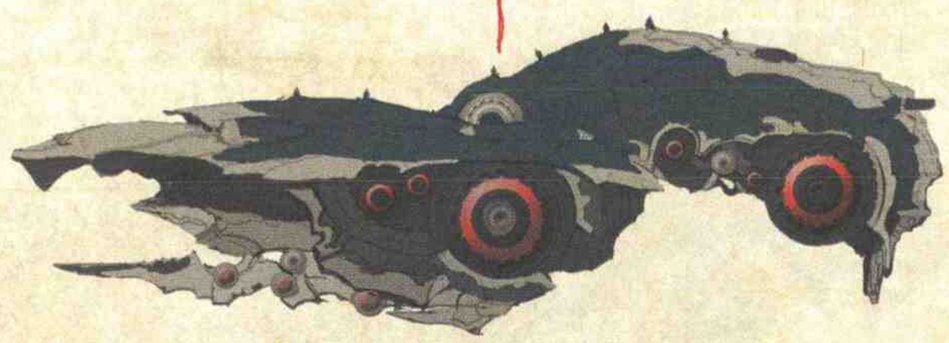
A compact airship of military design, the magitek gunship can decimate ground troops from relative safety several hundred yalms above. It also has an auxiliary mechanical arm that allows it to perform deft work even while in flight. Inside, the warship has room enough to carry a few soldiers, and is deployed alongside everything from corps of engineers to units of quartermasters.

Assault Craft

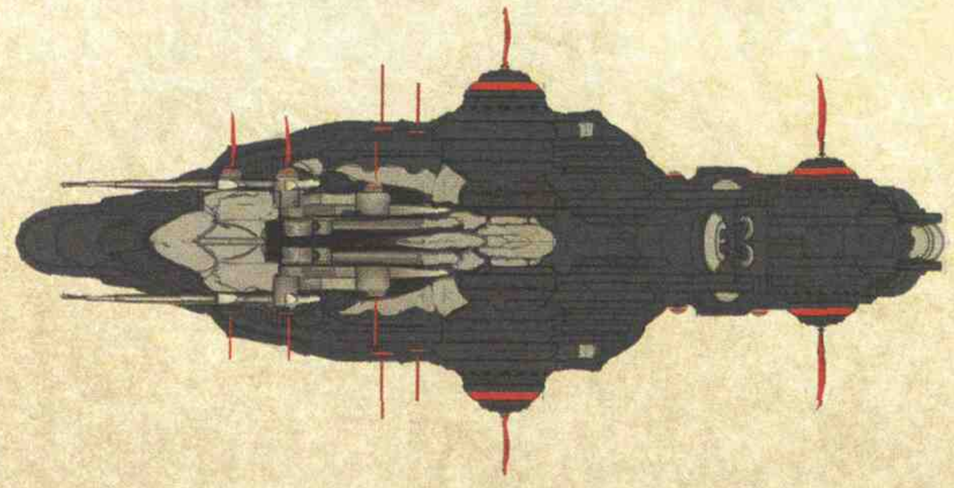
Able to move with remarkable swiftness, the imperial assault craft is well equipped to fire upon landbound units. It is also used in the transport of troopers betwixt larger Aurora- or Agrius-class airships.











Aurora-class Vessels

The mainstay airship of the Garlean Army, mid-size Aurora-class vessels are given to the command of all legatii.







Agrius-class Vessels

The largest airship ever built, the *Agrius* was a flying fortress. It was designed to provide aid for an entire foreign campaign, and was granted to the XIVth Imperial Legion for its first voyage. Thus, it came to sail over Eorzea during the invasion. However, as it crossed Silvertear Lake, the dragon Midgardsormr suddenly arose and attacked. In the end, the *Agrius* came plunging downwards, wrapped in the wyrm's coils.

The *Gration*, a second ship of comparable size, was completed in the 56th year of the first Garlean Emperor's reign. After being given to the VIth Legion, it set out to find the mythical floating isle of Azys Lla.

The VIth Imperial Legion

Led by Legatus Regula van Hydrus, the VIth Imperial Legion was formed during the middle of Garlemald's campaigns to unify Ilsabard. Though it was initially charged with occupying the southern coasts of the continent, the legion saw little dissent amidst the natives, and its leaders grew corrupt. Indeed, so accustomed did they become to taking bribes that the force essentially became a private army for the local leaders. This raised the ire of High Legatus Varis yae Galvus, who sent his trusted friend Regula to see to the situation. The upper ranks were purged, and the previous legatus executed. Effectively, a new legion was created.

In the war of succession, the VIth performed most honorably, and so redeemed its tainted name. At present, it has unified under its new leadership, and the morale of its men is high.

Regula van Hydrus



"Loyalty—to the bitter end."

The eldest son of the influential Hydrus family, Regula is a pure-blooded Garlean who has been fast friends with Varis zos Galvus since both were but boys playing in the imperial palace. He is known to be a man of honor, and his support for Varis in the war of succession never once wavered, no matter how bleak matters became. Regula also aided in his friend's candidacy by attacking the encampments of rival factions.

By all reports, Varis trusts Regula implicitly. That the Emperor gave him command of the *Gration* and asked him to find the mythical floating isle of Azys Lla bespeaks as much. The legatus of the VIth, in turn, is a staunch believer in the necessity of exterminating the eikons.

Regula has had two great loves over his forty-four summers—music, and ancient Garlean techniques of the sword. Few more ardently support the art, and fewer still are more practiced.

The Bastard

A large gunblade created at the Magitek Academy, this arm was given to Regula in part to see how it performed in battle. Though fondness causes many men to give fanciful names to their weapon, Regula prefers to simply call his arm what it is: a bastard sword with a firearm attached.



The VIIth Imperial Legion

Having existed since days of the Garlemald Republic, the VIIth Legion became legend for its ferocity during the campaigns to unify Ilsabard. The first legatus was the father of Eula and Nael van Darnus, and remains a lauded national hero to this day.

Eula—under the guise of Nael—rose to become legatus, serving first in the Empire's eastern theatre, and aided in Garlemald's victories there. Indeed, it was her deeds in the east that won her the post at the vanguard of the imperial force in Eorzea at the end of the Sixth Astral Era. Despite her earlier feats, however, her Meteor project ended in failure, and she was slain by the Warriors of Light. The Battle of Carteneau left the VIIth but a fraction of its strength, and, seemingly, no plans exist to rebuild the legion.

Nael van Darnus (Eula Darnus)



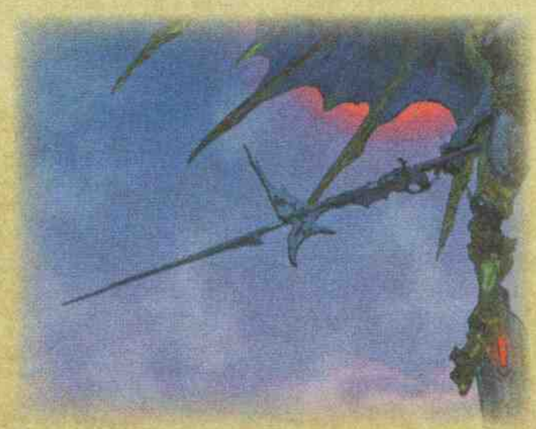
"Opposition must needs be put down with fire and steel."

The eldest daughter of House Darnus, Eula was heir to the secrets of her family—secrets of the fallen Allagan Empire. She dreamt of becoming a chirurgeon, as befitted a Garlean lady of her breeding, and following her beloved elder brother Nael into the army. This dream died when he returned home, mortally wounded on what Nael claimed to be an ill-conceived mission ordered by their father. Her mighty efforts were not enough to save him. Mad with grief, she assassinated her sire, making it appear as though he perished of some disease. She became legatus in his stead, all the while posing as her brother. The first thing "Nael" did was to execute her father's officers and guard, whereupon her transformation was complete.

Thereafter, Nael was merciless, securing victory no matter the cost in blood. Her enemies came to fear her as the White Raven—thus garnering much fame for her fallen brother. Indeed, the Meteor project—designed to lay waste to Eorzea—also appears to have been inspired by some twisted loyalty to the son of House Darnus. However, all of her machinations eventually came to an end, and she was struck down at the age of thirty-eight.

Bradamante

This gunhalberd was christened for Bradamante, Nael's betrothed. The poor maiden impaled herself on the selfsame blade upon hearing tidings of his death, and Eula was so moved that she renamed the weapon to keep the deceased lovers together.



The XIVth Imperial Legion

The youngest of the Empire's legions, the XIVth formed under Gaius van Baelsar, who had loyally served as tribunus angusticlavius of the XIth. The XIVth legion was his prize for a series of stunning victories against a nation upon the fringes of Othard. Under Gaius's command, the XIVth went on to conquer and convert several enemy cities. By the end of the Sixth Astral Era, the legion had turned towards Eorzea, and brought Ala Mhigo to kneel before its might.

Following the Seventh Umbral Calamity, the XIVth advanced further into Eorzea, and shored up its position with castrums in every area. From these footholds, it sought to bring every city-state under its power. However, the XIVth met with staunch resistance from the Eorzean Alliance, and ultimately failed in its aim. As the legion lost almost all officers—including Gaius—in a series of fearsome battles, the command structure is currently fractured, and the remaining troops have largely locked themselves away within imperial strongholds.

Gaius van Baelsar



"He who cannot preserve the sovereignty of his nation is unfit to rule it."

Legatus of the XIVth Legion, Gaius is a pure-blooded Garlean possessed of a natural flair for wartime command, perhaps equaled only by his sensibilities as a governing administrator. Known as the Black Wolf, his many accomplishments include the conquest and political assimilation of five enemy cities. In subjugating Ala Mhigo, he employed subterfuge to stoke the fires of civil unrest, a masterstroke which led to the nation's capture without the need for a protracted siege. Though he remained in Ala Mhigo as the imperial viceroy, he began to move against Eorzea again shortly following the Calamity. With a display of might from his Ultima Weapon, Gaius came near to cowing the Eorzean city-states into submission...until, that is, he met the Warrior of Light in battle. Gaius fought as would become a hero of the Empire, valiantly wielding Terminus Est, a most difficult and deadly battle technique. In the end, however, he died a soldier's death within the walls of Castrum Meridianum ere he could see his fifty-seventh summer.

Heirsbane

Midas nan Garlond sent Heirsbane to his dear friend Gaius when the latter attained the rank of legatus. The gunblade is said to have spilled the blood of nine aspirants to the crown in times past.



Nero tol Scaeva



"And so long as my ambition burns, I shall strive to seize it."

Born in rural Garlemald, Nero ever dreamed of leaving the squalor of his poor village. With much work, he secured entrance into the exclusive Magitek Academy, where he displayed a great talent for reverse engineering ancient technologies. However, his classmate Cid Garlond proved a foil to his ambitions. Try though he might, Nero ever came in second, and had to watch Cid graduate at the top of their class.

Though invited to remain as a researcher at the Academy, Nero declined, and joined the imperial army. The choice appears to have been motivated by the access to the ruins of long-dead civilizations afforded to soldiers on the front lines. He has drawn upon his particular gifts time and again, constructing for himself a mighty gunhammer known as Mjolnir. Yet, perhaps the greatest accomplishment in his thirty-four years was the part he played in reviving the Ultima Weapon, a feat for which he gained no small renown.

Livia sas Junius



"His dreams and ambitions, his body and soul—they are mine, do you hear me!? All mine!"

Tribunus angusticlavius of the XIVth Legion, Livia sas Junius is a decorated soldier and proven battlefield commander. Robbed of her parents at a young age, the Garlean girl was taken in by Gaius, who had known her father. Though leaving behind her younger sister Lucia was difficult, Livia found Gaius to be a stern but thoughtful guardian. In time, Livia came to see him as more than an adoptive parent, and joined the army to follow in his footsteps, where she eventually became his right hand. Even as an adult of twenty-six years, she would do anything to remain in Gaius's good graces.

Livia is known in her own right as well. This stems from her prowess with Aglaia, her gunbaghnakhs, and her conduct in Dalmasca. There, she earned a fearsome reputation by putting down insurgents during a rebellion against Garlean rule.

Rhitahtyn sas Arvina



"I am not wont to bare my steel needlessly. But if you are deaf to reason..."

Native to a remote territory systematically subjugated by the Empire, Rhitahtyn sas Arvina entered the army for a sole purpose—to earn his citizenship. Assigned to the XIVth Imperial Legion, the Roegadyn swiftly attained the rank of officer and was awarded the position of pilus prior by Gaius van Baelsar, who recognized his exceptional martial prowess. Rhitahtyn proved himself a brilliant field tactician through a series of victories, demonstrating his worth in the legatus's eyes. In time, he rose to the highest rank a non-Garlean can hold: praefectus castrorum, and during the invasion of Eorzea, was oft entrusted with missions of the greatest import.

Rhitahtyn remains a formidable fighter despite his forty-nine winters, and can move with surprising speed under the considerable weight of Tartarus, his massive gunshield.

PUBLISHMENTS OF EORZEA

Lettered residents of Eorzea's major cities turn to printed publications
to stay abreast of the latest rumors and affairs of the realm.
Let us take a closer look at the papers of record circulating in each of Eorzea's major city-states.

THE *HARBOR HERALD*

"Connecting all lands and peoples in her everlasting embrace,
the sea bears to Limsa Lominsa the wisdom
and voices of a thousand shores."

The foremost paper in Limsa Lominsa, reporting on matters of pertinence and currency to seafarers. From the haughty bluster of pirates to far-reaching developments in foreign diplomacy, the *Harbor Herald* never fails to put into port with the day's haul of fresh tidings. Based in the hub of trade upon the five seas, no other paper can claim the same wealth of knowledge in international affairs.

Popular features include Dympna's "Catch of the Day," which never fails to reel in the juiciest (and fishiest) gossip from Limsa's docks and alehouses, and chief correspondent Petyr Winsome's regular column on the doings of the Maelstrom. Reporters for the *Herald* were the first to break two major stories regarding Eorzea's yellow-feathered beasts of burden: Ishgard's lifting of the embargo on chocobo exports in the waning days of the Sixth Astral Era, as well as news of the chocobo barding forged by the smiths of Naldiq & Vymelli's.



A block print from an article on the looming threat of Dalamud that ran just prior to the Seventh Umbral Era, as depicted by a Far Eastern artist who was visiting Limsa at the time.

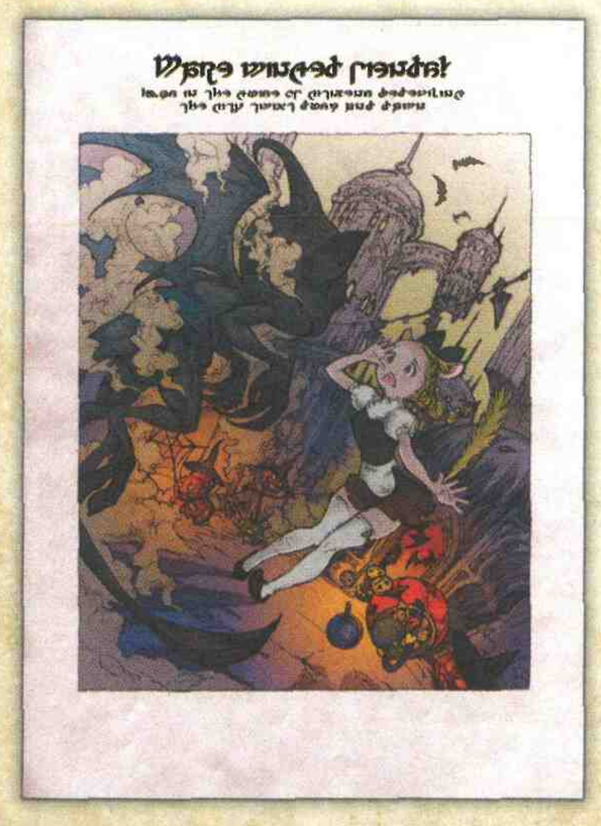
THE *MYTHRIL EYE*

"Never blinking and all-seeing,
The Mythril Eye misses naught that transpires within
the lustrous domain of coin."

The premier paper in the commercial hub of Ul'dah, the *Mythril Eye* employs expert teams of financial correspondents and economists who gather and analyze information on the latest market trends.

Ever-laden with trade forecasts, it commands a dedicated readership among Ul'dahns and any else with aspirations for profit. Of especial interest to the paper are incidents of potential impact upon the Eorzean economy.

The *Eye* is known for its high editorial standards and painstakingly researched articles, including Havak Alvak's regular column on words and language ("The Living Lexicon"), and military commentator Osaku Ysaku's cogent critiques of wartime affairs. On the lighter side, features such as the popular reporter Ellie Ryse's coverage of the phantom thief case enjoy great appeal among the general populace.



An illustration from a *Mythril Eye* article covering the All Saints' Wake festivities. A black-and-white block print was colored by the hand of a mammet to create this eye-catching image.

THE *RAVEN*

"High above the Twelveswood,
the raven circles, evermore seeking out truth
hidden amongst the shadows of the trees."

Gridania's leading tabloid, The *Raven* prides itself on its fleet-footed troupe of correspondents who travel far and wide to cover news as it happens. Driven by a tenet of timely tidings, it issues extra editions with uncommon regularity. Known to pull no punches in its reporting, The *Raven* has earned a reputation for delivering all angles of the story to readers.

Chief correspondent Oliver Goodfellow is the Raven's star reporter, skillfully using his connections at the Adders' Nest to break the news of Garuda, Good King Moggle Mog XII, and other threats to the Twelveswood in a swift and timely fashion. Kipih Jakkya is an up-and-coming young reporter who is quickly winning the hearts of the people for her enthusiastic investigation of unusual events about town.



A colored print from the *Raven* that accompanied an article exploring the legend of Good King Moggle Mog XII.

Encyclopædia Eorzea

BOOK V

HER SERVANTS



THE SCIONS OF THE SEVENTH DAWN

A secret society devoted to serving the realm, the Scions of the Seventh Dawn gave sage counsel to the leaders of Eorzea through unofficial channels. After their desperate struggle against the XIVth Imperial Legion, they stepped out from the shadows, and continue to work for the betterment of Eorzea.



History

In 1572 of the Sixth Astral Era, Louisoix Leveilleur was serving as a commander of the army fielded by the Eorzean Alliance. With Dalamud set to collide with Eorzea, he resolved to invoke the power of the Twelve to save the realm. Realizing that the summoner would need to sacrifice himself, lest all in Eorzean fall under the thrall of the deities, Louisoix made his choice: he would give up his life to call the Twelve's might. Yet, he kept his intentions from the Archons of his Circle of Knowing, fearing they would lose heart should they learn the truth. Nonetheless, he knew full well his organization would lose its leader—and so he devised a plan. In times past, he had had dealings with the head of the Path of Twelve, Minfilia. Now, he told her everything, and entrusted the Circle's future to her. It was thus in accordance with Louisoix's will that the Scions of the Seventh Dawn were formed following the Battle of Carteneau, the confluence of his Circle of Knowing and Minfilia's Path of the Twelve.

LOUISOIX LEVEILLEUR



"Wisdom must serve man."

Likely the greatest mage of his day, Louisoix Leveilleur was a Sharlayan Archon who was well versed in ancient prophecies. It is also said he delighted in tinkering with magicked items, and that his partiality to decadent sweets such as marron glace did not dim once in his seventy and two years.

Louisoix is perhaps best known for his defiance of the Sharlayan Forum's stance on the avoidance of war. He established the Circle of Knowing with twelve Archons for a simple goal: to save all who could be saved. He stood at the van of the united forces of the Eorzean Alliance at Carteneau, and invoked the might of the Twelve as Dalamud came crashing down from the skies. Yet it seemed this was not enough, and in his last moments he prayed that the realm be saved. Through this desperate wish, he was transformed into the immortal Phoenix, and so defeated Bahamut's earthly form. It is thought, however, that as the Elezen relinquished his hold on his power, the elder primal ensnared his essence and enslaved his spirit.

Tupsimati

A secret treasure of Sharlayan, Tupsimati holds within its head two magnificent stone tablets, and a horn of unknown origin. It can draw enormous amounts of ambient aether from surrounding environments, and was so used at Carteneau to summon the Twelve.



Minfilia Warde



"Come what may, we Scions will never give up the fight."

The Antecedent of the Scions of the Seventh Dawn, Minfilia is a Highlander woman of twenty-seven years. Her father was a Garlean spy whose true loyalties lay with the Ala Mhigan Resistance. However, he perished shortly after their arrival in Ul'dah, gored by a beast that broke free of its fetters during a parade. Minfilia would have been alone in the world but for the kindness of the songstress F'lhaminn, who took her in. Even now, the smell of her adoptive mother's home-cooked meal brings a smile to Minfilia's face.

Around her seventeenth nameday, Minfilia first experienced her uncanny talent to see the past through others' eyes. The following year, she was introduced to Louisoix Leveilleur by her long-time companion, Thancred, and learned that her ability had a name—the Echo. Thereafter, she exchanged many letters with the Archon, working to find people with abilities similar to hers. Thus, she established the Path of the Twelve—an organization which offered sanctuary to those who exhibited traces of the Echo while exploring how best to put their talents to use for the good of the realm. Minfilia is also something of a miner, and her favorite possession is a small piece of cat's-eye she unearthed as a child.

Mythril Knife

Thancred made a present of this knife to Minfilia upon her eighteenth nameday, that she might have something with which to defend herself should such a situation arise. Of Near Eastern design, its blade curves smoothly, and the hilt features a beautiful silver inlay courtesy of the Goldsmiths' Guild.



F'lhaminn Qesh



"Over the years I've learned that it is better to busy yourself with things you can control rather than worry about things you cannot."

F'lhaminn is a retired performer who once captured the hearts of a generation as the famed Songstress of Ul'dah. Some fifteen years past, she and the goldsmith Niellefresne, her lover, joined together with other prominent youths to set a beast stampeding at a parade. Their intent had been to gain political clout by smoothly resolving the incident. However, the plan failed, and a number of people were left dead in its wake—including F'lhaminn's paramour, though under suspicious circumstances. The Seeker of the Sun singer thereafter raised a young girl named Ascilia, who her machinations had orphaned. Now thirty-seven, she works with her adopted daughter—having since changed her name to Minfilia—and delights the Scions with her carefully crafted Ul'dahn cuisine.

Tataru Taru



"'She sings! She dances!
She can help you pay your taxes!"

Tataru was born into a wealthy merchant family, yet her time in luxury's lap was not long, for her father lost the family's wealth after a series of poor investments when Tataru was but a child, forcing her into a life of impoverishment. Crooked moneylenders hounding her father at every step, it was during this tumultuous youth that she learned well the value of coin. To help support her kin, Tataru took an apprenticeship at a jeweler's that paid but a pittance. She had but seen twelve namedays. It was during this apprenticeship that she met Minfilia, who had come to the shop to sell rough gemstones. Apparently, Tataru left an impression, for when Minfilia founded the Path of the Twelve, she returned to ask the Dunesfolk woman to join her as coincounter. Believing that through this position she might help prevent others from meeting the same fate as her family, Tataru willingly consented. She thus came to serve as the keeper of the Scions' coin. Now twenty-one, Tataru is also a budding songstress, and is known to sing to herself as she works her sums.

Hoary Boulder



"Day and night I've honed my skills.
Now comes the time to test them!"

Hailing from the northern reaches of Abalathia, Hoary Boulder is considered of formidable build, even amongst other Hellsguard. When he was eighteen, he descended from his mountain home hoping to prove his mettle, and earned countless accolades as an adventurer for taking on deadly marks most others would avoid. It was on one such quest in the outskirts of Gridania that Hoary met Coultenet. Though different in personality and origin, the two bonded as if they were brothers, and have worked side by side since. Eventually, the pair would earn a name for themselves, earning them the attention of one Tataru Taru. Now twenty and five, Hoary Boulder guards the Rising Stones, and has taken it upon himself to teach the Doman younglings which call the halls home the way of the sword, hoping that one day people will look up to him as they do the Warrior of Light.

Coultenet Dailebaure



"If such thoughts bring you joy,
you are welcome to think them."

Born and raised in the Twelveswood, Coultenet joined the Scions alongside Hoary Boulder, his adventuring companion and best friend of seven years. Though the Wildwood Elezen is calm by nature, he can also prove calculating and cold should the situation require it. He thus respects Hoary Boulder's pure sense of duty—though he would be loathe to say so out loud.

Ambitious and brimming with curiosity even after twenty-six summers, Coultenet has taken an interest in the arts of the Doman shinobi, and discovered common points between mudra and arcane geometries. When forced to flee Mor Dhona, he travelled to Radz-at-Han, and is thought to be quietly devising new arcane arts based in his encounters with Near Eastern knowledge.

Y'shtola Rhul



"Without the illumination of knowledge,
we but vainly flail at specters in the dark."

From a young age, Y'shtola showed a tremendous talent with magic, and was sent for tutelage to the famous Archon Matoya at the age of seven. This displeased Matoya, who thought it little more than a chore passed onto her by her fellow Archons. In order to rid herself of the girl, she devised a particularly strict regimen, and forced it upon Y'shtola. However, the Seeker of the Sun is unyielding by nature, and struggled through, stoically continuing where an adult would have given up. Perhaps Matoya recognized something of herself in the stubborn girl, for in time the Archon began to treat "Shtola" properly as her student. After a decade spent in Matoya's Cave, Y'shtola emerged and took her place amongst the other Archons as an expert in the arcane arts.

The hands of time ever stopped on twenty and three, Y'shtola has, during her time as an Archon, forged a special bond with Yda—one out of necessity, considering the lack of refinement displayed by the young firebrand. The Archon is also known to have a great collection of footwear, and an unexplainable fear of aureliae.

Truthseeker

Wishing to gift Y'shtola a weapon worthy of its bearer, Tataru procured a length of rare petrified wood and commissioned renowned conjurer E-Sumi-Yan with the creation of a staff to rival any and all the realm has seen. After purifying the branch in the crystal-clear waters of a Twelveswood stream, Brother E-Sumi-Yan sanctified it in the presence of the elementals, thus earning the beings' blessing. By report, Truthseeker requires great skill to wield, but grants great power to those who can.



Thancred Waters



"I happen to be thoroughly enjoying the company of these ravishing
young ladies and, gods willing, will still be doing so come sunrise."

A member of the Scions, Thancred grew up in the backstreets of Limsa Lominsa, and spent his adolescence snatching purses with a band of petty thieves. One day, he targeted an Elezen man who had come to the maritime city state to study aether. Unbeknownst to Thancred, that man was Louisoix Leveilleur and just as the boy drew near, the Archon sent him flying to the cobbles. Caught red-handed, Thancred was certain he would be tossed onto one of the city-state's prison hulks. Instead, Louisoix offered him an alternative: use his gods-given agility to aid his fellow man. Thus, the Midlander boy returned with the Archon to Sharlayan, and there began to study survival and intelligence gathering techniques. He became an expert in both, then an Archon, and then a member of the Circle of Knowing.

At thirty-two years of age, Thancred fancies himself silver-tongued when it comes to the fairer sex. Many women, however, would beg to differ. His boon companion is a nutkin, who has saved the Archon from several rather embarrassing situations.

Unnamed Blades

Obtained through trade in Loth ast Vath, Thancred carries one heavy blade—most likely a salvaged artifact of ancient Allag—and a slim trappers' dagger. Despite being products of necessity rather than choice, the Archon has grown quite fond of the odd pair.



Papalymo Totolymo



"It is precisely when things appear to be proceeding according to plan that
we must needs steel ourselves for impending danger"

After graduating second in his class at the Studium, Papalymo came to study under the famed Louisoix Leveilleur, and distinguished himself as a model student whilst aiding in his master's endeavors. Indeed, it was thanks to their tireless efforts that a group of Ala Mhigan refugees was granted sanctuary in the Sharlayan colony some twenty years past. It was during this time that Papalymo met Yda, and the two established a rapport. When Yda later expressed her desire to liberate Ala Mhigo, Papalymo introduced her again to Louisoix, which led to her induction into the Circle of Knowing. Since then, the two Archons have come to work together as a team—often bickering like an old married couple.

The Scion has devoted his forty-two years to the study of the arcane, and indulges his passion by deciphering ancient spell tomes. A man with eyes as big as his stomach, he enjoys the traditional cuisine of his desert people, particularly dark pretzels.

The Aurifex

A treasure held by generations of Papalymo's family, this staff was bequeathed to him by his father, a fellow thaumaturge. Its name is earned for the gold glow the jewel set atop the staff's haft emits, and though it has seen many years, the weapon still serves as a stable nexus for potent magicks.



Yda Hext



"No need to overthink things!"

Born in Ala Mhigo, Yda is a Highlander woman whom about much remains a mystery, despite her high profile. What little is known, however, paints a colorful picture of an equally colorful individual.

Yda fled her homeland following the invasion of Garlemald in the year 1557 of the Sixth Astral Era. She and her sister first came to the Twelveswood seeking succor, but were forced to leave after being rejected by the elementals. After moons of wandering and foraging off the land, they found their way to the Dravanian hinterlands. With the aid of her future bosom companion, Papalymo, Yda was given a chance to begin her formal education in Sharlayan proper.

At first, this did not proceed smoothly, given her aversion to the study of letters. All too often, she could be found sating her hunger for lemoncakes rather than books. What Yda lacked in wit, however, she made up with her amazing physical prowess, and in time would channel this talent into becoming an expert pugilist.

Though a long-time member of the Circle of Knowing and the Scions of the Seventh Dawn, Yda has never forsaken her one true wish: wresting her homeland from the iron clutches of Garlemald.

Gut Wrenchers

Forged from a hardened darksteel alloy, these cesti-like knuckles are sturdy enough to withstand the incredible force with which Yda wields them. She also believed to have christened them herself, explaining their nonsensical name.



Moenbryda Wilfsunnwyn



"I've yet to put my theories to the proof, but I've got a good feeling about this."

Born in Sharlayan, Moenbryda was cheerful and assertive even as a child. She grew up fascinated by knowledge that surrounded her and was best described by her instructors as always eager to learn. Sensing in him the same draw to the unknown, she sought to befriend Urianger Augurelt, a quiet boy who far preferred the company of books to that of other children. With much aplomb, Urianger ignored Moenbryda's nigh-constant pestering; however, the stubborn young Sea Wolf would not be put off so easily, and could oft be found lurking beside the boy, reading complex treatises over his shoulder. The two eventually grew close, and it was not uncommon to see the two late at night in the Great Gubal Library hunched over a stack of tomes and a smuggled plate of cockatrice meatballs.

Once she had grown, Moenbryda joined Urianger in studying under Louisoix Leveilleur. After demonstrating a striking talent in aetheric research, she became an Archon. However, while she did participate in the Circle of Knowing, Louisoix bid her remain in Sharlayan—an order she followed with great difficulty. She returned to the Lifestream having seen but twenty and nine summers, sacrificing her life that her companions—nay the realm itself—might endure.

Dual Haken

After discovering the majestic weapon in the Mor Dhonan find, the Sons of Saint Coinach exchanged this greataxe to Rowena's House of Splendors for a sizable contribution to their research fund. In a rare display of generosity, the emporium later presented the axe to Moenbryda as a gift. As a marauder of no small skill, the Archon knew well how to wield the Allagan relic.



Urianger Augurelt



"The survivors gather, and ignite a fiery dawn to burn away the glowering shroud. Ah, but destiny, thou art beautiful..."

Urianger is an Archon of twenty-nine winters who presides over the Waking Sands. He has loved tomes since he was a child, and has always been particularly fascinated by prophecies. He sought such verses from all corners of the world, and read as many as he was able. His efforts left him with a poetic style of speech, ofttimes rendering the Elezen isolated from his fellow youths. With Moenbryda's aid, Urianger managed to enter the Studium, and later became a student of Louisoix Leveilleur—the leading Sharlayan authority on prophecy. Indeed, it is thought that Urianger elected to join the Circle of Knowing to learn the truth of Mezaya Thousand Eyes's *Divine Chronicles*, a work that hinted at the coming of the Seventh Umbral Calamity.

Amber Carbuncle

By applying knowledge he had obtained at the Studium, Urianger altered the geometry for creating Topaz Carbuncles, allowing instead for the use of amber in the summoning of an arcane familiar. So complex is the process of invocation, however, that only he has ever been capable of reproducing the spell.



Alphinaud Leveilleur



"Whenever the realm is threatened, be it by primal, Ascian, Garlean or any other, we take up arms in her defense, that all in Eorzea may live to see a brighter tomorrow."

Son of House Leveilleur, it was at the tender age of eleven that Alphinaud and his twin sister, Alisaie, were accepted into the prestigious Studium. There, he specialized in the study of arcane entities, history and natural history, and pursued advanced studies in the magical arts and aetherology. Upon graduating at sixteen, the Sharlayan age of adulthood, he resolved to sail for Eorzea in spite of his father's objections. Alphinaud has since worked to see his grandfather's wishes made reality. It is why he joined the Scions, and later why he founded the Crystal Braves. With the latter, however, the Ul'dahn elite utilized Alphinaud's inflated confidence to their advantage, wresting the Braves from his control and delivering the young man a bitter defeat. This defeat, however, would set him upon a journey deep into the heart of the Dragonsong War, where his experiences and encounters would see him grow and mature as a person.

To say Alphinaud is a man of many talents is an understatement. In addition to his scholastic feats, he is also a talented artist, his specialty being portraits. One will not, however, see him taking up his brush and pallet for Krile Baldesion—a young woman for which he bears some annoyance due to her peculiar tendency to know too much.

Adelphoi

Alphinaud's grimoire is one of a set Louisoix crafted for his grandchildren. Alone, it enables an arcanist to channel his magicks with ease, allowing for complex incantations. When wielded in tandem with Alisaie's grimoire, however, new arcane geometries appear, and its true power is made manifest.



Alisaie Leveilleur



"Our grandfather would never entrust the fate of the realm to despots who rewrite history to their convenience!"

Alisaie is Alphinaud's twin sister—though she dislikes that their similarity leads people to mistake her for her brother. Though unmistakably a prodigy, she has, in their sixteen years together, always trailed ever so slightly behind him. Her grandfather, however, never treated her as secondary, and as such Alisaie clearly misses Louisoix dearly, still holding him in higher regard than any other. She travelled to Eorzea to learn the truth of his death, and there endured many a trial in her pursuit of finality.

Alisaie prefers action to speech, and unlike Alphinaud, would rather cut to the heart of a matter than engage in endless debate. Some have even said that her aversion to diplomacy renders her the opposite of her brother in all but appearance. Though her dignitary parents endeavored to censure this candor, Louisoix appears to have understood its value.

Alisaie enjoys swimming and swordplay, as she can best Alphinaud at both. Ginger cookies claim a spot atop her guilty pleasures, particularly when they are cut and baked in different shapes.

Adelphoi

The second of Louisoix's grimoires, Alisaie does not use it to invoke a Carbuncle, but rather summons a gleaming aetherial sword from its pages—a feat learned through her long travels, and not easily mimicked.



Krile Baldesion



"On the cusp of an Umbral Calamity, souls blessed with the power of the Echo invariably appear."

From the Isle of Val near the Sharlayan homeland, Krile was raised in the orphanage of the famed Archon Galuf Baldesion, and took his surname and a Hyuran spelling for her forename in spite of her Plainsfolk heritage. She discovered she possessed the Echo at the age of twelve. In her, it manifested as a sensitivity to the whispers of the soul, and her adolescence was a dark time hounded by the thoughts of others. Troubled by his adoptive daughter's plight, Galuf directed his research organization, the Students of Baldesion, to study Krile's powers. At first the subject of experiments, Krile eventually joined the Students as a member, and came to terms with her powers. It was in this effort that she grew close to Minfilia.

Now twenty-two, the Studium graduate has become a respected expert in curative magicks that both heal and purge. Despite her status, Krile still enjoys poking fun at Alphinaud.

Cloak of Nine Lives

The large ears upon this cape are meant as symbols of the Echo. The garment itself was a present from Galuf, a token of his belief that powers such as Krile's are individual traits, and nothing to be feared. So meaningful was this message to Krile that she continues to wear a robe of the same design to this day.





Noraxia

"This one comes as a friend.
Let these ones be friends!"

As one whose flower bloomed irregularly throughout the seasons, Noraxia was adept at magicks, and could even conjure a glamour to appear as a person with ease. Noraxia left her home in Little Solace to aid the Scions—such was her strong sense of duty—but tragically perished at the young age of eighteen summers in the imperial attack on the Waking Sands.



Arenvald Lentinus

"They say that those of us who have seen the dream are chosen, that we have within us the seed of greatness. That we could be heroes."

Born in occupied Ala Mhigo, Arenvald is the son of a Garlean man and an Ala Mhigan woman. His mother could not bear the shame of a half-breed son, and cast him out. Arenvald lived as little better than a bandit, attacking people for any food they might carry, until he left his homeland and became an adventurer. Now nineteen, he serves the Scions after an unexplainable dream called him to their doorstep.



A'aba Tia

"The Antecedent made me an offer I couldn't refuse. Said that if I joined, I'd get to fight against the primals and the imperials both to my heart's content."

A Seeker of the Sun, A'aba was an adventurer of such great renown that each of the Grand Companies made entreaties to have him join their ranks. However, he accepted Minfilia's overtures because he was drawn to the freedom the Scions offered. Though victorious in a battle with the Amalj'aa, he died at the age of thirty-five, bravely defending Arenvald during the Garlean attack on the Waking Sands.



Aulie Meulchamps

"I thought for sure that it was some sort of scam—that they were rounding up hapless adventurers for some nefarious ends."

A seasoned adventurer of twenty-seven years, Aulie was bid to join the Scions by Tataru in Black Brush—though she was somewhat dubious of the invitation at first. What the Wildwood woman lacked in tact she made up in caring, and in time came to be an elder sister to Arenvald. She, too, fought alongside A'aba when the imperials came, laying down her life to protect the half-Garlean lad.



Slafswys Helbloefwyn

"Read the riptides and the winds,
and brace yerself for the comin' storm..."

A woman of twenty-nine years, Slafswys was serving as a captain in Limsa Lominsa's Yellowjackets when her sister, a member of the Scions, died in a battle against the Empire. Inspired by her kin's bravery and sense of duty to the realm, Slafswys later followed suit, joining the Scions and pledging her blade to Eorzea's future. The Sea Wolf also took to the field at Carteneau under the colors of the Maelstrom, and is said to have fought alongside her friend, Commander Bloeidin.



Dariustel Sompt

"By the gods, to think that this ragtag band of idealists could lay the XIVth low. 'Tis a tale straight from a story book."

Dariustel has a dark past as member of the Redbelly Wasps, and committed much ill within the Twelveswood. Despite this, Minfilia herself saw potential in the Duskwight man, and nonetheless invited him to join the Scions. After surviving the imperial attack with the aid of a fighter once of the Alacran, Dariustel has come upon a new sense of purpose. Having turned twenty-one, he works to counter the actions of the beast tribes.



Una Tayuun

"It won't be long before everybody sees us
for the heroes we is!"

Formerly of the Circle of Knowing, Una was once part of a crew that included the pugilist Percevains and the archer Satzfloh. Following the Calamity, the Keeper of the Moon briefly lost her memory, but was quick to recover. Alas, she was struck down at the age of twenty-eight in the Garlean raid on the Waking Sands.



V'mah Tia

"I was one of those to answer the Scions' call to arms, and volunteer my blade at the siege of Ishgard"

V'mah is an experienced Seeker of the Sun adventurer who devoted his efforts to the valiant defense of the Holy See on the Steps of Faith. He and his fellow survivors officially joined the Scions afterwards, their resolve hardened in the battle. The twenty-five-year-old presently divides his time between instructing newcomers and leading seasoned adventurers in investigating the activities of the beastmen.



Ocher Boulder

"Together, my brother and I shall serve
the Scions till the breaking of an eighth dawn!"

Ocher Boulder has naught but the utmost of reverence for his elder brother, Hoary Boulder. To become a healer able to withstand the rigors of battle and gain the acceptance of his sibling, he walked along the edges of Abalathia's fiery craters for one thousand days, and there honed his magical abilities. Ocher Boulder is deadly serious in his pursuits, and undertakes every trial earnestly. However, the Hellsguard of twenty-two summers may seem a bit dim-witted as a result.



Aenor Cockburne

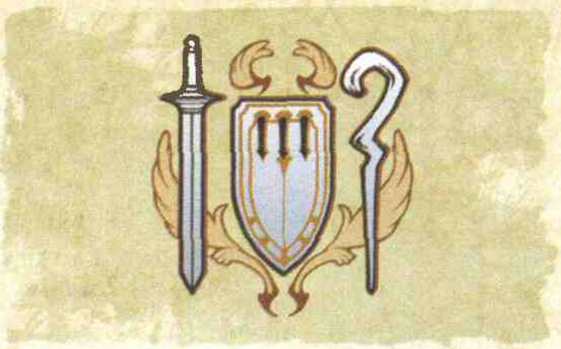
"Oh my. Decisions, decisions..."

An archer of the Midlander clan, Aenor travelled the realm with her younger sister Clemence until a chance meeting with a strapping young Roegadyn named Ocher Boulder. It was love at first sight, and following a convincing argument by Aenor on the benefits of joining forces, the pair have worked together since. Though she has hopes of starting a family, her heart is somewhat fickle, and it is unclear whether the twenty-eight-year-old can make her dreams a reality.

THE ADVENTURERS' GUILD

The guild is an organization for adventurers, founded under the idea that an idle man is a dangerous one. By offering work to those who seek it, they are less likely to turn to banditry. Fewer bandits means a lesser burden on the commonfolk and the city guard who protect them.

The guild does not actually perform tasks, but rather serves primarily as an intermediary, finding takers for the great variety of tasks that townsfolk entrust to it. Hubs for these activities can be found in any major city-state in the realm, and representatives roam Eorzea seeing that members do not take advantage of their guild-given authority.



The crest of the guild bears a sword, a shield, and a staff. A design that reminds all of the guild's historical origins, it is a promise to aid citizens and fight on their behalf.

History

When Ala Mhigo fell to the Garlean Empire in 1557, the city-states of Eorzea banded together against this common enemy with an urgency born of alarm. An age of calm came over the realm, a lull in the fighting betwixt nations. However, it is said that many and more sellswords found themselves out of work in this curious peace, and that they began to grow dangerously discontent.

Amidst the disquieting atmosphere, one man arose to create a new path for mercenaries. His name was Lodewicus the Leal, and he was the famed leader of a sellsword company. He drew his companions together, and founded an organization where folk could hire a guardian, be it to slay monsters, act as their bodyguard, or fight on their behalf. Calling itself the Adventurers' Guild, the group became an outlet for dissatisfied mercenaries, connecting those who joined with the tasks that best suited their skills.

At present, the guild receives ever more varied requests from townsfolk, and adventurers throughout the realm can be found working not just as hired swords, but as tradesmen and gatherers as well. The number of guild members continues to climb, and these adventurers appear to be aiding greatly in reconstruction efforts after the Calamity.

Baderon Tenfingers



"Men in my line o' work tend to know a little somethin' 'bout everythin'."

The proprietor of the Drowning Wench in Limsa Lominsa, Baderon is the only son of Lodewicus. However, the founder of the Adventurers' Guild seemingly cast a long shadow, and Baderon grew rebellious, leaving home when he was but a lad. He became a mercenary, and threw himself into pitched battle time and again. At some point, something must have changed, for the Midlander man quit the sellsword life to open a tavern, and there established a space for the Adventurers' Guild. Now a man of forty-eight winters, he acts as something of a teacher, helping the younger generation find its feet. Baderon's nickname, "Tenfingers," is a mark of respect for his skill as a mercenary, for only a few of those who walk that path will leave it with all their digits whole.

Momodi Modi



"With the chaos left in the wake of the Calamity, the townsfolk'll be needin' the help of my patrons more than ever."

A lady of the Dunesfolk, Momodi owns and manages the Quicksand in Ul'dah. As a leader within the Adventurers' Guild, she advises many taking their first steps in the profession, and is wont to aid others, oft calling upon her forty-four summers of experience. However, she does so with caution, due to the regret she harbors for unalterably changing the future of one young man by exerting excess pressure on the boy when she only intended encouragement. It is said that she treasures her hairpin—crafted by Momoroto—precisely to remind herself of this incident. Nonetheless, many frequent her tavern in search of her sage advice, and Momodi is said to enjoy assisting those troubled by matters of the heart.

Mother Miounne



"Great or small, every contribution counts."

Miounne runs the Carline Canopy in Gridania. From the establishment's open terrace, one can see the mighty waterwheel built by the Wildwood woman's best friend, Figaga Figa, and always smell the comforting scent of tea—Miounne's passion. Indeed, she can prepare a most reinvigorating brew, thanks to her talents as an herbalist and mixer of medicines.

At the age of thirty and six, Miounne is a well-known figure, having done much to aid the city-state. This is in no small part due to her role in the Adventurers' Guild. As the Gridanian liaison, she has earned the trust of not only adventurers, but also of the townsfolk who can come to her when they require a reliable hand.

Slafborn Rhotweitzsyn



"We welcome all sorts—provided they are willing to earn their keep, of course."

Slafborn is a seasoned adventurer who leads his brethren in the construction of Revenant's Toll near the ruins of the camp of the same name. Chosen for his post by the Adventurers' Guild, the Sea Wolf man is an approachable and honest fellow who is best known for the aid he provided the Warrior of Light and his comrades during their rescue of the Archons from Castrum Centri. Slafborn was also instrumental in helping displaced Doman refugees adapt to their new lives in Eorzea following their long journey west. He was thus delighted by the Far Eastern dagger given him as a symbol of their friendship. He is also proud of his ability to effortlessly split boulders even after his forty-five summers.

GARLOND IRONWORKS

Under the banner "Freedom through Technology," this gathering of talented engineers labors to advance the realm by providing technical counsel to the Eorzean city-states. To offset the monetary strain put on the organization by such selfless acts, the Ironworks also creates masterpieces of magitek technology for sale to those with the proper wherewithal.



The Ironworks sigil is a gyrodrive—a crucial component of the ceruleum engine—wreathed in flames.

History

Cid Garlond established the Ironworks in 1562, so that magitek technology might spread throughout Eorzea, lessening the Garlean Empire's dangerous monopoly on the science. With a combination of both Garlean defectors and young Eorzean engineers in its employ, the manufacturers create everything from airships to ceruleum-driven trains. There are even scaled models for the younglings of well-to-do houses.

The company is second to none when it comes to airships, and it was but a twelvemoon after Cid's defection from the Empire that he designed a civilian model completely craftable with Eorzean resources. Since forging their partnership with Highwind Skyways, the Ironworks has produced countless airships, and is largely responsible for the current era's convenience in sky travel.

While Cid remains the president of the company in name, during his five-year absence following the Calamity, it was a woman named Jessie who saw to the everyday management of the Ironworks. It is said that she remains at the company's helm even now, as Cid's duties often lead him far afield. Jessie works mightily to support the Ironworks through her particular specialty—equipment created with the aid of magitek, and sold through an exclusive contract with Rowena's House of Splendors.

Cid Garlond



"Technology should never be allowed to imprison people. That's a hard lesson I learned from watching Gaius...and my father."

Cid was born the heir to Midas nan Garlond, chief imperial magitek engineer of the Garlean Empire. Following in his father's footsteps, the young pure-blooded Garlean studied magitek technology intently, and secured entry to the prestigious Magitek Academy. During his tenure there, he devised countless inventions, his rivalry with Nero Scaeva accelerating his overall development.

However, all was not well at home. Buried in his own research, Midas grew increasingly distant from his son. Cid became a ward of Gaius van Baelsar, a friend of his father's, and when Midas perished suddenly during an experiment gone awry, Cid was named Primus Architectus Magiteci. Yet, he could not agree with Garlemald's indiscretionary use of warmachina, and fled to Eorzea rather than accept the assignment. Now aged thirty-four, he works to ensure freedom through technology.

Jessie Jaye



"Aright, let's see if I can't salvage this mess of a masterpiece."

A Hyur born in the imperial capital Garlemald, Jessie always disliked her parents' patriotism, and eventually rebelled. She joined a group dedicated to resisting the Empire, where she met Biggs and Wedge and aided in their defection. After making contact with Cid and establishing an arrangement whereby those fleeing Garlemald could find a safe haven in Eorzea, she herself left her homeland for the succor of the south. She has worked for Garlond Ironworks since, and acted as its leader during Cid's absences. Jessie pays great attention to the company's bottom line so as to ensure that the Ironworks survives as a sanctuary for others fleeing the Empire's tyrannical grip. The tricenarian contributes to the Ironworks' operations by acting as a peddler of their many and myriad wares, including those small-scale models which Biggs crafts in his free time.

Biggs



"Seeing your ideas take shape before you... This is why I became an engineer."

A Roegadyn from an imperial province in Ilsabard, Biggs was born without citizenship to a poor family of desert farmers. Lacking the most basic of rights, his life was hardship upon hardship ever since childhood. When he came of age, he was forced into the Garlean Army with the other youths of his village. Biggs, however, would not be party to the Empire's aggression, and chose the dangerous path of desertion. Alongside Wedge, a like-minded fellow met while training, he rigged a set of magitek armor to malfunction, and the pair made their escape during the confusion. They were doubtless terrified throughout their flight, for Garlean deserters, if found, are executed on the spot without impunity. Nevertheless, they managed to find succor within a group that had taken up arms against imperial aggression. With the group's help, they contacted Cid, who, by this time, was also in exile, and thus succeeded in safely reaching Eorzea.

Incidentally, Biggs delights in making models of the fantastical machina he has come across in his twenty-five summers, and many of his recreations can be seen lining the stalls of Ul'dah's Sapphire Avenue Exchange.

Wedge



"We're dealing with a lot of power, and if a single coupling's off... Well, boom! B-But it should be fine. Really!"

Born an "aan," time served in the imperial army was the only means by which a youth growing up in an annexed province might earn citizenship, and it was at the tender age of fifteen that Wedge was gathered from his village and forced into service. His conscription, however, provided the opportunity to meet Biggs—a kindred spirit—and the pair risked life and limb to defect. Upon reaching Eorzea, Cid took both in, and put them to work in his manufactory, sensing in both a talent with machinery.

Though twenty and two, Wedge can prove, at times, scatterbrained and prone to mistakes. Yet, he has his moments of pure brilliance, and Cid greatly values the Lalafell because of them. Nowhere was this inventiveness more apparent than in the early designs for the manacutter, which Wedge is said to have drawn up himself in a single night. Wedge also has the uncanny ability to gauge the maximum power of any ceruleum engine through its hum alone.

It is worth noting that "Wedge" and "Biggs" are aliases. This serves to protect their kin yet living in the Empire, who could be executed if their blood bond with the deserters were to become known.

THE DOMAN REFUGEES

Though the people of Doma fought valiantly to stave off the imperial yoke, they were no match for the sheer might of the Garlean Empire, and were eventually driven from their ancestral homes in the Far East. As refugees, they have come to settle in Revenant's Toll. Here, they work side by side with Eorzeans, endeavoring to create a better tomorrow for their families.



The sigil of the Domans is a symbol of Far Eastern origin. Though it is but a single character, one apparently reads it as "Doma."

On the Domans

Until recently, Doma was a proud independent nation situated in Yanxia—a southeastern region of Othard made fertile by the waters of the One River. At the civilization's heart lay a mighty walled palace, a city unto itself. It was when this, the pride of their nation, fell into Garlemald's clutches in 1552 that Doma became but another imperial province amongst many. For long years thereafter, the Domans tasted the bitterness of life as Garlean subjects.

In the coming of the Seventh Astral Era, however, the Empire was plunged into a war of succession. In that moment, the Domans saw their chance for freedom. Marshalling under the previous leader, the people took up arms. Their efforts bore victory, and many key landmarks were reclaimed, including the lost palace. Yet the discord in Garlemald ended more swiftly than the Domans had expected. The imperial forces rallied, and the Domans suffered a second, crushing defeat. In the aftermath of the rebellion, the Garleans withheld any and all mercy. Those who took part in, or even supported the insurrection were given public executions, as were their families.

Those few who managed to flee shortly before the palace fell were met with a different, yet equally harrowing fate. One group, lead by Yugiri, boarded a great galleon, and in their panic made east across the Ruby Tide for the island nation of Hingashi. Alas, this nation would not risk inviting Garlemald's ire, and turned away the Domans. They next sailed for Thavnair, where they found the great gates of Radz-at-Han also closed. Starving, they steeled themselves for a single last voyage west to Eorzea. Though initially allowed entry into Ul'dah, they were barred from creating a permanent settlement. The gods, however, had not forsaken the Domans, and soon thereafter they came to dwell in Mor Dhona, securing land via the Adventurers' Guild and the Scions of the Seventh Dawn. Nonetheless, with each dawn, their eyes turn eastward, thoughts of their homeland and an eventual return strong in their hearts.

Yugiri Mistwalker



"To whom much is given, much is expected..."

Having witnessed the terrors wrought by the Garlean Empire, a young Yugiri made the pilgrimage from her Raen home to the village of the shinobi, seeking tools with which she might fight the Empire. Through years of inhuman trials, she learned the ways of the shinobi—how to fight from the shadows—eventually earning the rank of "jonin." Having thus mastered ninjutsu and being given the epithet "Mistwalker," she pledged herself to the remnants of the Doman general's clan. Thereafter, she waged a war against the Garlean Army. Alas, the rebellion ended in defeat, and the Domans lost everything. Obeying her lord's orders, Yugiri led a number of her countrymen in flight. Though the journey was long and arduous, she never allowed her people to despair, and, at the end, found them a new home. At twenty-six summers, she continues her fight alongside the Scions and the Eorzean Alliance, but has not once forgotten about her homeland or her people's desire to one day return. Her lone indulgence is a bowl of rice doused in warm soup and topped with a small pinch of ground white radish—a Doman delicacy.

Unmarked Yoshimitsu Blades

These daggers were given to Yugiri by the Lominsan thalassocracy as a token of gratitude for her aid. Though they carry no name, the arms are said to be the work of the legendary weaponsmith, Yoshimitsu. Originally, they were forged as the blades of Far Eastern polearms, but have since been refashioned into their current form.



Hozan Nagae



"All that remains of Doma now are our mementos and memories."

Hozan's father, Homei, fought loyally in the service of the Doman generals as a foot soldier, but understood well the limits of his own abilities. Not wishing the same disgrace to befall his only son, he encouraged Hozan at an early age to walk the path of the shinobi. During the Garlean invasion, Hozan's shinobi masters forbade him from fighting, citing the boy's youth. However, naught could prevent him from joining the rebellion, and he went to battle under Yugiri's command.

Now thirty-eight years of age, Hozan carries hopes that Yozan, his son, will grow into a man of strength, but as an adventurer, rather than as a soldier. Incidentally, Hozan craves sticky rice cakes swimming in a sweet bean broth, another delicacy of Doma.

Higiri Oshiga



"You'll find my skills in the kitchen serve me more than well enough on the battlefield!"

A kunoichi hailing from the eastern mountains of Doma, Higiri claims extensive knowledge of herbs. Since her arrival in Revenant's Toll, she has abandoned the battlefield for the kitchens of the Rising Stones, where she often experiments with new admixtures while preparing meals for the Scions of the Seventh Dawn. Though she is but a genin—the lowest rank of ninja—she served under Yugiri in the rebellion, and showed her prowess by defeating several of the Crystal Braves during the Scions' plot to free General Raubahn from captivity.

Higiri has seen but twenty and three summers, yet knows enough of the world to realize that she likes honest, traditional men. As such, the Hyuran girl views honey-tongued charmers such as Thancred with wariness.

THE DOMAN ADVENTURERS' GUILD

Having encountered adventurers for the first time after arriving in Eorzea, the Doman younglings established their own guild to "protect their friends and punish the wicked." Though most of their days are spent helping out around Revenant's Toll, the children eagerly await the chance to set off on their own adventures. They evidently learned much in their homeland, for they can move with astounding agility and even know a smattering of shinobi techniques. Under Hoary Boulder, the younglings are making further progress in the art of combat. Their hero, the Warrior of Light, is also said to be amongst the guild's trusted advisors.

Yozan Nagae



"To be a better adventurer, you need to go adventuring!"

Yozan is the founder of the Doman Adventurers' Guild, and the organization's "swordfighter." From his training in Doma—and the aid of his father, Hozan—Yozan is very light on his feet, and can climb to great heights with ease. With his natural energy and balance, the Hyuran youth will likely prove a great warrior one day. At present, though, he can manage little more than mock swordplay, even with all he has learned from Hoary Boulder.

Yozan remains in many ways a boy of twelve years. He despises foods with overpowering flavors, and reputedly scampers away, yelling "no" when asked by Thancred if he has any romantic interests.

Koharu Mihata



"I'll get to the bottom of this!"

Friends with Yozan since birth, Koharu is a full two seasons older than the boy and enjoys reminding him of it, much to his chagrin. The Hyuran girl takes pride in her endurance—her nigh-endless stamina most likely attributed to the long hours spent training in the arts of the ninja. Her ability to outpace both Yozan and Shiun—boys she fancies—in footraces is an attestation to this vim and vigor.

F'lhaminn endeavors to teach Koharu dance, but the girl lacks a sense of rhythm, and must endure Yozan's endless japes because of this rare shortcoming. Though braver than most grown men, Koharu's sole fear is ghosts—her inability to strike back at the immaterial being the cause of her unease.

Shiun Abumi



"We learned how to wait silently and unseen in Doma."

Another member of the Doman Adventurers' Guild, Shiun is calm and logical, and often assists in his best friend Yozan's plans. He is skilled with his hands, and is said to have built, unassisted, a working clockwork puppet at the age of five. Now eleven, the Hyuran boy's dexterity serves him well in his training, as he can master complex new techniques with relative ease. However, it seems that he has less vital energy to draw upon than others, and once almost collapsed upon pushing himself too hard during one of these training sessions. Shiun eventually exhibited a full recovery from the incident, with rest and a healthy diet of his favorite pickled foods believed to have sped the healing.

Shiun exhibits some talent in the art of archery—skill developed over the course of testing a bow he himself built.

Rokka Iteya



"A Doman adventurer is always prepared!"

A level-headed Hyuran girl, Rokka adds a degree of composure to the Doman Adventurers' Guild. She has recently seen her eleventh summer, and is at an age when she loathes being treated as a child. Rokka has always enjoyed reading, and learned the Eorzean letters quickly upon her arrival in the west. It is said she has set out to read the entire library of the Rising Stones. Her particular interest appears to be magic, and she has started her study of the arcane using a number of fundamental tomes borrowed from Y'shtola's private collection. Rokka's perseverance has begun to bear fruit, as now she can cast simple cure spells—practicing whenever she has a free moment.

Rokka has a love of sweets, but as with most children of eleven years, she is far better at eating than making them. This has not stopped her, however, from attempting to replicate the candymaker's magic in her own kitchens... despite the fact most of these attempts end in failure. Rokka, it seems, is far too logical a thinker for her own good, and lacks the certain whimsical nature necessary to be a true confectioner.



THE CRYSTAL BRAVES

The Crystal Braves were established as a model army meant to pave the way for a single, unified Grand Company of Eorzea. Taking to heart the motto "For the freedom of all," they transcended political boundaries as they sought to quell the realm's myriad problems.



The crystal sword emblazoned upon the Braves' pennant was intended to signify their mission to walk in the Light of the Mothercrystal as defenders of the realm.

History

When the coming of the Seventh Astral Era was proclaimed, the Scions of the Seventh Dawn began to operate outside of the shadows. However, the number of threats facing the realm were great: armed refugee riots, primal summoning, and the Ascians' dark designs. When it became apparent that the Scions' reach exceeded their grasp, Alphinaud Leveilleur proposed a unified Grand Company of Eorzea. With the approval and funding of the Eorzean Alliance, he established the Crystal Braves as a precursor for this organization. Alphinaud himself served as the first commander, and, paying no heed to their homeland or background, recruited his men from amongst the Grand Companies, adventurers, and former sellswords. It was thus the Crystal Braves began their march as a group which transcended invisible borders.

In its early days, the Braves' efforts met with great success. The Braves rooted out a network of Garlean spies within the Immortal Flames, investigated a group of heretics in Ishgard, and helped defend the Holy See from the Dravanian Horde. However, there was trouble brewing within the ranks.

A number of the Braves were pawns, carefully placed by the Ul'dahn elite at the organization's outset. Under Captain Ilberd, second-in-command of the Braves, half of the force served as the Monetarists' private army, unbeknownst to the Grand Companies or their leaders. The rogue Braves were complicit in Teledji Adeledji's plot to assassinate the Sultana—or, rather, in Lolorito Nanarito's clever exploitation of the conspiracy for his own benefit. After a series of clashes, Lolorito and Ilberd eventually parted ways due to their disagreement on the fate of the imprisoned Flame General, Raubahn Aldynn. In the end, the Crystal Braves were disbanded, their history forever besmirched by the wanton actions of a few.

Ilberd Feare



"Know this: there is nothing
I would not give to take back Ala Mhigo! Nothing!"

Born in Ala Mhigo, Ilberd and his family fled their homeland south following the Garlean invasion. Ilberd worked as an adventurer to support his kin until they were lost in a fire that consumed their home—a fire caused by the Calamity. Suddenly alone in the world, there was only one thing left to Ilberd: to see Ala Mhigo reclaimed, and return the remains of his loved ones to their homeland. He rested all his hopes upon his old friend Raubahn, who had become a member of the Syndicate. Yet, despite his vaunted position, the Flame General made no attempts to raise an army to wrest his native city-state from the hands of her invaders. Lost to despair, Ilberd pledged himself to Lolorito, and joined the Crystal Braves as a double agent.

A patriotic Highlander, Ilberd enjoys the medicinal teas of his native land. He sparred with Raubahn in times long past, and has since become known as "Ilberd of the Dull Blade." This is due to the ferocious strength with which he fights even at the age of forty-four.

Lionshead

A single-edged sword of unknown origin, Ilberd's arm bears a lion's head design upon the guard. He discovered it whilst exploring the Invisible City at the behest of the Thaumaturges' Guild, but as the magi took no interest in the steel, he was allowed to retain it as payment for services rendered. The magicks imbued within the weapon are believed to stimulate the humours, allowing for bladework that seemingly exceeds the skill of the wielder.



Laurentius Daye



"After all my transgressions,
I am grateful indeed for this chance to start anew."

Laurentius never knew the man who sired him, his father vanishing long before he was born. Laurentius also never knew the woman who bore him, his mother slain by a bandit when he was but a boy. He joined the Wood Wailers with grand hopes of defending Gridania from within, but quickly alienated his brothers-in-arms by reporting their every violation—no matter how trivial—out of a mistaken sense of duty. Perhaps his actions bespeak a craving for something to help him overcome his sense of powerlessness, be that coin, power, or a cause in which to believe. Or perhaps the Midlander of twenty-eight summers is merely a spoony mooncalf beyond saving. Thus isolated, Laurentius can oft be found sullenly eating antelope stew alone at Buscarron's Druthers. There, at least, it seems someone will speak to him...as long as there is coin in his purse.

Yuyuhase Luluhase



"Whatever it takes to survive!"

Growing up as a beggar, "Golden Eye" Yuyuhase labored hard and long to escape his poverty, eventually establishing his own porter service—only to see it vanish after suffering exploitation at the hands of wicked merchants. Undaunted, he began taking on work as a bodyguard, and in time rose through sellsword ranks before joining the Brass Blades. It was then that the Dunesfolk first met Lolorito and began performing (discreetly) certain dubious tasks for the monetarist. Though Yuyuhase joined the Crystal Braves at the behest of his master, he eventually turned on Lolorito—Ilberd's promise of a high station in Ala Mhigo, should they free it, evidently holding too great an appeal for the forty-five-year-old.

Alianne Vellegrance



"Truth be told, I worry what I can offer to such a lofty organization, but I will do all in my power to make my fellow Braves proud!"

Alianne was raised by her grandfather, Isildaure, and the two Wildwood Elezen traveled the world together. When he resolved to quit the adventurer's life, Alianne decided to make her fortune with the Crystal Braves. There, she became the lieutenant of the 4th, a unit composed of adventurers. Though she had no special talent, she proved a reliable leader, and soon earned the respect of those under her command. She plunged into despair upon learning of Wilred's death, but eventually chose to move forward in his stead. Since joining the Scions, she has used her experience coordinate the activities of those aiding the organization. Now twenty-one, she will ofttimes prepare her grandmother's tomato pie—a nicety she finds contributes to the maintaining of morale amongst her many constituents.

Riol Forrest



"Somethin' ain't right. I don't know what it is, but I can feel it in me bones."

Riol is a man of the Midlander clan who once numbered amongst the famed Company of Heroes. His role was chiefly reconnaissance, and when the sellswords set out to defeat the primal Titan, it was he who discovered a hidden means into the kobolds' rocky stronghold. After the Calamity, Riol briefly worked as a freelancer, covertly imparting his knowledge to the Warrior of Light and his allies when Titan was again summoned unto the realm. With the Crystal Braves, Riol led a unit tasked with the gathering of intelligence. He was proficient in this capacity, and took the initiative to track a suspicious trail of coin flowing into the company. After the Braves disbanded, Riol joined the Scions, where he continues putting to good use the myriad skills he has accrued over his thirty-seven summers. Noble intent aside, Riol also enjoys gambling—and is so practiced at cheating that folk seldom notice, if ever.

Wilred Glasse



"Remember the name of Wilred!"

Also known as "Wilred of the Falling Petal," this a Midlander of Ala Mhigan descent by blood was born in Thanalan, where his parents had fled after the imperial invasion. Unhappy in the pauper's life of a refugee, he became a leader to the youth of Little Ala Mhigo. His repute earned him audience with an Ascian who led him to a failed attempt at a summoning of Rhalgr, Lord of Destruction. Learning from his failure, Wilred embarked on a journey of discovery soon after, only to be unexpectedly caught up in the Crystal Braves. He cared deeply for his comrades, and truly took to heart the values of the company, which stressed equality. No doubt the boy of eighteen summers saw a happy future for himself until meeting his fateful end at the hands of a traitor. His blue uniform was sent to Gundobald, who carefully keeps it so that its color—and his memories of the lad—may never fade.

Ephemie Giphelmont



"I joined the Crystal Braves in the hopes of following in the footsteps of the Warrior of Light, and I do not regret the decision—not even for a moment!"

A Wildwood Elezen of twenty-four years, Ephemie once served the Order of the Twin Adder. However, tales of the Warrior of Light's derring-do lured her to the Braves, where she joined the 2nd. Many of her compatriots in the unit came from Grand Companies, and unto Grand Companies they returned when the Braves were disbanded. Ephemie, however, stayed on with the Scions, firm in her conviction that they can provide better protection to the realm than any large organization staunched in politics and bureaucracy. Of late, she apparently indulges her love of poetry by frequenting the Seventh Heaven and listening to foreign minstrels sing of the Warrior of Light.

Aergmhus Saehstymmsyn



"Heartfelt reunions with stalwart companions! Brings a...brings a bloody tear to the eye!"

Once a man of the Maelstrom, Aergmhus volunteered to join the Braves upon hearing rumors of an Eorzean Grand Company. The Sea Wolf performed well in the 2nd Unit until Ilberd's betrayal, at which time he was imprisoned within the Rising Stones. Even after the company's dissolution, Aergmhus and a handful of his compatriots still pledge allegiance to Alphinaud. Since joining the Scions, he has worked often alongside the adventurer Bluomwyda, their relationship, of late, appearing to have deepened beyond mere leve companion.

Aergmhus loves his drink, and a few cups will have the twenty-five-year-old sotted and sobbing into his wine, proclaiming his love for all mankind.

Rhesh Polaali



"By the time I was fit for duty the Crystal Braves just...weren't, anymore."

Soon after joining the Crystal Braves Rhesh Polaali was assigned to the 4th Unit of the Braves where, on her first mission, she had the ill fortune of being attacked and captured by the Garlean Empire. She was dragged to Castrum Centri for interrogation, but escaped certain death when the Warrior of Light and Alianne's forces came to her rescue. Nonetheless, the Keeper of the Moon's wounds were grave, and she was forced to take a leave of convalescence. This was to be a blessing in disguise, for it kept her far removed from Ilberd's treachery.

Since the Braves' disbanding, Rhesh has used her skill with the sword to guard those who toil expanding Revenant's Toll, regarding it as her way of giving back to the Domans who provided her succor while she healed. While daunting, the task affords the twenty-seven-year-old enough time for her one true pleasure—strolls through the newly budding hamlet with her young daughter.

THE SONS OF SAINT COINACH

The Sons of Saint Coinach are a group of scholars devoted to research of Allagan civilization. Their city-like camps of tents and wagons can be seen near ruins of the lost empire—such as those along the shores of Silvertear Lake—and thence seek to unearth the lost secrets of the ancient world.

History

When the Calamity split the ground asunder, a number of ancient ruins were unearthed for the first time in several millennia. A number of these were soon determined to be of the Allagan Empire, a great civilization that flourished during the Third Astral Era—the same civilization that was proven to be behind the construction of Dalamud. A shared sense of danger swept over the realm. What if new horrors were yet to rise from the shadows of history? And what if the Garleans were to find them? The Eorzean city-states and Sharlayan together called upon their best minds, providing funding to research the ruins and locate any threats before they might fall into the wrong hands. Thus arose the Sons of Saint Coinach.

Given the risks of handling Allagan artifacts, the Sons are pledged to maintain neutrality as observers—a stance epitomized by the selection of Master Rammbroes as the organization's leader. Thus, representatives from every city-state as well as the Students of Baldesion share all their findings, whilst taking the greatest of precautions to safeguard that information from passing to the hands of the realm's enemies.





The Sons of Saint Coinach have, in their research, uncovered reams of knowledge regarding Allagan mages known as "summoners." The Lady Y'mhitra has led this research, and her treatise on the subject has garnered much attention from academics as a new perspective on the primal predicament.

Rammbroes Zasertylsyn



"Iam wholly dedicated to the restoration and preservation of ancient Allagan wisdom—delving into the past, that we might safeguard the future."

One of the Circle of Knowing's founding members, Rammbroes left the Sharlayan homeland for Eorzea near the end of the Sixth Astral Era to expand his research. Unlike his many compeers, the Sea Wolf did not join the Scions of the Seventh Dawn following the Calamity, instead choosing to join the Sons of Saint Coinach at the behest of an associate. Though quickly presented with the opportunity to lead the Sons, Rammbroes was reluctant to accept the role, more intent on losing himself in millennia-old tomes after the loss of his trusted master. It was Y'shtola who reminded the fifty-year-old Sea Wolf of Louisoix's vision for Eorzea, convincing Rammbroes that the only true way to honor their late mentor was by using his peerless talents as both an anthropogeographer and a natural-born leader of men to bring salvation to the realm.

Koh Rabntah



"My scholarly works are legend, my treatises of the cosmos priceless, and my very name known throughout the world!"

Koh Rabntah is a twenty-eight-year-old researcher with the Sons who, when exploring the newly unearthed Crystal Tower complex, came upon an orb of mysterious origin. Upon closer examination of the artifact back at the Sons' camp, she awoke the soul that slumbered therein—Noah, the famed Third Astral Era archmagus of Allag and court-appointed instructor of Unei and Doga of the imperial family. In that moment, Noah's spirit escaped its crystalline gaol and flowed into Koh's body, taking possession of it as a temporary vessel.

Koh and Noah are as different as north and south. Noah displayed great passion toward both her research and apprentices, and was known to oft behave with wild abandon. Indeed, it appears that the imprisonment of her spirit was the result of an uncontrolled bout of simple curiosity. Koh, by contrast, is a woman as timid as she is shy. When the archmagus returns control of her body—usually after an extended night of drink and debauchery—the Keeper of the Moon is in a constant state of fluster, owing to the excess attention Noah commands while she is in control.

NOAH

Consisting of members from the Sons of Saint Coinach, the Students of Baldesion, and the Garlond Ironworks, the fellowship of NOAH was formed with the sole purpose of exploring the Crystal Tower complex. The name stands for "Nominated Observers of Artifacts Historical," and was chosen to honor of the vaunted archmagus of Allag.

History

His encounter with the Ultima Weapon opened Cid Garlond's eyes to the dangers of Allagan relics. Sensing foul secrets deep within its halls, he entreated the Sons of Saint Coinach to explore the Crystal Tower—an ancient site that had heretofore lain untouched since its sudden rise from the deep beneath Mor Dhona. After devising a plan to penetrate the complex's defenses, a party of Sons researchers and Ironworks engineers led by Rammbroes was formed to see to its execution. The Students of Baldesion next assigned G'raha Tia to the party to ensure the expedition did not unwittingly rouse aught with the power to endanger the course of history. When the hero responsible for the defeat of the Black Wolf of Garlemald was afforded a spot amongst these great scholars, the fellowship of NOAH was finally complete.

During the course of the investigation, NOAH encountered Unei and Doga, two "clones" of ancient Allag, and Nero tol Scaeva, formerly of the imperial army. Together, they confronted Emperor Xande, who had been reawakened after a five-thousand-year slumber. The first emperor of Allag had formed a covenant with the Cloud of Darkness, and this highest of voidsent sought to claw its way into the world. NOAH moved against this fell creature by opening a voidgate to the World of Darkness and confronting her before she could move to the corporeal realm. In the end, the Crystal Tower was sealed, that it might shine forth as a beacon of hope in the future.

G'raha Tia



"It is those with an unyielding will who define the course of history."

G'raha Tia's bloodline can be traced back to the Third Astral Era, and a figure whose true name has been lost to the ages. Known only as "Desch," Seekers of the Sun such as he were but a minor clan from the outskirts of Ilsabard. During the height of the Allagan empire, Desch was conscripted into the imperial army alongside his few brethren. The Miqo'te somehow gained the trust of princess Salina, and, as the era drew to a close, was entrusted with her blood and the secrets necessary to control the Crystal Tower. He survived the Fourth Umbral Calamity, and members of his family have since carried the royal line of Allag. With the passing of the ages, the ties to Desch and the emperor grew thin, with only one child in every generation born with the telltale Royal Eye. G'raha was shunned because of it, and began to study in Sharlayan to learn the origin of the trait, armed with naught save the many stories he inherited from his forebears. It was this study that saw him admitted to the Students of Baldesion.

Now twenty-four years of age, G'raha enjoys being outdoors where he will oft curl up under the boughs of a shady arbor and read until sunfall. He also has a beautiful singing voice, though he performs mainly those melodies that have been passed down through his family.

The Allagan Eye

This crimson hue to one's eye is a trait manifesting only in those possessed of royal blood. It was called the Royal Eye in the Third Astral Era, but has become known as the Allagan Eye, as most who knew its true name perished in the calamitous events triggered by Xande's actions.



Doga



"Empires may rise and fall,
but man's indefatigable spirit ever lives on."

A clone of unknown age, Doga was created in the image of a member of the Allagan imperial family. He and Unei were the trial products of an experiment designed to resurrect Xande. This project was under the direction of the technologist Amon, who was quick to recognize the signs of the empire's decline late in the Third Astral Era.

Being kindred to the first emperor, both Unei and Doga were trained as archmagi. Where Doga wielded powerful magicks, Unei had free control over her dreams and visions. Their copies, created in great number, were little more than mindless tools, put to use for the maintenance and defense of the Crystal Tower. The pair that appeared before NOAH in the Seventh Astral Era were such products.

Unei



"Though their names do not appear
to have survived the passage of time,
Doga and Unei were worthy individuals."

Unei, too, is a clone of unknown age, secretly raised and given blood by her original, unbeknownst to the mad technologist Amon. Why, one wonders, did the original royals go to such lengths? Perhaps Xande's turn to the power of darkness late in his life alarmed Unei and Doga. Or, perhaps they wished to put an end to the endless, nightmarish days that accompanied his second reign—and his own fear of death. In either case, they imbued their clones with the desire to end the covenant that tied Xande to the World of Darkness. The pair slept in the Crystal Tower with their unthinking brethren, until awoken by the Calamity. To see their originals' millennia-old dream fulfilled, they ventured to the Eight Sentinels, there to ascertain whether NOAH could be trusted.

THE REDBILLS

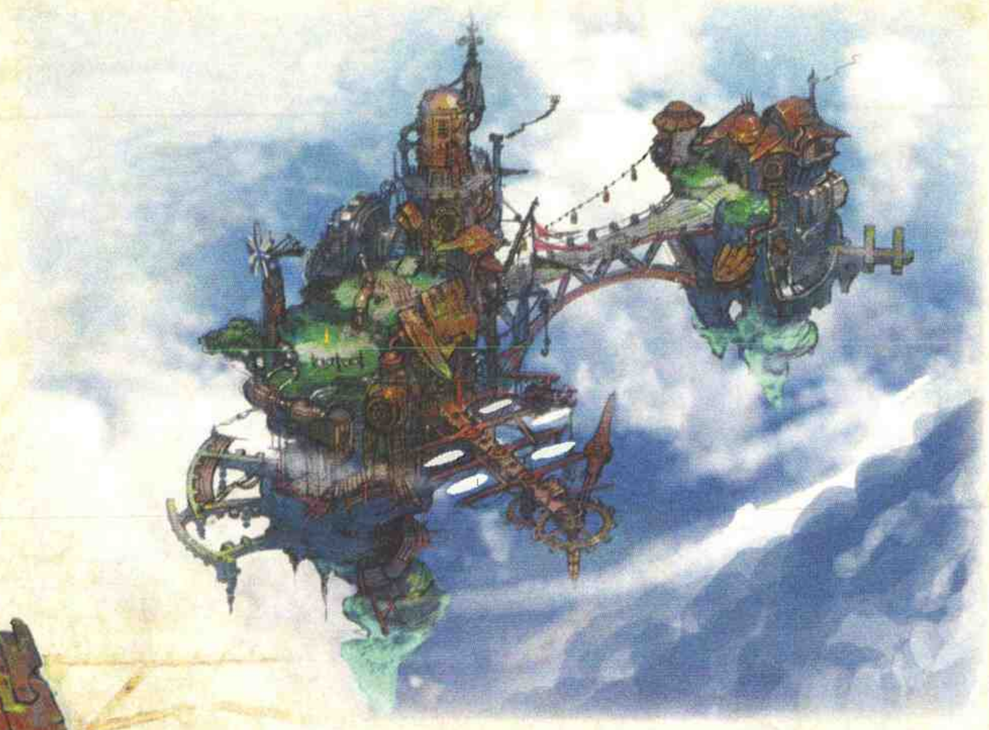
Whilst many sky pirates sink to pillage and plunder, the Redbills take to the skies in search of treasure and freedom. Under the command of one Leofard, the crew navigates the Sea of Clouds—well known for its daring adventures despite the small numbers which employ its ranks.

History

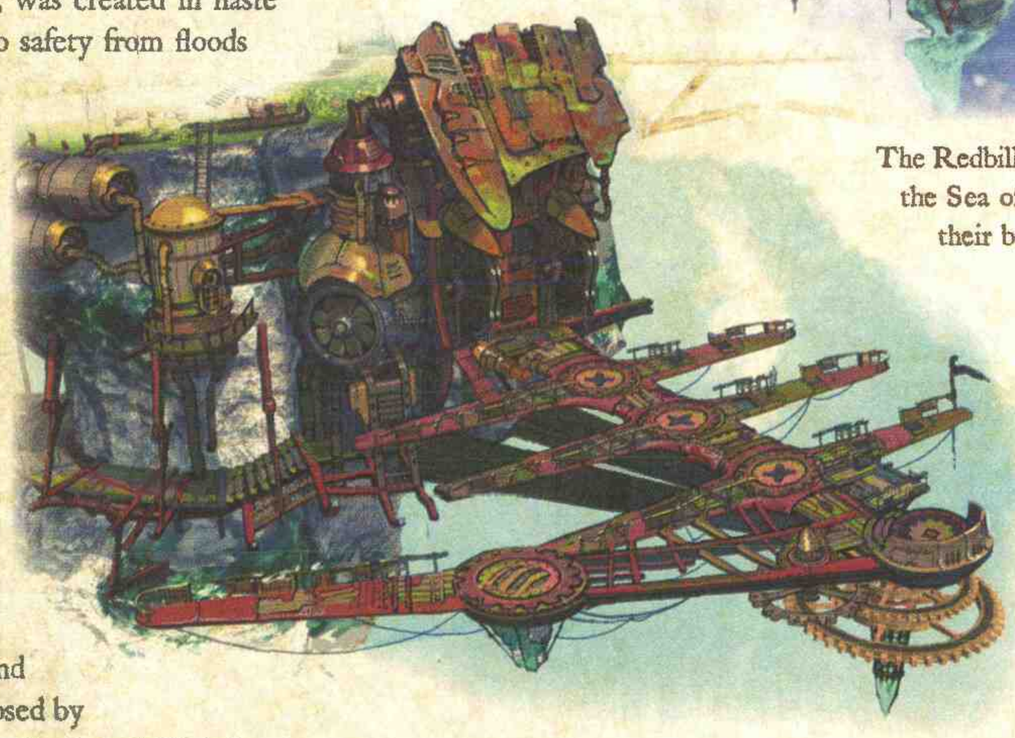
The Redbills began with Leofard and Stacia Myste, two orphans from the Brume who left the Holy See to become adventurers. The pair fell in love with the skies during their first voyage upon a passenger airship, and decided there and then to acquire a vessel they might call their own. After many years and many more adventures, they had amassed a sizable hoard of plunder, and sold every last piece to purchase a derelict Highwind Skyways ship marked for disposal. Now calling themselves sky pirates, the two gathered together a crew and set out to make a name for themselves as pioneers of the Sea of Clouds.

During the course of their adventures, the Redbills caught sight of a derelict "ghost" ship aimlessly circling the empty skies. With the aid of an adventurer of no small repute, they resolved to board and explore the enigmatic vessel. So it was they came to set foot upon the Void Ark, a gargantuan airship built by the Fifth Astral Era civilization of Mhach. The Ark, it appears, was created in haste to carry the people of Mhach to safety from floods which would eventually see Eorzea swallowed whole. Its engines were of a unique design that seemingly tapped the life energies of voidsent to power the turbines, and therein lied the reason for the vessel's destruction. These fell beings would eventually escape their fetters and run rampant within the ship—rendering it a ghostly shell. Within the Ark, the Redbills encountered Cait Sith, a magicked feline, and from him learned of the threat posed by two most powerful voidsent: Scathach and Diabolos.

It was this revelation that spurred the Redbills to abandon their petty banditry, if not for but a moment, so that they might fight to free the skies they hold so dear.



The Redbills discovered these floating isles while exploring the Sea of Clouds, and upon them built the Parrock—their base of operations.





Leofard Myste



"A ship ain't what it is, but what it can be—
freedom and adventure."

Leofard was born in the Brume, and orphaned as a boy, taking the Myste surname common amongst the city's abandoned. He did whatever was necessary to survive, and would likely have grown into an artful criminal, were it not for Raimille Roulchardon. A highborn Elezen and childless widow, Raimille invited the young Midlander into her home, and raised him as her own. Yet, she had a weak constitution, and in time grew so ill she could not leave her bed. Try though he did, Leofard's best efforts could not heal her, and soon he was alone again. With naught to bind him to Ishgard, he set off to explore the world, seeking the landmarks his adoptive mother would describe to him from history books each night at his bedside.

Now the leader of the Redbills, Leofard seeks plunder to add to his ever-growing collection. He has seen thirty-two summers come and go—yet still dislikes his greens, and eats little but the generously charred flesh of beasts.

The *Raimille*

The *Raimille* is a manacutter fabricated by the Skysteel Manufactory under license from the Garlond Ironworks. Selling a portion of his carefully hoarded plunder to purchase the sleek prototype, Leofard christened it in memory of his adoptive mother, who perished ere she could visit the places she so longed to see.



Stacia Myste



"Leofard would call me his right-hand woman,
but I feel more like his bloody nursemaid,
gods' truth be told..."

Another Midlander orphan from the Brume, Stacia lost both parents to the Horde while still in her teens. She lived as a street urchin until her chance meeting with Leofard, and gladly abandoned her pitiful life in the Holy See upon his quite literal invitation to sail away with him into the clouds. As an adventurer, she proved surprisingly adept with a sword, having learned how to defend herself in Ishgard's deadly back alleys. Over the decade since her departure from her homeland, Stacia has continuously proven a trustworthy and supportive companion for Leofard. Indeed, with a tight grip on the Redbills' purse string, it is seemingly she who keeps the restless spirits of Leofald's rowdy crew in line. Stacia is also thought to have a large collection of choice liquors, gathered over her twenty-seven years.

Utata Uta



"Smithing, carpentry, magitek—
if it's part of an airship, I can fix it!"

A Plainsfolk woman of twenty and two years, Utata has shown a fondness for machinery of all kinds since she was a child. She joined Highwind Skyways while still in her youth, and there assisted in the maintenance of the organization's diverse fleet, all the while gaining valuable knowledge of the inner-workings of airships. However, her time with the Skyways came to an abrupt conclusion as the result of a vehement disagreement with a superior regarding the scheduled disassembly and material repurposing of a vessel. At a tavern afterwards, she met Leofard, who, by a stunning coincidence, was seeking an airship of his own. Utata facilitated the sale of the vessel in disagreement, and stayed on with the newly formed Redbills as the crew's engineer. Incidentally, she aspires to one day eclipse a certain Lalafellin engineer in the employ of Garlond Ironworks.

Cait Sith



"When it came to the glory of Mhach,
the ends justified the means..."

Cait Sith was once but a stray cat, caught in a downpour—one of many such squalls that frequented the skies in the late Fifth Astral Era. Voidmage Cessair, on one of her nightly walks through the Mhachi city gardens, picked him out of the rain, and, most thoroughly entranced by the soaking cat's innocent stare, resolved to transform him into her familiar. The feline's keen mind and civilized behavior are testaments to the High Voidmage's magical abilities, and Cait Sith remains loyal to her, even centuries after her demise. He has spent the last millennium and a half following his master's final order: to keep watch over the seals imprisoning the voidsent aboard the Ark, all the while, treasuring the hand-made cloak given him by the late magus.

In speech and act, Cait Sith mimics the formality of the long-dead Mhachi mages. He resents being called "furball" by Leofard, and judges the parlance and attitude of the younger generations to be improper—a natural opinion, given his long life of fifteen centuries. Thankfully, he can be pacified with a good book or a dried cloudcrawler.

The Nullstone

Hidden deep within the great Mhachi pyramid which, to this day, towers over the salt-strewn lowlands of Yafaem, this weapon was created as a safeguard for those mages who forged pacts with voidsent. By severing the essence of a voidsent from the vessel into which it was summoned, the staff can banish even the most powerful of entity.



High Voidmage Cessair



"Those who know true power
should forbear to use it."

The preeminent voidmage of Mhach, Cessair was a Hyuran woman who is believed to have taken black magic and sorcery to new heights. A staunch opponent to the war her brethren waged, Cessair held that the arcane arts should be used only as a deterrent to further strife. After openly disregarding an order from the Coven, Mhach's ruling body, she was labeled a traitor and locked away. Cessair whiled away her imprisonment practicing her needlework until the imminent coming of the great floods. Granted a pardon, she was asked to contribute to the Void Ark—her people's salvation. Alas, even Cessair's might was insufficient when tasked with the control of Scathach, the Shadow Queen.

Radlia Keene



"Patience. When all of this is over,
we shall see who rules the skies."

Daughter of an Ala Mhigan mercenary captain, Radlia grew up in the raucous company of the men her father commanded. Radlia assumed the responsibilities of captain soon after her coming of age, and proceeded to lead the sellswords in battle throughout the realm, gaining much fame for herself and her roughcast crew. It was following a skirmish with bandits that they discovered and claimed an airship—an older vessel the brigands had commandeered. Sensing opportunity unavailable as a mere soldier of fortune, Radlia paid an outlandish sum to see the craft restored, and subsequently took flight as a sky pirate. As the newly christened Talons began to absorb smaller crews, the number of men at her beck swelled, as did the tales of their exploits—this despite the occasional failed investigation.

Radlia appears to have had some relationship with Leofard ere she became a pirate, and though its nature is unknown, its end was likely the result of the woman's delight in beguiling men.

THE AGENTS OF INQUIRY

In a realm rife with mystery, one will find no shortage of those proclaiming to be in the business of solving them. Wherever crime dares rear its ugly head, these inspectors du jour and their intrepid band of loyalists are there—to untangle enigmas with their infallible powers of deduction, and bring evildoers to justice.

Hildibrand Helidor Maximilian Manderville



"A Manderville is more than mere flesh and bone!
He is vigor, compassion, honor—
a gentleman for all seasons!"

Born to a wealthy Ul'dahn house, Hildibrand balked at the idea of inheriting the family trade, instead choosing to leave his home and travel the realm as a self-titled "agent of enquiry, inspector extraordinaire." The Highlander has captured many criminals and saved more lives—though whether this was due to, or in spite of, his reasoning and gods-given wit is a matter of no small debate. To thwart the destruction of Eorzea, he embarked on a mission to the very heavens where he came perilously close to the red moon. It was at this time it is believed he was ensnared in some manner of Allagan device designed to keep its thralls in stasis. Hildibrand was effectively frozen in time, and until his return to the living five years later, many of his companions believed him dead, going as far as providing him with a burial fitting one of his status. The time spent in stasis seemingly had no effect on the gentleman inspector's age, and he maintains the vim and vigor of a man of eighteen summers despite having seen twenty and three. His favorite food, incidentally, is Truffles à la Manderville.

Nashu Mhakaracca



"Oh, Inspector, you're just confused is all!"

Born under the boughs of the Black Shroud, Nashu was raised the daughter of a poacher. After the tragic death of her mother on a hunt, the Keeper of the Moon girl had little means to support herself and for a time lived in squalor, begging for scraps outside the gates of Gridania proper, until she was finally able to gain employment on the outskirts of the city. A chance encounter with Hildibrand around her thirteenth nameday, however, was to change her life forever. At the time, she toiled as a scullery maid and serving wench at a nameless tavern. There was a burglary, and she had wrongly named the perpetrator when the neophyte agent of enquiry stumbled into the poorly lit establishment. Through deduction—or mayhap sheer fortune—he uncovered the true culprit. In that moment, Nashu became Hildibrand's greatest fan, and she has since worked as his assistant.

Now twenty-one, Nashu has an interest in mixing chemical compounds—though more often than not, they prove highly volatile in nature.

Briardien de Manseauguel



"Dear gods, isn't it obvious? What is it like in your funny little brains? It must be so boring."

An Elezen from the Holy See, Briardien's keen intelligence was thought to portend a bright future. Yet, he felt constrained within Ishgardian high society, and much to his parents' chagrin, chose instead to abscond from his fate so that he might put his abilities to better use as a detective. He has since solved numerous perplexing cases and is known throughout the realm as the great "consulting inspector."

Briardien has always been popular with the fairer sex, but will almost never approach women directly. His chance meeting, however, with one Miss Ellie Lynne shook him to his core, and it was at that moment he knew true love for the first time in his twenty-six summers. Though she has since been imprisoned, he continues to pen her letters once every week.

Ellie Ryse



"I-I can't believe I'm saying this,
but...well done, Inspector!"

A Midlander woman of twenty and four summers, Ellie was, until recently, a reporter for the *Mythril Eye*. She is also one of the last living descendants of Sil'dihn aristocracy, and was raised on tales of the atrocities the sultanate of Ul'dah committed against her people. When her parents passed, Ellie was left to provide for her young sister, and for a long while they lived in abject poverty, scraping to survive day to day. For these reasons and more, Ellie loathes Ul'dahns and their worship of coin. It was this selfsame loathing that drove her to revenge—an act she never would have so nearly accomplished without her uncanny skill with disguises. However, Hildibrand and his compatriots put a stop to this, and, after being placed in the custody of the Brass Blades, she is now confined deep within the Marasaja Pit's lightless oubliettes.

Godbert Manderville



"Fancy yourself a Manderville man?
You would do what only a Manderville can?
Then lift your legs, and put up your hands,
Be a Mander-Mander-Manderville, man!"

A Highlander of fifty-six winters, Godbert is the owner of a thriving jewelry business, the proprietor of the wildly popular Manderville Gold Saucer, and the self-proclaimed "best goldsmith in Eorzea." At heart, he is a calm man, yet when his ire is raised, he has been known to literally fly out of control, once single-handedly laying waste to an entire party of bandits seeking to wrong the entrepreneur.

Apparently, Godbert dreams of having Hildibrand walk in his footsteps, and despite his son's adamant refusal to do so, he still wishes to impart his son with the ninety-nine secret techniques of House Manderville. Alas, Hildibrand has shown no interest in humoring his father, and Godbert can do naught but wait for his errant progeny to eventually come to his senses. Thankfully, he has his faithful wife Julyan's cooking to tide him over until that day comes.

Julyan Manderville



"My dear boy's always had a bit of a rebellious streak.
What can I say? I can come on a bit too strong at times."

Arguably the worst cook in Eorzea, Julyan is a perpetually (to hear her speak it) young demoiselle who wed Godbert following a torrid and scandalous love affair. The couple manages the company Manderville & Manderville, and together have amassed a considerable fortune. Julyan supports her husband in many ways, and it is largely thanks to her own aptitude that Godbert has a seat on the Syndicate.

Little else is known of Julyan save that she gave birth to Hildibrand remarkably early in her life—something that may contribute to the fact that she dotes upon her son overmuch, going so far as to keep a journal colorfully detailing his every growth. When he left home, she is said to have flown into a fit of unbridled panic that nigh left the Manderville manor in ruin. She insists that her youthful appearance is maintained not with copious layers of expensive creams and unguents, but simply because of the unwavering fact that she is still young, and heavens protect those who might imply otherwise.



Gentle Dead Man

"I daresay rigor mortis will set in
if I remain here any longer..."

In life, the "gentle dead man" was a Hyuran by the name of Autgar Hammil, and a former mercenary of Sil'dih. He cowered in the shadows as his comrades fought the Ul'dahns, and was transformed into one of the undead when his enemies released the Traders' Spurn onto the battlefield—that terrible poison which would eventually transform nigh the entirety of Sil'dih's people into mindless zombies. Deceased after thirty-three summers, he wandered for centuries in a deranged daze, somehow avoiding the numerous parties sent to cull the remaining undead. In an unexplainable turn of events, it would appear some manner of aetherial imbalance caused by the Calamity has temporarily restored his wits.



Maria Mercer

"When I grow up,
I want to be a reporter like Ellie!"

Maria is the eleven-year-old daughter of wealthy Midlander merchants from Vesper Bay. Having been raised amidst an ever-toiling father and free-spirited mother, she is prone to fits of doubt regarding the path in life best for her. After meeting with the inspector Hildibrand and his odd retinue of loyal compatriots, however, her fragile relationship with her parents appears to be on the mend.



Gilgamesh

"Now we fight like men! And ladies!
And ladies who dress like men!"

Precious little is known of Gilgamesh—not his age, race, or whence he came. He wanders the realm as though searching for someone, challenging those he meets on the road to combat. After winning such bouts, he will spare his opponents' lives, instead claiming their weapons. He met Hildibrand during a case surrounding a thieving duelist, and appears to see the inspector as a man of honor.



Ultros

"Give me a moment, will ya? I've only got eight arms!
...Or were they legs?"

A bizarre creature born of a recent experiment, Ultros appears much as a large octopus. The ancient incantations the Thaumaturges' Guild used to summon him from the hoary depths, however, seemed to have granted the cephalopod the ability for parlance—which the creature was quick to employ in pleading for his safety in this unknown realm. He has since come to work for the Coliseum, vowing to commit no acts of ill-will...except when on (or hovering slightly above) the bloodsands. Ultros is lecherous and cowardly, but seems to possess a certain charm that draws a crowd.



Cyr Blyme

"Ah hah! The unmistakable scent of heresy!"

A brilliant graduate of Saint Endalim's Scholasticate, Cyr should have joined the upper echelons of the Holy See by rights. However, he made one small mistake on an important missive, and found himself consigned to the inquisition instead. The Midlander worked long and hard as an assistant, and became a true inquisitor when his superior was invited to join the Heavens' Ward. Now of twenty years, he labors tenaciously to ensure the longevity of his organization.



Eleazar Grayve

"Tell me you've got my snurble tonic,
or I'll fashion myself a wig from yer lovely locks
after I've ripped them clean from yer bloody head!"

A Highlander of sixty-eight winters who has chosen to live the remainder of his years in the quiet Golden Bazaar, Eleazar insists he once had a head of hair that grew thick as the Black Shroud's canopy. Alas, when his father's sword was stolen, it all fell out, and now his pate is as bare as the deserts of Thanalan. In his heyday, Eleazar claims he was a gladiator known for dazzling his opponents on the bloodsands using the technique "Flash." As to the verity of these claims, none have yet stepped forward to substantiate them.



Lady Arabella

"The gods smile on me indeed, to send such a strong
and handsome gentleman as my champion!"

Praised as the beautiful "lapis maiden," Arabella grew up with Lewenhart amongst the beggars in Ul'dah. So fair was she that the merchant Guguremu, whether it be from the kindness of his heart or for merely his own pleasure, adopted the abandoned maid. He arranged her marriage at the age of eighteen—a political maneuver to help further his family business. The wedding was called off, however, during the course of one of inspector Hildibrand's investigations, and for a brief moment the Midlander was granted a taste of freedom.



Enkidu

"Is that my cue...old friend?"

In the depths of his loneliness, Gilgamesh cast his mind back upon his long-lost best friend. To his surprise, this mysterious entity suddenly appeared at his side. Like his old comrade, Enkidu would immediately heal his ailing ally with a blast of White Wind. Alas, it seemed that Enkidu himself could not stand a concentrated onslaught—just as the old companion in Gilgamesh's memory.



Typhon

"Fu...fu...fu...
FUUUNNN-GAAAHHHHHHHHH!"

Another result of experiments by the Thaumaturges' Guild, Typhon also toiled as an employee at the Coliseum... until one day the large-mawed creature took to the bloodsands uninvited and intervened in an important bout. Typhon was swiftly dismissed from his position for this unthinkable offence, but fortune was soon to smile upon the arcane aberration. Godbert, impressed with Typhon's mettle, offered the creature a new means of livelihood within the Manderville Gold Saucer, where he remains to this day.



Gigi

"I wIlL eNdUrE wHaTeVeR
i MuSt To BeCoMe A rEaL bOy!"

Hildibrand found this clockwork automaton deep within the snows of the Coerthas western highlands. Amazingly, Gigi exhibits the traits of personality, but for some reason seems to have lost all his memories, rendering much regarding his origins a mystery. The mammet also appears to possess some faculty with the arcane, proof of his ability put on display when he restored a shattered vase in the blink of an eye.

THE DRAGONS

Seemingly possessed with life everlasting, dragons are a truly magnificent race. Which makes it all the more unfortunate that Ishgard's age-old conflict with the beings—the Dragonsong War—has prevented scholars from gathering much in the way of knowledge on their ancient civilization. Indeed, it is said that even a dragon's age cannot be known for certain. What follows here is information discovered but recently through the efforts of brave individuals who would put the pursuit of truth before petty differences.

On Dragons

In the creation myths of Eorzea, Althyk and Nymeia, Brother Time and Sister Fate, created the water. When water came into being, so too did the great dragon Midgardsormr. The deities bid him watch over Silvertear Falls, the font from which magic flowed.

The dragons themselves tell a different tale. Their ancient songs speak of a time before time, when Midgardsormr came to a newborn star bearing seven eggs. He treated with Hydaelyn, and arrived at a covenant: in return for allowing the dragons to live upon the planet, he would protect Silvertear Falls. In the magic of those waters, Midgardsormr nurtured his eggs, and in time were born the seven creatures known as the great wyrms. After an age spent growing, these, the first brood, set off to explore Hydaelyn, and bore young in every corner of the world. Thus did the dragons become legion.

It is believed that the wyrms have never sought to form a unified nation. Nonetheless, they value the ties of blood, and seem to have oft come together at their sire's command.

Midgardsormr



"Men die, and their children forget.
But we are everlasting."

The Father of Dragons, Midgardsormr is said to have come to Hydaelyn at the beginning of time. Yet, fundamental questions such as exactly when and whence remain unanswered, throwing the legends into doubt. Regardless, the wyrm appears to have been the guardian of Silvertear Falls, and undeniably rose from the waters with a host of dragons to meet the Garlean invasion in 1562. Midgardsormr engaged the Agrius, and, after a furious bout, fell from the skies, spiraling down with the imperial battleship. He was widely thought to have perished in the battle; however, what died was merely the vessel which had carried the wyrm for so long. Without another vessel to house his undying spirit, he created an apparition with which he used to accompany the Warrior of Light on his quest for redemption.

Nidhogg



"Wicked mortals! I shall melt your flesh,
and turn your bones to ash!"

One amongst the seven great wyrms, Nidhogg is evil incarnate—the selfsame abomination who mercilessly slew the beloved King Thordan I, father of the Holy See...or at least according to the Enchiridion and the teachings of the Ishgardian Orthodox Church. However, this history conceals Nidhogg's hunger to avenge the murder of his brood-sister, Ratatoskr. Over the past millennium, he has awakened on eight occasions, and each time the Holy See has tasted his murderous wrath. The dragon was slain in the Aery by the Warrior of Light and Estinien, the Azure Dragoon. However, within the boundless aether of his eyes, Nidhogg's hatred lived on, and seized control of Estinien's flesh so as to fight to the bitter end.

Hraesvelgr



"Hark thee, mortal, to the naked truth...
then tell me thou deservest forgiveness!"

Another of the first brood, Hraesvelgr claims command over ice and holy light. Twelve centuries past, the great wyrm fell in love with a mortal woman by the name of Shiva. Yet it was this very mortality which would soon bring him much sorrow. Hraesvelgr began to despair that death would one day separate them. Shiva, sensing her beloved's wish that they never be parted, bid him devour her so that their souls might be forever entwined. Her sacrifice deepened the understanding betwixt man and dragon, and ultimately led unto a rare age of peace.

Ratatoskr



"The way to peace is paved with understanding.
We must not cling to our secrets so tightly!"

Ratatoskr was a wanderer and the bearer of dragon's songs, traveling from one corner of the world to the other, carrying tidings amongst her siblings. Of the first brood, she was perhaps the most curious, and worked passionately to establish a lasting peace with man. Alas, she did not fathom the depth of mortals' avarice, and rashly revealed to King Thordan the secret of the wyrms' power. Emboldened, the regent would ultimately betray Ratatoskr's trust and slay the wyrm for her eyes and the strength they might provide.

Her remaining brood can still be seen soaring through the skies, the wanderlust of their progenitor flowing strong through their veins.



Tiamat

"I shall live with my regret
until the world itself hath ceased to be."

In times long past, Tiamat dwelled peacefully on the southern continent of Meracydia. That peace ended when the Allagan empire, seeking to lay claim to the landmass, invaded Meracydia, and in the resulting offensive, robbed her of her brood-brother, Bahamut. In her sorrow, she was seduced by the promises of the Ascians, who gave her the means to summon her beloved Bahamut once more as a primal. The great wyrm has spent the past five millennia imprisoned within Azys Lla, and it is said she has come to lament calling forth the fell being that would ultimately do naught but besmirch Bahamut's memory.



Bahamut

"The hour is come.
Receive of me the gift of purity."

Upon their release into the world so many eons ago, Bahamut chose to venture south with his kin Tiamat. The people they found there venerated the dragons, and thus a bond of friendship grew betwixt dragonkind and man. This bond was so great that scholars have reason to believe it was none other than the great wyrm himself who led the mortals of Meracydia against the invading Allagan armies, securing countless victories against their technologically advanced foes until Bahamut was ultimately slain on the field of battle, overcome by the Allagans' godless chimeras.



Vidofnir

"Our sire bade us hearken unto the whispers of our hearts. They spoke to us of a paradise lost—of bonds of brotherhood which they yearn to see restored."

Sired by the great wyrm Hraesvelgr, Vidofnir dwells in the abandoned halls of the once prosperous Anyx Trine. She is one of few who remembers the era when man and dragon joined their hands in peace, and is revered as an elder by the others of their brood. She counts herself amongst Ysayle's friends, and through the Lady Iceheart made acquaintance with the Warrior of Light and his allies. After no small amount of persuasion, Vidofnir has resolved to once again walk the path of peace and work to restore the bonds that once brought together all peoples of Dravania.



Vedrfolnir

"I will not abandon those who suffer at
Darkscale's ravaging claws!"

Known as the white dragon, Vedrfolnir is another of Hraesvelgr's brood. Long ago, he would soar through the Sea of Clouds with an Ishgardian knight upon his back, maintaining the skyey realm's peace. Presently, he is locked in a deadly rivalry with Nidhogg's brood, who seek to ravage Zenith—a tower representing an age when man and dragon lived as one. Through a number of trials that saw the two fight side by side, Vedrfolnir has come to befriend one Ser Aymeric, lord commander of the Temple Knights.



Vishap

"By my might, Ishgard will fall!"

One of Nidhogg's greatest champions, Vishap is a colossal dragon who, due to selective breeding, is of a size far greater than that of its sire. The wyrm's movements are sluggish, yet his strength is without limit, and it was with seemingly little effort that Vishap shattered Ishgard's magical wards along the Steps of Faith, coming within yalms of breaching the Gate of the Worthy and vanquishing the Holy See.



Tioman

"My jaws shall run red with the blood of men!"

Tioman is known as the dark dragon among Ishgardians by virtue of her scales, which are said to be darker than a starless night. She is close to Nidhogg, and thought to be his consort. At his behest, she long protected Sohm Al—sacred to the Dravanians—until encountering the Warrior of Light and his companions. She perished in the ensuing battle.



Darkscale

"I am Darkscale, general of Nidhogg!"

This powerful dragon has laid waste to Ishgardian soldiers time and again throughout the Dragonsong War, and boasts command over Thuban, Etamin, Rastaban, and other infamous members of the Horde. A descendant of Nidhogg, he has a bitter feud with Vedrfolnir and seeks to destroy Zenith, a place that symbolizes the peace betwixt Dravanian and man.



Twintania

"Ah, but to fly free again..."

Of Bahamut's brood, Twintania fought alongside her sire against the chimerical armies of Allag, but was captured and transformed through the empire's technology into a thrall robbed of reason and will. Until she was imprisoned, however, the wyvern inflicted unimaginable ruin upon the attacking empire.



Aiatar

"What strange masks those mortals donned."

Aiatar was injured during a battle with dragoons, and fled to Vylbrand to nurse its wounds. There, Brayflox's men disturbed its slumber, and Aiatar flew into a wild rage. It seems that the wyrm of Nidhogg's brood traveled to the dense jungles to devour poisonous plants, and replenish its natural supply of toxins the dragon is known to spew at its foes.



Gullinbursti

"What can be wrought by the hands of man,
moogle, and dragon?"

During the period of peace following Hraesvelgr's bonding with Shiva, Gullinbursti worked with man and moogle alike to create the beauteous Bahrr Lehs within the Sea of Clouds. When his dam, Ratatoskr, was killed, however, he withdrew from his dealings with both. Nevertheless, in recent times he appears to have shed some of the wrath that for so long burdened his soul, his eyes once again fixed on peace, in part thanks to a chance meeting with the Mogmenders of Moghome.

FACES FROM JOURNEYS PAST

Adventure is, in a sense, a never-ending series of new encounters. The Warrior of Light and his companions have heretofore crossed paths with countless individuals over the course of their journeys, some proving to be trustworthy compatriots—others, treacherous knaves.

Mutamix



"Melty-mix this one, mixy-melt that one, squeeze and squash, then bigeyes!"

Mutamix is an elderly goblin who arrived in Thanalan near the end of the Sixth Astral Era. He has since toiled to impart upon the realm his boundless knowledge of materia—an enigmatic substance best described as the crystallized aetherial essence of a well-worn piece of equipment. In the past, he belonged to the fraternity of goblin scholars known as the Illuminati; however, he found himself at odds with their secretive ways, and left the group claiming that science might only evolve through diversity of thought. For many a twelvemoon, he wandered the realm upon the Cauldron, his makeshift furnace of prodigious size mounted upon a raptor-drawn carriage. At present, he has settled in the wilds of Thanalan at a camp his followers have come to call the Bonfire. Here, he continues his research alongside his loyal disciples.

Gerolt Blackthorn



"It might be as I'm repairin' kettles to pay for yesterday's mead, but I still got me pride as a master weaponsmith."

A Highlander of fifty-one years, Gerolt is Eorzea's premier weaponsmith. It was he who forged Frenzy, a treasured blade of the Coliseum, and there was a time when people would flock from the far corners of Hydaelyn to commission the man with the creation of everything from baghnakhs to blunderbusses. Gerolt, however, has fallen far since. It all began when he was young and in his cups. He had a heated exchange with his forgemaster, bludgeoned him, and was promptly thrown out. Thereafter, he took to the road, travelling the realm and earning his keep day to day as a wandering craftsman. At present, much of the limitless prestige of his youth is gone, and he makes and mends kettle upon kettle just to pay off the previous night's excesses at the local tavern. Nonetheless, Gerolt's abilities remain sharp as the day he set off, and some have speculated that he merely wants for a chance to create legendary weapons once again.

Jalzahn Daemir



"Everything, from my encounter with tales of the Braves to my choice of studies, must have been written in the stars!"

From the city-state of Radz-at-Han, Jalzahn is an alchemist by trade. He has long worked to recreate the arms of the Zodiac Braves, legendary weapons thought to be laden with soul energy. Upon learning that Thavnairian mist, a potion of his own concoction, was being used for soul infusion in Eorzea, he made the long journey to the realm. There, he met with the Warrior of Light and Gerolt, and together they set out to forge anew the Zodiac Weapons. Though Jalzahn and the weaponsmith bicker often, they have developed a grudging respect for each other.

Now having seen seventy-three winters come and go, Jalzahn delights in distilling fiery liquors. The Hyuran once had a family as well, though it appears that they left him—the high price of his obsession with research.

Ardashir Balyk



"I am certain that with the Sharlayans' knowledge of arcane sentries, I can complete my project."

The son of a Near Eastern Hyuran merchant in Radz-at-Han, Ardashir travelled with his father so as to learn the family business. His life would change, however, upon his first journey to Limsa Lominsa. There, he spied arcanists at Mealvaan's Gate, and was entranced by their Carbuncles. Upon returning home, Ardashir began to study arcanima, only to discover he had no talent for sorcery, and could not perform even the most basic summoning. He did not give up, however, and instead set out to create an arcane entity that did not rely on the wielder's magic. Ignoring his father's protests, the Far Eastern Hyuran became the apprentice of a famous alchemist, and has been conducting research on anima since. The lad of seventeen summers is in the habit of jotting down his findings in his journal, wherein he also vents his daily frustrations.

Drake Rhodes



"Smithing isn't about forging the sharpest blade or the sturdiest suit of armor. It's about exceeding the expectations of our patrons and the limitations of ourselves."

At twenty and three, Drake is a genius weaponsmith with a bright future—though he himself has yet to realize this. He is not put off by rejection, and following a full moon and a half of persistence, so became the apprentice of his hero, Gerolt. Unfortunately, his master teaches him little, preferring to drink alone rather than spend time with the Midlander lad. Drake has had no recourse but to study by watching—and as a result, become highly skilled in his own right.

Remon Smalle



"No need to explain, not to a man with a web of a thousand eyes and ears."

Remon is a black market trader of forty-eight years who deals in mahatma, or shards of a soul. He studied under the same blacksmith as Gerolt, and for a time, the two Highlanders shared a rivalry over the anvil. They are, however, no longer on speaking terms, the cause of this estrangement apparently lying in Gerolt's relationship with Rowena—a matter upon which Remon refuses to shed any light.

Edda Pureheart



"Look, Avere! All these people have come to make you a gift of their souls! Isn't that kind of them?"

A Midlander from a poor village on Abalathia's Spine, Edda had seen but sixteen summers when she resolved to leave behind her hum-drum life sweeping dirt floors and scrubbing loincloths (things for which she displayed quite the talent) and become an adventurer. And so she set off with Avere, her betrothed and childhood friend, down the mountains upon which they had been born and out into the unknown. The two would travel first to distant La Noscea, and thence venture into the Tam-Tara Deepcroft, where, on his second serious foray into adventuring, Avere lost his life.

Edda's dreams of building a happy family shattered to pieces, she returned to her home to bury her beloved, but descended into madness soon after, refusing to be parted from her beloved's decapitated head. As her madness grew, she turned to the forbidden arts, and following the writings of an ancient tome obtained during her travels, she brought Avere back from the beyond the grave.

Avere Bravearm



"We took up the 'venturin' life to take on the big jobs an' claim the big rewards."

Though a decent gambler, Avere was a sorely inexperienced leader, and it was this inexperience that saw him meet his untimely demise. Youthful bashfulness rendered the Midlander unable to express his affection for Edda, and he would oft treat his betrothed harshly in public. That said, it seems he longed to become a man worthy of her courage and devotion, and as such repeatedly sought jobs that would pain him in a favorable light, regardless of those jobs' difficulty. It was on one such job that Avere charged recklessly into Tam-Tara Deepcroft and was slain by the undead creatures within. He had seen but nineteen winters.

Liavinne Painefort



"Edda, you're so slow,
you'd lose a footrace to a tree slug."

The Duskwight member of Avere's inept band of would-be adventurers, Liavinne had begun feeling the first stirrings of affection for Avere in the days before that fateful descent into the Tam-Tara Deepcroft, and his death was especially difficult for her. To forget her pain, she took upon several odd jobs with the Scions of the Seventh Dawn, but was killed at the age of twenty-one during the imperial raid on the Rising Stones.

Paiyo Reiyo



"Let this be my last act as an adventurer.
I've done quite enough harm as it is."

Paiyo was charmed by Avere, and had faith in the inexperienced young man's leadership qualities, despite the myriad signs telling him otherwise. The Plainsfolk Lalafell resolved to become a steadying right hand to Avere, but could not stop the youth's wild rush into the Deepcroft. At only twenty-two, Paiyo returned to his hamlet to live a quiet life and forget his troubled past—only to find that past catch up with him when an invitation arrived to Edda's wedding...

Isildaure Vellegrance



"It is an unquenchable thirst for the unknown
that drives us into the wilds time and again."

A wizened adventurer from the Black Shroud, Isildaure found himself knee-deep in fatherhood once again upon assuming guardianship of his granddaughter, Alianne, after a tragic accident claimed the lives of his son and daughter-in-law. To help her cope with the sorrow of losing both her parents, Isildaure embarked with Alianne on a journey to explore the world. It was not long, though, before the Wildwood's sixty-six winters caught up with him and forced him begrudgingly into retirement. Even so, his blood remains quick to boil, and the Elezen would shoulder his axe and charge to Alianne's defense were he to find her in danger.

Dolorous Bear



"Purpose can sustain you through times of hardship."

A Hellsguard of twenty-four summers, Dolorous Bear was an accomplished adventurer who wanted for naught but history to remember his daring deeds. Possessed of both bravery and skill, the Roegadyn's lone failing was his impatience—a trait that would eventually lead to his death. He perished alongside his companions E'manafa and Kikina in Copperbell Mines—though it is rumored their remains have since been exhumed.

Gundobald the Resolute



"We struggle enough without having to answer
the whim of every outsider."

The leader of Little Ala Mhigo, Gundobald numbers amongst the first generation to flee his homeland when the Empire invaded. After countless trials and tribulations, the Highlander finally settled in southern Thanalan where he set to building a hamlet for his fellow refugees with a hollowed-out mesa. Still a member of the Ala Mhigan Resistance after his sixty-five years, he finds himself clueless as how to deal with the reckless actions of the settlement's fiery youth.

Meffrid Noward



"We're Ala Mhigans, and Ala Mhigans never
forsake one another, hardships be damned!"

A leader in the Ala Mhigan Resistance, Meffrid continued to fight the Garleans long after his homeland's fall, striking the empire from hidden outposts situated throughout Gyr Abania. As the Empire tightened its control over the city-state and the surrounding region, however, the Highlander was forced to flee in order to rebuild his organization. When his men and women reached Gridania tired and hungry, they were informed that the elementals had rejected their plight, and turned away. Now, having seen his thirty-eighth nameday, Meffrid struggles to maintain his followers' sense of purpose so they may once again reclaim their homes.



Buscarron Stacks

"It ain't only the grog what brings people to the Druthers, but the camaraderie."

The proprietor of Buscarron's Druthers, this Midlander man once served as a sentry, keeping watch over the paths of his forest home. When a new watchspire was constructed, he was released of this duty, and so came to open his tavern. Now forty-eight, Buscarron once saved a young Laurentius from a wild beast. Though he became a regular customer, Laurentius himself seems to have forgotten this incident, and Buscarron has not had the heart to remind him.



Wheiskaet Ryssworedsyn

"The world has ever been full of brave souls eager to give their lives for a righteous cause, but all too few capable of making a difference with their sacrifice."

A former captain of the Company of Heroes, Wheiskaet counts defeating Titan and Leviathan amongst the many achievements of his forty-six years. Though a grievous battle wound would hasten his retirement from the sellsword life, his ability to wield a blade has not dimmed in the days since. When his company was disbanded, the Sea Wolf took on a new contract, and now he and his remaining men serve as guards to Gegeruju, a wealthy merchant who owns the beaches of Bloodshore.



Shamani Lohmani

"Ahhh, but Bacchus wine would have been perfect for the occasion!"

Another member of the Company of Heroes, Shamani Lohmani sunk to the depths of despair after the Company's victory over Titan blinded the Plainsfolk. However, a chance encounter with Bacchus wine was to change Shamani's life, for his first sip showed him that some beauty was tasted, not seen. Now thirty-six years old, he has blossomed into a vintner of much renown.



Brayflox

"Pssshkoh! Brayflox showy-do Illuminati gobbie trick or two!"

A goblin of unknown age or origin, Brayflox served the Company of Heroes as quartermaster. It was said the masked woman was able to procure aught her companions required—though the gods alone know whence those items came. She is also the last of the five chosen to judge those who wished to follow in the sellswords' footsteps following their disbandment. Incidentally, she is said to be a great beauty amongst her kind, and she is followed by her many admirers, though few know of her past with the dreaded Illuminati.



Francel de Haillenarte

"I would have done whatever it took to redeem House Haillenarte."

Fourth son of House Haillenarte, Francel is a man of no particular talent, despite his twenty and two years under the tutelage of some of the best instructors old money can buy. Nonetheless, the Elezen's gentle benevolence has won him not merely the love of his servants, but also the friendship of Haurchefant—a man best described as both honorable and complex. It is Francel's secret wish to one day establish an orchestra so that the streets of Ishgard might ring out in song.



Ursandel Peuclagne

"Long did I weep for the girl who was slain, and longer still for the woman that Lady Amandine had been."

A manservant once in the employ of Lady Amandine Dartancours, the Wildwood could only watch as his mistress slowly descended into madness following a most tragic accident that left the lady horribly disfigured. When Amandine turned to dark rituals in a desperate attempt to restore her lost beauty, the sixty-five-year-old Ursandael could control his fear no longer and fled the family manor—an action for which he still harbors great guilt.



U'odh Nunh

"To protect our freedom, and our newfound friends... the U will fight this battle."

Now forty and three, U'odh Nunh hails from Forgotten Springs situated on the northern outskirts of the Sagolii Desert. He trained long upon the burning sands ere becoming a mercenary, using the skills he honed there to earn him a name within the Company of Heroes' hallowed ranks. When the sellswords finally disbanded, he was chosen as one of five judges to assess any who sought to repeat their exploits. Upon returning home, it is said the Seeker of the Sun challenged the previous nunh to combat, and won his harem and leadership of his native U tribe.



Landenel Peaumasquier

"Traveling the world, meeting interesting people, killing them—it was all jolly good fun."

Serving as captain of the Wood Wailers' Sixth Spear, Landenel has yet to reveal to his men that he once served with the Company of Heroes, fearing that it might cause them to judge Landenel on deeds they never witnessed. The Wildwood man learned to play cards during his sellsword days, and even at thirty and five summers, he continues to challenge adventurers to the occasional casual match, oft besting them with daring gambits.



Trachtoum Rhitswaensyn

"They call me a workin' man, I reckon that's what I am. Drinkin' under the chief's nose, sneakin' out the back door. Aaand nobody'll ever know."

Trachtoum is a Sea Wolf who is rumored to have changed careers no less than thirteen times over his thirty-three years. At present, he offers his services as a self-proclaimed mercenary to the farmers who toil the fields of Red Rooster Stead, but until recently he earned his keep as both a guard and porter in Costa del Sol. One would not know this, however, from the letters he writes his dear mother bragging of his success in overseas trade—success which has supposedly caught the eye of Limsa Lominsa's very Admiral.



Drillemont de Lasserrant

"Through generations of conflict and sacrifice, we have honed our warcraft with fire and blood."

Drillemont is a knight of House Durendaire, and served loyally under Ser Gorgagne until his mentor put aside his blade for good following the disappearance of the Durendaire heir. Since then, Drillemont has quietly continued to devote himself to duty. He is not wont to engage in tales of the long labors of his fifty-seven winters, rather choosing to spend his time in solitude watching over the grave of the late Ser Gorgagne.

Ysayle Dangoulain



"I am neither a saint nor a savior—just another sinner.
Yet I will not forsake this cause. I cannot. I will see this cycle broken and peace restored."

An Elezen of Ishgardian descent, Ysayle fled the bitter cold which had descended upon Coerthas following the Calamity, eventually arriving in the Dravanian forelands. There, she chanced upon Hraesvelgr, ancient warden of Anyx Trine. The power of the Echo stirred within her, and she was afforded a vision of the Dragonsong War's inception—a vision later confirmed as truth during an encounter with Midgardsormr. Before, she had cared for little save the hunt and her birds of prey, but now, Ysayle was driven to forging a new peace twixt dragon and man while revealing the teachings of the Ishgardian Orthodox Church to be lies. It was thus she rose to a position of leadership amongst the heretics of Coerthas, taking the name Lady Iceheart.

It was not long after this rise that Lady Iceheart was approached by a mysterious Elezen man—now believed to be an Ascian in disguise—who enlightened her of her own potential and showed her how to invoke the advent of a primal. Ysayle summoned Saint Shiva, using her own body as a vessel, and rent a hole in Ishgard's magical wards. Guiding the Horde to the city gates, Ysayle's assault on the Holy See was meant to herald an end the war by killing the man who led Ishgard's false crusade: the archbishop. Though she well understood that the attack would claim innocent lives, she saw them as necessary sacrifices to end the cycle of hatred and war. Her wild laughter as she watched the Dravanians fly towards the city was doubtless meant to strike fear into the hearts of the guilty. When the dragons reached Ishgard, however, they were lost to their desire for revenge. As thoughtless beasts, they fell upon the Brume. On that day, it was not the archbishop who felt their murderous wrath, but rather the oppressed masses. The Horde's attack on the capital became but another manifestation of malice. The Lady Iceheart 's plan had failed.

In the aftermath, Ysayle met again with the Warrior of Light, and begged that she be allowed to accompany him, perhaps to atone for her own erstwhile sins. During the course of their adventures, she learned that the primal representation of Saint Shiva she had invoked was merely a shade conjured from her own imagination. Though she ended her journeys in despair, she would eventually find resolve anew, giving her life at the age of twenty and four to see that her companions, and her people, might endure.

Honoroit Banlardois



"My lord is a gentleman of unassailable principles. To assail them, after all, one would first need to locate them."

A fourteen-year-old boy of Ishgard, Honoroit was born to a poor Elezen family on the wrong side of the Brume. Receiving no true education, he was indentured to a merchant at the age of seven. Upon his ninth nameday, however, fortune smiled upon Honoroit, granting him a chance meeting with Lord Emmanellain de Fortemps in the Jeweled Crozier. The wanton socialite and second son of House Fortemps, in his mercy, took the boy in as his ward, and began training him in letters and sums. Honoroit was a quick learner, and soon ascended from courier to bookkeeping aide. Realizing now that knowledge would pave the way to status, Honoroit begged Emmanellain to lend him his books, and it was not long before the lowborn boy caught the attention of Count Edmont, was released from his contract with the merchant, and was officially appointed Emmanellain's manservant.

Firmien Vauxlointard



"I have served at his pleasure for more than fifty years, and by the Fury's grace, I shall serve for fifty more."

Once a knight of House Fortemps, Firmien was stationed at Camp Ever Lakes in the Coerthas central lowlands. A wound forced him to put up his blade, and he accepted a post as manservant at Count Edmont's behest. Upon rising to steward, the Elezen found his experience leading men on the battlefield a great boon, and presently coordinates the maneuvers of the hundred or so servants of the High House with ease. Indeed, it is said that the man of sixty-four years has won the loyalty of both maid and manservant alike.

Though he still serves the count, Firmien has shared many joys and sorrows with Edmont, and the two have become bosom companions. Firmien also trained a young Haurchefant how to wield the blade, and the lord's death left him truly forlorn.

Gibrillont Rivaumaiche



"You know, people long for a sympathetic ear, but they need to know that it comes with tight lips."

An Elezen of Ishgardian heritage, Gibrillont is owner and tender of the Forgotten Knight, a tavern located on the lowest level of Foundation. He once served within the knights of House Haillenarte, but was crippled when his leg was severed to the sinew in a battle to hold the Stone Vigil. The wound forced him to lay down his spear and shield, no longer able to match the speed of his fellow men-at-arms. When Gibrillont limped into the Forgotten Knight to drown his past in watered ale, the previous owner nigh forced the establishment's key into his hand, claiming he would prove ten times the tender. And so it was with some reluctance that Gibrillont took his place amongst the generations of forsaken soldiers who had walked the selfsame path before him, and has been serving cheap but hearty fare to lowborn knights and commoners since. Now having seen forty-four winters, it is said that he masks the foulness of the Knight's swill by adding spice to the liquors.

Hilda Ware



"To be sure, our lives won't change overnight, and it'll take effort to bridge the gulf between highborn and lowborn, but I'm confident it'll all work out in the end."

A twenty-one-year-old with a passion for hot mulled wine, Hilda is the bastard daughter of a highborn Elezen and a Hyuran maid. Unsurprisingly, her father vanished back into the Pillars upon learning of the less-than-immaculate conception, and to the day he died, refused to acknowledge Hilda's existence. Her mother, on the other hand, was a woman of stout mind who worked several jobs to support her only daughter, never once uttering ill of the man who abandoned her. From her example, Hilda has blossomed into a strong young lady possessed of a formidable spirit and an unwavering sense of justice. With a firearm given her by Lord Stephanivien of the Skysteel Manufactory in hand, she has come to head a public watch dedicated to defending the common man.



Elaisse Poole

"If you have coin to spend, who are we to refuse it?"

The de facto leader of Ishgard's Jeweled Crozier, Elaisse is a merchant with nigh three score winter's experience under her belt. Though she works in a society wary of outsiders, the Midlander does not hesitate to seize opportunities provided by foreign traders. Her husband, a knight, has since passed, but her two grown daughters have followed in their mother's footsteps, flourishing as merchants in their own right.



Redwald Younge

"Humility and nobility are, regrettably, all too often at odds."

A Midlander of thirty-seven years, Redwald commands the garrison at Falcon's Nest. As a man raised to knighthood for his feats as a soldier and not for his blood, he is oft critical of the squabbles betwixt the High Houses—for such disputes all too often imperil those on the front lines. Redwald is said to be unusually close companions with Lord Drillemont, another in the service of House Durendaire.



Jantellot de Thelomaire

"I suppose if one does not die in the attempt, one eventually becomes rather good at slaying dragons."

With the wisdom of his thirty-nine winters, Jantellot leads the Convictors—a group of petty nobles and penniless commoners who dream of the fame that comes with slaying a dragon. Though the end of the Dragonsong War has robbed them of this opportunity for glory, the Convictors have found purpose anew patrolling Coerthas' myriad thoroughfares, seeking instead the heads of lawless bandits and the satisfaction that comes with protecting the realm from wrongdoing.



Marcechamp Lierresanteau

"Ysayle always hoped there'd be peace again 'twixt man and dragon, an' it's a damn shame she's not around to see her dream comin' true..."

Few complained when Marcechamp, an Elezen of forty and one years, took charge of the unruly band of rough-spun trappers who make Tailfeather their home, for his skill with the lasso had already earned him the silent respect of even the eldest chocobo hunters. It is rumored that it was Marcechamp who found Ysayle, former leader of the Dravanian heretics, after her vision that would ultimately lead to the summoning of Shiva. Indeed, it seems even now, after her death, she is oft on his mind.



Vath Storyteller

"Without this sanctuary, there will be no new stories to tell, no storytellers to continue after us."

An elder amongst his kind, the storyteller is twelve summers removed from his departure from the Onemind. Upon escaping the reprisal reserved for those who have broken from the hive, the storyteller founded Loth ast Vath (Hive of the Nonmind) as a sanctuary for others like him. No longer gifted with the ability to communicate via thoughts, the storyteller seeks to maintain the history of his people through the oral passing of tales—hence the name he gave himself.



Moghan

"If your tummy's gloopy or your wings're droopy, I've a potion to fix that!"

Moghan was the first sky moogle encountered by the Warrior of Light upon the hero's ascent into the Churning Mists. Right hand to the notoriously idle Chieftain Moglin, Moghan oft finds himself severely overworked and sorely underappreciated. In an attempt to teach his master a well-deserved lesson, Moghan tricked Moglin into a trial-by-combat with the Warrior of Light and his companions. Alas, the scheme was laid bare, and the red-handed moogle could do naught but watch as his daily workload was tripled as means of punishment.

So long has Moghan suffered in the employ of the chieftain that he jokingly claims he has forgotten his own age.



Lonu Vanu

"Like breeze guides leaves to rest, come and lay down your burdens, netherlings!"

A warm-hearted member of the Zundu tribe, Lonu Vanu owes his life to the Warrior of Light and his allies for saving the Vanu Vanu from capture by the Garleans. It seems the entire affair has left him traumatized, and night after night he dreams of being pursued by shadowy men. At present, he seeks a bride as gentle and lovely as morrowmotes. When inquired about his age Lonu will likely reply in metaphor—a practice common in Vanu Vanu speech. At the time if this tome's compiling, he was yet as "the sun shining brightly in sky."



Unukalhai

"It has ever been said that Eorzea is a land embraced by gods. For weal or for woe, I should wonder."

Inducted into the Scions of the Seventh Dawn at the recommendation of Urianger, Unukalhai's assistance has proven invaluable when dealing with entities of considerable might; this includes both primals incarnate and the Warring Triad. It is believed the masked youth has an ability not unlike the Echo which somehow shields him from the tempering gaze of the bestial deities. Though his age, origin, race, and ultimate intentions all remain mysteries, the Scions have yet to find reason to mistrust Unukalhai, and cautiously count him as one of their own.



Mide Hotogo

"Were it not for me, the Illuminati would never have summoned that infernal machine...or gained the means to control it."

A Xaela of undeniable beauty, Mide was believed to have had a hand in the original plot to summon Alexander. The plan was fundamentally flawed, and Mide could only watch as her accomplice and lover, Dayan, was swallowed into the primal's core. Her sole wish to free Dayan from his gaol, Mide labored in solitude, searching for a means into the core. Ultimately, she perished in the attempt to lock Alexander in time, sparing the realm the brunt of the primal's iron rage. She was but twenty and six.



Roundrox Mazenot

"Pssshkoh... Someday, Roundrox wants to live in place like giant, together with whirlycog things aplenty."

Roundrox is the daughter of Slowfix Boxtops and an avid collector of what most sane individuals would deem junk. The goblin girl of fifteen years, however, has an eye for the unique, and will carefully sift for long hours through rubbish heaps until finding the perfect piece for her collection. It was some three years past that Roundrox stumbled upon a fragment of the *Enigma Codex*, and has since become embroiled in the turmoil surrounding the Illuminati and Alexander.

THE ASCIANS

Servants of Darkness, the Ascians are pledged to Zodiark, a celestial syzygy legend holds was exiled to the moon by Hydaelyn Herself. From the shadows, they have shaped history by imparting forbidden knowledge unto mortals, stoking the fires of war while revealing the secrets of primal summoning. Throughout history they have been known by many a name, among those, Paragons and the Bringers of Chaos.

On the Ascians

What are the Ascians and whence did the shadowless beings come? Do their bodies harbor "life" as is defined by our laws of nature, or are they something different—something more sinister? As of this writing, these questions and more remain unanswered for want of evidence. Mankind has not, however, been completely blind to the existence of the Ascians. A report compiled by the Scions and the Students of Baldesion points to their lingering presence throughout recorded history. Indeed, it is thought these beings also known as Paragons have long interfered with the affairs of man, and are somehow connected to each of history's seven umbral calamities.

Recent direct encounters with the beings has shed more light on both their true nature and intentions. For one, the Ascians are known to possess the Echo—just as the Warrior of Light and a handful of his companions—and use this power to transfer their souls into the bodies of others. This is doubtless the secret behind how the so-called "immortals" have survived for so long. Should the vessel an Ascian inhabited to be utterly obliterated, his soul does not appear to succumb to the tug of the Lifestream. Instead, the Paragons harness the power of the Crystal of Darkness to find sanctuary in a space that lies twixt corporeal and aetherial. At present, there is only one known means to destroy an Ascian: entrap its soul within white auracite—a substance capable of temporarily holding aether—and then shatter the stone with a blade of concentrated life energy.

Lahabrea



"The earth is fertile, and the seeds well sown. By my will, they shall reap salvation unlike any the world has known."

Having come into existence upon the Source, Lahabrea seems to have risen to a position of leadership within the Ascian ranks due to the power afforded him by his plane of origin. It was he who entrusted the Heart of Sabik to Gaius van Baelsar—ensuring the restoration of the Ultima Weapon—and also he who controlled Thancred's body for foul purposes. Truly, Lahabrea has sown great discord throughout the world. However, after teaching the Archbishop of Ishgard the means to summon a primal, he was pierced by King Thordan's divine blade, and his soul consumed.

Elidibus



"These lands, these people, this world—all shall soon change."

Draped in the white robes of an emissary, Elidibus is thought to be of a kind with Lahabrea. However, it appears that the two could not play more different roles. Rather than seeking to lead the world unto chaos, Elidibus watches for shifts in the balance betwixt Light and Dark. He works so that neither side gains too greatly, thus triggering the world's doom in a ruinous Flood of Light or Flood of Darkness. He has shown himself willing to lend his counsel and aid to the Scions, the embodiments of the Light. Nevertheless, his loyalty to Zodiark—the will within the Darkness—is absolute.

Nabriales



"'Tis not a question of whether Eorzea's champion shall yield, but of when."

An Ascian of the Twelfth—the fragment world adjoining the void—and not of the Source, Nabriales was possessed of far less raw power than the likes of Lahabrea and Elidibus. But what he lacked in sheer might, he made up with his expansive knowledge of the dark arts, earning him fear and respect amongst his peers. Nabriales was the first to sense when the Warrior of Light had been stripped of Hydaelyn's blessing, and seized the opportunity to assail the Rising Stones, capturing both Tupsimati and the Antecedent. With the staff of legend, he aimed to invoke the next Rejoining. However, after being pursued by the Warrior of Light, Nabriales was trapped within a piece of white auracite, and erased from existence through Moenbryda's brave sacrifice.

Igeyorhm



"For the glory of Lord Zodiark."

In the Thirteenth, Igeyorhm's power proved too much for the inexperienced Bringer of Light and their one-sided battles eventually resulted in a Flood of Darkness consuming the entire world and rendering it a nigh-empty void. What life remained quickly atrophied into aether-starved monsters relegated to fighting amongst themselves for dominion over their corrupted realm. Void of its aether, the Thirteenth could no longer be rejoined with Hydaelyn, ultimately losing its value to the Ascians. After fleeing to the Source, Igeyorhm sought redemption for her failure by enacting Lahabrea's will. However, even with their essences combined, the pair could not prevail over the Warrior of Light. Thus, Igeyorhm met her doom.

THE WARRIORS OF DARKNESS

From a world beyond our own, the Warriors of Darkness have come to Eorzea with designs yet veiled in shadows. The band of intrepid adventurers has already attracted the attention of city-states by slaying the primal Ravana with but five members. Do they mean our realm good or ill? Do they stand with the Warriors of Light as friend, or against them as foe? Only time will tell.

On the Warriors of Darkness

Born in the First, the Warriors of Darkness were once adventurers in their own world. It is said no Dark entity could withstand them, and in the end, they vanquished a high Ascian known as Mitron the Chastiser. Alas, the strength of their Light was too great, and with their victory came a Flood of Light, threatening a return of their realm to nothingness. Ever so slowly, the aether began to drain from the First. To save their world from becoming a void itself, the heroes believed they had no recourse but to attempt a rejoining, and thus sought to incite a calamity from within the Source. With Elidibus's guidance and knowledge, they ended their lives, and transcended the dimension to be born again as the Warriors of Darkness.

It is believed that the names the Warriors of Darkness currently employ were chosen upon their arrival in the realm to ease their integration into Eorzean society.

Arbert



"This day we reclaim the reins of history!"

There was a time when Arbert served as Warrior of Light within a reflection of Hydaelyn known as the First. When the Flood of Light threatened to drag his world into a void of nothingness, he joined hands with the Ascian Elidibus and made the harrowing journey to this plane of existence that he might save his own. Though today Arbert carries the fate of his world upon his shoulders, his beginnings were of a humble nature. Born into an ordinary family, Arbert was an inherently curious youth who enjoyed fishing and dreamed of seeing the world. Upon his eighteenth nameday, he resolved to become an adventurer and bid his friends and family farewell. Travelling where the wind took him, Arbert would slowly gain a number of loyal companions. Together, they forged names for themselves until ultimately becoming entangled in a destiny far greater than the world itself.

Before leaving the First, Arbert was forced to end the lives of those he loved best, and it is with deep despair in his heart, that he wanders our realm seeking salvation.

Bravura of Darkness

It is said Arbert took up this battleaxe upon his pledge to become a Warrior of Darkness. A weapon of much renown, legend holds that it gored the very Dark Lord himself, but was locked away when the taint of the tyrant's blood began rendering the axe's subsequent wielders mad.



Blanhaerz



"Last round, lads! I swear it"

Boon companion of the Warrior of Darkness, Blanhaerz met Arbert when the lad was but a stumbling adventurer of not yet twenty summers. Unable to abandon Arbert to his fate, the Roegadyn (?) gave him counsel, and it was not long before the two became inseparable. Blanhaerz has always been known for his love of the drink, but since seeing his fortieth nameday, the man's tastes have grown more refined...and expensive. Where before, a barrel of sour ale would keep him happy for a night, his eyes now stray to the top of the tender's shelves. Indeed, the money the band earns would vanish at the tavern were it not for Lamimi's watchful eye.

Lamimi



"Like any wound,
a broken heart will heal if but given time"

Arbert's first ever adventuring companion, Lamimi saw to the young man's wounds upon finding him softly moaning in a ditch on what would prove the future Warrior of Darkness's first ever quest. Within their party, she assumes the role of a compassionate mother, often listening to her allies' troubles. Her feelings for Arbert, however, are aught but matronly, and she secretly longs for him to notice her for the woman she is. Nonetheless, she does not allow her lustful thoughts of Arbert's loins cloud her sense of duty and serves the Warriors with a stern vigilance as their expert on curative magicks.

Naillebert



"So be it"

An Elezen (?) of twenty-nine years, Naillebert initially encountered Arbert as a rival, both having undertaken the same mercenary contract. Unforeseen circumstances, however, required the two put aside their differences to ensure not only the completion of the task, but their very survival. It was following this fiasco Naillebert joined Arbert in his travels, the two having forged a mutual respect for eachother's skill in battle. Despite being a man of few words, Naillebert is considered amongst Arbert's closest of companions, and the two are rarely seen apart.

J'rhoomale



"Know that I will happily make it quicker for you...
if you just stand still"

Unlike the other Warriors of Darkness, J'rhoomale ultimately fell in with Arbert purely by coincidence, their bond one of convenience. Her senses are sharp, and her skill with the bow, polished over twenty-seven seasons of the hunt, reliable. Otherwise, she is a truly sanguine spirit whose eccentricities often dictate the group's mood, for better or for worse. She feels the weight of the First's fate more keenly than her companions, a burden thought to contribute to the steely severity of her behavior in the Source.

Encyclopædia Eorzea

BOOK
VI

HER DISCIPLINES



SPECIALIZED DISCIPLINES

In recent years, adventurers have begun exploring specialized forms of combat, including arts both new and newly rediscovered. The following sections seek to explore these alternative practices and the manner in which they differ from the more established adventuring professions.

REDISCOVERED DISCIPLINES

In the present age, those martial and arcane disciplines that have stood the test of time have seen their techniques gradually standardized by the establishment of the various guilds. But while such institutions have eased the passage of knowledge from one generation to the next, the simplified structure of their lessons gradually eschewed the complex, and often dangerous, skills required to master older forms of battlecraft. Ever since the Calamity first threatened to break over Eorzea, however, adventurers began to reconsider the risk and rewards of these forgotten ways.

Towards the end of the Sixth Astral Era, the reformation of the grand companies after a thousand-year absence served to kindle a realm-wide obsession with past glories. The old and the ancient became the focus of renewed interest, from the works that recreated the classic brush strokes of long-dead masters to the Allagan relics of budding antique dealers. But this phenomenon did not end with paintings and crumbling pottery. Even those desperately seeking the means to survive the Calamity were swept along in the furor, and began searching for salvation in the records and ruins of history.

What began with a few stray adventurers practicing the wisdom of old, quickly swelled into a movement that caught the attention of entire nations. It is said that the Maelstrom has formed a provisional unit of elite troops who are being trained in the ways of the Abalathian warrior clans. In similar fashion, the Order of the Twin Adder is rumored to be considering the integration of bards and their traditional battlesongs into the company's regular army. Military leaders across the realm are taking notice, and none can deny that the race to revive disciplines long thought lost is steadily gaining momentum.



Unknown and unpracticed outside of Ishgard for many centuries, the traditional combat arts of the dragoon are said to have prevented the city-state's downfall during many a siege battle.







Soul Crystals

Ever since the height of the Allagan Empire in the Third Astral Era, the practice of using crystals to store and impart knowledge has been prevalent in Eorzea. An adornment known as a "soul crystal" is worn close to the skin, where the uncommonly clear facets of the carefully cut shard catch and transcribe the ebb and flow of a soul's aetherial composition—effectively capturing an imperfect echo of the wearer's memories. This arcane tool engraved with the myriad deeds of heroes from eras past was employed by many of the disciplines of yesteryear to preserve and pass on the skills of successive generations of masters.

The wisdom contained in a soul crystal, however, is not so easily drawn forth—an untrained neophyte cannot simply pick up one of these gems and expect his mind to be flooded with the knowledge of advanced spellcraft or combat techniques. Without first attaining sufficient proficiency and tempering one's soul to mirror the maturity of the crystal's contributors, a prospective student will be denied even the slightest glimpse of enlightenment. Thus, as is the case with the more contemporary disciplines, the key to mastering the secrets of a soul crystal lies in diligent study and training.

Job	Region	Era
Paladin	Ul'dah	Between the years 960 and 970, Sixth Astral Era
Monk	Ala Mhigo	6th Century, Sixth Astral Era
Warrior	Abalathia's Spine	Unknown (Pre-11th Century, Sixth Astral Era)
Dragoon	Ishgard	6th Century, Sixth Astral Era
Bard	Gridania	11th Century, Sixth Astral Era
Ninja	Hingashi	Unknown
White Mage	Amdapor	Fifth Astral Era
Black Mage	Mhach	Fifth Astral Era
Summoner	The Allagan Empire	End of the Third Astral Era
Scholar	Nym	Fifth Astral Era
Dark Knight	Ishgard	Year 968, Sixth Astral Era
Machinist	Ishgard	Recent
Astrologian	Sharlayan	Onset of the Sixth Astral Era

New Disciplines

Disciplines that are referred to as "rediscovered," after being lost or simply falling out of favor, are not defined by any one period in history. The art of the summoner began in the Third Astral Era, whilst black mages, white mages, and scholars did not emerge until the Fifth. Even more recently, the techniques of paladins and dark knights were not established until after the beginning of the Sixth Astral Era. What all of these disciplines do have in common, however, is the use of soul crystals to pass on the knowledge and experience of their forebears.

This brings us to the present time, and the emergence of entirely new professions. The most prominent of these must be said to be the firearm-wielding machinists and their inception in the city-state of Ishgard. Combining the techniques of Lominsan musketeers with the revolutionary technology of the aetherotransformer, this unique discipline has continued to evolve on the very crest of modern accomplishment. In the absence of established guilds, the proponents of such nascent arts will be responsible for taking up newly crafted soul crystals, and recording their discoveries and achievements for the benefit of future generations.

PALADIN

For centuries, the elite of the Sultansworn have served as personal bodyguards to the royal family of Ul'dah. Known as paladins, these men and women marry exquisite swordplay with stalwart shieldwork to create a style of combat uncompromising in its defense. Clad in brilliant silver armor, they charge fearlessly into battle, ever ready to lay down their lives for their liege.

History

In the year 969 of the Sixth Astral Era, a dispute surrounding the succession of twin princes erupted into an internecine war—a conflict which ultimately fractured the Thanalan city-state of Belah'dia into the rival nations of Ul'dah and Sil'dih. Upon this bitter division, Ul'dah's first ruler, Sasagan Ul Sisigan, gathered to him those knights who had sworn him fealty, and established a retinue of bodyguards thenceforth known as the Sultansworn.

For six hundred years now, generations of Sultansworn have taken the oath of their forebears, and honed their martial prowess in service to the royal house of Ul'dah. Centuries of training and tradition have led to the development of an indomitable style of combat that has many times proven instrumental in the salvation of the desert nation and its people.

Yet beloved as they are as the shield of the sultanate, the Sultansworn have lost their former luster—both their morale and their numbers dwindling apace with the royal family's eroded authority. Thus it is that Captain Jenlyns, in an effort to preserve the teachings of his failing order, has begun training worthy adventurers in the arts of the paladin.



Equipment

Gallant Armor

A silver armor of the Sultansworn, the kingsguard of Ul'dah. No sultan wins the people's love by surrounding himself with guards clad in heavy plate—but no sultan survives his subjects by surrounding himself with guards clad in silks. An armorers' craft is the art of making beautiful what is brutal, tenacious what is gracious. Only those who ascend to paladin standing may reap the reward.

Curtana

One of three swords hewn for the first Sultansworn from a single block of stone, alike as brothers born under a single caul. This one was given to the paladin Jhal Tristram the True, who wept when he took Curtana from the hands of Sasagan Ul Sisigan, the first sultan of Ul'dah—for Tristram knew that the sweetest moment of his life had come and gone.



Creed Armor

History tells the tale of some six score years ago, when a fisherman rescued a half-drowned Sea Wolf off the coast of Thanalan. The bedraggled Roegadyn's name was Caerkympf, and he had hitherto lived the life of a brutal pirate. His gratitude towards his savior was such, however, that he swore an oath to liberate the fisherman's village from the ravages of the local Amalj'aa tribe. True to his word, the Sea Wolf drove off the beastmen, and the story of his exploits reached the ear of the sultan in Ul'dah. The ruler rewarded Caerkympf with a suit of armor of such impressive splendor that, for some time afterwards, armorsmiths across the land were harried to emulate its design.



Hauteclaire

This weapon once belonged to Beltrant de Durendaire, an Ishgardian knight who distinguished himself during the Autumn War. Though sorely wounded, he brought crucial intelligence on the Ala Mhigan army's movements to his embattled allies, both ensuring their survival and earning their gratitude in the form of a specially commissioned blade. Bearing the name "Hauteclaire," the sword was forged of Lominsan steel, set with Gridanian crystals, and adorned with Ul'dahn gold. After Beltrant's death, it is said that Hauteclaire was auctioned to raise funds for war orphans in accordance with the knight's last will and testament.

Tricks of the Trade


Last Bastion

Last Bastion

A potent and draining defensive magick, Last Bastion draws upon a paladin's protective fervor, shielding threatened allies with an aura of steely resolution.

Flash

This technique focuses aether at the tip of a blade, then releases it in a dazzling flare of light. As well as causing temporary blindness, Flash unfailingly draws the foe's attention away from allies and onto oneself.

Hallowed Ground

One of the sacred teachings of the Sultansworn. Using a soul crystal as a medium to condense aether, a paladin encases himself in a sheath of nigh-impenetrable energy.

Royal Authority

A technique gleaned from the accumulated wisdom of a soul crystal. Devised by the order's inaugural captain, Royal Authority is the martial manifestation of the Sultansworn's oath to defend their monarch's right to rule.


Flash


Hallowed Ground


Royal Authority

Jenlyns Aesc



Race (Clan): Hyur (Midlander)
Gender: Male Age: 29
Epithet: Jenlyns Straightblade

The gradual erosion of the Sultansworn's presence and authority has been exacerbated by the loss of Oathkeeper—a legendary blade passed down from captain to captain—and Jenlys, current captain of the Sultansworn, has begun enlisting worthy adventurers to offset the order's decline. A young Jenlys first dreamed of donning a paladin's silver armor when Solkzagyl himself, the then captain of the Sultansworn, rescued him from a beating at the hands of bored ruffians in an Ul'dahn back alley. Jenlys enlisted in the order as soon as he came of age, and his honest and forthright nature saw him rise quickly through the ranks. Promoted to captain following the mysterious disappearance of Solkzagyl, Jenlys now shoulders the difficult task of preserving his ailing brotherhood.

Solkzagyl Keltnaglsyn



Race (Clan): Roegadyn (Sea Wolf)
Gender: Male Age: 54
Epithet: Solkzagyl the Loyal

Former captain of the Sultansworn, Solkzagyl aspired to paladinhood that he might honor his grandfather, Caerkympf, a pirate whose life took a profound turn after he was saved from drowning off the coast of Thanalan. Trained in swordplay since childhood by his grandsire, Solkzagyl easily earned a place in the Sultansworn, where he soon distinguished himself with his formidable skill at arms. He gained the captaincy at the tender age of twenty and two—a feat made all the more impressive by the fact that in Ul'dah, his Sea Wolf kin were rare and often of ill-repute. For three decades did Solkzagyl lead his shining order, ever losing ground in his battle against the growing influence of the Monetarists, until one day he—along with the sacred blade, Oathkeeper—simply vanished.

Oathkeeper

Sasagan Ul Sisigan gifted the sacred blade known as Oathkeeper to the Sultansworn's founding captain, and the weapon has since been wielded as a symbol of authority by each successive captain of the order. Within the pommel of the sword is embedded the soul crystal of the order's first paladin, and it is said that the blade will ignite with blinding brilliance when held by one whose pure spirit resonates with the gem.

Death's Embrace

The Monetarists are rumored to employ a deadly cabal of assassins known as Death's Embrace. But as no evidence has ever been found to prove their existence, many believe these unseen killers naught more than a foolish myth peddled by manipulating merchants. When rivals of the Monetarists perish of inexplicable causes, however, trembling lips are swift to whisper the cabal's frightful name...


Oathkeeper

MONK

Though now under Garlean rule, the city-state of Ala Mhigo once boasted the greatest military might of all Eorzea. Among its standing armies were the monks—ascetic warriors as dreaded by foes on the field of battle as the city-state's great pikemen. The monks comprised an order known as the Fist of Rhalgr, and it was to this god—the Destroyer—that they devoted their lives of worship.



History

In the time of the Sixth Umbral Calamity, there was a people who escaped the great flooding by following the guiding light of a meteor—a brilliant beacon which led them to the highlands of Gyr Abania. These refugees devoted themselves to Rhalgr, the Destroyer, whose streaking star had granted them salvation, and their fervent faith took solid root within the region. The order known as the Fist of Rhalgr was formed, and within their temple the devotees of the Fist tempered body and spirit in an effort to grow closer to their deity. Through their meditations did these monks discover within themselves foci of power—chakras—and with this knowledge devised a martial art that channeled the life energies of the practitioner into destructive force.

Gyr Abania had long endured political instability, and the constant outbreaks of violence encouraged the monks to pursue their newfound martial mastery with ever greater zeal. The Fist of Rhalgr evolved into a formidable military force, and gradually nurtured an alliance with the royal family of Ala Mhigo. Eventually, the Fist was integrated into the nation's standing army, thus consolidating its position and influence within the region. This arrangement, however, was not to King Theodoric's liking. In the year 1552 of the Sixth Astral Era, the King of Ruin, grown fearful of the order's political power, had the Temple of the Fist burned to the ground. The warrior monks and their teachings were lost—scattered like ashes on the wind.

Equipment

Temple Attire

The religious habit of the Fist of Rhalgr, made entirely on temple grounds. The cloth is loomed by monks, the thread spun from the cocoons of remarkable worms unknown to naturalists but which arise in great numbers in the temple seolc-house. Every stitch is half as wide as its wearer's little fingernail, and it is said that the result forms a holy geometry to further open one's chakras.

Sphairai

A pair of Sphairai cunningly wrought in the form of coeurls. The sweat of Ivon Coeurlfist and blood of his enemies anoint these ever-snarling beasts of hide and metal. Perhaps one of the most famed of the warrior monks of the Fist of Rhalgr, Ivon is said to have eschewed the training grounds of the main temple in favor of martial congress with wild coeurls.



Tantra Attire

Only elders in the Fist of Rhalgr are permitted to don this attire. Though the thread used in its creation is the same as that woven into the standard temple habit, the veteran monks looming the tantra cloth imbue each stitch with concentrated energy, resulting in a significantly higher rate of aetherial conductivity. A monk's chakras are thus greatly expanded when swathed in such material, but without the training required to moderate the excessive outpouring of aether, an unseasoned wearer would bleed out his entire life essence in a matter of moments.



Rising Suns

These ornate weapons cover the entire fist, the radial pattern of their spikes lending the impression of a dawning sun's lancing rays. The origin of the Rising Suns' name, however, is not found in their design alone. Forged from a delicate balance of mythril and silver, the spikes act as conduits, conveying and radiating the energies focused in the monk's fists. A master practitioner equipped with these weapons is capable of emitting blinding levels of aether, each blow falling with terrible, incandescent force.


Final Heaven

Tricks of the Trade

Final Heaven

By focusing an intensely concentrated knot of aether within a single fist, a monk can then strike an opponent with a blow that erupts into a detonation of catastrophic proportions. This technique cannot be performed until the practitioner is prepared to reach beyond mortal limits into the divine.

Shoulder Tackle

A technique used to close distance to an opponent, the practitioner rushes forward and slams an aether-shielded shoulder into the target with concussive force. This move is favored by devotees of Rhalgr for its swift and brutal nature.

Mantra

After first intoning a phrase to center the spirit, the practitioner then releases a burst of harmonious energies in every direction. Those caught in this gentle explosion of aether find their physical forms more readily receptive to restoration magicks.

Tornado Kick

"Again! Spin faster! Harness every chakra and become the tornado! You kick with all the violence of a gentle summer breeze..."

- Master monk instructing disciple in the Tornado Kick technique


Shoulder Tackle


Mantra


Tornado Kick

Widargelt Beake



Race (Clan): Hyur (Highlander)
Gender: Male Age: 26
Epithet: Widargelt the Watcher

Though commonly known as one of the young leaders of the Ala Mhigan Resistance, Widargelt's true birth name is Theodred, and he is nephew to Theodric, the last king of Ala Mhigo. When he was scarce more than a babe, Widargelt's mother sent him away to a remote temple of the Fist of Rhalgr, where he was sheltered from his demented uncle's purge of the royal line. His parents, however, failed to escape the mad king's frenzy of executions. The orphaned Widargelt was left to be raised by elderly monks, who indoctrinated him in the way of the Fist. Upon reaching manhood, the idea of joining the Resistance and fighting to restore his fallen nation was a calling his Ala Mhigan blood could not ignore.

H'raha Tia



Race (Clan): Miqo'te (Seekers of the Sun)
Gender: Male Age: 56
Epithet: H'raha Tia Fistborn

Master of the sect of shadow, a splinter faction of the Fist of Rhalgr. Eschewing the entanglements of politics and seeking only to grow closer to the Destroyer, H'raha is a fanatical proponent of his sect's devotion to martial perfection. So uncompromising is his zealotry that he willingly compels his disciples to fight to the death when the prize is the opening of one's chakras. Satisfied with nothing less than the mastery of all fourteen chakras, H'raha sends those who would be his successors to hunt down and defeat Widargelt and the other disciples of the sect of light.

Chakras

Chakras are the valves that regulate the flow of the body's aether. By mastering chakras and gaining control over this flow, a trained monk can accomplish extraordinary physical feats. Ordinarily locked into a closed state, chakras can be opened by entering into deadly combat on ancient battlefields, where the release of rarefied aether resonates with and expands one's innate seats of power.

The Seventh Chakra

If a monk's training were seen as a mountain, then the opening of the seventh chakra would be its peak—the very pinnacle of martial achievement. Each of the body's seats of power, however, is said to have aspects of both light and shadow. Thus to truly master the techniques of the monk, one must unlock not seven, but fourteen distinct chakras.


Chakras

WARRIOR

On the northernmost edge of Abalathia's Spine exists a mountain tribe renowned for producing fearsome mercenaries. Known as warriors, these greataxe-wielding men and women learn to harness their inner beasts and translate that power into unbridled savagery on the battlefield.

History

The only text known to have recorded the history and techniques of the warrior is thought to have been penned more than five centuries ago. No knowledge of warriors previous to this time has ever been unearthed—the true origin of the clan's fighting style obscured beneath the dust of ages past.

No matter their beginnings, however, in the era when the city-states traded in naught but discord and strife, the mountain tribespeople who fought with the unbridled ferocity of wild beasts were highly valued as mercenary conscripts. But despite the many victories warriors earned upon the battlefield, their esteem was tarnished by accounts of frothing berserkers lost to the red haze of carnage—tales of those who had slaughtered friend just as readily as foe. As hostilities between nations gradually shifted towards peace, the fearsome presence of a warrior, once so welcome in times of war, became a thing to shun. And though it is said that some vestige lives on through a remote clan in Abalathia's Spine, the art of the warrior has now all but faded from the world.



Equipment

Fighter's Armor

A warrior's garb, ensorcelled to bind one's inner beast more closely to the sword hand. Examples of such trappings are to be found throughout Eorzea, for an ancient code demanded that when a warrior betook herself to gentler pursuits, her axe be beaten into ploughshare and her armor bound to the land where its erstwhile owner experienced her hero's journeys.

Bravura

A battleaxe from the lost forges of Abalathia's Spine. Rich in leavings of fallen stars, the mountains were once home to blacksmith clans who developed secret techniques to work these sky-metals in living crucibles of molten rock. Alas, a secret too jealously kept is knowledge destined for oblivion; when the last of the clans died out, so did the method.



Ravager's Armor

This leather armor of ancient design is thought to have belonged to a warrior-clan mercenary. Though the armor has been carefully preserved by avid collectors, the history of its creation has not well survived the intervening years. Experts believe the distinct patterns to be of Hellsguard origin, and a thorough examination by the Thaumaturges' Guild revealed some manner of enchantment woven with the blood of beastkin. This enchantment is assumed to serve the purpose of inciting one's inner beast in a manner similar to the sorcery bound within the Fighter's Armor.



Parashu

This greataxe is said to have been the favored weapon of a tragic warrior who, in a frenzy of bloodlust, mistakenly struck down his closest companion. While the chain wrapped around the blade serves the purpose of ensnaring enemy weapons, the unusual adornment is primarily thought to symbolize the oath made by the grieving warrior to never again raise the axe in battle. Parashu is notoriously difficult to wield due to its monstrously heavy blade and terrible balance, but the one who masters its cumbersome weight commands a force of untold destruction.


Land Waker

Tricks of the Trade

Land Waker

By slamming her axe down with tremendous force, the warrior causes a shockwave which crystallizes the gathered aether of her companions into a solid bulwark. Upon executing this technique, it appears as if the ground itself rises to form a protective wall.

Steel Cyclone

The signature attack of the warrior, this spinning swing visits destruction upon every enemy within axe-reach. For those caught in its fury, the technique must seem aptly named indeed.

Infuriate

A war cry that infuses the warrior with frenzied energy and intimidates her enemies with its raw power. This technique primes the warrior to summon forth her inner beast.

Fell Cleave

A devastating attack devised by the legendary Mythril Heart. Upon successfully creating this technique, the eighty-year old was heard to pronounce that he had finally come halfway on the road to becoming a warrior.


Steel Cyclone


Infuriate


Fell Cleave

Curious Gorge



Race (Clan): Roegadyn (Hellsguard)
Gender: Male Age: 23
Epithet: The Northerner

Born in Abalathia's Spine to the descendants of warriors, Curious Gorge is a young Hellsguard who seeks to restore the glory of his ancestors. Along with his brother, Broken Mountain, he strives to unlock the secrets of ancient techniques and master the all-but-forgotten art of the warrior. Some years after his elder sibling had departed their homeland to share their martial knowledge with the rest of Eorzea, Curious Gorge tired of merely training, and left the mountains to put his skills into practice. He joined the acclaimed Company of Heroes, where his fledgling talents soon reached their full potential. Though the company disbanded following the Seventh Umbral Calamity, Curious Gorge continued his mercenary career, taking every opportunity to reintroduce to the world the brutal majesty of the warrior's way.

Broken Mountain



Race (Clan): Roegadyn (Hellsguard)
Gender: Male Age: 28
Epithet: The Sleeping Volcano

The elder brother of Curious Gorge. Protective and supportive of his younger sibling, Broken Mountain shares the same dream of restoring the way of the warrior to prominence. His dedication and prowess have been proven through his almost entirely solitary efforts at deciphering his ancestors' writings, as well as his mastery of the techniques thus revealed. Broken Mountain left his brother behind to spread the word of the warrior across Eorzea, but his pilgrimage has been plagued with unrelenting difficulty. Owing to Curious Gorge's propensity for injuring himself during training, Broken Mountain has also endeavored to master rudimentary conjury from their settlement's healer.

Inner Beast

A warrior's inner beast is the source of her strength—the snarling furor by which all her techniques are fueled. By inciting this dormant ferocity, the warrior becomes capable of incredible feats beyond the ken of the most disciplined soldier. When awakened by one unaccustomed to its savagery, however, the beast takes over, leading the hapless fighter on a rampage of uncontrolled violence.

Ancient Tome

The text that currently holds the accumulated history and techniques of the warrior clan is a one-hundred year old work, scribed from a source that would be five times as ancient were it still in existence. With its words penned on cracked parchment in the old Roegadyn tongue, anyone seeking to translate its secrets faces a decidedly uphill battle.


Inner Beast

DRAGOON

Of all the things that are symbolic of the nation of Ishgard, few are more recognized than the dragoon. Born amidst the timeless conflict between men and dragons, these lance-wielding knights have developed an aerial style of combat, that they might better pierce the scaled hides of their mortal foes.

History

If the legend of Ishgard's founding is to be believed, it was nigh on a thousand years ago that the dragoon first leapt onto the pages of history. The tale speaks of the death of King Thordan at the talons of the dreadful wyrm Nidhogg, and of how his son, Haldrath, did battle with his father's slayer to open the path to his peoples' salvation. He claimed an Eye from his foe ere the great dragon fled the field, and by drawing on the power of this grisly trophy did he gain mystical strength. Thus was born the legacy of the Azure Dragoon. Haldrath's knowledge and expertise became the inheritance of future generations, and his name was evermore revered as the father of dragoons.

The centuries that followed were consumed by the Dragonsong War, a conflict between man and dragon during which many a dragoon has risen to the heights of glory—and yet more who have suffered ignominious defeat. To replenish their elite ranks, soldiers of particular excellence are selected from the Temple Knights to undergo dragon-slayer training, but the graduates of its grueling challenges are few. Of those who do earn the right to be called dragoon, it is tradition that only the strongest amongst them is chosen to wield the power of the Eye and inherit the mantle of the Azure Dragoon.



Equipment

Drachen Armor

A dragoon's armor. They say that in Ishgard, the value of a thing is measured in rumors. By that reckoning, the smithing secrets of drachen armor is valuable indeed. Some say the tint of the mythril comes from being cooled in dragon blood. Others whisper that the suit is unnaturally light, that drowning knights who should have been dragged under by its weight sped to shore like eels...

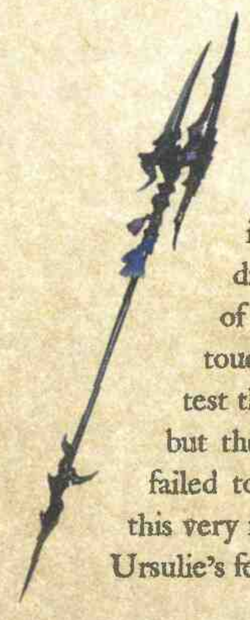
Gae Bolg

A spear only granted to those elected by the Holy See to serve Ishgard as a dragoon. Chosen for its light weight and great strength, the dragon bone used to craft the spear is reaped from fields of battle by the kin of the glorious dead. No outlander shall know how such a material is worked, but some say that the bone is kept supple in smoking vats of dragon blood.



Dragonlancer's Armor

Some two centuries ago, a brilliant artisan by the name of Ursulie the Meek abided in the city of Ishgard. Supremely talented despite her tender years, Ursulie was employed by the Holy See's own armory where she forged the pieces of the Dragonlancer's Armor. The conservative, high-ranking members of the clergy, however, did not care for its ingeniously sleek design. Refusing to consider the innovations Ursulie had made to assist with a dragoon's mid-air repositioning, they demanded that she reforge the armor's appearance to one more closely tailored to traditional tastes. The young artisan eventually tired of the clergy's close-minded criticisms, and, bundling up both her work and her talents, bade farewell to Ishgard for good.



Brionac

In accordance with the wishes of the Holy See, famed artisan Ursulie the Meek crafted this weapon in the classic style of the earliest Ishgardian lances. Unable to resist making improvements, however, she also blended two different metals in the spearhead to adjust the center of balance, as well as adding other typically brilliant touches to the base design. The dragoon assigned to test the spear was enamored by its perfect equilibrium, but the senior clergy were wroth that the artisan had failed to adhere to traditional forging methods. It was this very incident that is said to have first set a discouraged Ursulie's feet on the road that would lead her out of Ishgard.


Dragonsong Dive

Tricks of the Trade

Dragonsong Dive

Unleashing the power of the dragon within, the dragoon leaps upon an enemy with primal savagery. The aether expended during this attack burns with a fierce light, appearing as nothing less than a colossal, cerulean wyrm descending from the heavens.

Jump

A dragoon's signature technique, this attack targets a dragon where it is most vulnerable. Leaping high into the air, the dragoon shifts his posture at the apex of the jump so that the full weight of his body adds power to the plunging thrust.

Blood of the Dragon

This technique allows the Azure Dragoon to draw upon the baleful strength bestowed by the Eye. As this act essentially allows a wyrm's instincts to supplant one's own, a will of steel is paramount in retaining control of one's focus.

Geirskogul

While a dragoon allows the Blood of the Dragon to burn within her veins, she is able to focus her elevated aether into serpentine blasts of energy. It is said that Geirskogul follows the same principle that dragonkind employ to infuse their breath with arcane destruction.


Jump


Blood of the Dragon


Geirskogul

Ser Alberic Bale



Race (Clan): Hyur (Midlander)
Gender: Male Age: 44
Epithet: Alberic Quickwater

Former bearer of the title of the Azure Dragoon, Ser Alberic presently serves with the Temple Knights. When Nidhogg stirred from slumber two decades past, it was Ser Alberic who sallied forth and forced the great wyrm into retreat. Despite his vaunted prowess, however, the dragoon could feel the Eye gnawing away at his essence day by day, and it was of his own free will that he surrendered its blighted power. He returned to the ranks of the Temple Knights and turned his hand to instruction. To measure his success in the role of mentor, one need only look to the accomplishments of his gifted student, Estinien, the present Azure Dragoon.

Heustienne de Vimaroix



Race (Clan): Elezen (Wildwood)
Gender: Female Age: 23
Epithet: Heustienne Truethrust

Orphaned at a young age by the tragedies of war, Heustienne was taken in by the noble house of Brucemont. Seeking to preserve her adoptive family's proud lineage of dragonslayers, Heustienne entered the Temple Knights, and was eventually accepted into the ranks of the dragoons. Though tireless in her determination and praised for her astounding agility, she was ultimately unsuccessful in her efforts to win the mantle of the Azure Dragoon. Heustienne is nevertheless widely recognized as the order's second-in-command, and during those frequent occasions when Estinien's duties take him far from the city's walls, it is to her that the burden of leadership falls.

The Eye

When Ishgardians speak of the Eye, they refer to the grim trophy that Haldrath, the first Azure Dragoon, speared from the living skull of the great wyrm Nidhogg. It is an artifact of immeasurable power, seething with Nidhogg's ancient essence and undying rage. The Eye is considered an invaluable national treasure for the strength it provides Ishgard to stand against marauding dragons, and it has spent the greater part of the last thousand years under heavy guard deep within the Holy See.

The Azure Dragoon

This title is bestowed upon the dragoon who has drawn upon the roiling energies of the Eye. While bonding with the artifact grants enormous power, it also exposes the dragonslayer to the will of Nidhogg—a malevolent influence that can be resisted only by the most unyielding of minds. Thus, it is tradition that but one dragoon—the strongest among their number—is selected to embody the tenets of the order.


The Eye

BARD

The word "bard" ordinarily puts folk in mind of those itinerant minstrels, fair of voice and nimble of finger, who earn their coin performing in taverns and the halls of great lords. Few know, however, that bards in fact trace their origins back to the bowmen of eld, who sang in the heat of battle to fortify the spirits of their companions.

History

Five hundred years ago, in the time when the city-states engaged one another in bloody conflict, Gridanian hunters were often forced to take up their bows to defend their nascent nation from outside invaders. These reluctant archers would strum their bowstrings and sing songs for their comrades, and it was from those encouraging, aching tunes that the inspiring melodies of the bard were born. Their lilting notes stirred the spirit, lending their fellow soldiers a tangible strength that could turn the tide of battle.

Witnessing the effect of these "battlesongs," each nation formed units of minstrels in an attempt to amplify the phenomenon, but these hollow, regimented choruses failed to produce the same mystical influence. The original performers, on the other hand, found themselves drowned out by ranks of military musicians, and one by one their voices grew quiet on the battlefield.

When not fighting in wars, bards would travel from tavern to tavern to share the tales of their experiences. As the periods of peace grew longer and longer, however, they began embellishing their stories to appeal to a wider audience, and what was once a true recounting of battle became a form of entertainment by which the bard made his living.



Equipment

Choral Attire

A minstrel's raiments bequeathed by Jehantel the Godsbow. The archer-turned-bard may be a legend in his time, but he is not the first to be claimed by one calling, then the other. The garb is ancient in origin, and was fashioned by a minstrel of yore as an act of devotion to Althyk the Keeper. That it was fashioned for an archer's use is clear from the telltale cut of the sleeves.

Artemis Bow

A longbow beloved by Gilbert the Godsbow, he of much carnage. A mighty singer of songs as well as a slayer of Ixal, Gilbert dreamt of a bow whose form was sired by the noble harp, and set the finest smith in Gridania to the task of creating such a weapon. Keen ears claim that every arrow that flies true from the Artemis Bow sings a pure note as it charts its course.



Aoidos Attire

A bard ensemble that first appeared around the thirteen hundredth year of the Sixth Astral Era, the original Aoidos attire is notable for adopting elements of the Near Eastern garb that began arriving on the continent after trade routes with the lands of the East became firmly established. A style proposed by the legendary minstrel, Santhelme, the attire garnered much attention amongst the courts and clothiers of the age, and Near Eastern fashion saw a sudden surge in popularity.

Aside from enthralling audiences with his haunting voice and fashionable appearance, Santhelme was also famous for his extraordinary skill with the bow. Citing the dwindling numbers of performers with similar martial expertise, many historians consider Santhelme's generation to be the last in which true battlesongs were sung.



Berimbau

A bard with a taste for the ostentatious, Santhelme ordered the construction of a bow with multiple strings that could be strummed in the manner of a harp. While the weapon thus created was perfectly pitched and the tightly bound strings propelled arrows with astonishing force, it was heavy, unwieldly, and impractical in battle for any but a master archer. Berimbau is now considered by most a curious ornament of a bygone era—in the hands of a bard with the requisite skill, however, it still holds the potential to dominate a battlefield with both melodious music and murderous mayhem.

Tricks of the Trade


Sagittarius Arrow

Sagittarius Arrow

The bard weaves the borrowed aether of her allies into an archer's storm that bombards the battlefield with the rain of a thousand arrows. This technique was said to have been devised by the founding 1st Bow of the Quiver's Centaurs.

Mage's Ballad

A battlesong that celebrates the courageous deeds of a Padjal of eld. The lyrics sing of the sage's exceptional healing arts as he braved the front line to tend to wounded soldiers.

Army's Paeon

This battlesong praises the valor of Josselin, one of Gridania's greatest war heroes. Josselin left her mark on history as the first captain of the Wood Wailers.

The Wanderer's Minuet

An ode to Oschon, the god of travelers. Depicting the Wanderer as a carefree ranger wielding a bow of yew with consummate skill, this meandering tune is sung with great joy and gusto.


Mage's Ballad


Army's Paeon


The Wanderer's Minuet

Jehantel Fointeaume



Race (Clan): Elezen (Wildwood)
Gender: Male Age: 68
Epithet: Jehantel the Godsbow

Once captain of the Gods' Quiver, this roving bard earned the name "Godsbow" for his almost preternatural skill in archery. It was several decades ago during an expedition to hunt down Ixal that Jehantel contradicted a direct order and ranged into enemy territory alone. While he was absent, however, his squad was attacked and slaughtered to the last. The gifted bowman spent the days following the ambush wracked by guilt, the mounting regret eventually driving him away from the Gods' Quiver and into a life of aimless wandering. He returned to the Twelveswood many years later, claiming to have embraced the calling of a simple minstrel, and it is through his rebirth as a bard that the secrets of forgotten battlesongs have returned to the land.

Guydelot Thildonnet



Race (Clan): Elezen (Wildwood)
Gender: Male Age: 22
Epithet: Guydelot the Spent

A bard native to Gridania who spent his youth learning the bow in the hunter's trade. Like many a young archer before him, Guydelot aspired to join the Gods' Quiver. Upon realizing his heart's desire, however, he found that the strict rules and traditions of the organization were at odds with his carefree upbringing. Thus it was that he earned a reputation as the recruit with commendable skill but lamentable discipline. Seemingly fated to languish in the lower ranks of the Gods' Quiver, he one day chanced to meet the roving minstrel, Jehantel. The romance of the old battlesongs captured Guydelot's imagination, and it was not long before the young Elezen had embraced the mellifluous world of the bard.

Battlesongs

Sung by the archers of eld on the field of battle, these verses held the power to fortify the spirits of comrades, bringing blessings upon the victor and granting peace unto those on the precipice of death. But as the presence of bards faded, so too did the prevalence of battlesongs, and now it is only the musically inclined moogles who remember every melody and measure.

The Ballad of Oblivion

Its existence hinted at in ancient tomes and moogle tales, the Ballad of Oblivion is a legendary bard song said to hold the power to bring battles to a decisive end. Sanson, a captain in the Order of the Twin Adder, would set forth on a quest to resurrect the lost ballad that it might convince his superiors to allow the formation of a new unit structured around a core of bards.


Battlesongs

NINJA

Hailing from the war-torn lands of the Far East, the secret arts of the ninja were born of necessity, and have since given rise to a unique breed of highly-trained combatants. Able to manipulate the vital energies of the land, the air, and living beings, ninjas manifest their power through the weaving of signs, unleashing a wide array of attacks against their foes.

History

In the eastern seas beyond the continent of Othard can be found the remote island nation of Hingashi—a word that literally means "east." An age of strife perpetuated by factions both great and small has battered this isolated archipelago for years untold, giving rise to unique forms of warfare—as was the case with the mystical art of the shinobi. Due to the tumultuous nature of its inception, however, the roots of ninjutsu are difficult to trace to a single origin. Rather, it must be said that the raw techniques devised by the individual factions were adopted on the wider field of conflict, and honed through a process of bloody evolution.

Many historians find it easier to focus upon the founding of the various ninja clans. In the mountainous regions where crops struggle to grow, people chose instead to nurture their martial skills. Children were raised into a warrior tradition, and entire families earned a living through their clandestine expertise. And when these shinobi eventually crossed the seas to Othard, the art of ninjutsu quickly found purchase upon its shores. The most famous account of this is the tale of Sasuke, a ninja who established his own clan on the continent before joining with the warlords of Doma to end a tyrant's oppressive reign.



Equipment

Ninja Attire

Woven in the clan village of the Doman outlands, this traditional shinobi garb is designed both for battle and infiltration. The cowl of the outfit covers the features of the face, thus protecting the identity of the ninja should circumstances require him to act in full view of the enemy.

Yoshimitsu

These exquisite twin daggers take their name from the legendary Far Eastern bladesmith who forged them. As an artisan of the shortblade, Yoshimitsu was said to be a master without equal, and the works bearing his mark are treasured by the greatest houses and heroes as invaluable heirlooms.



Iga Attire

This garb was crafted in the village of the Iga ninja, who were known for their strict adherence to the letter of a contract—even if said contract pit them against members of their own family should they be working for a rival master. The horns of the head piece lend the shinobi a grim mien, further reflecting the Iga's philosophy of uncompromising dedication, and, combined with the blade-like spikes protruding from forearm and knee, allow the shinobi to perform lethal attacks with her armor alone.



Yukimitsu

Forged by Yukimitsu, a bladesmith of eld, this pair of masterfully crafted daggers has been cherished through the centuries by a succession of notable rulers and proud warriors. It is said that the last person to wield the weapons was the personal retainer of an infamous warlord, who, after receiving the daggers as a reward for loyal service, pledged to employ them in the defense of his liege until the end of days. That oath was swiftly fulfilled, however, when both warlord and retainer were slain in an ally's treacherous ambush some days later. Following this incident the yukimitsu vanished from history's records until, some few years ago, they resurfaced amongst the wares of a dealer in antiquities.


Chimatsuri

Tricks of the Trade

Chimatsuri

Drawing upon the aether suffusing a battlefield, this complex mudra conjures a multitude of moonlight blades in a circle around the ninja. The blades leap into the air upon completion of the technique, then streak forwards to impale the foe in a blinding and bloody barrage.

Fuma Shuriken

Pointed and deadly, the shuriken of the shinobi are forged from a metal whose smelting process is known only to the clan. A ninja uses this mudra to infuse such shuriken with aether, enveloping the throwing star in an immense, phantom aura—the impact of which is anything but illusory.

Katon

By joining earth with heaven, the ninja calls a great gout of flame to erupt from the ground and lick hungrily at the sky. Only shinobi who have mastered two-mudra techniques such as Katon may earn the rank of chunin, or "middle ninja."

Dream Within a Dream

Using this technique, the shinobi assaults the enemy with three strikes in swift succession. Dream Within a Dream is rogue bladework at its best, combined with the rapid movement of a ninja's Shukuchi.


Fuma Shuriken


Katon


Dream Within a Dream

Oboro Torioi



Race (Clan): Hyur (Far Eastern)
Gender: Male Age: 24
Epithet: Oboro Moonrise

Hailing from the ninja village in the Doman outlands, Oboro was a solemn youth whose natural aptitude and unyielding determination saw him earn the rank of jonin—or "high ninja"—at an unusually early age. But though dexterous and nimble, his quick fingers excelling in the eastern art of paper folding, Oboro's reliance on others in the matters of everyday chores often leaves him appearing awkward and ill-at-ease.

When the shadow of the Garlean Empire fell over Doma, he joined the ultimately futile effort to repel the invaders, inflicting grievous losses before eventually being forced to retreat. Upon learning that the betrayer, Karasu, had left with imperial forces for western shores, Oboro was the first to volunteer for a mission that would take him to the realm of Eorzea in search of the traitorous shinobi.

Karasu Kanshi



Race (Clan): Hyur (Far Eastern)
Gender: Male Age: 24
Epithet: Karasu Redbeak

A shinobi of jonin rank who trained alongside Oboro in the art of ninjutsu. Flippant and dramatic where Oboro was stoic and serious, Karasu's antics often drew the ire of his teachers, but none could emulate the ruthless poise he displayed during even the most demanding of duties.

Following the fall of Doma, however, Karasu was banished from the village as a traitor to his clan. Subsequent events saw him join the master ninja, Gekkai, in a plan to establish a new organization of imperial shinobi, until the deeds of his childhood friend allowed him to slip away from the alliance and into the shadows. Now free as the crow from whom he takes his name, the eccentric Karasu is believed to have remained in Eorzea, living out his whims upon a stage of his own choosing.

Mudra

Known as "mudra," the ritual hand gestures that allow a ninja to harness mystical energies can be considered the simplified components of more complicated incantations. By manipulating the aether present in heaven (ten), earth (chi), and man (jin), and further combining their effects in predetermined sequences, the shinobi is capable of manifesting an impressive array of arcane phenomena.

Rabbit Medium

When classifying ninjutsu by the broader definitions of the arcane arts, one might describe the mudra of summoning as a fusion of both teleportation and summoning magicks: an aether-enhanced creature is bound into service, then forcibly transported from its domain to the shinobi's location. While not all ninjas are capable of such techniques, any failed mudra can result in the conjuration of a curious rabbit-like manifestation from some unknown dimension.


Mudra

WHITE MAGE

White magic, the arcane art of succor, was conceived eras past that the world might know comfort. Alas, man began perverting its powers for self-gain, and by his wickedness brought about the Sixth Umbral catastrophe. Although the art was subsequently forbidden, it is now in the midst of a revival at the hands of the Padjal, chosen of the elementals.

History

The mages of Amdapor devised this arcane art during the Fifth Astral Era to counter the destructive black magic of Mhachi sorcerers. Focusing heavily upon spells of restoration and purification, the practice of white magic led to great advances in Amdapori society. Intoxicated by their newfound power, however, the magi surrendered prudence to ambition. They created ever more potent magicks to wield in their conflict with Mhach—the infamous War of the Magi—until the clash of eldritch energies upset the very balance of nature. The warped aether manifested as great floods, and the realm was drowned by what is now known as the Sixth Umbral Calamity.

Both cities were lost, and the magicks that brought about the catastrophe thenceforth adjudged dangerous and forbidden. The ruins of Amdapor were swallowed by the forest—the fallen city and its secrets concealed by the elementals of the Twelveswood and it would be another thousand years before the art of white magic once more saw the light of day.

Some five centuries past, the elementals relented, and did at last allow the legacy of the Amdapori magi to be wielded by a chosen few. The Padjal, revered leaders of Gridania, have since served as the stewards of white magic and oversee its careful instruction.



Equipment

Healer's Attire

A raiment reserved for the rite of Quieting. Bestowed by the holy hands of Raya-O-Senna herself, this garb has been imbued with the blessings of A-Towa-Cant by means of a stately pilgrimage to three of his resting places.

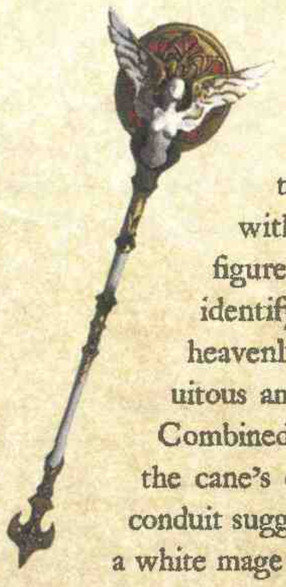
Thyrus

The great staff of House Cant, passed down through the family line for generations. Carved from a log of petrified wood, this mighty relic accompanied A-Towa-Cant on his final journey and was long thought lost along with its wielder.



Orison Attire

Purchased from an antique store in Ul'dah, it is claimed that this healer's ensemble was recovered from a stone coffin of indeterminate origin. An evaluation by a respected collector, however, later identified the attire as the same as that worn by high-ranking magi of the ancient Amdapori civilization. Estimated to be more than fifteen hundred years old, the material exhibits no sign of degradation, its pristine state attributed to the magically sealed sarcophagus within which it was stored. The cloth is extraordinarily light and smooth, but the method by which it was created is a mystery that confounds even the most accomplished weavers.



Seraph Cane

Unearthed in the ruins of Amdapor, the head of this mage's staff is adorned with the carving of a delicate winged figure. Historians of the Fifth Astral Era identify the carving as the depiction of a heavenly guardian of mortals, a motif ubiquitous amongst the statuary of the fallen city. Combined with this exquisite attention to detail, the cane's exceptional properties as an aetheric conduit suggest that it served as an arcane tool for a white mage of the highest standing.


Pulse of Life

Tricks of the Trade

Pulse of Life

Drawing upon the aetherial reserves of every ally present, this potent incantation blossoms outwards from the white mage in a scintillating cloud of healing energies. The spell channels pure life force from the caster, reviving and restoring even those who have succumbed to fatal injury.

Benediction

The beneficiary of this spell is instantaneously cured of all wounds. Rather than exhaust the caster's own mana, Benediction gathers ambient aether and releases it in a single, concentrated burst of healing.

Holy

This incandescent blast of purifying energies was devised by the white mages of Amdapor to combat the voidsent servants of Mhachi sorcerers. The battlefields of the War of the Magi were often illuminated by the spell's distinctive explosions.

Asylum

Drawing upon ambient aether, this spell weaves a shimmering dome of restorative power within which even the most grievous of injuries will knit and heal. It is said that A-Towa-Cant developed the technique during his pilgrimage to provide swift succor to large groups of wounded.


Benediction


Holy


Asylum

A-Towa-Cant



Race (Clan): Hyur (Midlander)/Padjal
Gender: Male Age: 198 (Deceased)
Epithet: The Wandering Padjal

A-Towa-Cant's Padjali nature manifested soon after birth, and his proud Gridanian family willingly entrusted his upbringing to the conjurers of Stillglade Fane. A-Towa grew to become an accomplished Hearer, but soon grew dissatisfied with the role—he came to realize that to truly protect the Twelveswood he must also cleanse the source of impurities found beyond the confines of the forest. Accompanied by his devout companions, A-Towa traveled far and wide, employing his mastery of white magic to purge corrupted aether, heal the sick, and salve the suffering. Ever consumed by wanderlust, the restless Padjal never returned to Gridania, and eventually met his end in the distant lands of La Noscea.

Eschiva Keyes



Race (Clan): Hyur (Midlander)
Gender: Female Age: 23
Epithet: Eschiva the Aetherial

Exhibiting heightened magical potential from a young age, Eschiva was encouraged to walk the path of conjury by friends and relatives. She quickly tired of her Padjal instructors' stifling conservatism, however, and abandoned her arcane studies to become a lancer. Following in her beloved grandsire's footsteps, Eschiva took to spears far more readily than spells, and soon forged herself into one of the guild's finest combatants. Eschiva's grandfather had been a follower of A-Towa-Cant, and even after the Padjal's passing, he continued to serve as a sentinel at one of the great mage's places of rest. Once old age claimed her grandsire, Eschiva would volunteer to shoulder his solemn duty.

The Elementals

The ephemeral guardian spirits of the Twelveswood. With bodies comprised entirely of aether, these entities are nevertheless possessed of an intelligence and intent that can be sensed by those blessed with preternatural awareness. The elementals perceive the aether-draining nature of white magic as a direct threat to their existence, and for centuries did they seek to prevent its secrets from reentering the world.

The Padjal

The youthful and long-lived Padjal are not a race unto themselves, but rather are born rarely into certain Hyur families in the Twelveswood, the process of aging slowing to a crawl as they approach puberty. Naturally attuned to the whispers of the forest, these horned, childlike beings serve as a living link between man and elemental. The Padjal have a long history as the region's healers and protectors, and as the chosen of the elementals are sanctioned in the use of white magic.


The Padjal

BLACK MAGE

In days long past, there existed an occult and arcane art known as black magic—a potent magic of pure destructive force born forth by a sorceress of unparalleled power. Those who learned to wield this instrument of ruin came to be called black mages, out of both fear and respect for their gift. Yet great power served to corrupt the judgment of mortal man, and so he unknowingly set out upon the path of ruin.

History

In the lands of Yafaem at the peak of the Fifth Astral Era, the genius sorceress Shatotto wove the first spell of the art that became known as "black magic." Over the course of her lifetime, the Mhachi mage's obsessive research into destructive power gave rise to a host of devastating incantations and arcane weaponry.

This new school of magic found many willing students, and cadres of black mages soon formed the offensive core of Mhach's forces in the War of the Magi. But the casting of so many mighty spells drained the land dry of aether, and both sides of the terrible conflict knew defeat when the tortured balance of elements sought to right itself with the great floods of the Sixth Umbral Calamity. It is small wonder, then, that practitioners of the arcane were mistrusted and reviled in the years following this realm-spanning catastrophe. Black magic itself was branded a forbidden art, its secrets consigned to the darkest depths of history.

In any age, however, there always exist those whose hunger for knowledge and power drive them to explore the most lightless abyss. Thus it was that scarcely a century ago, a thaumaturge by the name of Ququruka broke the seals of an ancient tome, and secretly donned the black robes of a long-forgotten cabal..



Equipment

Wizard's Attire

A raiment of the black mage. Resplendent after two thousand years, this garb from the Fifth Astral Era is shot through with hex-spun mythril. Such innovations give away this seemingly innocent piece of clothing as the invest for summoning creatures from the void—that otherworldly plane which makes sport of the sanity of man.

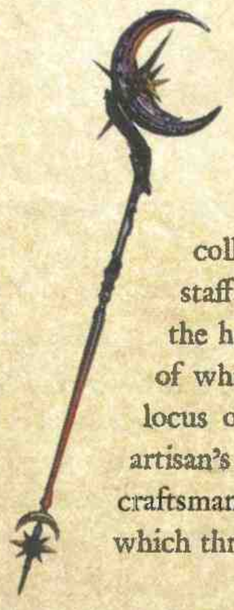
Stardust Rod

A sorcerous staff crafted in the Fifth Astral Era by Shatotto, thaumaturge of black repute. Fashioned from remnants of a star ripped from its course by destructive magic, her Stardust Rods enjoy the highest regard from the worst sort of people. Death's Handmaiden was one of Shatotto's epithets, and despite the ravages of age, her relics live up to their dark reputation.



Goetia Attire

Goetia attire was originally worn by high-ranking Mhachi magi who were particularly skilled in enslaving the denizens of the void. Though appearing featureless from a distance, closer inspection reveals subtle arcane patterns in the cloth—runes and symbols woven with thread soaked in the blood of pact-bound voidsent. These patterns are said to amplify the power of the wearer, elevating the destructive potential of the caster's spells to truly catastrophic levels. Infused with such potent properties, the authenticity of the robes becomes glaringly apparent when compared to the many imitations merchants seek to hawk as genuine relics of ancient Mhach.



Lunaris Rod

An intrepid adventurer supposedly retrieved this arcane weapon from the Yafaem Saltmoor at the behest of an avid collector of ancient occult paraphernalia. The staff is topped by a crescent moon carved from the horn of a voidsent, the full sorcerous potential of which is focused by the two gemstones into a locus of thrumming power. Though there are no artisan's markings to identify its origin, the style of craftsmanship is unmistakably Mhachi, a civilization which thrived during the Fifth Astral Era.


Meteor

Tricks of the Trade

Meteor

Gathering vast quantities of aether from her allies, the mage unleashes a gigantic mass of crystallized energy upon the heads of her foes. Those who witness the unmatched destruction of this potent magick liken it to a burning star falling from the heavens.

Manawall

This arcane barrier is a manifestation of the mage's unyielding will. All physical forces directed towards the caster with harmful intent are robbed of inertia by the Manawall, greatly reducing their impact.

Flare

Shatotto, the matriarch of black magic, devised this spell in her relentless pursuit of ultimate destructive power. Combining one's own mana with ambient aether, the caster triggers an explosion of monumental force.

Ley Lines

The caster uses this technique to connect naturally occurring lines of energy and create a circle of power. While standing within this circle, the circulation of the mage's aether is accelerated, allowing him to weave spells with heightened alacrity.


Manawall


Flare


Ley Lines

Ququruka Tataruka



Race (Clan): Lalafell (Dunesfolk)
Gender: Male Age: 132
Epithet: Master Ququruka

In his youth, Ququruka was an accomplished thaumaturge who, in his insatiable thirst for arcane knowledge, turned his hand to the forbidden art of black magic. His research was painstakingly slow until he encountered three beastmen who shared his all-consuming obsession. Combining their efforts, they pieced together broken secrets and prepared a ritual by which black magic could be fully restored to the world. In his prideful arrogance, however, Ququruka altered the rite with his own incantations. His meddling disrupted their tenuous command over the chaotic aether, unleashing energies that tore his beastman friends apart, and reformed them into a singular abomination.

Overcome by horror and remorse, Ququruka returned to Ul'dah, and convinced the authorities to confine him to the Marasaja Pit—the sultanate's deepest of dungeons. There would he lose himself in meditation for a hundred years, until one worthy of donning the black appeared—a successor who could undo the dark deeds he had committed in the name of glory.

Lalai Lai



Race (Clan): Lalafell (Dunesfolk)
Gender: Female Age: 24
Epithet: Lalai Darkeyes

A priestess of the Order of Nald'thal. During a visit to the Marasaja Pit to hear the confession of a prisoner, Lalai was distracted by the presence of powerful magicks. Seeking to identify the source of this arcane disturbance, she ventured into the deepest reaches of the prison. There she encountered Ququruka Tataruka, a legendary mage who had spent the past century meditating in unbroken confinement. His vast knowledge of divine myth and ancient thaumaturgy ignited in her a burning curiosity—a ravenous flame that demanded to be fed. Thus it was that her frequent duties within the Pit masked her gradual initiation into the art of black magic at the foot of her imprisoned master.

Ambient Aether

Ambient aether suffuses the natural world—when this energy is leeched dry, the surrounding land is stripped of its capacity to bear forth life. For most arcane arts, a mage's own reserves of mana suffice to fuel even the most powerful incantations, but certain formidable spells from the school of black magic drink deep of the world's wells of life energy.

The Books of Nald'thal

These two occult volumes were scribed by the contemporary black mage, Ququruka Tataruka. Written in an obscure code and containing all the knowledge he had gleaned on the forbidden art, Ququruka is said to have set down these secrets of black magic in preparation for the arrival of a worthy successor.


The Books of Nald'thal

SUMMONER

In millennia past, there lived mages who had the power to siphon the very essence of primals—gods of Eorzea's beast tribes—and then transmute this energy into aetherial entities under their command. Known simply as summoners, the existence of these men and women and their arcane art had all but been lost to the ages until a recent resurgence triggered by the uncovering of long lost knowledge.



History

A civilization founded in the early years of the Third Astral Era, the Allagan Empire continued to expand even after the death of its first ruler, Emperor Xande. With the resources of a vast domain of conquered nations at their command, the Allagans made great strides in the field of aetherochemical science, enriching the lives of those nestled within the empire's embrace. For many, however, Allag's rule meant naught more than invasion and tyranny—a suffocating yoke which they sought to cast off with the might of primal deities. As these clashes dragged on, the summoning rituals of the oppressed grew more desperate, skewing the land's aetherial balance ever further away from equilibrium.

It was during these conflicts that a new breed of mage arose who could transform the stolen essences of primals into biddable allies—aetheric servants known as "egi" that were employed to great effect in the war against the summoned divinities. The Allagan people named these arcane adepts "summoners" in honor of their victories, and showered them with praise and respect. As the age wore on, however, the empire saw the emergence of mages who, made bold by virtue of their unsurpassed power, began wielding summoning magic to further their own ambitions. The once heroic reputation of summoners was sullied, and people came to believe that those who practiced the art were irrevocably tainted by the influence of the primals. Vilified and hunted by the superstitious, summoners gradually fell in number until both their existence and their knowledge faded completely from the empire.

Equipment

Evoker Attire

Raiment of the summoner, discovered by the Sons of Saint Coinach along the shores of Silvertear Lake. These Allagan garments are estimated to be several thousand years old, their impeccable condition bespeaking the quality and ingenuity of their craftsmanship.

The Veil of Wiyu

An ancient Allagan grimoire painstakingly restored by Gerolt, a weaponsmith and reinvigorator of damaged relics. Named after a famed Allagan summoner—her other, more benign legacy being the eponymous faerie story—*The Veil of Wiyu* was in such disrepair at the time of its discovery that there was thought to be little hope of it ever being used again.



Caller Attire

This ancient raiment was excavated alongside other Allagan relics at the Silvertear Lake dig site. Festooned with ostentatious adornments, the garb was likely designed in the time when summoners yet enjoyed the adulation of the populace as conquering heroes. Its gaudy appearance led the Sons of Saint Coinach scholar who unearthed the attire to speculate that the attire was ceremonial in nature, but others cite its exceptional arcane properties as undeniable proof that it served a more practical purpose.



Almandal

This millennia-old grimoire of Allagan construction holds knowledge pertaining to the summoning of four distinct primals. The garish, golden decoration on the cover is believed to depict the interwoven aspects of every egi under the original owner's command—a symbol designed to aggrandize the summoner's might and expertise. A masterful work of deceptively intricate occult patterns, the incantations on each page have been engraved with a mythril stylus, leaving the ink to settle into almost-imperceptible furrows.


Teraflare

Tricks of the Trade

Teraflare

An offensive magick that echoes the ruinous blasts of light unleashed by the elder primal Bahamut. All those who bathed in the dreadwyrm's scattered aether during the Seventh Umbral Calamity possess the latent potential to master this mighty summoner spell.

Enkindle

An advanced technique by which the summoner unlocks the true might of an egi, so named for the manner in which the aetherial fires of the egi's existence are stoked into a roaring blaze.

Tri-disaster

An offensive incantation comprised of three separate corrosive elements that gnaw away at a foe's corporeal being. This technique is thought to have been devised in remembrance of the trio of catastrophes instigated by the Warring Triad.

Dreadwyrm Trance

Certain egi require an impossible quantity of life force to manifest as a separate entity. This technique was devised to circumvent such mortal limitations, allowing the summoner to harness the power of the elder primal Bahamut by infusing his own being with the essence of the mighty dreadwyrm.


Enkindle


Tri-disaster


Dreadwyrm Trance

Tristan Lowe



Race (Clan): Hyur (Midlander)
Gender: Male Age: 27
Epithet: Tristan Nightflicker

A former member of the Immortal Flames with the rank of second lieutenant, Tristan served as a thaumaturge in Captain Dancing Wolf's primal hunting unit alongside his elder brother, Kahedin. The siblings joined the expedition which succeeded in banishing Ifrit, but before victory was achieved, Kahedin fell afoul of the entity's corrupting influence. Obeying the unwritten law of his troop to "offer mercy" to any in thrall to a primal, Tristan took it upon himself to slay his own brother. Following the tragic incident, Tristan gradually withdrew into brooding silence, until one day he simply vanished from his post. He appeared again years later swathed in ebony robes and ominous power, an adept of the long-lost art of the summoner.

Y'mhitra Rhul



Race (Clan): Miqo'te (Seekers of the Sun)
Gender: Female Age: 26
Epithet: Y'mhitra the Learned

Born the seventh of twelve sisters, this native of Sharlayan attended the prestigious Studium where she specialized in the field of archaeology. Upon graduating, Y'mhitra joined the Sons of Saint Coinach, an organization dedicated to unearthing the ancient civilization of Allag, and when the Crystal Tower speared through to the surface following the catastrophic events of the Seventh Umbral Calamity, she made the crossing to Eorzea alongside her colleagues to survey the surrounding ruins. It was during these excavations that the researchers discovered Allagan tomestones detailing the existence of summoners—powerful mages who practiced the technique of reshaping the stolen essence of primals into biddable avatars. Intrigued and excited, Y'mhitra relocated to Gridania to further pursue the trail of history and deepen her understanding of the summoning arts.

Egi

"Egi" is the name given to the conjured avatars of a summoner. Only a practitioner whose aether has been stained by the essence of a primal can thenceforth shape her own energies into a willful embodiment of the original entity's dominant aspect. In the ancient tongue of the Allagan Empire, "egi" translates approximately to "pure" or "the essence of."

Ascian of the Twelfth Chalice

A lesser Paragon in service to the Ascian Lahabrea, this sinister villain preyed upon the vulnerable Tristan, fanning the latter's intense hatred for beastmen and their primals. By empowering the young man with the knowledge of summoning, the Ascian of the Twelfth Chalice hoped to set Tristan on a campaign of bloody vengeance that would provoke the beast tribes into calling forth ever more potent incarnations of their brutal deities.


Egi

SCHOLAR

In an age long past, when mankind flourished under the radiance of arcane mastery, the island of Vylbrand was home to a city-state called Nym. Though the history of that age tells of countless wars waged with earth-shattering incantations, it was the brilliant strategic maneuvering of Nym's scholars that allowed their mundane army of mariners to throw back would-be conquerors time and again.



History

The Fifth Astral Era was an age defined by remarkable advances in the arcane arts. In such an age, the nation of Nym, with its scant population of sorcerous adepts, found itself at a distinct disadvantage when pitted against the ruthless black mages of Mhach or the relentless white mages of Amdapor.

Thus it was that the Nymian military relegated its few precious sorcerers to a specialized support role within its standing army. Rather than serve as simple healers, however, these men and women were expected to take command of the battlefield, and weave spells that maximized the mariners' effectiveness in combat.

In answer to the demands of their new position, Nymian mages learned to bind and control faeries that they might entrust the otherworldly creatures with a share of the restorative duties. This allowed these students of war to focus more fully upon strategy and tactics, a practice which earned them the title of "scholar." But even the most brilliant tacticians could not outmaneuver the tragedy that was to come. As befell many wonders of the era, both the military wisdom of Nym and the disciples of its teaching were lost to the colossal floods of the Sixth Umbral Calamity.

Equipment

Scholar Attire

Raiment of the phrontist. The formal garb of the scholars of Nym betrays their military nature, and indeed, this shade of direwort dye is still called "brigade brown." The Nymians believed in the unity of mind, magic and martial ways and produced extraordinary thinkers such as Surito Carito, whose vest is the centerpiece of this attire.

The Omnilex

A repository of all military tactics known to man, compiled in that canny city called Nym. Copies of the *Omnilex* were once merely uncommon, but became almost impossible to acquire after the majority were irrevocably ruined by the waters of the great flood.



Savant's Attire

Recovered from the Floating City of Nym by an intrepid adventurer, this garb was identified as being of Nymian design, believed to have been invented in the latter part of the Fifth Astral Era. An experimental uniform issued exclusively to the scholar elite, the crystal tubes attached to the forearms could be infused with the wearer's own aether. This allowed the scholar to later call upon ready reservoirs of mana to amplify the potency of her spells, although manipulation of energies stored in such a fashion is thought to have required a degree of control possessed only by the most accomplished savants.



The Elements

Ambushed by Sahagin whilst casting his nets off the coast of western La Noscea, a fisherman stumbled across an ancient trove of stone receptacles after seeking refuge in a sheltered inlet cave. Hoping to claim some lost treasure that might pay for his battered boat, the fisherman was satisfied to discover a curious tome. A subsequent visit to a collector of antiquities revealed that the book was in fact an artifact of Nym—a grimoire containing the nascent magicks and techniques of the military scholar. The tome was placed on auction, and quickly snapped up by Rowena's House of Splendors. Needless to say, the price fetched by the precious relic allowed the fisherman to replace his damaged boat with a far larger vessel.


Angel Feathers

Tricks of the Trade

Angel Feathers

"The faerie spread her angelic wings, and a shimmering light exploded over the battlefield. As it washed over me, I felt my pain subside, and where I had thought myself fatally broken, I was whole again."

- Anonymous adventurer describing the healing power of a scholar's faerie companion

Adloquium

The scholar's standard-issue healing spell. As well as closing wounds, Adloquium was designed to grant a secondary effect: a temporary arcane shield that helped protect frontline marines from further injury.

Leeches

This spell cleanses the recipient of deleterious effects. According to the histories of Nym, it was devised to counter the insidious, debilitating magicks favored by the black mages of Mhach.

Deployment Tactics

This technique developed as a logical extension of military scholar philosophy. The mage eliminates the need for lengthy incantations by using a previously cast spell as an axis, along which the existing boon can be extended to nearby allies.


Adloquium


Leeches


Deployment Tactics

Alka Zolka



Race (Clan): Lalafell (Plainsfolk)
Gender: Male Age: 20
Epithet: Alka Zolka the Thinker

Born to parents employed by the Mealvaan's Gate customs house, Alka Zolka grew into a youth with a refined appreciation for reading. Surrounded by the unlettered children of fishermen and sailors, however, his love for books was often mocked as the pointless pastime of a weakling landlubber. Fueled by indignation and determined to prove that strategy trumps brute force, Alka presented himself as an aspirant to the Marauders' Guild upon his sixteenth nameday. Though his peers within the guild held his intellectual pursuits in equally low regard, he weathered their jeering insults with unyielding stoicism. Alka had learned of the military tactics of Nym from an ancient tablet, and knew that if he could but recreate their wisdom, he would wield a weapon greater than any reaver's axe.

Surito Carito



Race (Clan): Lalafell (Plainsfolk)
Gender: Male Age: 1605
Epithet: Surito Carito the Strategist

A scholar of the Nymian Royal Marines, Surito Carito devoted himself to concocting a cure for an eldritch plague that gradually transformed the afflicted into hideous, stunted monsters. The blight had found its way into Nym on the decks of a trading vessel near the end of the Fifth Astral Era, and Surito himself eventually succumbed to the contagion before his budding treatment could be perfected. But his misfortune, and that of the other victims, was not to end there. The people were so terrified of the disease that they began calling its sufferers "tonberries," equating their existence with the fearful creatures of myth, and the entire temple into which the malformed Nymians had been herded was sunk into the nearby lake. Submerged under water and bound behind powerful warding magicks, Surito would slumber for more than fifteen centuries before the arcane seals upon the temple were sundered by the advent of the Seventh Umbral Calamity.

Faeries

With soul crystals providing an anchor for their existence, these otherworldly servants are made manifest through the accumulated aether of past Nymian mages. Faeries are known to adopt at least two different forms: Eos, whose domain is sunlight and restoration; and Selene, whose domain is moonlight and invigoration.

Lily

Lily is the name of Surito Carito's faerie, an aetherial entity summoned into the present day when an adventurer inadvertently came into possession of Surito's lost Soul of the Scholar. Though Lily is incapable of speech, occasional acts taken independent of her master's commands evince the existence of a distinct personality and will.


Lily

DARK KNIGHT

The pious Ishgardian clergy guide the flock, and the devout knights protect the weak. Yet even the holiest of men succumb to the darkest of temptations. None dare to administer justice to these sacrosanct elite residing outside the reach of the law. Who, then, defends the feeble from the transgressions of those meant to guide and protect them? A valiant few take up arms to defend the downtrodden, and not even the holy priests and knights can escape their judgment. Pariahs in their own land, they are known by many as "dark knights."



History

In the year 960 of the Sixth Astral Era, a commoner by the name of Tryphaniel the Unshod was granted knighthood for acts of valor upon the battlefield. A young man with an unwavering sense of justice, Tryphaniel's desire to champion the cause of the lowborn was undiluted by his entrance into the privileged world of the nobility. It was this same moral fortitude that bid him trail after a clergyman after witnessing the robed figure drag a squirming child from the alleys of the Brume. The knight's suspicions were confirmed when he entered the secluded domicile of the priest only to find him committing unspeakable acts upon the body of the abducted waif. Noticing his unexpected visitor, the clergyman attempted to explain away his vile actions as a form of "exorcism," but the incensed Tryphaniel drew his sword without hesitation, and answered the babbled excuses with a single, fatal blow.

Rather than praise his heroism, however, the knight's peers condemned him for slaying a holy member of the church. He was forced to defend his life in a trial by combat, but though he survived, it was decreed that he would be stripped of his knighthood. Unflinching in the face of accusations that he had fallen to darkness, Tryphaniel roared that he would gladly surrender a title that required him to turn a blind eye to a child's suffering. He cast aside his crested shield—the symbol of his station—and continued his crusade for the commonfolk with no thought or fear for what others held taboo. His righteous deeds inspired some courageous few to embrace the path of the forbidden, and thus the legacy of the dark knight was born.

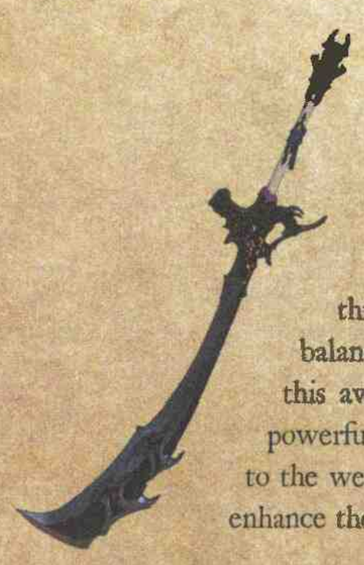
Equipment

Chaos Armor

Passed down through generations of dark knights, this antique set of armor was forged of Ishgardian steel and appears sheathed in a faint nimbus of shadow. While the plates may once have shone like well-polished iron, years of blood spatter have dulled the metal's natural gleam.

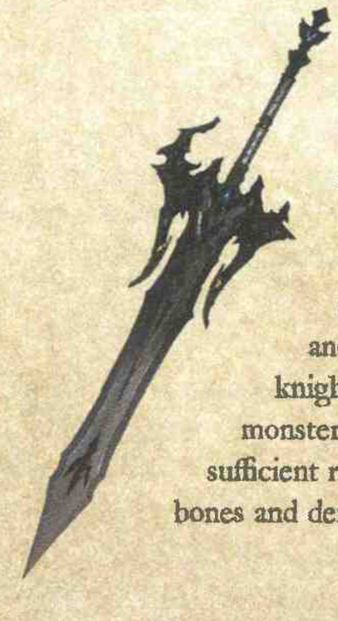
Deathbringer

Some two centuries ago, a troubled smith crafted this weapon as the price for a dark knight to punish a terrible injustice. The knight accepted the payment, and found a fitting name for the greatsword after baptizing its blade in the lifeblood of the guilty.



Kumokirimaru

This great katana was forged by a Doman artisan at the behest of Rowena's House of Splendors. Said to resemble a weapon described in Far Eastern legend—the divine sword that cut down the monstrous spider-spirit "tsuchigumo"—the blade becomes thicker as it nears the tip, giving the weapon a top-heavy balance. In the hands of a master swordsman, however, this awkward weight can be exploited to generate swings powerful enough to cleave through a giant's thigh. According to the weaponsmith Seika, certain improvements could further enhance the quality of this already devastating weapon.



Dainslaif

Crafted in the Churning Mists at a time when peace prevailed between Dravanian and man, this greatsword and the dragon-like design of its crossguard is representative of that harmonious age. Dainslaif's creation predates the appearance of dark knights by some centuries, and was originally commissioned for an orthodox knight of high standing. Intended for the purpose of monster slaying, the weapon's blade was forged with sufficient resilience to endure repeated blows against thick bones and dense hide.


Dark Force

Tricks of the Trade

Dark Force

By infusing a vast well of aether with her own inner darkness, the dark knight forms arcane barriers of impregnable midnight. The sight of liquid shadow pouring from a sky torn open by this otherwise benevolent technique is commonly described as "unsettling."

Hard Slash

A sweeping slash, followed by a punishing upward slice. The most fundamental attack in a dark knight's repertoire, this technique originated from a now-antiquated style of knightly combat.

Unleash

Releasing his pain and rage upon nearby foes, the dark knight manifests an inky black circle of spikes on the ground around him. All those caught in its thorns are struck by unreasoning terror, and an irresistible need to claw away its source.

Living Dead

This dark art allows the practitioner to continue fighting through the most heinous of injuries, and exhibit an immunity to pain usually attributed to the shambling undead. Though undeniably effective, abandoning one's corporeal form to negative energy in this manner, however briefly, is an act fraught with mortal peril.


Hard Slash


Unleash


Living Dead

Fray Myste



Race (Clan): Hyur (Midlander)
Gender: Male Age: 25
Epithet: Fray of the Onyx Shade

An orphan of the Brume, a young Fray was set on the dark knight's path when his future master found him plotting revenge over the body of a friend unjustly executed by Holy See officials. Proving an apt and inquisitive student, Fray approached both the book-bound and physical aspects of his training with equal eagerness. But it was the desire to aid his master and the fiery Sidurgu in their duties that truly drove the youth to excel. Alongside his volatile fellow disciple, Fray later succeeded in rescuing the maiden Rielle from an undeserved fate, but would himself fall afoul of her pursuers. Dragged before the Tribunal for trial by combat, the dark knight fought with skill and righteous rage only to fall to the dancing blade of the court's champion. It is a testament to Fray's devotion to life and those he left behind that his soul crystal would burn with such undying intensity...

Sidurgu Orl



Race (Clan): Au Ra (Xaela)
Gender: Male Age: 26
Epithet: Sidurgu of the Obsidian Heart

As a child, Sidurgu lived with his family in a frontier town of Othard, until their settlement fell under the subjugation of the invading Garlean Empire. Unable to endure the stifling regime of their conquerors, his parents bundled him into a cart along with their meager possessions, and fled into the wilderness soon after his sixth nameday. For five years they wandered, seeking a place to belong, before their journeys eventually brought them to Eorzea's shores. Like many of their race, they found themselves drawn to the plains of Coerthas, where they hoped to adopt the nomadic ways of their ancestors...but neither fate nor the Ishgardians were kind to the Au Ra.

Molded by a life of tragedy, the displaced Xaela found himself well suited to the mantle of a dark knight. Now bereft of family, master, and fellow apprentice, Sidurgu wears his stern demeanor like a suit of armor, impenetrable to all perhaps but his young charge, Rielle.

Darkness

Arising from the fear and wrath within the dark knight's own soul, this shadowy flame feeds greedily upon her body's aether, its stygian fires coursing through her blade and fueling her eldritch arts. But as ever, such power comes with a price: should the dark knight lose control over this darkness, she will be consumed in a backlash of entropic energies.

Dark Arts

Fueled by the darkness from within, the dark knight employs these techniques to lend an arcane edge to the blows of her greatsword. Though known for their disdain for shields, the fighting style of the earliest dark knights was nevertheless built upon mundane swordplay, and it was not until several centuries later that one of their order first unlocked the secrets of the dark arts.


Darkness

MACHINIST

Following the example of Cid Garlond, who had time and again demonstrated the potency of magitek, the Skysteel Manufactory began their tireless work on the development of advanced armaments. As new and devastating weapons were brought to the fray, a new class of champion arose to wield them—the machinist.



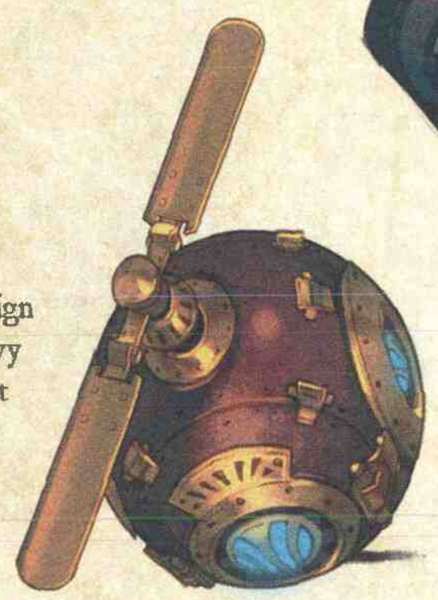
History

Down through the centuries of Ishgard's endless conflict with the Dravanians, the city-state's engineers have devised and improved upon myriad dragon-killing contrivances. Their successes inspired the construction of the Skysteel Manufactory in the year 1483 of the Sixth Astral Era, where resident artisans to this day continue to invent weapons such as the ceruleum-propelled giant ballista, and the quad-barreled Bertha cannon.

Many of these modern advances can be attributed to Stephanivien de Haillenarte, the manufactory's brilliant chief, who has enthusiastically welcomed the assistance of Garlond Ironworks with incorporating imperial magitek into traditional Ishgardian craftsmanship. Rather than simply adapt this technology for existing purposes, however, Stephanivien has combined magitek with aetherology to develop an entirely new form of weaponry. His primary achievement has been the creation of the aetherotransformer—a device which converts the wearer's innate mana into the lightning-aspected energy suited for powering the chief's revolutionary inventions. In addition to instructing volunteers in the use of the transformer, Stephanivien has employed a master of marksmanship from Limsa Lominsa to train an ever-growing number of recruits. Armed with their signature firearms and a repertoire of technological marvels, these soldiers of a new age are known as "machinists."

Equipment

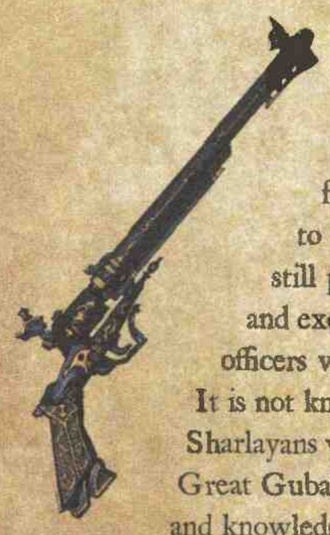
Machinist's Attire



Based on a proposal made by Stephanivien, the design of this garb prioritizes ease of movement over the heavy protection favored by close-quarter combatants. Its most distinguishing feature is the side-apron tool pouch, used to store a machinist's transformer, ammunition, and various other devices employed in the machinistry profession.

Ferdinand

This double-barreled firearm features a unique form of propulsion that relies on a wind crystal-pressurized cartridge rather than the explosiveness of firesand. A lack of confidence in this overly ambitious design led to the weapon being falsely peddled at market as an invaluable antique to recoup the costs of its construction.



Pre-imperial Garlean Revolver

This antique firearm was the first of its kind to feature a cylindrical magazine, allowing a marksman to fire multiple shots before reloading. The design was still popular when the imperial army came into formation, and exquisitely decorated revolvers were commonly issued to officers whose rank afforded them the title of "tol" or better. It is not known by what route it came to the hinterlands, but the Sharlayans were said to keep a pristine model of the weapon in the Great Gubal Library as part of their efforts to catalog the history and knowledge of the known world.



Peacemaker

Excavated from the Allagan ruins at Silvertear Falls, this firearm appears at first glance to possess multiple barrels. Closer inspection of its irregular mechanisms, however, reveal the weapon capable of firing only single shots, with the motion of the central cylinder intended to spin the bullet and stabilize its trajectory. The lightning crystals embedded in its frame are assumed to serve the function of increasing a shot's initial velocity.


Satellite Beam

Tricks of the Trade

Satellite Beam

"Floating contraption? Oh, the satellite! Aye, the blast was even more impressive than I expected! The crystal drive unit's emission was positively blinding! Pity about that horrendous burning smell, though..."

- Machinist discussing the aftermath of a battle.

Slug Shot

Swapping out standard bullets for an oversized slug, this shot impacts the target with shuddering force. In this fashion, a trained machinist employs various techniques to take advantage of a multitude of custom ammunition.

Gauss Barrel

An attachment for machinist weapons. By infusing the barrel with the aetherotransformer's accumulated energy, the velocity and penetrating power of subsequent shots are substantially increased.

Ricochet

After casting out a number of Ishgardian steel reflectors, the machinist fires a single bullet that bounces between each metal plate. This technique can hit multiple targets with its deadly and unpredictable trajectory.


Slug Shot


Gauss Barrel


Ricochet

Stephanivien de Haillenarte



Race (Clan): Elezen (Wildwood)
Gender: Male Age: 30
Epithet: Stephanivien Brightsun

The eldest son of House Haillenarte, as a child Stephanivien often indulged his obsession with machinery by visiting the manufactory, his ready mind quickly absorbing whatever scraps of knowledge the engineers in his family's employ would throw his way. His frequent association with lowborn artisans—unheard of amongst the haughty nobility of Ishgard—likely contributed to Stephanivien's unusually enlightened attitude. After coming of age and unofficially assuming the position of manufactory chief, Stephanivien actively sought the cooperation of organizations outside of Ishgard, drafting a contract for technological exchange with Jessie Baler, the deputy president of Garlond Ironworks, and hiring a Limsa Lominsan to instruct his machinists in marksmanship. He is also a staunch believer in encouraging the martial independence of Ishgard's commoners, reasoning that every machinist recruit can only strengthen the city-state's defenses.

Rostnsthal



Race (Clan): Roegadyn (Sea Wolf)
Gender: Male Age: 55
Epithet: Rostnsthal the Reborn

Rostnsthal was once better known as Sthalmann Sthalmannsyn, the commodore of Limsa Lominsa's Knights of the Barracuda. At the peak of his career, Sthalmann was responsible for ordering a self-serving and reckless operation that aimed to oust the current Admiral using the treasures of the fabled Seal Rock—a mission that succeeded in uncovering a ritual object for summoning primals. But the operation soon went awry. With many of his subordinates slaughtered, and the artifact taken, Sthalmann's reputation was shattered beyond repair. Stripped of his rank, he took up the name "Rostnsthal," (meaning "rusty steel" in the old Roegadyn tongue) and recruited his own crew of pirates in an ultimately unsuccessful bid to steal back the lost relic. The years following this failure were spent wallowing in cheap grog and misery, until an unexpected offer from distant Ishgard saw him accept the post of a marksmanship instructor.

Aetherotransformer

This device converts the wearer's aether into lighting-aspected energy, which is in turn stored within the transformer's crystal cores. The machinist then draws upon this accumulated energy to both power and enhance her unique repertoire of weapons, requiring her to master skills far beyond those trained by any mundane musketeer.

Autoturret

These portable, self-firing cannons come in two variations: the rook, which fires upon a single target; and the bishop, which saturates the area with bursts of electrical energy. Stephanivien later improved the versatility of autoturrets, allowing a machinist to convert the cannons into tools that replenish mana and restore vigor.


Autoturret

ASTROLOGIAN

In his quest to master the skill of foresight, man turned his gaze to the truth writ in the heavens. It was the people of Sharalyan, however, who saw fit not only to read the stars, but to write their movements as well. By attuning their aetherial energies to that of constellations, they learned to wield magicks with heretofore unseen properties. Thus was astromancy born—a new form of magick which grants its users power over fate. Employing a star globe and divining deck in their miraculous deeds, fortune always smiles upon these masters of arcana.

History

The famed author of *The Five Ages*, the Sharlayan sage Lewphon devoted two decades of his life from the year 210 to the year 230 of the Sixth Astral Era to compiling a comprehensive study on the merits of star gazing. By analyzing the expansive historical records of man's attempts to read his own fate, Lewphon hoped to separate the fables of superstition from the more reliable knowledge of evidence-based astrology. What his methodical scrutiny uncovered, however, was that much of the ancients' wisdom was founded in legitimate arcane theory. This revelation shifted the entire focus of his research, and his subsequent efforts to reconstruct and adapt these principles resulted in the creation of "astromancy"—an art which attuned the wielder's aether to the movement of the heavens.

Following Lewphon's discoveries, the cards of the fortune teller—previously considered an amusement fit only for children—were re-evaluated from an academic perspective. The deck of arcana, with its cards representative of the constellations, was integrated along with the star globe into a uniquely Sharlayan discipline of magick.



Equipment

Welkin Attire

These robes have long been the standard garb for astrologians of the Sharlayan Studium. Designed to conform to the traditional attire of mages, the addition of a crescent moon adorning the hat and a sunburst at the waist allowed the profession of the wearer to be more readily identified.

Atlas

This star globe was built in the fifteenth century of the Sixth Astral Era—a recreation based on the sketches of Lewphon, the father of Sharlayan astromancy. With its intricately designed pieces depicting a plethora of astrological phenomena, this arcane instrument is considered a priceless relic as a work of art alone.

Tenkan Chishi



Commissioned by Rowena's House of Splendors, the Tenkan Chishi is the work of one of the Doman artisans who assisted with the expansion of Revenant's Toll. Although the base design of the globe is Eorzean, the finished piece is obvious in its Far Eastern influences. Lacquer has been applied to the metallic surfaces, then baked at high temperatures to produce a uniquely beautiful sheen. Even among similar instruments, the revolutions of its spheres are considered to be uncommonly smooth and accurate, speaking to the extraordinary skill of its creator.

Halonic Priest's Planisphere



The astrologian Lewphon presented this globe to the Holy See as part of his efforts to introduce Sharlayan astromancy to the nation of Ishgard. At Lewphon's instruction, the Ishgardian artisan who crafted the instrument took pains to capture aspects of the orthodox faith in its design, in a somewhat unsubtle attempt to sway the hearts of the conservative clergymen. Despite the exquisite quality of the work, however, the planisphere was overlooked in the constant flood of offerings made to the church, and consigned to gather dust in the corner of some lightless storeroom.


Astral Stasis

Tricks of the Trade

Astral Stasis

By throwing wide the gate to the seventh heaven—the highest of the astral domains—the astrologian favors the battlefield with celestial benediction. This technique is said to hold the power to skew one's fate towards an almost certain victory.

Benefic

Astrologians channel healing energies by attuning their aether to the "benefic" bodies in the heavens. Paired with an affinity for "malefic" bodies to effect destructive magicks, this attunement represents the fundamental principle of astromancy.

Gravity

This magick manipulates the inexorable pull of the stars to magnify the force of gravity. Creatures within the area are subjected to a crushing pressure, with the worst of the effects centered on the primary target.

Celestial Opposition

Considered to be the very essence of astromancy, this technique binds the astrologian's aether to the loftiest of heavens. A single tug on this celestial cord alters the patterns of fate, showering allies with fortune, and afflicting foes with sudden adversity.


Benefic


Gravity


Celestial Opposition

Leveva Byrde



Race (Clan): Hyur (Midlander)
Gender: Female Age: 16
Epithet: Leveva Heavensreader

Leveva's parents both died early in her life—her mother during childbirth, and her father a scant few years later. This left the orphaned girl to be taken in by her grandfather, Mace, a renowned professor of astromancy, and his influence is ever present in her decidedly un-youthful perspective and manner of speech. Burning beneath Leveva's mature veneer, however, is a fiery ambition to embrace her destiny, and continue her departed father's work to bring astromancy to the wider world. Thus, when she learned of Ishgard's desire to host an envoy of Sharlayan astrology, she immediately began making preparations to depart for Eorzea. But despite the haste of her decision, she did not make it in ignorance of the displeasure likely to be evinced by the isolationists in the Forum...

Jannequinard de Durandaire



Race (Clan): Elezen (Wildwood)
Gender: Male Age: 32
Epithet: Jannequinard the Succedent

The sole proponent of astromancy in Ishgard, Jannequinard began his studies in the art when, during his formative years, he spent several moons at the Sharlayan settlement in the Dravanian hinterlands. Barely had he begun to grasp the fundamentals, however, when the Sharlayans withdrew to the Old World in fear of the Garlean Empire's hostile advance. Jannequinard found himself suddenly bereft of both tutor and classroom, and had little choice but to make his way home.

Upon his return to Ishgard, the disappointed and dissatisfied noble leveraged the influence of House Durendaire to secure a position at the Athenaeum Astrologicum. Fixated upon the dragon star and predicting the movements of the Horde, however, his colleagues had little time for the intricacies of astromancy, and Jannequinard's efforts to pursue the discipline met with disinterest, if not outright mockery.

Arcana

The cards of the astrologian's divining deck are known as "arcana." Each major arcanum is decorated with an illustration representing one of the six elemental heavens, and serves as a symbolic link between the practitioner and the constellations from which she draws power.



Element	Order	Arcana	Myth
Fire	The Second Heaven	The Balance	The Balance represents the heaven of fire—a realm made prosperous by the blessing of the Traders, but at the same time, one whose equilibrium is maintained by the divine judgment of Azeyma, the Warden.
Water	The Fifth Heaven	The Ewer	It is said that through the fifth heaven flows a mighty river carrying the water spilled forth from the Scholar's vessel. And in that water is the knowledge of all that have come before and all who will follow—the aether spun from Nymeia's loom—the aether from which all magicks are drawn and to which all magicks return.
Wind	The Fourth Heaven	The Arrow	The fourth heaven—or the Heaven of Wind—was created atop a lofty peak by Oschon, the Wanderer, whose footsteps had been guided by the Navigator.
Ice	The Sixth Heaven	The Spear	The Spear is the gate to the sixth heaven, where the Fury resides in a palace of ice carved by Her own spear—ice formed of moonbeams collected by the Lover, Menphina.
Lightning	The Third Heaven	The Spire	In the third heaven rises an iron tower of spinning gears and taut springs constructed by the Builder Himself. It is assailed without cease by the jealous Rhalgr, but the Destroyer's mighty levinbolts only serve to power the spire's clockwork soul.
Earth	The First Heaven	The Bole	This constellation is thought to be the gate to the first heaven—the heaven which holds the World Tree. Planted by the Matron and nurtured by the Keeper, the World Tree is the source from which life is said to spring.

THE DECK OF SIXTY

While a recent resurgence in Sharlayan astrology has increased the visibility of the major arcana, these six cards represent but one small portion of a much larger deck that has seen thousands of years of use—the Deck of Sixty. While the origins of the deck are unclear, evidence of its use is apparent in almost every one of the Astral Eras.

Building a Deck

The Deck of Sixty is most commonly divided into two distinct groups, the major arcana and the minor arcana. The six major arcana—the Spire, the Ewer, the Bole, the Arrow, the Balance, and the Spear—are said to represent the heavens and thus most often utilized in astrological and divinatory pursuits. Conversely, the minor arcana are believed to represent the land and its people, and feature six suits, each containing six cards numbered 1 through 6 (the pip cards), and three face cards, for a total of fifty-four. Each suit possesses a corresponding element, class, and faculty, as well as direct tie to one of the six major arcana—all characteristics that can be employed (at the teller's discretion) during the scrying of a fortune.

The Power of Twelve

Factors of Twelve (whimsically referred to by numerologists as "traces of the gods") can be seen everywhere in the Deck of Sixty—six (half of twelve) major arcana, six (half of twelve) minor arcana suits, six (half of twelve) times six numbered cards, three (one half of six) times six face cards, three (one half of six) elements each represented by one of two (one sixth of twelve) schools of magic—thaumaturgy and conjury (also known as Aetherial Triplicity), and two (one sixth of twelve) gods to represent each of the six (half of twelve) elements (also known as Divine Duplicity).

Suit	Alternate	Faculty	Class	Element	Major Arcana
Crowns	Wreaths	Dominion	Nobility	Lightning	The Spire
Cups	Hearts	Emotion	Clergy	Water	The Ewer
Rings	Pentacles	Possession	Merchants	Earth	The Bole
Knives	Swords	Cognition	Military	Wind	The Arrow
Staves	Batons	Volition	Smallfolk	Fire	The Balance
Irons	Chains	Contrition	Prisoners	Ice	The Spear



Face cards consist of the "knave," the "lord," and the highest-ranking "lady." When used in conjunction with the pip cards, their numerical values are 7, 8, and 9 respectively.

Basic Fortune-telling

Of the Deck of Sixty, the six major arcana are the cards most often used for divining fates. There are countless methods employed by both reputable and would-be cartomancers across the realm, some using only a single card, others using the entirety of both the major and minor arcana. Two spreads, however, have proven the most common throughout Eorzea—the Trinity and the Dawn Cross.

The Trinity

The first, and perhaps most simple spread is a basic three-card spread, oft referred to as the Trinity. The arcana are shuffled and then three are drawn from the pile and placed, face down, in a row—the first to the left, the second to the right, and the third twixt the previous two, slightly raised. The cards are then turned in the order they were placed, the first representing the subject's past, the second, her present, and the third, her future.

As each of the cards represent two gods (one of astral polarity, one of umbral), two different meanings can be gleaned from the arcana depending on the direction they face when turned. In their proper, upright positon, they take the astral interpretation; when inverted, they take the umbral.



The Arrow (Llymlaen) represents a past sea voyage, the inversed Spire (Rhalgr) a trial currently faced, and the Spear (Halone) ultimate success at that trial.

The Dawn Cross

A second spread known as the Dawn Cross uses all six of the major arcana and is believed to provide more detailed information regarding a subject's fate. The cards are shuffled and drawn one at a time. The first card drawn is placed face up in the scrying table's center. This card is also known as the "core" and represents the subject's present state. The second card is placed immediately to the core's left and represents what, in the past, has exerted influence over the subject. The third card is placed immediately to the right of the core and represents what will most affect the subject in the near future. The fourth card is placed below the core, with the fifth card placed immediately below that one. These cards represent misfortune the subject may face in the foreseeable future and the root of that misfortune respectively. The sixth and final card is placed directly above the core to form the cross, and is representative of the subject's overall fortune.

Arcana as Entertainment

Use of the Deck of Sixty is by no means limited to divination. Records from as far back as the Third Astral Era show that the people of Eorzea have long applied the cards to such leisurely pursuits as gambling or disport. Some popular pastimes include the following:

Hide the High Heart	A fast-paced high-low hybrid requiring both luck and cunning. Betting occurs after each ten draws.
Knights & Knaves	A three-player strategy game in which each card represents a member of an army unit, the object being to assassinate the opposing armies' generals.
Louis Louis	A game in which the object is to create a stack of cards whose sum equals the age of the Archon Louisoix when he sacrificed his life for the realm. That dealt hands are exchanged by players every round makes this particular contest one of extreme concentration.
The Whispering Pillow	A unique game popular amongst nobleborn, eighteen face cards are drawn from the minor deck and assigned a person within the players' social circles. The arcana are then drawn in pairs to see who is "in bed with" or who is betraying whom, providing the genteel with seeds of wild gossip for their afternoon tea sessions.

Encyclopædia Eorzea

BOOK VII

HER BURDENS



THE AMALJ'AA

The Amalj'aa are a race of nomadic beastmen native to the grasslands of Paglth'an, where they subsist on wandering herds of sheep or small scalekin. Both male and female of the species train in the arts of combat, and any who seek to impede the path of these proud warrior tribes are scourged with fire and steel. For generations the Amalj'aa have made pilgrimage to their holy lands in Thanalan, a practice which often brings them into contact—and conflict—with the inhabitants of Ul'dah.



Physical Characteristics

Upon reaching maturity, these bipedal, lizard-like beastmen tower over even the most hulking Roegadyn, their impressive musculature matched by an endless stamina. Known for thriving in arid environments, Amalj'aa physiology allows them to survive on comparatively miniscule amounts of water.

Symbol

The symbol of the Amalj'aa is a stylized flame, said to represent the sacred fire with which Ifrit, Lord of the Inferno, blessed their warrior ancestors.

Diet

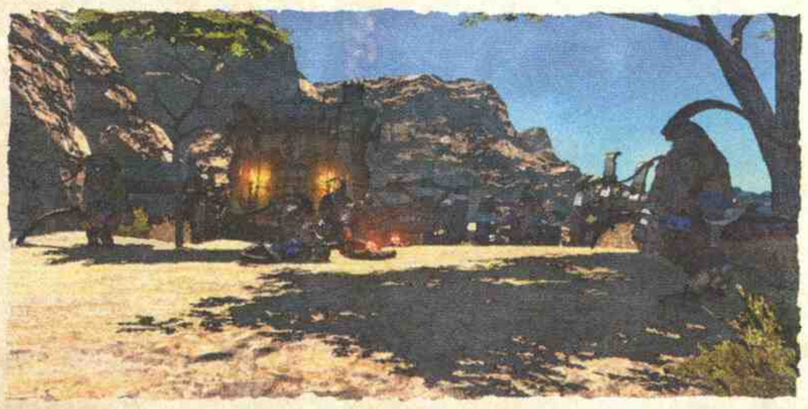
Amalj'aa consume mainly animal flesh, and have few preferences for the source—be it beastkin, scalekin, or vilekin—and will feast on antlings and drakes just as readily as antelope and aldgoat. With their nomadic lifestyle, Amalj'aa also find it convenient to preserve portions of their kills, and are known for the unique taste of their smoked and jerked meats.

Leadership

The war chiefs of the seven dominant tribes convene in a tribal council to debate and decide matters of import. In times of war or crisis, one of these seven elders is chosen to serve as "war marshal" for the entire race, a position of great honor and unquestionable authority.

The Brotherhood of Ash

Commanded by Warleader Hamujj Gah, the Brotherhood of Ash is a group of Amalj'aa bound together by a traditionalist belief in the way of the warrior. The soldiers of the Brotherhood aspire to temper their spirits through martial discipline, and see honor in returning to ash after a life spent glorying in the fires of battle. They feel contempt for their kin in the major tribes who too readily rely upon the strength of Ifrit's blessings, and engage in outright warfare with the Flamefangs—a powerful faction that actively seeks to summon the fiery primal. Conversely, the Brotherhood of Ash shows great respect towards proven warriors, regardless of race, and Hamujj Gah has been known to welcome outsiders into his camp.



Hamujj Gah



"I am the flame that quenches the shadow! The fist that crushes villainy! I am the warleader of the Brotherhood of Ash, Hamujj Gah, and my name shall be the last you utter with your dying screams!"

Born in a clan known for its skilled soldiers, Hamujj excelled in the trials that earned him the warrior title of "Gah." His tireless devotion to self-mastery is inspired by the teachings of Whiteknuckle Kerigg Roh, a legendary Amalj'aa fighter, and even at fourty and eight summers, ever does he seek out mightier foes against which to hone his martial abilities. Appalled by the growing number of his kin who grovel at Ifrit's altars for undeserved power, Hamujj Gah distanced himself from the fanatical tribes. Like-minded soldiers followed in his wake, and under his command they founded the Brotherhood of Ash—a company of outcasts dedicated to upholding the traditional way of the warrior. The cowardly acts of the Flamefangs, a faction of Amalj'aa who kidnap the weak and defenseless to serve as sacrifices to the Lord of the Inferno, are particularly reviled by the Brotherhood.

Society and Culture

The Amalj'aa are oviparous, with eggs requiring an incubation period of around seven to ten days. When a mother lays a healthy egg, the father selects the finest of their livestock for slaughter, and holds a feast for the clan. The bones of the devoured animal are then burned, the ash used to coat the skin of the newly hatched infant. Said to recreate the ceremony in which the Lord of the Inferno first blessed the Amalj'aa's ancestors with sacred fire, this ritual prayer for Ifrit's benediction also serves the purpose of protecting new-formed scales from the harsh glare of the sun.

Amalj'aa young are not raised by their birth parents alone—each generation of hatchlings is gathered together and nurtured by the clan as a whole. When the young come of age, they are assigned a place in the social hierarchy based on their individual traits. This hierarchy is comprised of seven distinct tiers, with an Amalj'aa's name indicative of their position in the tribe's society.

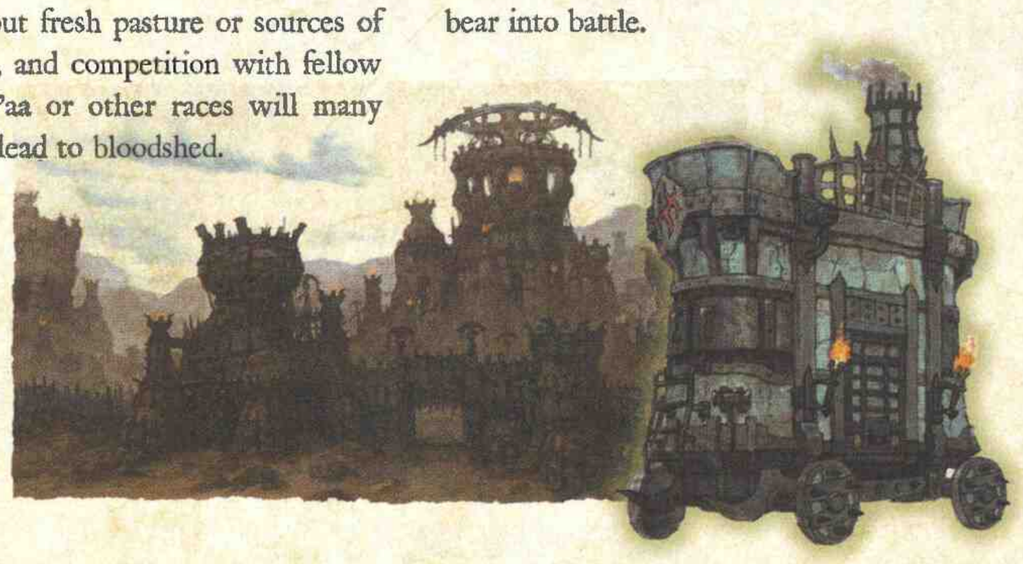
Primary Industry

Livestock

In their ancestral lands on the plains of Paglth'an, the Amalj'aa pursue their nomadic customs, with each tribe following a carefully maintained herd of sheep or scalekin. Camps shift locations with the seasons as they seek out fresh pasture or sources of water, and competition with fellow Amalj'aa or other races will many times lead to bloodshed.

Smithing

The few permanent encampments of the Amalj'aa are equipped with forges, where a long tradition of metalworking produces tools for the hunting and butchering of livestock. Amalj'aa smiths are also particularly skilled at forging the weapons their tribes bear into battle.



Nomenclature

The highest tier of Amalj'aa society is occupied by its war chiefs, identified by the suffix "Zoh." Two more tiers—the advisors (Koh), and lesser bureaucrats (Teh)—join the first to comprise the three layers of command. The following four tiers are the common soldier classes: the ritualists (Chah), the troopers (Gah), the enforcers (Roh), and the builders (Boh). In times of peace, the members of each tribe carry out their individual duties as they follow in the wake of the herds, but when battle threatens, every adult Amalj'aa—male and female—takes up arms on the field.

After their tiers have been assigned, Amalj'aa young are placed under the tutelage of a teacher, who instructs them with the knowledge and skills they will require to fulfill their role. Once decided, an Amalj'aa remains in the same tier for life—the only exception to this rule occurring when a war chief is promoted from a lesser class due to the death or voluntary retirement of the present leader.

	Tier	Description
Commanders	Zoh	The war chief tier. Leaders who stand at the head of the seven dominant Amalj'aa tribes, ruling over the multitude of clans from which each tribe is formed. Succession is primarily decided by bloodline.
	Koh	The "sky" tier. Advisors whose role it is to give counsel to the war chiefs, and decide the manner in which the tribes are governed.
	Teh	The "earth" tier. Bureaucrats whose duty it is to carry out the mandates of the Zoh and Koh.
Soldiers	Chah	The "spring" tier. Priests responsible for performing divination rites before battle and other such rituals.
	Goh	The "summer" tier. Warriors tasked with overseeing military operations. Found on the frontlines of inter-tribal conflicts and war with other races.
	Roh	The "autumn" tier. Enforcers whose duty it is to maintain peace, and punish those who break tribal law.
	Boh	The "winter" tier. Builders responsible for camp construction, and other tasks requiring knowledge of engineering.

IFRIT

"Gather round, now, and learn you of the fiery god of the Amalj'aa. A demon wreathed in ever-shrieking flames, Ifrit's breath sears with furnace heat. His blistering talons turn iron to slag, His smoldering horns char the heavens, and those who oppose His all-consuming rage perish screaming in a hell of primal fire." - Amalj'aa Folktale

When the Amalj'aa summoned the Lord of the Inferno, their ritual prayers were suffused with a fanatical desire to crush the forces of Ul'dah and reclaim their holy lands. Scholars speculate that the rampaging Ifrit and his inexhaustible wrath is this concentrated spiritual fervor made manifest.



Origin Myth

The creation myth of the Amalj'aa holds that, in the beginning, there was only Ifrit. The world he spawned was filled with beasts bereft of reason or intellect, each fighting an endless, mindless battle for survival. But there was one race of great lizards whose ferocity so pleased the Lord of the Inferno that he bequeathed unto them flickering motes shared from his own primordial flame.

This sacred fire took purchase in the lizards' souls, burning away frailty and weakness, and from the ashes of their transformation stepped the first warriors of the Amalj'aa. Seven males and seven females there were, and from their joining were born seven tribes. It is told that the tribes ranged far and wide, and ruled all that walked or crawled upon the land.

Known in the present day as Zan'ak, the place where Ifrit is said to have blessed the Amalj'aa ancestors has been a site of enduring conflict down through the centuries. Once Belah'dia, and now Uld'ah, the lizard-like beastmen will make a foe of any who infringe upon the blasted territory they believe kissed by the holy flames of their god.

THE IXAL

Claiming the wind-blasted canyons of Xelphatol as its domain, this aggressive mountain tribe makes frequent forays into the Black Shroud to fell trees in the name of its fickle goddess. Heedless of the will of the elementals, the Ixal and their practices are at violent odds with the forest nation of Gridania.



Physical Characteristics

Tall and long of limb, the rangy Ixal have birdlike heads with distinctive beaks and horns. Historical records state that the race was once capable of flight, but the wings that graced the arms of earlier generations are no longer in evidence. Roosting in Xelphatol appears to have wrought a change in the Ixal's physiology, and over the span of five centuries the chicks born to the tribe exhibited fewer and fewer feathers, until eventually vestigial clumps around the elbow were all that remained to be seen.

Symbol

The Ixal rally under the "Eternal Winds," a crest said to signify the gale which blows unceasing through the forests and mountains of the world.

Diet

The Ixal are omnivorous, and consume a wide range of fare such as leafy and root vegetables, fruits, and meats. Little effort is expended in food preparation, and most Ixali cooking has advanced little beyond basic stews and broths. Despite this general disinterest in the art of cuisine, however, the tribe is also known for having developed several curing and smoking techniques.

Leadership

A matriarchal society, the chieftains of the major Ixali flocks are descendants of the four so-called "Skysent" bloodlines—Nomotl , Pahuotl, Huatotl, and Xlotl. These leaders in turn serve a monarch who rules by virtue of an enigmatic object known as the Windseed.

The Ehcatl Nine

The Ehcatl Nine—an entirely arbitrary number chosen by the company's leader—is an outcast gathering of Ixali artisans and engineers who actively pursue their race's dream of returning to the floating paradise of Ayatlan. To this end, these beastmen crafters toil endlessly on the *Dezul Qualan*, a prototype balloon-airship hybrid developed to attain a ceiling altitude of five thousand yalms. Although orthodox Ixali war balloons are propelled by "airstones" enchanted with Garuda's blessings, the progressive thinkers of the Nine have chosen instead to adopt modern airship technologies. As well as implementing advanced inventions such as aetheric sailcloth and ceruleum propulsion engines, the open-minded Chief Sezul Totoloc has also recruited the services of the talented Tataramu, heir to Highwind Skyways, in a bid to maximize his crew's chances of success.



Sezul Totoloc



"For war with forest people, or pleasing greedy goddess, we care not! Fixed on the heavens, our eyes are!"

Chief of the Ehcatl Nine. A notorious delinquent, Sezul was fifteen when his attempt to steal a war balloon and fly off into the night was foiled by the engineer Dezul Qualan. Though it necessitated several disciplinary beatings over the course of their next few encounters, the master artisan persisted in teaching Sezul the value of a life lived with purpose. The repentant youth eventually pledged himself as Dezul's apprentice, and proceeded to take his first steps in the world of balloon construction.

It was two decades ago now that Sezul's friend and mentor climbed inside the basket of his latest vessel and disappeared into the distant clouds, leaving his apprentice with but the vaguest of commands: to follow his dreams. From that day forth, the young Ixal threw himself into his work with unbridled zeal. Sezul's unmatched passion attracted other artisans, and he brought them together as a crew called the Ehcatl Nine, vowing on the eve of his fourty-first nameday to continue the progressive legacy of his vanished teacher.

Society and Culture

Though the tribe itself does not understand the truth of its origins, the first Ixal were in fact a chimeric creation of the Allagans known as "iksalion." Developed for deployment as an airborne division, these laboratory inventions were indoctrinated to unfailingly obey the instructions of specific individuals in order to ensure an unbroken chain of military command. The present rigid social structure of the Ixal is presumably an echo of this genetic design, with approximately a tenth of the population occupying the command class (the Skysent), a fifth comprising the middle class (the Galeborne), and the remainder forming the laborer class (the Windrisen). Even generations removed from their race's inception, it is extremely common for descendants of the superior commander bloodlines to hold positions of leadership within a flock.

Primary Industry

Farming

The Ixal have sought to till the barren land of the canyons since their migration to Xelphatol, but attempts to raise crops that were once planted in lush forest soil have met with limited success. Poor yields are supplemented with extensive hunting and foraging.

Forestry

Ixali dwellings are constructed with lumber, and many of the tribe's tools are carved from wood. With the scarcity of suitable trees in Xelphatol, however, the tribe often resorts to sending war balloons into the Black Shroud, where logging crews descend to harvest the thick boles of the forest giants.



Nomenclature

The forenames of the Ixal are decided by adding a consonant to a base word—a term determined both by gender and the direction the wind is blowing at the time of hatching. For example, the term for a male who hatched during an easterly wind is "Ozol," to which the consonant "L" might be added to create "Lozol." It is a common belief amongst the Ixal that an individual's temperament and personality are strongly influenced by his or her "birthwind."

Ixal surnames serve to represent their position in the tribe's social hierarchy. A list of the sixteen bloodlines and the social class to which they belong can be found in the table to the right.

Forename

Birthwind	Temperament	Male	Female
Northerly	Cruel	Uzal	Utali
Southerly	Gentle	Azel	Ateli
Easterly	Hopeful	Ozol	Otoli
Westerly	Cynical	Ezul	Ethuli

Surname

	Bloodline	Associated Myth and Population Distribution
Skysent	Nomotl Pahuotl Zilotl Huatotl	Legends claim that these matriarchs are descended from four sisters believed to be the heralds of the heavens. Population distribution: approx. 10%
Galeborne	Ciloc Hueloc Meloc Totoloc	The middle class of the Ixal, said to be the first to ride upon the winds. Population distribution: approx. 20%
Windrisen	Cattlan Eduan Ahuatan Qualan Huizan Toltan Itzcan Meyeann	The laborer class of the Ixal, said to be the first to flap their wings and rise into the air. Population distribution: approx. 70%

GARUDA

Garuda is the name given to the terrible goddess of the Ixal. Though supremely elegant in both form and movement, this bloodthirsty deity and her merciless whims inspire fear even amongst her most devoted worshipers. Capricious in the extreme, the gentle breeze that surrounds her can sweep forth in a tempestuous gale at the slightest provocation.

Origin Myth

Legend has it that the birdmen of the Ixal once lived on a floating continent known as Ayatlan, where they protected the furthest reaches of the heavens as Garuda's divine soldiers. A time came, however, when the evil that saturated the land below began to reach upwards and infect the skies above. Thence did Garuda order her minions to descend and cleanse the ground of this vile influence, bidding them to remain there as guardians that the heavens may never again be thus threatened. To this day, the Ixal have dwelled upon the land, dreaming of an end to their sacred duty and a return to their lost paradise in the clouds.

Even as this myth is kept alive within the now-flightless tribe, entries have been discovered in the recording devices of ancient Allag that describe the "iksalion"—a chimeric race that was created on Azys Lla to serve in the intriguingly named Garuda Airborne Division. According to these records, the division was led by a female Allagan general, and it was by her order that the iksalion were deployed across the empire to crush a string of uprisings. The commonalities between historical fact and mythical imagery are difficult to ignore, and are a subject of great interest to scholars who study the beast tribes.

KOBOLDS

These subterranean beastmen dwell in northern Vylbrand, where they perforate the rocky bowels of O'Ghomoro with an ever-expanding warren of shafts and tunnels. After long years of conflict, the kobolds forged a peace treaty with the nearby city-state of Limsa Lominsa, but recent disagreements over the acquisition of mineral resources have sparked a resurgence of hostilities.

Physical Characteristics

Short and squat with their heads encased in metal helms, kobolds are commonly described as armored moles. Despite this comparison, onlookers are often taken aback when the predominantly bipedal creatures skitter along the ground on all fours, their long, sharp claws affording them secure purchase on all manner of surfaces. As a race that spends the majority of its time underground, kobold eyesight is predictably poor—a disadvantage that is offset by incredibly keen hearing as well as the presence of tactile hair that allows the beastmen to sense subtle changes in air pressure.

Diet

Kobolds favor the earthy taste of grubs and larvae, as well as other invertebrates that burrow through the ground. White earthworms are considered a particular delicacy, and these treasured discoveries commonly find their way into the bowls of the higher-ranked digs. Raw and wriggling is the preferred method of consumption, though some choose to grind together ingredients and roll the resulting mixture into bite-sized balls.



Symbol

The iconic crest of the kobolds depicts a stone imbued with life force—a property the mole-like race ascribes to every chunk of ore. From a wider perspective, it also represents the blessings of Titan, Lord of Crags, which is said to sanctify all things beneath the ground.

Leadership

Acting as the mouthpiece for Great Father Titan, the patriarch of the 1st Order Dig is the guiding voice for the entire race of kobolds. The 1st Order itself contains not a single pickman, its ranks filled instead by a multitude of priests responsible for governing the various facets of the ruling theocracy.

The 789th Order Dig

The lowest-ranked dig in all of O'Ghomoro, the 789th Order is home to the dregs of kobold society. Along with their uninspiring foreman, Pickman Gi Gu, the underperforming members of the 789th have been relegated to a site that is more refuse heap than mine shaft. It is a barren dig, where extracting a trace of even the lowest grade of ore would be a struggle for a diligent miner—assuming one could be found amongst this gathering of labor-shirking misfits. Even as they pretend to bemoan their impossible-to-meet mining quotas, they spend their days in idle avoidance of hard work, scarcely eking out a day-to-day existence. Unsurprisingly perhaps, these pariahs are not permitted an audience with the Lord of Crags, and thus their ranks are free of fanatics enthralled by the primal's influence.



789th Order Pickman Gi Gu



"The 789th are no sluggards. No, no, not a one! Every day do we toil in the mines—slave, sweat, toil from dawn, dawn until dusk!"

This kobold youth of nineteen summers would rather die than do an honest day's work—and if he were being honest, he'd rather not die either. Never struggling against the current, Gi Gu allows the river of life to carry him ever further downstream, relying on others to fish him out whenever trouble threatens his languid, floating existence. It was this apathy that led him into the life of a pickman, the kobold mistakenly believing that picking up rocks would make for an easy profession. Gi Gu's backbreaking apprenticeship soon disabused him of that notion, and his failure to apply himself as a miner swiftly earned him a spot in the disgraced ranks of the 789th Order. It remains to be seen if Gi Gu will ever muster the ambition to make a future for himself and his beloved Bi Bi.

Society and Culture

Kobold society is structured around the existence of ranked groups known as "digs." The 1st Order Dig stands at the pinnacle of a rigid hierarchy, with each successive rung on the social ladder wielding authority over the lesser-ranked digs beneath it. All digs have an associated role: the highest rungs consist of bureaucrats and priests, responsible for the governance of state and faith; the middle rungs consist of metallurgists and alchemists, as well as mining operation surveyors; the bottom rungs are occupied by manual laborers, such as pickmen and industrial workers, with the overall trend appearing to show that the lower a dig's rank, the less cerebral its task is likely to be.

Kobold young are raised as a group by a foster dig. When they come of age, they are then assigned to live and work with whichever dig in the hierarchy best suits their individual capabilities. Depending on the quality of their work, kobolds might also move up or down the social ladder, potentially belonging to multiple digs over the course of their lifetimes.

Nomenclature

The names of kobolds consist of extremely short, single-syllable sounds, with the clan name preceding the first name. "Zu Ga," for example, would refer to "Ga" of the "Zu" clan. The simplicity of this system results in many individuals sharing the same moniker—a matter compounded by the race's tendency to birth large litters of young. Whilst this would lead to confusion in most societies, the issue of identical names is rendered largely unimportant by the molemen's fixation upon rank and occupation. For instance, rather than simply stating a birth name, a kobold might be introduced as "3rd Order Patriarch Zu Ga," the additional titles distinctly identifying him as the highest ranking male priest of the 3rd Order Dig.





Primary Industry

Steelsmithing

Kobolds venerate metal ores as the gift of Great Father Titan, and the race has made significant advances in metallurgy in an attempt to divine the will of their earthen deity. The creation of cobalt steel is one such discovery made by the kobolds in the name of this spiritual pursuit.

Alchemy

Research into the alchemical arts is conducted to support and enhance the kobolds' mastery of metallurgy. As a part of this practice, the beastmen's experiments to imbue ore and metal with the spark of life have led to the development of coblyn and bomb cultivation, as well as advances in golem manufacturing.

TITAN

The indomitable will of the earth made manifest, beloved of the kobold clans.

Compassionate and gentle, Titan is as a father to his tunnel-dwelling worshipers. But woe betide those fool enough to provoke this colossus—for when his anger is waked, the very earth trembles and heaves under the unstoppable fury of his mountainous bulk.

Seeking to provide for an ever-growing population, the kobolds' expansion south of O'Ghomoro clashes with the efforts of Limsa Lominsa to colonize Vylbrand's inland regions. It is said that the beastman prayers which summoned the Lord of Crags were made primarily to beseech their deity for supremacy in this territorial dispute.



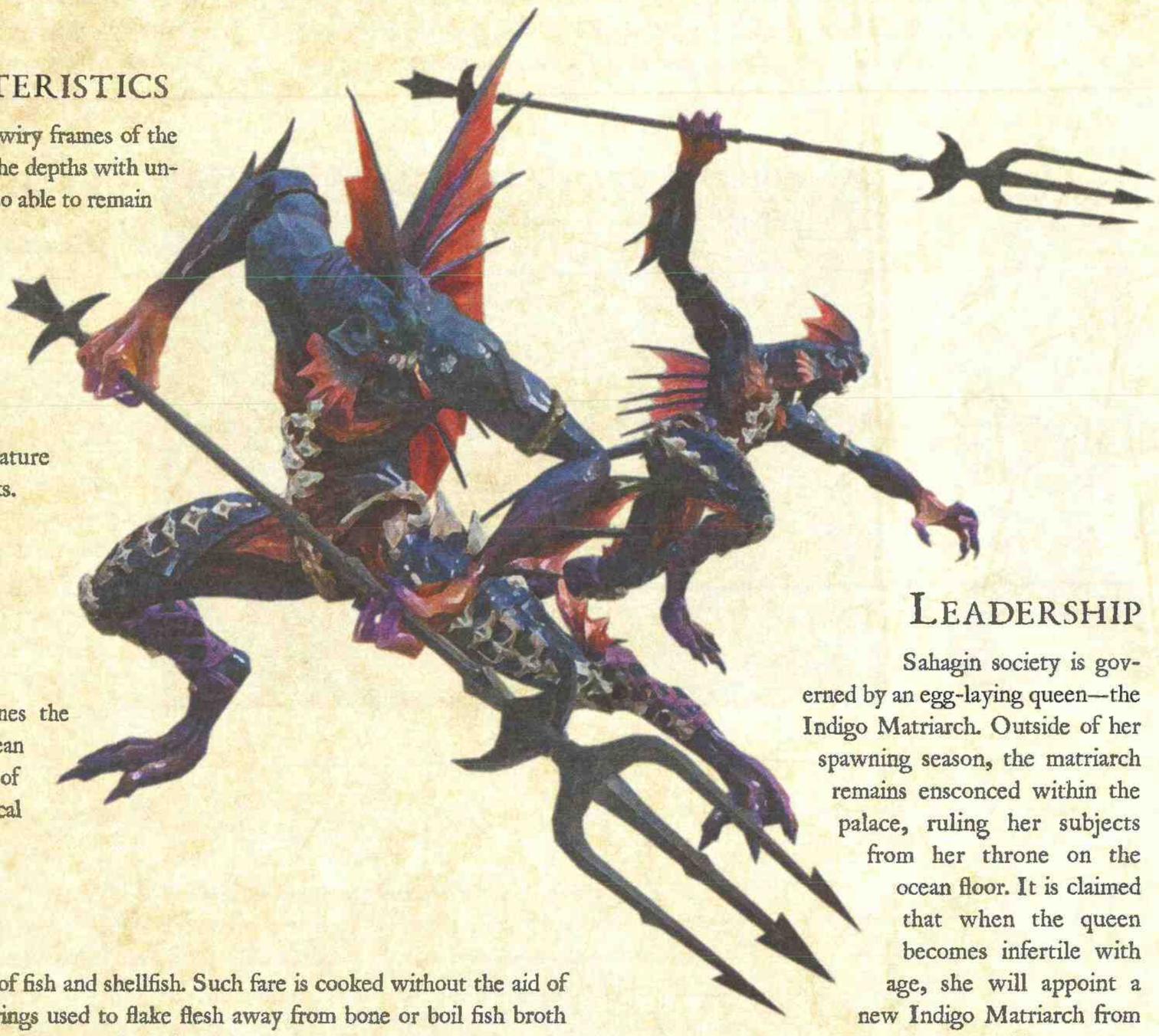
Origin Myth

In the beginning, the world was a place of relentless hostility. Cold. Hard. Unforgiving. The Great Father Titan gazed upon this inhospitable land, and saw that it was in need of custodians. Thus did he mold the ground beneath him, breathing life into soil and clay, and created the race of kobolds. But the newborn creatures were not resilient like the rock or the stone, and they could not dwell alongside the savage beasts that stalked the surface.

Seeing his children's frailty, the Lord of Crags sent magma to flow through the holy mount of O'Ghomoro, the molten rivers leaving behind rich veins of ore. Thence did he teach the kobolds the ways of mining and the secrets of smelting, and newly girt with armor and weapons of metal, the beastmen did force the beasts to flee. Greatly satisfied by the success of his guardians, Titan returned to his bed in the mountain's crater. Ere he sank beneath its boiling crust, he left the kobolds with a promise: when his children needed him most, the smoky breath of O'Ghomoro would herald his return.

THE SAHAGIN

This aquatic race of beastmen resides in a city built at the bottom of the Indigo Deep. Known for attacking ocean-faring ships and dragging sailors screaming into the murky depths, the Sahagin are often the subject of angry and fearful curses on the streets of Limsa Lominsa. Since the advent of the Seventh Umbral Era, these hostile denizens of the sea have taken to seizing territory along the Vylbrand coastline in order to establish new spawning grounds.



Physical Characteristics

The webbing and fins adorning the wiry frames of the Sahagin allow them to glide through the depths with uncanny grace and swiftness. They are also able to remain submerged indefinitely by breathing through their gills, making any protracted underwater clash with the scaled beastmen a reckless proposition at best. Even on dry land, however, the Sahagin are not to be underestimated, the coiled strength of their springlike musculature lending explosive force to their attacks.

Symbol

The symbol of the Sahagin combines the roiling whirlpool that spawned the ocean deity, Leviathan, with a representation of the beastmen's cranial fins—the physical feature of which they are most proud.

Diet

The Sahagin diet consists primarily of fish and shellfish. Such fare is cooked without the aid of fire, the vent-heated water of hot springs used to flake flesh away from bone or boil fish broth in which the tough meat of axolotls is stewed until tender. Sahagin are not entirely carnivorous, and are known to consume a variety of seaweed as well as fruits—La Noscean oranges being a particularly popular treat amongst the younger spawnlings.

Leadership

Sahagin society is governed by an egg-laying queen—the Indigo Matriarch. Outside of her spawning season, the matriarch remains ensconced within the palace, ruling her subjects from her throne on the ocean floor. It is claimed that when the queen becomes infertile with age, she will appoint a new Indigo Matriarch from the most promising young females before taking deliberate steps to end her own life.

Novv's Clutch

Following the Calamity, Novv brought his young charges to Halfstone where he established a new nursery on the shores swept clean by Leviathan's waves. Excluding the clutchfather himself, the oldest member of Novv's Clutch is barely fifteen, while the youngest is no more than six. According to Novv, he and his spawnlings wish only to live in harmony with their land-dwelling neighbors, but for the majority of Lominsans, the presence of the clutch in Halfstone is seen as simply another Sahagin invasion of the thalassocracy's territory. Stymied by the hostile actions of his kin, Novv has much work to do if he is to convince Limsa Lominsa of his peaceful intentions.



Clutchfather Novv



"I have no desire to turn my ssspear against the shhhorewalkers. But I shall defend my ssspawnlings with my life."

A Sahagin warrior of great renown, Novv was once the leader of the notoriously violent Coral Tridents. Novv led this band of bloodthirsty beastmen on countless raids, performing deeds of such brutal savagery that he became known as the "Scarlet Sea Devil"—a name that struck fear in the hearts of even the stoutest sailors.

Fifteen years ago, however, the Knights of the Barracuda launched a retaliatory strike against the Sahagin, specifically targeting Novv's unprotected nursery. The Lominsans slaughtered every spawnling, and built a pile of their corpses for the Sea Devil to discover upon his return. Novv was gripped by a towering rage when he beheld the bloody warning, but his anger soon turned to guilt and agonizing sorrow as he came to realize how his own acts had invited such horrendous retribution. Seeking to end his part in the escalating hate, the twenty-four-year-old Novv chose to withdraw from the Sahagin's pillaging and quietly turn his attention to raising a new clutch of offspring.

Society and Culture

The Sahagin population is overwhelmingly male, with females accounting for less than a tenth of their number. From this small pool of females, the most dominant and capable individual ascends to the throne of the Indigo Matriarch—a position from which she bequeaths clutches of eggs to those male champions proven worthy of her favor. A male Sahagin who has thus earned the mantle of clutchfather will construct a nursery in the coastline's shallows, raising his adopted offspring on land until the spawnlings become sufficiently developed to breathe through their gills. During this period, the clutchfather teaches his charges everything a young Sahagin needs to flourish: from efficient swimming and fishing methods to proper trident-thrusting technique. Within the same nursery, older siblings who hatched from earlier clutches often assist with such instruction, a practice which well explains the race's tendency towards strong familial bonds.

In the rare cases that a female is born, she is sent to live in the matriarch's palace deep beneath the waves, where she is carefully groomed alongside her sister Sahagin as a candidate for future queen.



Nomenclature

Sahagin names consist of short and unique combinations of letters—qualities that are believed to have arisen from the need to facilitate communication in underwater environs. Furthermore, neither family nor clan names exist, with individuals commonly referring to their clutchfathers when identifying their lineage. It is also said that while clutchfathers are responsible for naming their adopted sons, the right to name daughters is the sole province of the Indigo Matriarch, with the queen deciding such appellations when young females are first brought to her court.

Primary Industry

Fishing

Sahagin are accomplished spearfishermen. The practice of coordinating efforts to herd and corner their agile ocean prey also serves to educate spawnlings in the basics of waterborne warfare.

Piracy

The Sahagin have long prowled the Indigo Deep for trading ships, seeking to plunder the wealth of seafaring nations. The scaled beastmen are said to feel no remorse for such acts, considering piracy to be different from fishing only in the size of the prey.



LEVIATHAN

Lord of all waters, revered by the ocean-dwelling Sahagin. Lurking in the lightless depths, Leviathan devours all that crosses his path. In ages past, seafaring folk believed that tidal waves were a sign of the great serpent's wrath, and they sought to appease him with living sacrifices.

The Sahagin called on the Lord of the Whorl when their spawning grounds were destroyed by the Calamity, praying for Leviathan's floods to cleanse the lands of western La Noscea and create a new haven for their offspring.



Origin Myth

In the tales passed down from clutchfather to spawnling, it is told that all was once a parched wasteland devoid of ocean or sea. The gods saw how the star's denizens did thirst, and thus entreated Leviathan to cover the world with water. The Lord of the Whorl answered, laboring to bring forth mighty floods, but even as the hollows of the land filled up with seas, so were the last drops of his essence drained away. When they beheld their dying savior, the newly invigorated ocean-dwellers despaired at his fate, and at the cost of their own lives sought to stem his ebbing vitality.

His strength thus restored, Leviathan, mourning the sea creatures that had perished in his name, bestowed a divine boon upon those that remained. Certain of the fish underwent a transformation, gaining arms and legs and the gift of higher reason. Leviathan named these chosen few "Sahagin" and warned that the blessing of limbs carried with it a price: ever after must they return to the land to lay their eggs. Then did the deity unleash upon an island a crashing tidal wave, scouring away the unclean soil and preparing for his children their sacred spawning grounds. Though Leviathan soon vanished into the murky depths, the Sahagin have ever since shown their gratitude with yearly offerings of sacrifice.

SYLPHS

A diminutive people who dwell deep within the Black Shroud. By and large, these woodland folk hold favorable relations with other races, and have become an almost common sight since a trade in crystals was established. The Garlean invasion of the Black Shroud, however, has quickly soured the sylphs' view of outsiders.

Physical Characteristics

Resembling delicate dolls wrapped in vibrant leaves, sylphs rarely use their twig-like legs for locomotion, preferring instead to float and flit from place to place. The method of flight is unique to the race: holding their bodies aloft through arcane will, the feather-shaped leaves on their back provide propulsion in a manner similar to an airship's aether-coated wings.



Symbol

The crest of the sylphs symbolizes a bolt of lightning crackling forth from Ramuh's staff. The bolt represents the judgment that awaits those who despoil the forest.

Diet

Sylphs derive all their nourishment from the process of photosynthesis, and do not require other sources of food. Water is the only substance they ingest directly, though certain of the race also favor a beverage made by squeezing the sap from milkroot. Essentially the equivalent of strong liquor, sylphs who imbibe the sap quickly show the effects of inebriation.

Leadership

The elder sylph fills the role of mediator, but wields no authority to enforce laws as might a king or chieftain. As a result, attempts at race-wide diplomacy are largely meaningless, with Gridanians reciting a frustrating history of needing to treat with fickle individuals when bringing grievances to bear.

Little Solace

The inhabitants of Little Solace are those who fled the Sylphlands after refusing to take part in the summoning of Ramuh. These refugees negotiated with the nation of Gridania to settle the outskirts of Larkscall, and it is there that they built their current home.

Although the morally ambiguous sylphs and their playful tricks occasionally lead to serious harm, they are generally free of true malicious intent. Indeed, the sylphs of Little Solace are wholly eager to cooperate with the Gridanians in their efforts to drive Garlean invaders from the Black Shroud.



Frixio



"Something is not right in our home these days.
Listen to the trees.
Elemental ones warn of danger..."

Known as the "elder one" by his fellows, Frixio is considered the leader of the Little Solace sylphs. He is deeply disturbed by the disregard his fanatical kin in the Sylphlands have shown for the consequences their actions might bring—not only in summoning Ramuh, but by threatening any who traverse the forest with the planting of banestools and the like. The elder is also concerned for the fate of the "Chosen One"—a sylph of enormous power said to be reborn once a millennium—and has vowed to safeguard this legendary child from the corrupting influence of the primal-touched. Frixio is hopeful that by working with the people of Gridania and their adventurer allies that together they will untangle the snarls on the path to peaceful coexistence. When not endeavoring to keep his flock from trouble, Frixio spends his hours passing down the ancient sylphic art of cloth dyeing.

Society and Culture

During pollinating seasons, certain sylphs can produce bulb-like seeds from the flowers that bloom atop their heads. Known as "podlings," these bulbs are immature sylphs who must be taken deep within the Black Shroud and incubated in the fruits of the Seedbed. The fleshy vegetation provides the podlings with all the warmth and nourishment they require, and when a bulb has sufficiently ripened, a new sylph will sprout from its casing.

Young sylphs are raised by the race as a whole—the usual bond between parent and offspring almost entirely replaced by a deep sense of family within the overall community.

Nomenclature

With how little importance sylph culture attaches to child-parent relationships, it stands to reason that the concept of family lineage so ingrained in other races is all but nonexistent. Accordingly, the woodland folk make no use of surnames, each individual identified exclusively by a single given name.

Sylphic gender, or lack thereof, can also be confusing for outsiders to comprehend. Those sylphs who possess both stamen and pistil are capable of producing bulbs, and are classified as "everblooms." Generally considered "male" by other races, their names are characterized by the "xio" suffix. Sylphs whose names end in "xia" are known as "lateblooms," a classification which stems from the trait of flowering at irregular times during the pollinating season. The "females" of the race, the lateblooms' inability to produce podlings is balanced by an innate talent for the arcane arts, their undiluted reserves of aether gifting them the potential to become powerful spellcasters.

Primary Industry

Crystal Trade

Many sylphs are skilled in the languages of other races, their interactions with both men and beastmen driven by an irrepressible curiosity. It was these qualities that long ago led the woodland folk to join hands with ambitious merchants, and aid in the establishment of a thriving trade in crystals.

Textiles

Sylphs are adept at weaving fibers from a variety of sources, be it plant, ochu vine, or cocoon. They also excel at dyeing their creations, and are known for producing threads and fabrics of extraordinarily vivid hue.







RAMUH

Lightning given sage form, venerated by the sylphs. Though depicted in legend as a wise and benevolent elder who harbors ancient secrets, Ramuh is a merciless arbiter of those who would defile the sacred depths of the forest, striking down interlopers with fulminating bolts of divine fury.

Whilst Ramuh is revered as the creator of the race of sylphs, the appearance of his physical manifestation suggests that he is also a god of man. Some scholars even go so far as to claim that he and Rhalgr are one and the same, pointing to the Destroyer's command over lightning as evidence of their theory.

Origin Myth

Many races believe that their own people were the first sentient beings to come into existence, but the sylphs make no such claims. On the contrary, the creation myths of the diminutive woodland folk hold that the world of man was long in evidence ere the race of sylphs emerged.

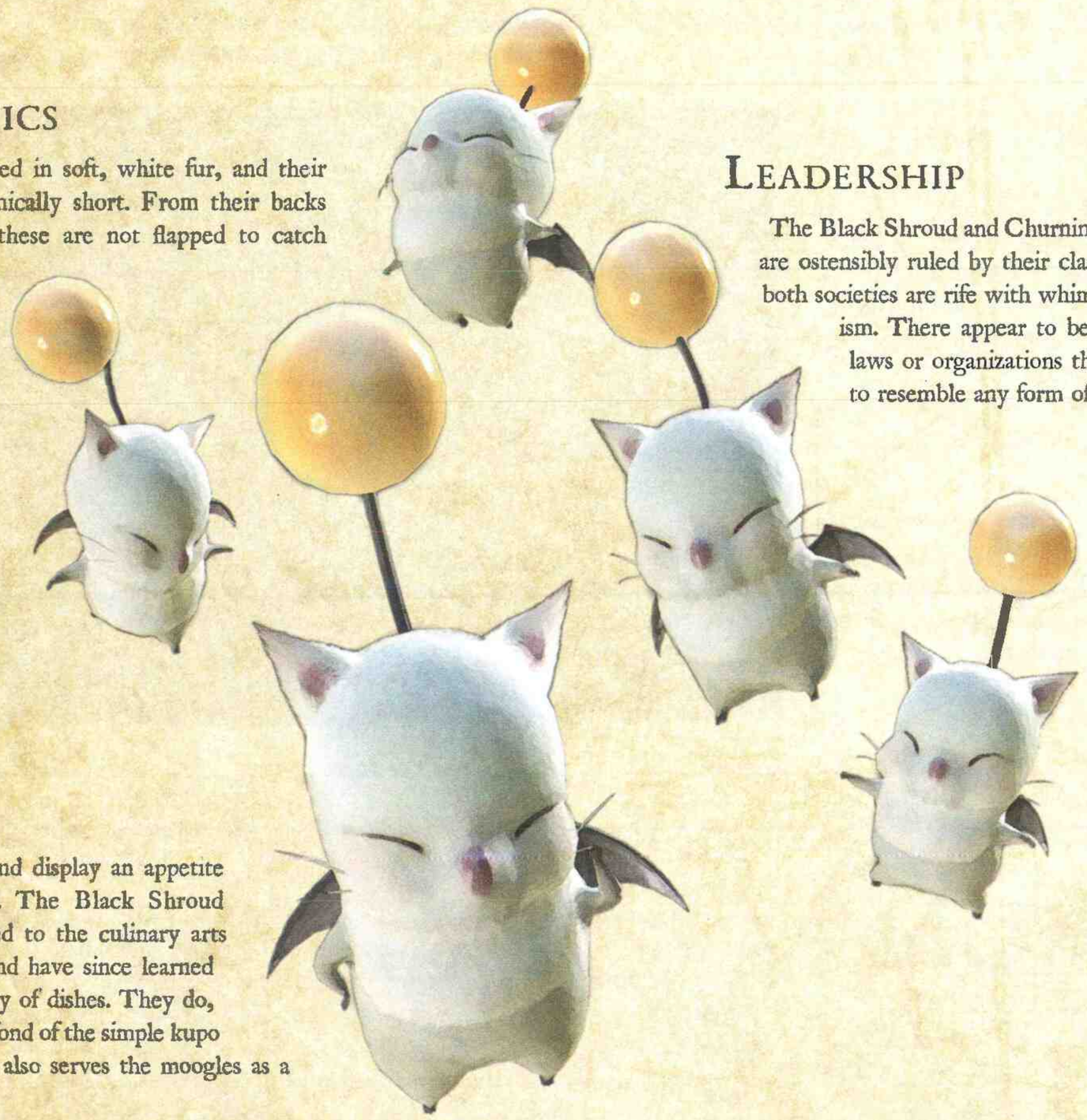
Their tales speak of men as greedy, thoughtless creatures who brought destruction to the forest with axe and torch. Unable to flee from the bite of steel or the lick of flame, the root-bound trees had no recourse but to beseech the gods for succor. It was Ramuh, a deity of man, who heard their agonized pleas, and thence sent his levinbolts to strike budding fruits from ancient branches. Born of lightning and blessed with secrets, the sylphs awoke from charred husks to serve as the forest's protectors. Ever since have their kind dwelled beneath the Black Shroud's canopy, defending their domain with the arcane wisdom bestowed upon them by the Lord of Levin himself.

MOOGLES

These elusive denizens of the Black Shroud are skilled in the manipulation of aether, their arcane arts allowing them to remain undetected by all but the most determined or gifted of seekers. In the course of recent events, Eorzeans have also become aware of a second moogle clan dwelling in the Churning Mists of Dravania.

Physical Characteristics

Moogles are entirely covered in soft, white fur, and their stubby limbs are almost comically short. From their backs sprout bat-like wings, but these are not flapped to catch the air—rather, each beat releases a burst of aether that provides a means of controlled levitation. A spherical "pom" adorns the head of every moogle, and this distinctive feature has been observed to change color depending on the flighty creatures' current moods.



Diet

Moogles are omnivorous, and display an appetite for a wide variety of food. The Black Shroud moogles were first introduced to the culinary arts by the people of Gridania, and have since learned to prepare an astounding array of dishes. They do, however, remain particularly fond of the simple kupo nut—a crunchy delicacy that also serves the moogles as a form of currency.

Leadership

The Black Shroud and Churning Mists moogles are ostensibly ruled by their clan chieftains, but both societies are rife with whimsical individualism. There appear to be no overarching laws or organizations that could be said to resemble any form of government.

The Churning Mists Moogles

The moogles of the Churning Mists dwell high above the clouds of Dravania. Due to the similarities between their traditions and those of the Black Shroud moogles, it is believed that both clans were once part of the same community. This theory is further reinforced by tales of how a branch of the Churning Mists moogles relocated to the forests below following the advent of the First Umbral Calamity.

The Churning Mists moogles have forged a treaty with the great wyrm Hraesvelgr, whereby in return for his protection from the "ill-mannered" dragons of Nidhogg's brood, they have promised to preserve the palace of Zenith and the surrounding ruins. After their first encounter with man in a thousand years, however, the residents of Moghome have seen new and exciting opportunities open up before them.



Moglin



Race: Moogle Gender: Male
Age: None of your beeswax, kupo
Interests: Counting my stash of kupo nuts

"As a direct descendant of Chieftain Moggle, I've always been quite important, kupo. You could ask me how old I am, but honestly, I've lost count of my age over the years. I am, however, very good at counting kupo nuts, so keep your wandering paws away from my stash, kupo!

"The others complain that I'm 'too bossy' or 'too lazy' but they wouldn't know a good chieftain if he sat on them. Why, when I was just a wee mogling, I pulled off pranks so audacious, that they still talk about them to this day, kupo. I'm also incredibly strong and brave. Except when it comes to that Azure Dragoon fellow—that glare of his just gives me the creeps, kupo. What kind of a dumb name is 'Estinien,' anyway...?"

- Moglin

Society and Culture

Despite the centuries of contact Gridanians have had with the Black Shroud moogles, extremely little is known about the enigmatic race's way of life. Moogles have an unrivaled talent for vanishing at a moment's notice, and thus outsiders have been largely unsuccessful in observing the clan's day-to-day existence. Moogle reproduction in particular is a subject of enduring mystery, with any direct inquiries into the matter being casually deflected or simply ignored.

When seeking to achieve specific goals, moogles will often band together to form small, purpose-driven groups. Examples of this can be found in the Mogglesguard and their efforts to summon Good King Moggle Mog XII; the Pomguard, the valiant defenders of the Churning Mists; and the Mogmenders, who work to restore the palace of Zenith. Although scholars are fascinated that such distantly separated moogle clans would display similar societal behaviors, they are at a loss when it comes to explaining whence this tendency originated.



Nomenclature

Though similar in many respects, the moogles of the Black Shroud and the Churning Mists diverge significantly in the matter of individual names.

Amongst the Black Shroud moogles, male names generally begin with a "k" (e.g. "Kuplo Kopp"), and female names with a "p" (e.g. "Pukni Pakk"). It is theorized that these letters serve to echo the consonants present in the word "kupo nut"—a precious treasure their ancestors are said to have carried with them when they descended from the heavens.

On the contrary, the names of the Churning Mist moogles make no obvious distinction between male and female. The names of both genders feature the "Mog" prefix, a tradition purported to have begun long ago with their first ruler, Chieftain Moggle.

Primary Industry

Postal Service

The advent of the Seventh Umbral Calamity disrupted the flow of aether, and the unstable energies rendered linkpearl communication highly unreliable for a time. During this period, a number of moogles answered the Elder Seedseer's call for messengers, and they began delivering letters across the realm by hand. Unaccustomed to leaving the forest, the moogle messengers were initially terrified by the vastness of the world beyond the Black Shroud. This fear of the unknown, however, was gradually replaced by fascination, and many of them chose to feed their new obsession for travel by becoming full-time delivery moogles. Years later, the sight of the tiny, cap-wearing creatures lugging about oversized satchels of correspondence is a common one to most Eorzeans.



GOOD KING MOGGLE MOG XII

Depicted in legends as the last king of mooglekind, the story of Good King Moggle Mog XII tells of how he helped his people flee to the world below, while he alone remained in the heavens. Long believed to be the invention of faerie tales, his all-too-real manifestation in answer to the fervent prayers of the Mogglesguard sent ripples of confusion through the halls of academia. In the face of such undeniable evidence, however, Good King Moggle Mog XII—may his royal appetite for aether lead us not unto oblivion—became the first recorded case of a non-deific entity summoned in the manner of a primal.

Origin Myth

The mythology of the moogles holds that, in the age of gods, their ancestors dwelled peacefully in the heavens above. ...Until, that is, an incident involving a divinity's spilled cup of wine escalated into a full-scale war, the vault of the sky shuddering from the fury of the deific free-for-all. Struck by an errant goblet from an angrily flipped feast table, Good King Moggle Mog XII was heard to mutter "These gods must be crazy, kupo!" before resolving to lead his people to the relative safety of the world below.

The distance between the heavens and the ground was so great, however, that the moogles and their tiny wings risked exhaustion ere they ever reached the surface. Thus did the wise and benevolent potentate lower a miraculously long rope from the clouds, holding fast to one end while his subjects clambered down at a more manageable pace—a solution that ultimately granted the moogles salvation but stranded their ruler up above...

Over the generations since, the moogles have refused to appoint a new king, intent in their belief that Good King Moggle Mog XII—may his noble sacrifice never be forgotten—will one day return to lead his people.



GOBLINS

The goblins are a scattered, nomadic tribe, claiming no land as their own. Said to embark on a great pilgrimage once every hundred years, the entire race appeared to have vanished from the face of Eorzea for quite some time, and it is only in the last five years that the realm has seen a return of their kind.

Physical Characteristics

Though their physical stature is similar to kobolds, goblins never adopt the former's four-limbed gait, preferring to clatter quickly about on their two stubby legs. In addition to a bulbous snout, they have long, floppy ears which protrude from their ever-present face masks—an affectation that the curious beastmen are never seen without. It is rumored that if one were to attempt to remove a goblin's mask by force, the act would trigger explosives rigged inside the headwear, resulting in a bloody, unrecognizable mess of both goblin and perpetrator.



Diet

Avid fishermen, goblins tend to consume a prodigious amount of seafood, but they will happily sate themselves on whatever fare is available. As is often the case for nomadic peoples, the wandering beastmen have perfected the art of preserving food, being especially proficient in the creation of cheese and dried meats. They also enjoy a unique beverage known as "rot-tea"—the flavor of which has been described by adventurous gourmands as something akin to swamp mud.

Leadership

The race of goblins is fractured into small, nomadic groups, and there exists no central organization that could be considered representative of a goblin nation. Each faction follows its own rules and agendas, and where some groups are commanded by charismatic, hereditary leaders, others might be governed by an elected council.

The Illuminati

This organization of goblin thinkers espouses the virtues of cold reasoning and intellect. Seeking to accumulate knowledge through methods both fair and foul (though mostly foul), the Illuminati assimilates the principles of fields such as magitek and aetherology, blending all manner of learning into its own unique fusion of technological brilliance.

Elitist in the extreme, the members of the Illuminati strive for nothing less than complete domination of the world's technologies, and do not share wisdom with those outside their privileged circle. Since the rise of Quickthinx Allthoughts, this policy of secrecy has been ever more stringently enforced, prompting the likes of materia guru, Mutamix Bubblypots, and others to flee the yoke of his fanatical leadership.



Quickthinx Allthoughts



"Tremble before might of Illuminati!"

The present leader of the Illuminati. Before rising to his current position, Quickthinx was an earnest yet unremarkable researcher who labored meekly on the fringes of the organization. When the explosion from a failed experiment took his limbs, however, his life was irrevocably altered. The injured goblin returned to work, his arms and legs replaced by mechanical prosthetics, but the most drastic change was to his personality. Quickthinx began preaching his ideals with an irresistible passion, the formerly unassuming beastman swaying those around him with newfound charisma and confidence. His army of ardent followers continued to swell, until eventually an overwhelming number of nominations saw him take control of the Illuminati itself.

Society and Culture

Goblins have an insatiable curiosity for technology in all its forms, and this enthusiasm drives them to master such diverse fields as firesand preparation and automata manufacture. Known from their long history of frequenting the settlements of man, goblins are seen traveling from city to city, absorbing the local wisdom as they hawk a plethora of wares drawn from their enormous "gobbiebags." Many scholars consider this migratory practice to have contributed significantly to the spread of knowledge between civilizations.

Due to the transient nature of their visits, however, goblins often fail to fully grasp a region's laws and customs. This ignorance can lead to misunderstandings with the populace—the more serious infringements occasionally resulting in imprisonment or even bloodshed.

Nomenclature

Although goblins use the common tongue to communicate with other races, listeners often find themselves groping for meaning amongst the unusual compound words the beastmen substitute for everyday terms. This habit of mashing together nouns and adjectives extends to the goblins' names, resulting in some truly outlandish combinations. As a general rule, their given names will also end with either "ix" or "ox," these suffixes denoting a "handsome male" and "beauteous female" respectively.

Primary Industry

Peddling

During their nomadic wanderings, goblins will make brief stops at the settlements of other races to resupply, peddle their goods, and purchase stock to sell at their next destination. This mercantile experience stands the beastmen in good stead with mercenary companies, which look to hire goblins for their proficiency as quartermasters.



Tinkering

Goblins possess an affinity for all things mechanical, and their curious creations are frequently purchased by the fascinated and bored alike. In particular, goblin-made clocks are prized by the wealthy for the impressive accuracy with which they keep time.



ALEXANDER

Rising without warning from the waters of the Thaliak River, this mechanical fortress is the result of the Illuminati fusing the ruins of a Sharlayan defense facility with the essence of a primal. Aside from its main trunk, the colossal construct rests on two massive "arms" of steel, giving it the appearance of a clockwork giant.

Events suggest that Alexander is capable of manipulating the flow of time, allowing its controllers to "correct" mistakes in history, but without further investigation there is much about the primal that remains unexplained.



Origin Myth

Unlike the majority of beastman deities, Alexander is not the creation of any specific myth or faith. It would be more accurate to describe the citadel as the primal manifestation of the ideals of Quickthinx Allthought—an incarnation of his vision for the perfect world.

The Illuminati leader found the core of his concept in the Enigma Codex, a one-hundred-year old work containing the revelations of a genius Aure technologist, his mind inexorably drawn to the plans for a self-sustaining, mobile bastion of reason and logic. Considering Quickthinx's calculating nature, it is assumed that primal summoning was merely the most efficacious method of realizing his "Alexander Initiative."

THE VANU VANU

These avian beastmen dwell upon the floating islands of the Sea of Clouds, the tribe's existence unknown to the world below until the airships of Ishgard first rose to explore the sky's domain. Initial encounters with the races of man were peaceful, but in recent years the Vanu Vanu have grown hostile towards those who would encroach upon their homeland.

Physical Characteristics

Commonly described as "plump birds," the Vanu Vanu have wide, beak-like snouts and thickset bodies. The ponderous appearance of these beastmen is deceiving—their stout, feathered figures belying surprising agility and swiftness of movement. Predominantly avian in nature, the Vanu Vanu are nevertheless incapable of flight, with the tribes crossing from island to island on the backs of the serpentine sanuwas.



Diet

In addition to wamouracampa and other vilekin larvae, Vanu Vanu rely on cloudfish to provide the bulk of their diet. Such staples are kneaded together with wildgrasses to make "catsfoot chew," one of the race's signature dishes. The avian beastmen are especially fond of the springy texture of a chew made with freshly foraged grubs.

Symbol

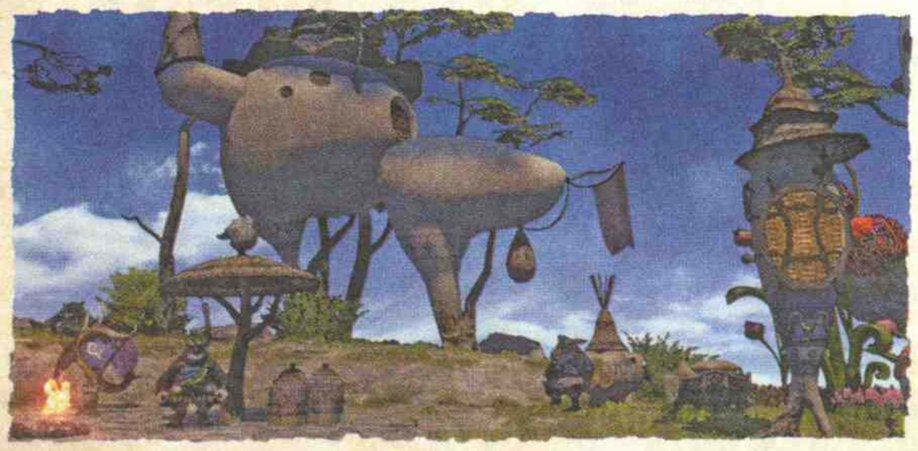
Each tribe of the Vanu Vanu bears its own symbol. The crest shown above belongs to the Vundu, and represents a billowing cloud paired with a raging gale.

Leadership

The Vanu Vanu tribes are defined by bloodlines, with those who share common ancestry gathering together under the rule of a single chieftain. Ordinarily, these communities govern themselves independently of their kin, but shifts in power can lead to one tribe subjugating the members of another.

The Gundu

The Gundu are a tribe of Vanu Vanu who sought to repel Vundu conquerors with the traditional sundrop dance. Undaunted by the display, the Bismarck-blessed Vundu brought arms against them, and Chief Uunu Vanu of the Gundu was killed in the ensuing battle. The Gundu tribe was defeated, and forced to submit to the rule of the Vundu. When the late chief's son, Linu Vanu, took a stand for Gundu independence, however, his people were inspired to revolt. Although Linu Vanu himself was imprisoned in a skycage for inciting rebellion, his sister, Linu Vali, succeeded in escaping the clutches of the Vundu. With the aid of sympathetic adventurers, Linu Vali found refuge with the Zundu, and she now strives to rebuild the shattered remnants of her tribe.



Linu Vali



"Like seedling which takes root in rich soil and grows strong, so too will new Gundu settlement flourish."

The daughter of Chief Uunu Vanu of the Gundu. After fleeing the oppression of the Vundu, Linu Vali started life anew on an island gifted to her by the Zundu tribe, and it is there, in the settlement of "Ok' Gundu Nakki," that she and her people work to rebuild what was taken from them. Considered slender and delicate by Vanu Vanu standards, she was at first plagued by youthful uncertainty. With the cooperation of a steadily expanding group of allies, however, she was able to free her brother, Linu Vanu, from his skycage prison. And as the trials of restoring her tribe molded and matured her, the naturally graceful Linu Vanu would become the imposing sundrop dancer the Gundu people needed her to be.

When recently asked her age, the outspoken Linu merely replied, "Like sun rising in eastern sky, my life has but only begun."

Society and Culture

The Vanu Vanu have known scant contact with other civilizations, their lofty home sheltered from outside influence for years untold. The effects of such isolation can be seen in the beastmen's unchanging culture, and the comparatively primitive level of their society. With the ore of the floating islands largely unsuitable for smelting, the Vanu Vanu have also remained ignorant of the art of metalworking. Consequently, their weapons are constructed from easily scavenged materials—mainly animal teeth and bone.

Despite their lack of "civilized" progress, however, the avian race is far from being dull-witted. On the contrary, only a few years had passed since the arrival of the Ishgardians before members of the tribes began speaking the common tongue with impressive proficiency. Efforts to avoid unnecessary bloodshed with the "sundrop dance"—a ritual exhibition performed before battle to frighten weaker opponents into submission—further demonstrates the reasoning nature of their society. There are many other aspects of their culture, however, such as the arranged fights between the monkey-like paissa, which outsiders struggle to understand or accept.



Nomenclature

Vanu Vanu names have gender-specific suffixes: the masculine "Vanu" and the feminine "Vali." These words translate from the beastmen's tongue to mean "male tribe member" and "female tribe member," and are never used with animals or other species. Encounters between tribes might also occasion the mention of one's bloodline, e.g. "Honu Vanu, chief of mighty Vundu!"

Traditionally, each tribe is associated with a specific adjective (such as the aforementioned "mighty Vundu"), but this is rarely heard in practice. The beastmen are, however, quick to append unflattering descriptions to their rivals' ancestral group.

Tribes of the Vanu Vanu

	Description
The Vundu	The most powerful of the Vanu Vanu tribes. Since summoning the Lord of the Expanse and gaining the might of Bismarck's blessings, the Vundu have turned to subjugating their weaker kin.
The Zundu	A lesser tribe known to welcome parley with other races. They maintain their independence by making regular offerings to the Vundu.
The Gundu	A tribe that has fallen under Vundu rule. On friendly terms with the Zundu prior to its subjugation.
The Bendu	A lost tribe. The Bendu refused to submit to Vundu aggression, and were subsequently slaughtered to the last beastman.

Primary Industry

Skyfishing

Vanu Vanu are skilled at trailing lines over the edges of their islands, and hooking the various species of cloudfish. As the tribe's primary means of procuring food, those beastmen who display a particular flair for skyfishing are the subject of much admiration and respect amongst their kin.

Sanuwa Breeding

Lacking the capability for flight themselves, the avian beastmen breed a type of winged scalekin called a "sanuwa" to carry them to islands too distant for bridges. As well as serving as mounts, every part of a sanuwa—its scales, its meat, and even its bones—is valued for a variety of uses.

BISMARCK

Long thought to be little more than myth, the Lord of the Mists was summoned forth and given form by the fervent prayers of the Vanu Vanu, who worship him as the god that led their ancestors to their island home. With a flood-blast of water from his great blowhole, the great white whale purges the skies of those who would do his followers harm.

Bismarck's primal incarnation, however, has been tainted by the cruel avarice of his Vundu summoners, the entity's uncontrolled appetite leading him to devour the very islands he was intended to protect.

Origin Myth

Long, long ago, in a time when not a single cloud marred the blue vastness of the sky, a stark white calf was born to a pod of sea-dwelling whales. The pale-hued Bismarck endured endless cruelty from his grey-skinned siblings, until one day they suffered the "abomination" to live no more. It is said that the gods wept at his piteous fate, and when his tortured soul ascended to the heavens they returned the white whale to life. His rebirth blessed by divine grace, Bismarck swam through the air, the whales breath begetting billowing clouds until the sky was filled with a sea of tranquil mist. Master and creator of this peaceful domain, he thence became known as the Lord of the Mists.

Compassionate and gentle, Bismarck raised entire islands into the heavens to provide sanctuary for those who had suffered similar torments. The Vanu Vanu mark this occasion in their history as the moment when the Sea of Clouds became their home.



THE GNATH

A tribe of insect-like beastmen known to inhabit the southern reaches of the Dravanian forelands. Hunters first and foremost, they burn a sort of incense to defend their homeland from the dragon threat. At the center of Gnath society sits the king-like "Overmind," its presence allowing its subjects to communicate without need of word or gesture.

Physical Characteristics

Reminiscent of upright antlings, the Gnath have wide, sloping heads, and their perpetually hunched backs are covered by rounded carapaces. Beneath the concealing mantles they drape over their segmented forms, their torsos and upper limbs are surprisingly gaunt. The Overmind, the nucleus of Gnath society, has a hyper-developed head housing a brain of extraordinary size.



Symbol

The symbol of this beast tribe is a representation of the carapace upon a Gnath's back. The design is thought to encapsulate a desire for protection.

Diet

The Onemind of the Gnath mix together meat obtained from hunting with various kinds of cultivated fungi, grinding all the ingredients into a highly nutritious—and allegedly extremely unappetizing—paste to be consumed by every member of the hive. In contrast, the Nonmind subsist on whichever dishes agree with their personal tastes, their tables set with everything from caelumtree fruit to the succulent flesh of juvenile nanka.

Leadership

An individual Gnath—the Overmind—sits at the center of a matrix of thoughts known as the Onemind, to which all other Gnath are connected. What one Gnath feels, all feel; what one Gnath knows, all know. Fundamentally speaking, there is no contention between the desires of individuals, and thus no need for a form of government.

Loth ast Vath

The Nonmind are a gathering of Gnath whose connection to the Overmind has been severed. Cast off at different times, the Vath, as they are also known, have all developed varying degrees of individuality. Before the foundation of the hive at Loth ast Vath, members of the main Gnath colony considered deficient in some way were simply cut away from the hivemind and disposed of, as one might amputate an extremity tainted by infection. The storyteller is a Vath who survived the separation, and his efforts to rescue other kin suffering similar circumstances led to the establishment of the Nonmind hive.



Vath Deftarm



"Oh, my mind, it is full of questions! Heavy questions. I fear many things. But I fear losing myself the most."

After the emergence of his sense of self, this young Gnath was rescued by the storyteller, and invited to dwell in the Nonmind hive at Loth ast Vath. He remained the "nameless one" for quite some time as he struggled to find a path that resonated with his newfound identity. Upon encountering an adventurer, however, he at last discovered his calling: he would establish an Adventurers' Guild with his fellow Vath, and for that he must become "the deftarm."

Following this epiphany, the deftarm's journeys took him to distant locales, where he succeeded in gaining both new clients and new allies. Recently, the adventurous Vath appears to be wholly consumed with filling the pages of a sightseeing log—a gift from his acquaintance, Kester Ironheart. He has since seen but one summer since his break from the Onemind, and therefore when asked his age, will reply with that number.

Society and Culture

Gnath society functions on the principle that "all are one; each one is the all"—the entire hive coordinating its actions as if it were a single entity. As such, each beastman within the hive is treated not as an individual, but as an appendage of the Gnath's collective body. And in the same way as a person employs her hands for different tasks than her feet, the Gnath assign each "appendage" to the task to which it is most suited. Certain Gnath might serve best as soldiers, while others naturally excel at foraging, but in no case does the will or desire of the creature in question play a part in deciding its role.

Even when a Gnath dies, its memories live on with the surviving members of the colony. The existence of the Gnath can be thought of as the generational continuation of one complex mind, with new vessels being born to replace those lost in a constant process of regeneration. But just as the memories of youth fade over time, so too have the Gnath begun to forget the events of the most distant past. Recent attempts to recall the history of ancient times have ended in frustrated failure.

Nomenclature

The concept of individuality does not exist within the main Gnath society, and as such, they do not assign individual names. There is, however, a fringe colony of Gnath who have developed distinct personalities following the loss of their connection to the Overmind. These "Nonmind," or "Vath," as they are known, seek to distinguish their identities by mimicking the naming practices of other races. There appears to be no adherence to any particular rule or convention, with one Vath adopting the name of an Elezen hunter (Cibleroit), one named after his obsession with new cuisine (the Hungerer), and yet another titled simply for his chosen profession (Vath historian).

Primary Industry

Hunting

The survival of the Gnath colony relies on the success of its hunting efforts, and the beastmen go to great lengths to secure their hunting grounds from other predators. The observance of such behavior has likely contributed to the Gnath's reputation for being violently territorial.

Alchemy

The Gnath concoct incenses from a wide range of herbs to produce a variety of effects, such as the vile-smelling "silver dew" used to ward off roaming dragons. The beastmen are also well practiced in the manufacture of firesand, and they commonly employ muskets in both hunting and warfare.



RAVANA

Wrath of the Colony and the god and savior of the Gnath tribe. A proud warrior and conqueror, Lord Ravana exalts strength and abhors weakness in any form. Believing the rite of combat to be sacred, he revels in battle with worthy opponents while wielding the Chandrahas—legendary blades of moonlight that obey his every command.

It is said that the Gnath called forth this deity of war to annihilate the dragons, their racial enemy, and begin a new campaign to expand the borders of their territory.



Origin Myth

Though scholars are eager to research the society and religion of the Gnath, repeated attempts to interact with the hostile Onemind have yielded little insight. As such, the manner in which the Gnath themselves perceive Ravana's existence is poorly understood.

One theologian writes, "A hive of shared consciousness instinctively aspires to an image of singular perfection, and it is likely that this ideal is seen projected onto the incarnation of their deity. Ravana is an invincible warrior god, his four shining blades slicing through dragonscale with contemptuous ease as he soars freely through the air on glittering wings. What more perfect ideal could the Gnath ask for to champion the defense and expansion of their territory?"

THE QIQIRN

These rat-featured beastmen are similar to the race of goblins in that they lack a true homeland and are known to gravitate towards the merchant profession. Where Qiqirn differ from their nomadic counterparts, however, is also one of the race's defining traits: an ability to integrate themselves into foreign communities.

Physical Characteristics

With an average lifespan of around twenty-five years, the comparatively brief existence of a Qiqirn is balanced by a rapid development into maturity—the bewhiskered beastmen are considered full-grown adults at the age of five. They are also known for large litters, commonly birthing anywhere from five to ten young at a time.

Qiqirn rarely exceed the height of most ten-year-old Hyur, but their nimble fingers see them excel as coin-counting merchants or street performers, and even the occasional pickpocket.



Diet

Much like the rats to which they are compared, Qiqirn are famous for chewing on anything remotely edible—no matter how repulsive or bizarre. And despite what their size might suggest, the diminutive beastmen routinely consume extraordinary amounts of food. This seemingly insatiable appetite often leads to conflicts over provisions, as well as a wariness amongst market stall and tavern owners towards Qiqirn who may devour meals for which their purses cannot pay.

Leadership

In most instances, the Qiqirn have no form of self-government, content to adhere to the prevailing laws of their adopted community. And while outlaw camps of Qiqirn do exist in the wilds of Thanalan and Gyr Abania, they are governed much the same as any bandit group: by the simple rules of greed and self-interest.

Society and Culture

With their natural inclination to live among other races, the Qiqirn are a familiar sight in cities and settlements across Eorzea. In Limsa Lominsa in particular, many of the beastmen have become a fixture of the native populace by taking up work as traders and sailors. Amongst seafaring folk, the Qiqirn's inexplicable sense for impending danger has proven so accurate that it has become a loosely rhyming saying: "When the ratman scatters, ye'd best batten down the hatches!" And though recorded instances are rare and of dubious veracity, there is a long-standing agreement that should the crew run aground and their stores of food be depleted, then the short-lived Qiqirn will be the first to be sacrificed to the cooking pot. These examples may seem indicative of poor treatment, but they are also evidence of how long and how completely the beastmen have been accepted as a part of local culture and custom.

The desert city of Ul'dah was also once a haven to a great number of Qiqirn, but following an edict passed by the sultanate some twenty summers ago, they were banished from the city alongside their fellow beastmen. Deprived of home and livelihood, these cast-out Qiqirn eventually turned to banditry in the wilds of Thanalan. A community of Qiqirn is also said to exist in the mountain ranges of Gyr Abania, but little is known about the manner of life they lead under the yoke of imperial governance.

Primary Industry

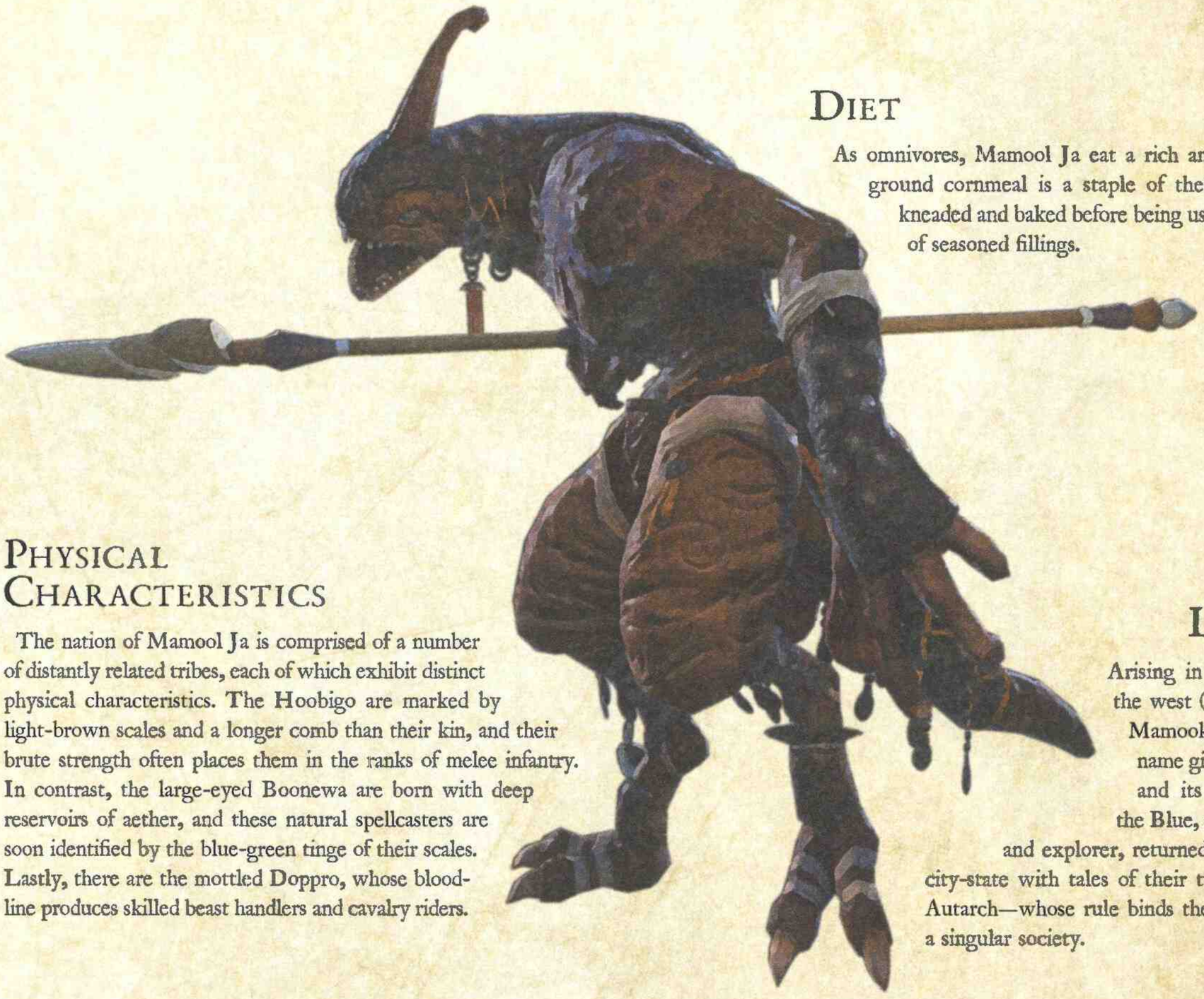
Trade

Naturally gifted at numbers, Qiqirn seem able to calculate complex sums with little difficulty—a trait which often gains the beastmen employment as trade merchants and accountants. Some business owners, however, look unfavorably upon the relatively frequent turnover of employees, citing the Qiqirn's short lifespan as a liability when it comes to the stability of an enterprise.



THE MAMOOL JA

Hailing from the New World to the far west, the Mamool Ja are most commonly spotted selling their mercenary services on the isle of Vylbrand. They are but recently arrived on Eorzea's shores, and much about these scaly beastmen remains the subject of rumor and hearsay.



Diet

As omnivores, Mamool Ja eat a rich and varied diet. Finely ground cornmeal is a staple of their larder, and this is kneaded and baked before being used to wrap all manner of seasoned fillings.

Physical Characteristics

The nation of Mamool Ja is comprised of a number of distantly related tribes, each of which exhibit distinct physical characteristics. The Hoobigo are marked by light-brown scales and a longer comb than their kin, and their brute strength often places them in the ranks of melee infantry. In contrast, the large-eyed Boonewa are born with deep reservoirs of aether, and these natural spellcasters are soon identified by the blue-green tinge of their scales. Lastly, there are the mottled Doppro, whose bloodline produces skilled beast handlers and cavalry riders.

Leadership

Arising in the New World to the west (a land also known as Mamook), Mamool Ja is the name given to both the nation and its people. Ketenramm the Blue, an intrepid adventurer and explorer, returned from the beastmen's city-state with tales of their two-headed king—the Autarch—whose rule binds the disparate tribes into a singular society.

Society and Culture

Though not expressly forbidden, the diverse peoples of the Mamool Ja seldom marry outside of their own tribes. This unspoken rule is broken, however, when members of different tribes are wed during the observance of certain religious ceremonies. Such unions occasionally result in two-headed offspring, and these "blessed siblings" are groomed for leadership from the moment they are born.

Upon reaching maturity, two-headed Mamool Ja take command of a number of their single-headed kin and head out to form their own warbands. These warbands endlessly seek to outdo one another on the field of battle, in a contest over who will next sit the throne of the Autarch. Rather than simply as a means to earn wealth, the Mamool Ja practice of hiring themselves out as mercenaries also appears to play an important role in this display of military prowess.

Primary Industry

Mercenary Contracts

The warriors of the Mamool Ja have built a reputation as blades-for-hire, and have several well-established mercenary bands. Drawn by the scent of conflicts that flared following the Calamity, the beastmen crossed the sea to Eorzea to ply their opportunistic trade—a service of which the kobolds have taken full advantage.





GIGANTS

The gigants once ruled the craggy reaches of Abalathia's Spine. Towering twice the height of a Roegadyn, their upper torsos are exceptionally broad and corded with thick muscle. Though capable of speech, giantkind are notoriously slow-witted, and it is unlikely their discourse would ever be described as intellectual.



Gigas

As the "brightest" amongst the gigants, the gigas have long subjugated their less-gifted kin. They believe hair and beards to be a sign of wisdom, and customarily wear theirs long, binding the coarse strands with decorative rings of metal or leather. Gigas also favor jewelry and other bodily adornments, but lack the dexterity to craft such items themselves. Forced to trade with goblin or Qiqirn merchants, they barter away trophies obtained through hunting and pillaging.

The gigas were drawn to Mor Dhona following the emergence of the Crystal Tower, and appear to venerate the glittering spire as a holy place—a gateway to the heavens. The kin that served them as slaves rebelled at this migration, however, and the established order of giantkind was plunged into a lasting chaos.

Diet

Gigas are omnivorous, but will eat meat whenever possible. Charring haunches of beast-flesh over an open fire appears to be the extent of their "cooking," although there are accounts of them boiling some manner of soup in large pots purchased from the goblins.



Giants

For much of their history, the giants lived as slaves of the gigas. When their masters grew distracted by preparations to migrate to Mor Dhona, however, the giants seized the opportunity to revolt. Those who escaped the shackles of servitude fled to distant lands, with many finding refuge in the snowy fields of Coerthas.

In contrast to the red-hued skin of the gigas, the coloring of giants tends towards blues and greens. Giants are also commonly hairless, a characteristic endlessly mocked by their dominating kin. As former slaves, they were given little in the way of clothing, and have since hung their meager loincloths with shields and scraps of armor won from unfortunate adventurers.

Diet

With a preference for meat matching that of their gigas cousins, giants will feast on whatever flesh-bearing creature their formidable strength can overpower—including the occasional traveling merchant or unwary hero. They possess neither the wit nor the patience for cooking, and generally consume their prey raw.

Hecatoncheires

Similar to the giants, the hecatoncheires were also once thralls of the gigas. Some three hundred years ago, however, history tells that these gigants were sold as slaves to the Thorne Dynasty. Their monstrous strength controlled by means of ensorcelled helms, the hecatoncheires were forced to toil with pick and hammer in Copperbell Mines.

But it seems the helms were somehow flawed, their magicks fleeting, and the gigants suddenly turned on their Ul'dahn overseers. The slavemasters retreated from the onslaught, then deliberately collapsed the mines' supports to trap the rampaging hecatoncheires underground.

Centuries passed, and the invention of new technologies enabled a scheme to clear the rubble-choked shafts of Copperbell. When miners from Amajina & Sons Mineral Concern blew apart the bedrock, however, they found themselves face-to-face with the tool-wielding descendants of the gigant slaves—hecatoncheires possessed by a simmering rage that had festered from one generation to the next for nigh on three hundred years.

Diet

During the centuries of their subterranean existence, the hecatoncheires learned to subsist on giant worms, living fossils, and other denizens of the underground. When such prey was scarce, they would also supplement their diet with various species of fungi.





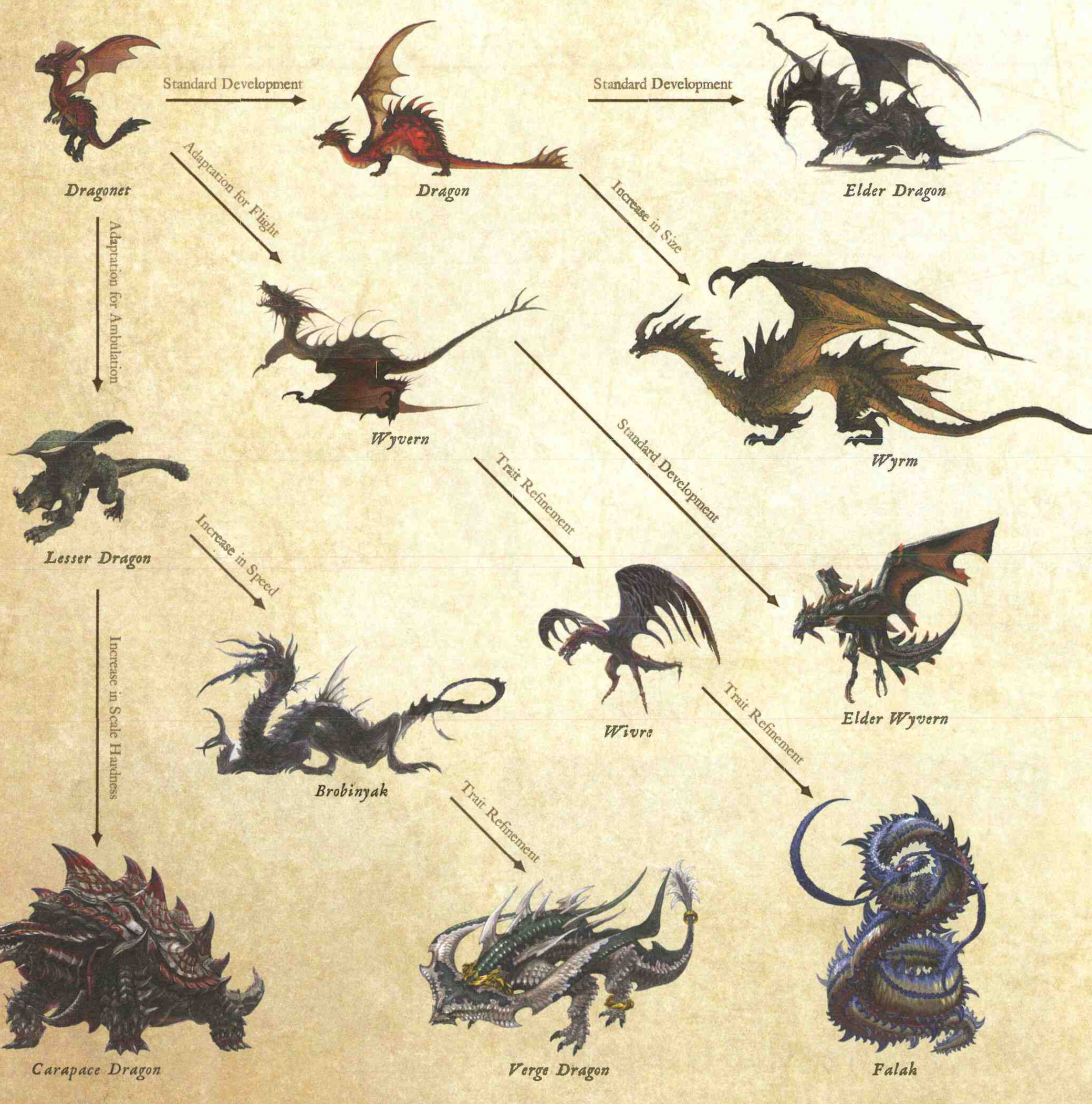
DRAGONS

The race of dragonkind is nigh immortal, with some creatures enduring through millennia of existence. These long-lived beings are often the majestic subjects of romanticized myth and legend, but for the peoples of Ishgard, dragons are historically seen as marauding beasts that serve only to perpetuate the horror of the Dragonsong War.

Physical Characteristics

Although dragons will identify their gender as either male or female, be it for the sake of convenience or individual preference, every member of the species is capable of reproducing asexually. The offspring produced in this manner is considered the same "race" as the parent, but over the course of its prolonged existence, a dragon undergoes a series of metamorphic changes that may result in a creature of vastly different physiology. Newly hatched dragonets are possessed of four legs, a pair of wings, and a long tail, but the form into which they eventually develop will vary extensively from one hatchling to another.

For example, individuals that display a mastery of wind-aspected aether and spend their days amongst the clouds might metamorphose into a wyvern or elder wyvern. Other creatures might remain quadrupeds, with those exhibiting an affinity for earth-aspected aether moving along an metamorphological branch towards the form of a lesser dragon or "verge dragons." The "classic" dragon shape common to folklore is assumed by those who have undergone a balanced transformation, their mastery over every element allowing them to expel arcane breaths of myriad properties. Cases of extreme specialization have also been confirmed by naturalists, such as the land-bound carapace dragon and its rocky shell, and the limbless, wingless falak who relies solely upon its manipulation of wind-based aether to glide smoothly through the air.



Society and Culture

While capable of procreating without the physical need for a mate, dragons place great value on emotional and spiritual connections. There are instances of individuals bonding as a pair, though the significance of such a relationship is difficult to compare to the marriages that take place between mortals.

Blood ancestry is also held in high regard by dragonkind, and the descendants of the seven great wyrms have been observed to venerate their god-like progenitors with an almost religious fervor. Each great wyrm, however, rules its brood in a different manner, with some choosing to command their hordes with dictatorial authority, while others remain aloof, granting their spawn almost complete autonomy.

Minions

A great wyrm's "brood" typically refers to the being's own offspring, including the descendants of those children. When speaking of a wyrm's "minions," however, such as with Nidhogg's Horde, the term encompasses all those dragons loyal to his cause, as well as the myriad weak-minded scalekin enslaved by the dragons' wills.

Drake and dragonfly, archaeornis and tyrannosaur, all are subjugated through powerful magicks, and forced to serve as vanguard forces or frontline fodder. Those heretics who have partaken of dragon blood also form a significant part of Nidhogg's armies. Aevis, syrictae, and giruveganauses were all once men whose bodies have undergone monstrous transformations.

Language

Dragons speak their own unique tongue, but the words are merely a supplementary shell that serves to contain the telepathic projection of their thoughts and desires. The language itself omits a great deal of conventional grammar, featuring no distinction between past or present tenses, and would be highly ambiguous without a dragon's will to refine its meaning. Lacking a culture for the written word, the race passes down historical records through "song," the verses recited using its profoundly abbreviated lexicon. Such a custom is said to be the origin of the name for the thousand-year conflict between the Dravanians and Ishgard: the Dragonsong War.

There exist dragons who speak the common tongue of man, learned from the Ishgardians in a previous age of harmony, and many bear names given to them in other eras by other races. The Father of Dragons is perhaps the most prominent example of this, the ancient wyrm known by mortals in countless myths and legends as "Midgardsormr," but he also possesses another name—his true name—spoken in the language of dragons.

Bahamut

One of the seven great wyrms, Bahamut was slain while fighting against the Allagan invasion of Meracydia. His brood-sister, Tiamat, led the surviving dragons in a summoning ritual, and their prayers resurrected the dreadwyrm as an avenging primal. A terrible incarnation of wrath and fury, Bahamut descended upon the heart of the conflict and incinerated the northern invaders with ruinous flames. He was eventually undone by the might of the anti-primal weapon, Omega, and his undying rage was sealed within the core of Dalamud. For millennia, the shackled entity's command over flare and fire was employed to harness and store the energy of the sun.

Then came the fateful end of the Sixth Astral Era. By enthralling the mind of the Garlean legatus, Nael van Darnus, Bahamut was able to manipulate the direction of the Meteor project, and thus free himself in the skies above Carteneau. Released from the red moon after five thousand years of imprisonment, the furnace of the dreadwyrm's vengeance immolated the lands of Eorzea, and ushered in the aether-warping devastation of the Seventh Umbral Calamity.



The First Brood

In a time before reckoning, Midgardsormr came to Hydaelyn from beyond the heavens, bearing the seven eggs of the first brood. The Father of Dragons did commune with the star's omniscient will, and sought to secure a bounteous domain for his offspring. A pact was agreed upon, and he looked on with infinite patience as the eggs he had borne across unfathomable distance began to hatch. The infants thus born would grow to become beings of immense power and majesty, known ever after as the seven great wyrms.

Midgardsormr's children eventually parted ways, flying to the far reaches of the world where they spawned broods of their own. Thus began the race of dragons, and the beauteous and bloody history that was to follow.

OTHER PRIMALS



Shiva

This frost-rimed entity was called forth by Ishgardian heretics, with their leader, Lady Iceheart, providing the corporeal vessel into which the spirit of Saint Shiva was imbued. As the first confirmed instance of a primal possessing a mortal host, the summoning was an act of far-reaching political significance that risked supplying the Garleans with further justification for their invasion of Eorzea.

Shiva lived a thousand years ago, an ordinary woman of extraordinary passion who nevertheless lacked the divine nature with which she was later attributed. The deity summoned by the heretics was not the saint herself, but the result of their fanatical worship of her glorified "soul"—the object of their veneration given primal form. Like most Ishgardians, Ysayle and her followers were raised on stories of Halone, the mover of glaciers, and it is theorized that many aspects of the war goddess became entwined with their vision of Shiva and her ice-aspected majesty.



King Thordan

After years of nurturing the deification of Ishgard's founding father, Archbishop Thordan VII succeeded in infusing his own form with the soul of King Thordan. The ritual used to imbue the archbishop's mortal vessel with the divine essence of his ancestor followed the same principle as that employed by Ysayle and her summoning of Saint Shiva—a rite previously perfected with the Heavens' Ward and their primal incarnations as the legendary knights twelve.

Drawing upon the incalculable might of one of Nidhogg's eyes and bolstered by a thousand years of unquestioning faith, the manifestation of King Thordan far exceeded the power of any existing primal. But driven by his monumental ambitions, the archbishop sought to absorb the infinite energies of the Warring Triad and thus ascend to true divinity. As an eternal god-king, Thordan meant to convert all to his cause, be they man or dragon, and "bless" the world with an unending age of harmony.



Phoenix

There are many who claim to have witnessed the legendary Phoenix appearing in the sky following the Battle of Carteneau. Accounts of that time are fragmentary and inconsistent owing to the forgetful haze afflicting survivors of the Calamity, but the tale of the mythical bird of rebirth coming to Eorzea's salvation is a persistent one nonetheless.

While some might dismiss such memories as hallucinations or wishful thinking, others have pieced them together to form a credible theory: "Archon Louisoix's attempt to summon the Twelve and halt the fall of Dalamud was interrupted in spectacular fashion when the elder primal Bahamut burst forth from the red moon's core. Drawing upon the vast quantities of aether gathered to summon the Twelve, it was the collective subconscious of Eorzea's people and the prayers for our dying star's survival that likely called the fiery Phoenix into being. While there is no solid evidence to support this idea, such an occurrence would be entirely in keeping with the metaphysical logic of primal summoning."



Odin

A primal entity of enigmatic origin, Odin wanders the paths of the Black Shroud astride his great steed, Sleipnir. With the murder of Lady Urth the foremost amongst his long list of vile deeds, ancient scriptures paint the Dark Divinity as a demonic villain that appeared during the reign of the Allagan Empire. The being who now stalks Gridania's forests has done little to dispel that notion, cleaving in twain all that venture within reach of his sorcerous blade. There are those, however, who claim that it is the search for Lady Urth, and not a taste for slaughter, which drives Odin in his endless hunt.

A careful study by Seedseer O-App-Pesi and others has revealed that the sword itself—the Zantetsuken—is the primal's true vessel, and by enthralling whosoever takes up its hilt is the Dark Divinity reborn time and time again. Prominent theologians have begun to advocate the idea that the blade was, in fact, the primal champion of Urth's followers, a weapon imbued with godly strength that it might strike off the fetters of Allagan tyranny.

EIKONS OF THE WARRING TRIAD

The Warring Triad refers to three legendary eikons that were summoned into existence on Meracydia during the latter days of the Allagan Empire. Each possessed of unimaginable power, these empyrean entities inflicted grievous losses upon the invading imperial forces. As the name implies, however, the Warring Triad also clashed against each other, their very natures embodying the conflicting ideals of the peoples who summoned them. Divided and divisive, the seemingly invincible eikons eventually fell to the Allagan's anti-primal weaponry, and were imprisoned within the empire's containment facilities.





SEPHIROT

Sephirot was summoned by a race of treelike beings native to the continent of Meracydia. Believed to be the world's first tree ascended to divinity, he is said to command the wellspring of life. Allagan records substantiate this claim, attributing the eikon with the ability to induce spontaneous growth in living organisms through the manipulation of ambient aetheric energy. Sephirot often enlarged his own form to colossal size to wreak devastation upon his enemies, earning him the title of the "Fiend" from the battered armies of Allag.

SOPHIA

Summoned by the diverse peoples of an ancient Meracydian nation, Sophia was revered simply as the "Goddess." An entity of enlightenment, legends tell that she brought together tribes of disparate form by imbuing their souls with a transcendent understanding of balance and harmony. Sophia is beloved for her boundless compassion, yet also feared for the merciless retribution visited upon those who would dare upset the perfect equilibrium of her scales.





ZURVAN

Called forth by a Meracydian race of centaurs, this deity is believed to command the boundless expanse of eternity and thus stand above all other gods in existence. Charged with the punishment of wicked divinities, Zurvan is also the embodiment of victory over injustice. The eikon's nightmarish aspect reflects the terrible inevitability of his triumph, and records describe the "Demon" striding into battle girded head to foot in armor formed of unshifting flame.

Encyclopædia Eorzea

BOOK VIII

HER CREATURES

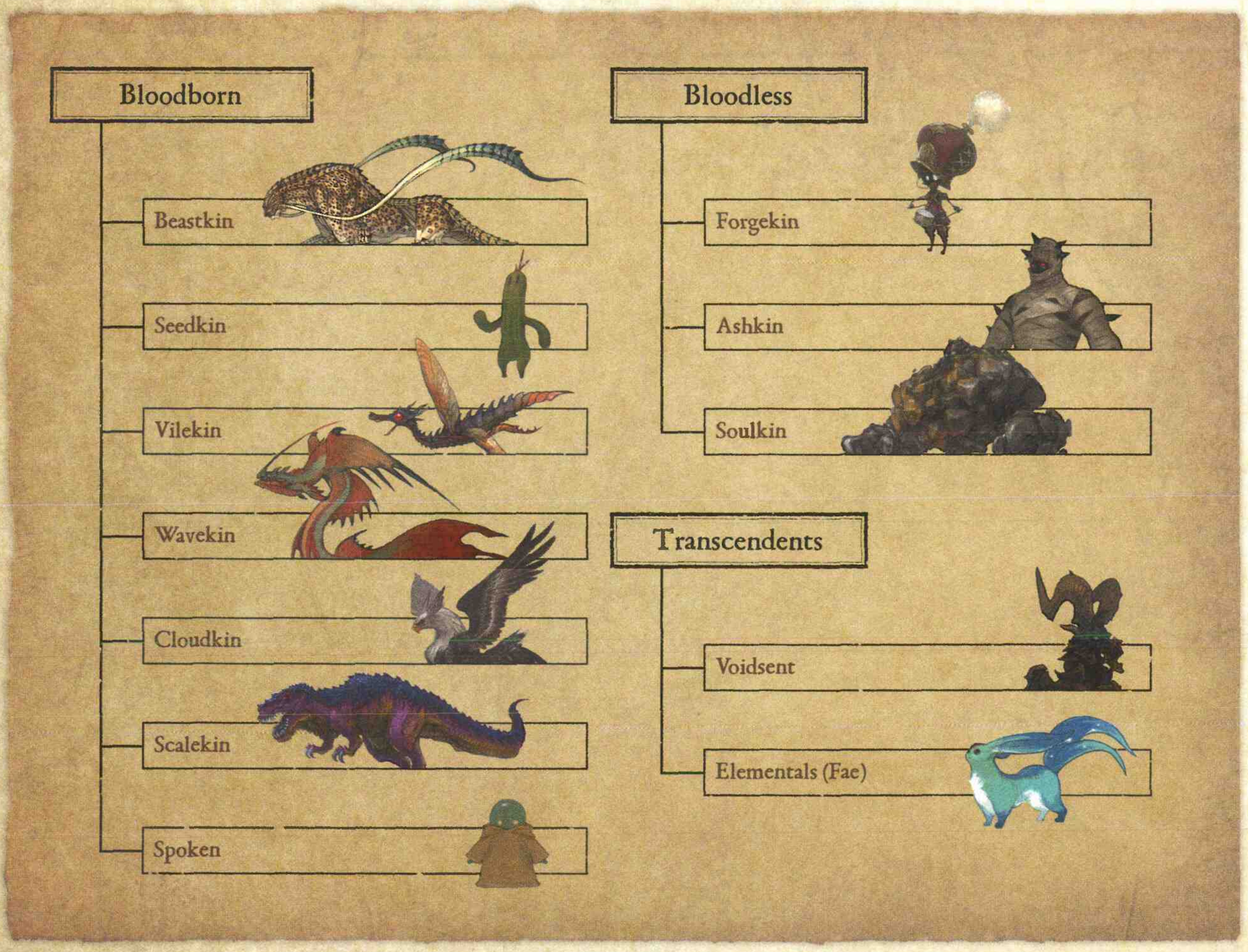


THE BESTIARY

Renowned Sixth Astral Era naturalist and theologian, Frandelont Raimdelle, once opined that for man to know himself, he must first know of that which he hunts. To assist in that spiritual endeavor, the self-made scholar spent the better part of his fifty-seven summers traveling about Eorzea, cataloging each and every plant, mineral, and animal he encountered. With his seminal *Raimdelle Codex*, Frandelont sought not only to educate the peoples of Eorzea, but remind them just how rich and diverse their realm truly is.

Classification

Sharlayan scholars of natural history have since taken Raimdelle's magnum opus and expanded upon its writings, categorizing its thousands of entries in an effort to better understand the physiology, behavior, relationships, and evolution of the myriad flora and fauna found in Eorzea. The Sharlayans began by first classifying all creatures living or exhibiting properties that resemble or mimic life into three kingdoms (also known as regnum)—the Bloodborn, or those living beings through which lifeblood courses, the Bloodless, or those beings which are void of life-bearing humours, but still function nonetheless, and the Transcendents, or beings which spiritually and physically toe the line between the corporeal and the aetherial realms. These three classifications can be further divided into twelve smaller groups known as classes, or kindred. Creatures may also be assigned a sub-class if they possess traits that extend beyond that exhibited by their main class. For example, a winged scalekin puk would belong to the sub-class cloudkin. Classes are further divided into genera, and finally genera into species.



The Discovery of Chimerical Creations

From lions with the hooves of a goat, to serpents with the heads of hounds, there exist in Eorzea certain living (and unliving) creatures that possess the physical and biological traits of multiple beings from multiple classes or even kingdoms. These creatures are known by naturalists as "chimeras" and have long proven the source of debate as to how they should be classified. The recent rediscovery of the floating Allagan research facility Azys Lla has added fuel to this debate by revealing that the chimeras are, in fact, beings created in laboratories using complex techniques now forgotten. Unable to reach a conclusion regarding the true nature of the man-made aberrations, chimeras have temporarily been deemed "unclassifiable" and placed outside the three existing kingdoms.

Beastkin

One of the largest and most diverse classes, beastkin are most commonly characterized by their warm bodies and blood, their thick hair-covered hides, and the unique method in which they give birth. Unlike fauna from other classes which are laid as eggs and then gestate outside the mother's body, beastkin grow within the mother's womb, and emerge fully functional. Some of the more docile beastkin take well to domestication and can be raised for labor or food.

Mole



Moles tunnel beneath the earth, forming nests out of the passages they excavate. Questing for earthworms using their acute sense of smell, these creatures indiscriminately damage the roots of trees, thus incurring the ire of fishermen and botanists alike. Some species of mole are covered in spiky protrusions to protect them from predators.

Yeti



For thousands of years, these giant carnivorous beasts dwelled in dark caves high atop the peaks in northern Abalathia's Spine, far removed from the tribes of men located in the warmer southern climes. When the Calamity, however, sent temperatures in the Coerthas western highlands plummeting, scores of frost-breathing yeti migrated into the region in search of new homes...and new prey. Though hunters' tales refer to these massive creatures as "snowmen," yeti lack most of the faculties one might associate with man, such as language, cognitive reasoning, and the ability to construct and wield tools.

Sasquatch



This muscular monstrosity is one of Eorzea's few bipedal simians, though it can only be found in the jungles that cover the countless tiny islands that dot the realm's southern seas. While the sasquatch is known for its remarkable strength—an adult is rumored to possess the might of seven full-grown Roegadyn—the creatures are also believed to have highly developed minds, with some even displaying the ability to use simple stone tools to crack open crab or coconut shells.

Rodent



Instantly recognized by their over-developed incisors, members of the rodent family—ranging from skulking rats to brush-tailed squirrels—can be found scrabbling about in every corner of Hydaelyn. While cursed by farmers as despoilers of orchards and grain stores, these prolific pests are believed to be the fur-bound servants of the Matron, Nophica, and are thus afforded a grudging measure of tolerance by those of a less agricultural persuasion.

Paissa



Very little is known about these odd creatures that make their homes on the floating islets of the Sea of Clouds. Their wide-eyed stares and erratic motions give the impression that they are in a constant state of agitation. The Vanu Vanu, however, have devised a means of taming the feathered simians, and often fight the paissa for amusement, betting on the results.

Goobbue



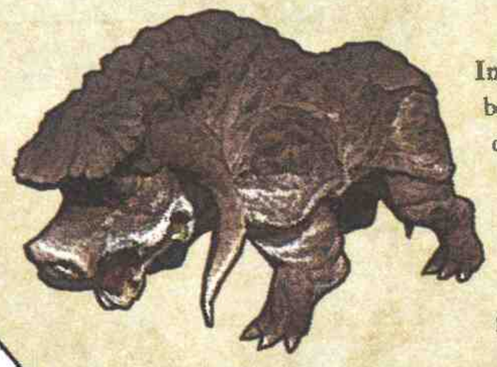
A goobbue is a lumbering beast that has a symbiotic relationship with the moss and lichen growing atop its head. This growth provides the creature with a measure of camouflage, and, in return, the goobbue keeps the vegetation moist during the drier seasons with water scooped up in its hands. Though seemingly placid, the goobbue is a relentless predator, snatching up anything that skitters or crawls and shoveling it into its cavernous mouth.

Opo-opo



Opo-opos are forest-dwelling creatures that form colonies of several dozen animals headed by a single, dominant leader. With their long, prehensile tails and opposable thumbs, they are equally at home in the treetops as they are on the forest floor. In recent years, these quick and cunning creatures have acquired a taste for beans and other crops, during which time many a farmer has awoken to find his field plucked quite bare in the space of a single night.

Boar



Inhabiting both mountainous and forested regions, boars are creatures of indiscriminate appetite that feed on anything from tubers and mushrooms to crabs and carrion. As they mature, the skin on their heads takes on a horn-like hardness which serves to protect them during their bone-shattering charges. Few are the predators willing to risk such injury for a meal of boar meat.

Oliphant



Most commonly choosing to make their habitat in the most severe of climes, oliphants are the means by which many tribes residing in the extreme northern reaches of Othard and Ilsabard survive. A single specimen can provide enough meat, hide, bone, and tusk to feed, clothe, and arm an entire village for multiple moons. There are no records of oliphants in Eorzea until after the Fifth Umbral Era, leading to the assumption that large herds of the beasts migrated down into Eorzea during the Age of Endless Ice.

Sheep



Sheep were domesticated by the Highlanders during the Age of Endless Frost. They spent countless years breeding the beastkin in an effort to produce animals that yielded a greater quantity of wool. The result is a species which now seems more fleece than flesh. Wild sheep can be seen grazing the grassy regions of La Noscea and Coerthas.



Hoarhound

Following the rise of Ishgard, hoarhounds all but disappeared from the Coerthas highlands. However, the shift in climate caused by the Calamity has seen the legendary beasts descend from their mountain dens once more.

Tiger

Native to southern Ilsabard and inner Othard, there was a time when, for the people of Eorzea, tigers were little more than the stuff of legends—fantastical creatures to grace a sotted sailor's tale of high adventure in lands transmarine. Recently, however, organizations such as the Coliseum in Ul'dah and Limsa Lominsa's Maelstrom have paid trappers exorbitant sums of gil to have the exotic beasts ferried to Eorzea that they may be called upon to test the mettle of their men.



Coeurl

Native to the regions of the Near East, these predatory quadrupeds are unrivaled in their savagery. A coeurl subdues its prey by unleashing electrical shocks from the two whip-like appendages that frame its fang-lined jaws. The feral specimens encountered in Eorzea descend from escaped war beasts once trained on a remote island at the mouth of the Rothlyt Sound known as the Pearl.



Dhalmel

Scholars believe that after several millennia of seclusion on the Sea of Clouds, the necks and legs of the antelope-like dhalmel grew so that the creatures might better reach the foliage growing on neighboring islets, or roots jutting from those which passed overhead. Dhalmel femurs and ribs can grow so large, in fact, that many Vanu Vanu tribes have taken to using them in the construction of their great halls.

Bandersnatch

The bandersnatch is a deadly hunter which, instead of relying on stealth to subdue its prey, simply overwhelms it with speed and sheer strength. Trappers who work Abalathia's Spine have, on multiple occasions, claimed witnessing tense, bloody battles between bandersnatches and wyverns over something as simple as temporary domain over a watering hole—the former oft emerging the victor. For centuries, man has foolishly endeavored to tame the bandersnatch, with most attempts ending at best, in failure, and at worst, in decapitation.



Hippogryph

These sleek, wiry creatures are most often to be seen prowling the slopes of hills and mountains. Though their wings are unable to bear them aloft, they nevertheless serve to assist in propelling them across the ground with a swiftness astonishing to their prey. Hippogryph sinews boast surpassing toughness and elasticity, qualities which make them ideally suited for use in the construction of a variety of tools.



Buffalo

The buffalo is a hulking beast with four sturdy legs, broad, muscular shoulders, and a stout pair of horns curving widely from its shaggy head. Formidable though they seem, the specimens found in Eorzea are all domesticated breeds, reared in the frontier settlements of La Noscea and the Black Shroud as beasts of burden and a source of food. Since the recent influx of leatherworkers to the realm, however, buffalo are valued as highly for their skins as they are for their meat and labor.



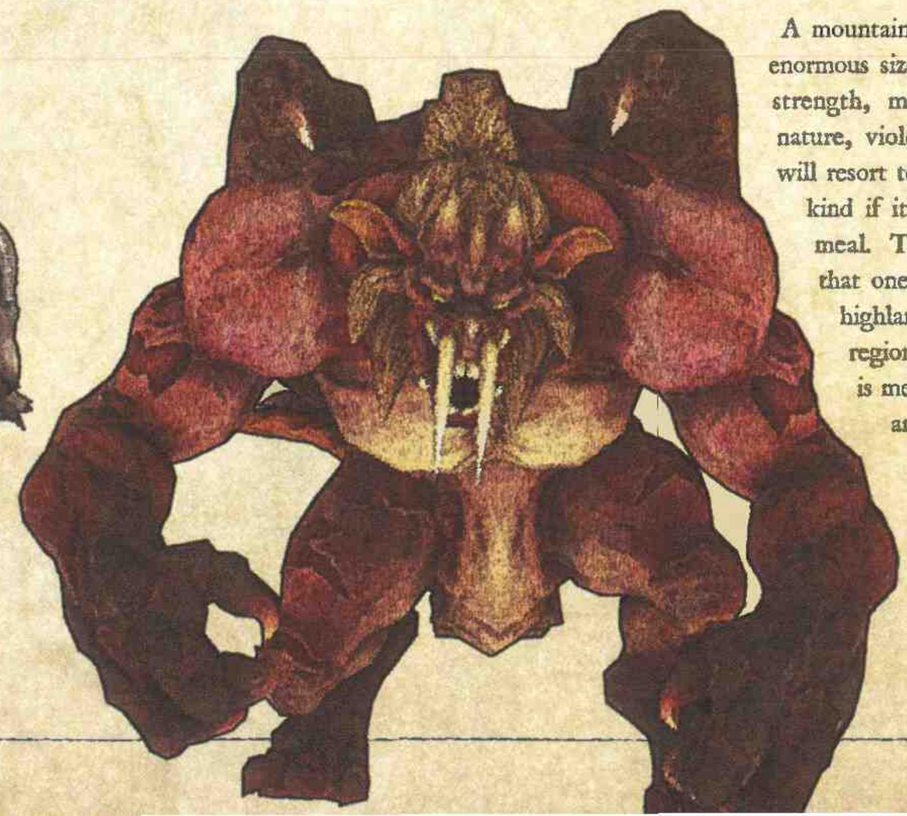
Catoblepas

For centuries, the catoblepas was believed to be a legend, the thought of a creature with the head of a boar, the body of a buffalo, the scales of a peiste, and the eye of an ahriman too preposterous for even the most open-minded naturalists to entertain. Until, that is, herds of beasts bearing the very same features began appearing in Eorzea after the Calamity. It is believed that the catoblepas's single eye has the capacity to collect and focus aether, which, when in danger, the creature will direct at a predator in order to stun it.



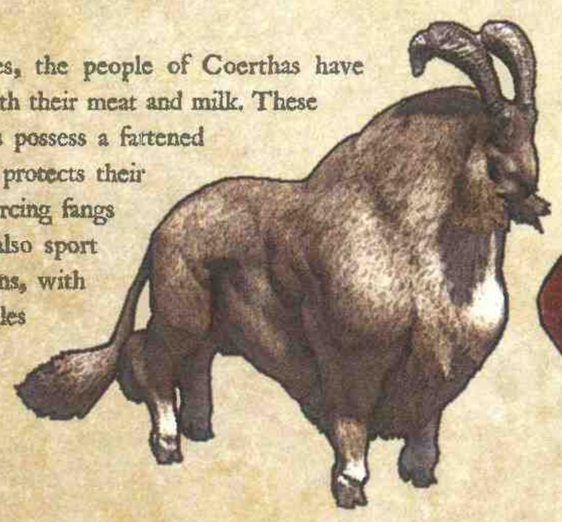
Manticore

A mountain-dwelling beast of enormous size and unmatchable strength, manticores are, by nature, violent creatures who will resort to killing their own kind if it means securing a meal. The rare occasion that one descends from its highland domain and into regions inhabited by man is met with much chaos and bloodshed.



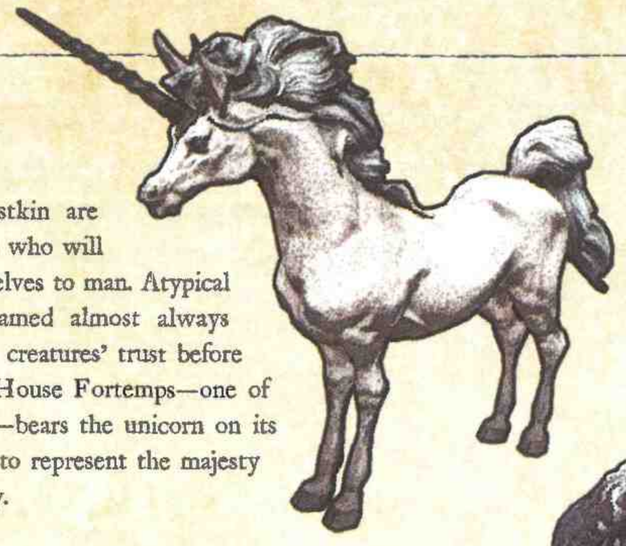
Aldgoat

Since ancient times, the people of Coerthas have raised aldgoats for both their meat and milk. These stocky, hoofed beasts possess a fattened collar of flesh which protects their necks against the piercing fangs of predators. They also sport a pair of curved horns, with those belonging to males being markedly larger and of concomitantly greater value.



Unicorn

These single-horned beastkin are extremely guarded creatures who will rarely, if ever, reveal themselves to man. Atypical cases of unicorns being tamed almost always involve years of gaining the creatures' trust before even first contact is made. House Fortemps—one of Ishgard's four great houses—bears the unicorn on its sigil, believing the creature to represent the majesty and mystery of their ancestry.



Megalotragus

While Raimdelle originally classified this beastkin as a cousin to the antelope, renowned naturalist (assistant) Atelloune has recently refuted this claim, instead presenting the hypothesis that the megalotragus is actually an ancient relative to the aldgoat, pointing not only to its oversized horns, but also its highly violent nature...and the fact that megalotragus means "giant goat" in the Garlean tongue.



Bear

For the most part, these giant predators keep to themselves, oft fleeing at the sound of an intruder into their forest demesnes. When hungry or provoked, however, they become the deadliest of northern Eorzea's creatures. Legends abound of knights who, wishing to prove their mettle, would journey deep into bear country carrying naught but a spear and their pride—most of them ending in a sated bear and a weeping widow.



Miacis

Best (or perhaps worst) described as a giant carnivorous weasel, the miacis will walk on all fours except when attacking its prey, choosing to stand on its hind legs so that it might add more force behind its deadly strikes. The Sharlayans were so frightened of these creatures that they would conduct periodic miacis cullings in an attempt to keep their numbers down. These efforts could not outpace the beastkin's remarkable reproductive capabilities—a female miacis is capable of giving birth to litters of ten kits every sixmoon.



Wolf

Packs of wolves, each led by a pair of dominant alphas, stalk the forests and hills of Eorzea. While these cautious hunters ordinarily avoid the settlements of men, reports have begun to circulate of late concerning lost livestock and the occasional missing sentry...



Jackal

These canine scavengers are endemic to the island of Vylbrand. Their sense of smell is such that a pack of jackals can detect a fresh animal carcass from a distance of several malms, and locate it with unerring accuracy. While jackals are content to feed on carrion, pangs of hunger will occasionally spur these ordinarily indolent hunters into bringing down live prey. The mainland is home to a hybrid species of jackal that shares parentage with wild dogs.



Antelope

These herbivorous creatures mainly inhabit grassy plains and savannahs, and are extremely fleet of foot. The male antelope sports distinctive stripes across his rump and a pair of prominent horns, while the female exhibits a demure, bluish coat. According to the writings of the *Raimdelle Codex*, antelopes communicate via the swaying of their tails. Sadly, however, the precise meanings of their various caudal gyrations remain a mystery.



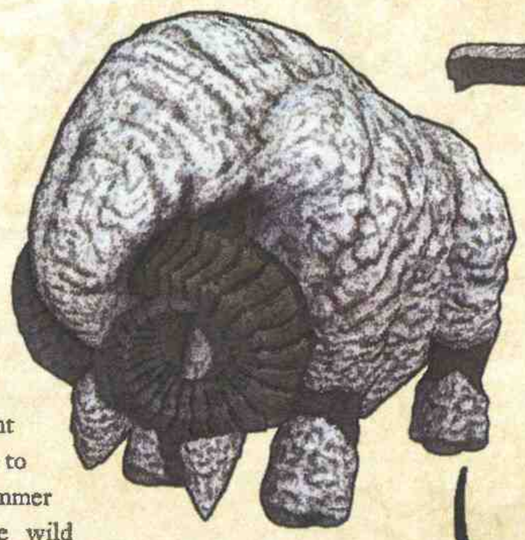
Mylodon

Once only found on the coldest peaks of northern Abalathia's Spine, the sudden drop in temperature experienced by Coerthas following the Calamity has seen an influx of the behemoth-like creatures in the region. Mating rituals appear to involve the gathering of several males in front of a single female, followed by a "presenting of horns" in which the female proceeds to choose the male with the longest, thickest, and shiniest of projections.



Yak

Yaks have long been domesticated by Elezen tribes for their hides, their milk, and their meat. Much like sheep, yak hair grows fairly quickly and must be sheared regularly to prevent the beasts from collapsing due to heat exhaustion during the summer moons. Rarely seen in the wild before the Seventh Astral Era, the Calamity saw great herds of yaks freed from their pens, and now the feral descendants of these fugitives roam parts of Eorzea as they did thousands of years past.



Behemoth

The first sightings of these heavily muscled beasts in the mountains of Coerthas coincided with the advent of the Seventh Umbral Era. Scholars believe them to be the spawn of the elder primal Bahamut, and have dubbed the creatures "behemoths." Aside from their obvious physical traits, much about behemoth behavior and physiology remains shrouded in mystery.



Seedkin

To be classified as seedkin, flora must exhibit the capacity for controlled mobility with the purpose of hunting, defense, or reproduction. Said reproduction is most commonly carried out with seeds or spores, those seeds requiring a medium or host within which to grow until mobility (most commonly seen in a seedkin's developed root systems) is achieved.

Funguar

These ambulatory fungi are most commonly encountered in the damp environs of dense forests and limestone caverns. Possessed of a unique texture and taste, funguar caps are considered a delicacy among Eorzean gourmands. Despite their extreme sensitivity to arid conditions, offshoots of the funguar family have been found in regions across the world, prompting much scholarly debate over their method of diffusion.



Treant

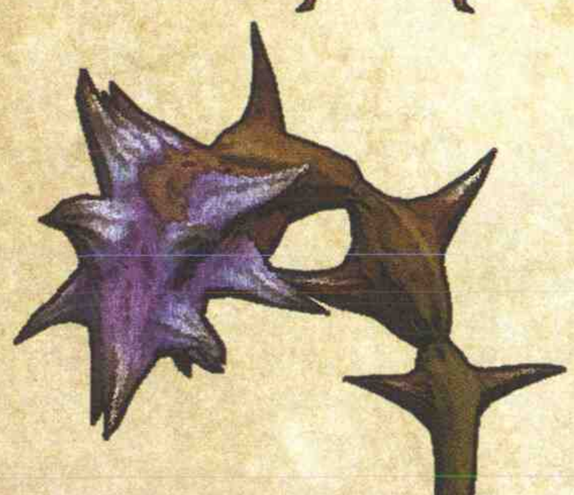
Treants are towering, ambulatory seedkin that are native to the Black Shroud. These treelike creatures aggressively confront any whom they deem a threat to their home, and have thus earned a reputation as stalwart guardians of the forest. Treants are, however, possessed of less than towering intellect, and once they begin to flail their massive limbs, they often wreak more havoc then they originally sought to prevent.



Bulb

Due to their capacity for ambulation, bulbs have long been believed to be the unmatured forms of treants. This hypothesis, however, has recently been disproven by a team of dedicated naturalists who, after capturing several of the seedkin and observing them for two score years in a controlled environment, documented no further growth from their original state. The bulb's ability to walk appears simply to be a trait developed to allow the seedkin access to richer soils.







Ochu

The ochu is a variety of carnivorous seedkin that inhabits the forested regions of Aldenard. It lures insects and small animals within range of its powerful vines by emitting a sickly-sweet or rotten odor from its scarlet petals, then bludgeons them into a stupor. Thus subdued, prey are typically ingested over a period of several bells. Though too bitter to eat raw, when dried, ochu leaves can provide a flavorful accent to fish and meat dishes.

Rafflesia

Thought to be long extinct, the deadly carnivorous plant began reappearing in Eorzea after dormant seeds buried beneath yalms of soil and rock were unearthed during the Calamity. The sickly sweet aroma emitted by the rafflesia's flowers not only serves to lure bees and flies to the flora, but is also believed to contain hypnotic properties which place the vilekin under its control. The rafflesia then use the vilekin to subdue larger prey such as small animals, or even man.





Cactuar

Found exclusively in arid regions, cactuars are known for their ability to survive extended periods under the scorching sun on naught but the moisture stored within their bodies. Conditioned by the brutal nature of their surroundings, cactuars are quick to defend themselves, launching a barrage of needles at potential predators—and the occasional unwary traveler.

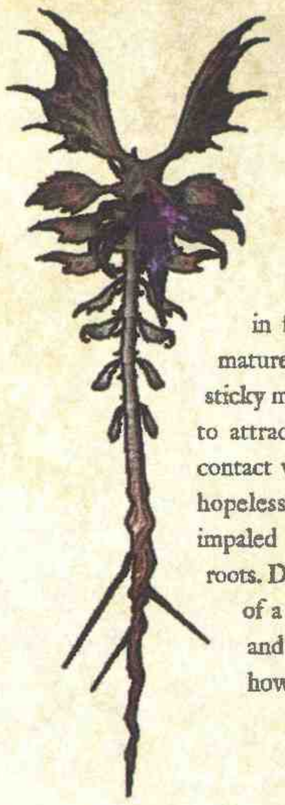
Morbol

The morbol is a terrible beast that moves upon its slime-covered vines and roots. Highly aggressive, it kills both animals and plants with a combination of its noxious breath and ceaselessly flailing tendrils. Upon occasion, the beast will also emit a sweet-smelling gas which induces a deep sleep. Rather than rending or chewing, the fang-shaped thorns which line the morbol's maw serve to hold prey immobile during digestion.



Flying Trap

These insectivorous plants are found in forests and grassland areas. As they mature, their leaves—coated in a layer of sticky mucus—assume vivid hues which serve to attract prey. Any insect that comes into contact with the adhesive substance becomes hopelessly trapped, and is subsequently impaled and drained by the seedkin's thirsty roots. Despite their mucus coating, the leaves of a flying trap are surprisingly palatable and nutritious. Thorough washing is, however, advised.



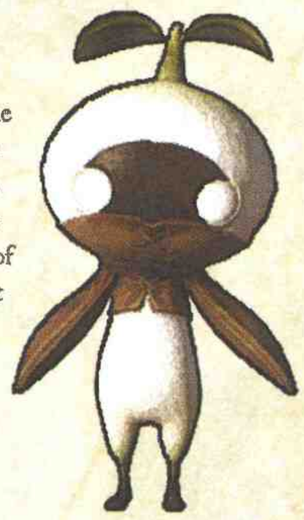
Narbrooi

Particularly numerous in areas featuring high concentrations of wind aether, these floating seedkin have adapted their roots to trap small animals and insects which they strangle then drain of blood. The corpses of their prey are then allowed to rot, the lighter-than-air gases produced in the process granting the narbrooi levitation.



Mandragora

The enigmatic mandragora were first observed in the aftermath of the Seventh Umbral Era. It is not known whence they came, or if they even existed prior to the Calamity. Preliminary studies appear to suggest that the diminutive seedkin are sentient and capable of an advanced form of non-verbal communication, but further research is required to confirm these findings. The rest is mere speculation.



Cordyceps

Cordyceps is a rare type of funguar which will infect a beastkin host, such as a bear, taking control of its body and mind in the process. As long as the host is alive, the funguar can drain the creature's essence indefinitely, therefore giving the seedkin incentive to see that the host continues to feed. In the event that the host's life is terminated, cordyceps will produce fruiting bodies that emerge from the host's head, releasing countless spores into the air upon rupture.



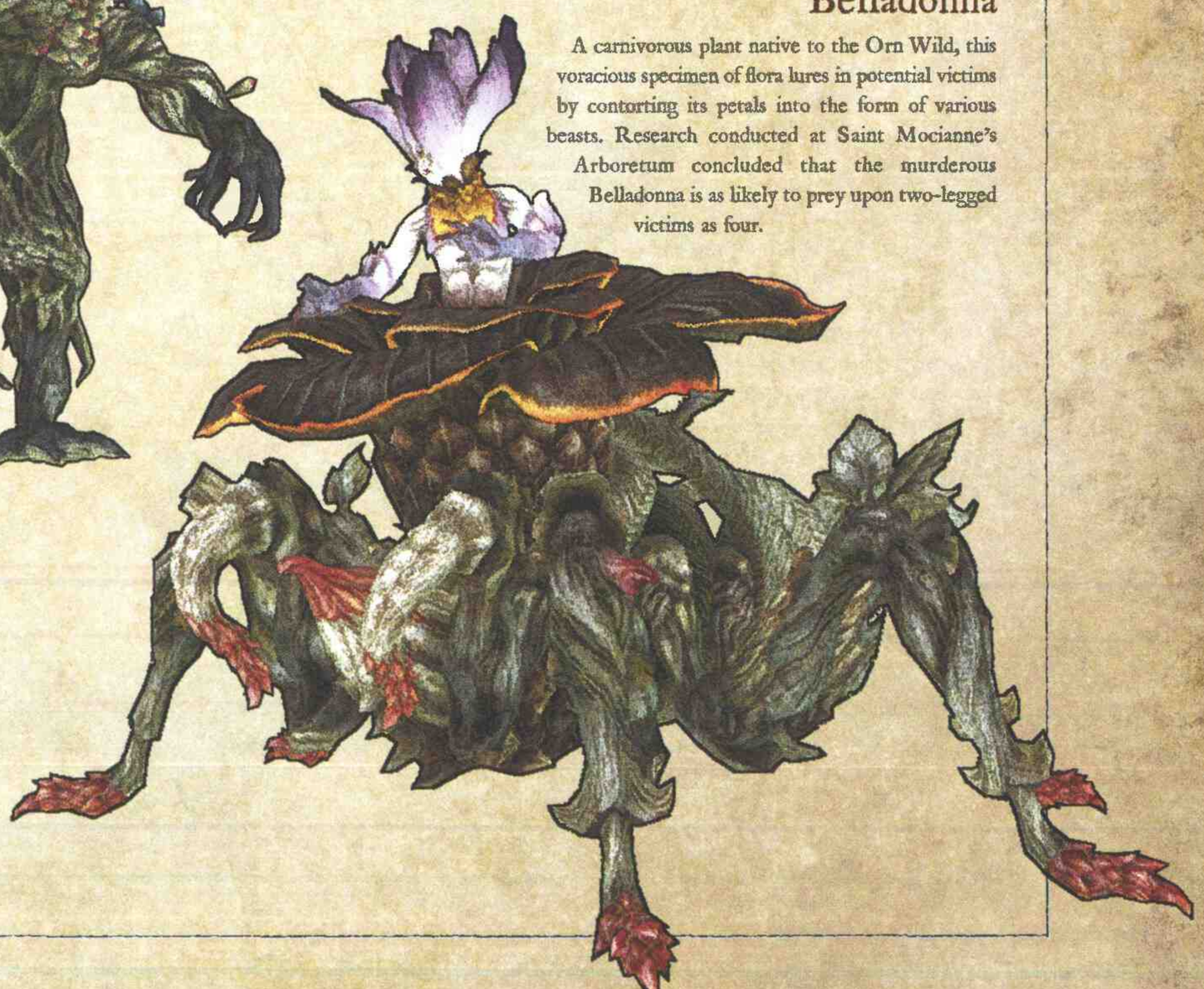
Biloko

Though manlike in appearance, these enigmatic seedkin are comprised solely of vines and roots, and appear to lack intelligence beyond the capacity of killing. Some scholars, especially those who concentrate their studies on the Allagan Empire and its campaign into Meracydia, have attempted, unsuccessfully, to draw similarities between the biloko and the southern continent's indigenous arboreal beings most famously known for their worship of Sephirot, the Fiend.



Belladonna

A carnivorous plant native to the Orn Wild, this voracious specimen of flora lures in potential victims by contorting its petals into the form of various beasts. Research conducted at Saint Mocianne's Arboretum concluded that the murderous Belladonna is as likely to prey upon two-legged victims as four.



Korpokkur

This small, single-leafed plant native to the Far Eastern island of Hingashi is believed to have developed the faculty for ambulation for much the same reason as bulbs—to move to richer soils after draining a location's nutrients. The korpokkur requires copious amounts of water to thrive, and it is believed that its leaf not only serves to funnel rainwater down to its mouth and roots, but also prevents its body from drying out in the sun.



Vilekin

As is suggested by the name, vilekin consist of all manner of worms and pests, be they terrestrial or winged. One unique characteristic of creatures falling into this class is a multistage lifespan that sees them develop from grub-like larvae into beings that belie their original shape—a process known as metamorphosis.

Chigoe

The chigoe is a hematophagous vilekin, and documented carrier of the disease known as the Creeping Death. After mating, the female flies close to the ground, in search of a large creature to which she might attach herself. Having done so, she uses her proboscis to dispense an acid which softens the victim's skin sufficiently to permit the creation of a cavity within which to lay her eggs. Chigoes occasionally feed on rare and powerful hosts, and thus their engorged remains are highly prized by alchemists.



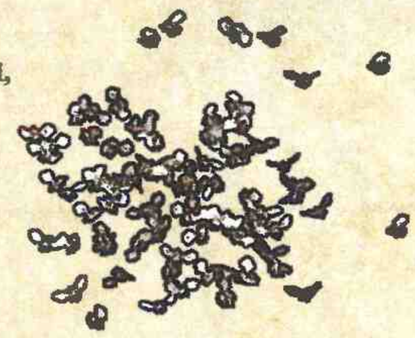
Kongamato

This vilekin most commonly found in the Abalathian foothills actually spends the first half of its life completely under water feeding on small fish and frogs, until growing to a length of almost a dozen hands. After a short pupal stage, the kongamato leaves its pupal exoskeleton to emerge as a fully winged creature which is often trapped and trained by the Gnath to be used as flying mounts.



Swarm

A "swarm" can refer to any thick cloud of small, winged insects. Some examples include the stinging midges, the carrion-seeking syrphids, and the common honeybee. While these vilekin are not strictly members of the same family, they share the tendency to display aggressive behavior when gathered in large numbers. Even goblin bugkeepers are known to give angry swarms a wide berth.



Wespe

Native to the New World, it is believed that wespes were introduced to Eorzea via trade ships whose dark hulls served as perfect locations for colonies of the vilekin to weather the long voyage across the Indigo Deep. Once released into the realm, it was not long before the large, swift-breeding species soon began attacking indigenous bees, wiping out entire populations of the docile creatures while ruining the livelihood of countless hivekeeps.



Tarantula Hawk

Along with the wespe, the tarantula hawk is another oversized species of aggressive bee introduced to Eorzea from the New World. Sharlayans are documented as having employed the vilekin at Saint Mocianne's Arboretum to pollenate the thousands of rare and exotic species once grown in the facility. Several tarantula hawks, however, are believed to have escaped during the chaos of the Sharlayan exodus back to the Old World, and have since formed several independent wild colonies in the Dravanian hinterlands.



Damselfly

Unlike most Eorzean vilekin which feature only one or two pairs of wings, damselflies possess six, though only the uppermost pair is thought to be used by the insect in flight. Some naturalists have theorized that the remaining five leaf-like pairs serve to lure smaller vilekin in search of a meal—vilekin which the fly then consumes itself. Damselflies are also known to be extremely territorial and will move about the same path for almost their entire life, attacking any so foolish as to cross into their domain.

Wamoura

The wamoura's distinct proboscis ends in a ring of hook-like teeth which are used to latch onto and bore into the bloated bodies of recently slain creatures, so that the vilekin might drain the corpses of the foul liquids festering and fermenting within. Long have the people of Gridania despised the wamourae, viewing the giant creatures as portents of blight and disaster. In its wingless larval state, the wamoura is known as wamouracampa.



Achamoth

Unlike the wamoura which dine on the humours of the dead, the achamoth prefers its meals fresh, and will disperse clouds of magicked scales to paralyze victims before attaching itself to their backs and draining them of their life energies until naught is left but withered husks.



Beetle

The carapace-covered insects collectively known as "beetles" are found throughout Hydaelyn. One such species, the weevil, is despised as a pest thanks to its propensity to breed uncontrollably and swiftly decimate crops. In an attempt to prevent such incidents, another species of beetle called the ladybug was introduced in many regions to prey on the weevil's larvae. Sadly—if somewhat predictably—they too subsequently bred uncontrollably and are now considered pests in their own right. The luminous firefly is a rather less unwelcome member of the beetle family.



Diremite

Diremites are a family of vilekin with a distinct social hierarchy. Their colonies are led by the females—the egg-laying "banemites"—of which there are rarely more than three or four. A small group of adult males, or "diremites," serve as soldiers, while innumerable larval mites, or "mitelings," attend to tasks of simple labor. Diremite colonies are nomadic, and will strip an area bare of prey before moving on to a new location.



Crawler

Unlike most caterpillars, which eventually metamorphosize into a winged moth or butterfly, crawlers spend the entirety of their lives in a larval state. While slow, crawlers possess a slew of defensive mechanisms which protect them from hungry predators as well as help them subdue their own prey. These include several sharp black horns, a sticky silken thread emitted from a gland within their mouths, and an odorless, yet deadly poison secreted from their skin.



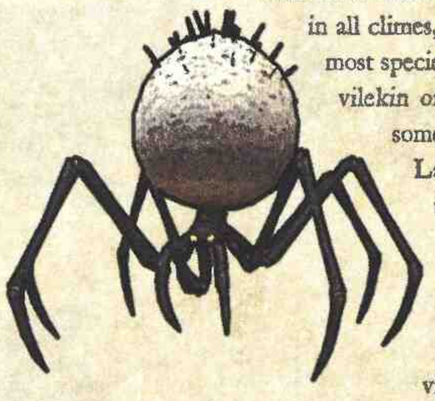
Mantis

As mantis sightings in Eorzea coincide with the time period in which Lalafellin settlers from the south arrived in Vylbrand, it is has been concluded that the giant insectivorous vilekin (also found in abundance in the Lalafell's homelands) were unintentionally brought over by the Plainsfolk—eggsacs most likely attached to the reeds from which the clan wove its sea ships.



Spider

Spiders are some of the most common vilekin on Hydaelyn, with thousands of different species documented living in all climes, from the equator to the arctic. While most species seek their prey in the form of smaller vilekin or cloudkin, so strong are the silks of some larger spiders that even the occasional Lalafell has been known to find himself trapped in a web with no means of escape. Naturalists have recently discovered families of spiders which appear to fill their abdomens with lighter-than-air gases which allow the vilekin a crude form of flight.



Scarab

While harrowing tales of the vilekin feeding on the flesh of recently interred corpses are not uncommon, most varieties of scarab beetles actually prefer the sweet, sticky sap of hardwood trees to the cold rotting flesh of a dead man. As is the case with many of Eorzea's vilekin, beetles of the scarab variety are also highly territorial creatures, charging and ramming intruders with reckless abandonment, using their hard chitinous shells as both a means for offense and defense.



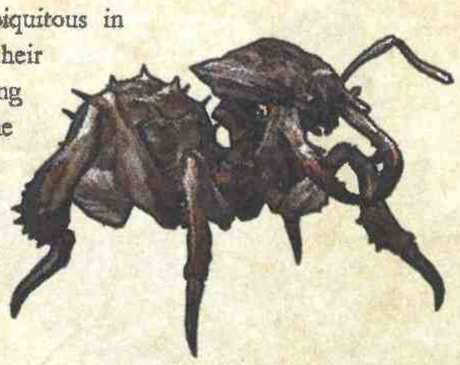
Worm

Worms are massive, segmented creatures of voracious appetite. By rhythmically vibrating their long bodies hundreds of times in the space of an instant, they are able to produce waves in the sand beneath them, and thereby propel themselves at speeds which belie their ungainly appearance. Upon encountering prey, a worm leaves naught to chance, engulfing both its victim and a sizeable volume of the surrounding sand in its great maw.



Antling

Antlings are gigantic vilekin, ubiquitous in Eorzea's desert regions. Despite their lack of higher order intelligence, antling society is rigidly structured, with the queen ensconced at its heart. The population can be broadly divided into two categories: the worker caste, responsible for expanding the nest, caring for eggs, and gathering sustenance; and the soldier caste, responsible for defending the colony and capturing slaves.



Yarzon

These carnivorous insects are easily recognized by their long, spindly legs and compact bodies. When hunting, a yarzon first seeks to immobilize its prey by spraying its joints with a stream of corrosive bile. Having done so, the vilekin then penetrates the victim's cranial cavity with its dagger-sharp feeding tube and sucks out the brain. Species of yarzon can be found thriving in the both humid marshes and arid badlands around Eorzea—a testament to the creature's impressive adaptability.



Wavekin

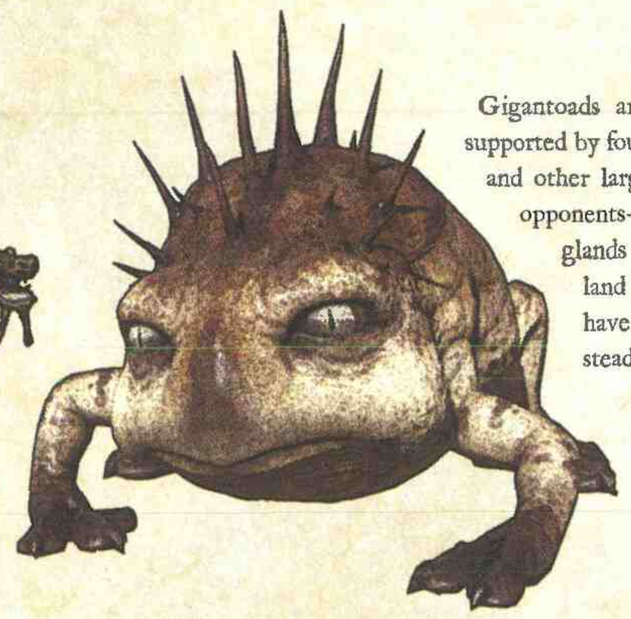
The defining characteristic of a member of the wavekin is its uncanny ability to breathe while under water, be it for limited duration, such as is the case with amphibious toads and efts, or for the entirety of its lifespan, such as is the case with most fish and cephalopods. While most wavekin are extremely timid creatures, the following is a selection of those which exhibit little fear towards man, and will oft turn the aggressor should they feel threatened.

Pugil



All varieties of pugils possess an ancillary bladder which stores wind-aspected gas believed to be generated by the wavekin itself. As such, this organ grants the pugil limited "flight" capabilities, though several ilms appears to be the maximum altitude attainable. Pugils have voracious appetites and will devour almost anything that moves, making them well-despised amongst fishers who oft find themselves competing with the wavekin for the best fishing grounds. Pugils themselves are worthless on the market, their flavor and texture both comparable to something between a sweaty moccasin and a sun-dried clutch of salamander eggs.

Gigantoad



Gigantoads are possessed of great, bloated bodies supported by four stumpy limbs. They prey upon beetles and other large vilekin. These wavekin are irksome opponents—slippery secretions from their parotid glands can make it difficult for adversaries to land solid blows, and their malicious glares have been known to unnerve even the most steadfast of warriors.

Orobon



Orobon were once the stuff of fishermen's tales, having only ever been spied on those rare occasions when one became entangled in a deepwater net. In recent years, however, these deep-water creatures have been seen in the shallows of freshwater lakes and underground pools. Due to the scarcity of prey in their native environment, orobon have evolved disproportionately large, scooping mouths.

Poroggo



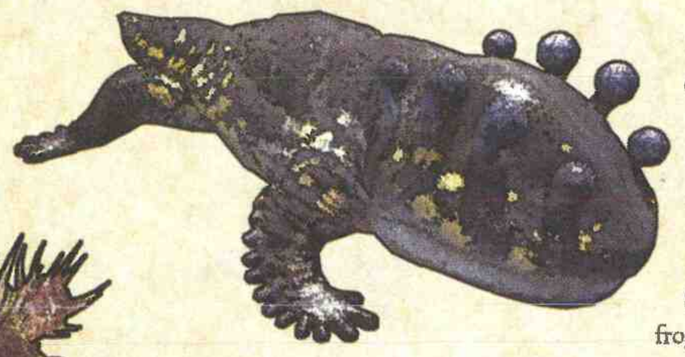
Poroggo are essentially common toads which have, though arcane magicks, been granted faculties normally associated with spoken creatures, such as speech, bipedal ambulation, and the propensity for high-level cognition. Oft employed as familiars, the cognitive level of a poroggo is relative to the spell-crafting capabilities of the mage responsible for the creature's quickening. Once the spell has been broken, the poroggo will revert to its original state, retaining none of the knowledge it attained while sentient.

Ogrebon



A close relative to the orobon, ogrebons spend the majority of their lives buried beneath the sediment gathered on the beds of rivers and lakes, leaving only their illicia—a pair of fleshy, antenna-like organs—unhidden. The illicia end in luminescent sacs which are commonly mistaken for eyes, but in fact serve as bait to lure smaller wavekin to the ogrebon who, only then, will emerge from reclusion to swallow its prey whole.

Salamander

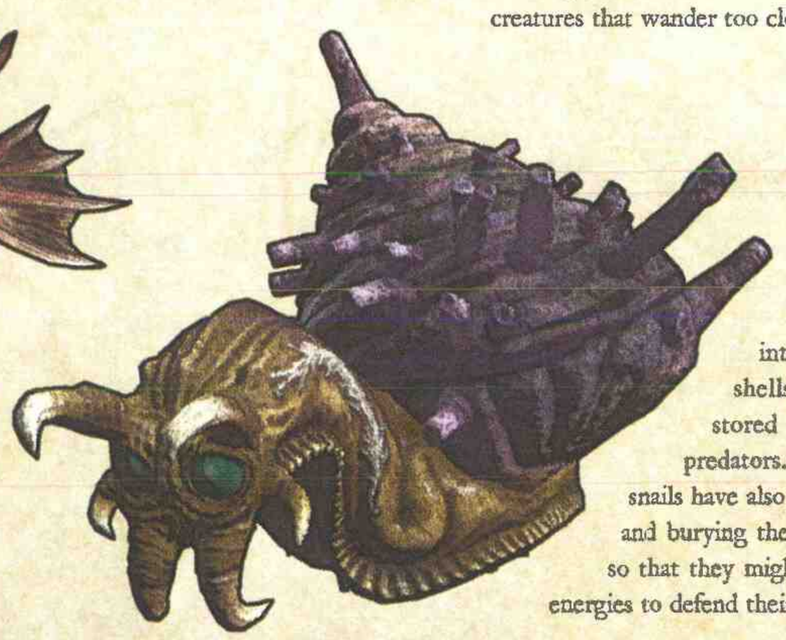


Riverbeds are the natural habitat for the family of large wavekin known as salamanders. Waiting motionless atop the silt and stones for the perfect moment to strike, these patient hunters stun their prey with a jolt of electricity from a specialized organ located within the mouth, before proceeding to swallow their victims whole. Salamanders mainly feed underwater on fish and frogs, but will also on rare occasions strike out at creatures that wander too close to the riverbank.

Kraken

Feared by sailors across Hydaelyn, dark tales of these cyclopean cephalopods ripping apart twin-hulled galleys with their powerful tentacles have been told since man first took to the seas. Contrary to what any sailor in his cups might have you believe, actual sightings are quite rare, though rumors that the legendary pirate Mistbeard kept a kraken as a pet have mysteriously become more common as of late.

Ymir



Ymir are believed to draw ambient ice- and lightning-aspected aether into their aetheroconductive shells where the energies are stored until required to fend off predators. The highly territorial sea snails have also been documented collecting and burying the empty shells of dead Ymir so that they might draw upon the remaining energies to defend their homes.

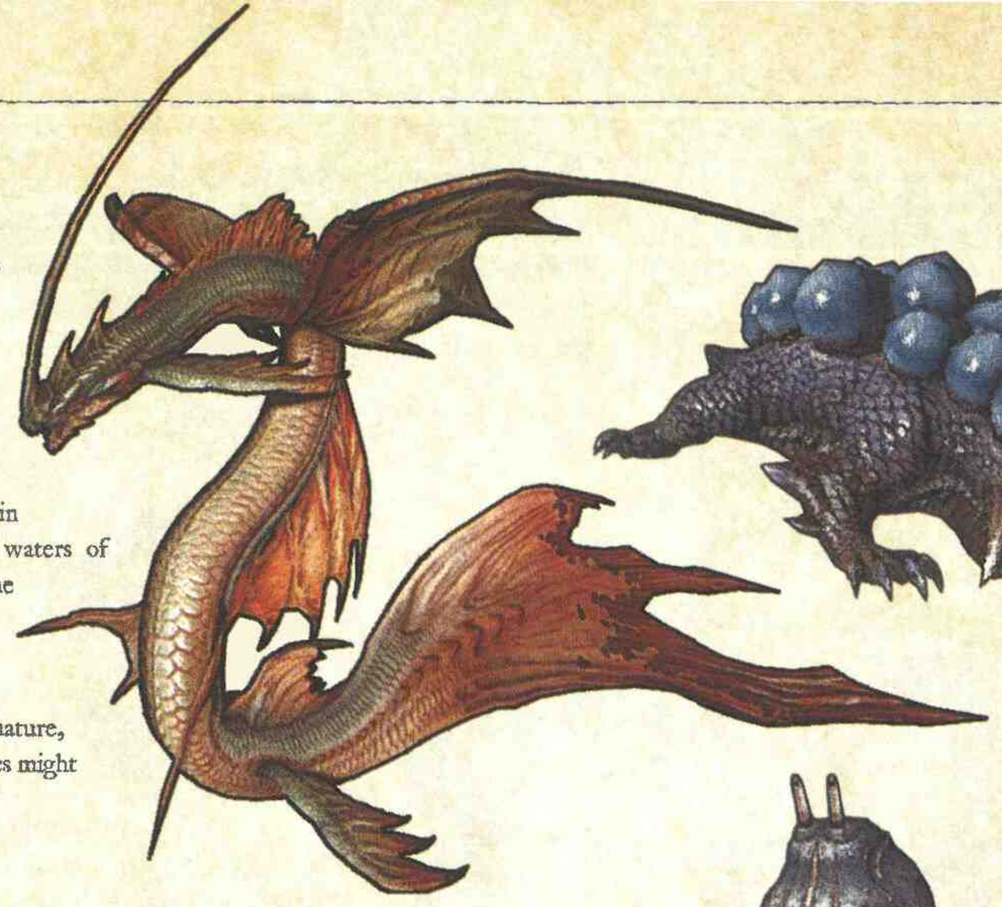
Uragnite



For centuries, the discrepancy in size between the largest (up to ten hands in length) and smallest (less than half an ilm) uragnites perplexed Lominsan naturalists, for there was no evidence of two different species. That all changed, however, with the discovery of records from the Fifth Astral Era showing that Nymian scholars discovered a way to magically manipulate the size of the wavekin, which were farmed for their flesh and dried for long-term preservation.

Sea Serpent

Once only found in the far reaches of the Merlthor Sea and the Indigo Deep, numerous sightings of this giant aquatic snake have been recently made as far inland as Mor Dhona. How a saltwater wavekin can survive in the fresh waters of Silvertear Lake and the Maiden is a question that both baffles and frightens scholars, for if a sea serpent can so easily change its nature, what other terrible creatures might have that capacity as well?



Ninki Nanka

Instead of laying their eggs in a pond or river where they might be devoured by predators, female ninki nankas deposit their offspring upon the back of the fathers, who then carry and protect the brood until the young nankas are ready to face the world on their own. While not poisonous, nanka flesh is tough and exhibits a strong ammoniacal flavor, rendering it unsuitable for consumption in all but the most desperate of cases. The Gnath, however, do not seem to mind the unique tang, and have made the wavekin a staple in their diet.



Elbst

Featuring a razor-toothed maw capable of engulfing a grown Lalafell whole, the elbst is a formidable sea creature that is believed in some scholarly circles to have evolved from the peiste. The Sahagin have recently taken to breeding and training the wavekin for use in their skirmishes with Limsa Lominsa, and will cut the webbing on the elbsts' feet to improve their speed on land.



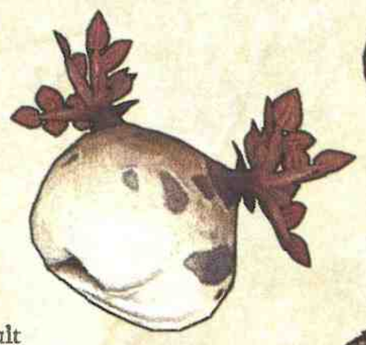
Crab

While abundant in number throughout Eorzea, the meat of the snipper crab rarely makes it to market—the simple reason being that, unlike smaller crabs, it oft requires the strength of a marauder (or the stubbornness of a Qiqirn) to bring even a single one of these adamantine creatures to submission.



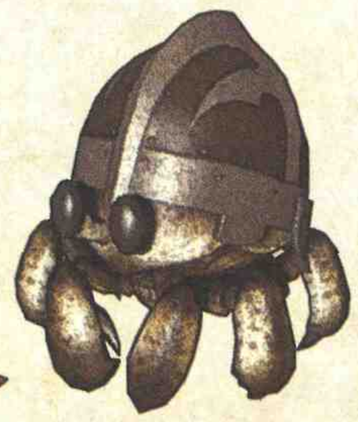
Leech

While leeches primarily live in water, they will oft take to dry land to hunt, using their leaf-like appendages to lure herbivores which they will then latch onto with their suction-like mouths and drain of blood until they are full to bursting—a process which, depending on the size of the animal, can result in death. While it has long been believed that leeches are blind, due to a distinct lack of eyes, closer inspection will reveal that the amphibious wavekin are equipped with countless tiny eyespots which, while not allowing for sight in the normal sense, grant the creatures the ability to detect light.



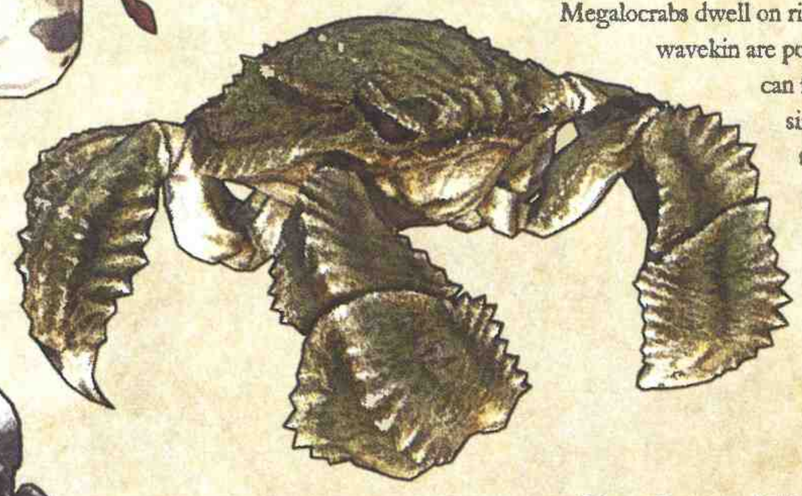
Sallet Crab

A distant relative to the hermit crab, the sallet crab also is cursed with a soft shell that renders it vulnerable to many of the sea's predators. To defend itself against the hungry legions, the crustacean has taken to the "borrowing" of helms that litter the sea beds—reminders of the thousands of years of war waged on the waves above.



Megalocrab

Megalocrabs dwell on riverbanks and in coastal areas. These wavekin are possessed of incredibly hard shells, and can form a nigh on impenetrable defense simply by drawing their legs in close to their bodies. Many an eager predator has broken a fang—or indeed blades—on a megalocrab's unyielding carapace in an attempt to reach the succulent flesh protected within.



Jellyfish

A jellyfish's ability to float can be attributed to the gas it holds within its dome-like body. By expelling this gas in controlled bursts, the creature achieves a limited form of flight. The trailing tendrils of this wavekin conceal stinging cells that are used to paralyze prey. The anemone, another member of the jellyfish family, has developed an organ that delivers a powerful electrical shock in place of the usual paralytic poison.



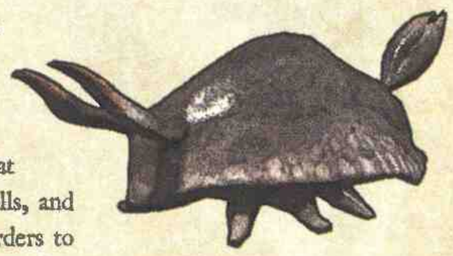
Diplocaulus

Naturalists are divided on what they believe to be the true function of the diplocaulus's pair of signature arrow-like protrusions on its head. While some claim they serve as quasi-fins allowing the creature to make swift directional adjustments while swimming, others still claim that they are used in mating, similar to a peacock's plumage.



Slug

Slugs are a family of giant, terrestrial, shell-less snails. Given sufficient time, their acidic secretions are so corrosive as to pose a threat to even the stoutest city walls, and most towns have standing orders to eradicate these troublesome wavekin on sight. Like their distant cousins, pirates, slugs appear unable to resist the smell of ale, and so the popular brew is commonly used as bait in slug traps.



Karlabos

Though similar in shape to a scorpion's tail, Karlabos uses its rear appendage not to inject its victims with poison, but to dismember them, effectively rendering the prey unable to flee or fight back. Sailors will spin tales of Karlabos tearing open the hulls of ships passing through shallow waters...but then again, sailors will spin tales of anything.



Cloudkin

The one feature shared by all cloudkin is the capacity for flight, be it wing-, aether-, or gas-assisted. There do exist several rare species that, for one reason or other in their long line of evolution, have forsaken the skies and instead taken to lives upon land or even in the sea. The apkallu is one such example.



Dodo

These large, flightless cloudkin originated from the island of Mazlaya, and were brought to the mainland by Qiqirn who bred them for their eggs. The free races of Eorzea have reared the rotund creatures ever since, though they are now valued primarily for their meat. Would-be poultry farmers be warned: when seeking to defend itself, a dodo will spit forth a sleep-inducing secretion.

Harpeia

This eerily man-like cloudkin not only has the appearance of a spoken, but also displays the intelligence of some of nature's more clever creatures, such as the opo-opo. Harpeia roam the Sea of Clouds in large flocks, feeding on thermal-riding auraliae by surrounding the creatures then herding them to nearby islets where they can tear them apart without fear of their injured prey falling back to Hydaelyn.

Apkallu

An apkallu is an aquatic bird that inhabits the coastline of the island of Vylbrand. While unable to affect flight, the apkallu's wings serve as powerful flippers that propel it through the water with amazing speed and grace. In order to bring the fish it swallows back to its hungry chicks, an apkallu is capable of voluntarily suppressing the production of its own digestive acids. When threatened, however, the normally placid creature can reverse this effect, allowing it to vomit forth its belly's caustic contents at a moment's notice.

Bird of Paradise

The *Enchiridion* states that the brilliantly colored cloudkin known as the Bird of Paradise is the gatekeeper to Halone's heavenly realm. In actuality, it is a ruthless killer with an insatiate appetite for flesh of any kind, from paissa to man. To make matters worse, the Bird of Paradise also possesses the uncanny ability to generate impenetrable mists using ambient water-aspected aether—an ability it utilizes to take its victims unawares.

Chocobo

The domestication of chocobos in Eorzea appears to date back to prehistory, with ancient paintings recently discovered near Ishgard showing tribesfolk using the flightless yellow cloudkin to till the earth, transport grain, and carry warriors into battle. While the overwhelming majority of chocobos seen in Eorzea today are of Coerthan stock, it is rumored that wild breeds of the species—including those which have retained the capacity for flight—still thrive throughout forests nestled in the vastly unexplored valleys of Abalathia's Spine.

Vulture

Vultures are ill-omened cloudkin that can be found in every corner of Eorzea. Their taste for carrion often sees them cast as symbols of impurity in myth and legend. Although the vulture's sharp beak and cruel talons are well suited to hunting, these natural weapons are more often brought to bear upon other scavengers when contesting the choicest scraps of a rotting carcass.

Hornbill

Named after the horn-like combs found on the heads of both males and females, the hornbill are extremely protective of their young and will use their similarly hard beaks to pummel any predator that might seek to raid their nests, such as Ixali falconers who steal fledgling hornbills and train them to hunt.

Lanner

Discontent with the chains that bind him to the ground, man has ever longed to conquer the skies. It is this obsession that spurred ancient civilizations to selectively breed only the largest of falcons over spans of several hundred years until the birds were large enough to bear even the stoutest of Roegadyn. In addition to transport, some beast tribes choose to use these noble cloudkin as offerings to their primals in their summoning ceremonies, believing them to be symbols of strength and freedom.

Bat

These leathery-winged cloudkin make their homes in the shadowy recesses of caves and tree hollows. Hanging dormant within their lair during the day, bats mainly venture forth in the hours of twilight. Bats possess incredibly acute hearing, and require nothing more than the echo of their own high-pitched cries to locate and catch insects in flight. Some species are known to feed on fruit, while others derive their sustenance from blood.

Skatene

Skatenes are mind-quickened owls, granted sentience via powerful magicks much in the same way toads are transformed into poroggos. Sharlayan bibliophiles used these cloudkin to mind their tomes until the great exodus back to their motherland, in their haste leaving the skatenes to fend for themselves in the abandoned Dravanian hinterlands.



Zu

While native to the scorching deserts of the Near East, the zu will migrate to a cooler Eorzea after hatching its fledglings in the spring. Since the Calamity, however, there have been an increasing number of cases where the giant cloudkin remain in Eorzea year-round, and are most commonly sighted in northern Vylbrand and the Sea of Clouds.



Colibri

Native to tropical and sub-tropical climes, the beak of the colibri is believed to be curved to allow it better access to the nectar hidden deep within raincatcher flowers. For reasons still a mystery, many colibri are drawn to items that sparkle when struck by light—such as pearlescent shells, agates, and fallen gil—and will swallow the items whole. Colibri also have developed the uncanny skill of mimicry, in which they will imitate sounds recently heard as a form of defense against predators.



Deathgaze

Every few decades, these winged monstrosities return to terrorize Eorzea. They remain for the span of several moons, moving on once the availability of suitable prey has diminished. The creature's primal appearance suggests a species of ancient origin—an assumption borne out by the cloudkin's regular role in folklore. Sadly, scholars have yet to sift reliable fact from the confused fictions contained therein.



Hybodus

Though it is surmised that both the hybodus and the tornado shark emerged from the same wavekin species, the former achieves flight via an aether-manipulating organ tucked away beneath the creature's liver, whereas the latter utilizes strong thermals common in the Sea of Clouds. The hybodus's myriad fins—far more numerous than an ocean-bound shark's—appear to serve as wings. They are not, however, used for lift, but rather minute directional changes.



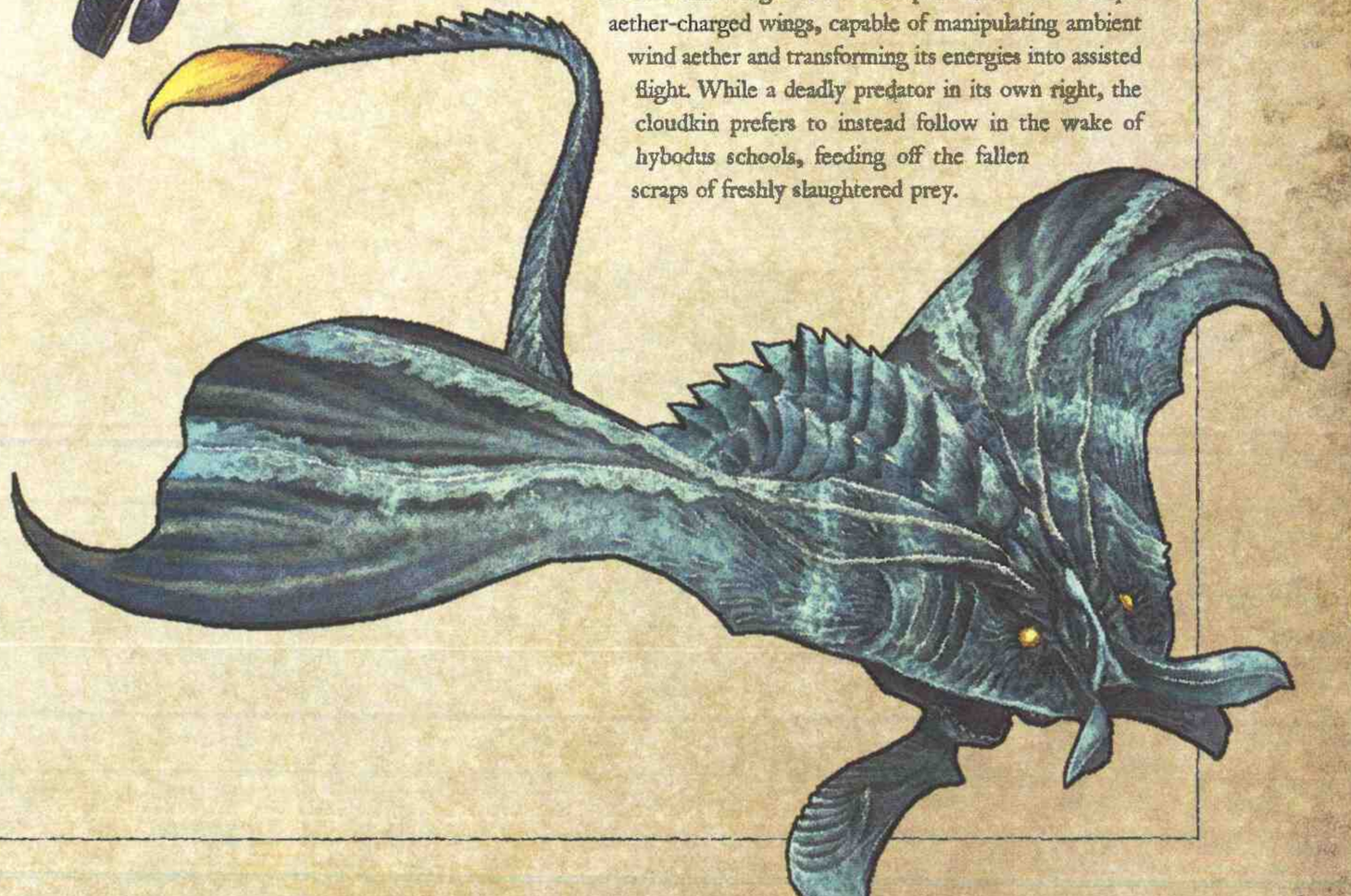
Einhander

This highly aggressive horned cloudkin possesses a pair of conjoined legs which it utilizes as a third arm to latch onto and rend its victims asunder. The crew of an Ishgardian airship has even claimed that one of their vessel's masts was torn from the deck by an einhander and used by the unholy creature to open several holes in her hull.



Cetus

Near the top of the Sea of Clouds' unique food chain sits the Cetus—another serpent-like carnivore which more than likely evolved aeons ago from similar creatures which swim the fathomless depths of the five seas. The Cetus's billowing fins are comparable to an airship's aether-charged wings, capable of manipulating ambient wind aether and transforming its energies into assisted flight. While a deadly predator in its own right, the cloudkin prefers to instead follow in the wake of hybodus schools, feeding off the fallen scraps of freshly slaughtered prey.



Griffin

These majestic winged creatures inhabit the untamed wilds of Abalathia's Spine. Possessed of unmatched sharpness of vision, a griffin swooping down from the heights to seize its prey in its mighty talons is truly a sight to behold. A symbol of courage and ferocity, the griffin adorns the crest of the fallen nation of Ala Mhigo.

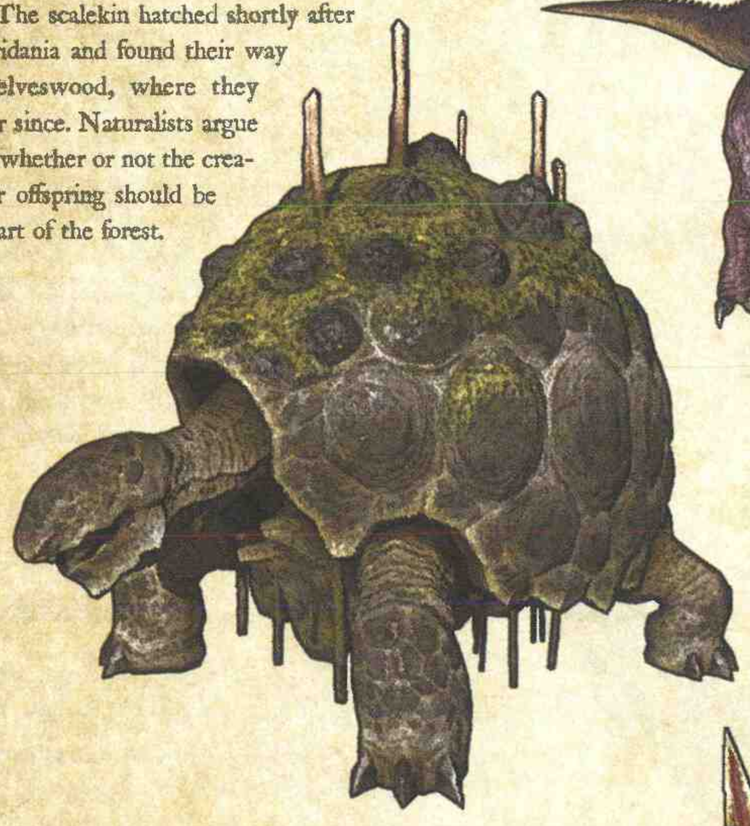


Scalekin

All members of this class bear tough, scaly hides that serve as armor to protect their bodies from the claws and jaws of hungry predators. That said, most all scalekin are, in fact, better defined by their subclasses, the most popular being cloudkin and wavekin. Scalekin are also speculated to have distant relations with dragons as can be attested by the ease at which the spoken can manipulate their lesser cousins' minds, driving them to servitude.

Adamantoise

Native to the isle of Thavnair, these immense tortoises were mistakenly brought to Eorzea amidst a shipment of dodo eggs. The scalekin hatched shortly after arriving in Gridania and found their way into the Twelveswood, where they have lived ever since. Naturalists argue endlessly over whether or not the creatures and their offspring should be considered a part of the forest.



Tyrannosaur



Known by many as "king of the carnivores," the tyrannosaur is feared by man and beast alike, its violent nature and insatiable appetite making it one of the deadliest predators in the realm. It's tiny, almost comical arms are all but ignored by the tyrannosaur while hunting, opting instead to employ the sheer speed granted it by its muscular rear legs, and the rows of knife-like teeth that line its massive maw to subdue and slaughter its prey.

Triceratops



Its name meaning "three-horned face," the ancient scalekin uses its head's horns and bony frill to protect its soft neck from the sharp fangs of hungry predators. A tendency oft displayed in similarly horned creatures, the triceratops will charge anyone or anything it perceives as a threat (especially to its brood), not stopping until it has gored the target, or sprinted beyond it.

Dragonfly

While neither dragons, nor flies, dragonflies nonetheless have close ties with both—blindly serving the former as scouts, outflyers, and forward troops in the Dravanian Horde, while consuming large quantities of the latter, vilekin being a staple in the dragonfly diet.

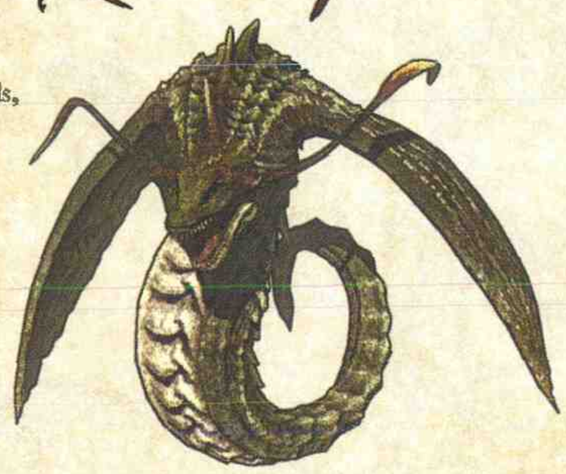


Pteranodon

Similar to dragonflies and archaeornis, pteranodons—despite having the appearance of a dragon—also possess little in the way of measurable intelligence beyond that required to survive. Veteran and accomplished cloudfishers find sport in the capturing of these razor-beaked scalekin using naught but a single rod.

Sanuwa

A noble serpent-like scalekin native to the Sea of Clouds, sanuwas have long been used by Vanu Vanu as battle mounts. As the sanuwas age, they become more adept at manipulating ambient wind aether, some even capable of calling tornados from otherwise calm skies—a skill most useful when hunting food.



Sarcosuchus

Able to adapt to the brackish waters swiftly, the sarcosuchus is believed to have been one of the first creatures to return to Yafaem following the vicious floods that swallowed the region at the end of the Fifth Astral Era. Similar to the crocodile, this scalekin is also characterized by its large tapering maw which, when fully gaping, can easily fit around a grown Lalafell.



Brachiosaur

The discovery of this colossal creature on the isolated isles of the Diadem has perplexed naturalists, who had thought the ancient species long extinct. Possessed of an innate arcane might proportionate to its size, the brachiosaur defends itself with a meteoric rain of conjured boulders.



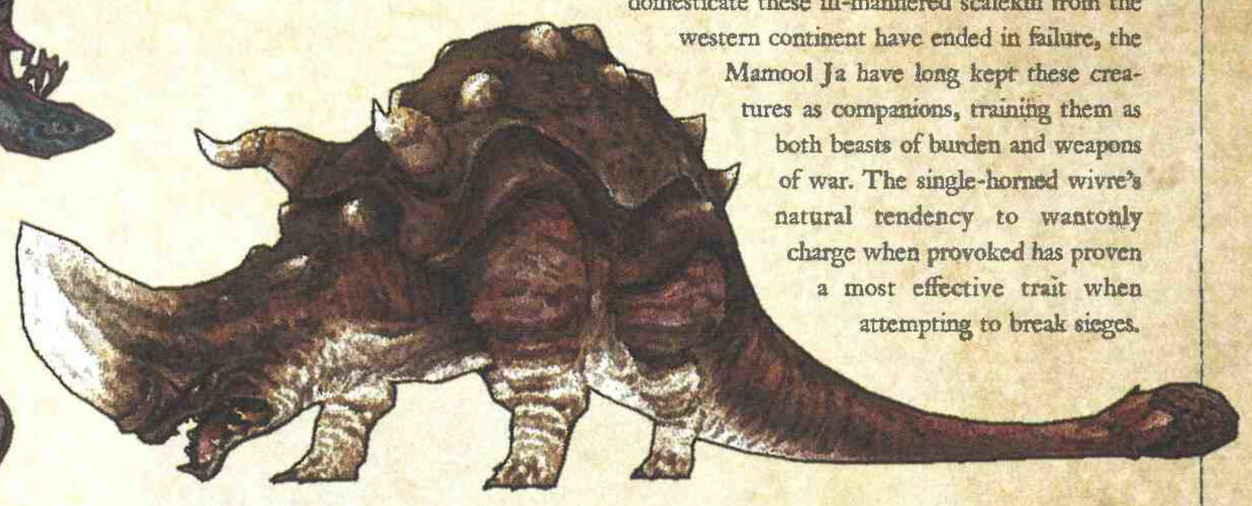
Cobra

The cobra is a gigantic scalekin, large enough to swallow a man whole. Once believed native to the eastern continent of Othard, as a number of specimens were brought to Eorzea during a boom in trade relations, their abundance near recently uncovered Allagan ruins suggests a tie with the lost empire. Rare and deadly, serpents are prized participants in Coliseum matches that pit man against beast.



Wivre

Whereas most attempts by Eorzean beast-tamers to domesticate these ill-mannered scalekin from the western continent have ended in failure, the Mamool Ja have long kept these creatures as companions, training them as both beasts of burden and weapons of war. The single-horned wivre's natural tendency to wantonly charge when provoked has proven a most effective trait when attempting to break sieges.



Raptor

Though not related to birds, raptors are so named for the speed with which they fall upon their prey. These forest-dwelling scalekin hunt in tandem, with one raptor waiting in patient ambush as the other herds their hapless victim into the trap. Once a rare occurrence, raptor attacks on man are on the rise.



Drake

Drakes are vicious and unrelenting hunters, often tracking prey over several malms before roasting their exhausted quarry with a torrid breath. The Amalj'aa are known to domesticate drakes for use as mounts and hunting companions, amongst other things. Unlike most drake species, the biast is notable for spitting lightning instead of flame.



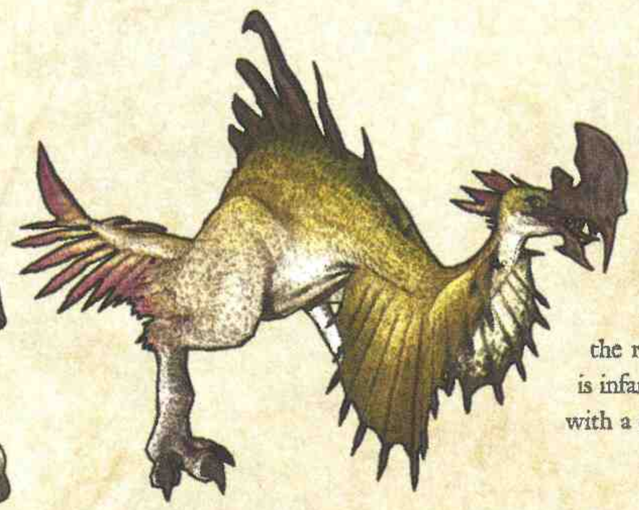
Puk

This small, stout member of the scalekin family can oft be seen flitting between trees on the hunt for its insect prey. The puk is highly territorial and more than a little temperamental, and will launch itself at intruders many times its own size without hesitation. Though also known as "wind dragons," these fierce little creatures have no proven connection to any true dragon species.



Ziz

With its muscular legs, and the purchase afforded by its sharp talons, the ziz is capable of impressive bursts of speed. Although feathers sprout from various parts of its body, this carnivorous creature is thought to be closely related to the raptor, and is classified as scalekin. The ziz is infamous for supplementing its physical attacks with a deadly array of poisonous breaths.



Basilisk

The basilisk is a large scalekin common to most regions of Aldenard. As is the case with many others in the scalekin family, basilisks are swift to respond to any perceived intrusion of their territory with unrestrained ferocity. Doubtless owing to their size and savagery, these creatures are oft depicted in religious allegory as the incarnation of evil, most notably in the famous tale, "Saint Daniffen and the Basilisk."



Vinegaroon

The vinegaroon has many different weapons at its disposal while on the hunt—from a hook-like chin that allows the scalekin to latch onto its prey, to a long powerful tail that can be wielded in all manner of unique ways. The razor-sharp scissors at the tail's tip are sometimes used to lift rocks which can then be thrown with exact precision. Those selfsame scissors can also be used to grab a creature and then thrash it about until it loses consciousness, making it easier to consume.



Crocodile

Despite being covered in long, thick hair that works to insulate the creature from the harsh wintry climes common to Abalathia's Spine, the crocodile is most often categorized as a scalekin, due to the numerous similarities in physiology and behavior it shares with the decidedly scalekin sarcosuchus. Crocodiles hunt by submerging themselves in lakes and rivers, waiting for prey to approach the water to drink. The creatures will then clamp down upon their meal using jaws more powerful than a ironsmith's vice.



Archaeornis

Commonly mistaken for a cloudkin due to the colorful feathers which cover its wings and body, the archaeornis is actually a scalekin thought to be distantly related to the ziz. In fact, some naturalists have even been so bold as to suggest that all scalekin once possessed feathers—their scales the vestiges of that plumage. Their relatively low intelligence makes them easy targets for manipulation by dragons, and they are often used by the Dravanian Horde as outflyers.



Spoken

The sole requirements for being classified as a spoken are that the intelligent creature not only possesses an independent language, but that the language be capable of interpretation by another spoken of a differing genus. Some examples of spoken not listed below include the five races of Eorzea, the Au Ra, and the realm's myriad beastmen.

Cyclops

The Cyclopes dwell in the western parts of Abalathia's Spine, and are immediately recognizable by the single eye that dominates their broad faces. Though thickly muscled and possessed of prodigious strength, these dim-witted creatures are often enslaved and used as shock troops by the more cunning beast tribes.



Tonberry

Tonberries are the descendants of the citizens of Nym, an ill-fated people who fell victim to an unexplained transformative illness that swept through the city during the Fifth Astral Era. As each new generation was born, the characteristics of the modern-day tonberry—lack of a prominent nose or ears, and short, stubby limbs—became increasingly dominant, until the entire population eventually shared the same disturbing appearance.



Diresaur

Of the three documented forms attained by one who drinks of a dragon's lifeblood, the diresaur is, by far, the most harrowing. Incapable of flight, this sentient monster will instead use its powerful arms and granite fists to pummel walls where others of the Horde might fly over them. Of all the traitorous dragon men, these are despised most by Ishgard's loyal dragoons, and much pleasure is taken by the knights in their slaying.



Aevis

During their thousand-year war with the dragons, Ishgardians stumbled upon a dark secret—it seemed that some men, upon partaking in a dragon's blood, would be granted the ability to transform into a hideous chimerical hybrid. In time, these aberrations would come to be called aevises, a word taken from the Enchiridion meaning "devil who flies." Recent revelations have shown that this transformation is not a matter of chance, but is most likely to occur in those who claim lineage with those great Ishgardian heroes who consumed the eye of Ratatoskr, ever tainting their bloodline.



Opken

Believed to be even more lacking in cognitive capacity than the gigas, opkens earn their place amongst the spoken thanks in part to their ability to craft somewhat complex tools, as well as communicate amongst themselves using a distinct language of grunts, croaks, and gurgles. Records of early missionaries teaching opkens the Eorzean common tongue show all said endeavors ending in failure, namely due to the creatures' lack of vocal organs developed enough to produce the correct sounds.



Syricta

Syrictae are also born from men who would dare sip the blood of a dragon, but have, for some unknown reason, developed into something physically quite different from an aevis. The Holy See claims this difference to be in direct correlation with the amount of mortal sin bearded by the soul of the transformed; however, naturalists stress that it has more likely to do with the concentration of Ratatoskr's essence present in the transformed's blood.



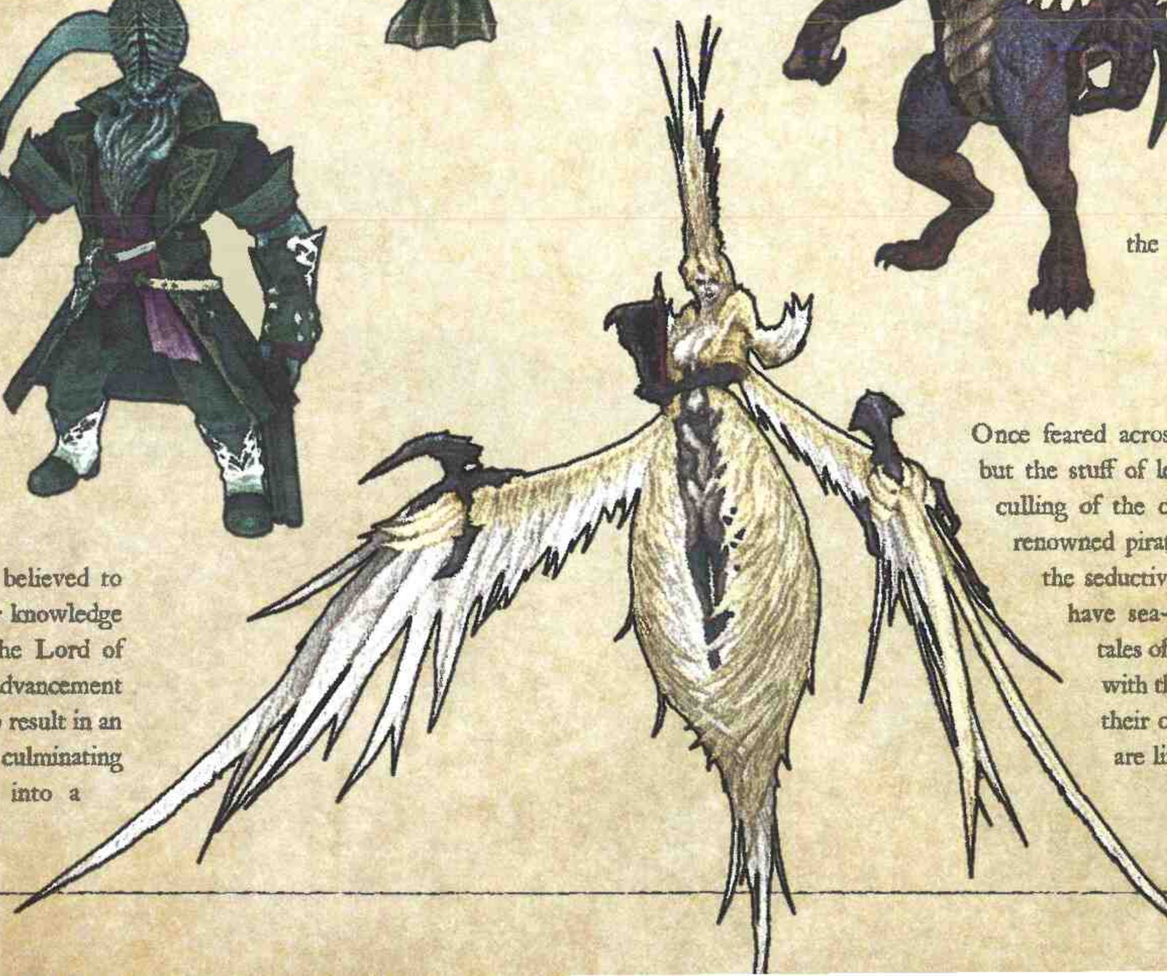
Drowned

A queer by-product of Leviathan's tempering, the drowned are not only corrupted of mind, but of body as well—their limbs taking on properties most associated with wavekin and other denizens of the seas. While the drowned are believed to retain a portion of their former knowledge immediately after receiving the Lord of the Whorl's "blessing," the advancement of the transformation appears to result in an accelerated loss of the "self," culminating in the complete devolution into a mindless thrall.



Siren

Once feared across the five seas, today sirens are but the stuff of legend, due in part to a thorough culling of the creatures some years past by the renowned pirate Mistbeard. Recent sightings of the seductive she-devils, however, once again have sea- and landsmen alike exchanging tales of sirens entrancing entire ship crews with their accursed songs, then feeding on their captives' souls until all that remain are lifeless husks.



Forgekin

When the field of modern archaeology was still in its youth, many of the self-propelled mechanical creations of the ancients were thought to be animated using powerful magicks similar to those which breathe life into stone golems. It is not until recently with advancements in automaton construction that scholars have come to realize that the lifeforce within man-made (or beast-made) forgekin is born of a complex array of smoke-belching engines and metallic gears.

Magitek Vangob G-III

A creation of the infamous Illuminati, the magitek vangob's design is a blatant bastardization of that used by the Garlean Imperial Army in crafting vanguard-class warmachina, repurposed to meet the—albeit questionable—aesthetic standards of the mad goblin engineers. The two-legged vangob can either be ridden like a mount, or controlled from afar using a remote aetherial manipulation device.



Panzer Doll

Another mechanical creation forged deep within Alexander's interior assembly plants, panzer dolls are neurally linked to a "Manipulator," receiving orders while constantly sending information on performance and possible weaknesses back to the walking fortress's main core for analysis. Gathered information is then used to improve future versions of the forgekin—such as what has been seen with the recent appearance of the "Neo Faust" but mere moons after a party of adventurers reported striking down an older, less sophisticated Faust model.



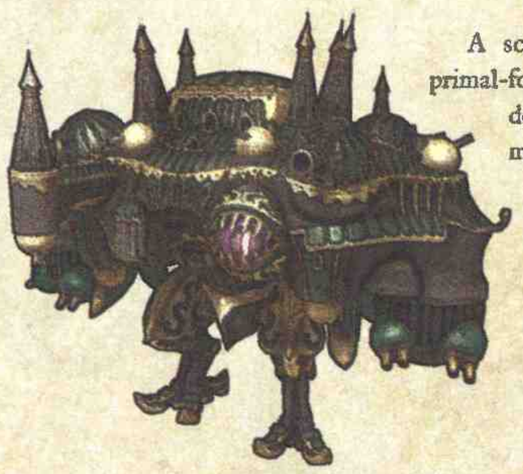
Gobmachine G-VI

The design of the gobmachine replaces legs with sets of continuous tracks which serve to better distribute the vehicle's weight evenly. This, in turn, allows for increased mobility in even the worst conditions, be them wet, muddy, rocky, or otherwise. The gobmachines forward cannons are highly adaptable, and are capable of firing bombs and shells of almost any weight or diameter without having to replace them with ones of different caliber. The Illuminati have also created a slightly modified version of the selfsame forgekin known as the king gobtank.



Oppressor

A scaled version of Alexander, the primal-forged oppressor is tasked with defense of the walking fortress's most sensitive areas, and equipped with a bevy of advanced weaponry with which to do so—from repulsive cannons, to lasers, to automated trebuchets heavy with target-stalking projectiles.



Magitek Gobwalker G-VII

Originally constructed to transport sensitive cargo not to be trusted to the whims of a barely tamed pack raptor, the gobwalker was—out of necessity or simply madness, we shall never know—redesigned to serve as a heavily armored battle drone. Attempts by Illuminati engineers to one-better their compatriots have reportedly resulted in the research and deployment of a walker capable of flight, though there is no word on whether or not this creation is being called a "gobflyer."



Manipulator

Constructed deep within Alexander's assembly plants, the Manipulator's main purpose is to relay orders of operation to the legions of panzer dolls which patrol the primal's halls. The successful destruction of one of these control units by the Warrior of Light is believed to have led to the Illuminati's work on the five-headed metal monstrosity known as "Brute Justice."



Magitek Gobwidow G-IX

By adding additional legs to their traditional gobwalkers, the Illuminati have succeeded in increasing the machines' stability and payload, allowing for almost double the ordinance equippable to the chassis. To handle this extra weight, however, the gobwidow requires two separate ceruleum engines, making it extremely expensive to power and maintain. The weight also prevents it from any form of sustained flight.



Brute Justice

Charged with the protection of Alexander, Brute Justice is a remarkable amalgamation of five separate guardians. With Onslaughter as its core, Vortexer, Swindler, Blaster, and Brawler complete the union. Brute Justice's lack of autonomy is balanced by its incorruptible loyalty to Quickthinx Allthoughts.

Living Liquid

One of several inorganic beings seemingly to have been created within the body of Alexander not at the hands of the Illuminati, but by the primal itself. Its body is composed entirely of a metallic liquid similar to quicksilver, but capable of maintaining complex forms—forms it can change at will to adapt to the ebb and flow of battle. Deep within the amorphic admixture is contained a servomechanism—the hydrate core—which is thought to connect the forgekin with its host, allowing Alexander to relay it direct orders.



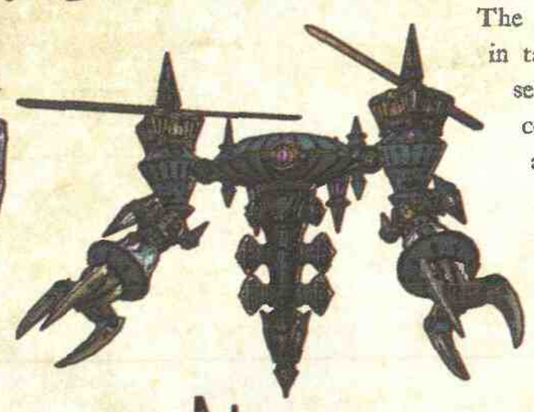
Refurbisher

The refurbisher did what its name suggests—collected the remnants of damaged or offline machina and repaired or repurposed the constructs. It tirelessly toiled until, sensing its own decommission in the immediate future, began gathering materials it would use to refurbish itself—materials which were in abundant supply due to recent forays into Alexander's inner workings by the Warrior of Light and his destructive companions.



Actuator

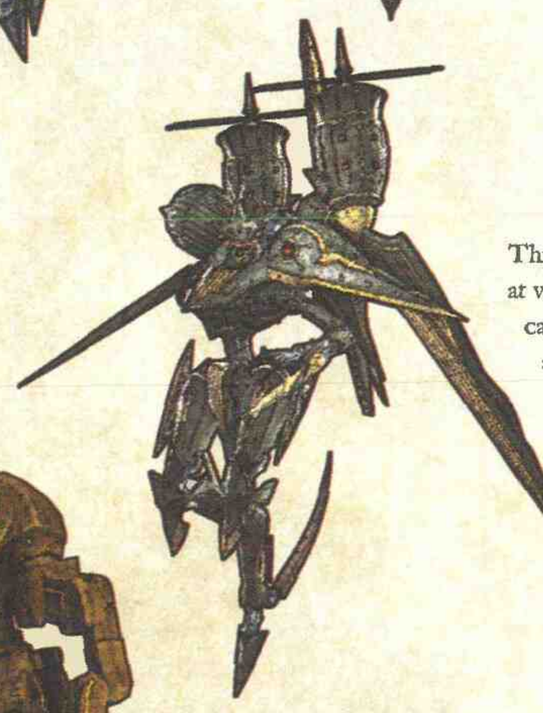
The flight-ready actuator works in tandem with the Manipulator, serving as a means for information collected in battle to be quickly analyzed and relayed to all proper defense systems. The actuator is also a highly efficient assault weapon, capable of incapacitating a target almost immediately upon its discovery.



E.D.D.

The Cruise Chaser's ability to change its shape is both a blessing and a curse, granting adaptability in battle at the expense of manufacturing cost. The E.D.D. does not have this problem, however, as transformation capabilities have been omitted from its design, allowing for a more streamlined body and increased efficiency in overall functions, while reducing the amount of materials and manpower required in its creation.





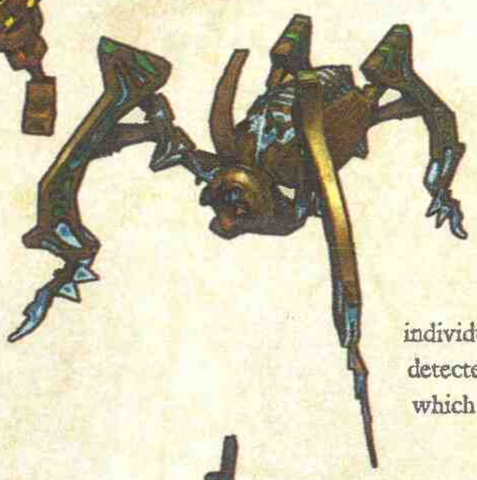
Cruise Chaser

This expertly crafted forgekin can transform at will into one of two forms—a winged vessel capable of short- and long-range flight, and a bipedal "gunner" better suited for close-quarters combat. Though its primary function appears to be the defense of the primal Alexander, its flight capabilities present the Illuminati with the option to conduct preemptive strikes on distant targets.

Clockwork Soldier

As Allagan civilization grew more advanced, their technologists developed sturdy machines which could handle the mundane tasks of everyday life, allowing the people time to indulge in more leisurely pursuits. Incapable of doing anything beyond what they were programmed for, these metallic automatons proved safe, loyal allies in battle...even far after the demise of their masters.





Clockwork Bug

Yarzon-like clockwork bugs were most often assigned the duty of patrolling the Allagans' Ragnarok-class interstellar transport vessels, tending to minor repairs as well as eradicating any nuisances such as the occasional escaped chimera. While individually lacking in strength, when a threat is detected, the bugs will emit a communications pulse which will summon all nearby machina to its aid.

Clockwork Knight

Unlike clockwork soldiers, many of which were little more than manservants reprogrammed to wield weapons, clockwork knights were initially designed with warfare in mind—evident from their refined weaponry, improved armor plating, and aether-neutralizing jamming devices.



Clockwork Spider

A later variation of the clockwork bug, the clockwork spider is more aptly equipped to deal with intruders thanks to upgraded weapons arrays and defense protocols. The spiders also appear to possess a more advanced form of artificial intelligence, making them quicker to adapt to various situations in battle.



Clockwork Predator

It was not long before the enemies of the Allagan Empire—most often resistance cells from within—learned ways of tampering clockwork soldiers' original programming, effectively turning the machina on their masters. To prevent this, imperial technologists worked with aetherochemists to create a more manlike soldier which would prove nigh impossible to corrupt. The result was the clockwork predator which, in addition to having an impenetrable security protocol, was also a faster, more efficient killer.



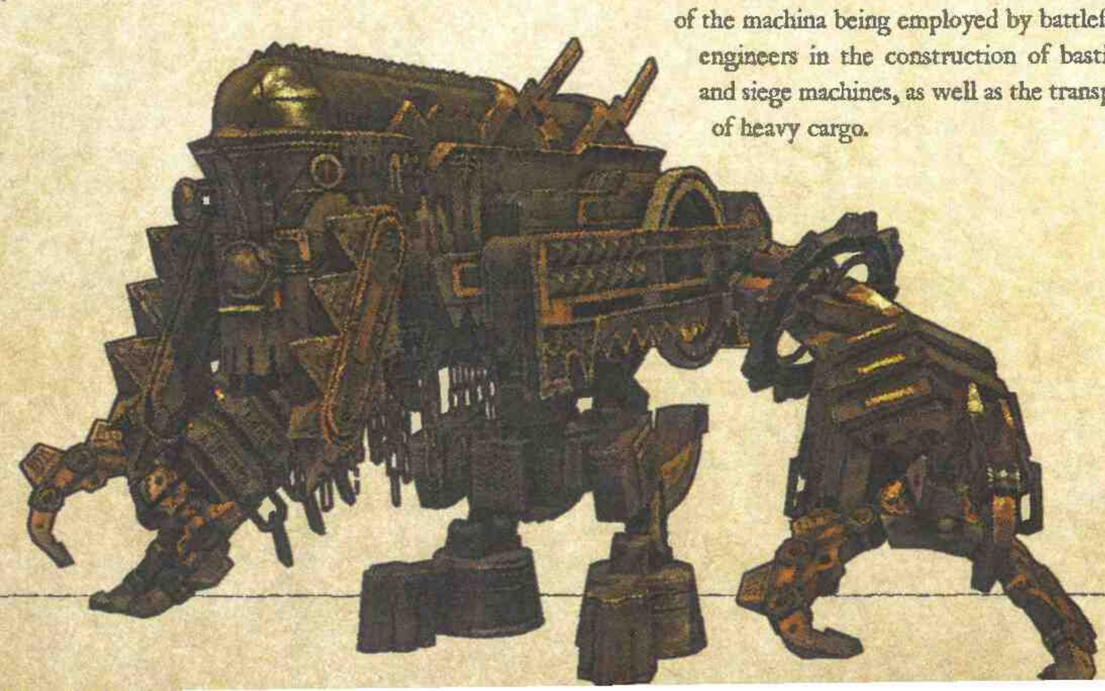
Clockwork Hunter

Despite the improvements made to the predator-class soldiers, enemies of the Allagan Empire eventually devised a means of overriding their controls. Imperial technologists, however, had the resources of three entire continents at their disposal, and it was but a matter of moons before the next evolution in clockwork soldiery was conceived and ready for mass-production. The clockwork hunter was faster, stronger, and more secure than any automaton to ever fight in the imperial army, and was not only deployed to silence the resistance, but also stationed to guard the research facilities on Azys Lla to prevent further breaches of imperial security.



Clockwork Dreadnaught

Once originally deployed to the frontlines of battle, the clockwork dreadnaughts fell into disuse with the rapid development of more agile soldiery. That does not mean, however, that they were all decommissioned, and records remain of the machina being employed by battlefield engineers in the construction of bastions and siege machines, as well as the transport of heavy cargo.



Defense Node

Developed in the waning years of the Allagan civilization when the empire's leaders and technologists had become abnormally paranoid of enemies stealing their knowledge, defense nodes were mass-produced and deployed in ridiculous numbers in Azys Lla, Syrcus Tower, and other important centers of rule. It is thought that due to the similarities in design, that the nacelle used to contain Bahamut is a large-scale rendition of a defense node.



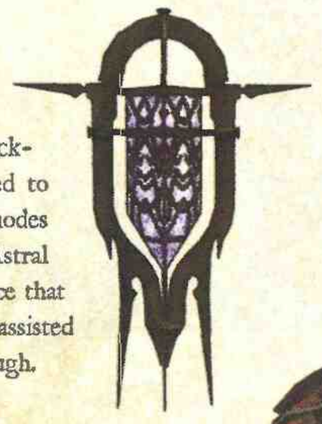
Iron Giant

The next step of evolution for the Allagan Empire's clockwork army went beyond merely creating machina that took on the appearance of chimeras (such as the hydrae), but actually incorporated living tissue into the automatons, granting them enhanced dexterity and fluidity of movement. However the overall difficulty faced in performing such grafting procedures, combined with the inability of aetherochemists to devise a means to prevent the incorporated flesh's desiccation would result in the abandoning of any further study in this field.



Spinner-rook

Another of the Allagan Empire's fully automated clockwork defense mechanisms, the spinner-rook is believed to be a predecessor to the more heavily armored globular nodes which lined imperial halls in the final years of the Third Astral Era. Until the invention of the rook, there is no evidence that the empire had solved the mystery of aetherochemical-assisted levitation, making the rook a sign of scientific breakthrough.



Iron Claws

All-purpose iron claws were put to use in many aspects of Allagan society, from logistics to construction to military detail. The imperial army would deploy the unmanned vehicles into the lands of hostile tribes known to have summoned eikons. There, the claws would capture tempered tribe members and bring them back to Azys Lla where the captives would be goaded into summoning their gods so that the Allagans might capture them.



The Avatar

After losing one too many talented aetherochemists to the maws of nigh-untamable chimeras, technologists were called upon to develop an automaton that could soothe the savage beasts without further loss of precious imperial life. The Avatar came fully equipped with retractable tentacles, a grappling hook, and other tortuous devices designed to encourage submission through varying levels of organically induced pain.



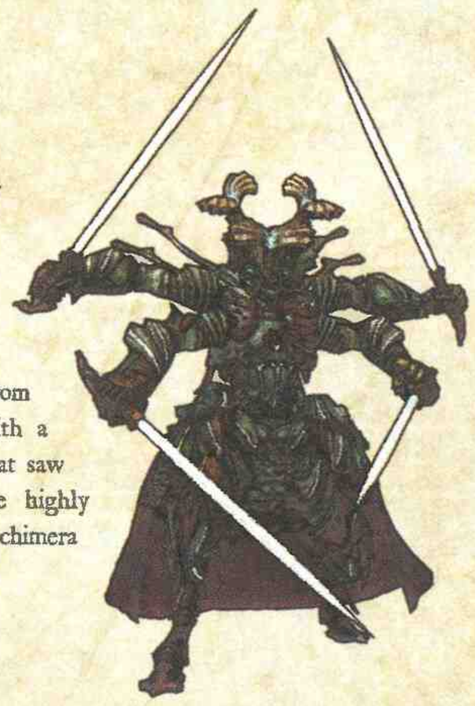
Enforcement Droid

Whereas nearly the entirety of Allagan-developed machina was designed to, in one form or another, serve the imperial army, enforcement droids were one of only a few models that were created with civil service in mind. However, records have been uncovered revealing that, on the day of the droid's unveiling to the populace, its builders lost control of the machina, resulting in a tragedy that claimed the life of two-hundred and nine civilians.



Phantom Ray

Developed by the same technologists who oversaw the construction of the Allagan army's clockwork predators and hunters, phantom rays were programmed with a separate set of protocols that saw them take control of the highly dangerous and unpredictable chimera regiments.



Kaliya

The Kaliya is an early attempt to combine the strength and ferocity of a chimera with the durability and ease of control offered by a fully-automated machine. The creatures were first used in the Meracydian campaign, then deployed into Dalamud. The hydra-like design was most likely chosen so as to provoke their dragon enemies, one of many such tactics used in Allag's war against the wyrms.



Sphinx

Employing a design based on ancient Meracydian myth for the purpose of instilling fear in the hearts of the superstitious tribes of the southern continent, the sphinx is another of the Allagan Empire's countless self-automated weapons developed by technologists for the efficient slaughter and subjugation of enemy nations.



The Curator (FX1975)

For years, Allagan aetherochemists and technologists worked tirelessly to overcome a problem faced in the construction of any automaton—the machines' inefficiency with manipulating aether at a level that would equal that of the empire's cabal of mages. The FX1975 was the closest that they ever came, yet the cost of the forgekin's construction and upkeep was so high that plans to mass-produce the machina were canceled by the emperor himself. The Curator was relegated to a position guarding the archives stored in the Fractal Continuum in Azys Lla—the position from where he earned his current name.



Ashkin

Ashkin represent beings which, at one time, were full to bursting with vigor, but, for some reason (most commonly death), have that life energy drained of them leaving naught but a shell—a shell that is then reanimated by some outside means, denying the creature's thoroughgoing return, be it either physical or spiritual, to the Lifestream.

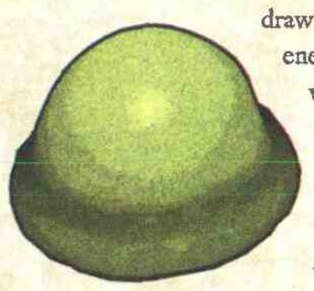
Wraith

From afar, a wraith will appear no different from a humble man of clergy draped in his habit. Up close, however, one is quick to notice the lack of corporeal substance to the glowing entity that lurks within the vestments. Churches believe that wraiths represent a concentrated form of wrath resulting from unexacted revenge.



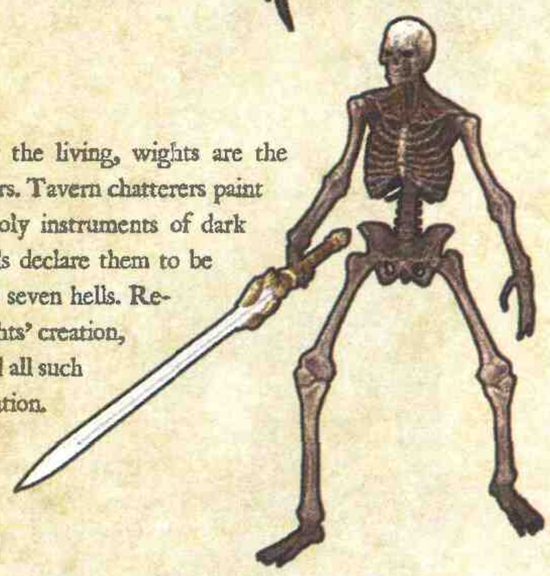
Slime

While much about these highly toxic amorphous beings remains veiled in mystery, naturalists have determined that slimes are most likely formed when humours, recently voided from a corpse, are left to fester on soil where they draw upon ambient earth aether. This gathered energy claims the congealing humors as a vessel, and accesses minute traces of aether left by the deceased to serve as a means of basic control over that vessel. This lack of inherent intelligence makes the ashkin exceedingly susceptible to control via arcane charming magicks.



Wight

Harboring a mindless hatred for the living, wights are the animated skeletons of deceased Hyurs. Tavern chatterers paint these undead creatures as the unholy instruments of dark sorceries, while more excitable souls declare them to be the advance army of the king of the seven hells. Regardless of the truth behind the wights' creation, the Holy See of Ishgard has declared all such abominations be subjected to purification.



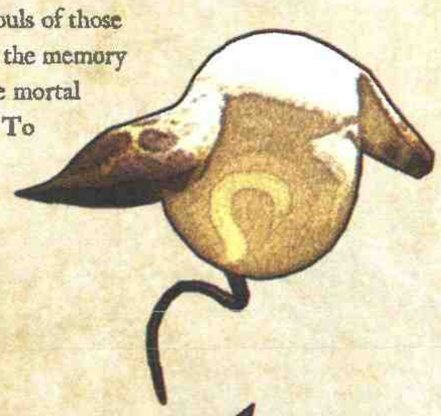
Will-o'-the-wisp

Will-o'-the-wisps have been spotted by both travelers on land and sailors at sea. Thinking the drifting sphere of flame to be a guiding light, the lost blindly follow these corpselights into the realm of the dead...or so the fearful tales claim. Theories concerning the origins of the wisps abound: are they the burning souls of soldiers slain in battle? Or clouds of foul gas that ignited upon escaping from a bloated corpse? None can say for sure.



Ghost

These drifting apparitions are said to be the souls of those who perished before their life's work was done, the memory of their thwarted purpose tethering them to the mortal world, unable to accept their eternal reward. To see them float overhead, whispering dread curses, one might think ghosts devoid of earthly substance, yet they are, curiously enough, possessed of a perfectly tangible skin.



The Damned

These undead soldiers are created through dark rites of forbidden spellcraft. Though slow and shambling, zombies are relentless and terrifying foes who know neither pain nor fear. The incredible feats achieved by the Immortal Flames of old gave rise to the rumor that the Grand Company's ranks harbored the living dead—a claim which the Ul'dahn royal palace declared unworthy of comment.



Mummy

The practice of ritual mummification has existed in many cultures throughout Eorzea's history, and bodies relatively untouched by the hands of time are uncovered so often by archaeologists, tomb raiders, and even miners that their discovery is rarely cause for note. There do exist, however, some mummies that have been ensorcelled with long-lasting magicks that grant temporary life to the long-dead cadavers so that they might protect their sepulchres from molestation.



Bhoot

A more malevolent form of ghost, bhoots possess a pair of unholy hands which they use to strangle the very life from their victims. If claims by priests belonging to the Order of Nald'thal are to be trusted, this act of throttling is an attempt by the soulless spirit to obtain a new soul that they may live—and earn—once again.



Gravekeeper

Powerful necromancy is required to animate dead flesh. Even more powerful spells are required to give that flesh any form of strength. It goes without saying then that whatever magicks drive the gravekeeper are quite possibly some of the most powerful known to man. The key to solving the mystery of who may be behind this forbidden summoning of the deceased may be found in the countless layers of runed muslin which give the undead creature shape.



Rotting Goobbue

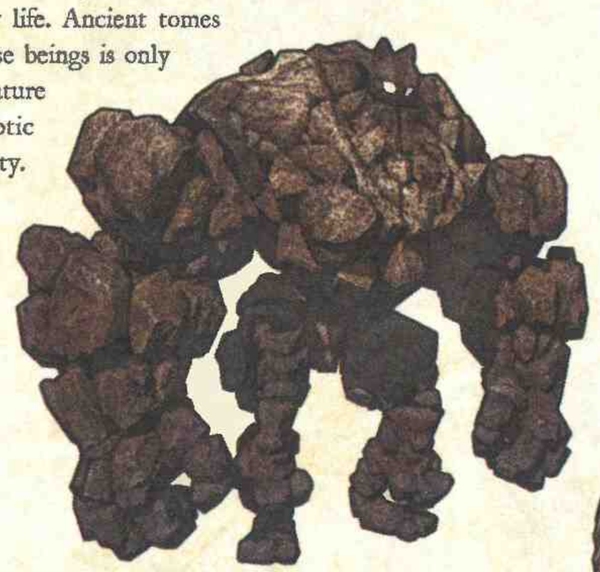
Rotting goobbues are believed to be infected with spores of a deadly funguar which root themselves in the creatures' brains and proceed to consume the grey matter until there is naught left but an empty skull full of more spores. A goobbue will die almost immediately after infection, but the funguar will keep the body alive, guiding it back to its territory so it might die amongst its kin...into which new spores will be released.

Soulkin

Soulkin are inorganic beings that have been granted temporary life via outside magicks or a magicked medium. This ensorcellment allows for the pooling of aether within the creature—aether which enables ambulation, simple cognitive reasoning, and in extreme cases, limited linguistic capacity. Modern naturalists argue that many of the creatures historically classified as soulkin only earned that classification as the result of outdated folklore and long-standing superstition.

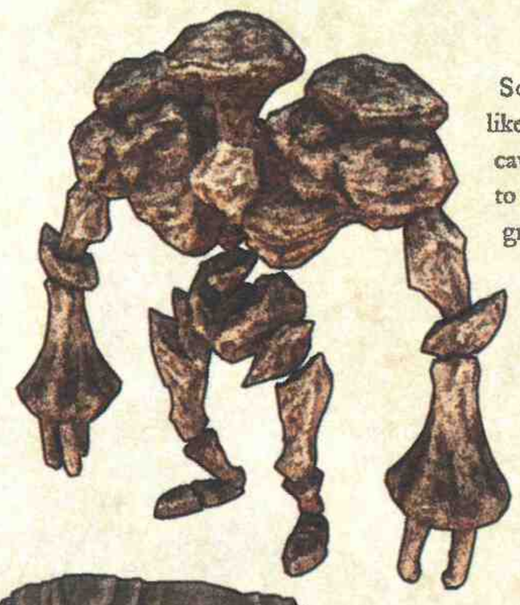
Golem

Golems are magical constructs of clay or stone that have been imbued with temporary life. Ancient tomes claim that the creation of these beings is only possible when the laws of nature are weakened by the chaotic influence of an Umbral Calamity. Legend states that the twelve Archons commanded such "warriors of stone" during the Sixth Umbral Era.



Marolith

Some naturalists believe that these golem-like creatures are merely the result of a cave-in or landslide's extended exposure to concentrated earth aether—the energies granting the rubble a temporary form of primal sentience. Others have surmised that the creatures were imbued with life-giving magicks thousands of years ago to aid in the tilling of fields, and point to recently discovered cave paintings dated to the Second Astral Era as proof.



Urolith

The perfect angles and complex carvings found on the bodies of uroliths suggest that they were carved by man specifically for the purpose of animation. Evidence supporting the opposite, however, has been brought to light as of late, and naturalists now lean towards the theory that the stone creatures are actually naturally occurring beings not unlike sprites.



Coblyn

The coblyn is a creature of startling appearance that skitters around on its tentacle-like appendages in search of ore. Gridanian scholars claim that a coblyn is an animal that fuses minerals to its body to create a defensive shell. Ul'dahn scholars dispute this theory, stating that these soulkin are, in fact, sentient clumps of geological matter that have adopted biological organs in order to facilitate propagation.



Dullahan

Considered a type of golem, a dullahan is a hulking suit of animated full-plate armor. As with so many arcane creations, its precise origin is a matter of some debate. One theory posits that mages of ages past breathed life into these constructs to create implacable servants of steel, while another suggests that they once clad men, and that a part of their original wearer's soul lingered on after death, infusing their substance with aetherial energy.



Spriggan

Spriggans are neither sprites nor faeries, but share similarities with both. They are known to inhabit rocky regions and the deep recesses of mines. These black-furred soulkin are famous for carrying a gem or chunk of ore about with them at all times—a custom which may explain the popularly held belief within the mining fraternity that they are bringers of good fortune. Their classification as soulkin is based on a theory expounded in the *Codex of Stone*, which asserts that the creatures are naught but vessels for the will of the earth.



Construct 8

At a glance this metal warrior has the appearance of a clockwork automaton, similar in build to the mechanical creations of the Garlean and Allagan Empires. Upon closer inspection, however, it becomes apparent that Construct 8 is naught more than an animated stone golem fully clad in kobold-wrought armor.



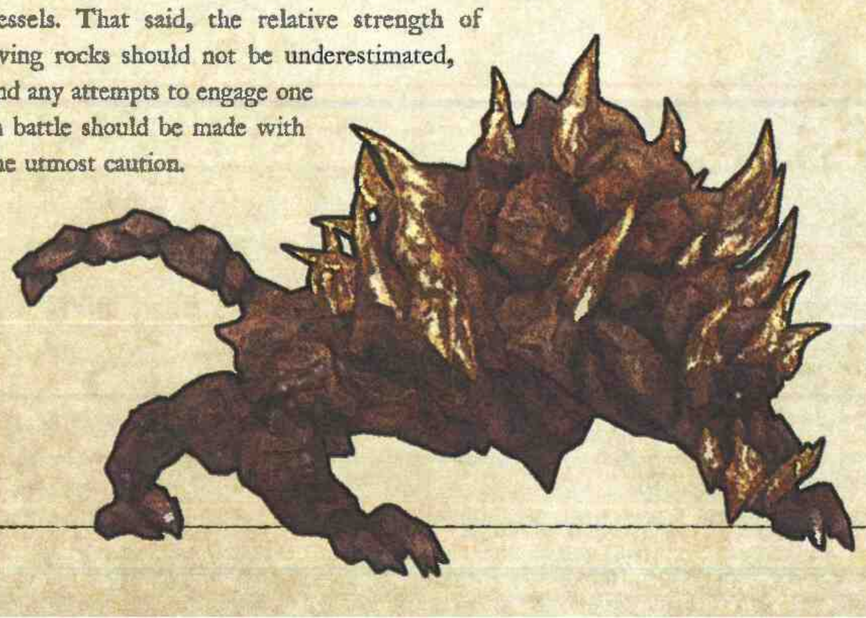
Magic Pot

Though much study has yet to be done, some researchers suggest, based on appearance alone, that these "magic pot" beings may be close kin to imps. Favoring cramped, dark spaces, these fantastical creatures can be found lurking within the pots, urns, and other miscellaneous containers of civilizations past.



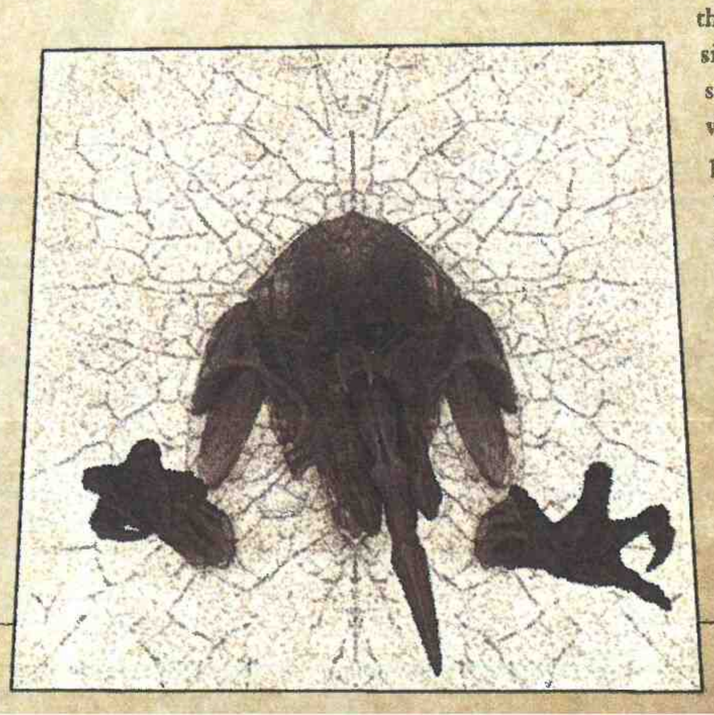
Living Rock

An extra pair of legs renders living rocks much more stable than typical golems, ultimately making them easier to control. As such, many fledgling mages learning the intricacies of lithovivimancy will begin their studies animating these lion-like creatures before moving onto more difficult vessels. That said, the relative strength of living rocks should not be underestimated, and any attempts to engage one in battle should be made with the utmost caution.



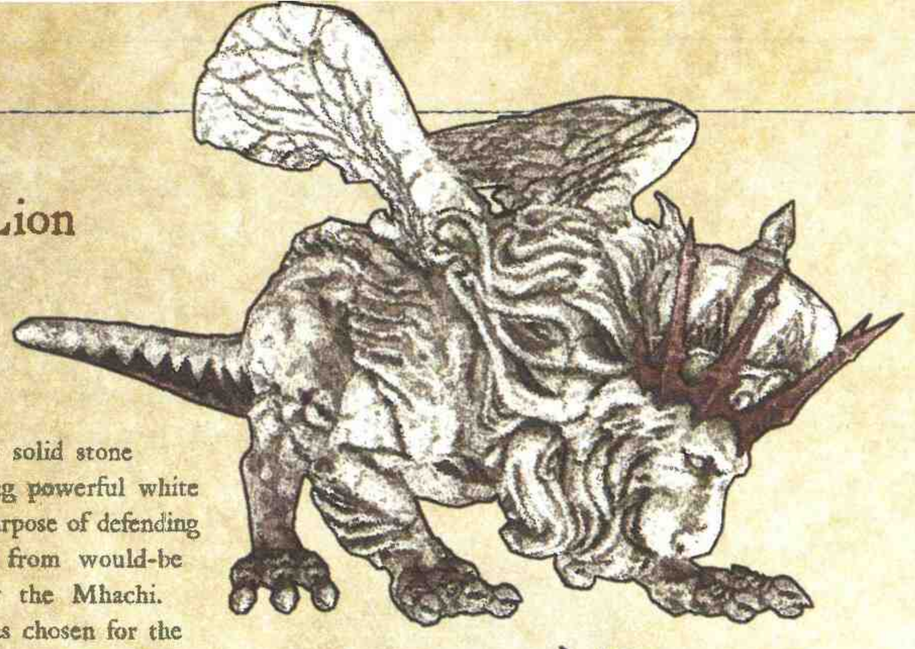
Demon Wall

These frightful guardians are the creations of ancient spellcraft, given life when a chosen wall was inscribed with an arcane pattern of blood. Though their masters have long since perished, these sentinels of demonic visage continue to protect the crumbling ruins to which they are bound—to the surprise and horror of many an unsuspecting adventurer.



Winged Lion

One of many Fifth Astral Era Amdapori "guardians," these soulkin were carved from solid stone and animated using powerful white magicks for the purpose of defending the ancient city from would-be attackers—namely the Mhachi. A winged lion was chosen for the design so as to engender confusion amongst their enemies.



Headstone

Headstones were an attempt by the black mages of Mhach to create their own form of soulkin—an attempt made possible when Mhachi forces successfully seized one of Amdapor's prized guardians, allowing them to study the magicks that had been wrought upon it. While the resulting creations were never deployed in the War of the Magi, several of the animated tablets were placed within the Mhachi capital's great pyramid to guard the Nullstone—a last resort against voidsent betrayal.



Kuribu

Created by the magi of Amdapor using an advanced form of golem construction, this statue is animated by the gems embedded in its chest and hands. Kuribu commands formidable white magicks to aid in its battle against invading voidsent.



Qarn Facer

Fearing that their mummified corpses would be exhumed by looters and ground into powder for sale on the black market as potent cure-alls—a none-too-rare occurrence in the early Sixth Astral Era—Belah'dian royalty would lay their tombs thick with traps, one popular variety being "facers." These massive stone masks were animated with latent magicks that would temporarily bring the creations to life should intruders draw near. Each facer supposedly has a word that, when uttered, will silence it. Unfortunately, those who knew the words have long since left this world.



Mana Pot

Even with thousands of skilled masons carving stone day and night, Amdapor was unable to create guardians enough to protect their city from the relentless onslaught of Mhachi voidsent. As a supplement to the stone creatures, the Amdapori called upon their nation's potters to create cannon-like vessels of fired clay, which were then animated using the selfsame enchantments cast upon the guardians.



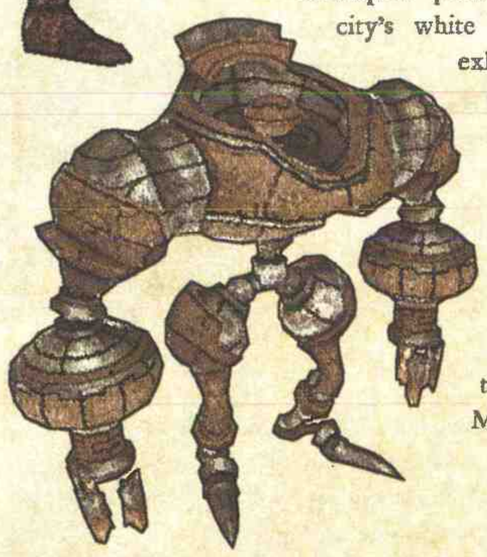
Qarn Guardian

Created by Belah'dian mages, these stone guardians bear a striking resemblance to the guardians carved by the Amdapori in the Fifth Astral Era. This is particularly intriguing as the Belah'dians were known to have claimed ancestry with the black mages of Mhach.



Mana Idol

Another variety of clay guardians crafted by Amdapori potters and given life by the city's white mages, mana idols do not exhibit the same intricate design found in stone guardians. However, by the time mana idols were conceived, the people of Amdapor put little weight on outward appearance, thinking only to mass-produce as many of the vessels as possible to offset the seemingly endless army of Mhach's voidsent thralls.



Vicegerent to the Warden

The vicegerent to the Warden was inadvertently roused by careless excavations in the Sunken Temple of Qarn. Wielding an executioner's blade in each hand, this servant of Azeyma sentences to death all looters who would profane Her sacred halls.



Vanu Totem

The Vanu Vanu tribes of the Sea of Clouds have long used totems as sacred symbols of ancestral worship. Attempts by Vundu tribe mesmerizers to enchant totems that their powers might be drawn upon in times of war has drawn the ire of the region's other tribes, their leaders claiming it blasphemy.



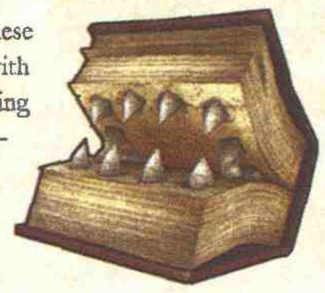
Enchanted Fan

Evidence suggests that long before the Amdapori of the Fifth Astral Era began experimenting with magicks to vivify lifeless matter, other civilizations also made their attempts to breathe life into the inanimate. While history has shown that most of these attempts ended in failure, there are scattered records of strange creatures that demonstrate how close some of those civilizations were to achieving the feat—the enchanted fan being one such example. Modern scholars surmise that the propeller-like blades which adorn the statue's back were added for the purpose of enabling the object with flight.



Tome

Records from the early Sixth Astral Era reveal that these books were magicked by Sharlayan bibliomancers. Charged with the upkeep of the Great Gubal Library, several low-ranking bibliomancers devised a ludicrous plan to animate the establishment's tomes that they might fly back to their places on the shelves, saving the young men and women the trouble of doing the task themselves. The result was slightly different than planned, the animated tomes choosing instead to wander the library's aisles creating all manner of mayhem and mischief.





Automaton

Outspoken purveyors of harmony, the Sharlayan shunned nearly all endeavors and advancements concerning the propagation of war. The city-state did, however, recognize the need for protection from those who did not share their love of peace, and thus begrudgingly allowed for the development of magicked automatons which would serve as ersatz soldiers designed to fight in the Sharlayans' stead.

Inkhorn

Sharlayan scriptomancers were the first to discover that the very wells and horns they used to store enchanted ink were being slowly altered by the receptacles' contents. The ink, applied to items to increase their aetherial conductivity, was increasing the horns' receptivity to magicks, and when one was accidentally bombarded with stray aether released from the selfsame spell which created Skatene, the first enchanted inkhorn was born.





Mammet

"Ballard saith five-score summers past there lived a goodly goldsmith and his cunning was so much, he gendered with his smithing gins and fell alchemies a homunculus of wood and metal. This automaton reck not of things a man recketh, but the sooth is he somedeal speaketh as a man doth proper."
- Frandelont Raimdelle

Bibliotaph

Following the disappearance of several forbidden tomes on the subject of voidsent summoning...as well as the disappearance of those curators who were tasked with the books' preservation, the Great Gubal Library's mages concluded that the safest, most efficient manner to safeguard works bound to the void is to employ energies of the void itself. Bibliotaphs were created to serve as vessels for voidsent of middling rank who, in return for being allowed ingress to the realm of man, would serve the library as guardians of their most dangerous collection.





Hallowed Statue

One of the Holy See of Ishgard's first forays into vivimancy, church theomancers imbued grotesque stone statues with simple magicks that animated the gargoyle-like creatures so that they might be used as guardians of important religious sites and constructs. It is believed the theomancers based the statues' design off of harrowing voidsent so as to instill fear into all who would lay eyes upon them.

Centaur

These suits of hollow armor designed after the mythical half-man, half-horse warriors of legend most often served their Sharlayan creators as sentries in places of government. The enchanted creatures would sit motionless, appearing as naught more than a lavish decoration, until an intruder was detected in their presence, at which time the centaurs would come to life and impale their quarry from behind with their impressive halberds.





Automated Knight

Soon after learning of the Goldsmiths' Guild's advancements in automaton creation, the Holy See discreetly obtained several of the machina and bid the city-state's finest minds unlock the secrets of the metal men. While engineers employed by Skysteel Manufacturers had limited success in replicating the automaton's frame and inner workings, they were unable to power the creations, at which point church themancers were called upon to apply the magicks of vivification.

Calcabrina

This doll-like construct was created by the Sharlayans to protect the sanctity of the Antitower. Steeped in the energies of generations of mages, the powerful magicks instilled in this guardian have worked eerie transmutations upon its form.





Armored Automaton

Having witnessed the might of ancient dullahans in battle, the Holy See commanded the creation of similar suits of armor that could be animated with the magicks of its talented theomancers. Many of the resulting creations are stationed within the Vault, ready to come to life should the palace be breached.

VOIDSENT

"The creature is not born of this land, but cometh otherwhence, yet fro whethen it came, men wot not, and voidsent is it thus ycleped."
- Frandelont Raimdelle

Prior to its discovery as an actual existing realm parallel to ours, the void was simply an imagined place that ignorant peoples used as a convenient answer to questions they were unable to answer. Whither comes the unknown beast? The void. What causes the moons to wane? The void. However, it has been since proven to be a realm not dissimilar to ours, albeit one devoid of light, a trait that has given rise to terrible creatures—creatures who will stop at nothing to invade our realm and sup on our life-giving aether.

THE PROPERTIES OF THE VOID AND VOIDSENT



If recent treatises penned by the Scions of the Seventh Dawn are to be believed, Hydaelyn may be more than a realm created and ruled by a pantheon of Twelve, but also the embodiment of two sentient beings—the eponymous "Mother" of our world and Her antithesis, Zodiark, and that it is a conflict between these two that resulted in the void's creation. Hydaelyn—will of Light—sensing treachery at the hands of Zodiark—will of Darkness—banished Her twin, sealing Him deep within the moon. This excision of Light from Darkness, however, left a wound in the aether, splitting the corporeal plane from the "Source" into ten and three mirrored "reflections" which, while identical upon their formation, saw separate and unique evolutions.

A successful foray into the void by members of an expeditionary party known as the "fellowship of NOAH" revealed the realm to be a dark vacuum lacking any and all traces of aether, but possessing traits that suggest that it may once have been teeming with life. The Scions expand on these observations, explaining that the void is actually one of Hydaelyn's reflections from which all light was struck following a "Flood of Darkness." Stripped of balance between Light and Darkness, ambient aether could no longer exist, leaving a realm "void" of life energy. Without the aether required for survival, the realm's denizens grew twisted of mind and body, eventually devolving into what we now know as voidsent.

SUMMONING VOIDSENT



Though one could walk a thousand malms and never reach the other, the void and the Source lie but a hair's breadth apart, separated by an unseen veil serving to prevent travel between the two worlds. This veil, however, is not absolute, and with the right amount of aetherial force can be torn to create temporary gateways—gateways to which aether-starved voidsent are drawn, sensing the life energies of our realm. Naturally occurring rents are typically minor, allowing only the smallest and weakest of voidsent through before the wound heals. However in the years leading up to and following the Calamity, the barrier between the two planes has grown weak, resulting in larger and more frequent tears and thusly stronger intruders.

Recognizing the power that lies in this dark realm, mankind has developed methods of creating artificial rents and therefrom summoning voidsent, binding the beings into service with precarious bloodpacts. In the Third Astral Era, the emperor Xande sought to enter a covenant with the Cloud of Darkness that he might utilize her power in the conquering of the world. Taking cue from the Allagans, mages of Fifth Astral Era Mhach summoned voidsent into Eorzea not only to fight their wars, but to power their creations...an endeavor that ultimately met with disastrous results. Since then, void summoning has fallen out of fashion, being deemed both dangerous and harmful to the world's aetherial balance. Natheless, this has not prevented cultists from dabbling in the deadly art—their achievements finding immortality in forbidden tomes such as the *Necrologos*.

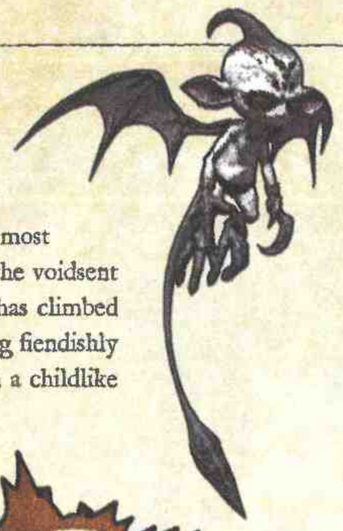
Voidsent summoning is most oft conducted using one of two methods. The first entails the opening of a voidgate—a rent in the veil large enough for most of the realm's denizens to pass through. However, casting a spell capable not only of opening a hole of sufficient size, but sustaining it for any duration is costly, requiring massive amounts of aether. The second is far more aether-efficient, requiring but a small hole through which the soul or essence of a voidsent passes. The soul will then possess a "vessel" provided by the summoner—the drawback of this method being that, the stronger the voidsent summoned, the more powerful the vessel required to contain the soul.

THE VOIDAL HIERARCHY

Using knowledge gathered from folklore, encounters, and actual summonings, scholars of the void have taken to categorizing the creatures into one of twelve rungs representing relative strength and intelligence—the lower the number, the more formidable the voidsent in relation to others. These ranks by no means have bearing on a creature's actual standing within the void, and merely serve to help Eorzeans better understand these mysterious and violent visitors.

Imp

These voidsent beings, slender and small, flit through the air on bat-like wings. Imps, the most common species, occupy the twelfth rung of the voidsent hierarchy, while the magically adept devilet has climbed one step higher, to the eleventh. Despite being fiendishly clever and cunning, imps appear to delight in a childlike malevolence.



Gaelicat

A curious, charming creature with a feline body and the wings of a bat. Some scholars posit that it is a type of beastkin, while others insist that it is a lesser voidsent belonging to the eleventh rung of the hierarchy of twelve. One thing that cannot be denied is that it clearly possesses a keen, mischievous intelligence.



Bomb

This barely contained sphere of volatile gas and flame occupies the eleventh rung of the voidsent's hierarchy of twelve. Bombs must replenish their internal reserves of fuel in order to survive, and are drawn to consume any source of oil or fat that they encounter, be it plant, animal, or man. Grenades, an even more explosive species of bomb, are a place higher in the hierarchy, standing upon the tenth rung.



Gnat

Though it may easily be mistaken for a species of vilekin, the gnat is actually a creature of the void, as evidenced by its use of magic. Aside from this one distinction, however, there is little to separate it from the chigoes and beetles of this world. Upon the hierarchical ladder of the voidsent, scholars place the gnat twelfth—the lowest rung.



Arch Demon

Most often taking as vessels the flyblown remains of overworked beasts of burden, arch demons of the fourth rung are skilled in the arts of weaponry, capable of generating multiple blades from aether they have claimed from the world around them. Their guttural grunts and heaves are, in truth, attempts at communication in the tongues of man, made difficult by the voidsent's rotting throats.



Vodoriga

Another example of a voidsent which exhibits the capacity to possess and manipulate an inorganic vessel, these members of the ninth rung make up for what they lack in wit with nigh-unmatched agility. Their natural tendency to travel and hunt in bevies also helps to offset their individual weaknesses.



Feridad

Summoned in ages past by the sorcerers of Mhach to join the assault on Amdapor, this scythe-wielding voidsent was defeated by the city's defenders and consigned to languish behind potent seals. As a lesser noble, Ferdiad occupies the third rung of the hierarchy of twelve.



Mimic

Unlike those voidsent which require a vessel that was once living tissue, mimics are able to possess inanimate treasure coffers. While this allows for increased opportunities for the creatures to enter our realm, it limits their ability to hunt, forcing the voidsent to wait for their prey to come to them. Fortunately, mortals of the corporeal realm are full to bursting with greed, and are drawn to locked boxes like moths to the flame.



Persona

These occupants of the eighth rung of twelve will use masks as vessels for transfer into this realm, giving them a hauntingly man-like appearance. Personae are believed to have appeared long throughout history, as is evidenced by their appearance in the traditional Gridanian play *The Man Without a Face*—a tragedy that tells of a lonely creature which consumes but half a man's soul so that it might use that life energy to change the static expression of its mask.



Flan

These gelatinous creatures spawn in the agglomerations of residual matter that sometimes form in the void. Though able to mimic rudimentary sounds of speech in order to draw forth their prey, they are not thought to be especially intelligent beings. As a relatively low-ranked voidsent, flans occupy the tenth rung of the hierarchy.



Soulflayer

Soulflayers occupy the sixth rung of the voidsent hierarchy. While physically unimpressive, they are highly intelligent and possessed of formidable magical power. Their humanoid form is attributed to a need to manifest on the physical plane through the bodies of the deceased.



Ogre

Ogres might upon first glance pass for a type of beastman, but they are in fact creatures of the void. Though phenomenally strong, their dull wits relegate the species to the lower end of the voidsent hierarchy: the ninth rung of twelve. It is this lack of intellect that often sees the creatures working as slaves for the higher-ranked voidsent, and occasionally even bound into service by practitioners of forbidden rites.



Taurus

Their occupancy of a relatively high rung—seventh of twelve—notwithstanding, taurii have long been the subject of voidal summonings, even before people knew they were calling a creature from the void. Due to the creatures' preference of slaughtered livestock as vessels for entry into this realm, ritual sacrifices would often result in the appearance of the voidsent, whether that was the original intention of the rite or not.





Anchag

Forbidden tomes on voidsent summoning claim that a sure way of luring this headless knight of the fifth rung into a bloodpact is to promise the sacrifice of a warhorse to serve as the vessel for Anchag's nightmare steed.

Byblos

A foreboding presence that watches over the door to the forbidden halls of the Great Gubal Library, Byblos stands some four yalms high, making it one of the largest voidsent to roam the lands of Dravania proper. Presumed to be a voidsent summoned from the dark realm by Sharlayan magi, it dutifully guards its post as if bound there by some dark covenant.





Bitoso

Only a single instance of Bitoso's summoning has ever been recorded, and that was during the Fifth Astral Era's War of the Magi. The voidmages of Mhach, weary of their protracted campaign to overthrow the Vylbrand city-state of Nym, called forth a powerful voidsent (now classified as sixth-rung) that would introduce a deadly plague into the population. Hidden by a cloak of invisibility, Bitoso weaved its way through Nym, inflicting her people with an incurable sickness; however, more than the disease itself, the panic that ensued sealed the city-state's fate.

Deepeye

Though these queer creatures fall into the lowest rung of the voidsent's hierarchy of twelve, their strength is varied—so much so as to put fear into even the most seasoned of fighters. Scholars believe that these discrepancies in strength can be attributed to the eye that serves as the voidsent's vessel. It has been found that the more powerful the original owner of the eye was, the stronger the deepeye will become after its initial stages of development.





Boogyman

The boogyman—named after (or perhaps the inspiration for) a popular bedtime fearbabe—is another sixth-rung voidsent capable of manipulating the aether about it so as to create a veil effectively rendering it invisible. Seeking to utilize this trait, the Mhachi would oft task boogymen with kidnappings, assassinations, and other manner of subterfuge. It is believed that to combat this unseen threat, the white mages of Amdapor first developed cants of dispelling.

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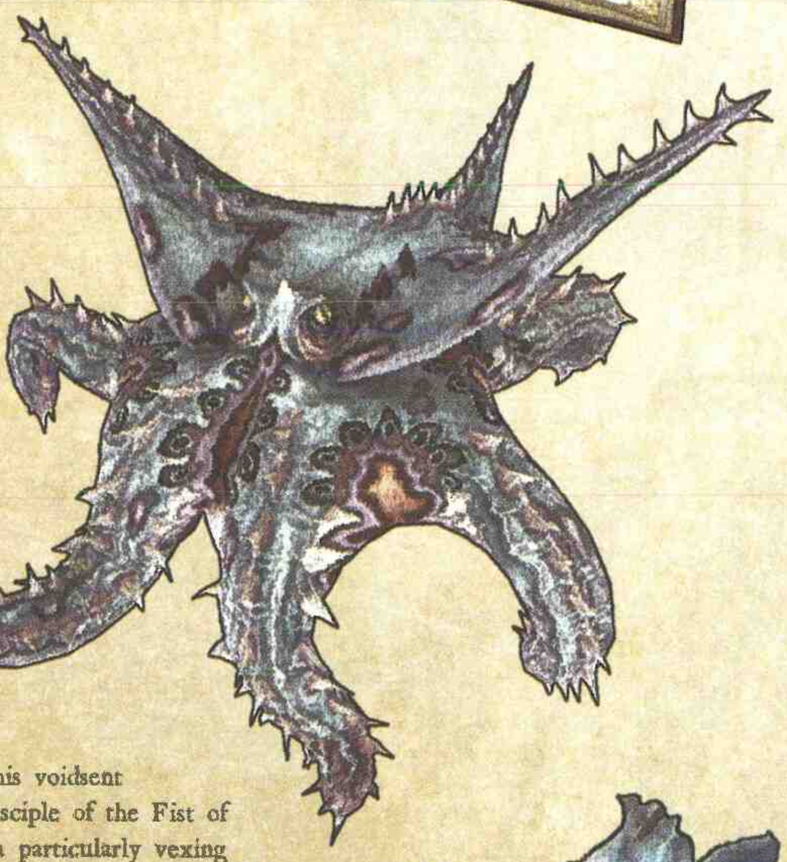
An occupant of the ninth rung of the voidsent's hierarchy of twelve, this horned daemon swims beneath pages of parchment as a man swims beneath the water. Its rather unconventional name was coined by a Sharlayan scholar who first discovered a voidsent of this type on page sixty-four of a tome she was reading on the medicinal properties of eye crust.





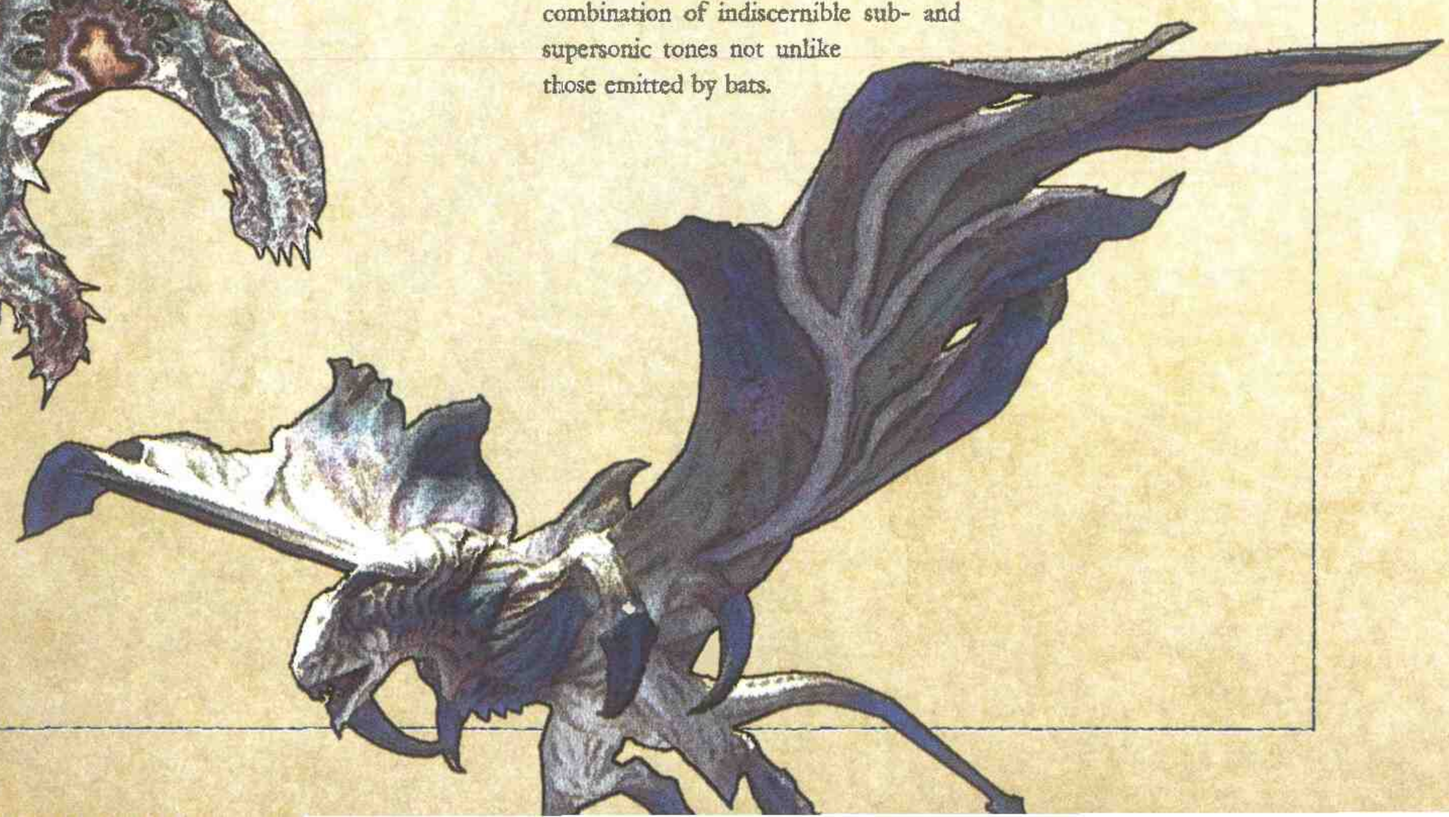
Gremlin

Similar to puddings, gremlins also possess the innate ability to mimic speech and use this to lull its victims into a false state of security. These low-ranking voidsent seem to be drawn to machina—most like to the aether traces left by ceruleum engines—and will proceed to ravish anyone they might lay their tiny clawed hands upon.



Arioch

An occupant of the fifth rung of the voidsent's hierarchy of twelve, Arioch was summoned by the Mhachi to serve in the War of the Magi as a transport which would fly high over Amdapor's outer defenses to carry and drop lesser voidsent soldiers behind enemy lines. While not possessing the vocal capacity to mimic the utterances of man, Arioch appears to be capable of communication with other voidsent via a combination of indiscernible sub- and supersonic tones not unlike those emitted by bats.



Void Monk

There are rumors that this voidsent earned its name when a disciple of the Fist of Rhalgr, training to open a particularly vexing chakra, threw a punch with such devastating power that not only did it open her mind, but it opened a rent between this realm and the void, allowing for the admittance of a terrifying octopus-like creature. Others claim that it is simply because of the void monk's resemblance to the sea monk—a common cephalopod found in the Indigo Deep.



Cerberus

Cerberus is most commonly depicted in myth as the three-headed hound who guards the entrance to the seven hells ensuring the living cannot enter before their time...and the dead cannot leave. It has since been suggested that, due to sightings of the beast in locations far from what might be considered the underworld, Cerberus is, in fact, a voidsent, and furthermore, one of middling rank. Manmade fetters wrapped about the hound have scholars believing that it was summoned by the Mhach to serve in its assault on Amdapor.

Demon

From the great scythes these blackened creatures carry have demons become known to the realm as "reapers of souls," and have been depicted as such in countless myths and folktales throughout history. Scholars claim demons may have once been normal denizens of the void who were corrupted by the taint of darkness and transformed into mindless soldiers to serve the realm's cruel leaders.



Gargoyle

A middling rank of voidsent, gargoyles pass into the mortal realm by merging their essence with a suitable rock or stone. In terms of the hierarchy, the various species of gargoyles occupy the sixth and seventh rungs. Sometimes when a gargoyle's soul elects to return to the void, the rock it inhabited retains the creature's shape, thus giving rise to the mistaken theory that gargoyles are man-made statues given life.

Ahriman

Ahrimans are a family of voidsent that manifest in the physical plane by investing their essences in the eyes of animals. They are possessed of great arcane ability, and fly by clawing their way along airborne currents of aether. According to studies of voidsent hierarchy, the ahriman family is of high to middling class, its various forms occupying the fourth and fifth rungs.





Hecteyes

Hecteyes bear much in common with voidal flans, and as such also occupy the tenth rung of the voidsent's hierarchy of twelve. Eyes on the creature's body are oft wandering or awash with rheum, and individually are not believed to provide much in the way of sight. This, however, is made up for by the sheer number of eyes the voidsent possesses. Hecteyes appear to be one of few voidsent capable of reproduction on this plane, as new formations have been documented growing from discarded eyes.

Succubus

Succubi manifest on the physical plane by forcing their souls into the bodies of deceased women. Once the transition is complete, the resultant creature is said to be both fair and fey to look upon. Still more disconcerting, researchers claim that these voidsent occasionally exhibit the personality traits of their deceased hosts. Succubi occupy the third and fourth rungs of the voidsent hierarchy.

Cloud of Darkness

One of the undisputed rulers of the void and an entity of immeasurable strength, the Cloud of Darkness occupies the highest rung of the hierarchy of twelve. This terrifying voidsent entered into a dark covenant with Emperor Xande of Allag in a bid to invade the physical realm.

Dahaka

The dahaka crosses into the mortal realm by possessing the remains of a fallen drake. While seemingly bereft of the powers of speech, this terrifying creature has nonetheless shown itself to harbor an evil intelligence coupled with near limitless reserves of stamina and magical might. Deemed powerful even among the voidsent, dahaka are assigned to the fourth rung—a relatively high position in the thirteen-rung hierarchy put forth by scholars in the field.





Atomos

Summoning a host of voidsent wherever it materialized, this monstrous, floating maw was first sighted around the advent of the Seventh Umbral Era. At that time, a theory was set forth which presented Atomos as a link between the void and the physical realm, citing as evidence the fact that it would manifest in areas where the boundary between planes had been compromised. Despite generating significant interest within scholarly circles, all but the most elementary questions concerning this enigmatic creature remain unanswered.



Troubadour

It is said that the master technologist Amon—engineer of Allagan emperor Xande the First's resurrection some thousand years after his death—kept several of these fifth-rung voidsent as personal assistants to his research, too far consumed with paranoia to trust anyone from this realm. These troubadours not only appear have understood Amon's commands, but were able to communicate their own thoughts using the Allagan tongue. Though, Amon's own reports claim that he was troubled by the voidsents' penchant for fibbery.





Blackguard

The equivalent of a veteran knight, blackguards of the fourth rung of twelve are not only highly intelligent, but also strictly honor-bound to any and all blood contracts. For this reason, they were chosen by the Mhachi army to serve as commanders of the voidsent legions.



Parthenope

Similar to the demons of the ninth rung, these occupants of the eighth rung of the voidsent's hierarchy of twelve are also believed by scholars to be the twisted remains of once-normal residents of the void corrupted beyond repair. Many of the voidsent thralls summoned by the mages of Fifth Astral Era Mhach were of this type, and were fitted with magicked chains of binding to prevent disobedience.



Sawtooth

Sawteeth were summoned by Mhachi voidmages for the purpose of poisoning the earth in enemy territories—an endeavor that sought to ruin crops and force the peoples of Amdapor into starvation. Each sawtooth was connected to the greater voidsent Irminsul, the life energy of each victim it devoured siphoned directly into the unhallowed arbor.



Forgall

Forgall was valued by the voidmages of Mhach for his proficiency in the arts of necromancy. Once in our realm, this highborn voidsent of the third rung could open new gates into the void from which to pluck lesser souls—placing those souls in the hollowed vessels of enemies fallen in battle.



Arachne

Another lesser noble of the third rung, Arachne distinguished herself in battle by weaving tight webs of impossibly durable silk that she used to both protect herself from assault and impede the progress of her enemies. Ancient Allagans used the black blood of this voidsent to create armies of chimera that would never see the battlefield, but would rather sit in imperial magnaneries weaving endless spools of thread to be used in the construction of light, yet impenetrable armor.



Cuchulainn

One theory places the void's formation in the hands of champions such as Cuchulainn who wielded a stone known as "auracite" to conquer their plane's primals. The weapon, however, possessed a fatal imperfection: a propensity to bleed primal energies. With each victory, the heroes *changed*, transforming at last into fiends of endless appetite. Insatiable in their hunger for aether, they ultimately went to war over the star's ever-dwindling life force. It was during this war that the Flood of Darkness was unleashed.



Hellhound

Scholars of the void have elected to rank the hellhound low in the voidsent hierarchy—placing the beast in the ninth rung out of twelve. This is mainly due to a supposed lack of intelligence evidenced by the hellhound's willingness to unquestionably serve a higher-ranked voidsent. The strength of the wolflike creature, however, is not to be taken lightly, as many a would-be voidmage have lost their lives to an ill-advised summoning.



Echidna

Echidna is the name of an alluring voidsent bound within the enigmatic Void Ark. The voidmages of Mhach, a city that thrived during the Fifth Astral Era, were said to have employed the fiendish entity as a strategic weapon in their endless conflicts. Scholars conjecture that as a member of voidsent nobility, Echidna should likely occupy one of the higher rungs of the hierarchy.



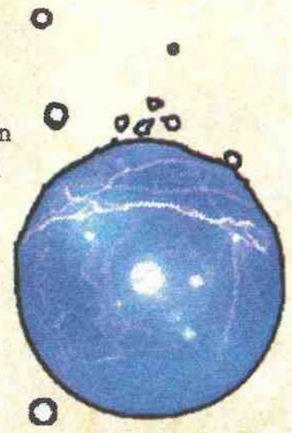
Diabolos

High Voidmage Cessair conducted the summoning of this powerful voidsent believing that merely the threat of such a weapon would frighten the Amdapori into submission, effectively ending the War of the Magi without further bloodshed. The Coven—Mhach's ruling body of magi—disagreed, and commanded that Diabolos be sent to destroy the ancient city—a feat the creature would have accomplished were it not for the collective efforts of Amdapor's white mages.

Elementals

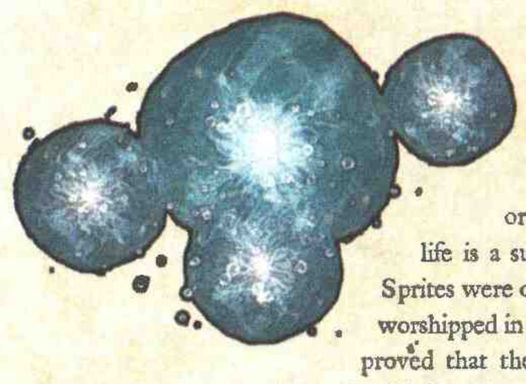
Elementals are naturally occurring beings almost solely comprised of pure aether. Though not present in all creatures belonging to this class, many elementals also possess the means for intelligent communication—a trait only exhibited in the spoken and select voidsent. As they display many of the same properties as proper elemental beings, man-made egis and Carbuncles are also placed in this grouping.

Plasmoid



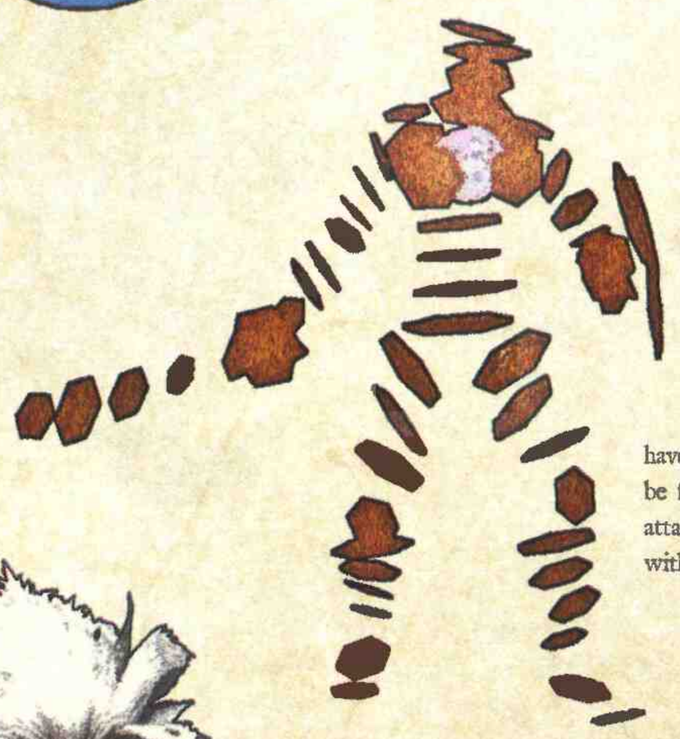
These mysterious spheres of light have been encountered in both the Black Shroud and the foothills of the Coerthas mountains. As sightings were only recorded following the Garlean Empire's invasion of Eorzea, it has been suggested that plasmoids may actually be waste energy released by machina. Traveler beware: those who carelessly come into contact with plasmoids are invariably rewarded with a numbing jolt of electricity.

Sprite



The unearthly creatures known as sprites come into being given specific aetheric conditions. Whether or not they constitute a true form of life is a subject of much debate among scholars. Sprites were once thought to be kin to the elementals worshipped in the Black Shroud, but it has since been proved that they are, in fact, unrelated and wholly devoid of sentience.

Ghrah



Though similar to sprites, Ghrah are much greedier creatures, hoarding pools of aether, then using those elemental energies to split and reproduce, creating endless identical copies of themselves. Ghrah have also been observed taking on the approximate shapes of flora they have drained. Those who hap upon one of these queer elementals be forewarned, for the Ghrah are highly aggressive and will attack foes seemingly much more powerful than themselves without regard for their own safety.

Phurble



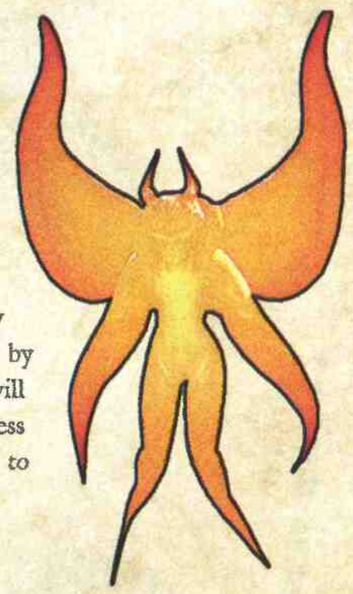
The body mass of these relatively harmless creatures consists mostly of fluffy fur—as those who have observed a sodden specimen will readily attest. Phurbles were once hunted nigh to extinction due to a groundless rumor which claimed that massaging their blood into one's scalp promoted hair growth. Sadly, their numbers have yet to recover.

Faerie



The scholars of Nym created the first faeries to serve as heralds, delivering messages to ships far out to sea. It was not long, however, before the Nymians arrived at the conclusion that the aetherial beings were capable of much, much more, and took them on as familiars to assist in the realization of their stratagems. To this date, two distinct varieties of faeries have been identified—Eos, friend to the sun and healer of hurts, and Selene, friend to the moon and lifter of spirits.

Elemental



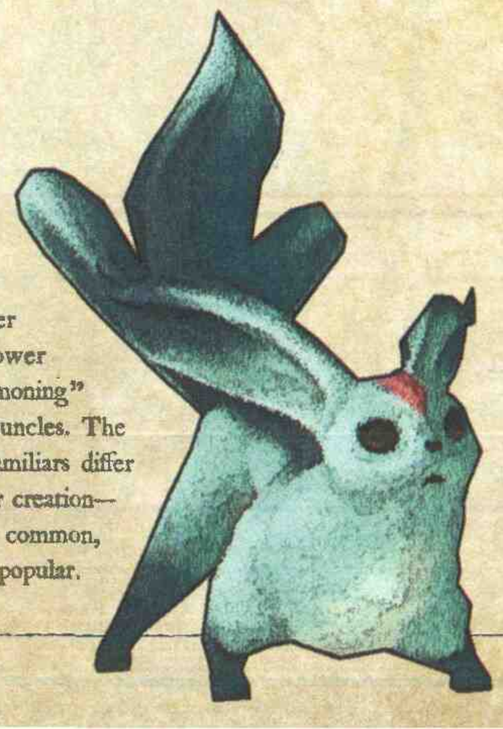
Guardians of the Twelveswood and creators of the Hedge—a protective barrier which wards the forest from evil—the people of Gridania see these beings of pure aether as spiritual fragments of Nophica, the Matron Herself. It is said that the elementals can communicate with man but have chosen to only do so through the Padjal—intermediaries chosen by the wood to serve as its voice. The elementals will suffer man's presence in the Twelveswood unless they are angered, at which time they will resort to violence to see the perpetrator cast out.

Egi



Egi are, for all practical purposes, aetherial beings created by harnessing the energy of a primal at the moment of its defeat and reshaping it into a biddable avatar—a process perfected in the Third Astral Era by Allagan Empire mages known as "summoners." The word "egi" is thought to represent the concepts of "purity" or "essence" in the Allagan tongue.

Carbuncle



Using geometric symbols to lend shape to living aether, certain mages can unlock the latent power within certain gemstones—a power which can be directed to the "summoning" of aetherial beings known as Carbuncles. The inherent traits displayed by these familiars differ depending on the stone used in their creation—emerald and topaz being the most common, with ruby and diamond also proving popular.

Chimeras

Simply stated, chimeras are creatures created by conjoining the flesh from two or more different beings. The process is highly complex, and was only perfected in the waning years of the Allagan Empire—the culmination of nearly an entire era's biological research. Despite recent findings which have shed more light on the process, replication of chimera-manufacturing techniques remains an impossibility within the scope of modern science.



The Sin of the Allagans

The wonder of aetherochemistry allowed the Allagan civilization to reach theretofore unmatched heights, granting them a nearly limitless power with which they could manipulate the very building blocks of Hydaelyn's myriad creation. They could forge life anew, and by doing so take the final forbidden step toward godhood.

Yet the gods would not allow their halls to be corrupted by the taint of man, and so they cast the Allagans down from their pedestal in a great calamity of earth. Their creations, however, survived long after the fall of the empire, the truth behind their origins lost to time. The scholars of following eras assumed the beings to be natural, albeit twisted, and categorized them as they saw fit using distinct characteristics as guides. Naga were reptilian, so they must be scalekin. Chimeras bore the head of a lion and a ram, so they must be beastkin. It was not until the discovery of information locked inside receptacles of knowledge known as tomestones that the true nature of the blasphemous creatures and their wicked evolution was brought to light.

The First Generation

The first chimeras were crude creations—forbidden marriages of two seemingly dissimilar creatures, one serving as a "medium" to serve as host, the other as a "catalyst" to incite a transference of characteristics. What traits from the catalyst would manifest in the host could not be predicted with any accuracy, leaving much of the process to chance. The result was countless expensive "failures" that required suffering while awaiting the emergence of an acceptable subject. What is worse, the resulting chimeras were all infertile, meaning that the only means for mass production of the creatures was via cloning techniques that, at this time, had yet to be perfected. As a result, very few of these first-generation chimeras still exist today.

The Second Generation

As aetherochemists continued their first-generation trials, the process of splicing biological information from one creature into another grew more refined. Scientists could now isolate certain traits from the catalyst and transfer those to the medium with a high rate of success. This breakthrough succeeded in both significantly reducing the probability for test failure while also solving the problem of infertility. Second-generation chimeras could reproduce on their own, removing the need for costly and time-consuming cloning and opening the door for military mass production.



The Third Generation

Chimera development took its next step forward following the discovery of methods allowing traits of multiple catalysts to be spliced into a single medium. Yet, while the incorporation of additional characteristics led to more complex and diverse creatures, maximizing strength, agility, and intelligence, the resulting abominations proved unsound of mind. Many and more would simply refuse to take orders, attacking their siblings, or even their creators. The scientists were forced to watch as the sanity of their creations collapsed in on itself, rendering the beasts useless masses of quivering flesh.

The Fourth Generation

As the Third Astral Era neared its end, Allagan aetherochemists finally succeeded in stabilizing the psychological deficiencies present in many of the third-generation chimeras, the result being what was ultimately hailed the perfect construct. Not only did the fourth-generation creations exhibit strength and intelligence rivaling that of even a spoken, but they were no longer prone to the erratic behavior that plagued the past generations. To achieve this, however, the Allagans would test their very moral limits, electing to perform their research on beastmen and even members of the five races. As a result, near-flawless creations such as the shabti and the iksalion were achieved...but at what price?



Mirrorknight

A second-generation construct boasting the strength of a bear and the acute vision of an owl. As with many early efforts at biological synthesis, lack of intelligence and a proclivity for violence limited its practical use.



Minotaur

Minotaurs were third-generation chimeras assigned specifically to security detail for the Allagan Empire's complex and sprawling governmental and military research facilities. Tales of the terrible beasts roaming the labyrinthine halls of these forbidden superstructures remained long after the fall of Allag, slowly transforming into the legend of the bull-like warden of the maze that lives on to this day.



Pegasus

These second-generation chimeras were developed out of pure hubris in an attempt to recreate beings which, until that time, had existed merely in folklore—the mythical constructs of the divine. Much to the chagrin of their creators, several of the pegasi escaped their pens soon after their unholy breeding, and took to the skies of the Sea of Clouds to once again become the stuff of legend.



Reptoid

The reptoid is a gruesome assemblage of flesh and blood taken from multiple scalekin specimens and spliced together to form an all but invincible killing machine. A tiny metal box capable of emitting lightning-aspected shocks is inserted into the braincase of each and every reptoid so as to deliver commands to the creature that they may be controlled from afar—a feature implemented specifically for the Allagan Empire's Meracydian campaign.



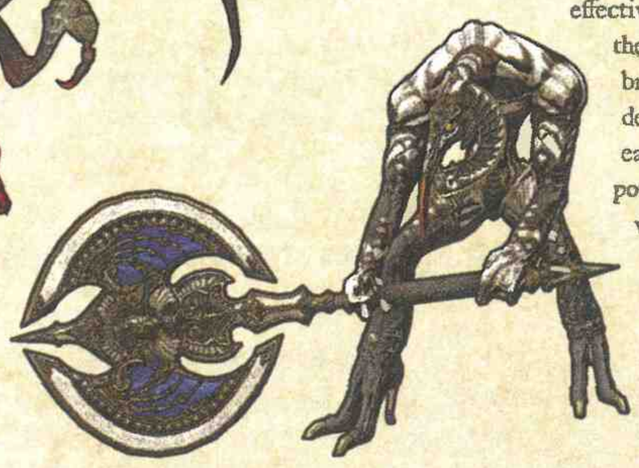
Chimera

A nightmarish combination of lion, goat, and dragon, the fell chimera has three heads, a pair of mighty wings, and a cruelly barbed tail. Its origins have been furiously debated, with some insisting the creature a cruel jest of the gods, while others believe it the twisted creation of forbidden sorcery. Recent decipherings of Third Astral Era texts have given increased weight to the latter.



Shabti

A fourth-generation construct, and one of the first to effectively employ sustainable cloning technology, the highly intelligent shabti was hailed as a major breakthrough in chimera creation. To serve as a deterrent for tempering by Meracydia's primals, each shabti had within their bodies implanted a powerful explosive device which would trigger when bombarded with high concentrations of manipulative aethers, effectively destroying the subject while delivering extreme damage to any enemy targets in its vicinity.



Lamia

The people of this serpentine race appear as Hyur women from the waist up, and sinuous snakes from the waist down. It is now known that these creatures were born not of the gods, but of an unholy union between witches and beasts in ages past—an unholy union guided by the hands of mad Allagan scientists. Lamiae are capable of harboring massive quantities of aether within their bodies allowing for accelerated healing and potent spellweaving.



Iksalion

The birdlike iksalions proved remarkably intelligent constructs and were thus employed by Allagan engineers to perform maintenance tasks requiring a capacity for advanced problem solving, though notable flaws included a weakness against the elements and certain genetic instabilities. The offspring of these creatures would eventually evolve over the next four millennia to become the Ixal—a fact of which none of their tribe remains aware.



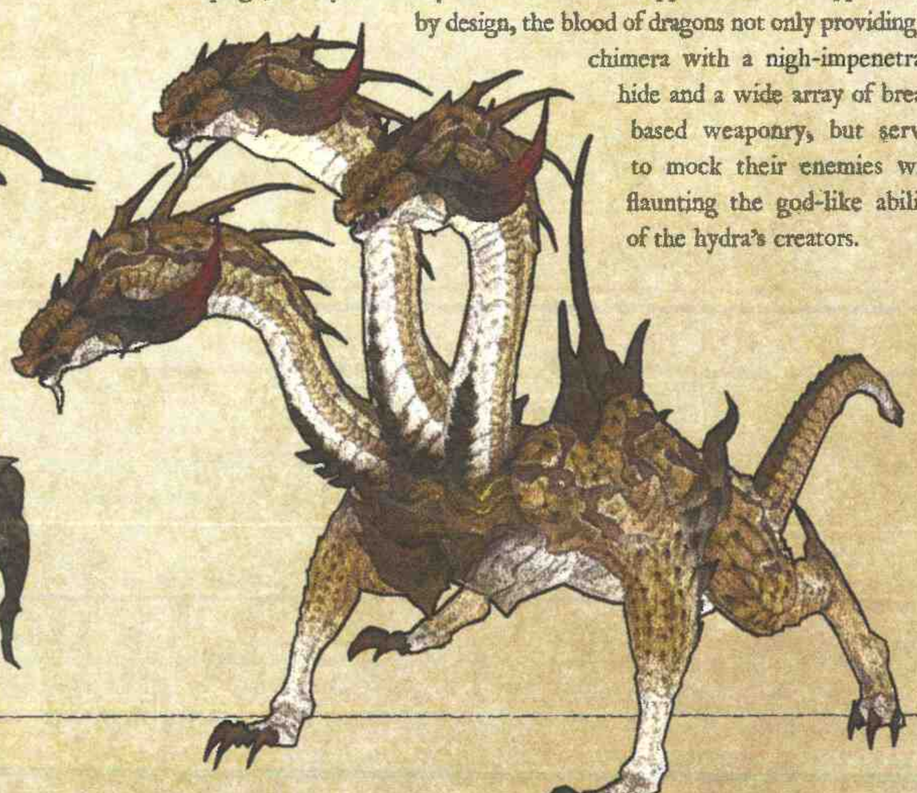
Naga

The naga is a sizable scalekin-like creature, large enough to swallow whole an entire phurble. Originally thought to be native to the eastern continent of Othard, naturalists now know that the aberrations are actually chimeras pieced together in a Third Astral Era laboratorium from the limbs of voidsent summoned to this realm by godless Allagan aetherochemists. Records claim that they created the naga for no other reason than to discern whether such grafting and splicing of voidal flesh was, in fact, possible.



Hydra

Developed by the Imperial Allagan Army for deployment in the Meracydian campaign, the hydra is very much draconian in appearance. This appears to be by design, the blood of dragons not only providing the chimera with a nigh-impenetrable hide and a wide array of breath-based weaponry, but serving to mock their enemies while flaunting the god-like abilities of the hydra's creators.



Empuse

Using knowledge gained in the creation of the naga, Allagan aetherochemists ultimately succeeded in cloning flesh that, for all intents and purposes, was identical to that from creatures of the void despite being grown entirely on this plane. This flesh was subsequently provided to the imperial army whose weapons division scientists fused it with antling tissue, creating what they believed to be the perfect infantry soldier.





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