

# FINAL FANTASY XIV SHADOWBRINGERS

## The Art of Reflection –Histories Unwritten–


FINAL FANTASY XIV
SHADOWBRINGERS
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FINAL FANTASY XIV
ONLINE



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# SHADOWBRINGERS
## The Art of Reflection —Histories Unwritten—

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## The Art of Reflection —Histories Unwritten—

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# ARTWORKS & CHARACTERS

FINAL FANTASY XIV: SHADOWBRINGERS
The Art of Reflection -Histories Unwritten-
















K.TANAKA





# Gaia



CHARACTER DESIGN: TETSUYA NOMURA

# G'raha Tia



Gogo, Master of Mimicry



Siegfried



## Pixies



An Lad



Tyr Beq

## Qitari



Chaqurl Qhotl





Qitarl Natl

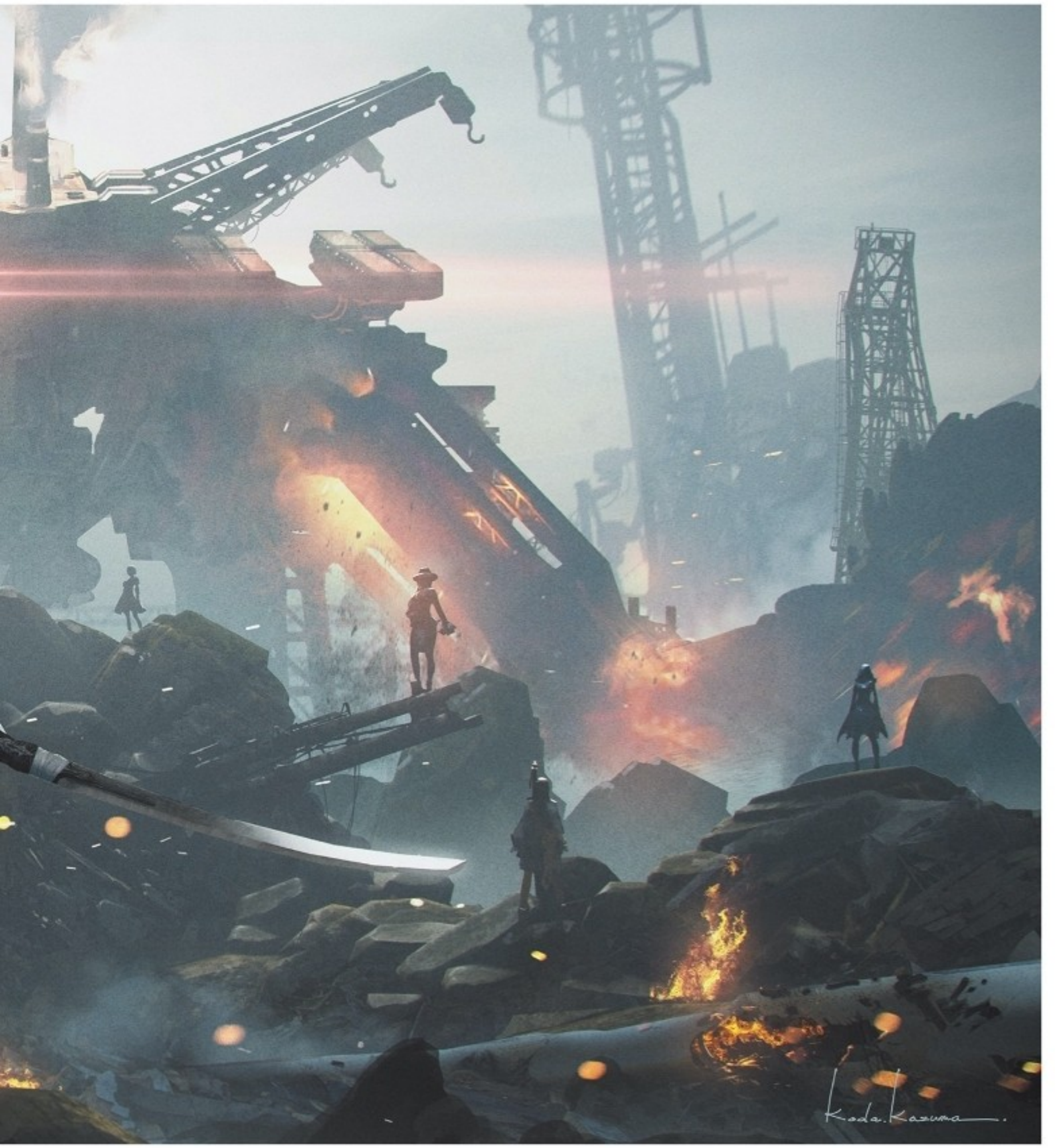


Ehll Tou

# YoRHa: Dark Apocalypse

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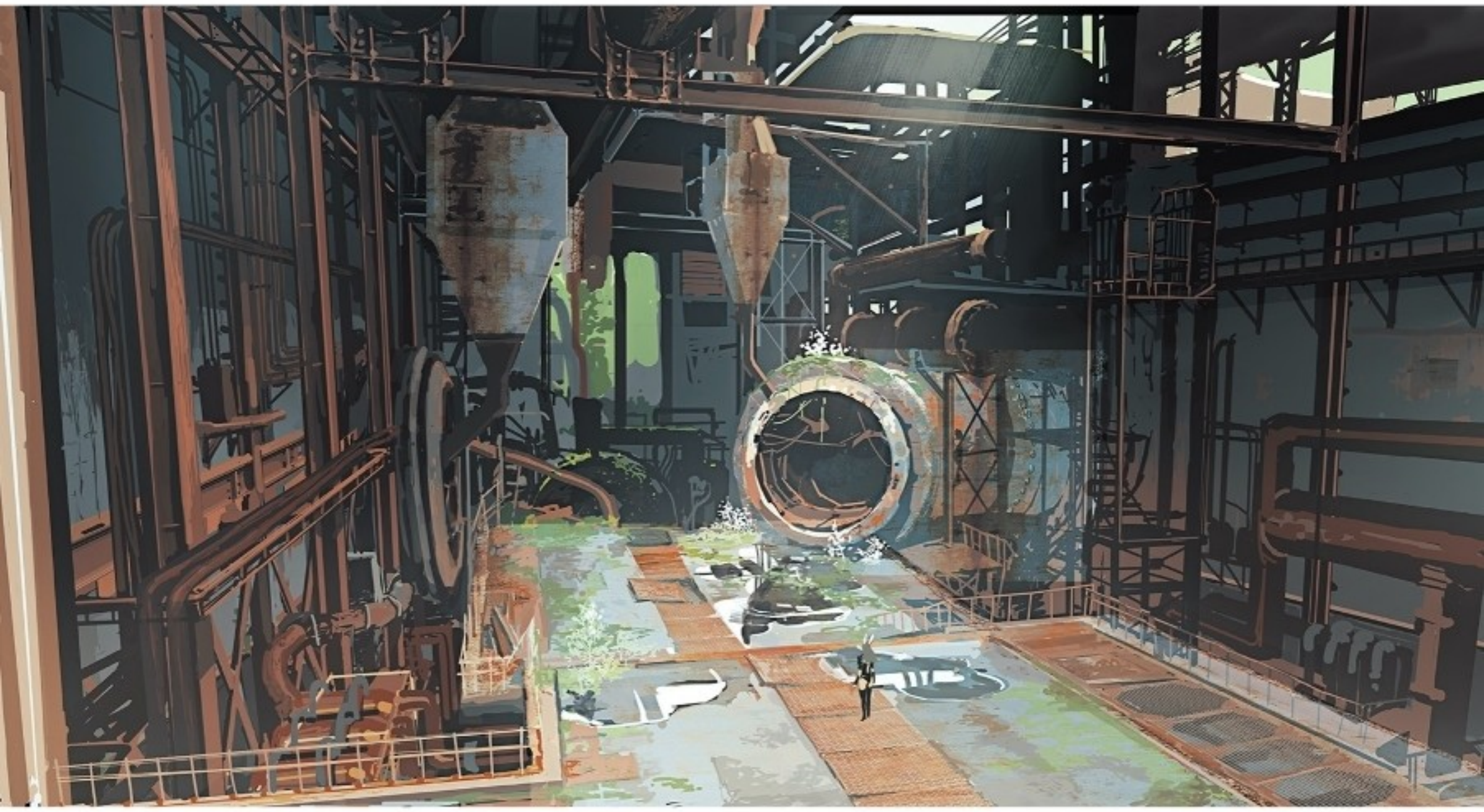


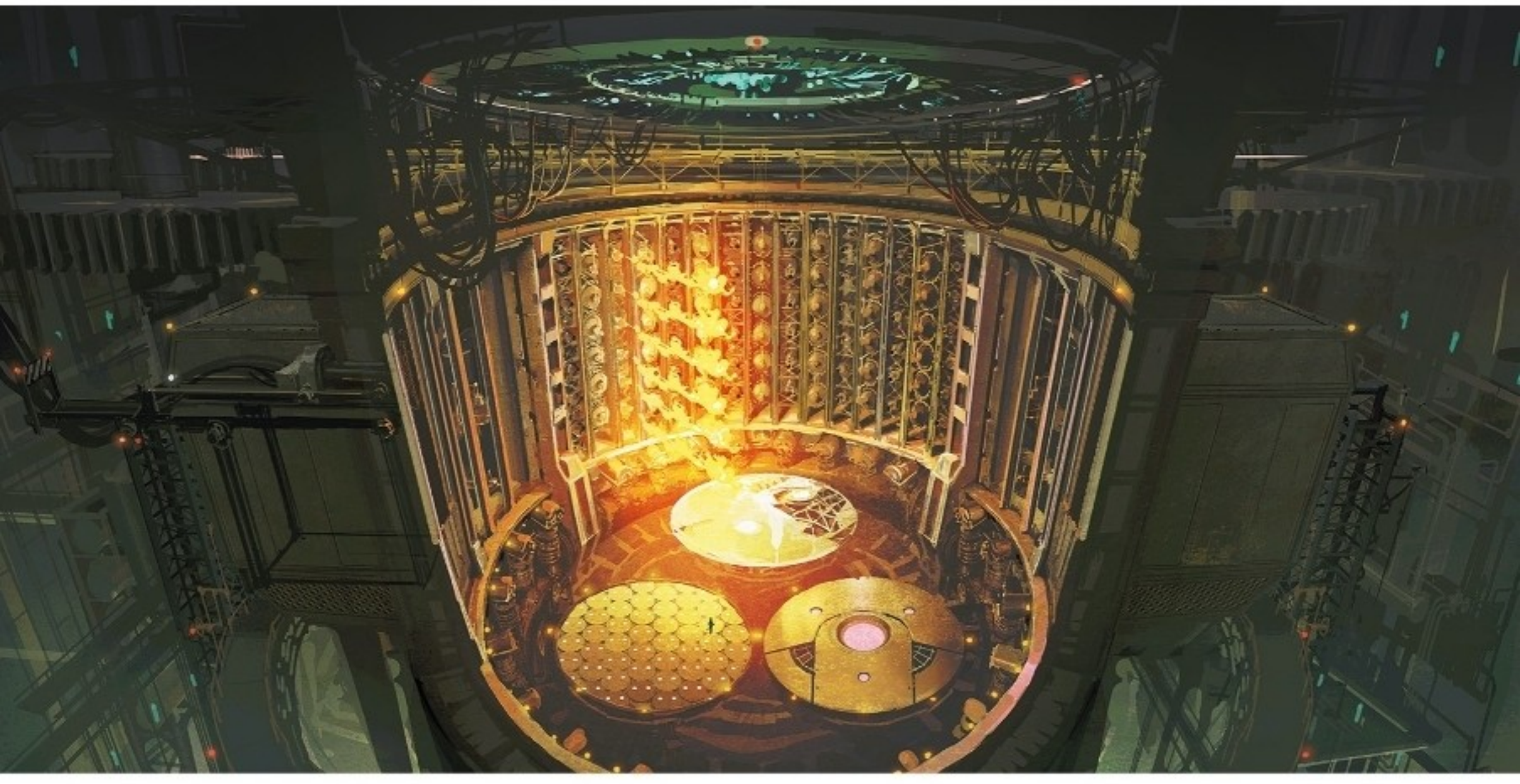

Koda. Kazuma

# The Copied Factory

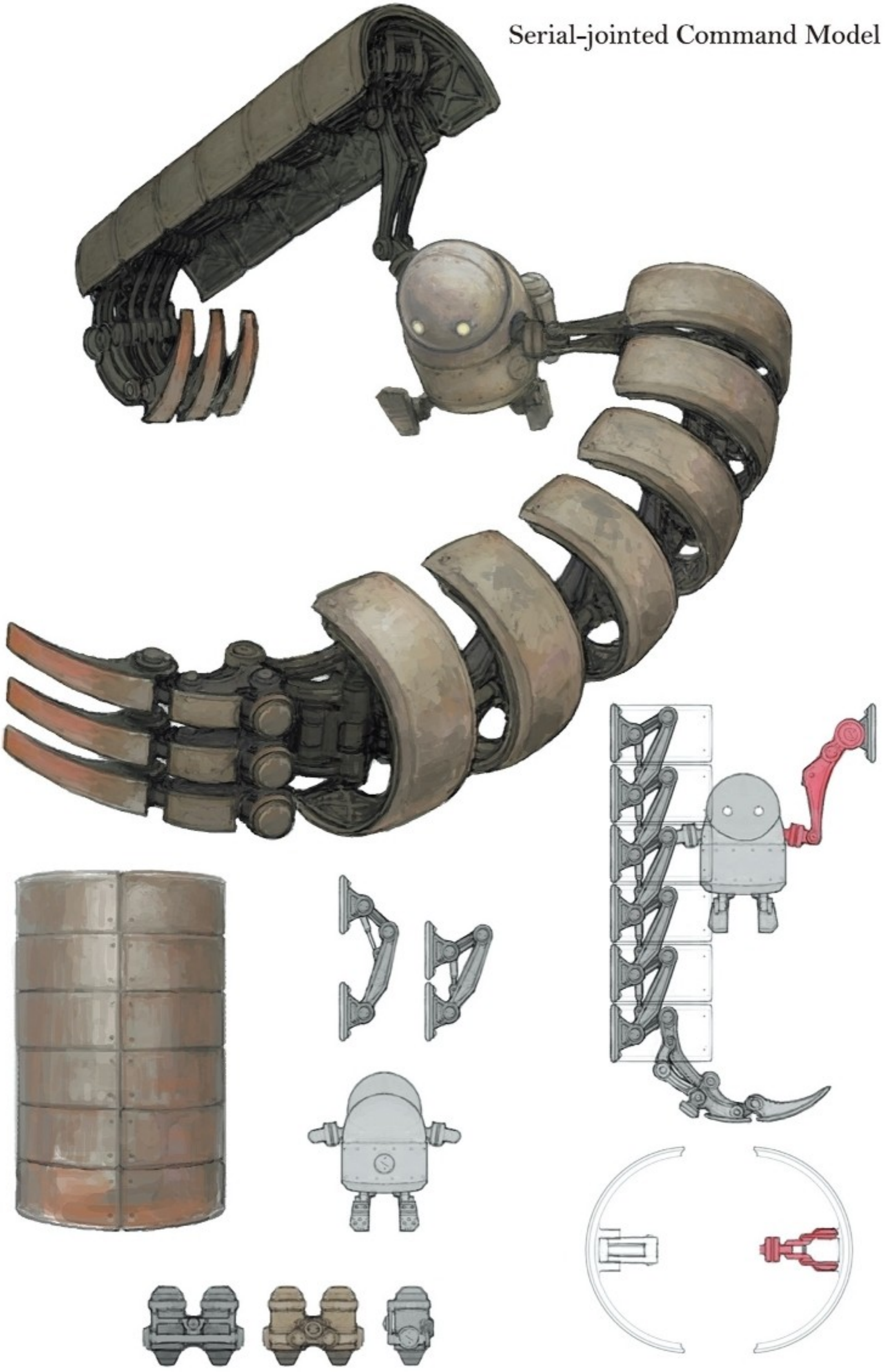




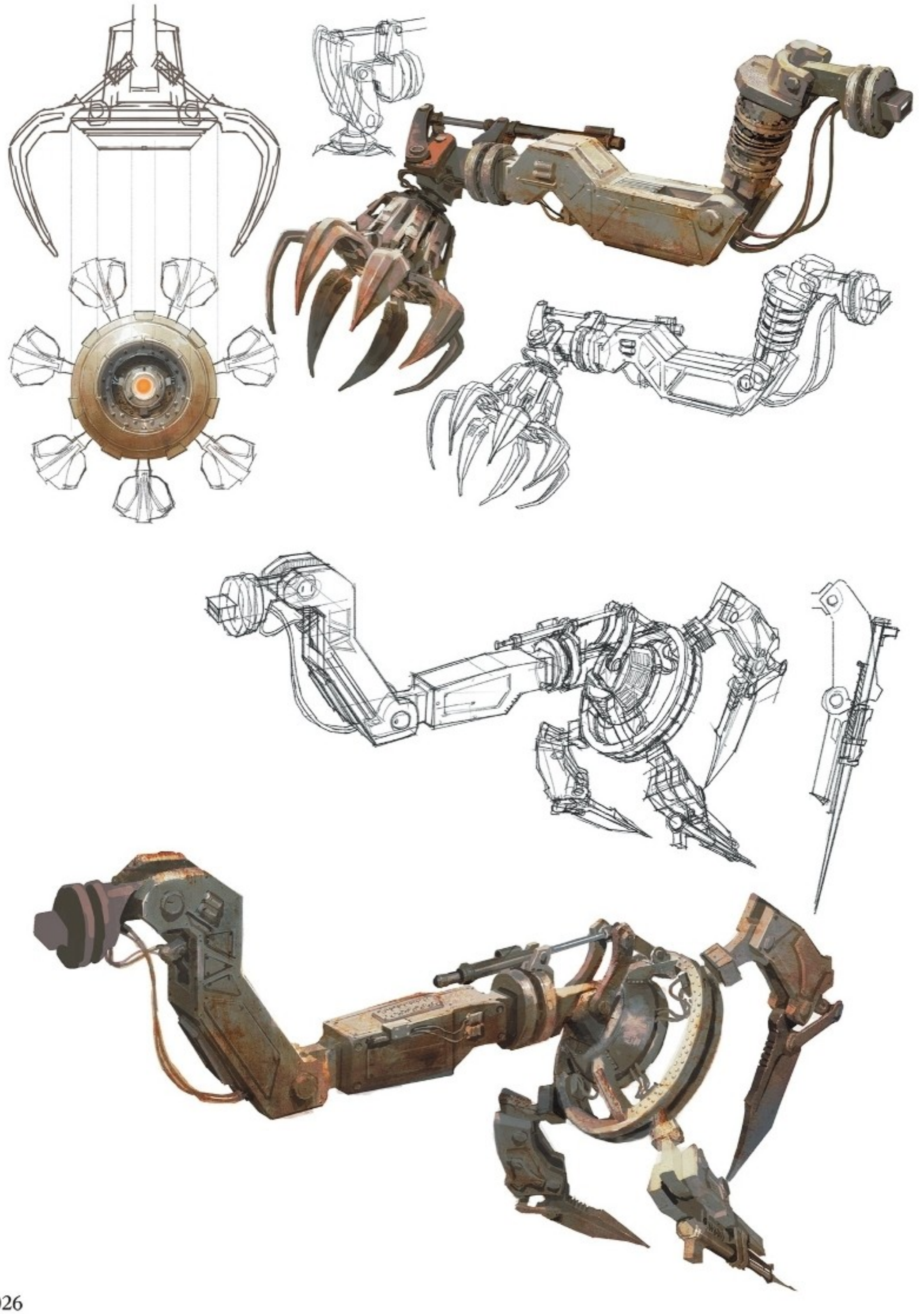




Serial-jointed Command Model



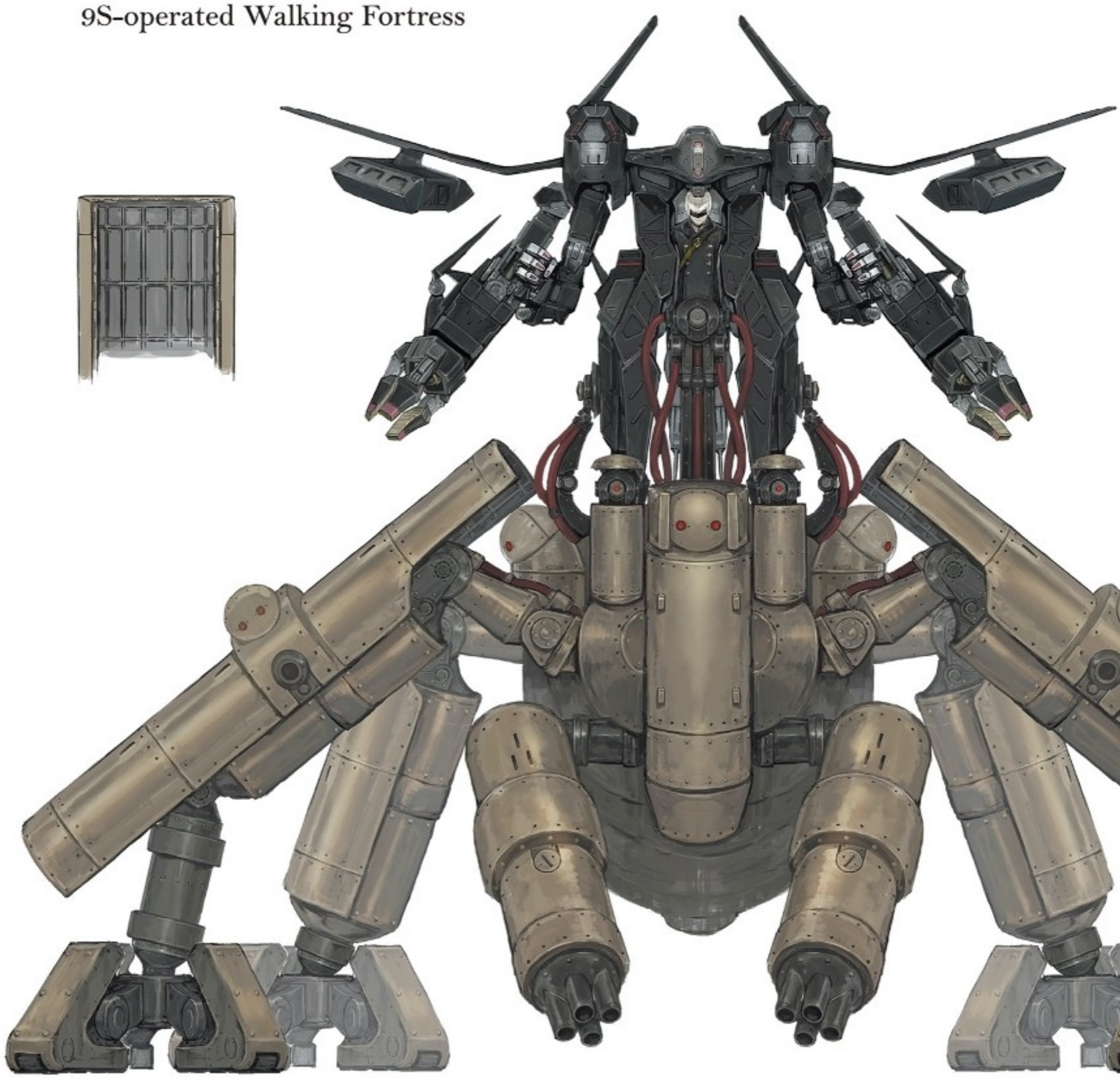
# Hobbes

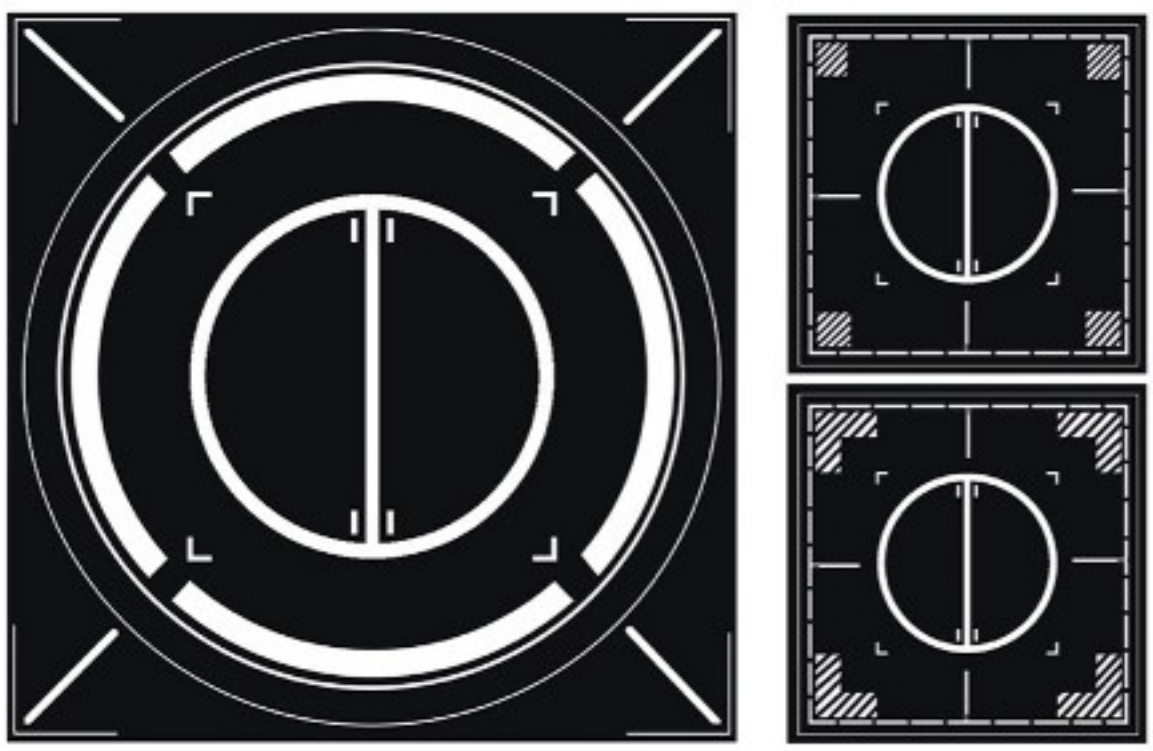


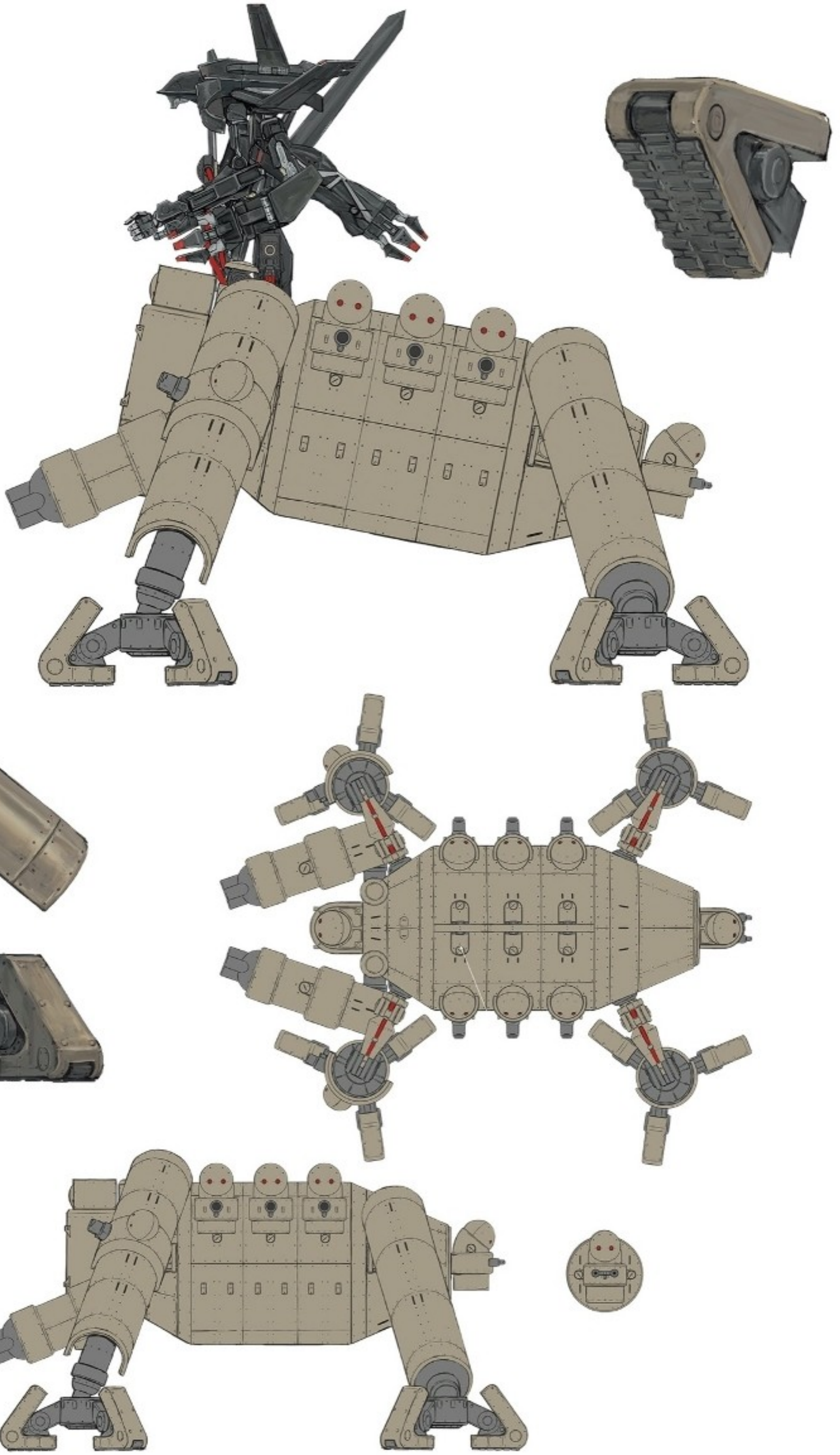


# 9S-operated Walking Fortress







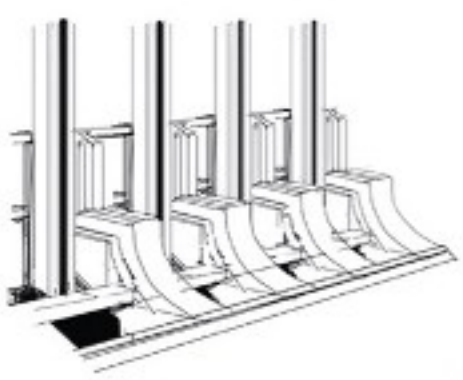


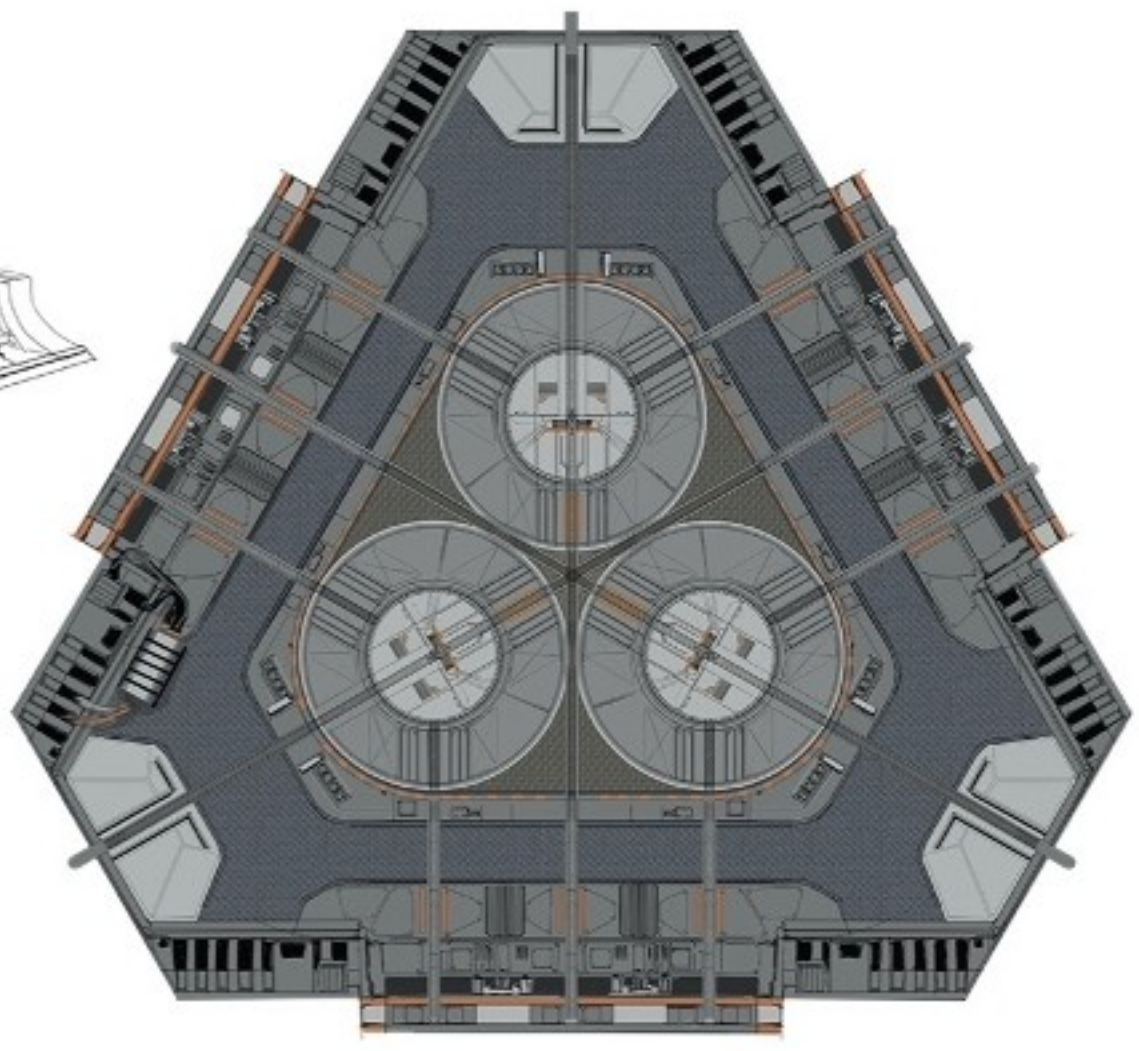
# The Puppets' Bunker

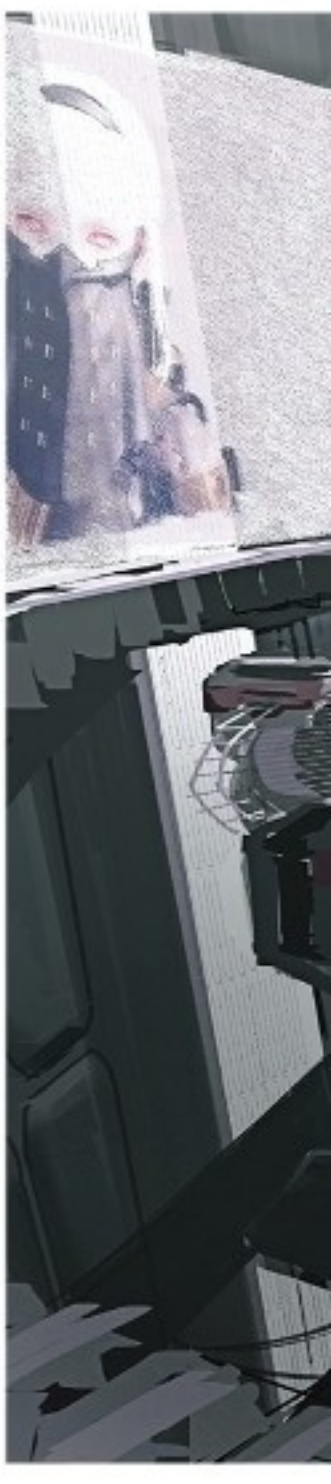






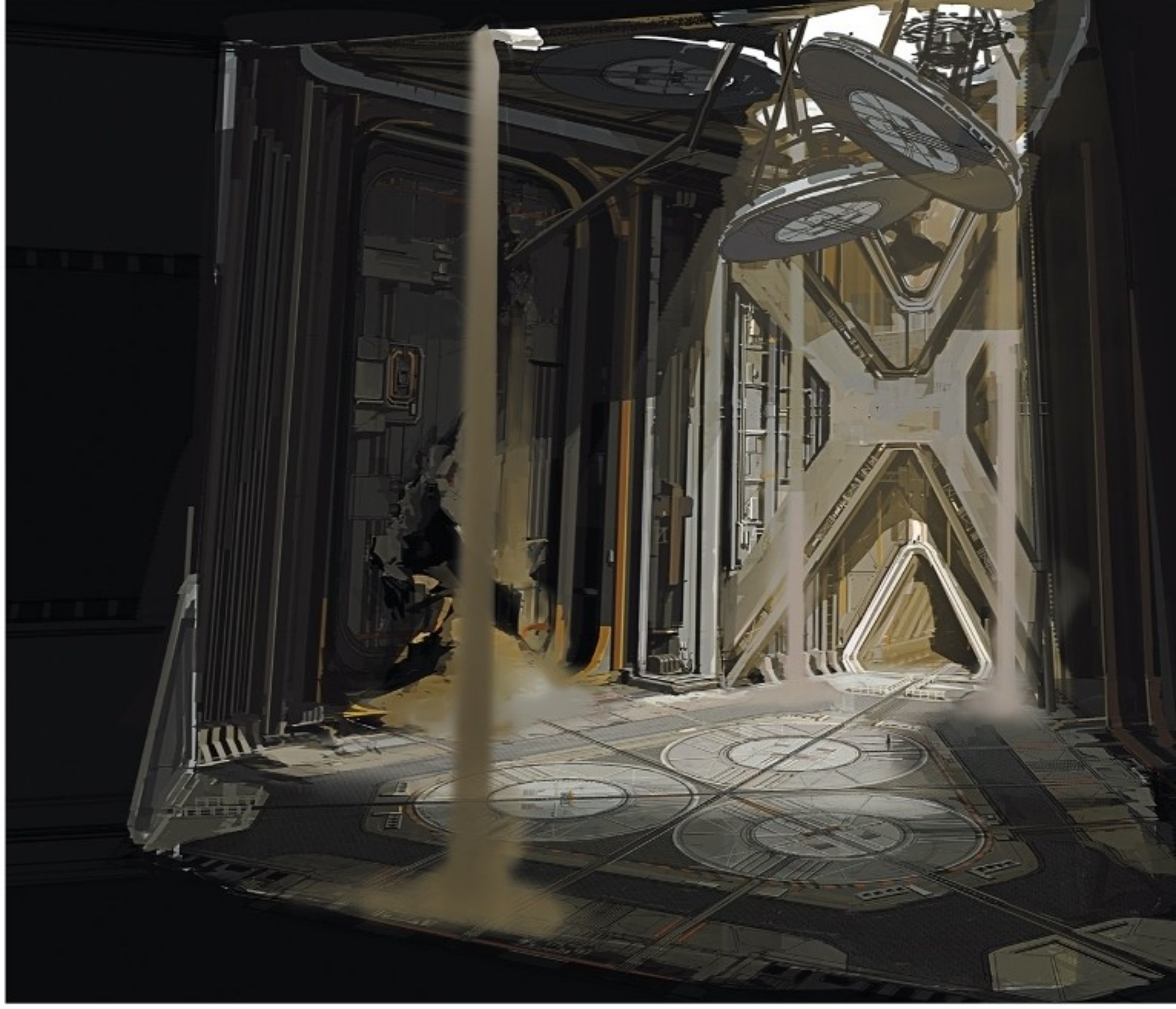


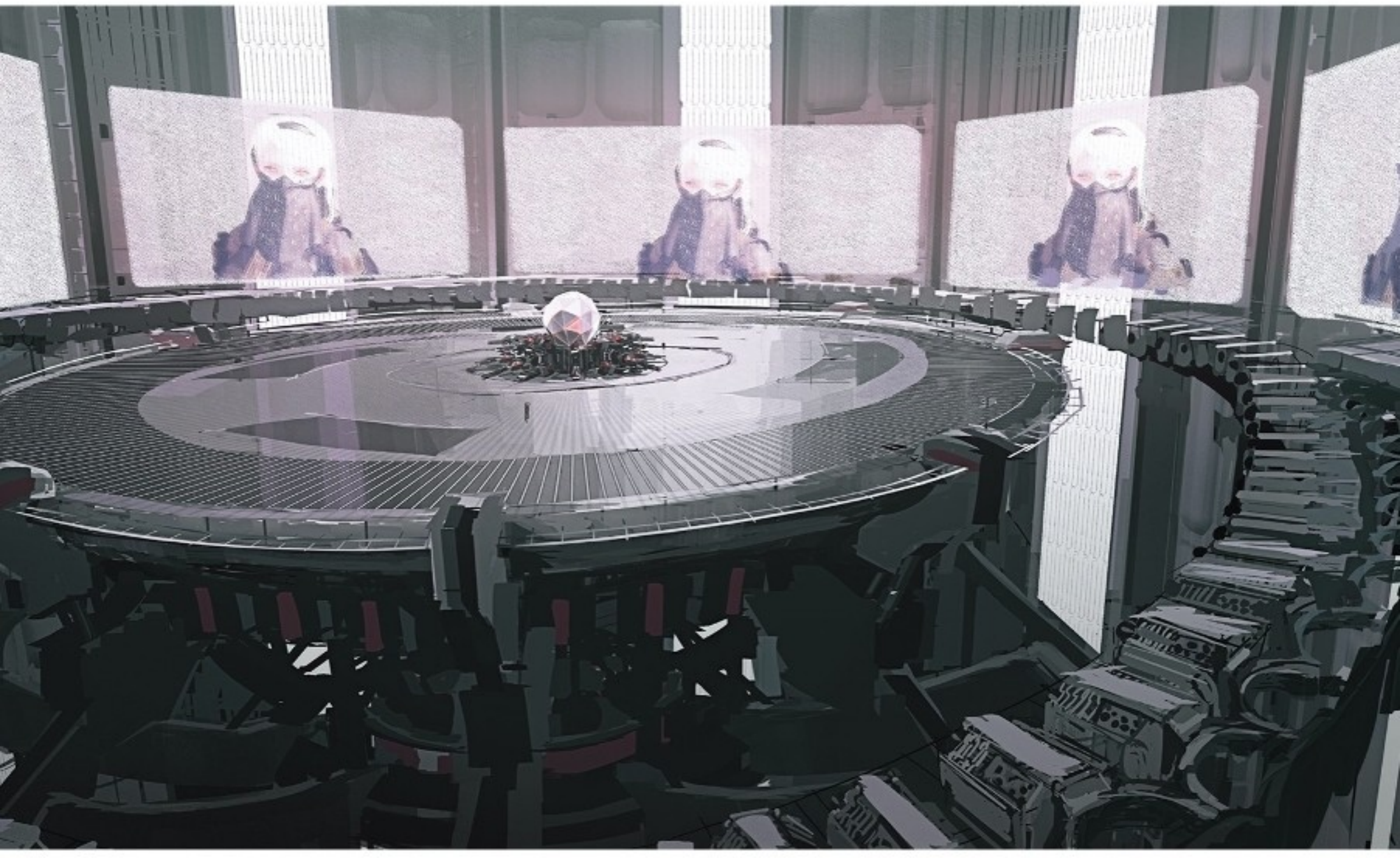




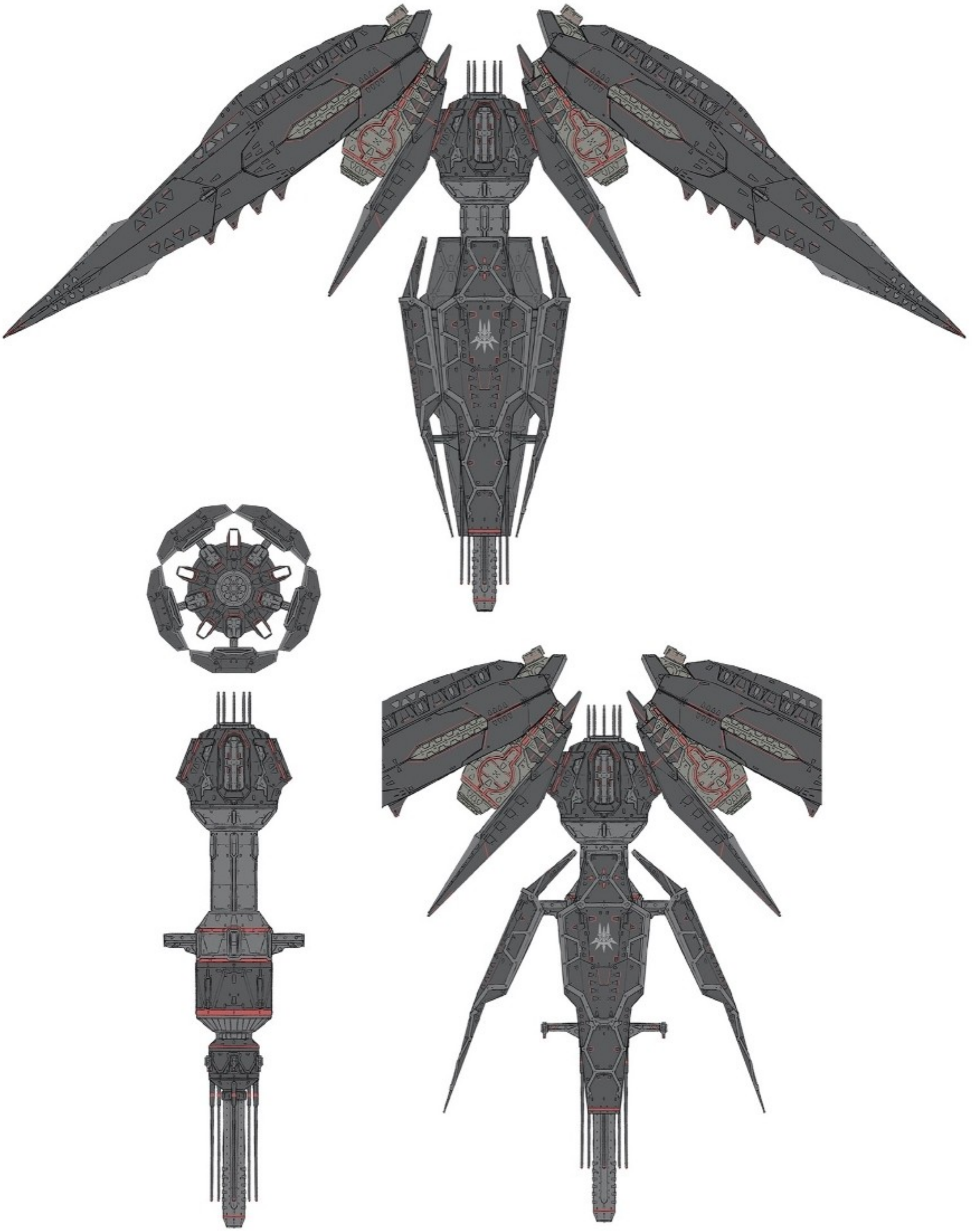


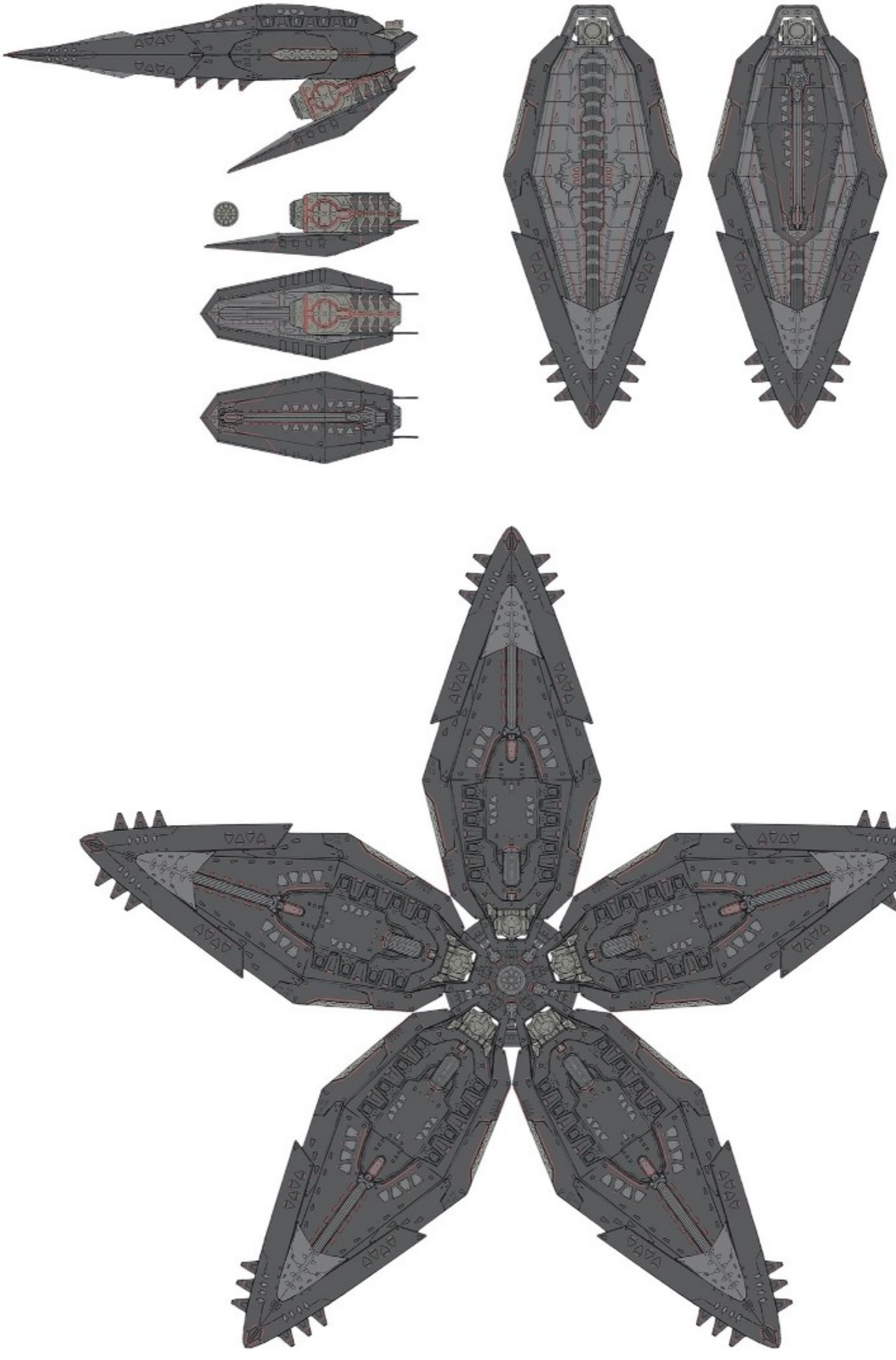






# Aegis Unit



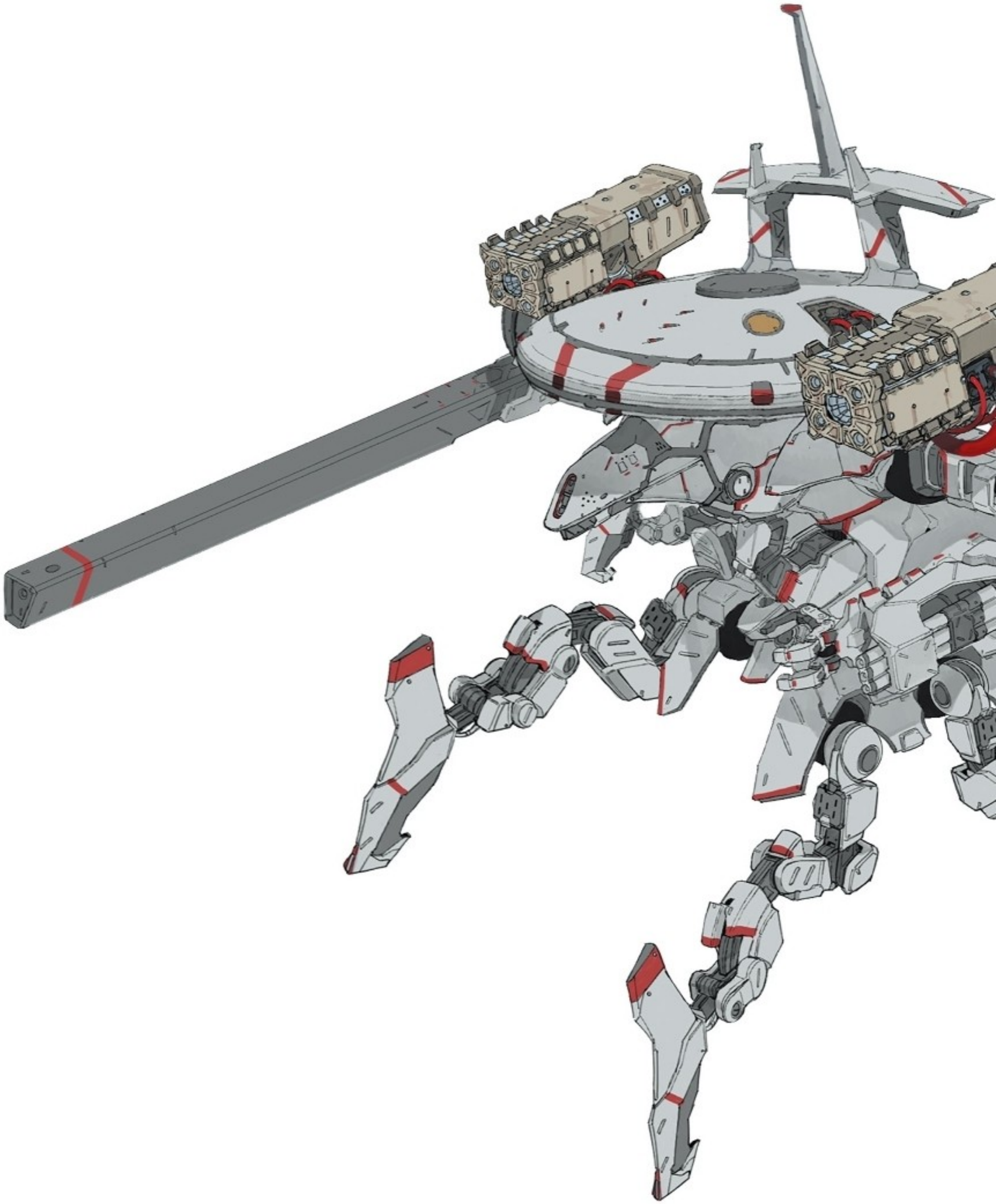


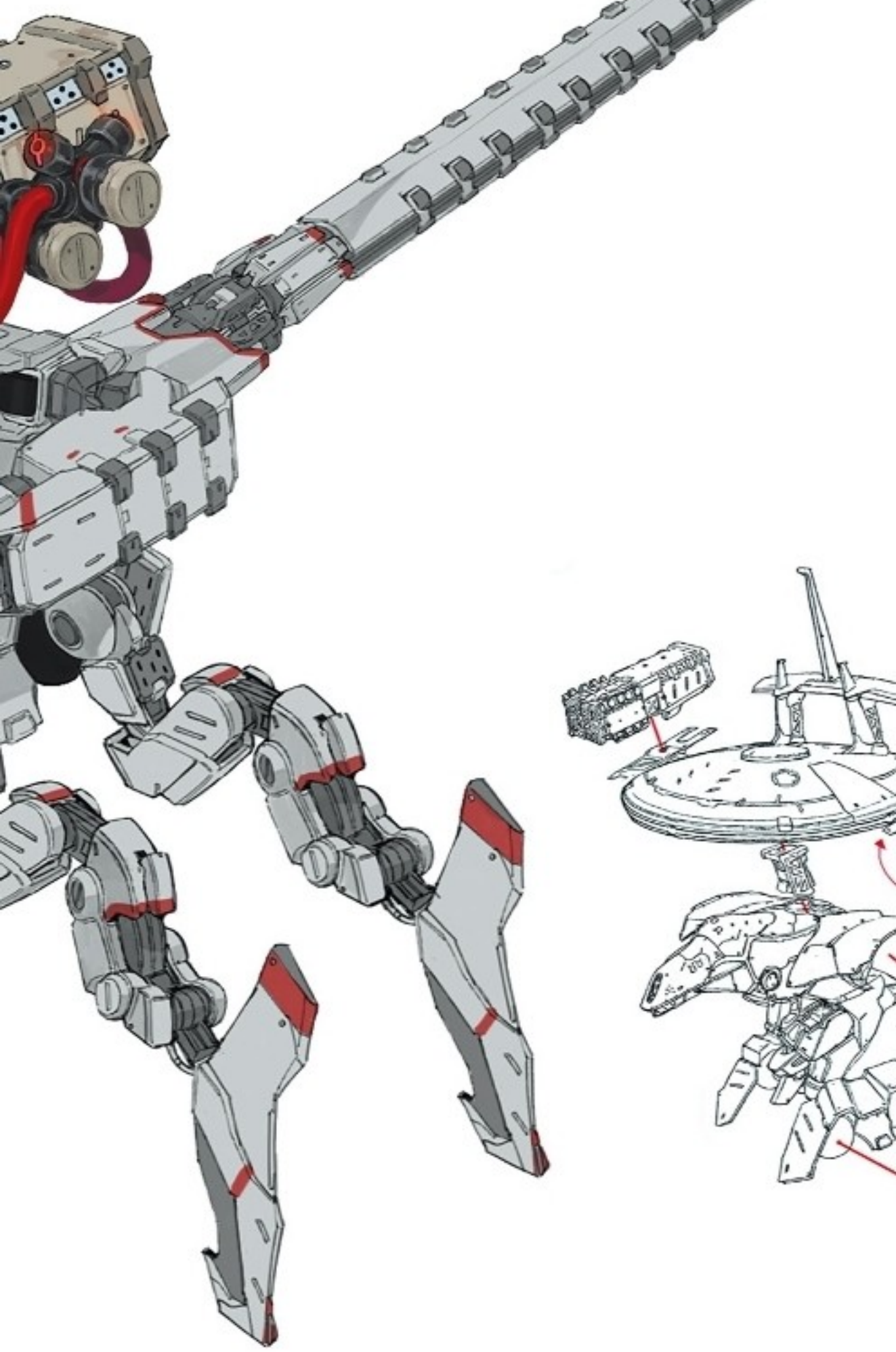
# Superior Flight Unit

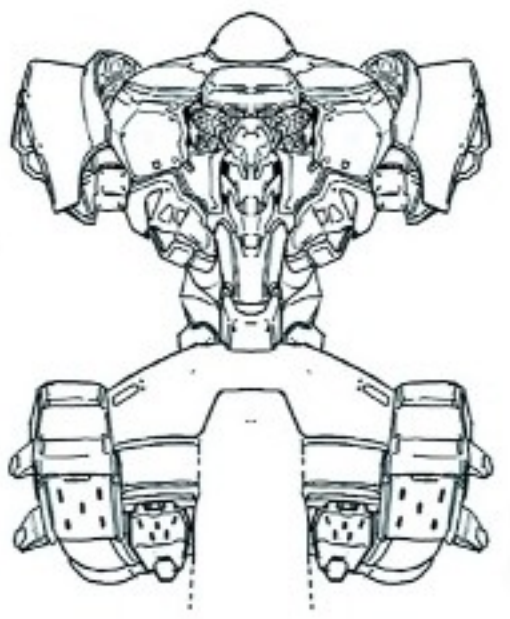


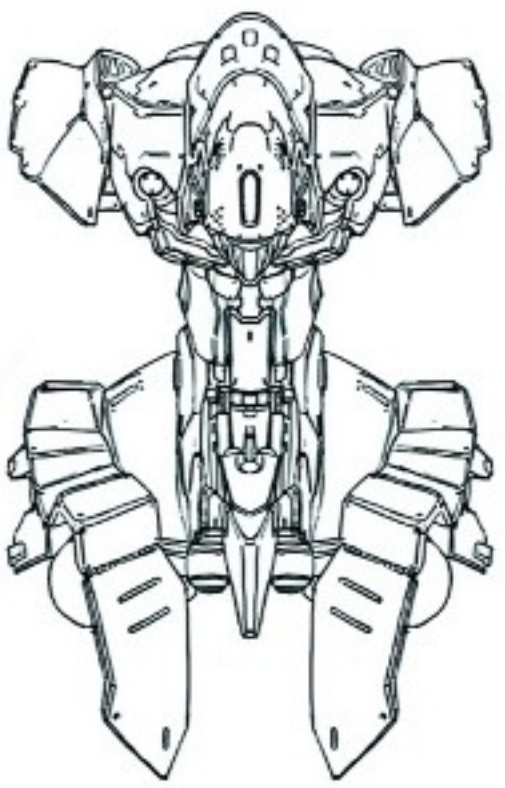


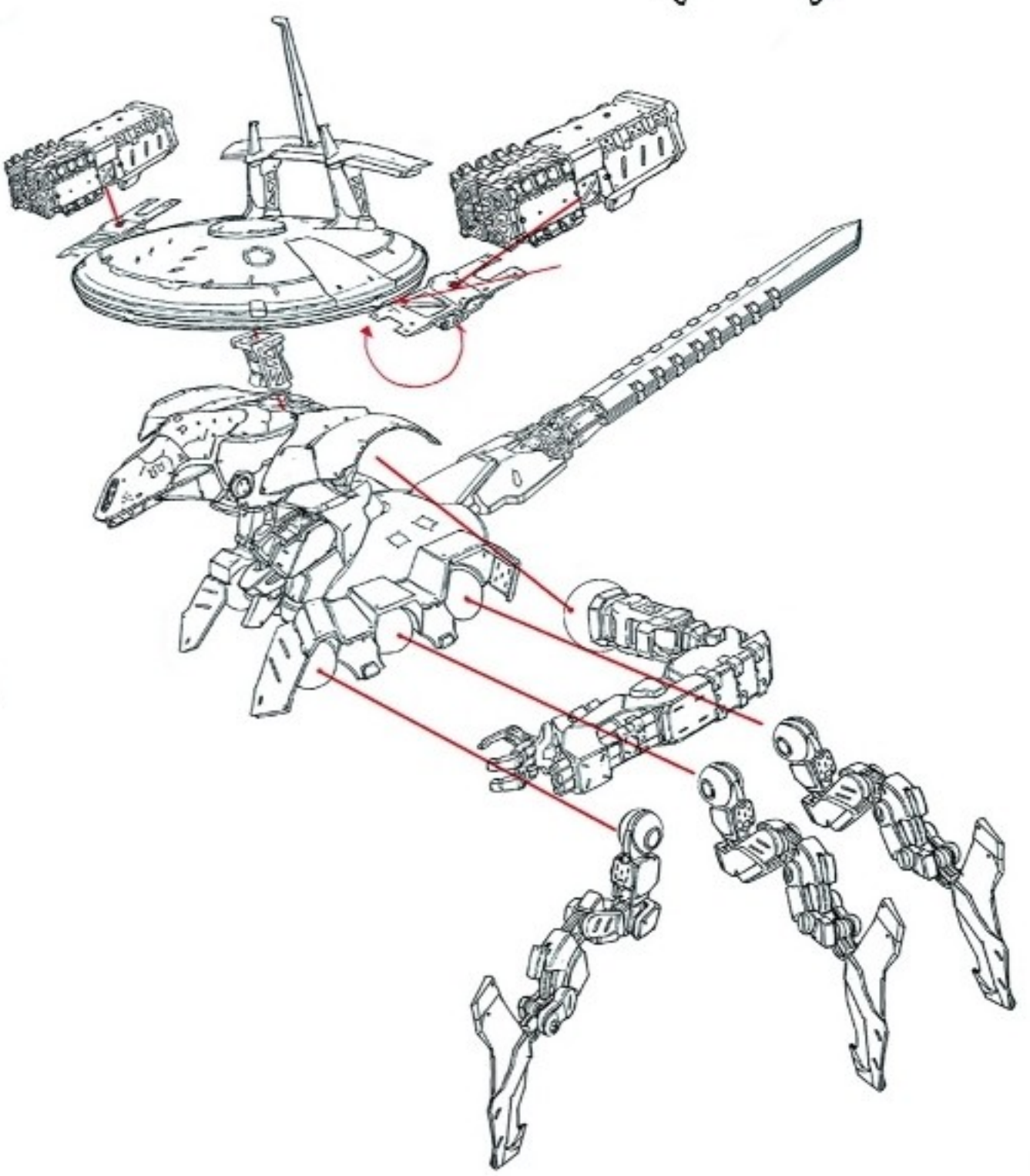
# Heavy Artillery Unit



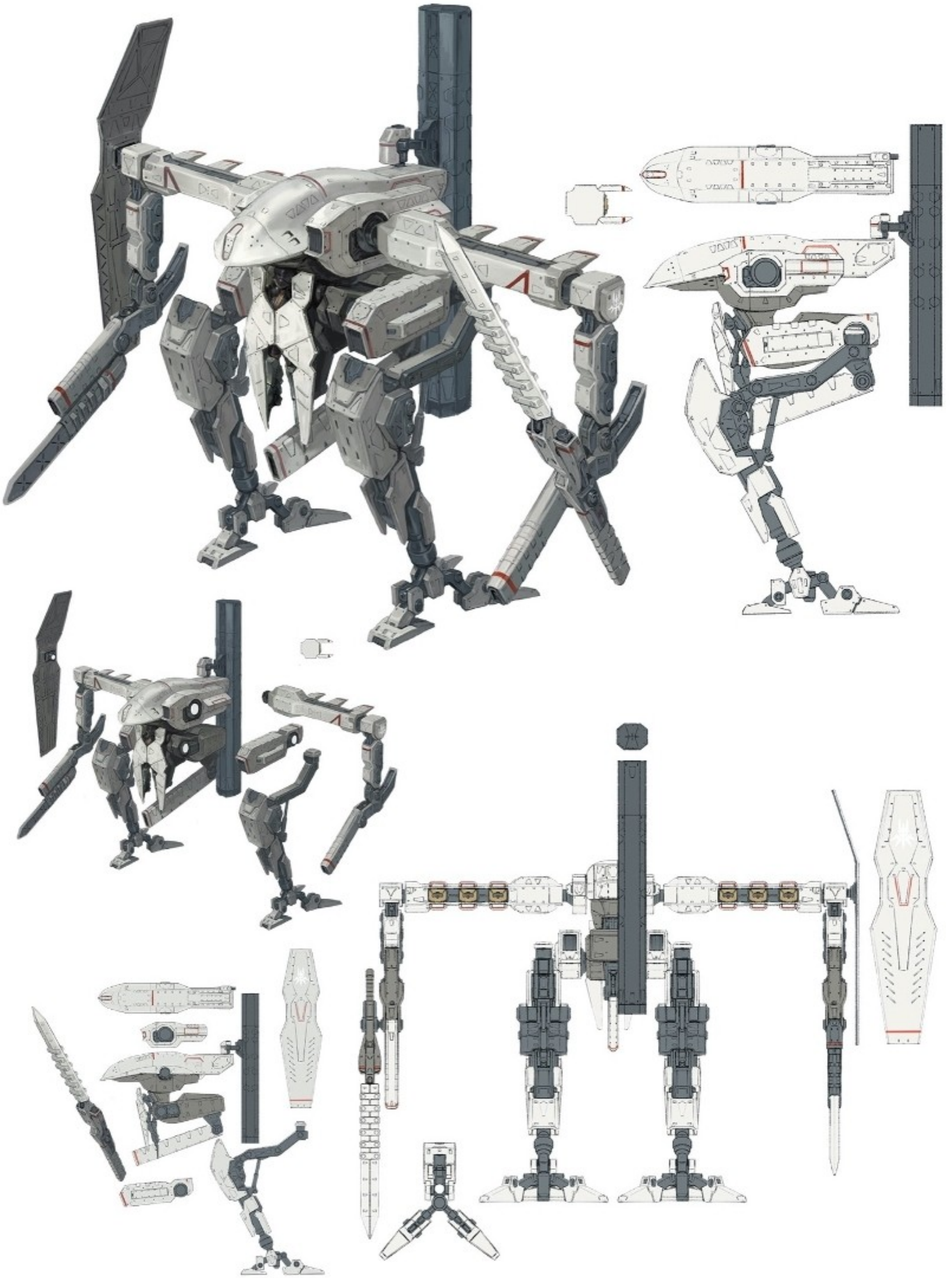




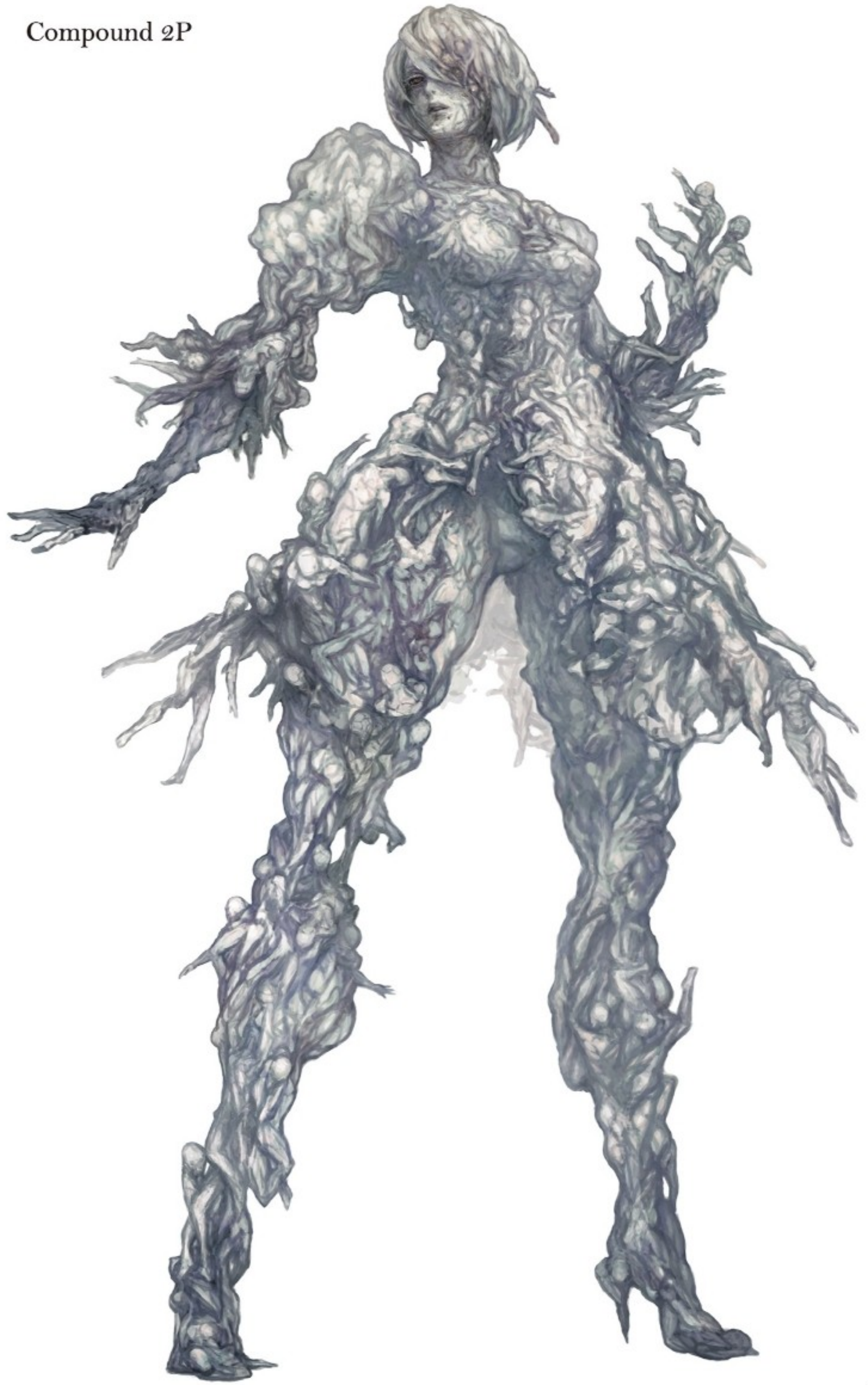




# Light Artillery Unit



Compound 2P









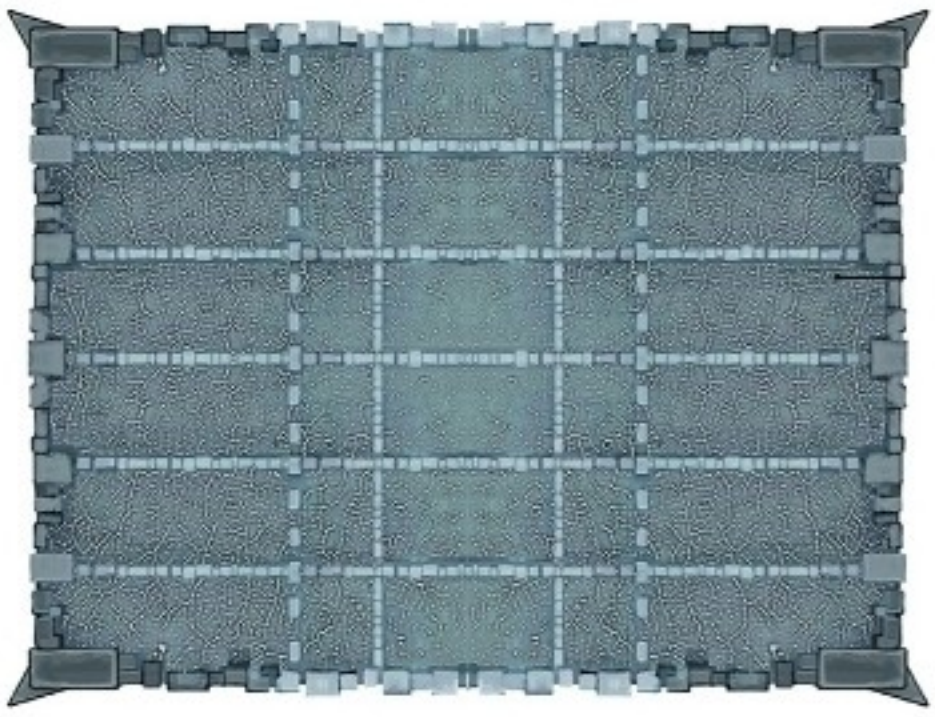


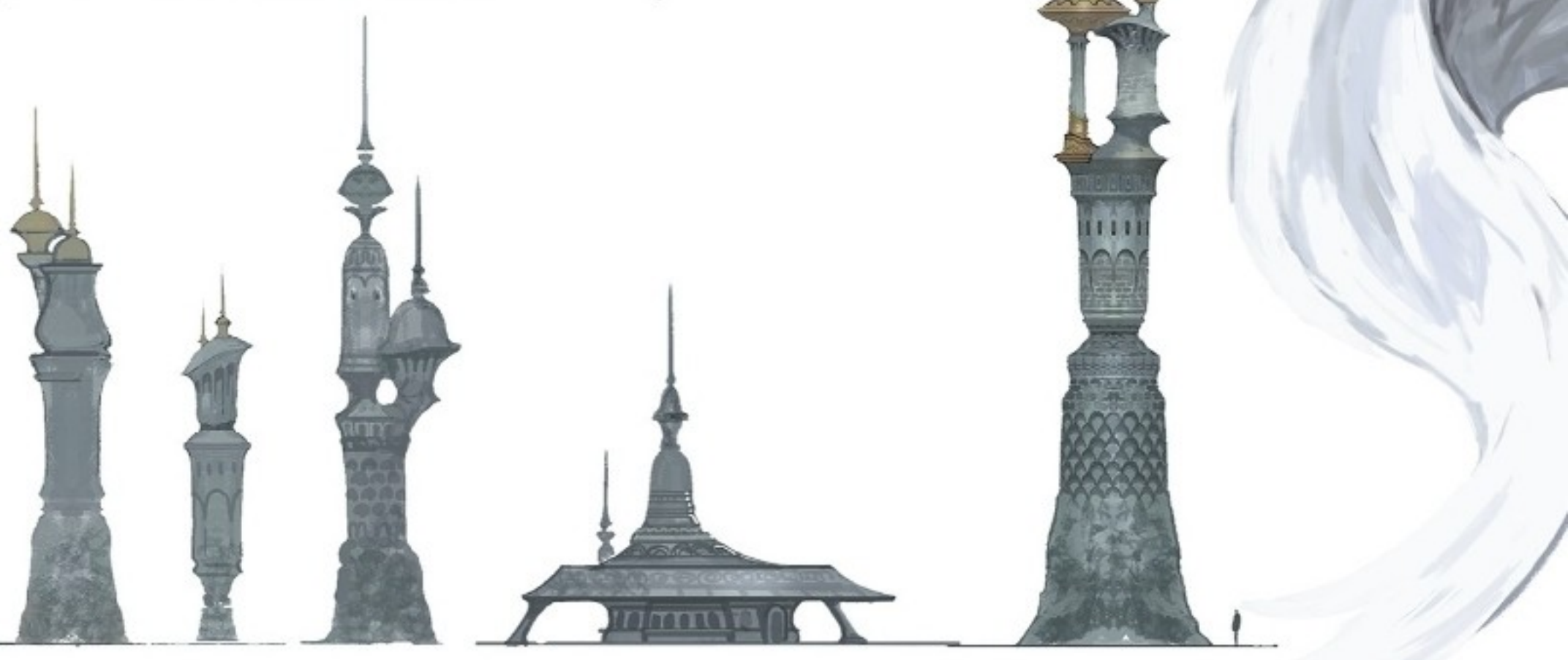
# EDEN'S VERSE & EDEN'S PROMISE

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# Eden's Verse: Fulmination







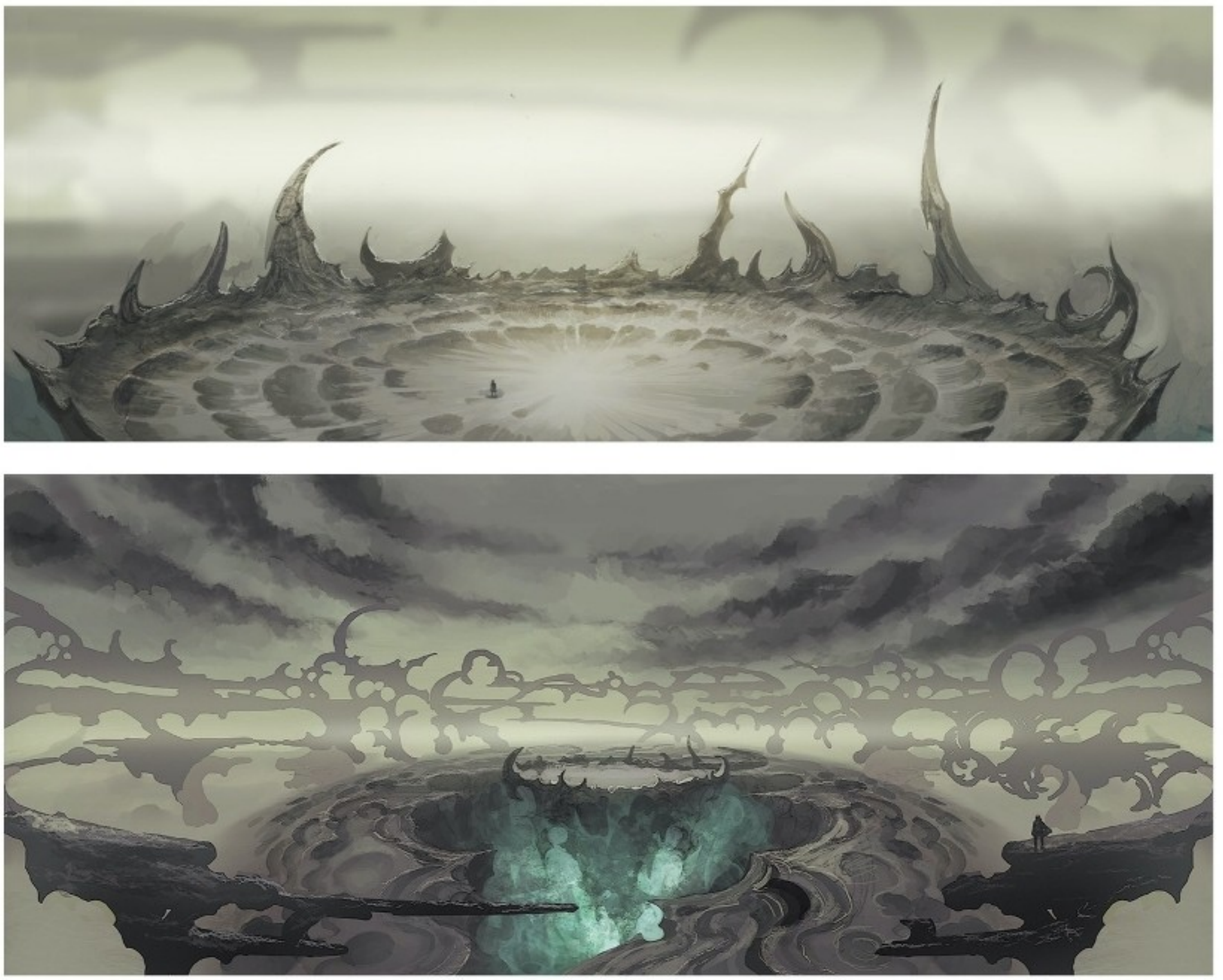
Heritor of Levin, Ramuh







# Eden's Verse: Furor







Heritor of Fury, Ifrit













Heritor of Fury, Garuda



Heritor of Fury, Raktapaksa

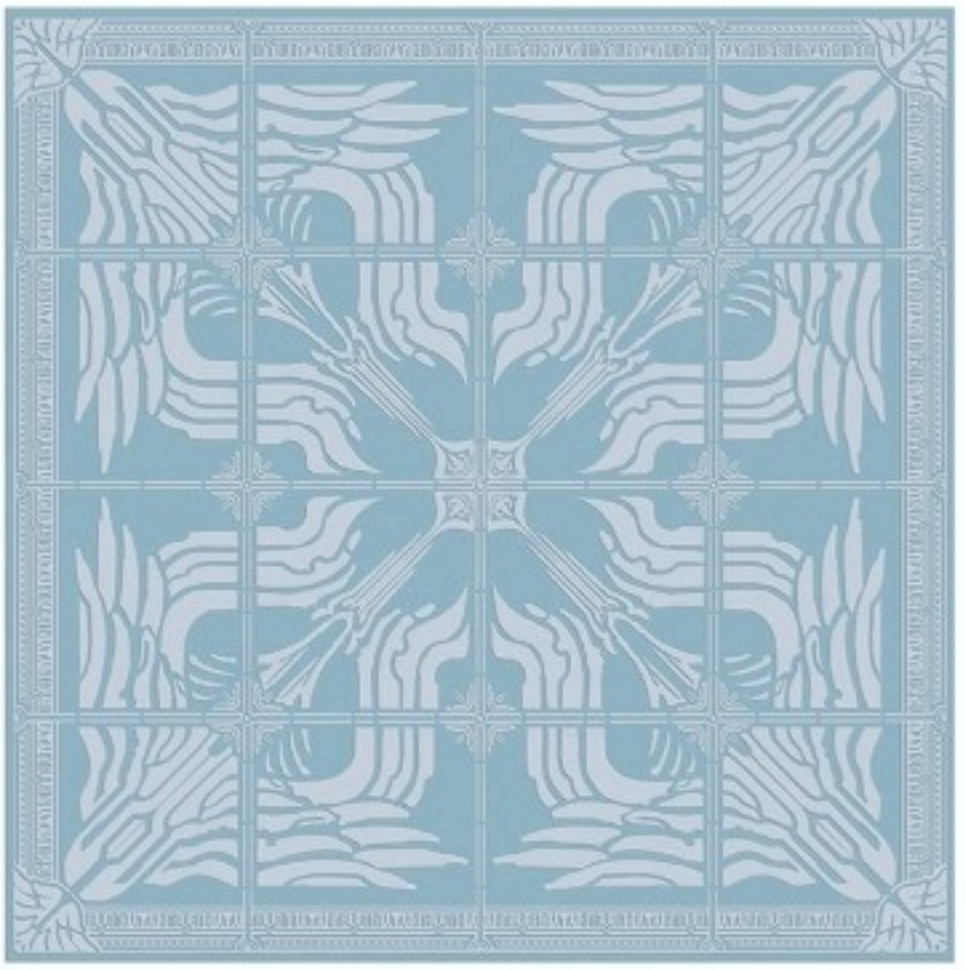


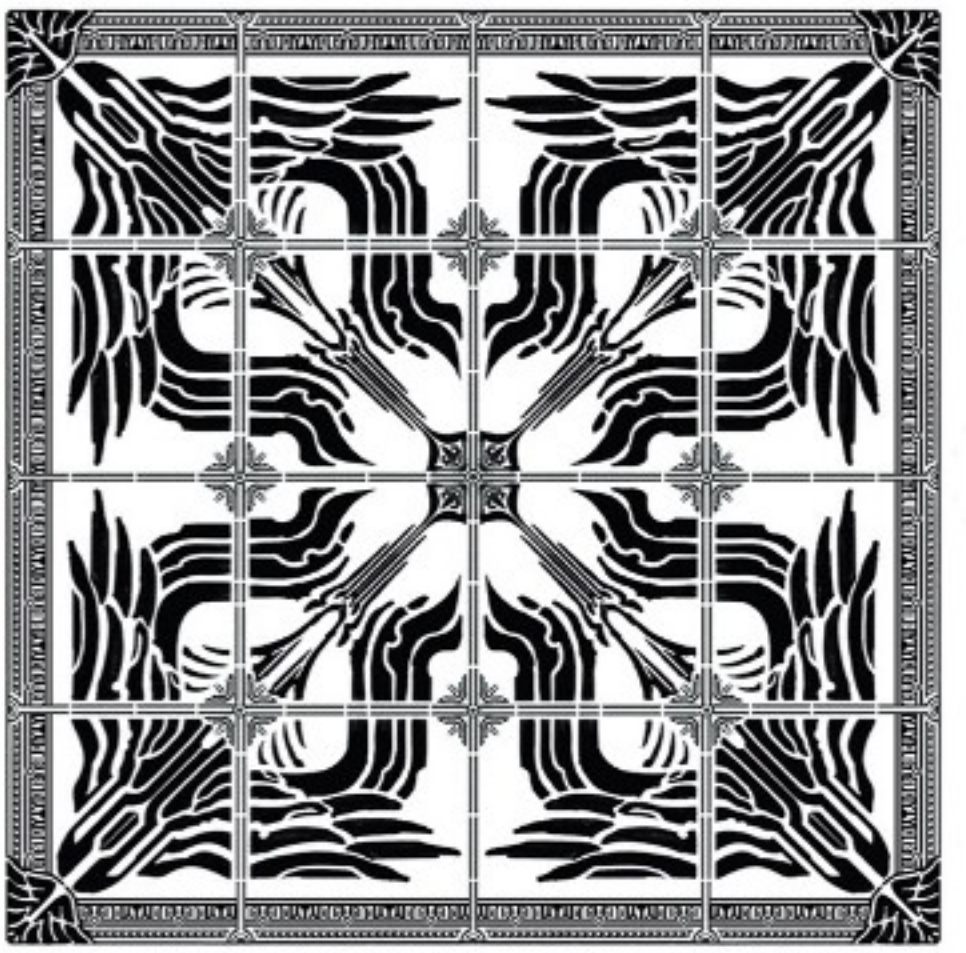


# Eden's Verse: Iconoclasm

Antithesis Conscient,
the Idol of Darkness









Unforgiven Idolatry

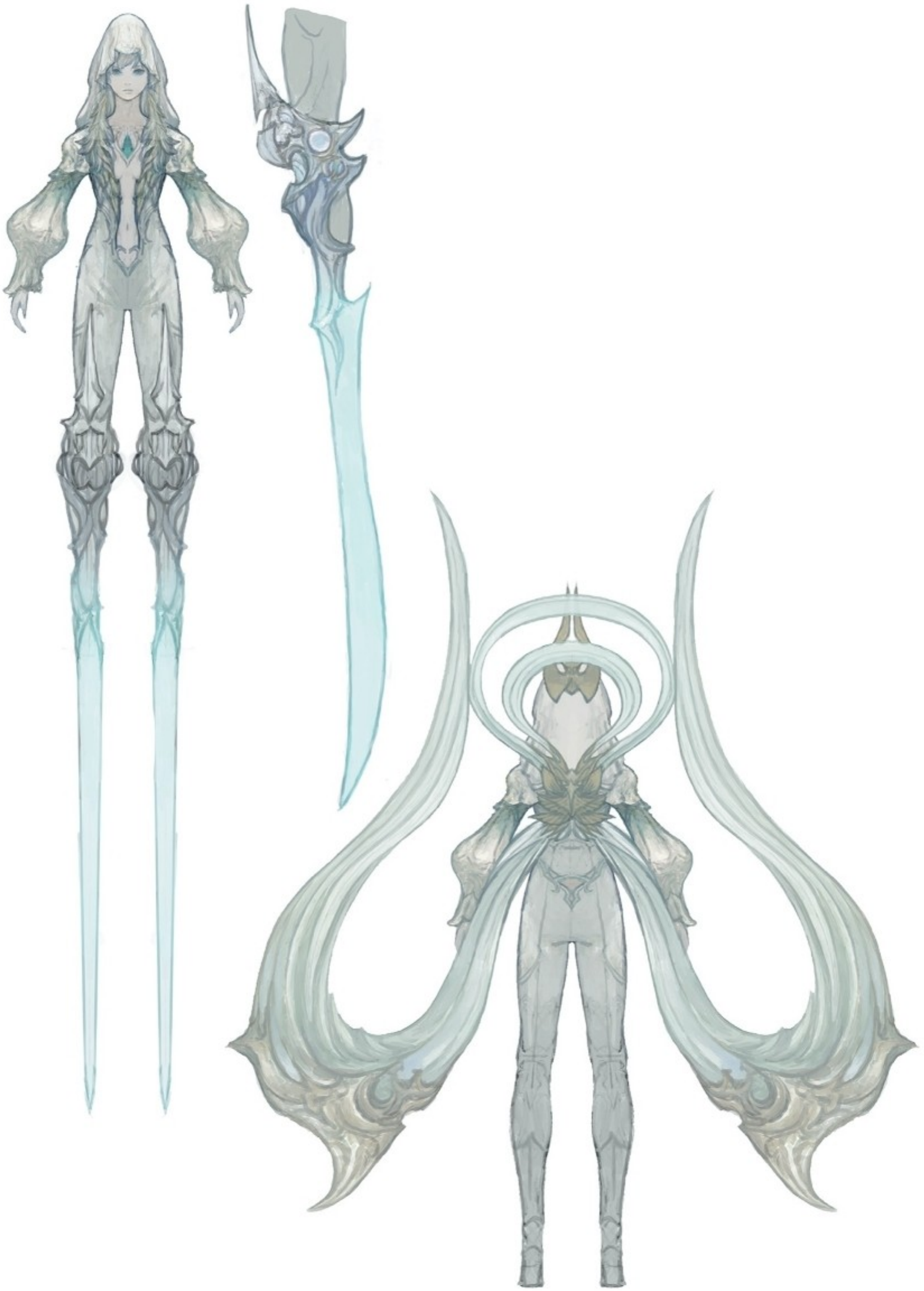
# Eden's Verse: Refulgence

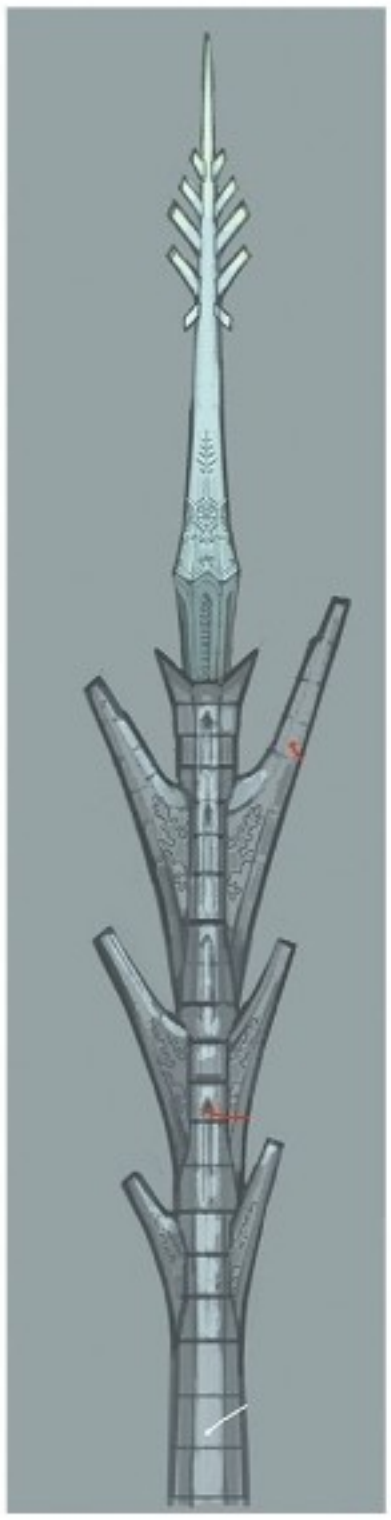
Heritor of Frost, Shiva

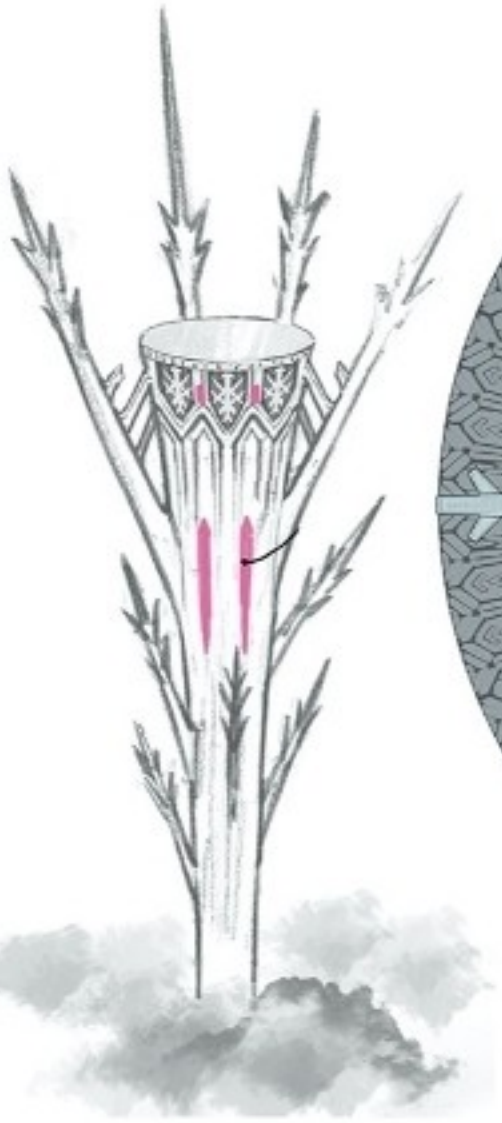






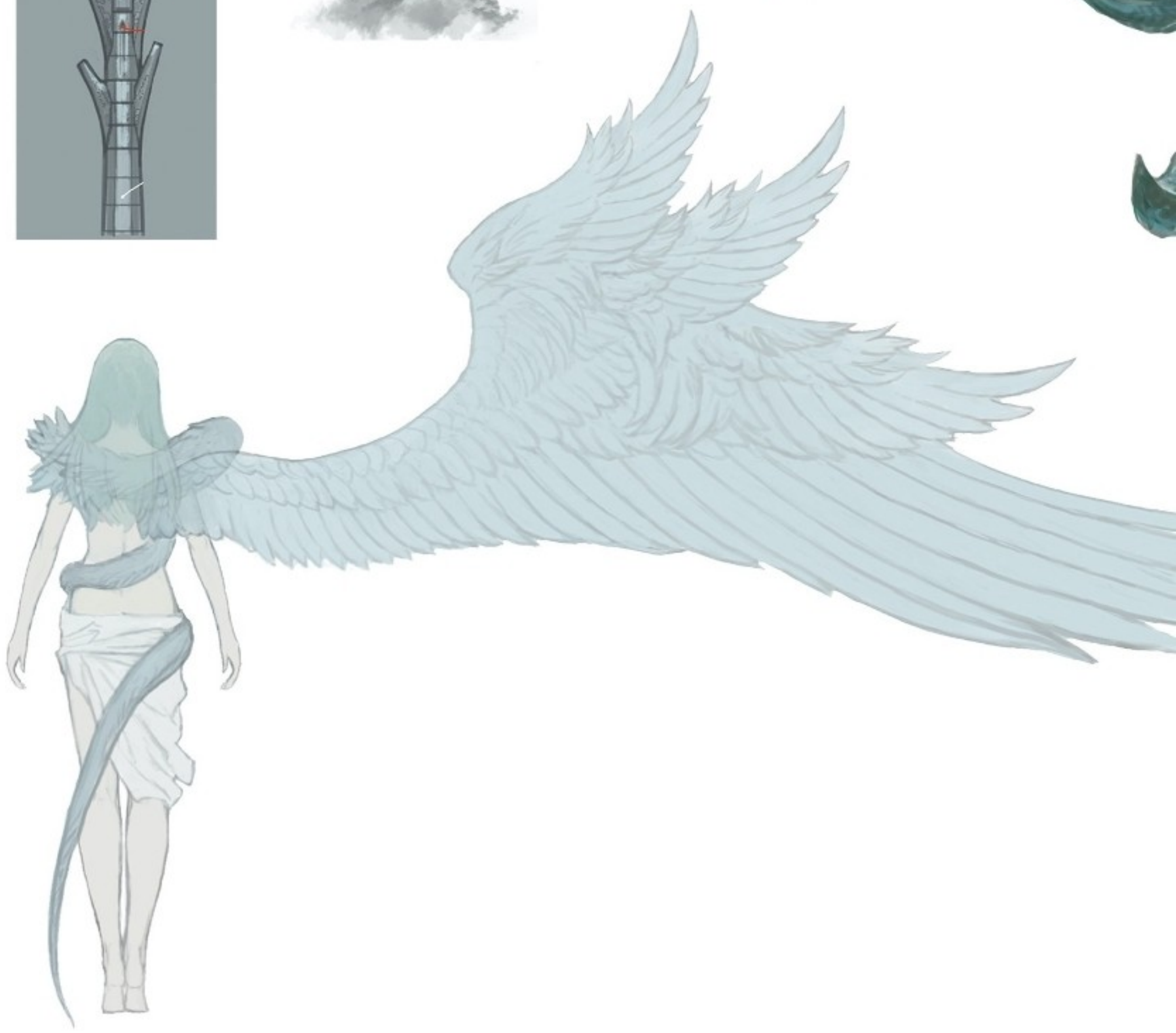






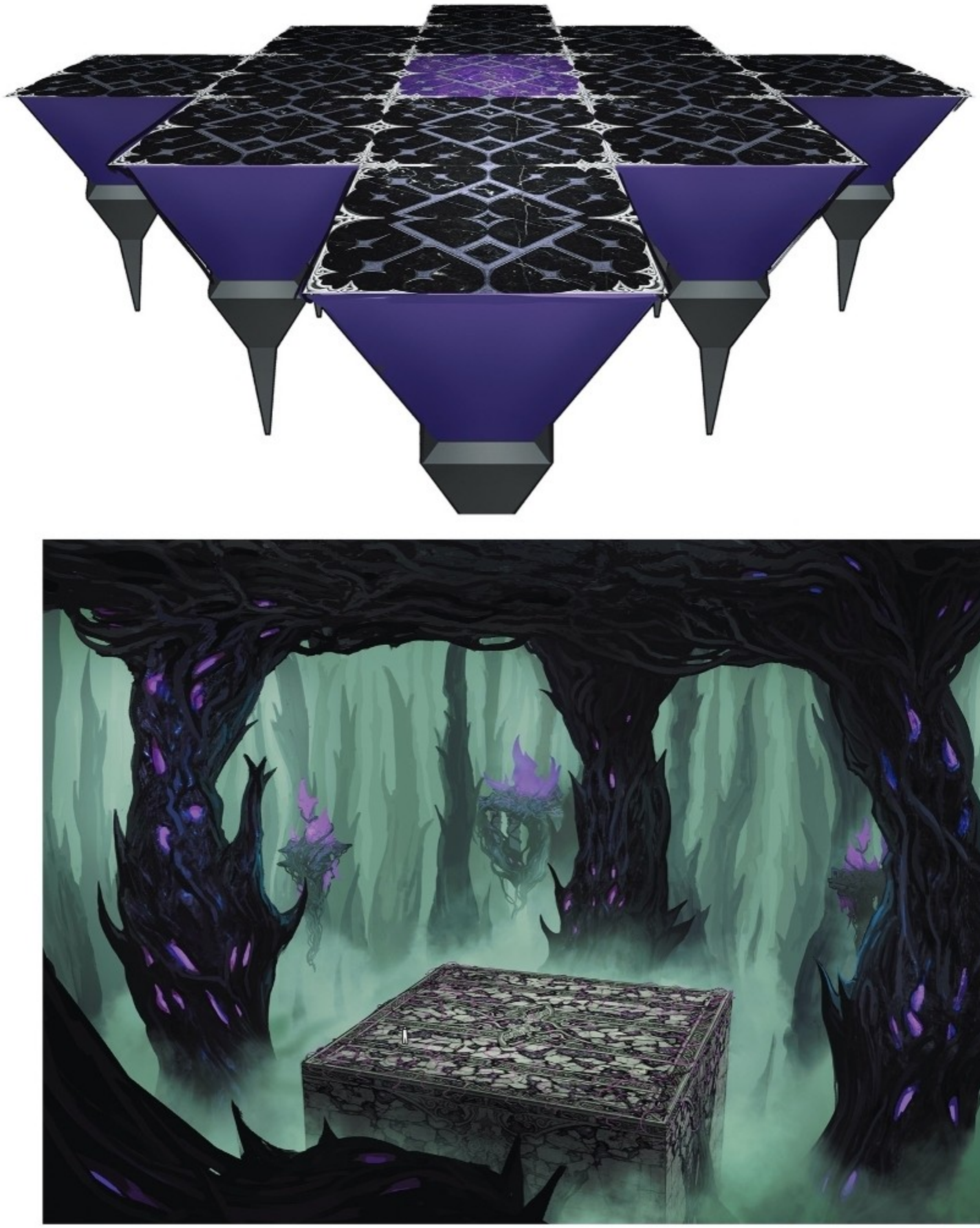








# Eden's Promise: Umbra

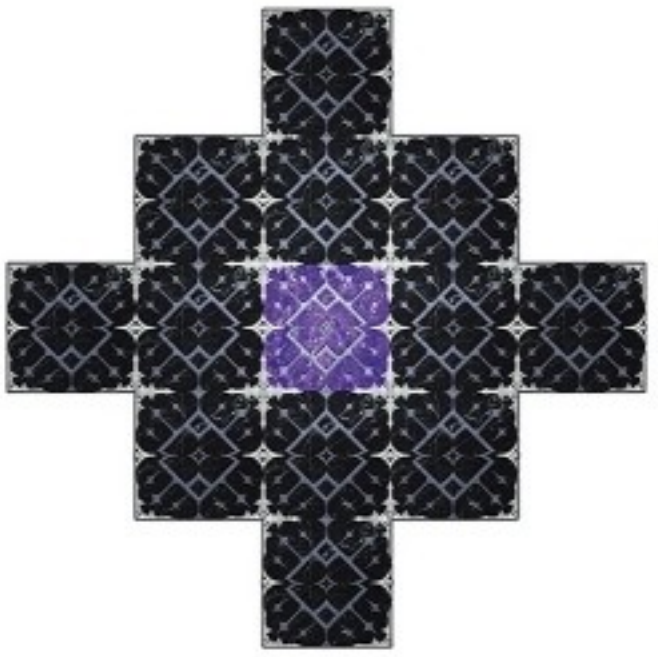






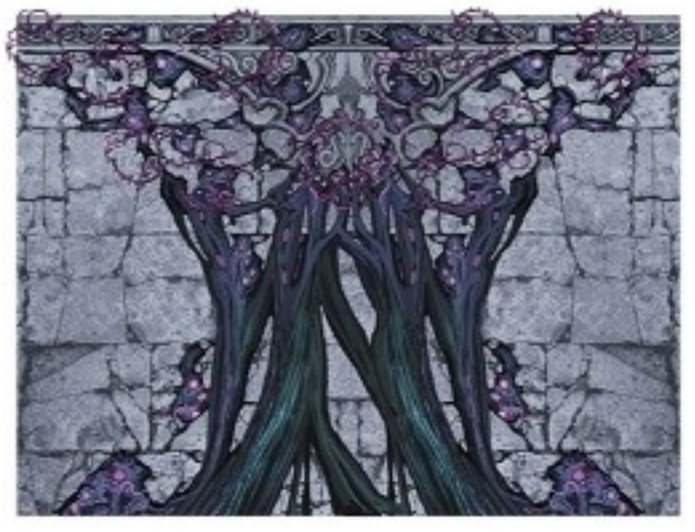




















# Eden's Promise: Litany

Ravening Antihero,
the Shadowkeeper





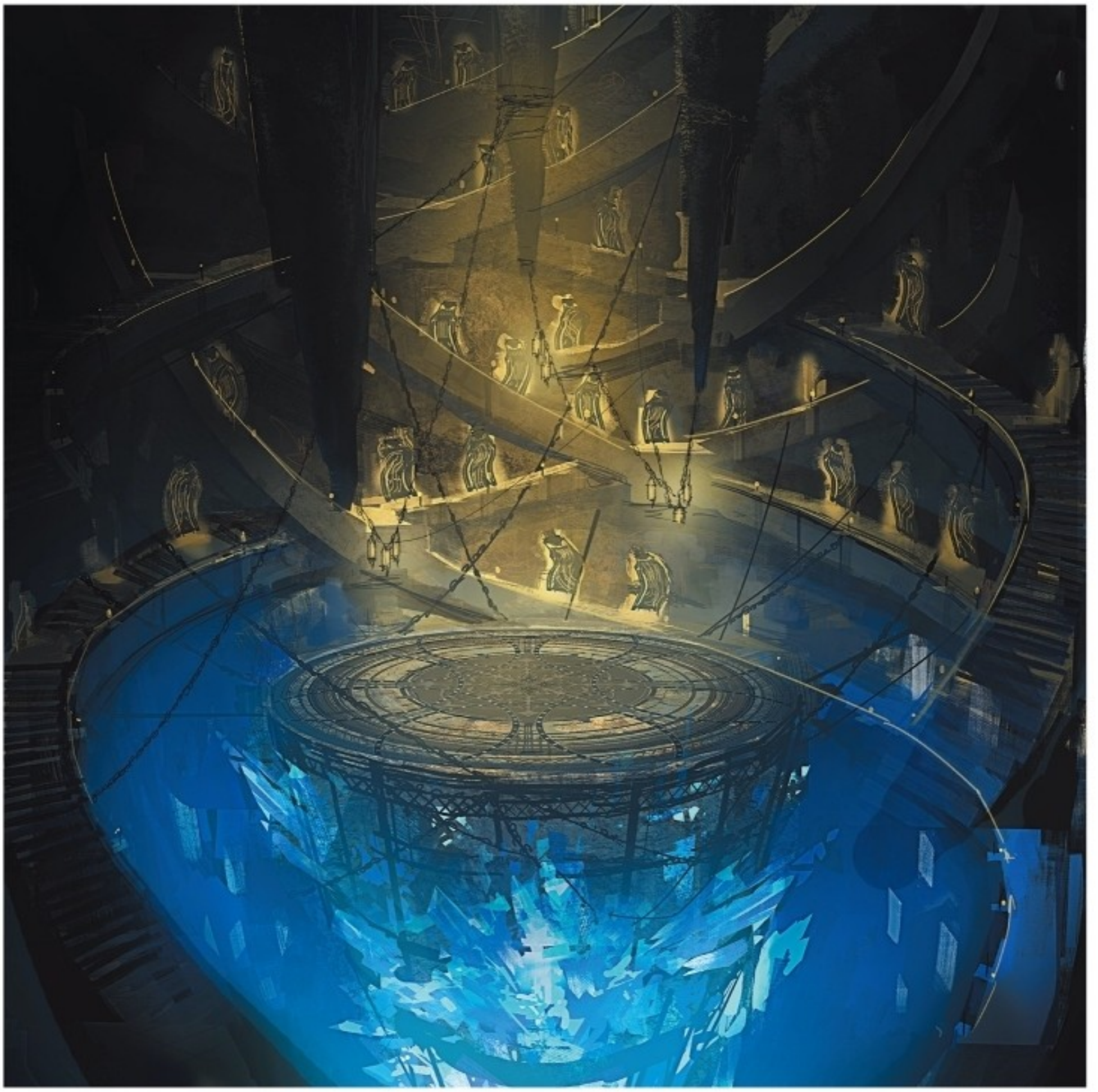


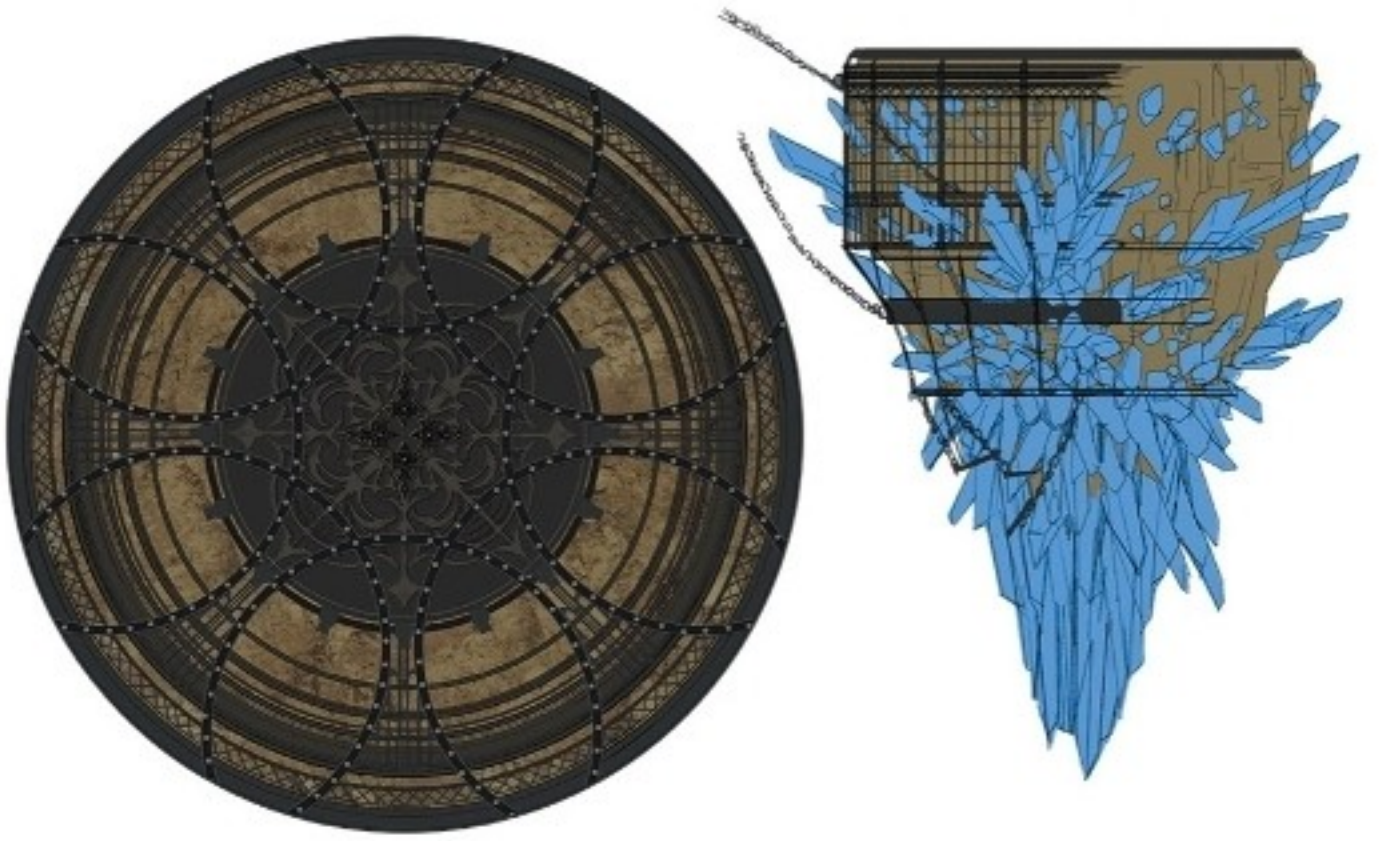






# Eden's Promise: Anamorphosis





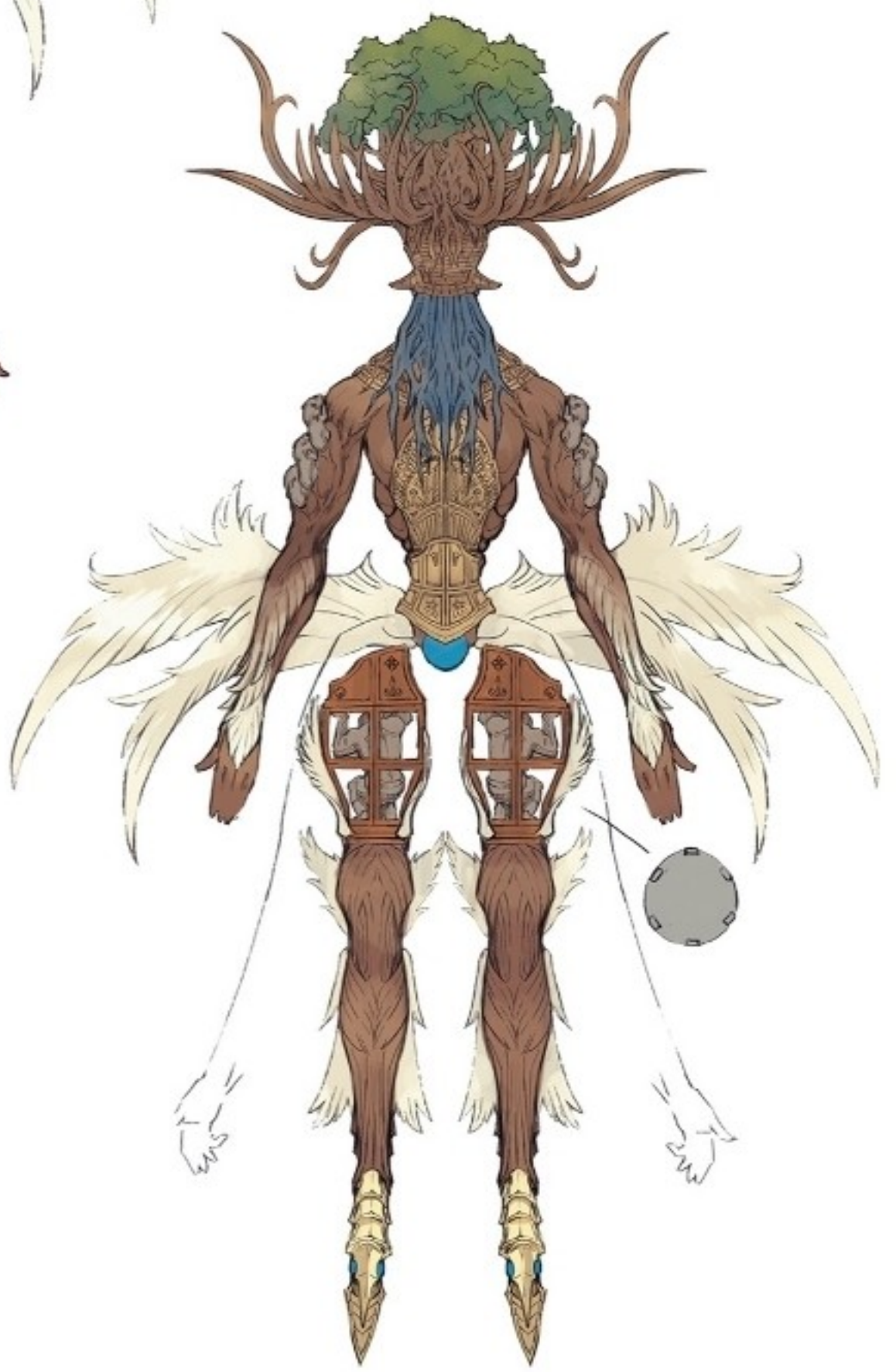




Dread Hope, the Fatebreaker

# Eden's Promise: Eternity





Utopian Vision,
Eden's Promise



CHARACTER DESIGN: TETSUYA NOMURA

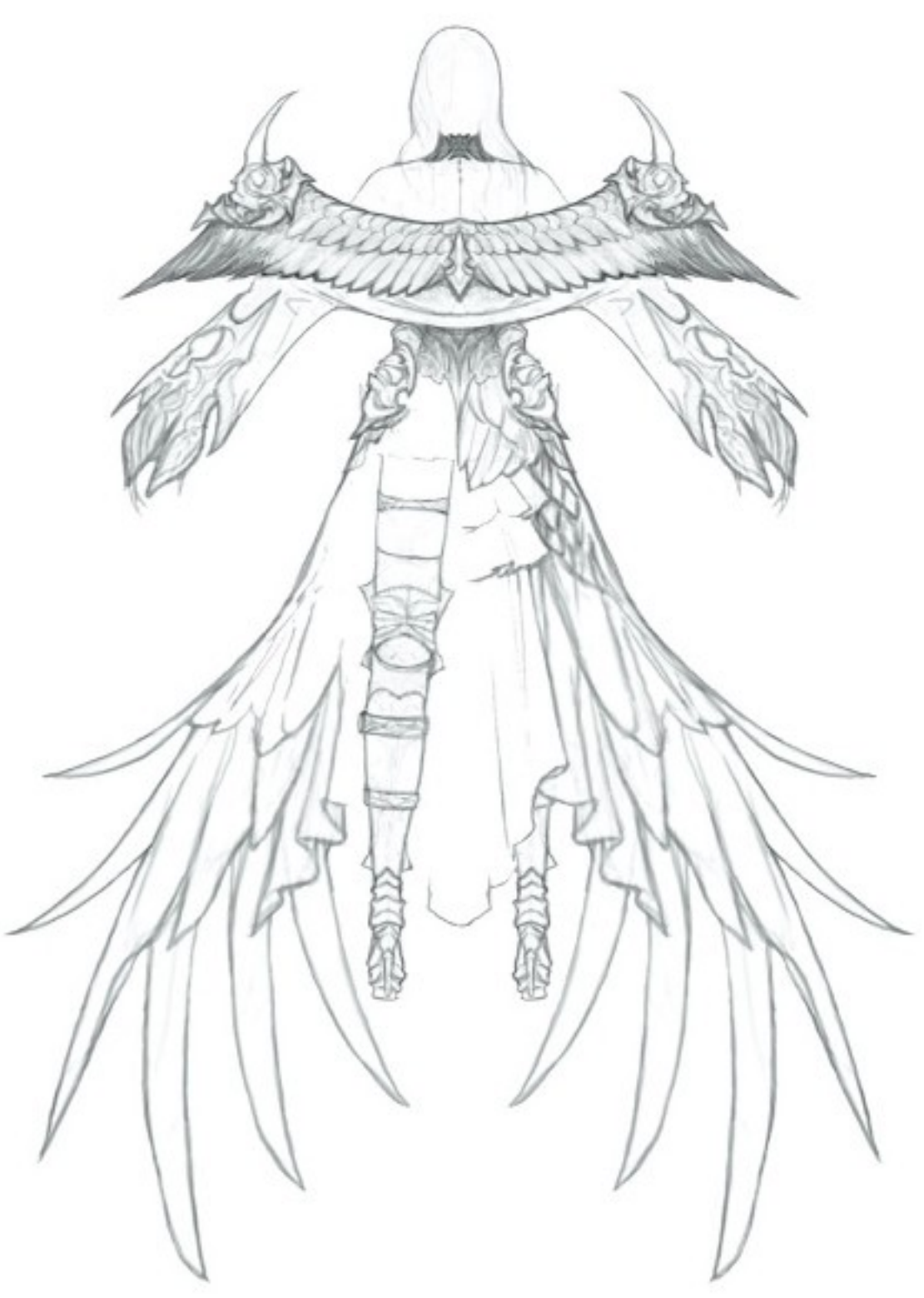
Oracle of Darkness











## Chiseled Sculpture

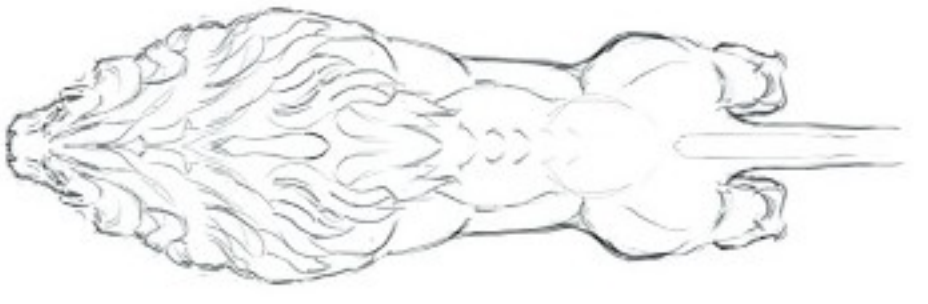




## Beastly Sculpture





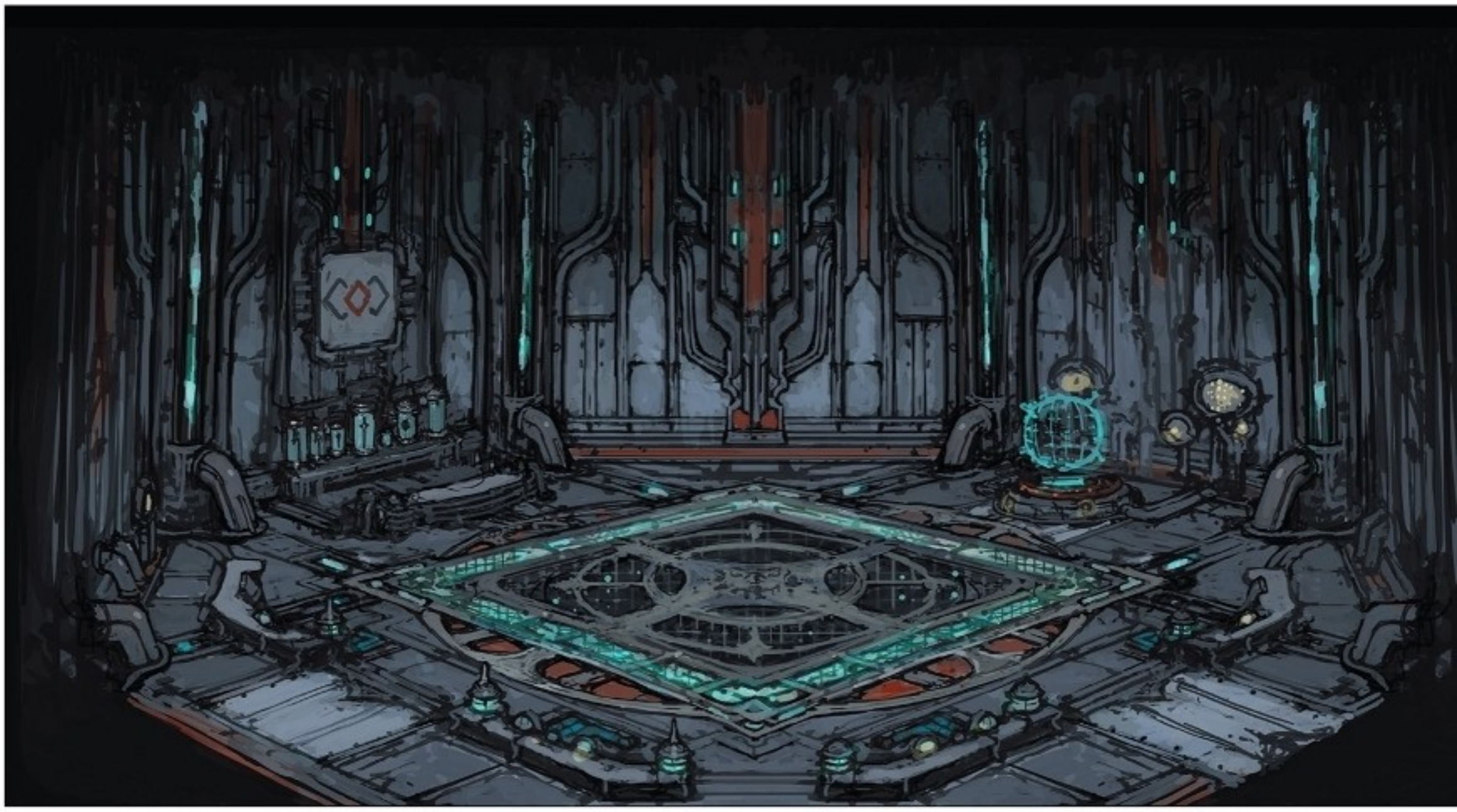


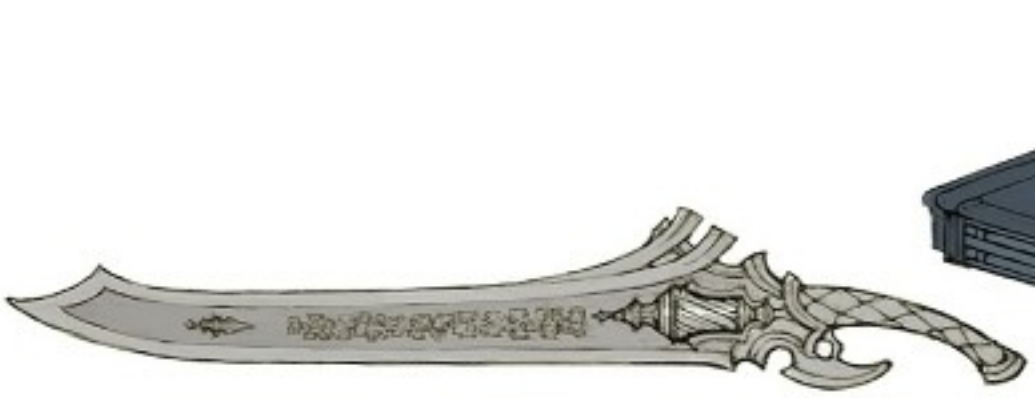
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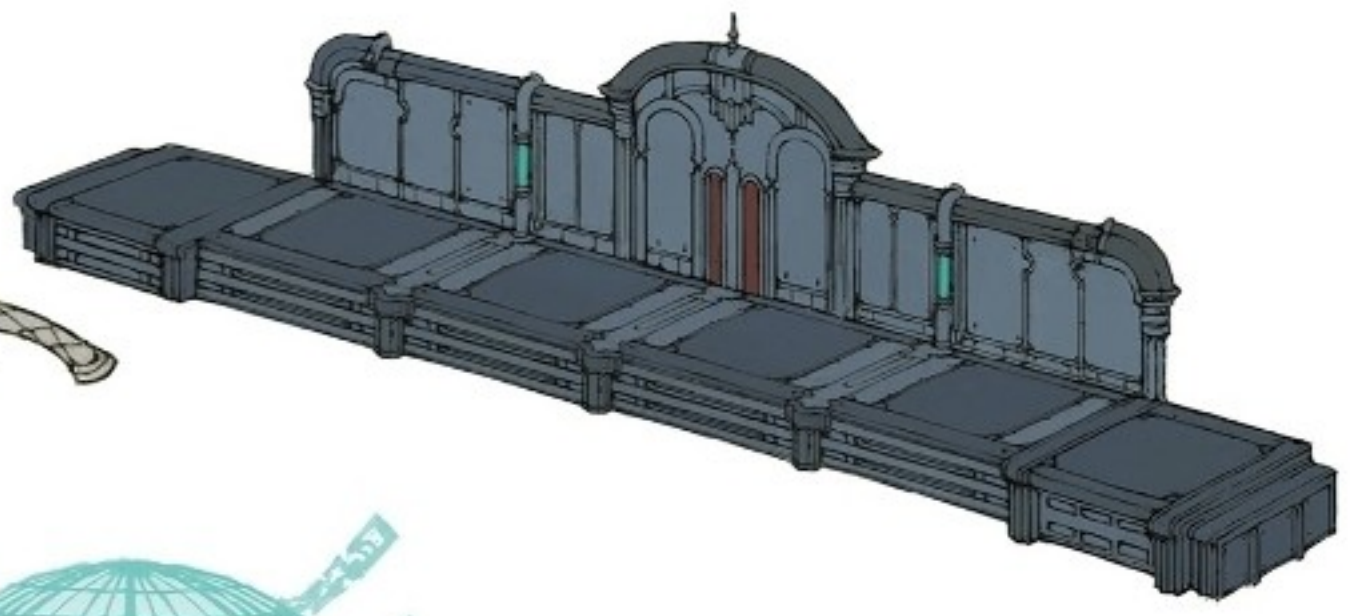
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# The Bozjan Southern Front



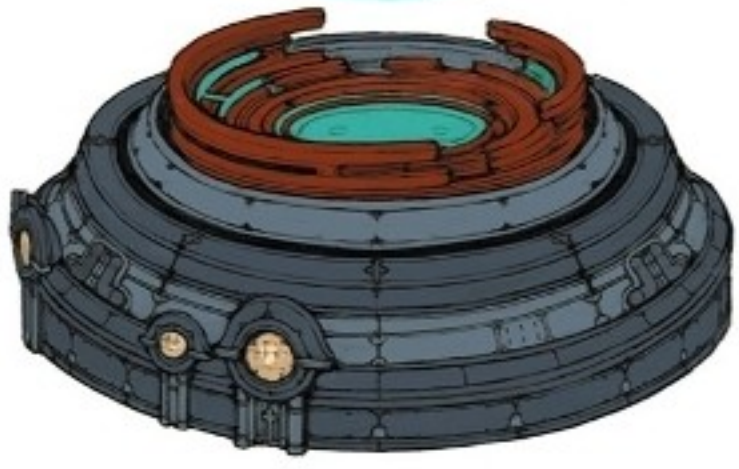


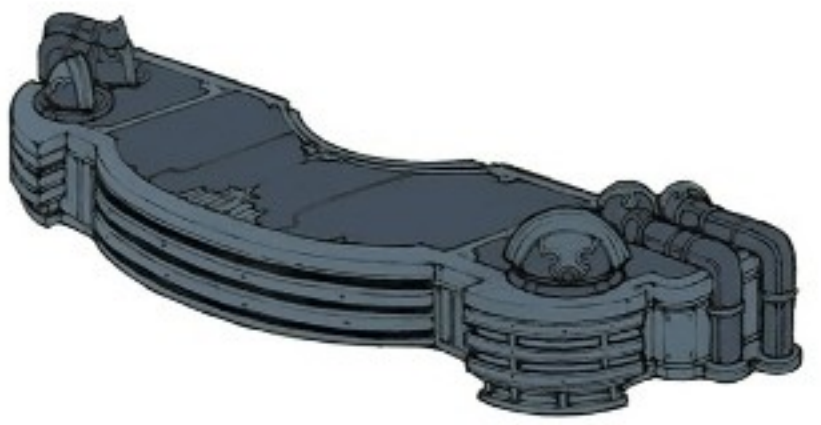


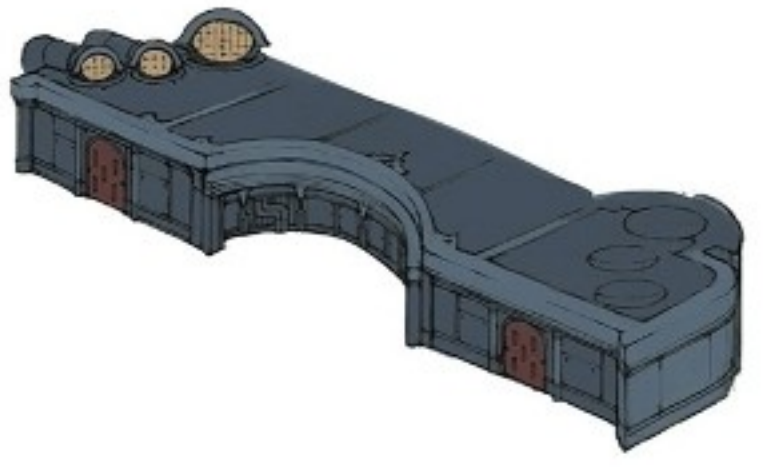




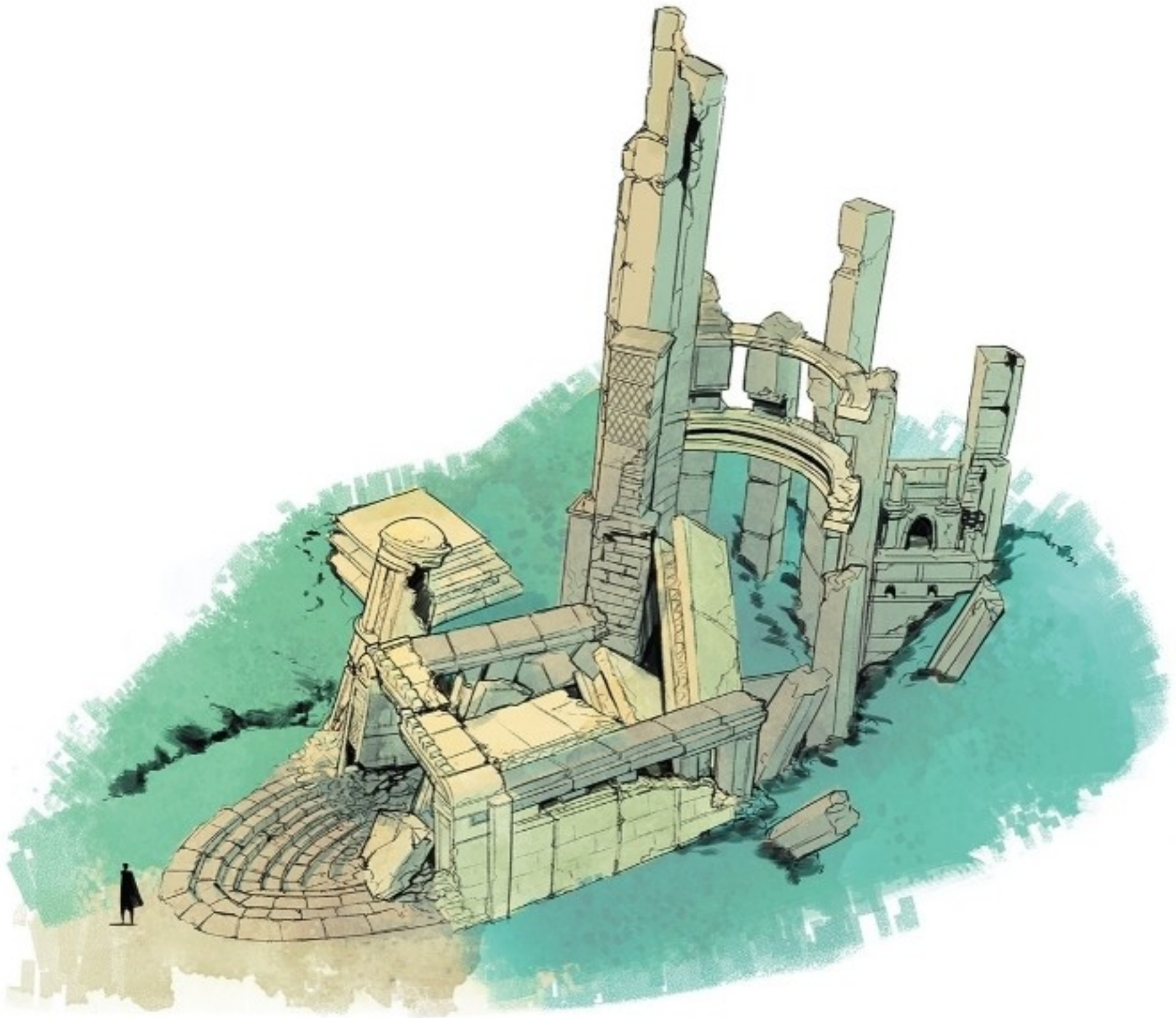








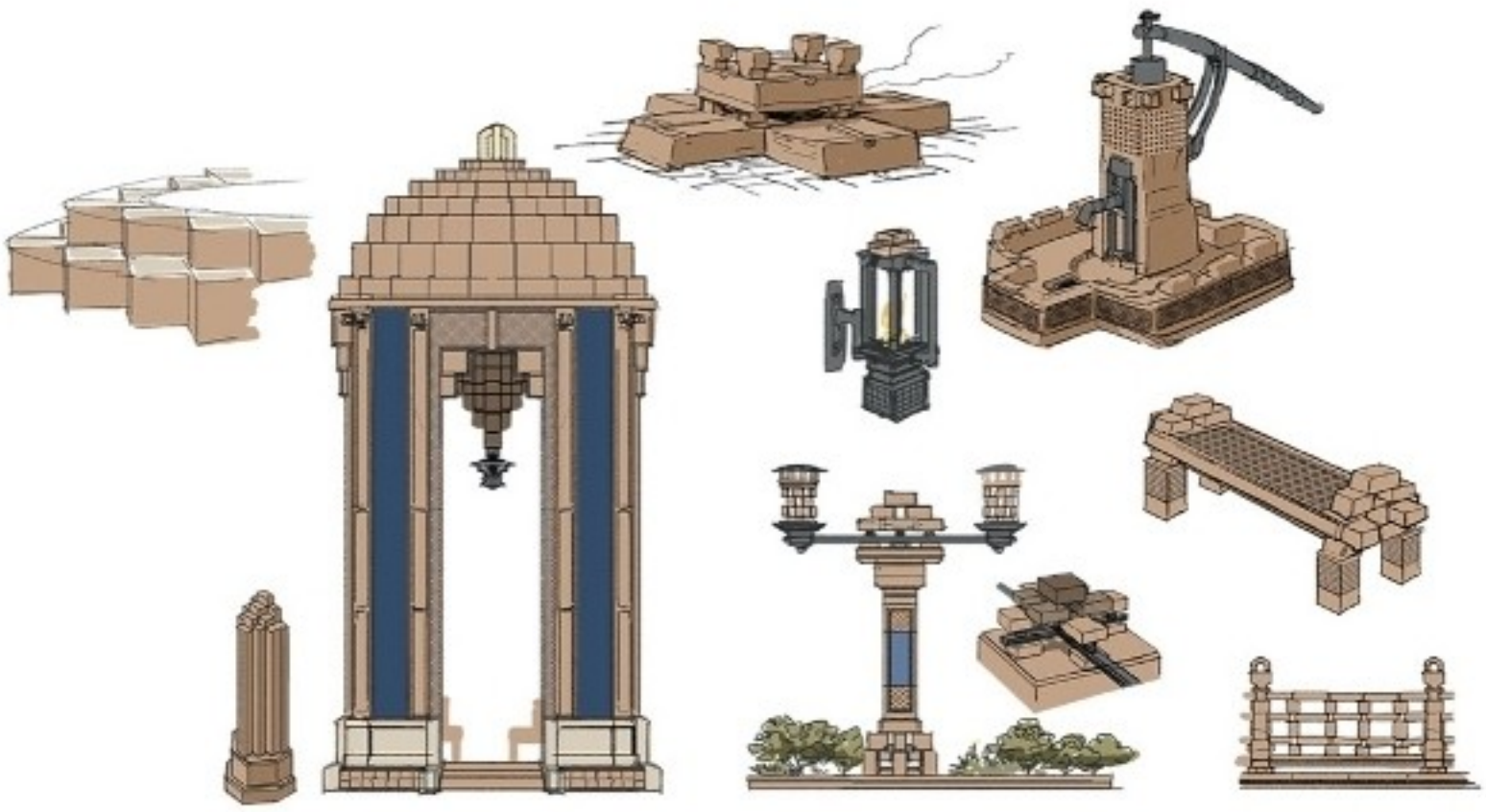




# Bozja Citadel







# Castrum Lacus Litore







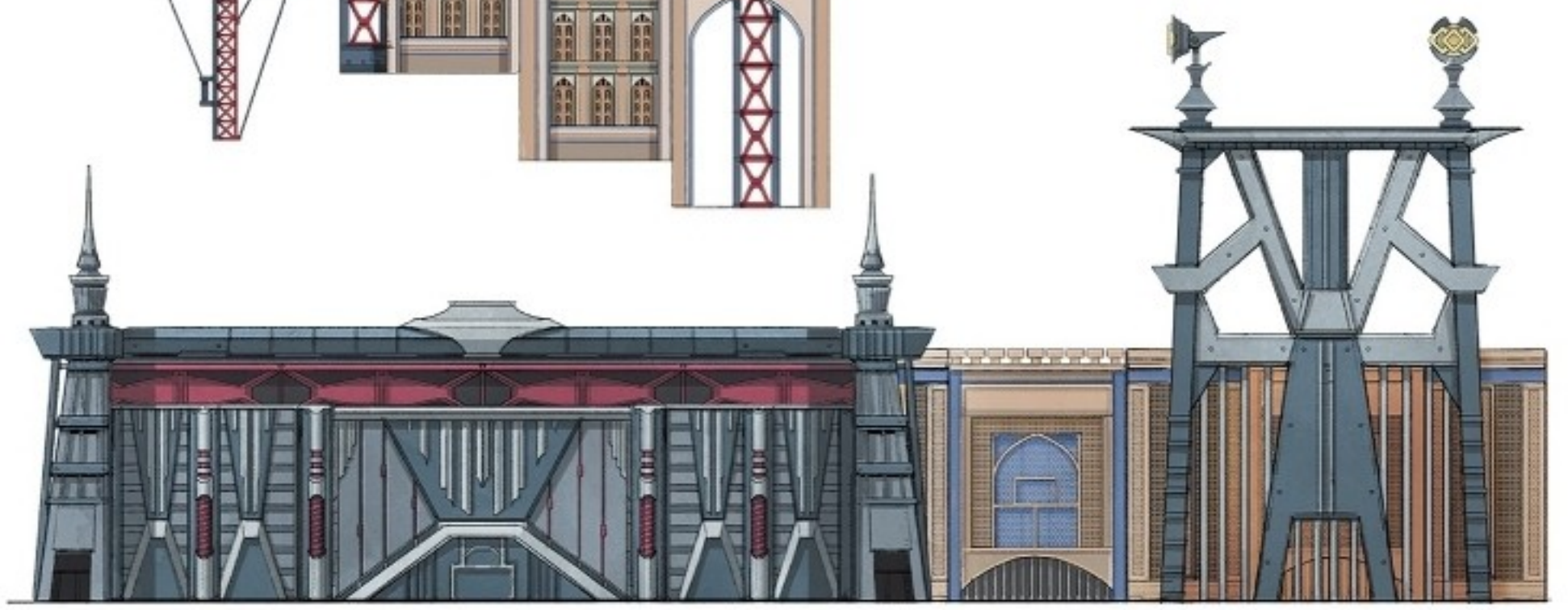


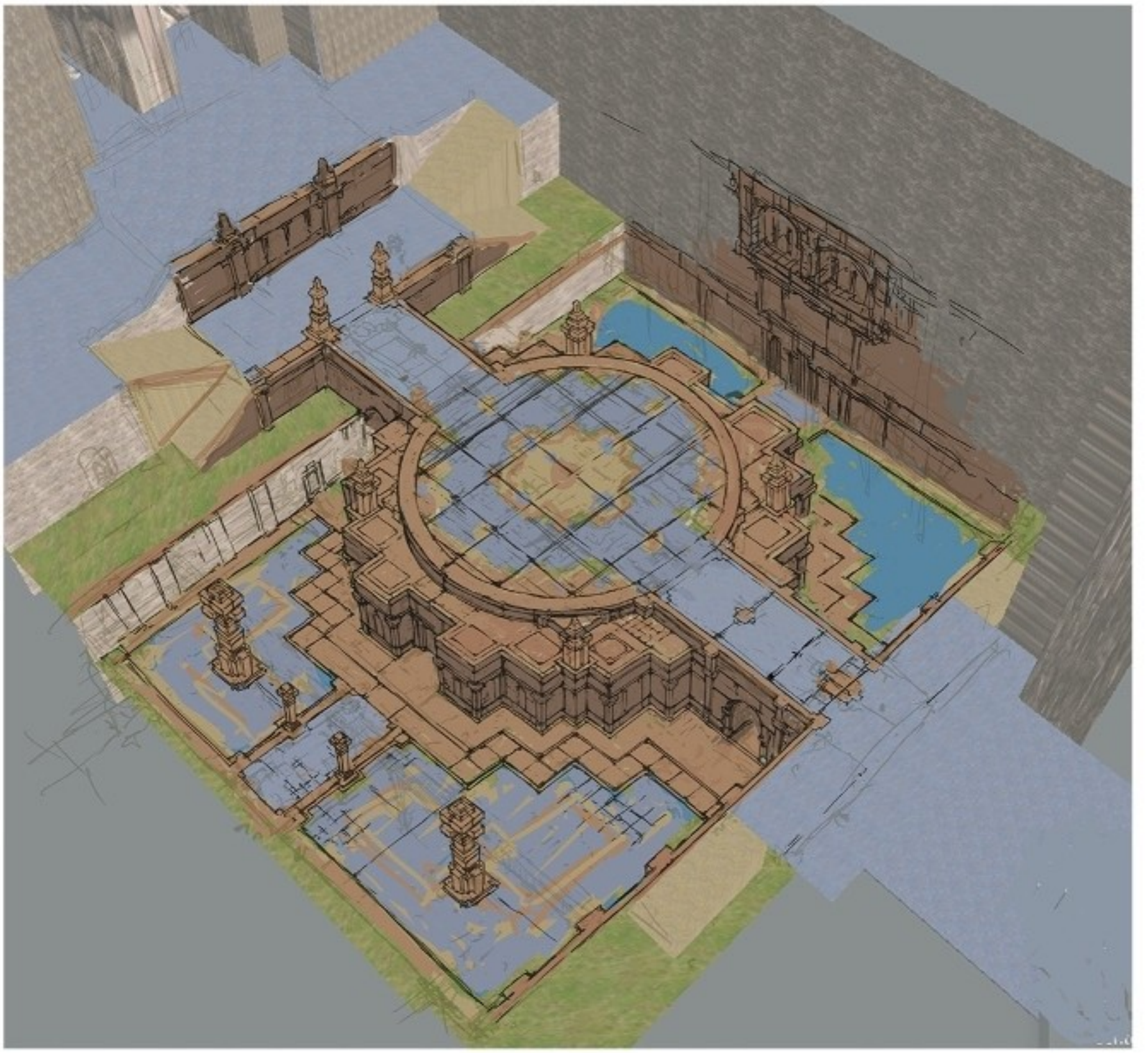


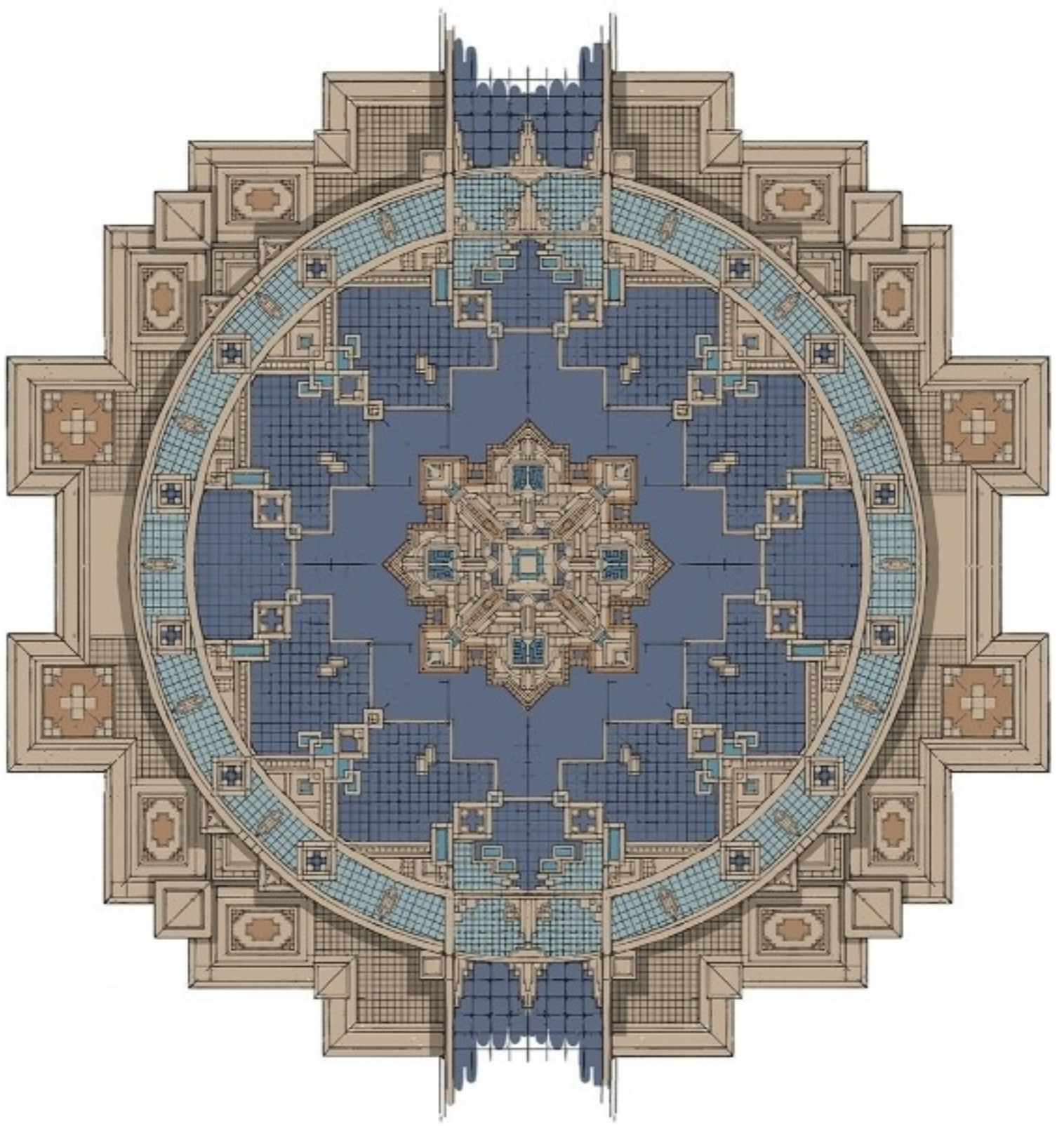




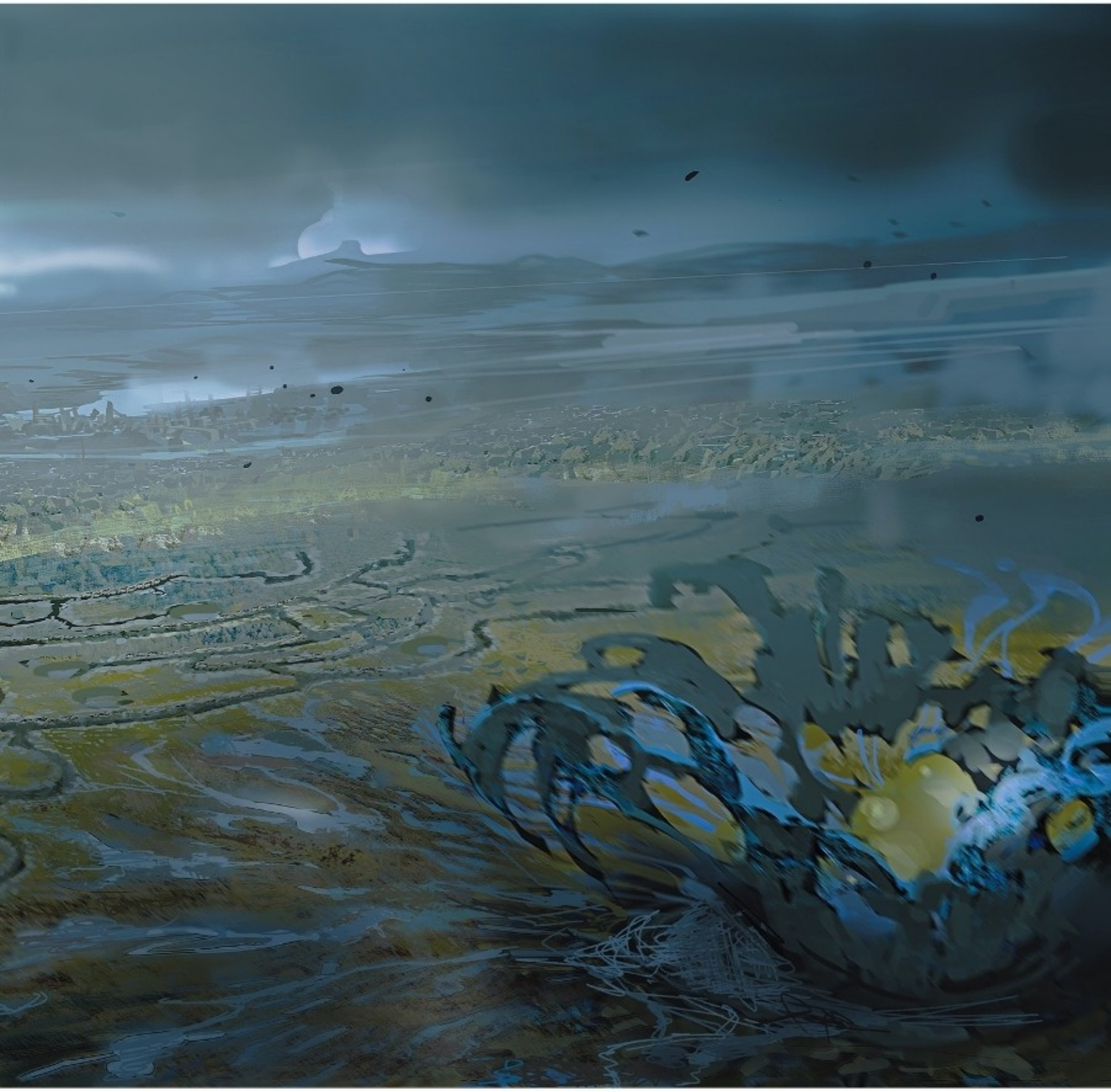












# Delubrum Reginae

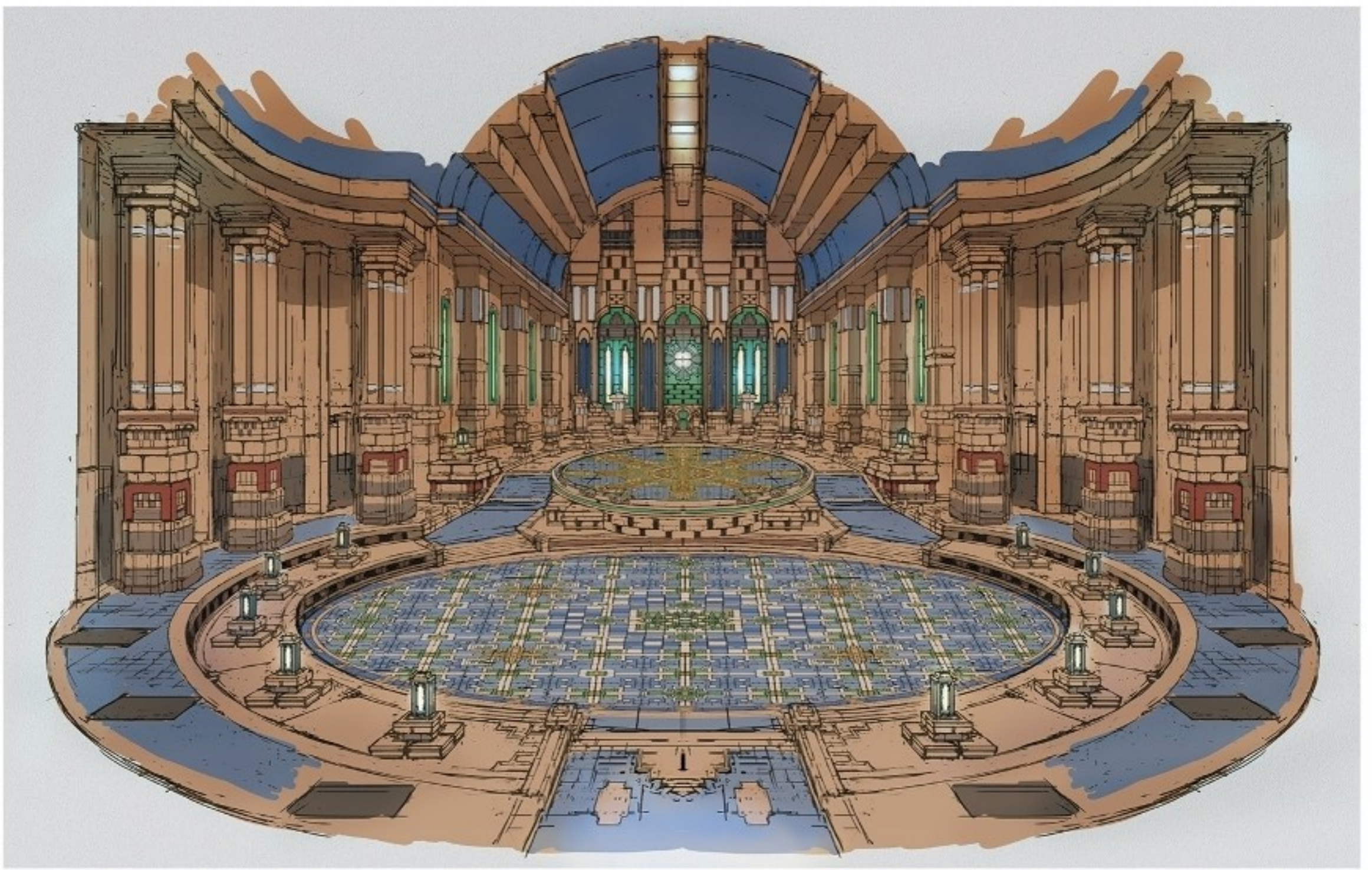




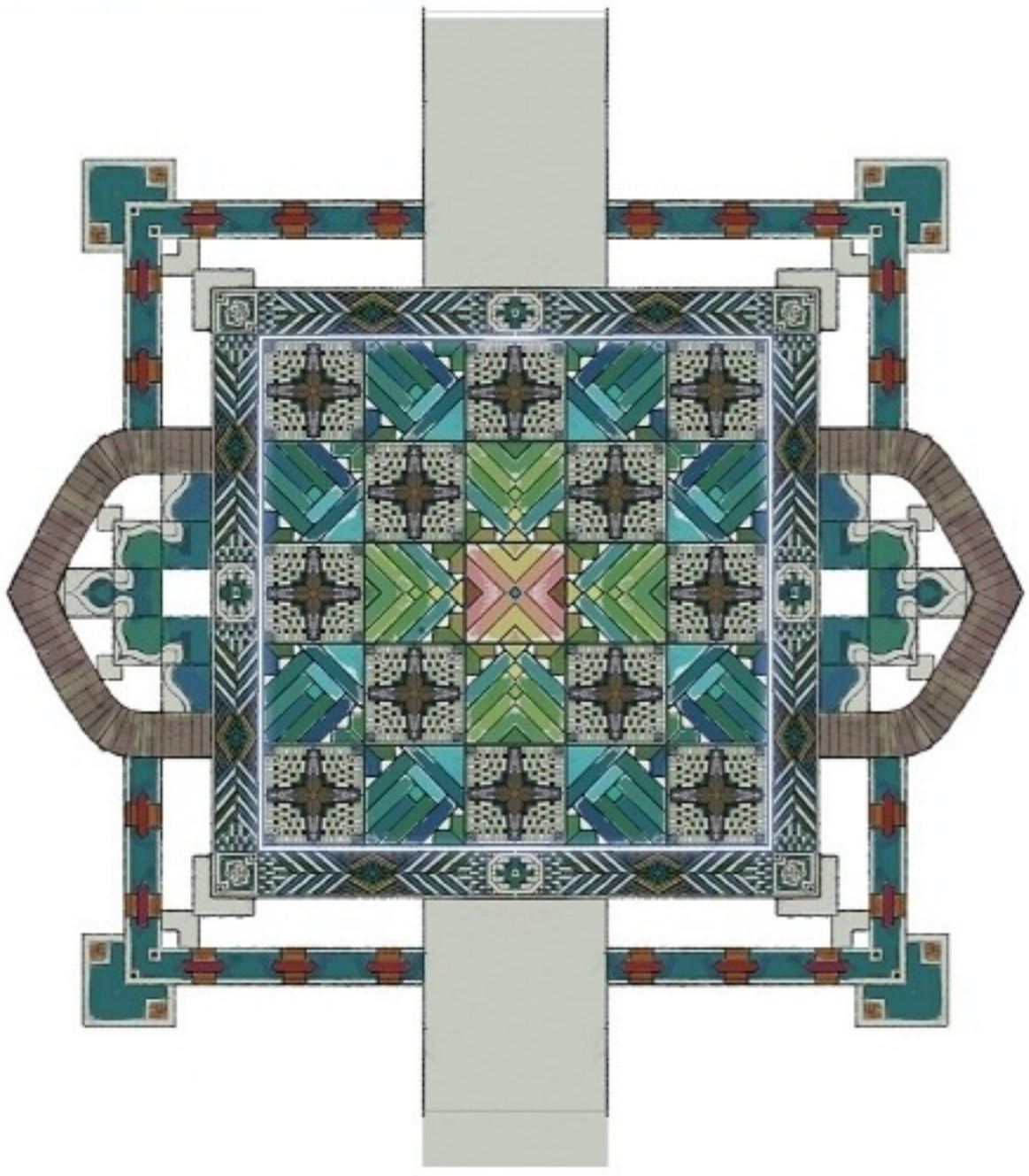






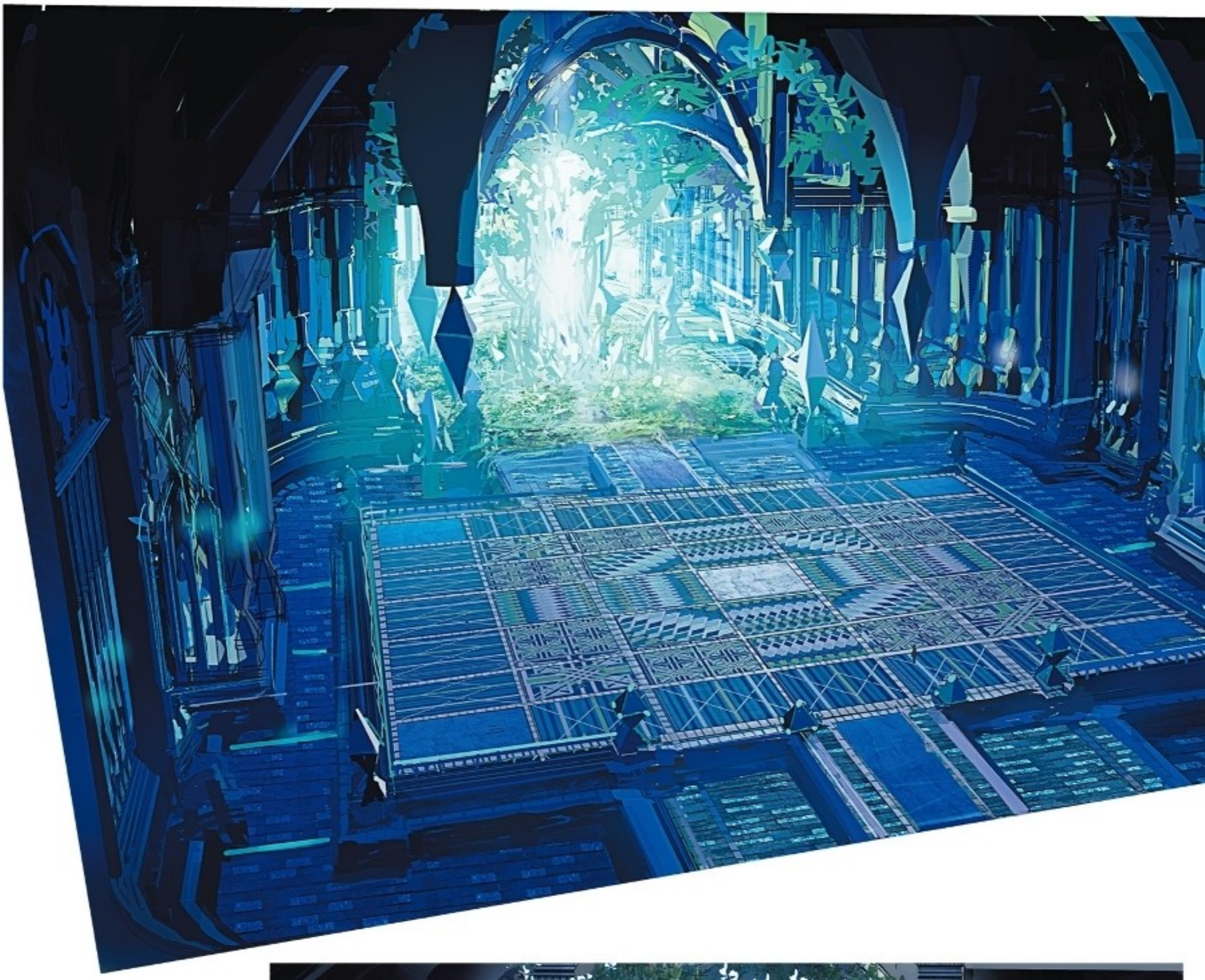






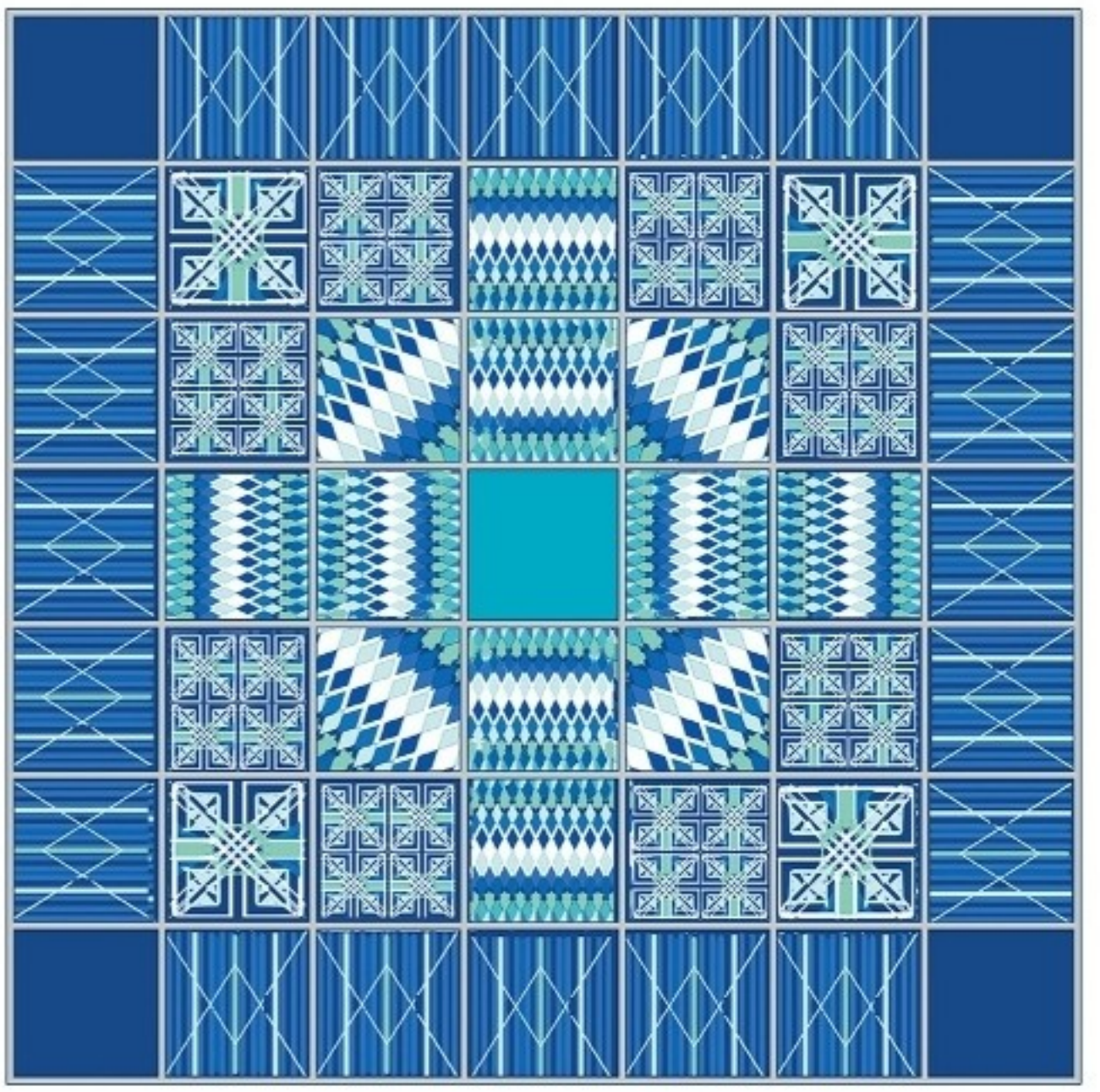














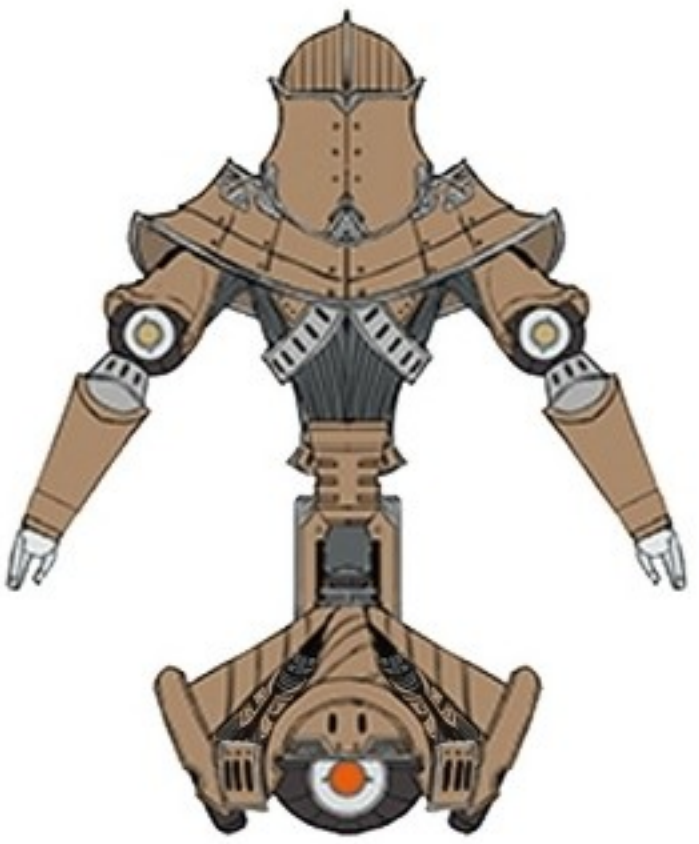
Peerifool



Tunnel Armor

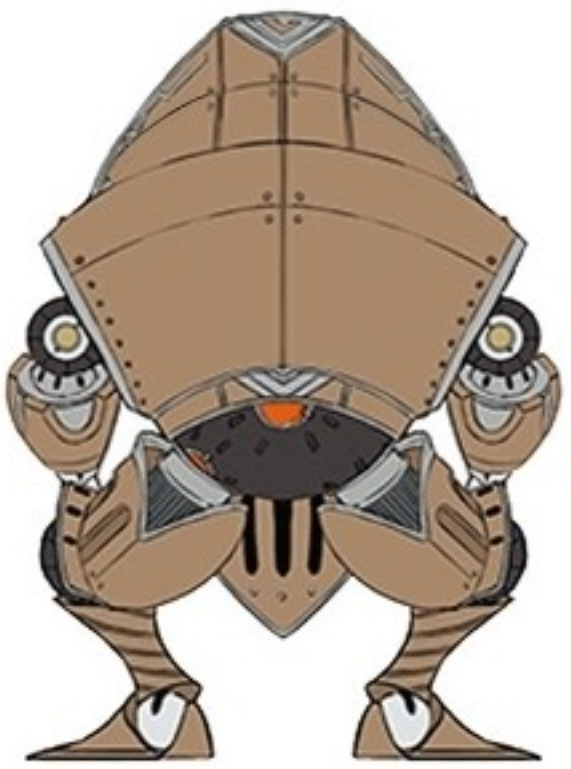






The Queen's Guard







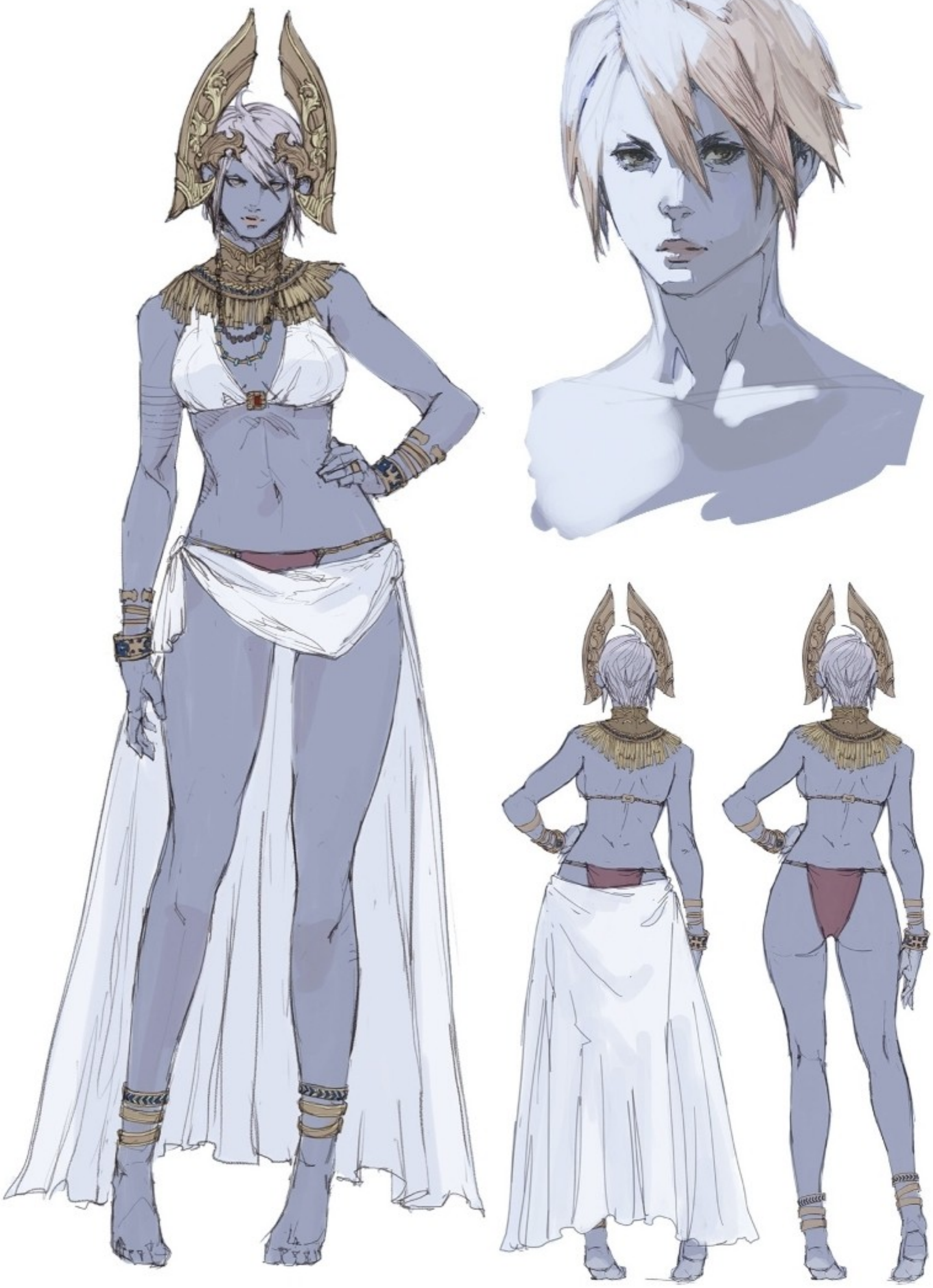
Dawon

Carrion Crow

Spartoi

Chlevnik

# Misija Votyasch



Trinity Avowed



Trinity Seeker



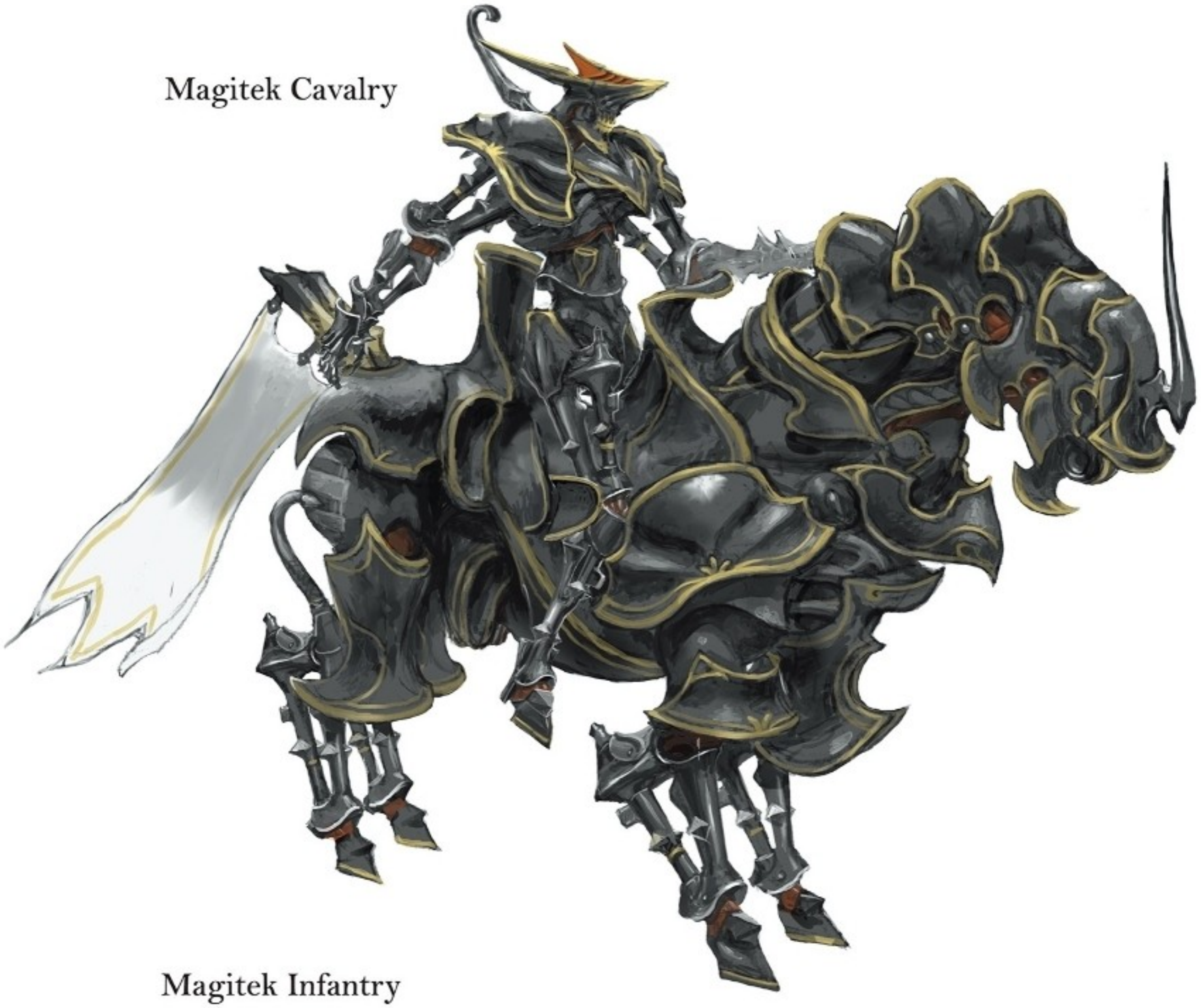




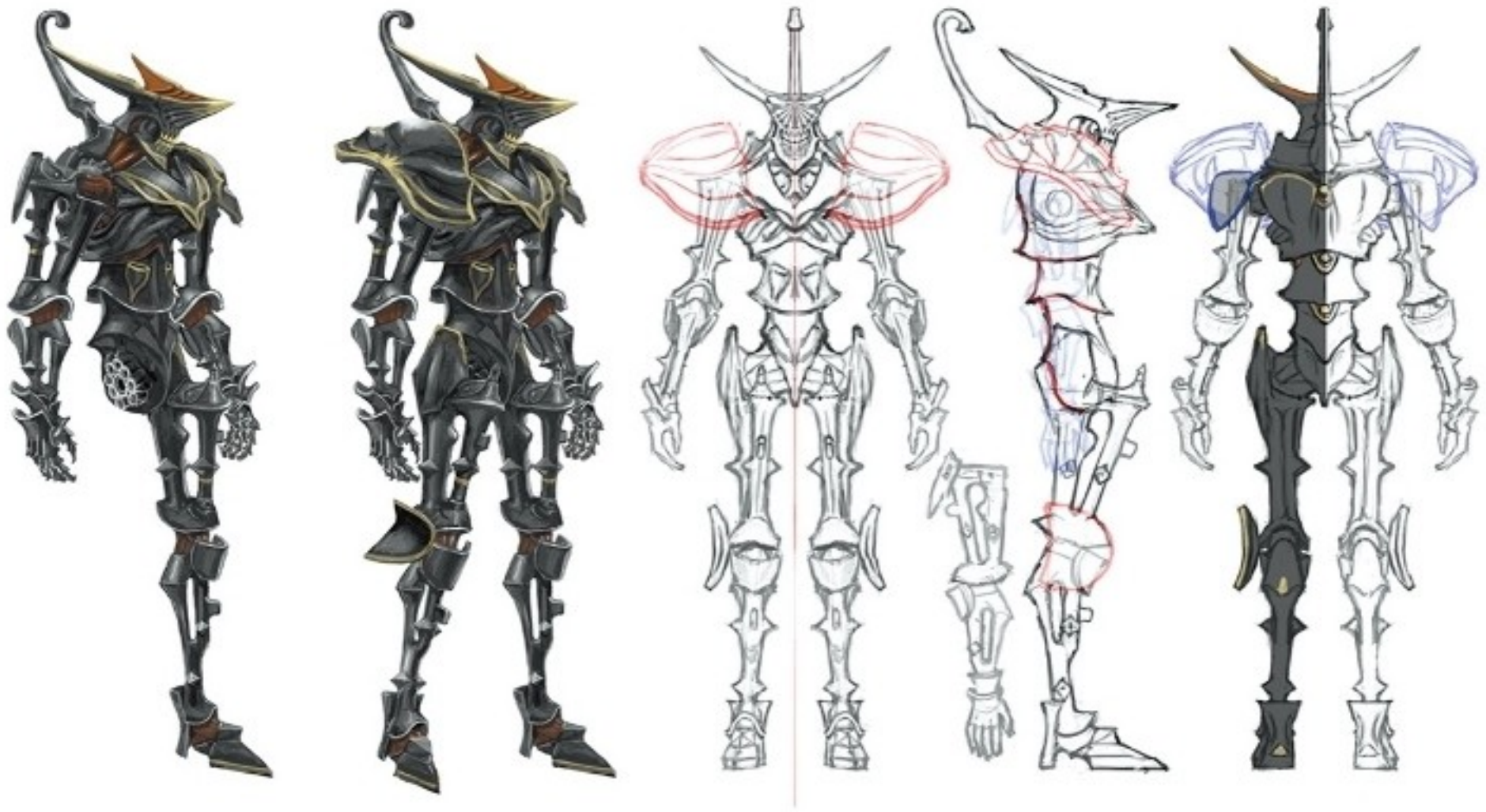
# The Queen



Magitek Cavalry



Magitek Infantry



Magitek Satellite



Death Machine



# Alkonost



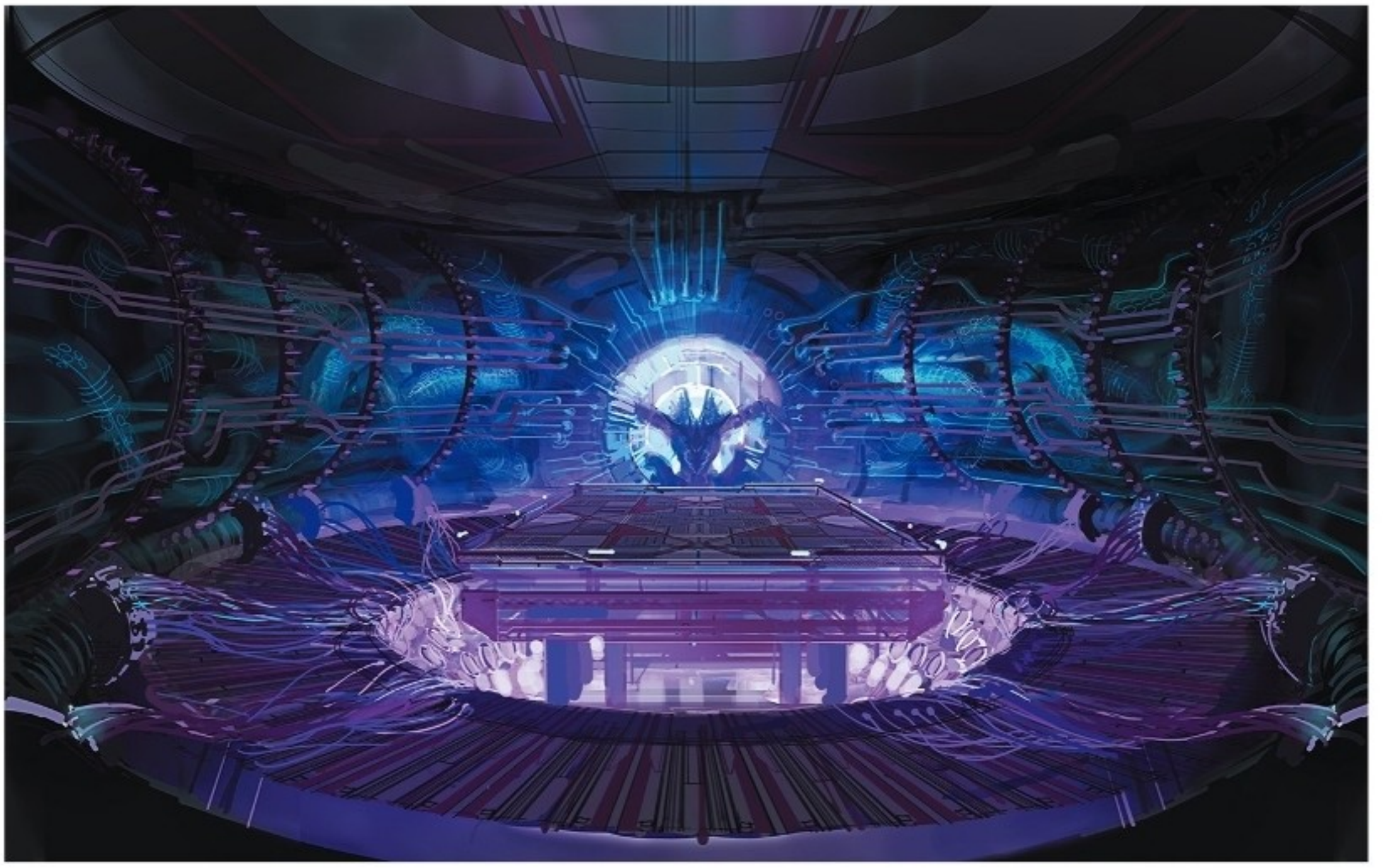


Zirnitra

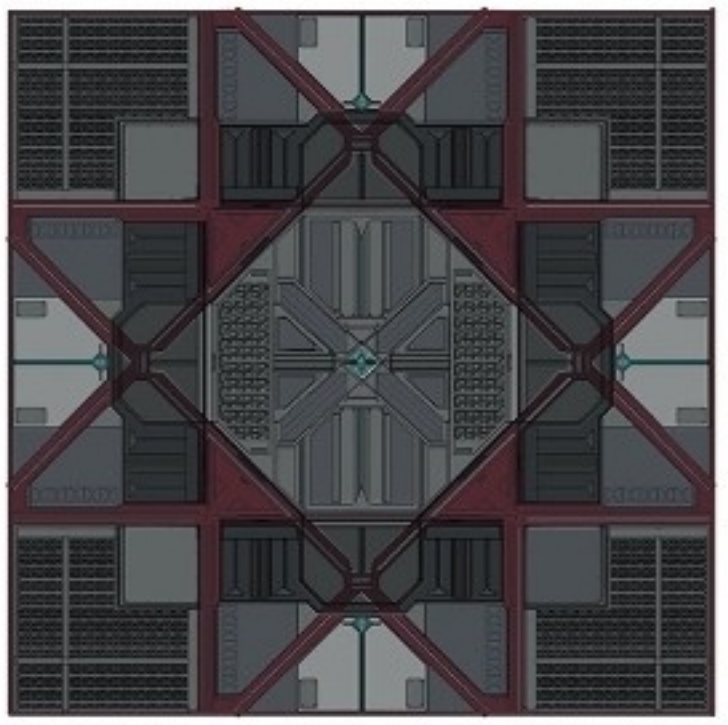


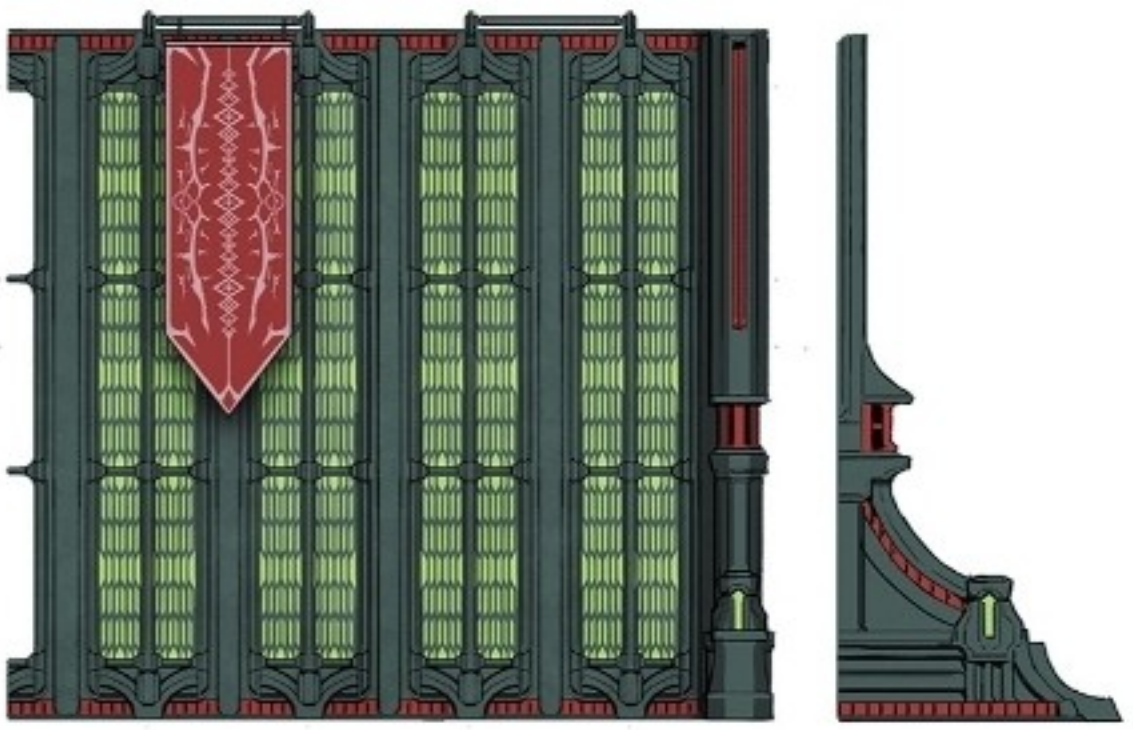
Menenius sas Lanatus

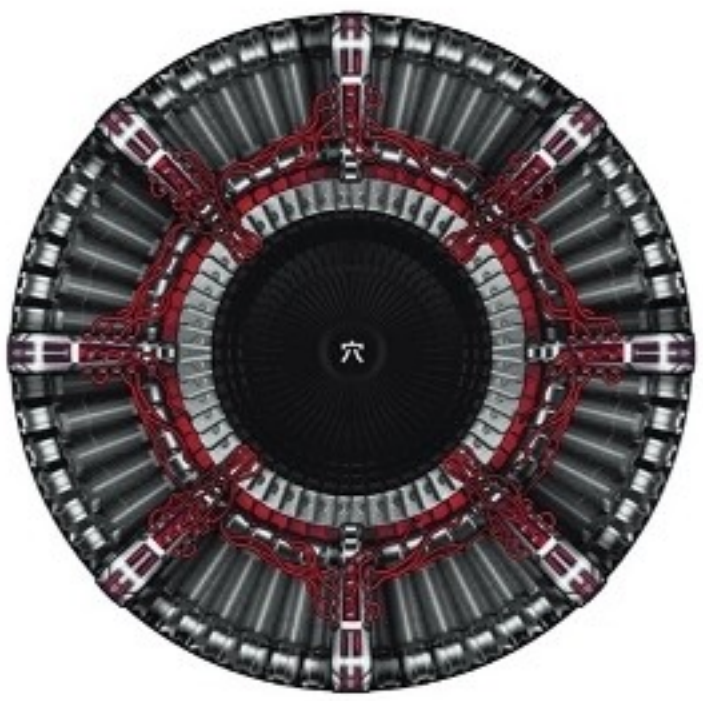
# The Dalriada

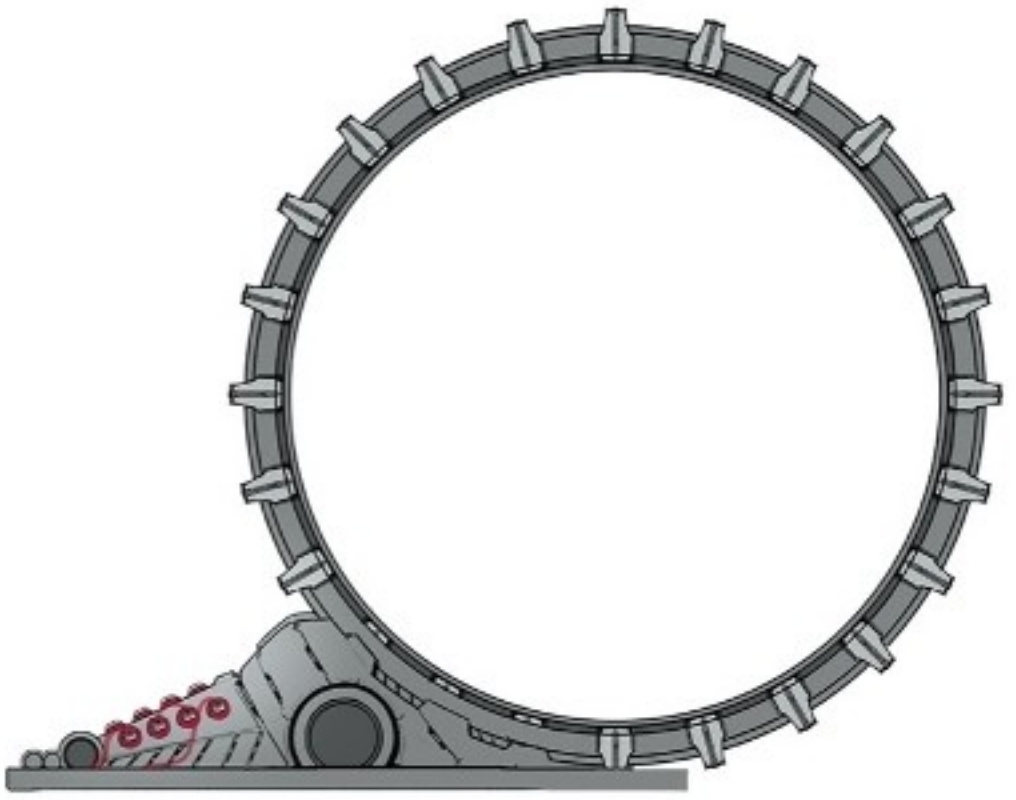




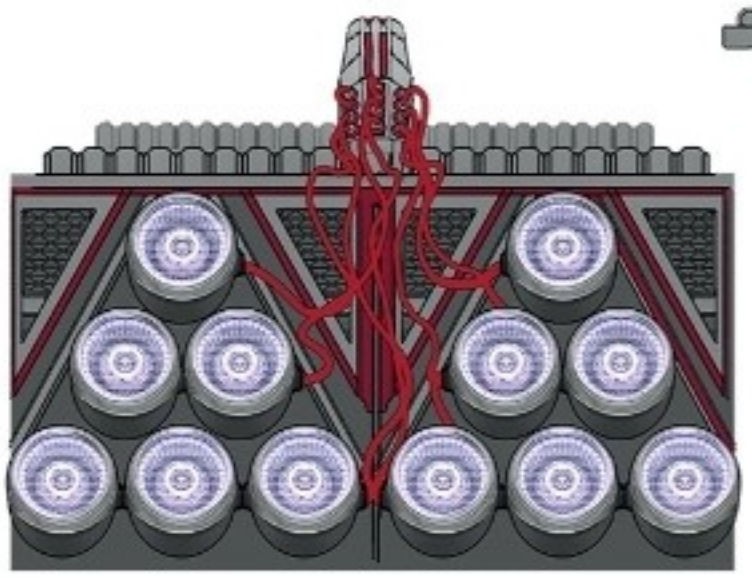


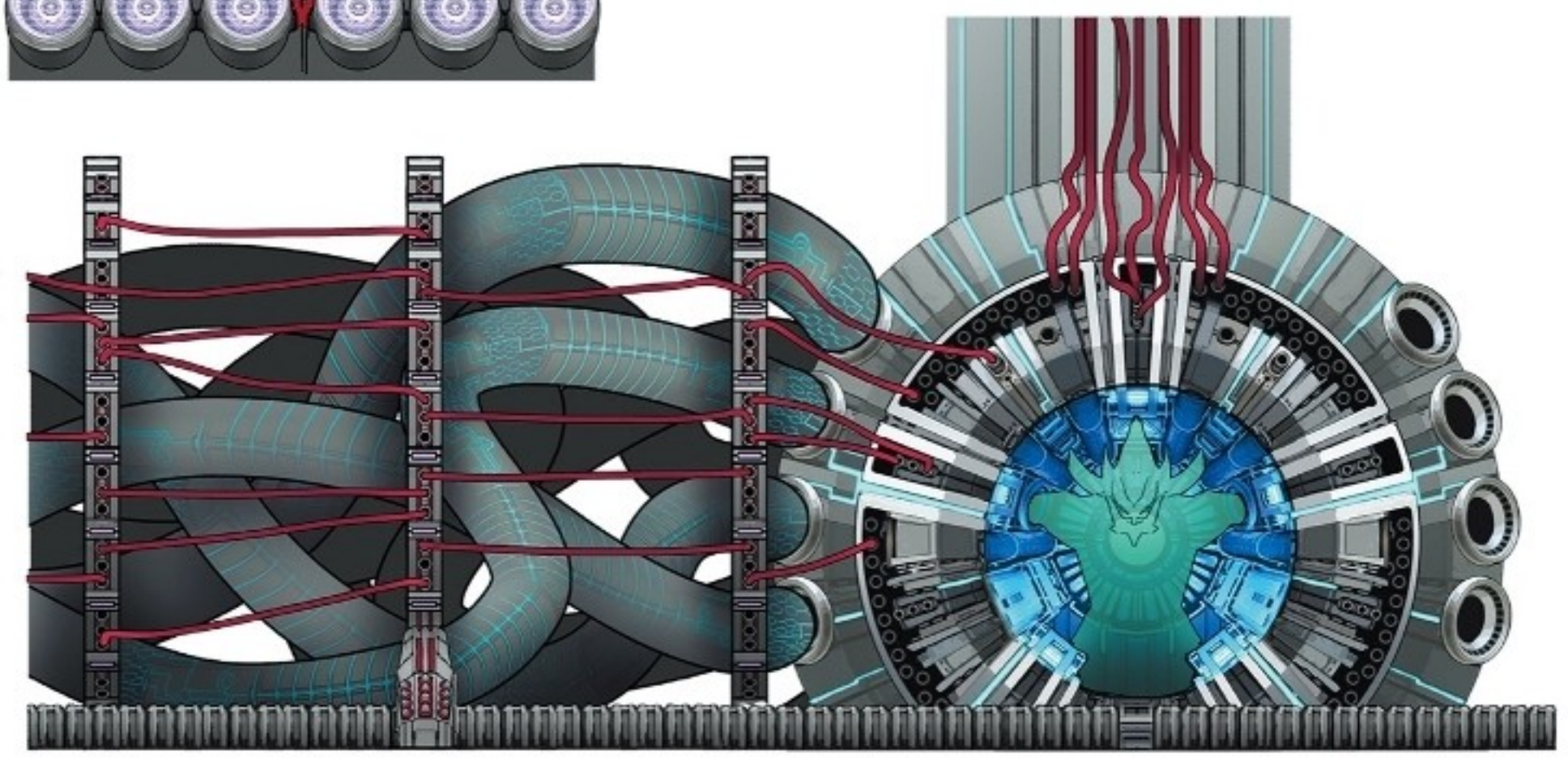



穴



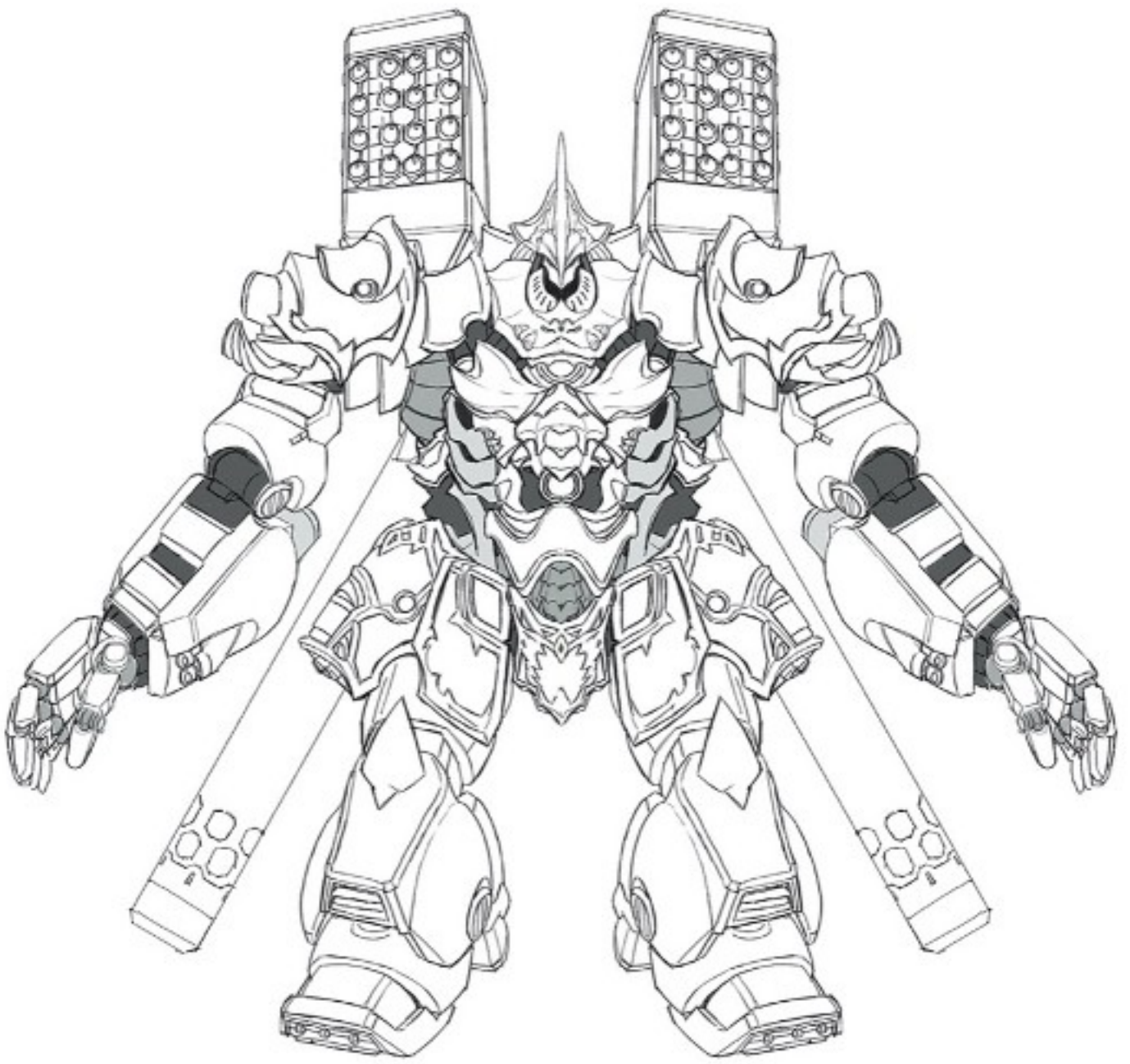


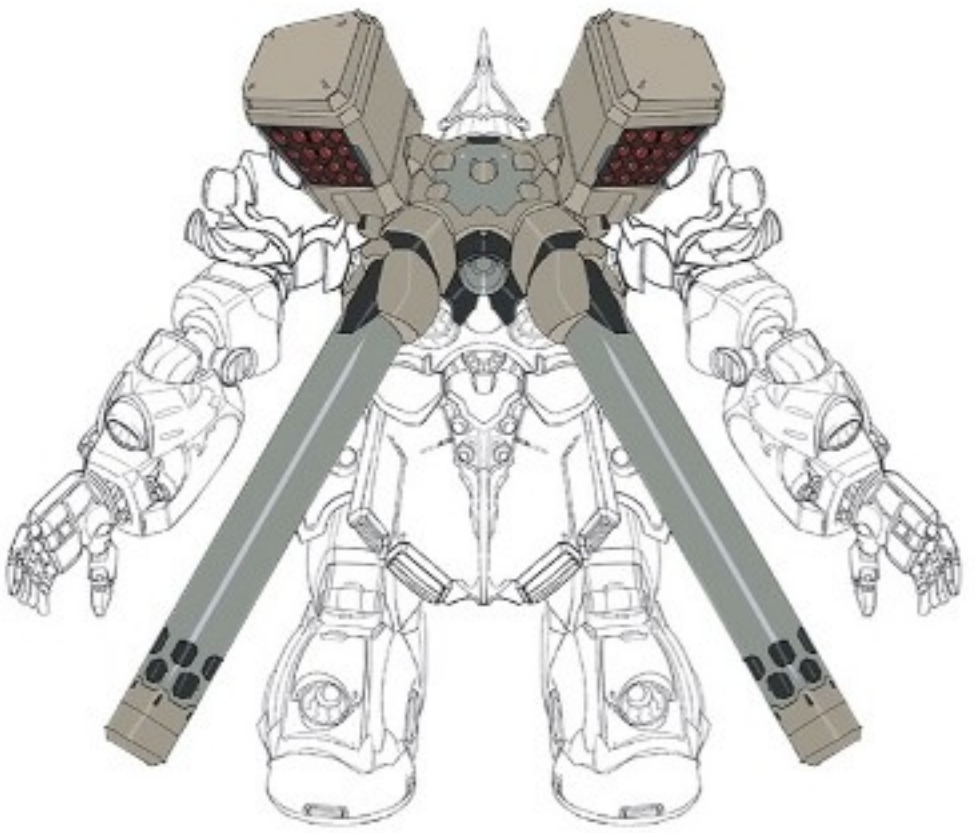


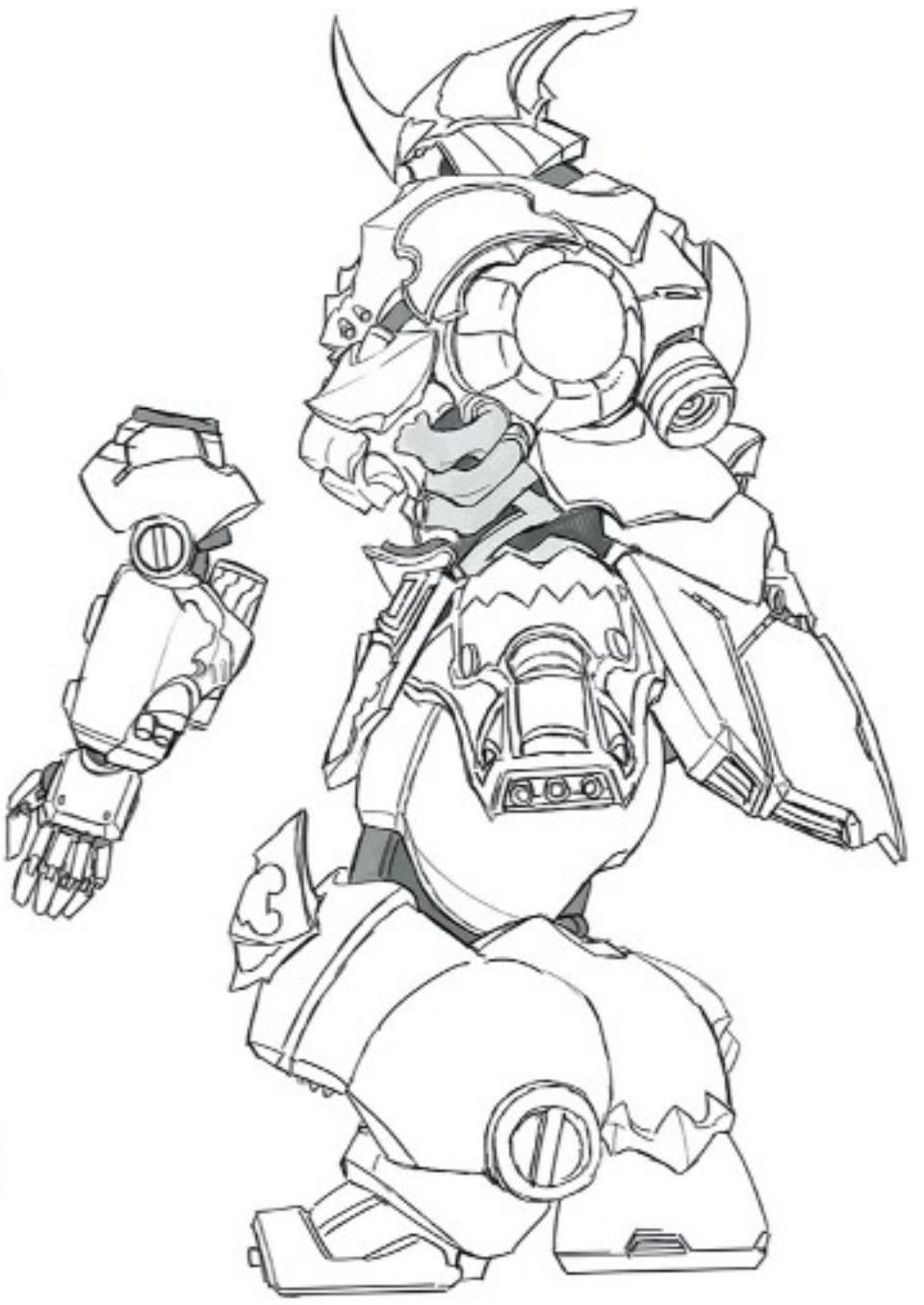


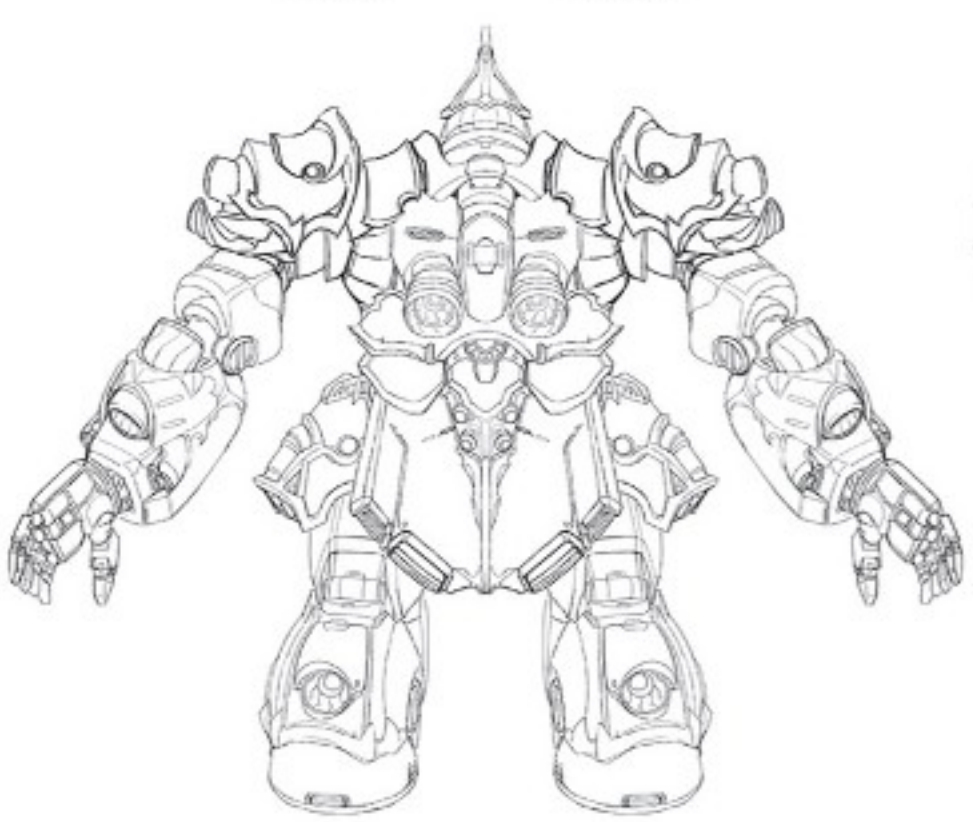
Clibanarius



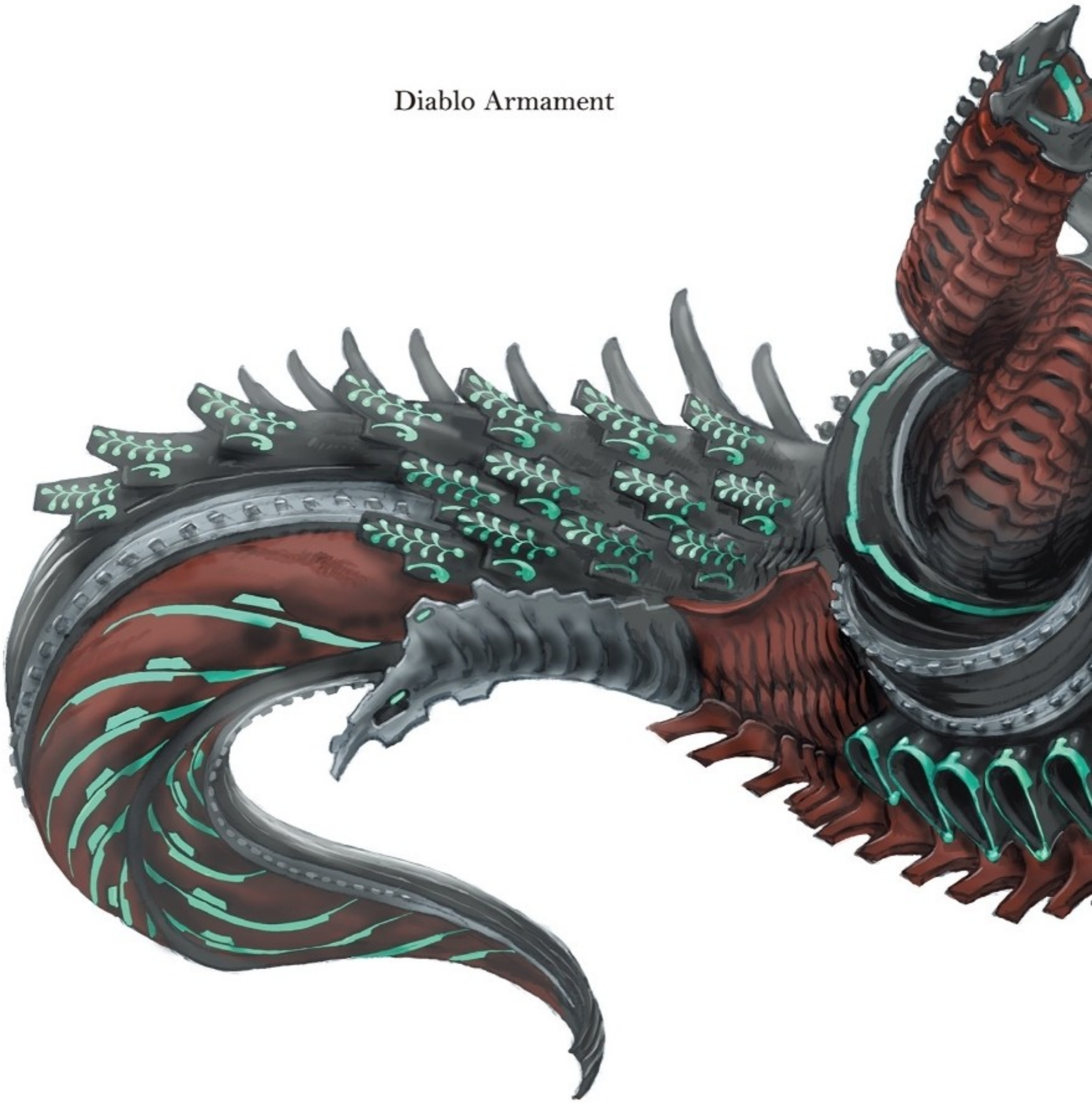








# Diablo Armament











# THE SORROW OF WERLYT

FINAL FANTASY XIV: SHADOWBRINGERS
The Art of Reflection -Histories Unwritten-

# Cinder Drift





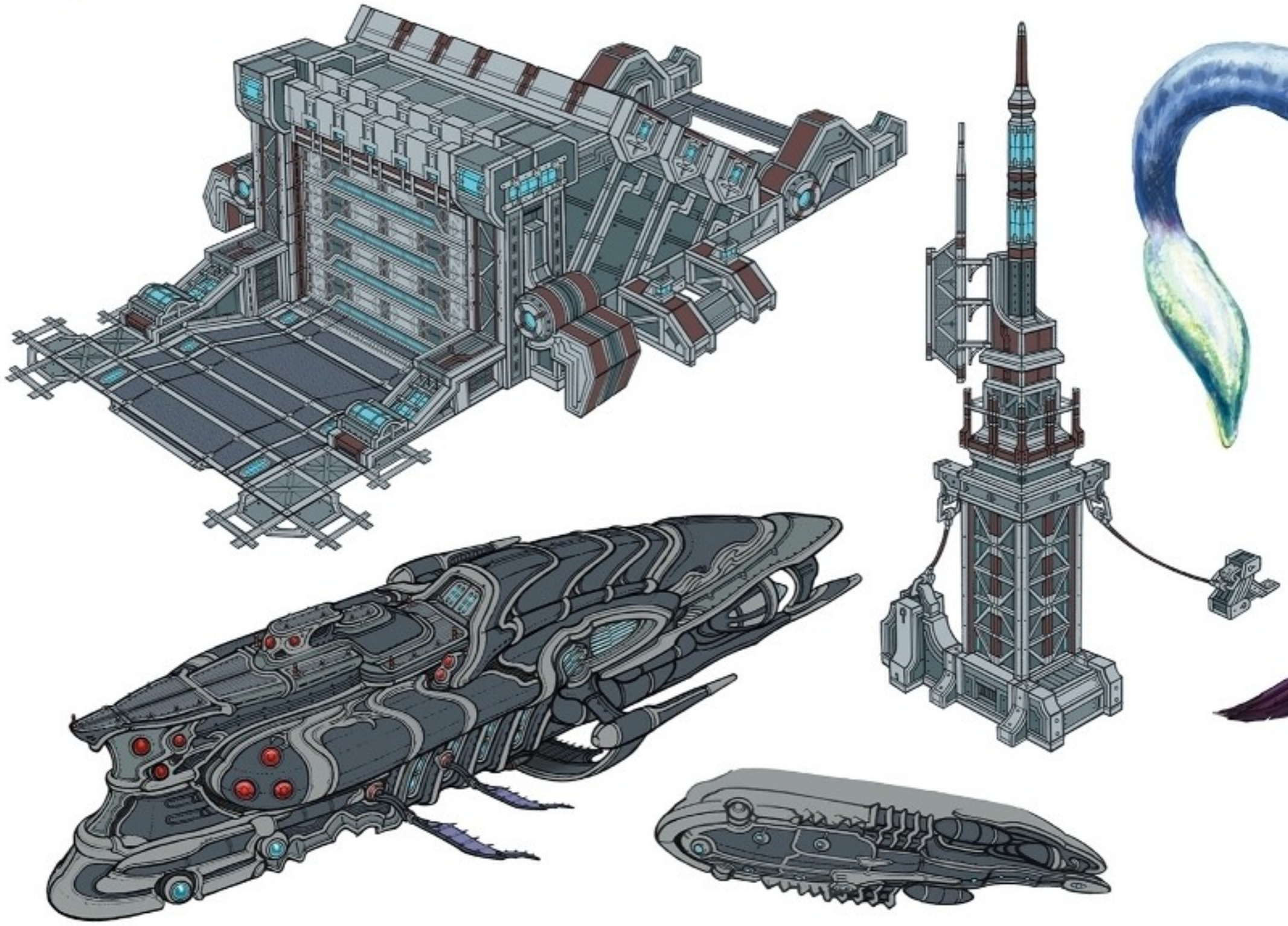
Mark III Anti-Eikon Warmachina,
the Ruby Weapon



Raven's Image



# Terncliff Bay





Mark IV Anti-Eikon Warmachina,
the Sapphire Weapon



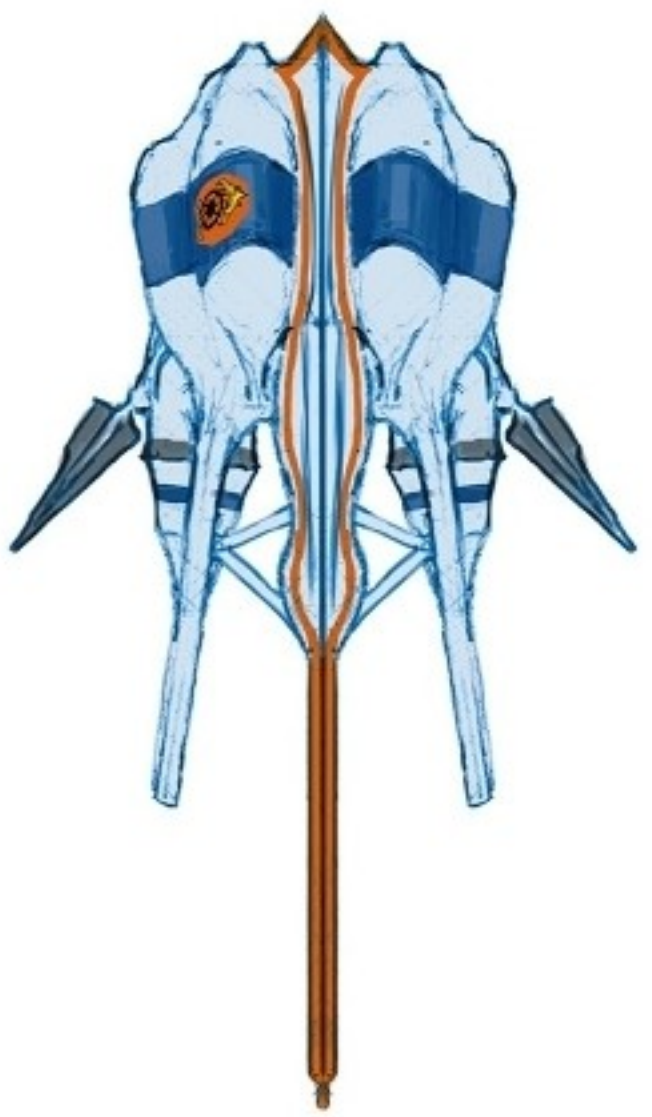
# G-Warrior













# Castrum Marinum





Mark V Anti-Eikon Warmachina,
the Emerald Weapon























# The Cloud Deck





Mark I Anti-Eikon Warmachina,
the Diamond Weapon

Mark I Anti-Eikon Warmachina,
the Diamond Weapon (Unarmored)





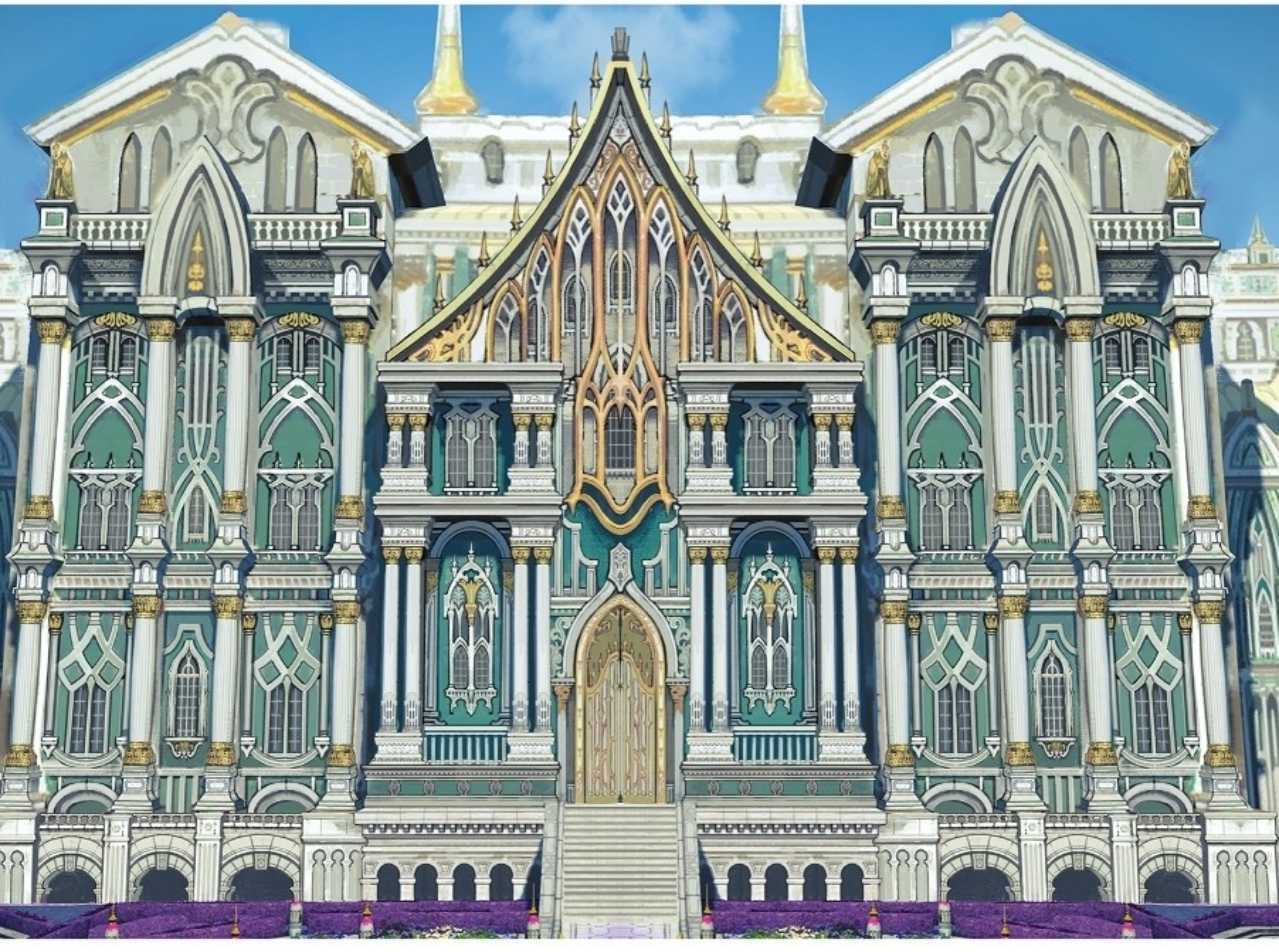
G-Savior



# DUNGEONS & TRIALS

FINAL FANTASY XIV: SHADOWBRINGERS
The Art of Reflection -Histories Unwritten-

# The Grand Cosmos













Lord Tolthewil



Leannan Sith

Insatiable Flame, Lugus





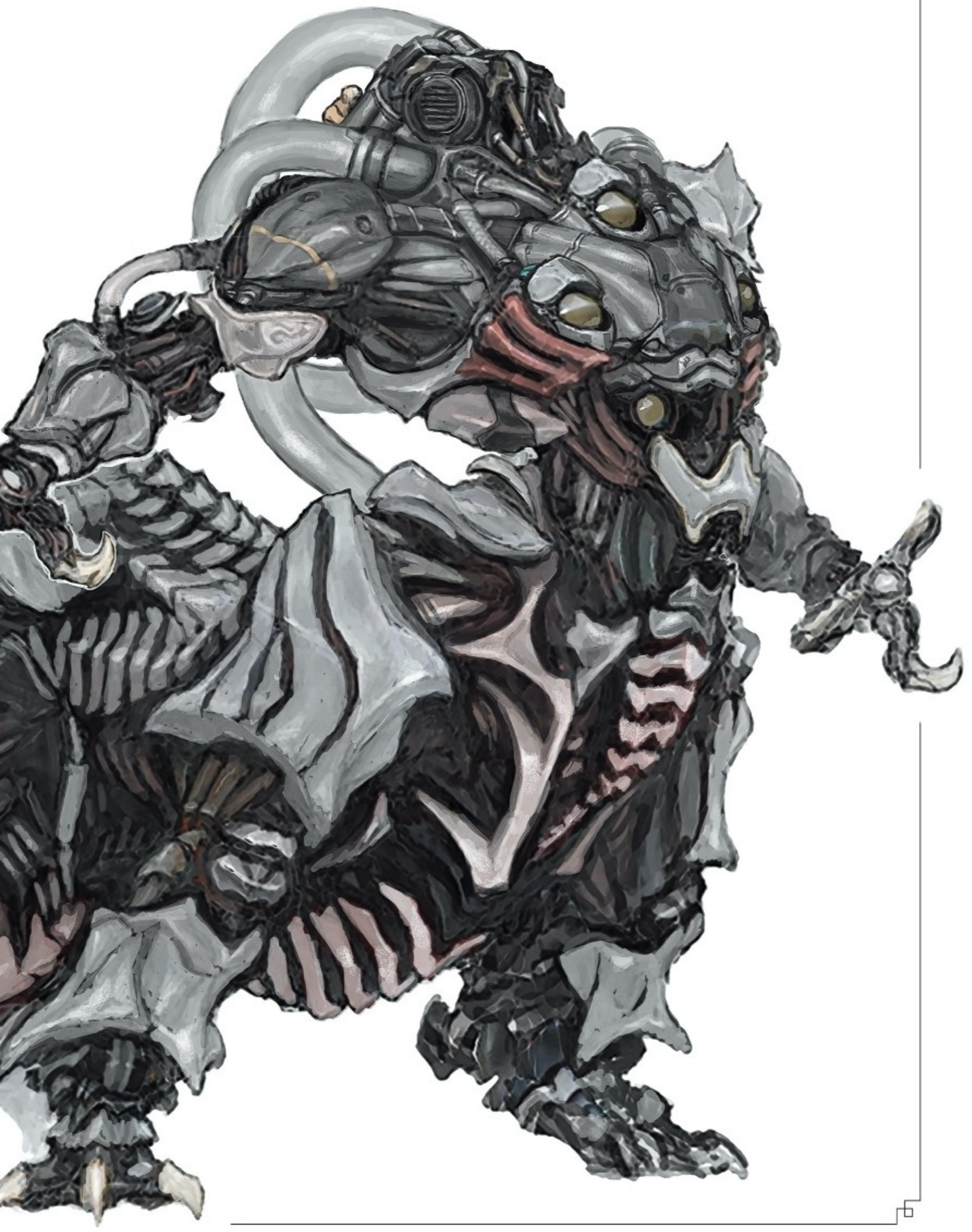




# Magitek Installation

Volatile Prototype,
Arch Ultima

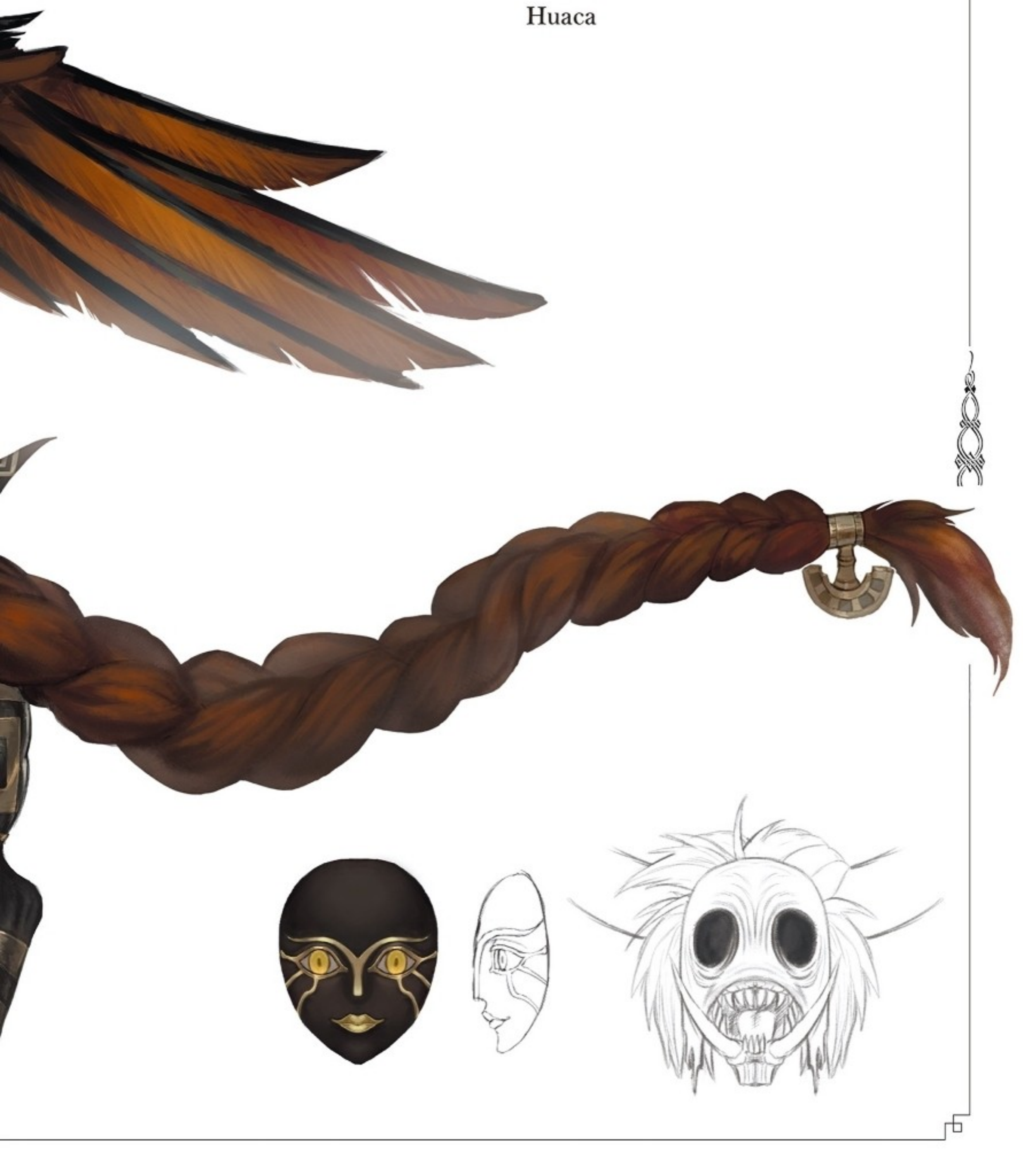




# Trial's Threshold

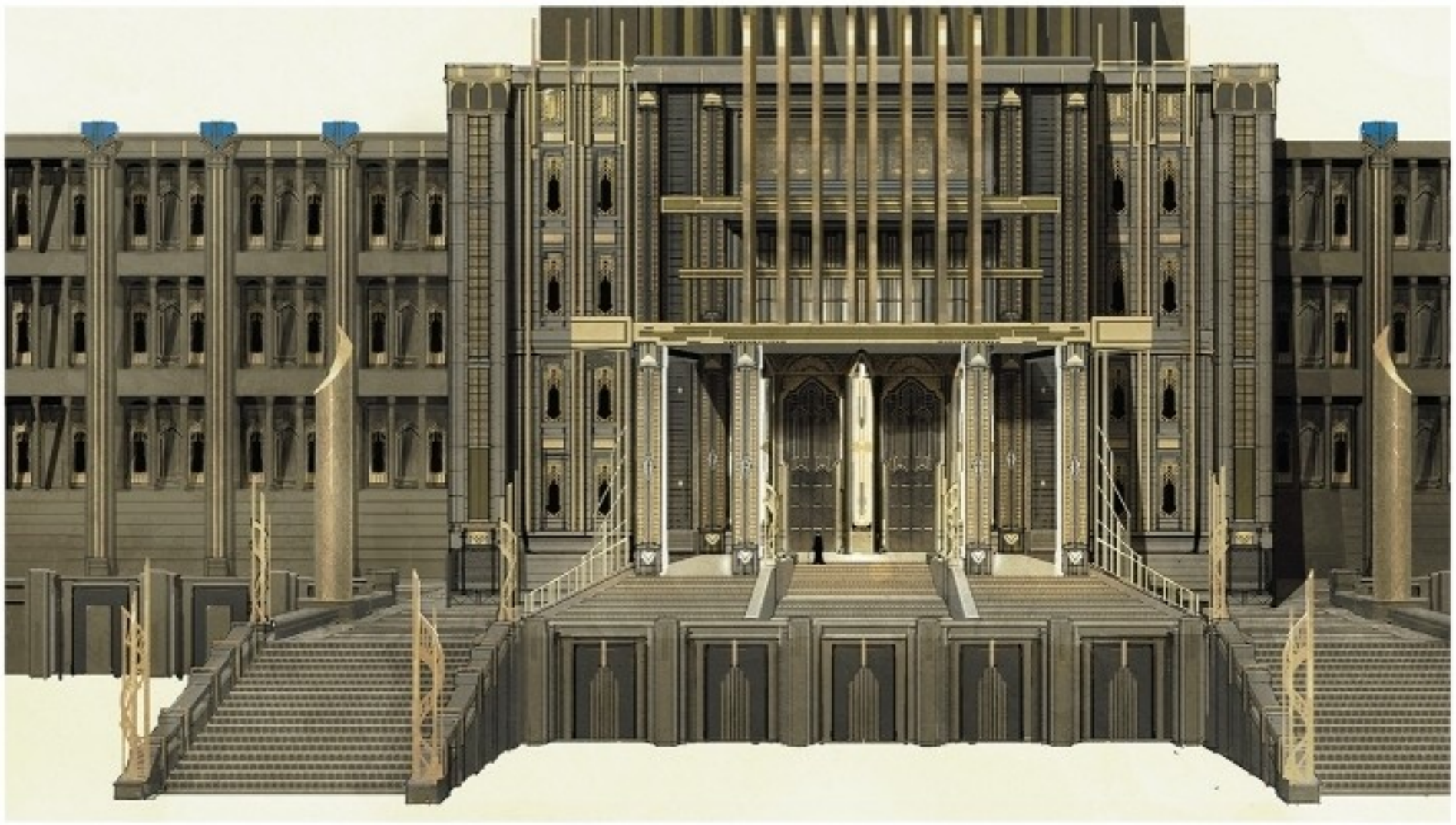


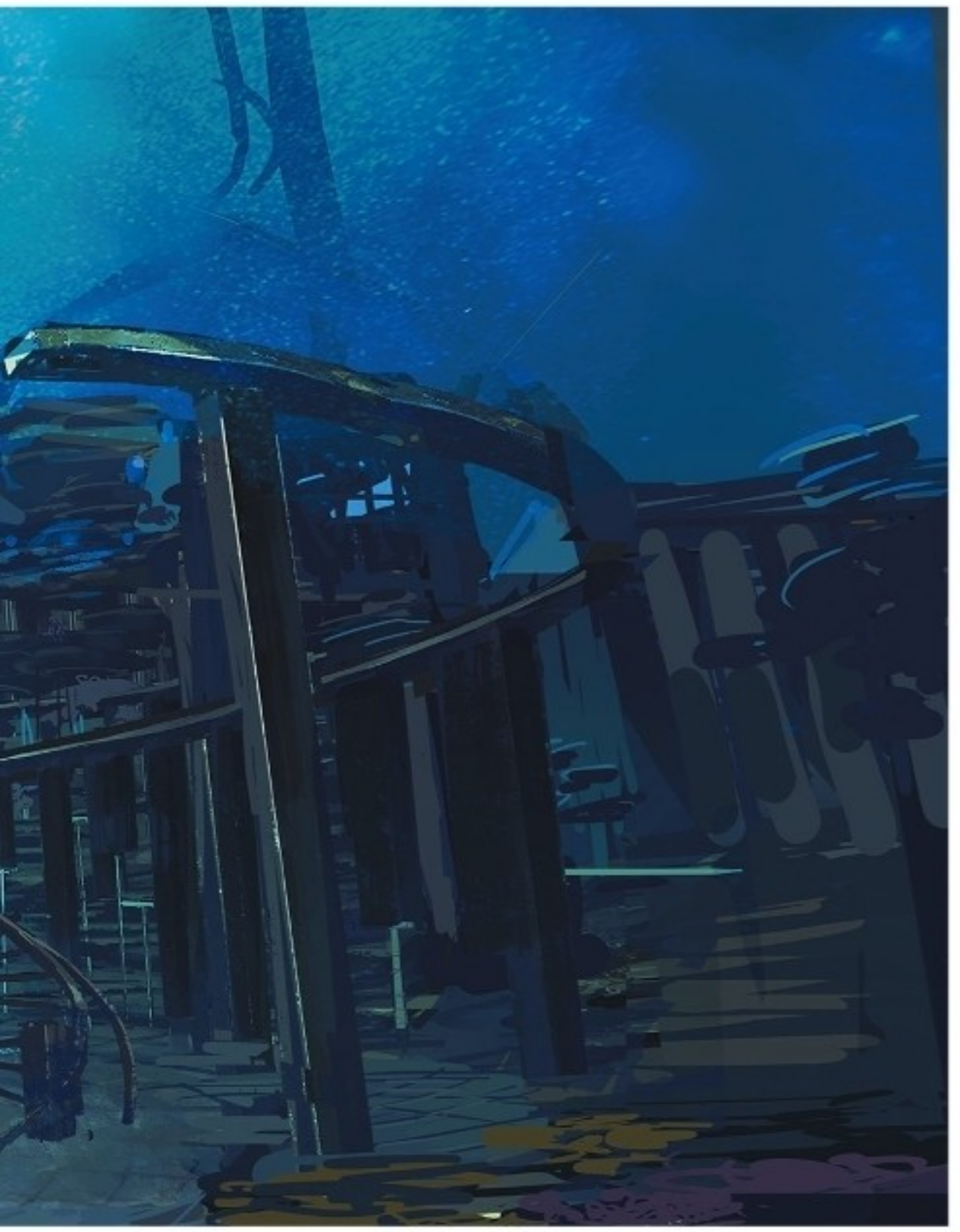
# Huaca

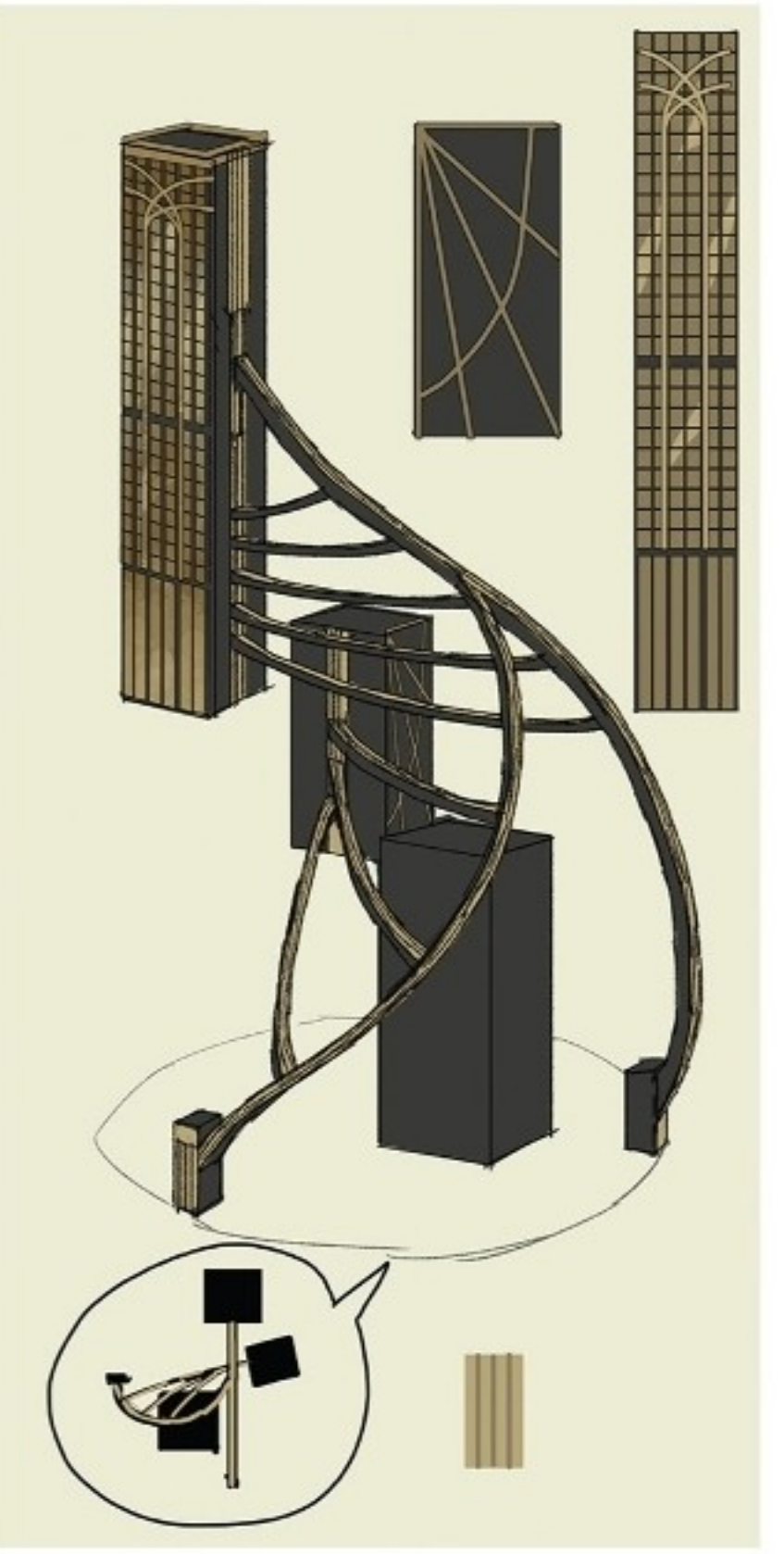


# Anamnesis Anyder

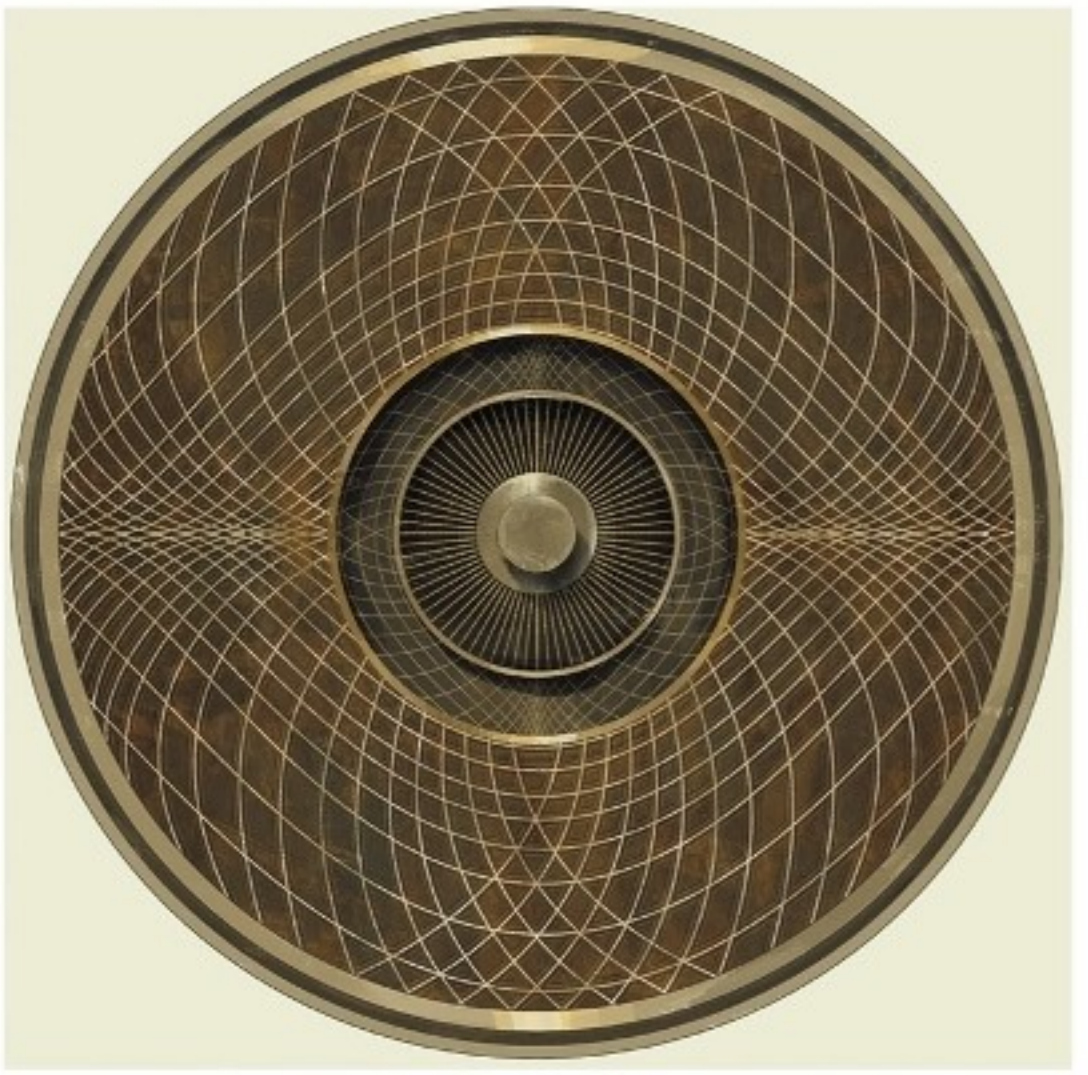


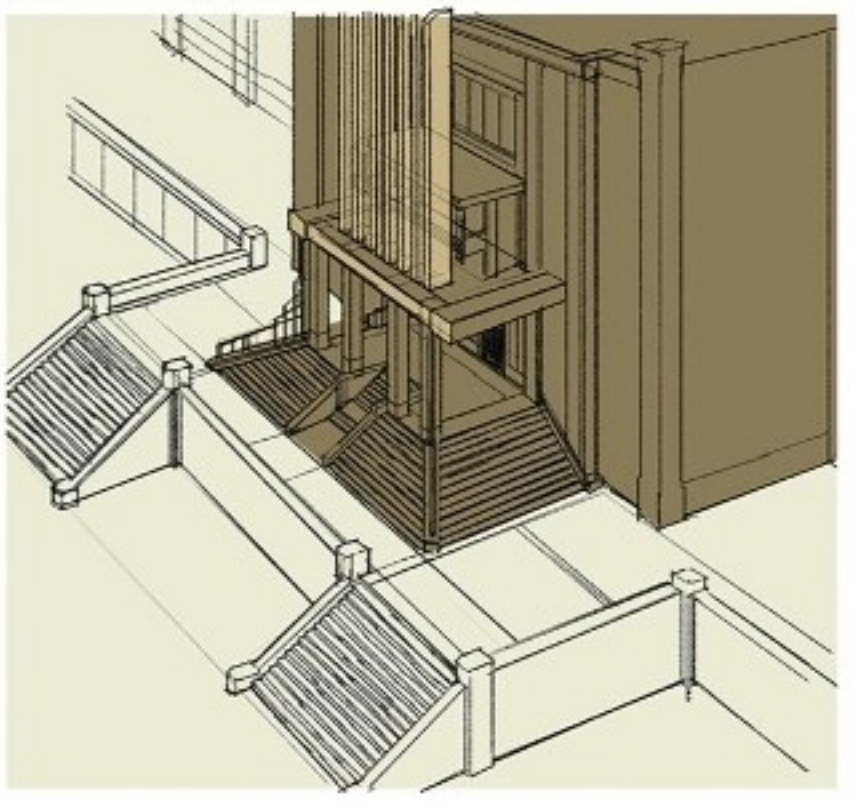
















Io Ousia



Unknown



# Kyklops



Merciless Matriarch,
Rukshs Dheem



# The Heroes' Gauntlet

## Spectral Thief



# Spectral Necromancer



Distant Ideal,
Spectral Berserker





# The Seat of Sacrifice



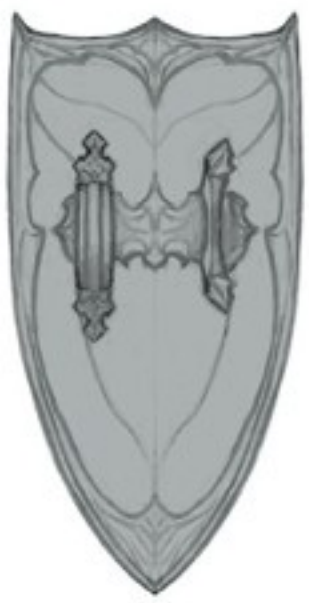




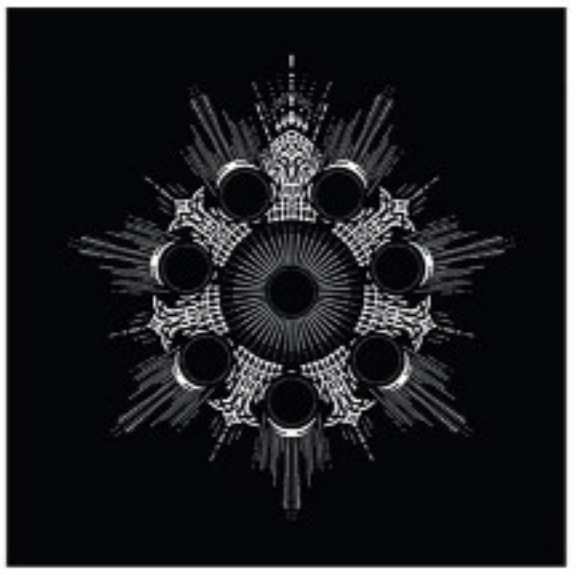








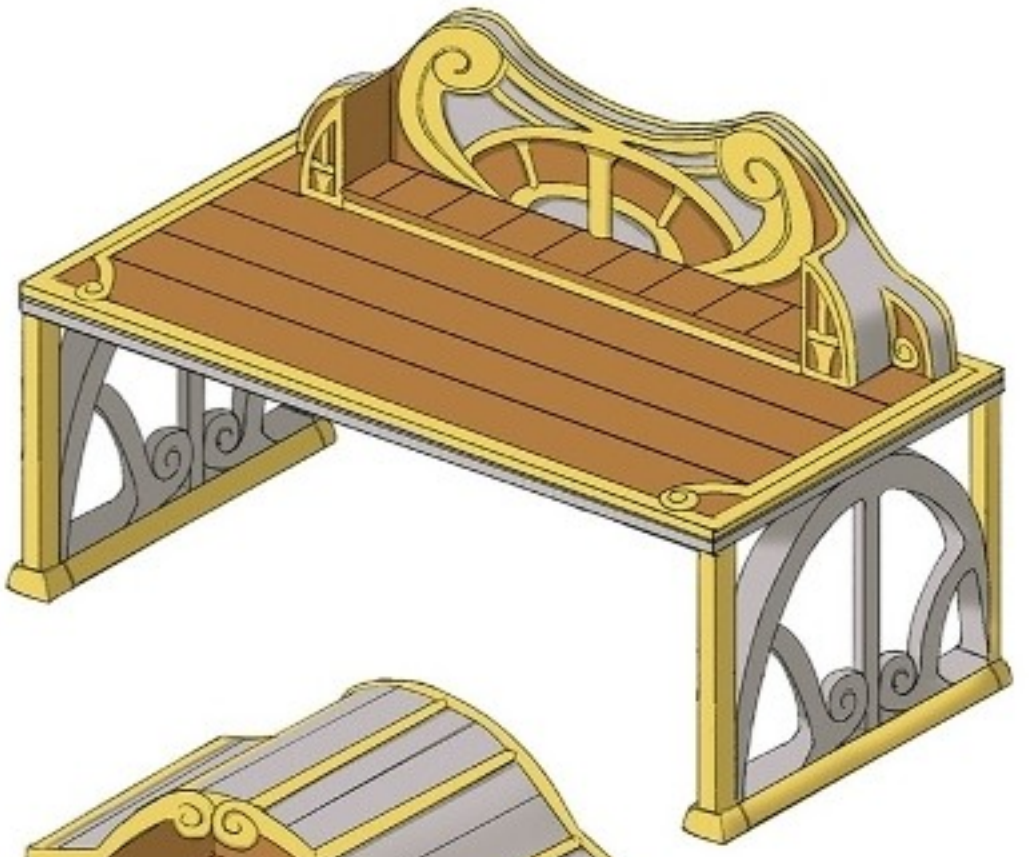
# Warrior of Light, Elidibus



# Matoya's Relict







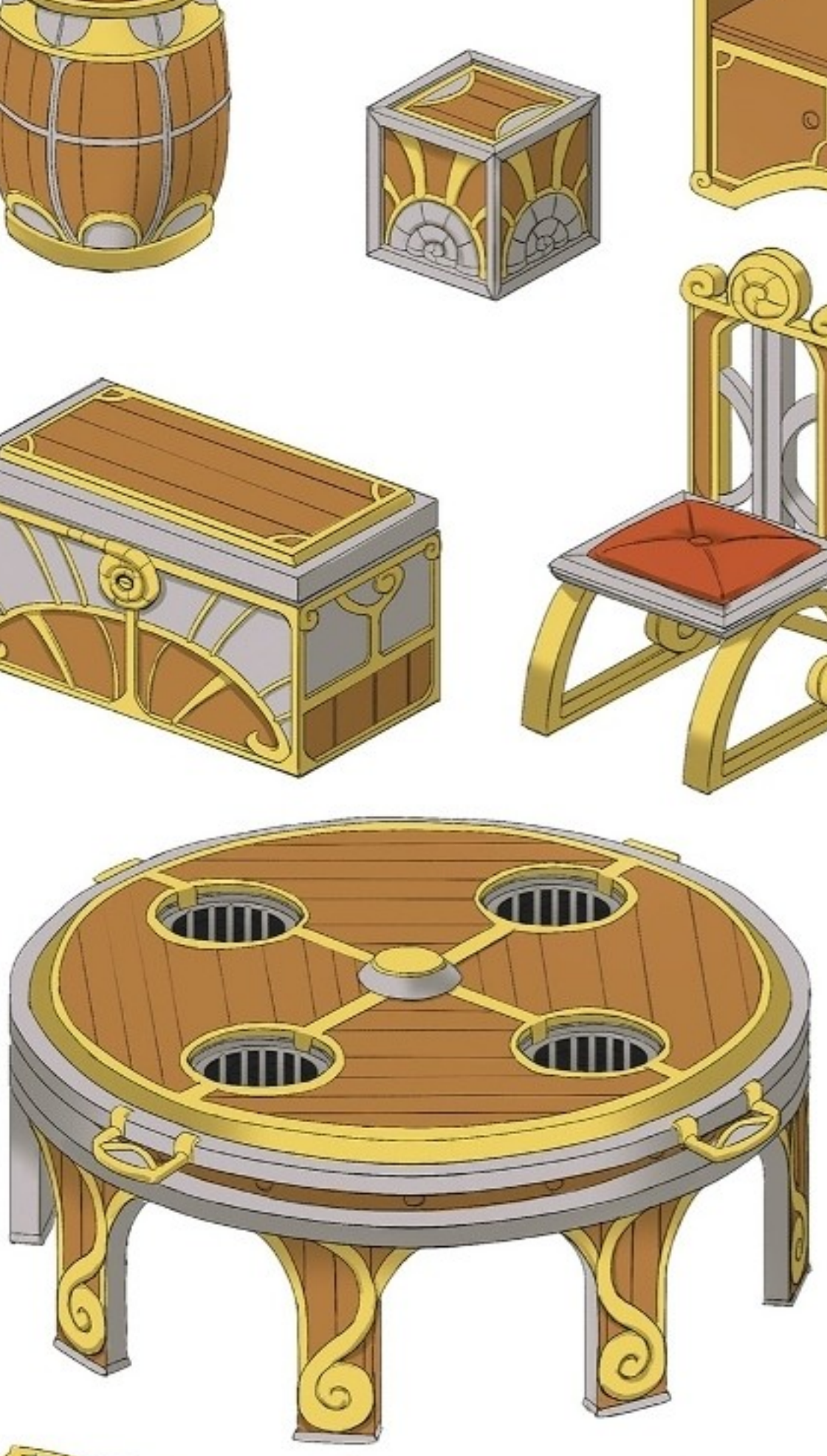












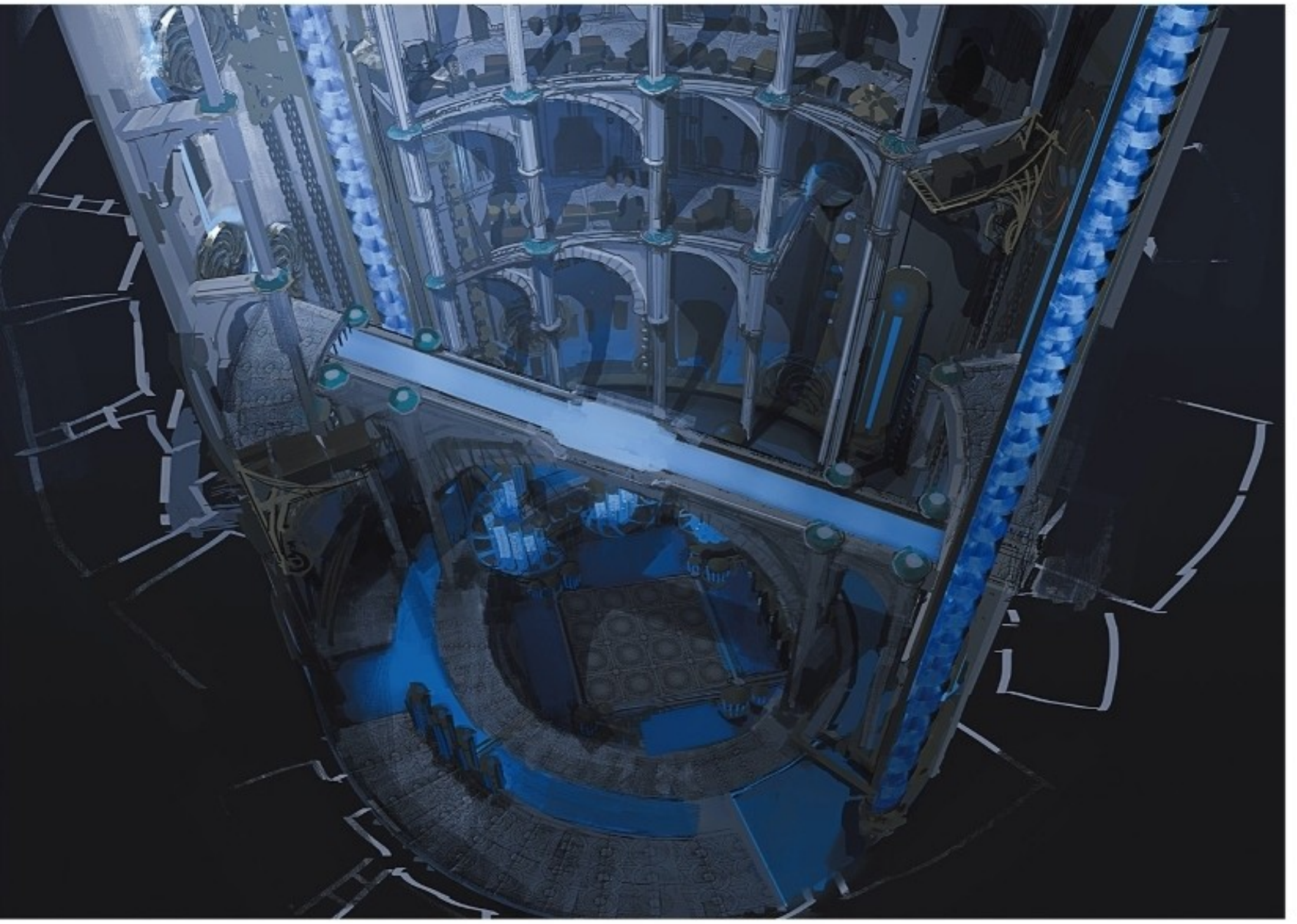


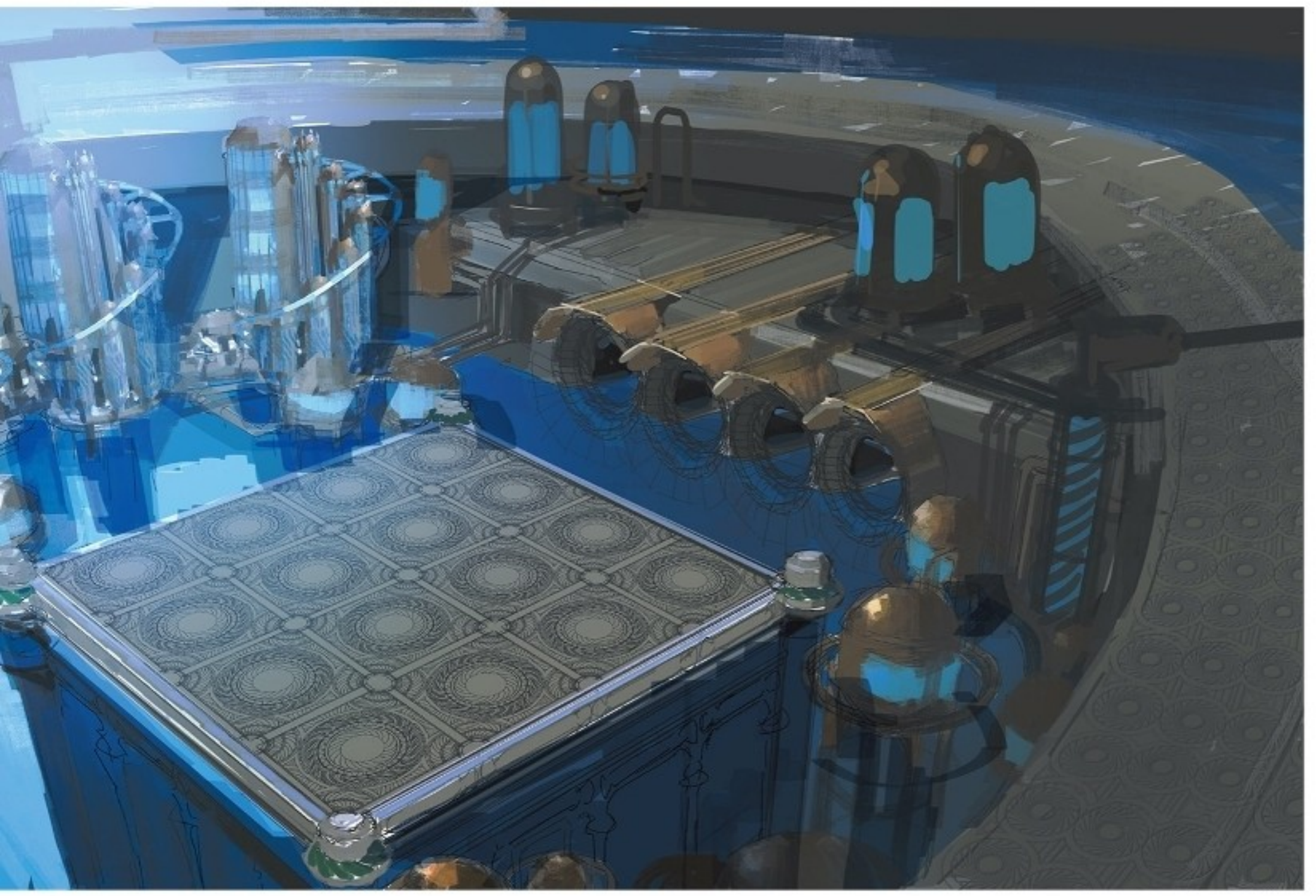












Nixie

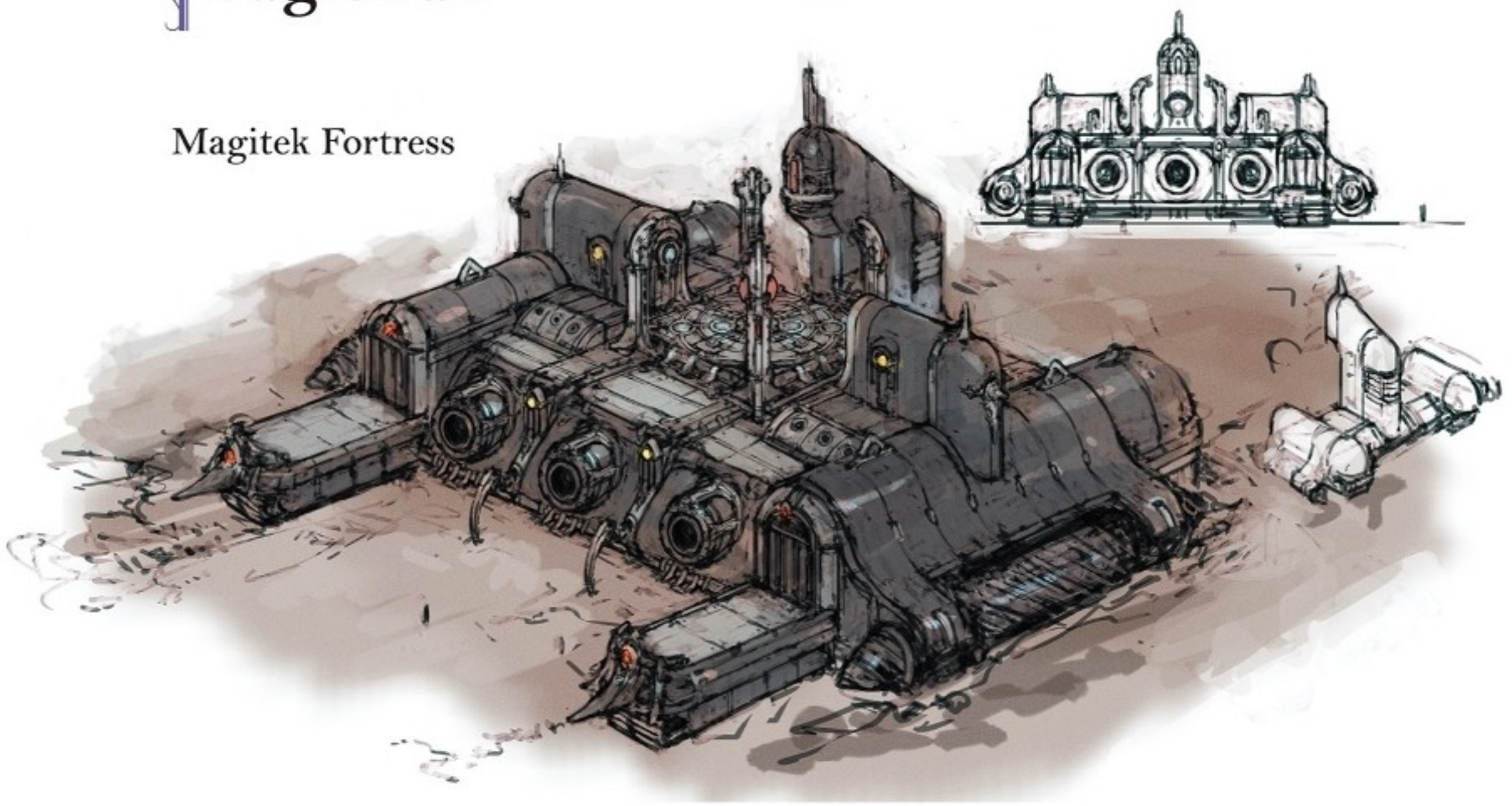


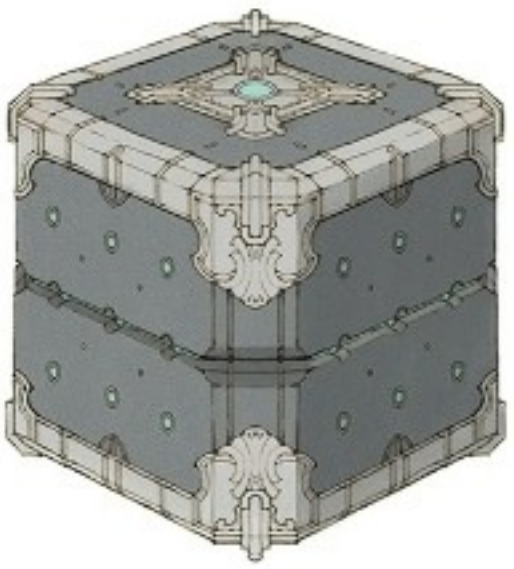
Porcine Porcelain, Mother Porxie



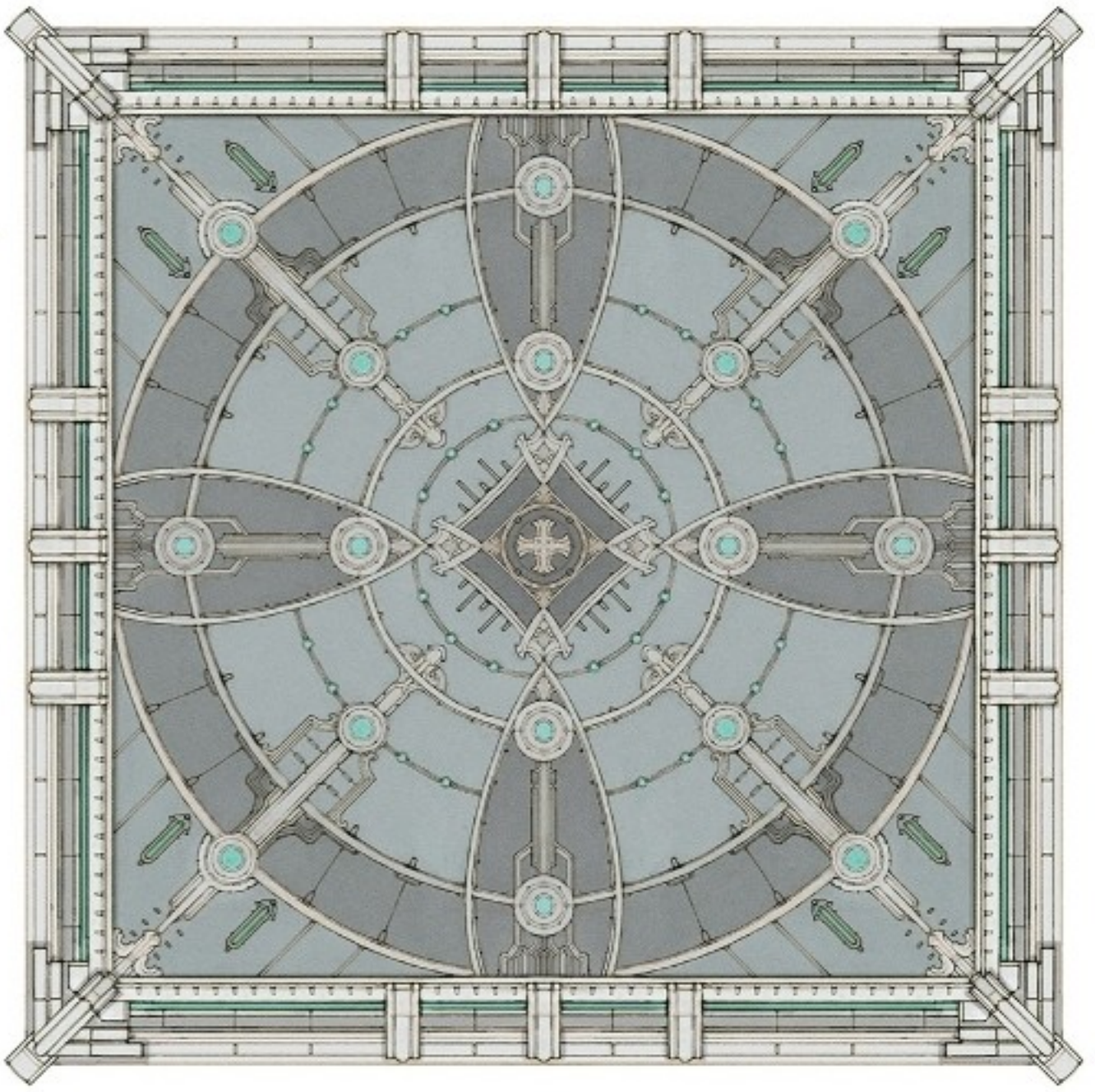
# Paglth'an

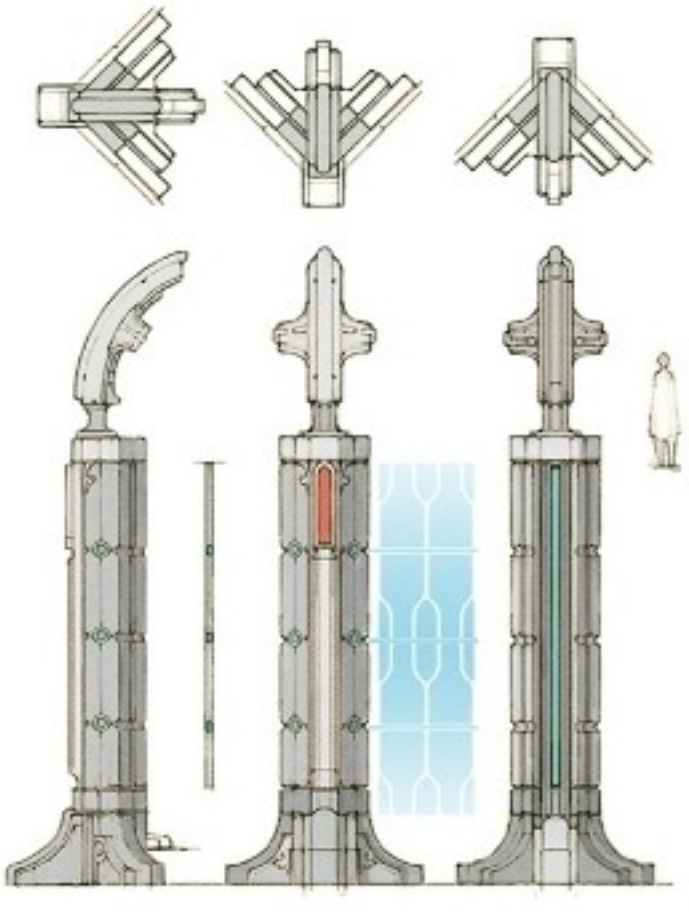
Magitek Fortress









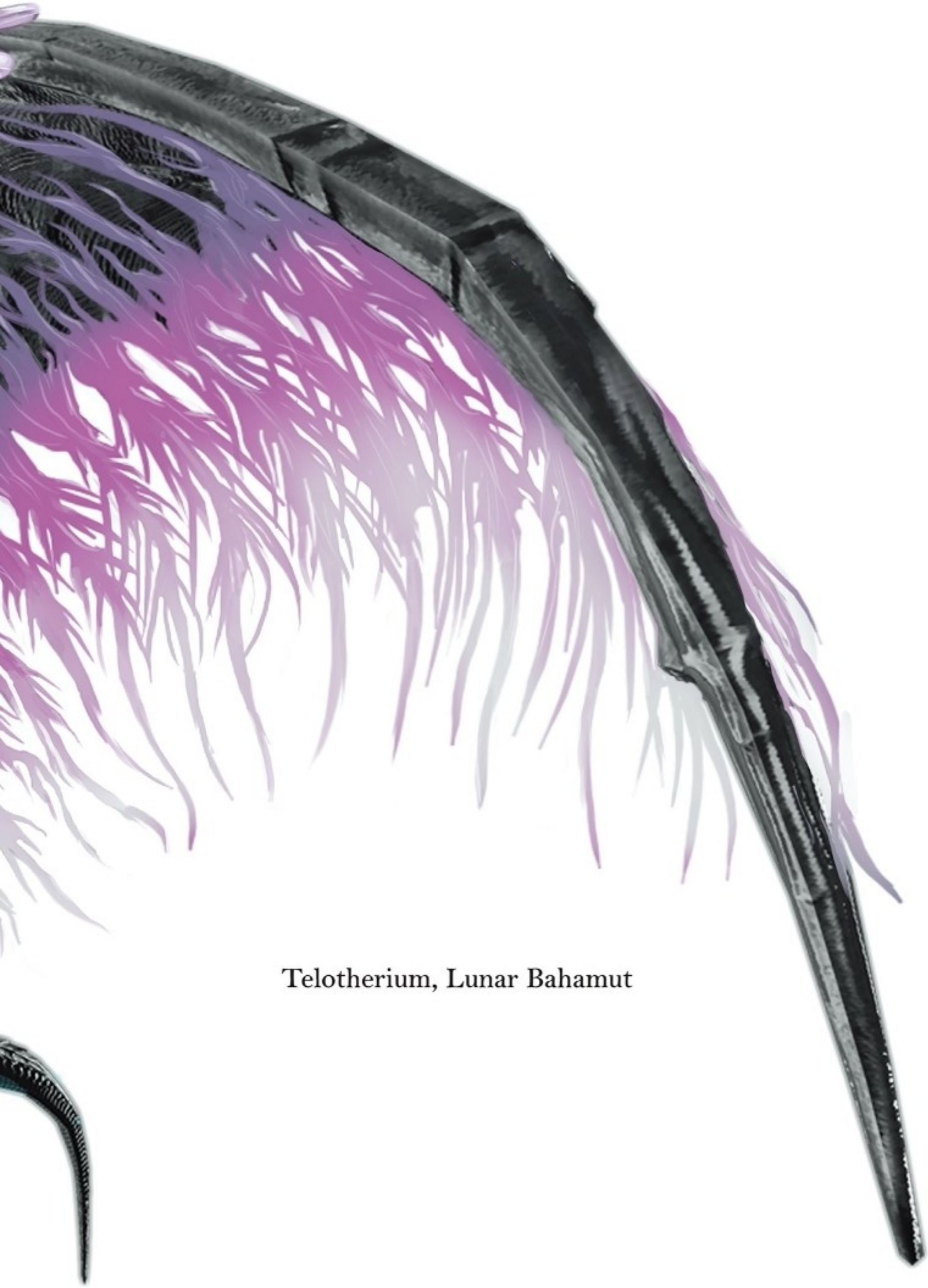












Telotherium, Lunar Bahamut

# The Epic of Alexander (Ultimate)



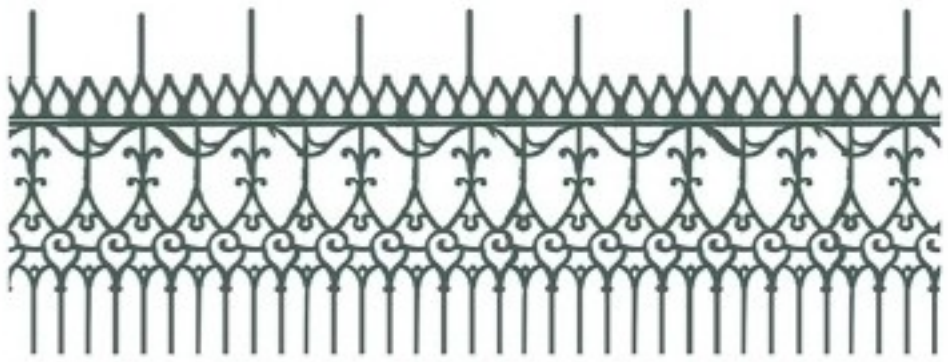


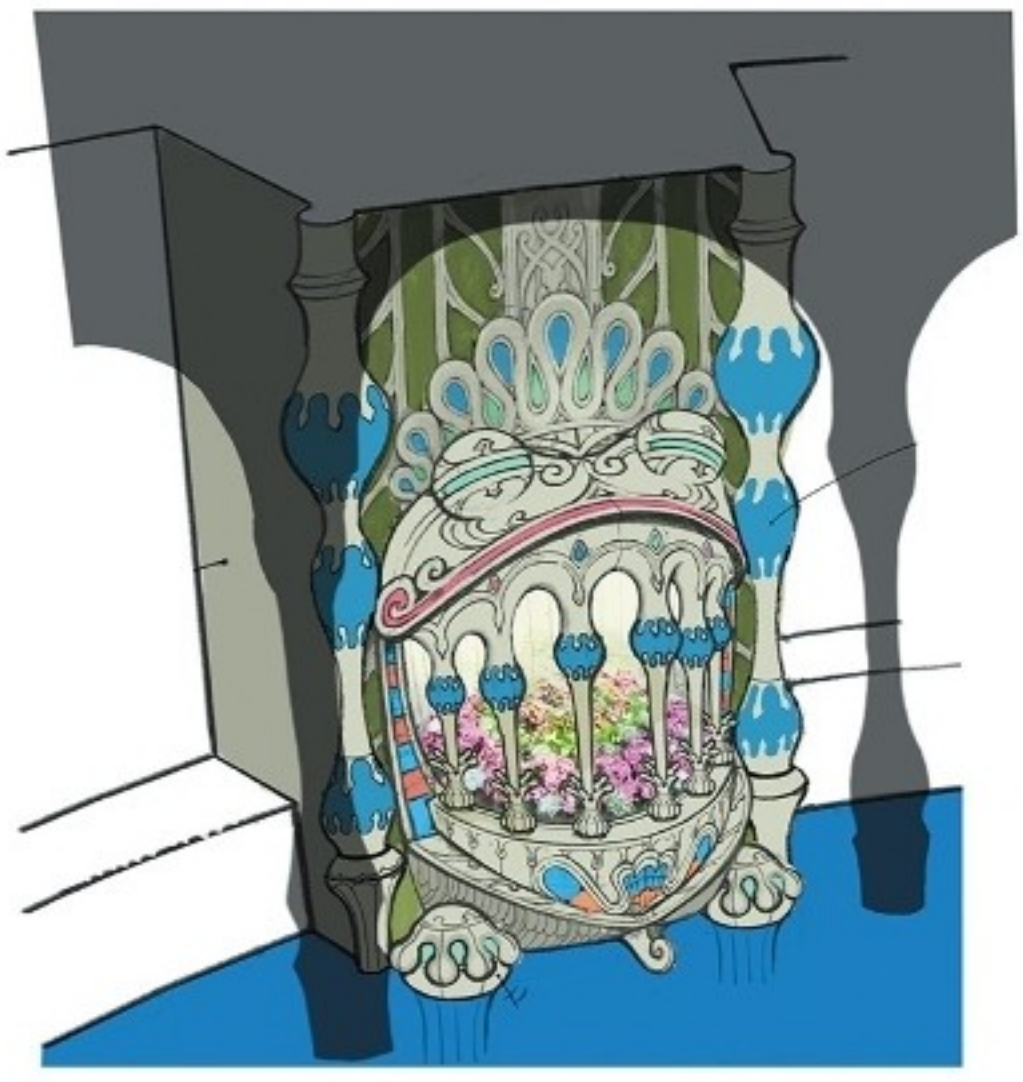
Perfect Alexander

# The Shifting Oubliettes of Lyhe Ghiah











# EQUIPMENT

FINAL FANTASY XIV: SHADOWBRINGERS
The Art of Reflection -Histories Unwritten-

# Resistance Arms













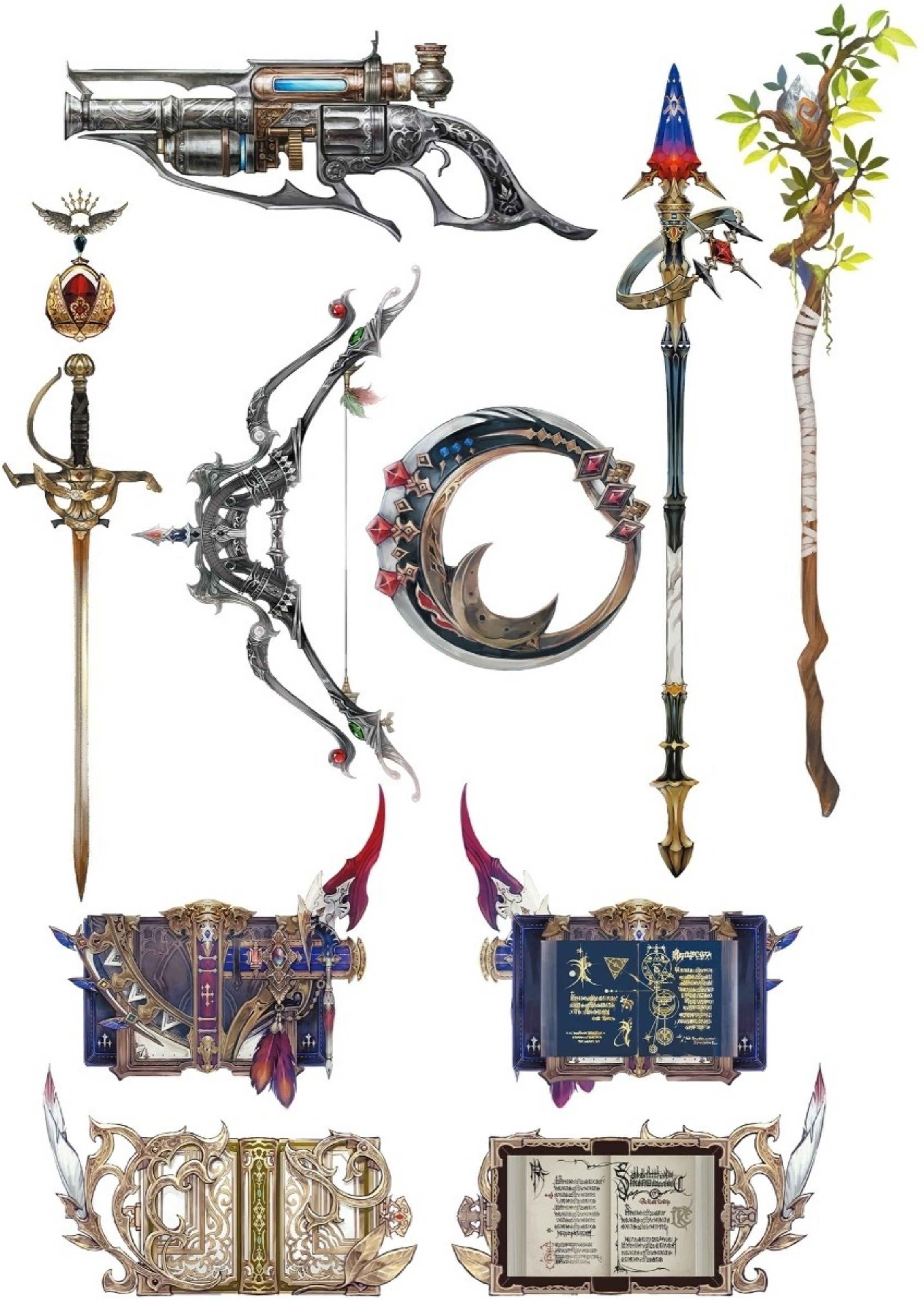












# Edenchoir Arms









































# Crystarium Arms

























# Ruby Arms



























# Arms of Light

























# Law's Order Arms







































# Blade's Arms















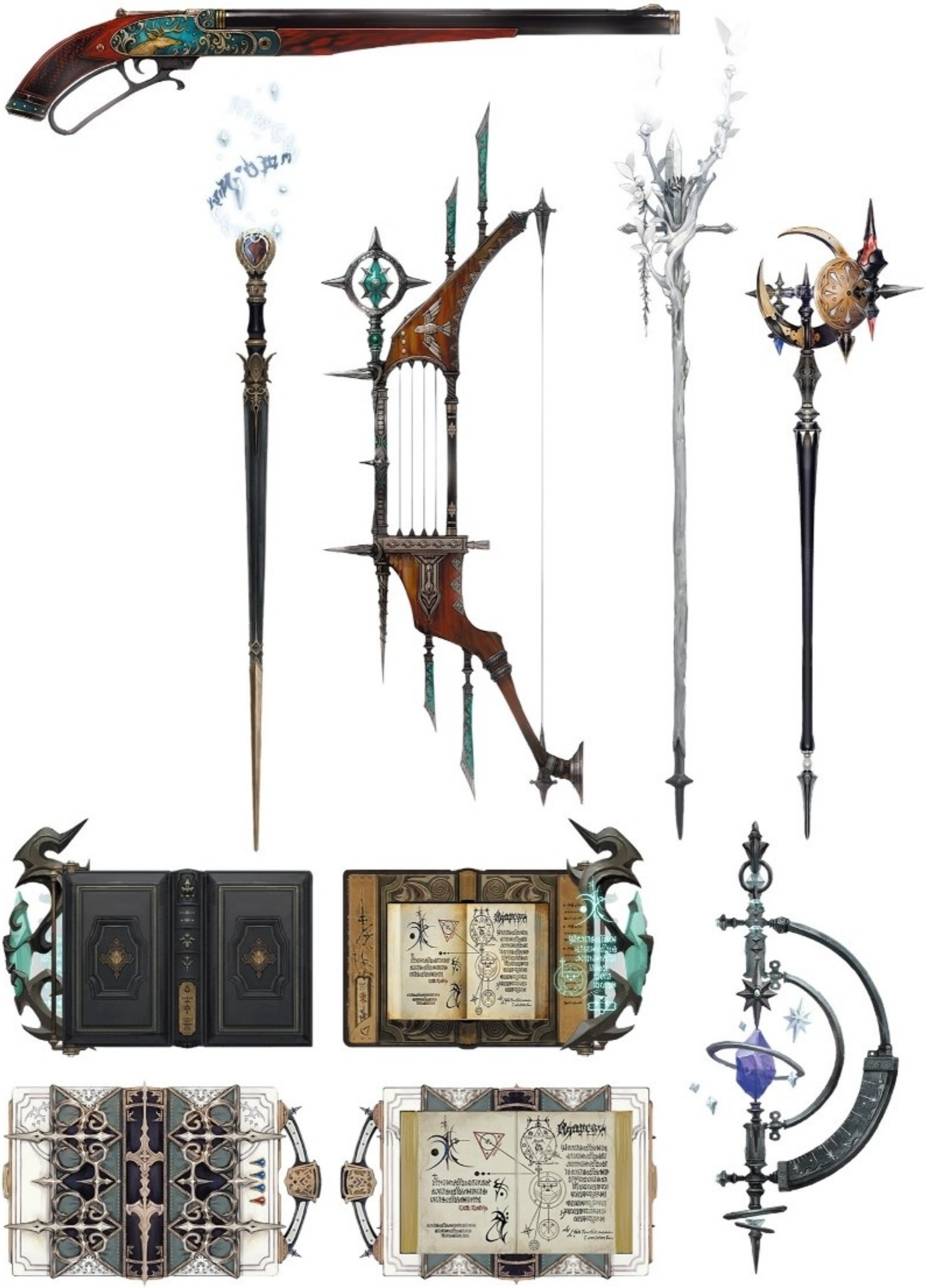












# Cryptlurker's Arms























# Emerald Arms























# Edenmorn Arms









































# Diamond Arms



























Shinryu's Arms



Hellhound Arms

# Disciple of the Hand & Land Tools



























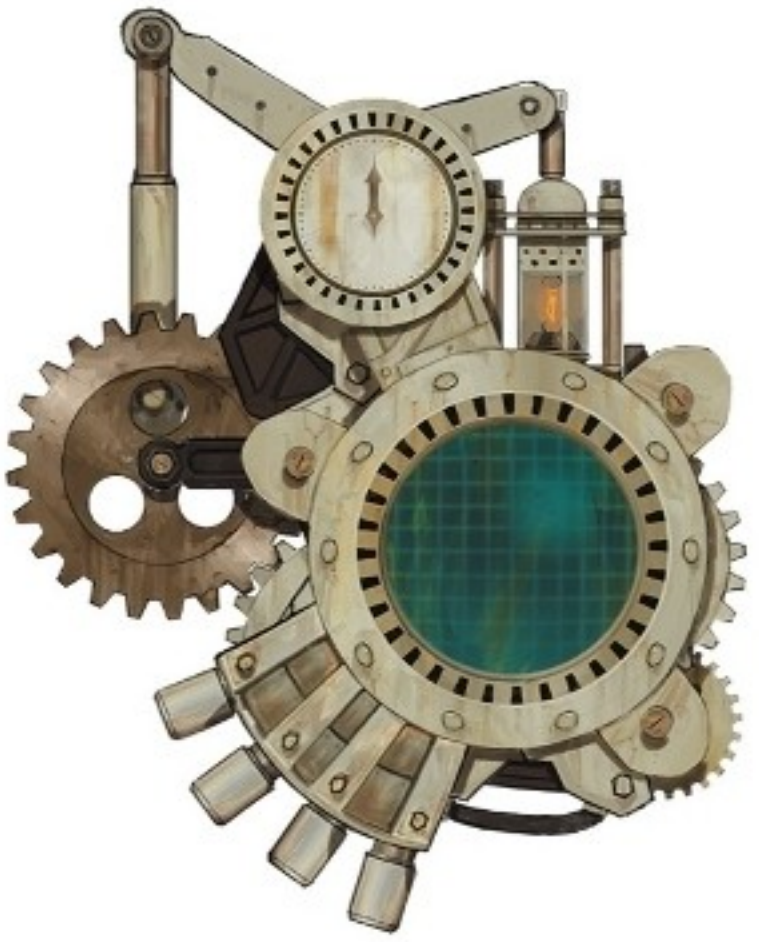


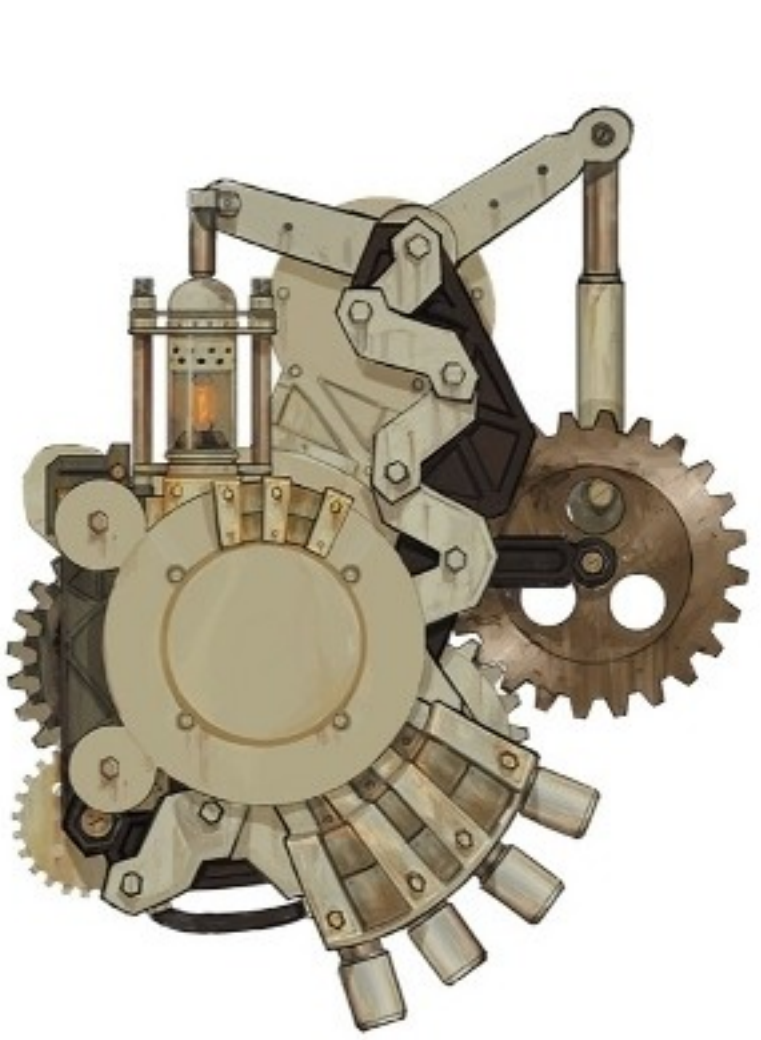






























# Warg Attire







# Edenchoir Attire













# Crystarium Attire











## Shadowless Attire















# Bozjan Attire





















# Cryptlurker's Attire





# Edenmorn Attire























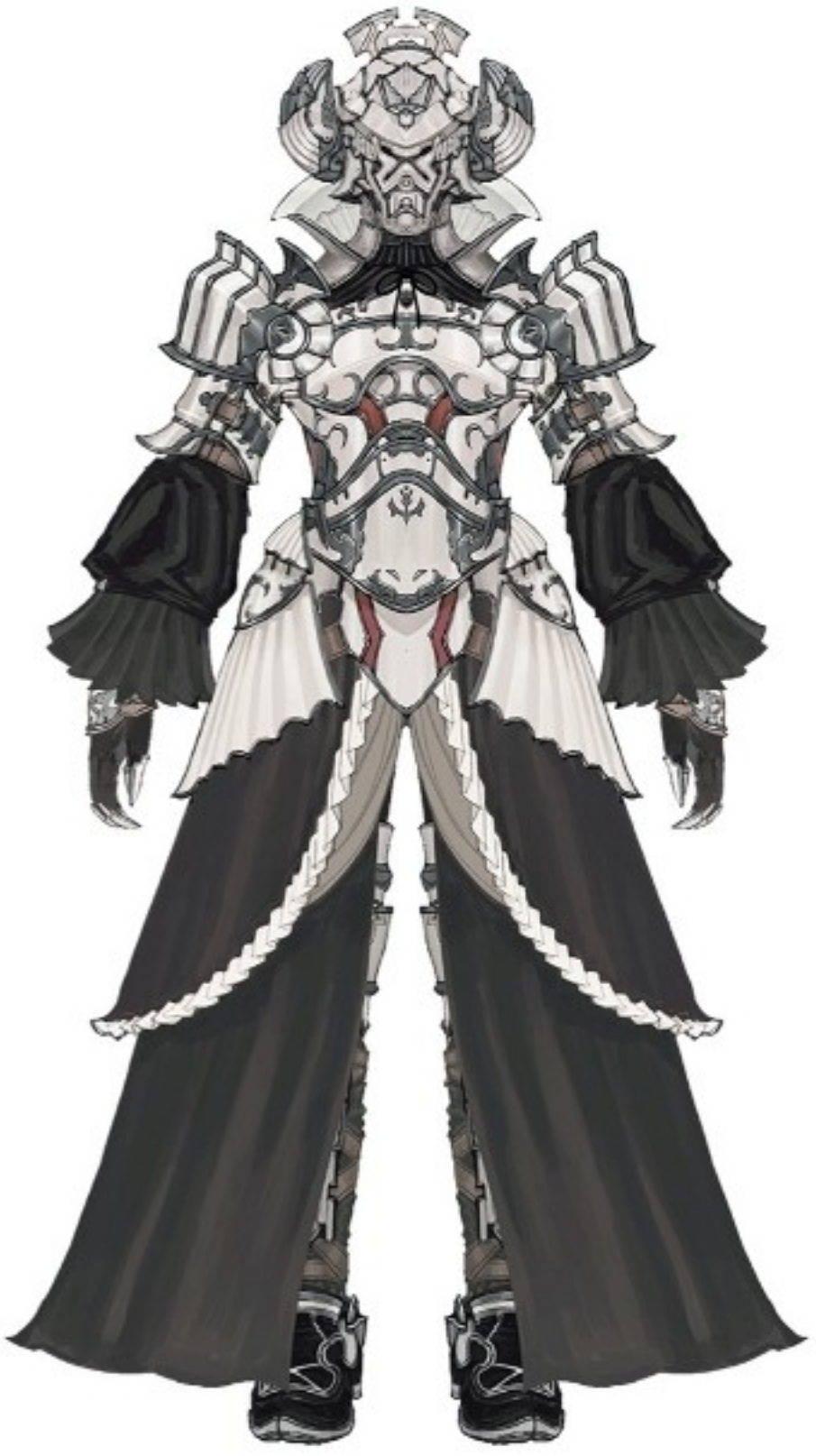
# Law's Order Attire







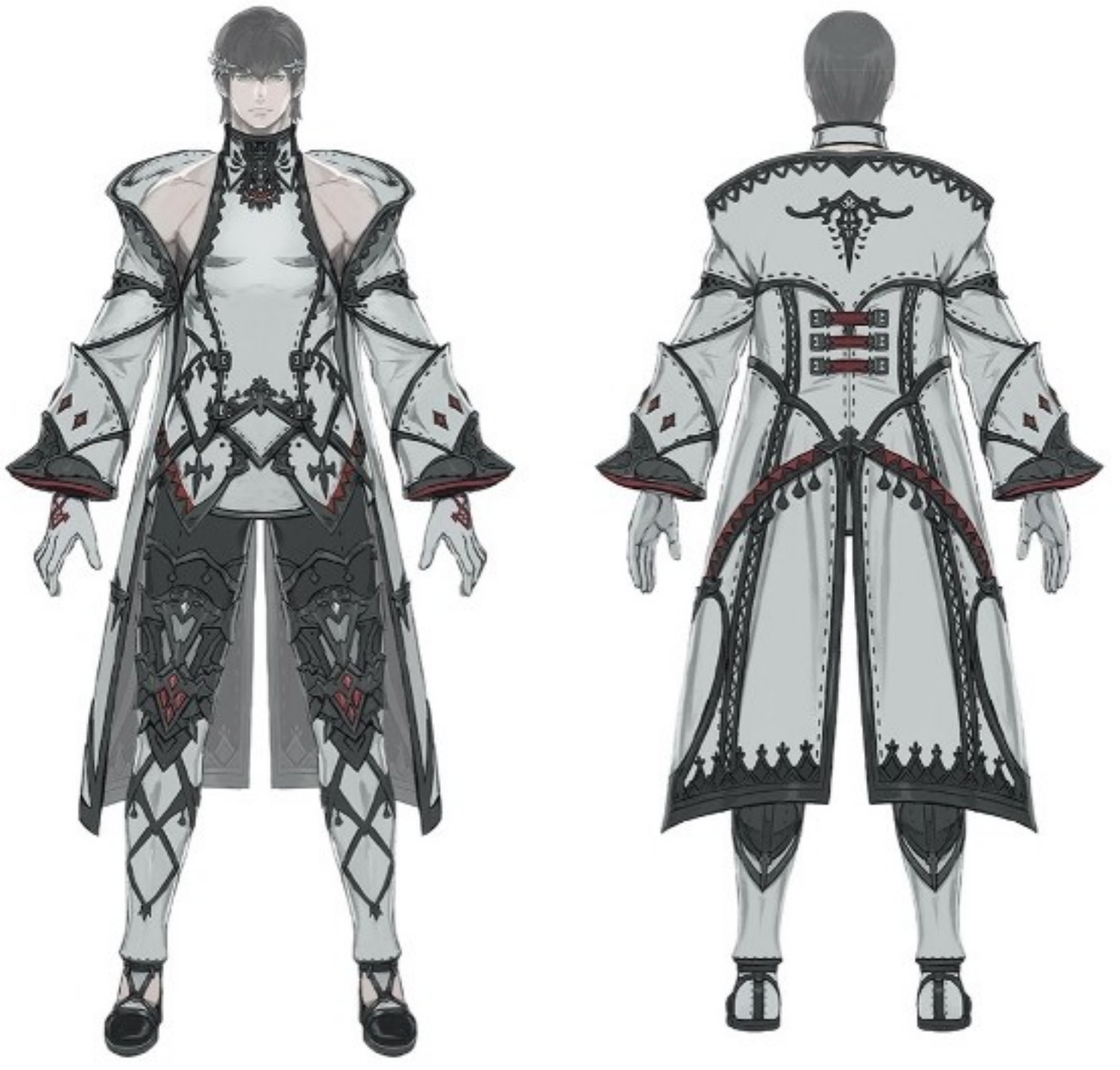




# Exarchic Attire







# Paglth'an Attire











# Blade's Attire







# YoRHa type-51 Attire



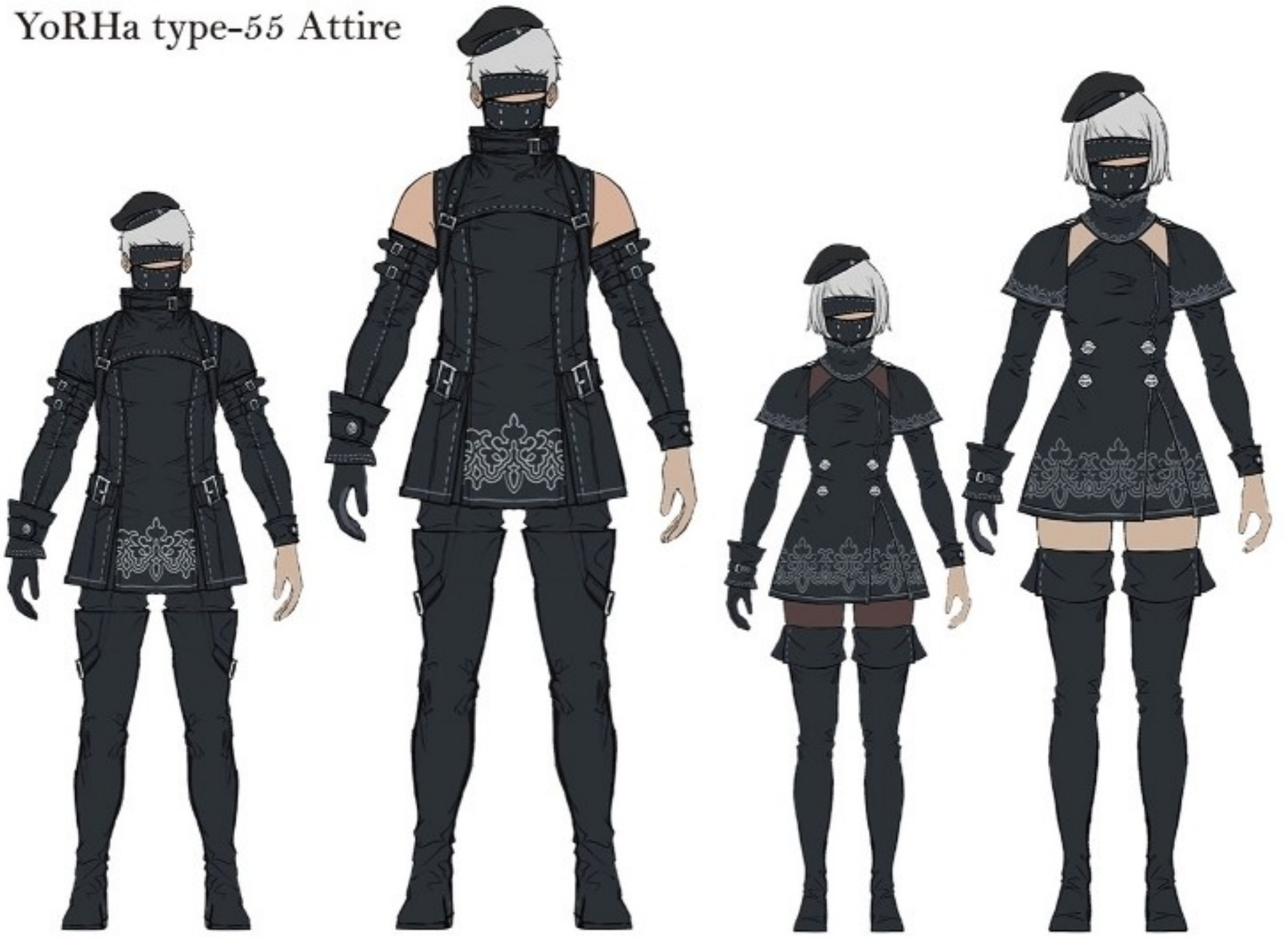


# YoRHa type-53 Attire





## YoRHa type-55 Attire



## Obsolete Android's Attire





# Late Allagan Attire





# Neo-Ishgardian Attire









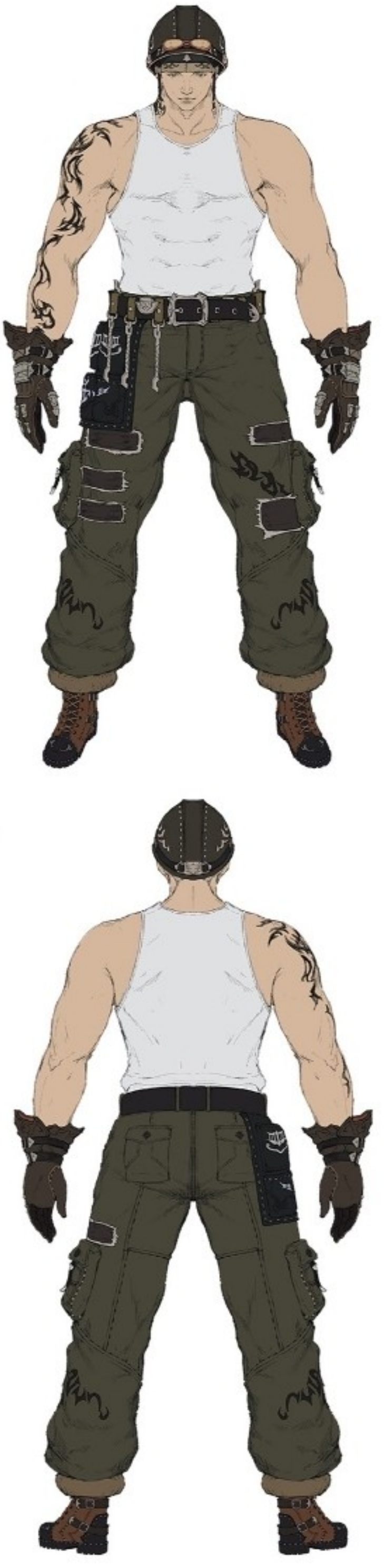







# Skyworker's Attire





# Shadowstalker's Attire



# Mirage Attire





# Aesthete's Garb









# Rebel Coat & Boots / Urban Coat & Boots





# Valentione Attire









# Craftsman's Attire



# Craftsman's Apron & Leather Trousers

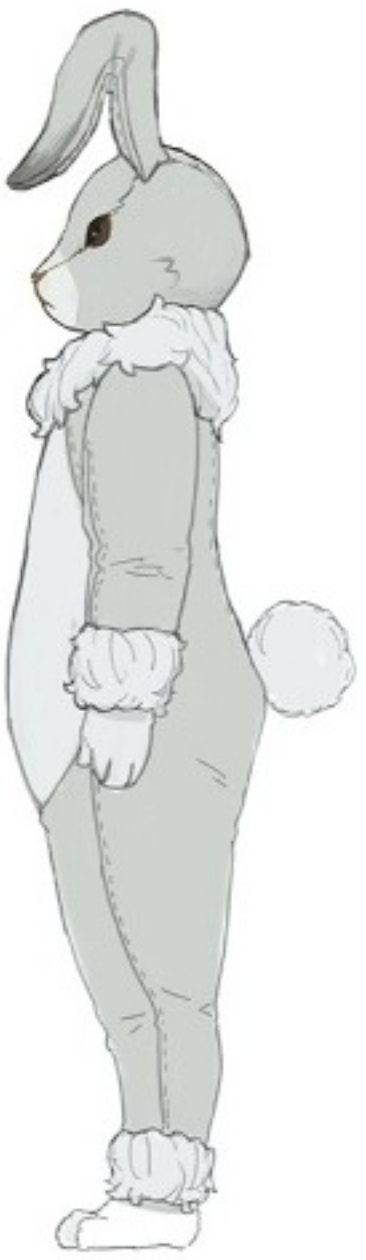


# Kupo Attire



# Rabbit Head & Suit / Dapper Rabbit Suit











# Dalmascan Attire







# Hraesvelgr Attire



# Casual Attire





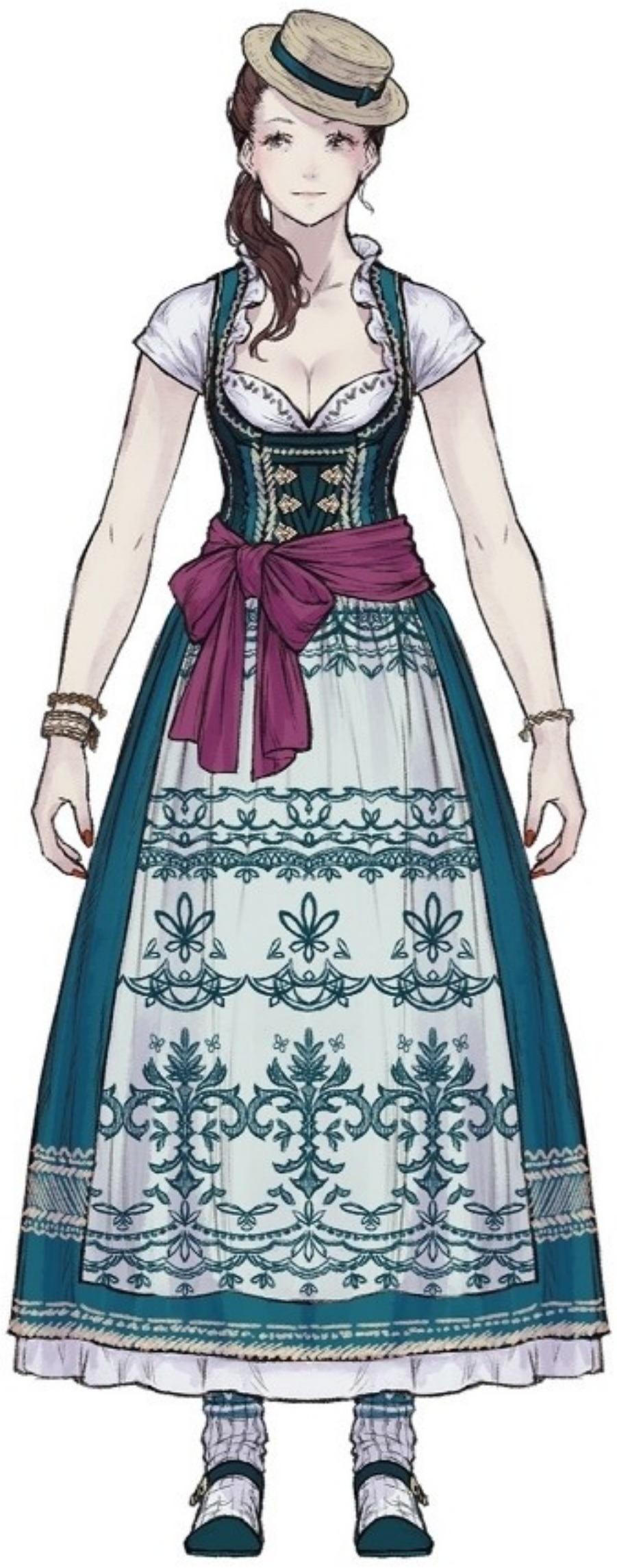
# Mheg Deaca Attire







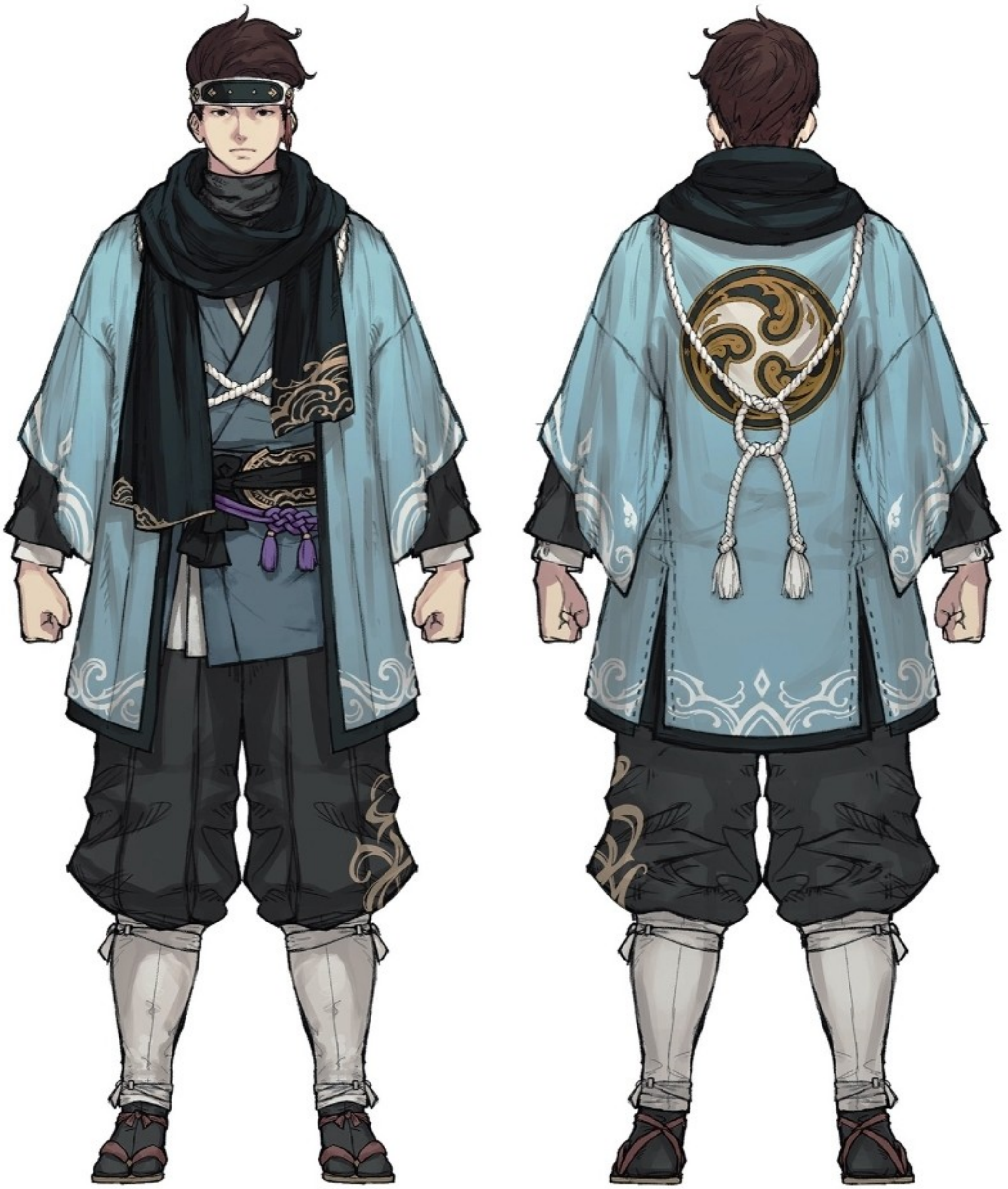
## Dirndl's Attire



## Bergsteiger's Attire



# Resshi Attire



# Peacock Attire





# Eastern Lord & Lady's Attire





# Summer's Flame Attire



# South Seas Attire









# Calfskin Rider's Attire







# Chicken Suit









# Collegiate Slacks & Skirt





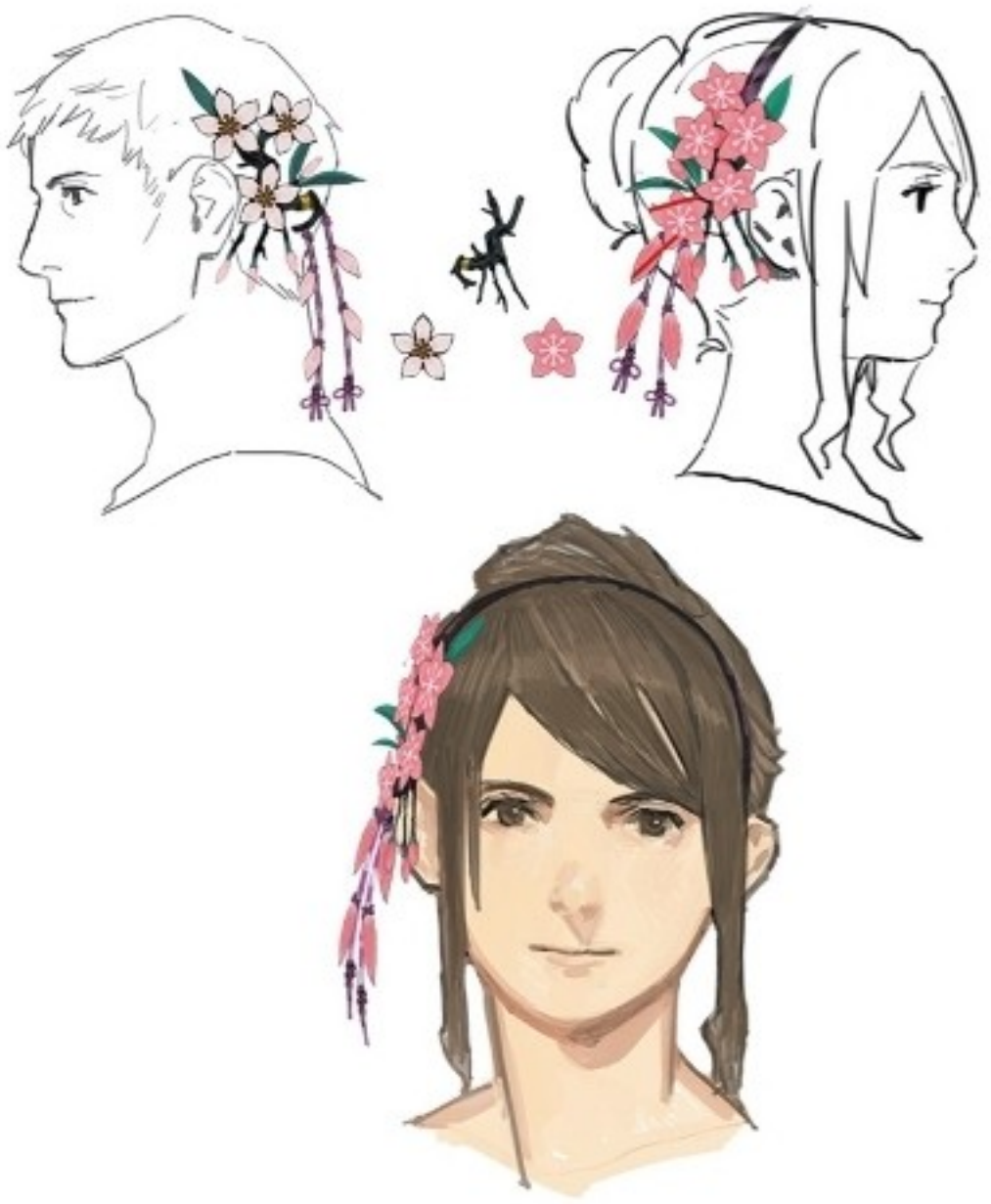








## Princess's Peach Corsage



## Seneschal's Monocle



## Nezumi Kabuto



## Ushi Kabuto



# Accessories





























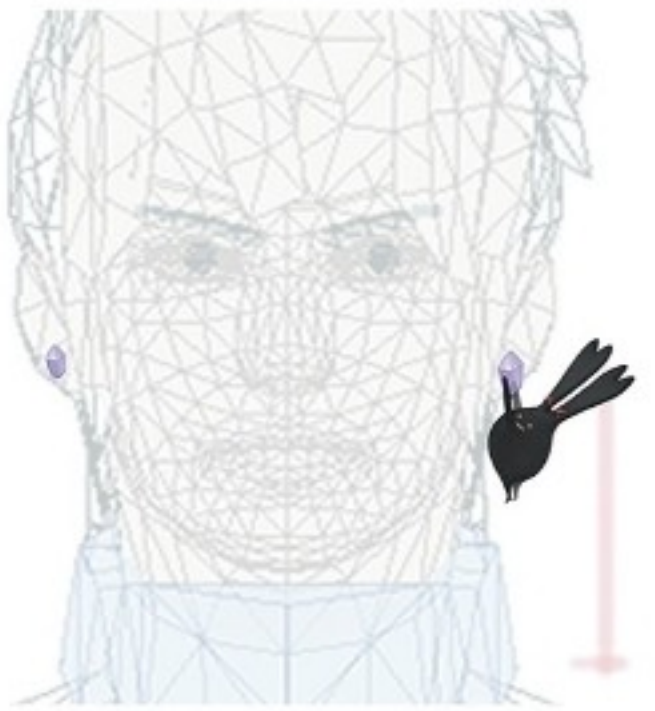


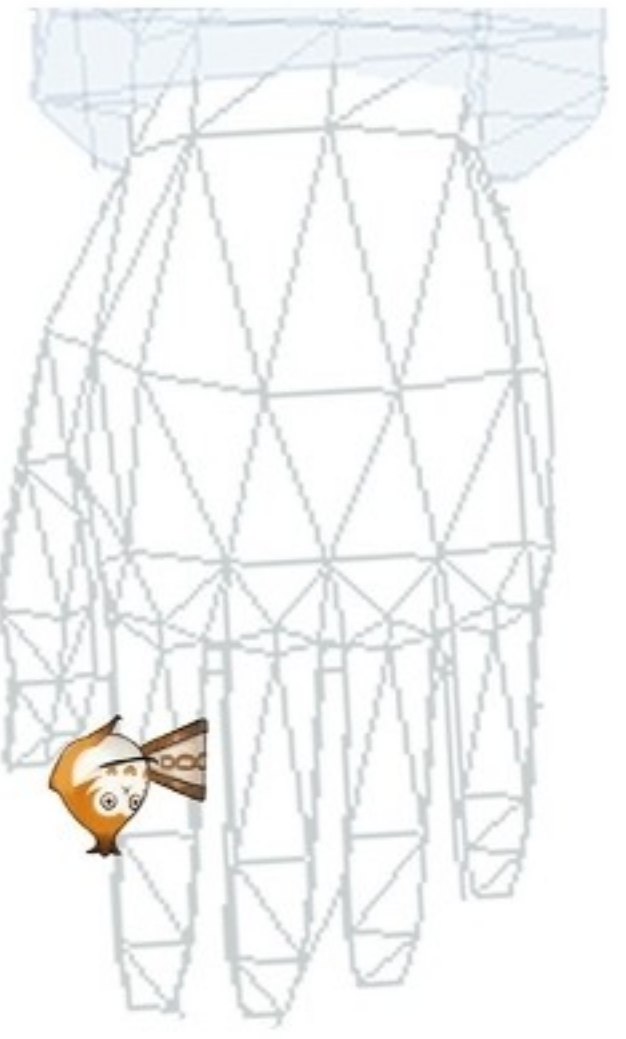


















# MINIONS & MOUNTS

FINAL FANTASY XIV: SHADOWBRINGERS
The Art of Reflection -Histories Unwritten-

# Minions



















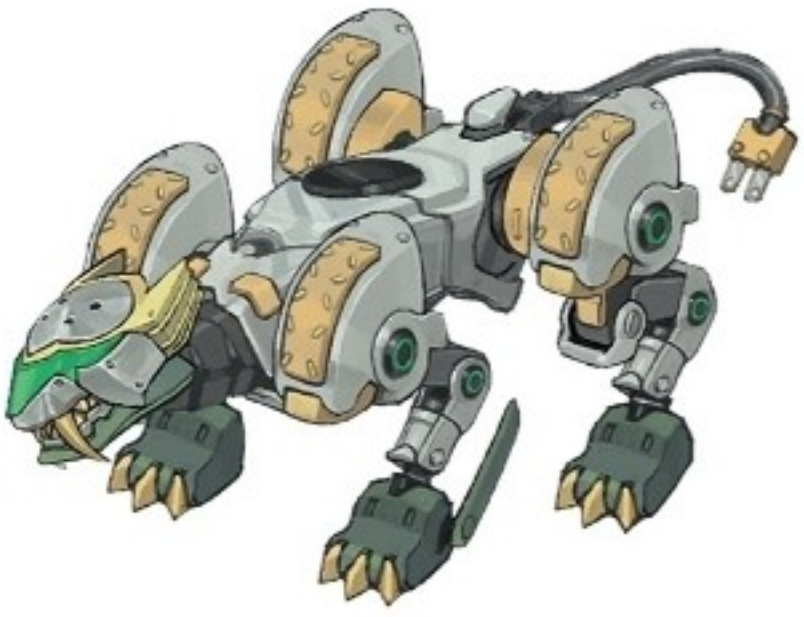














































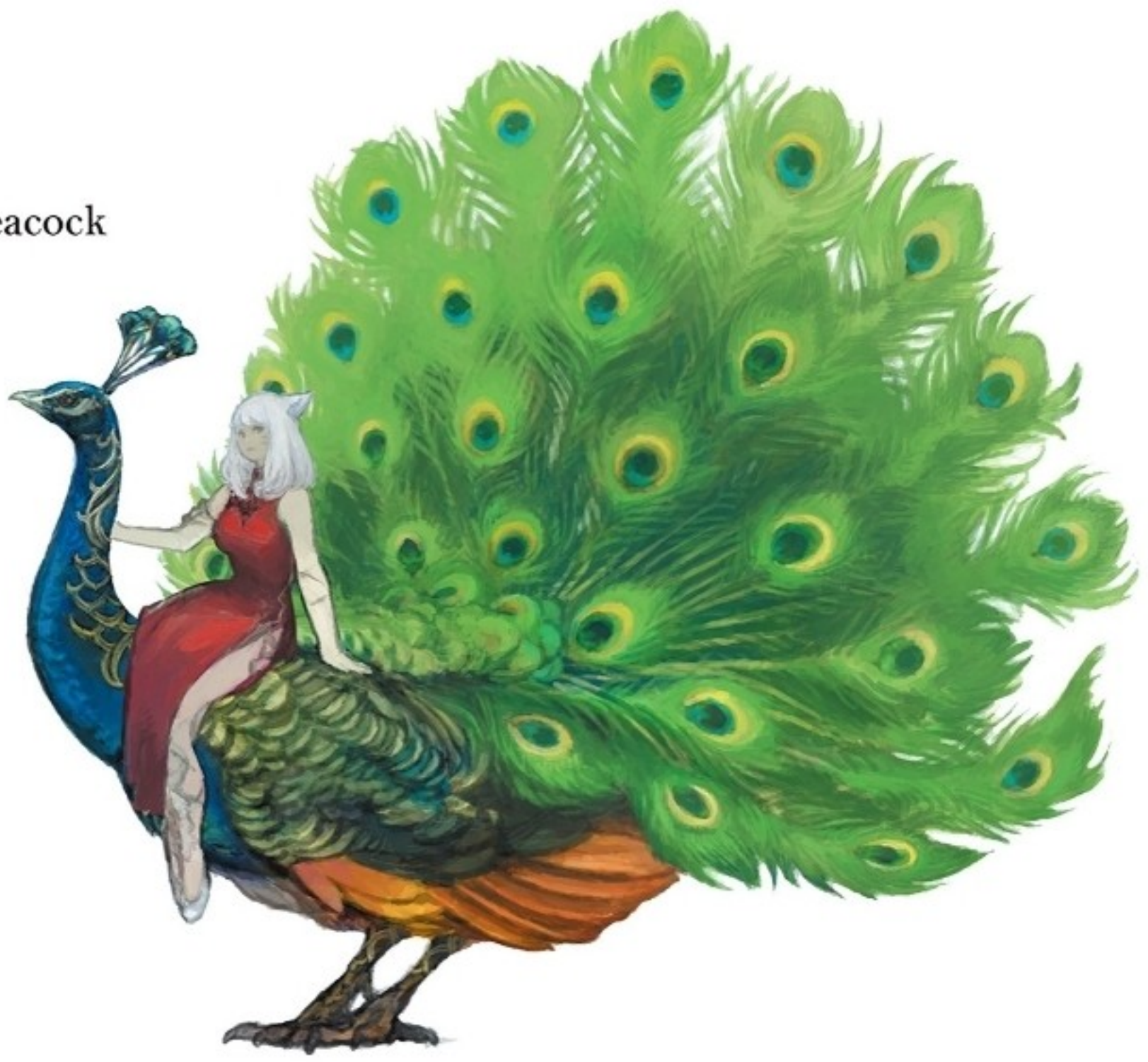


# Mounts

Portly Porxie



Kingly Peacock



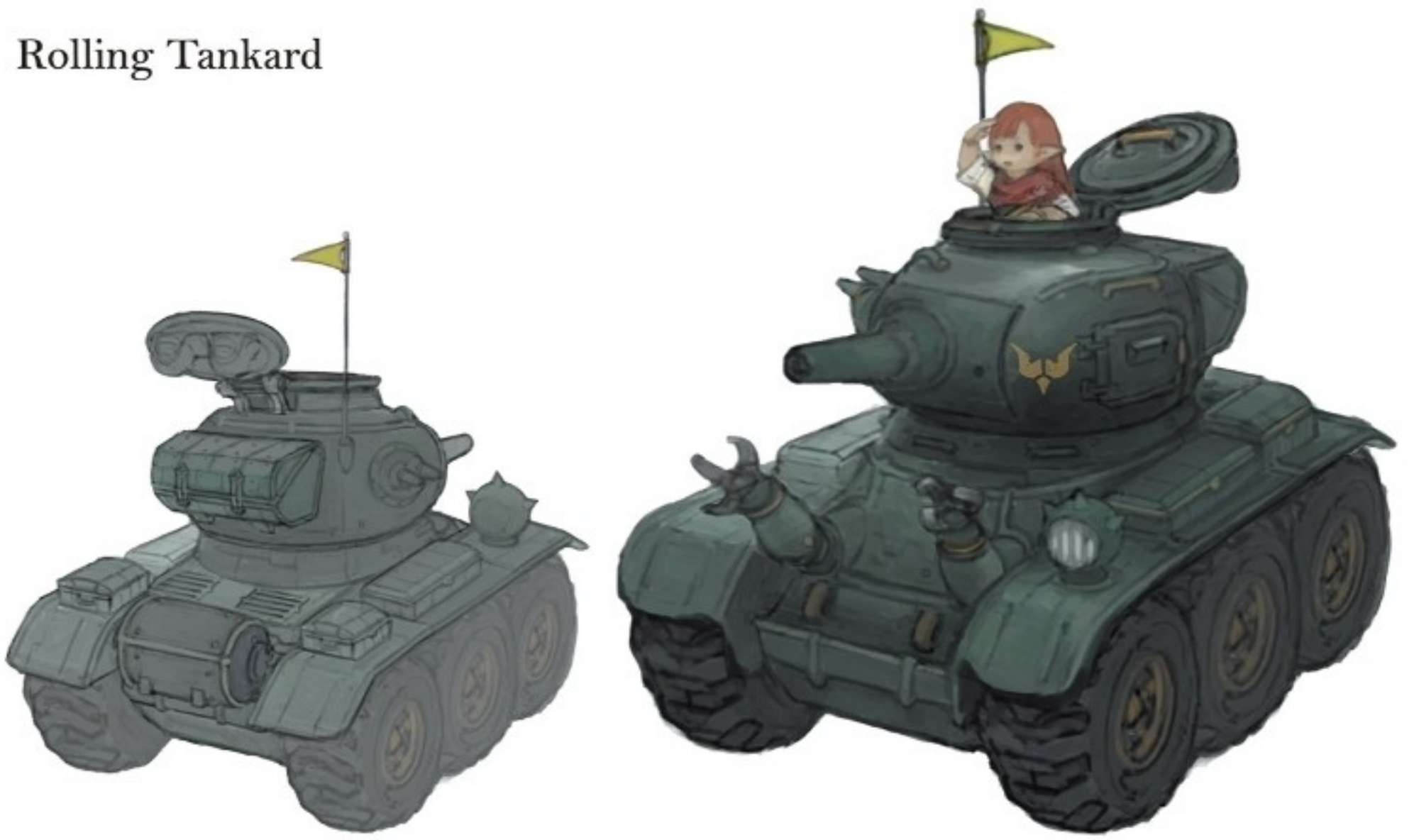
## Construct VII



## Great Vessel of Ronka



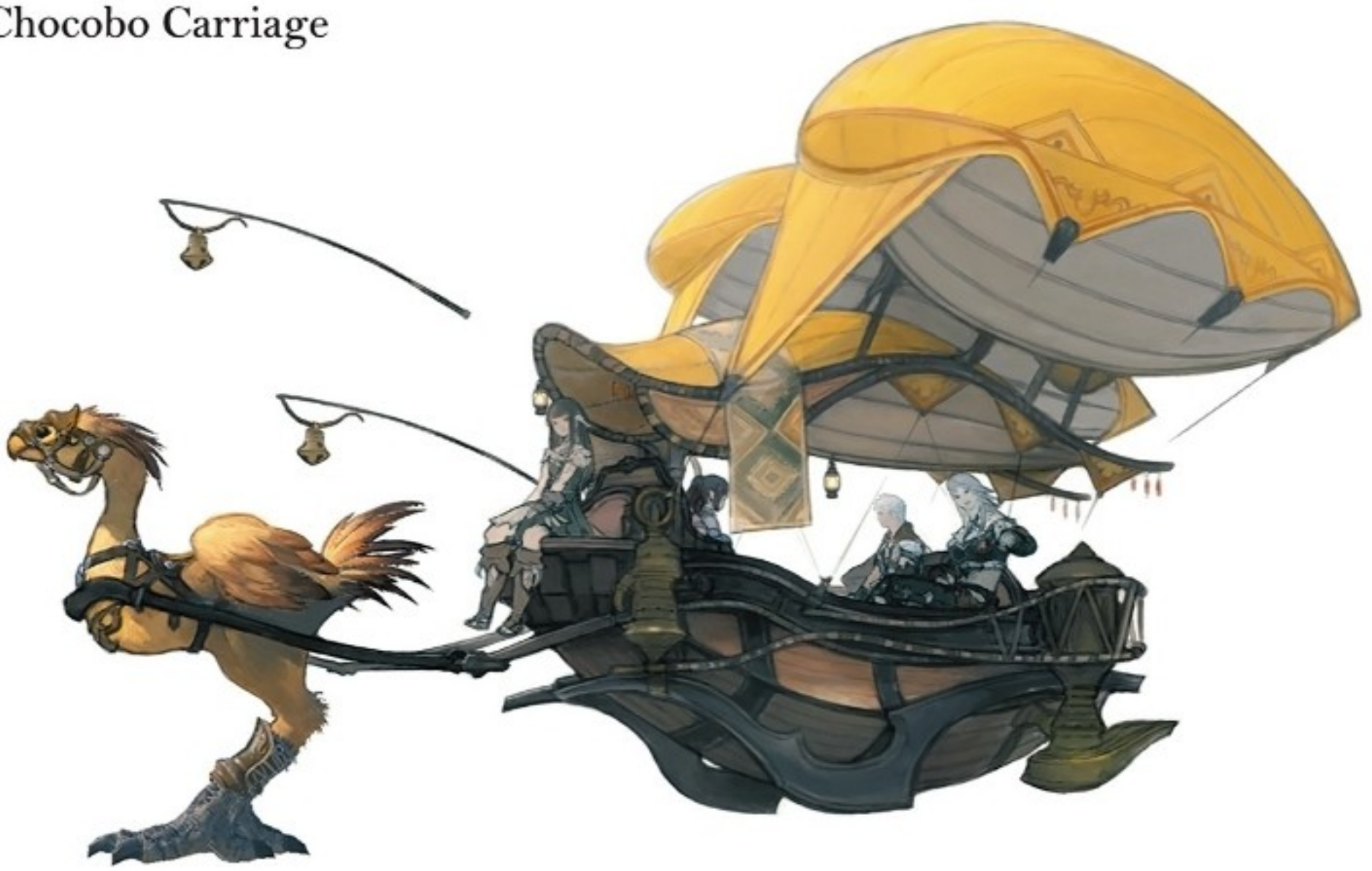
## Rolling Tankard



## Spriggan Stonecarrier



## Chocobo Carriage



## Shadow Gwiber



Ruby Gwiber

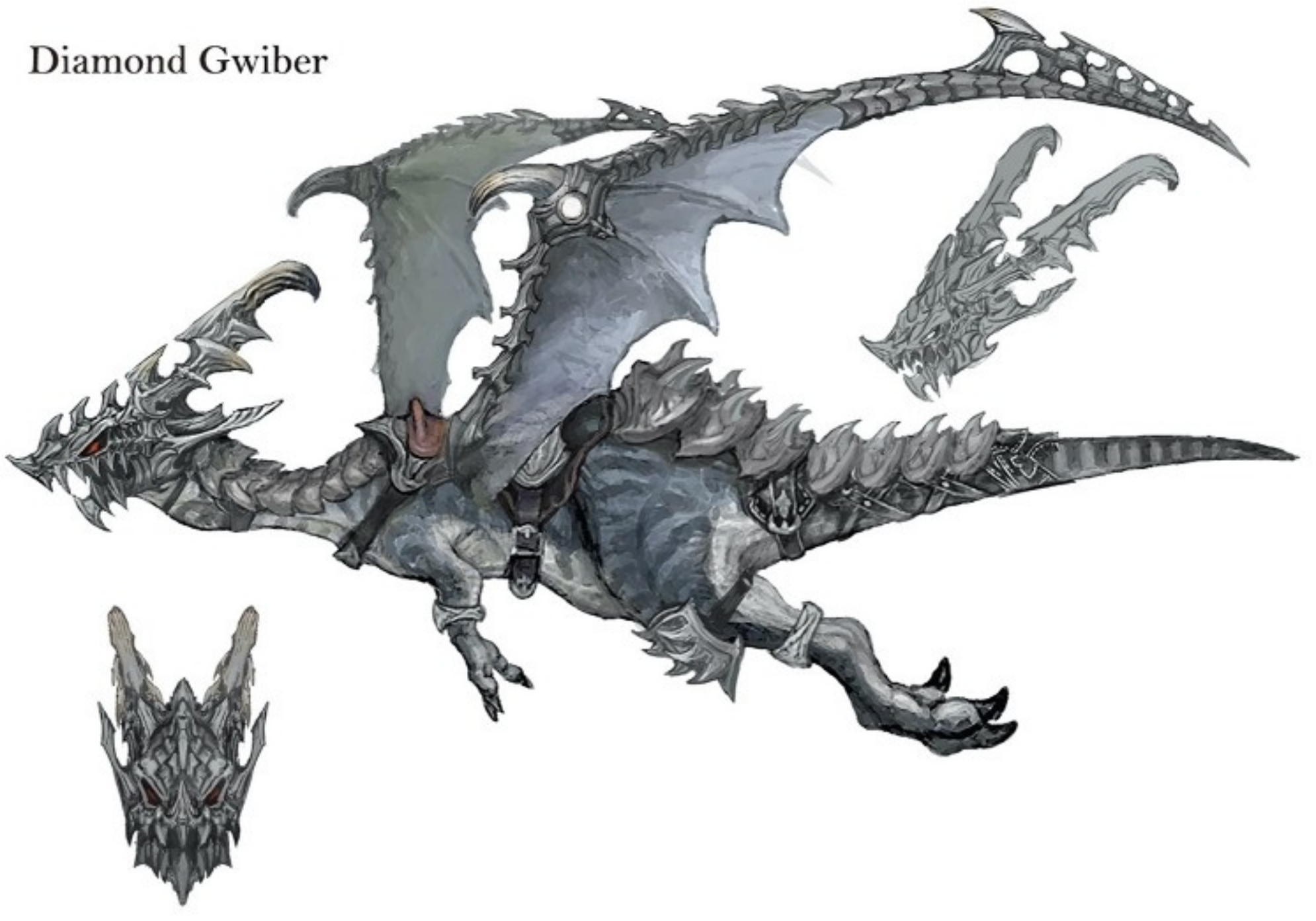


Gwiber of Light

Emerald Gwiber

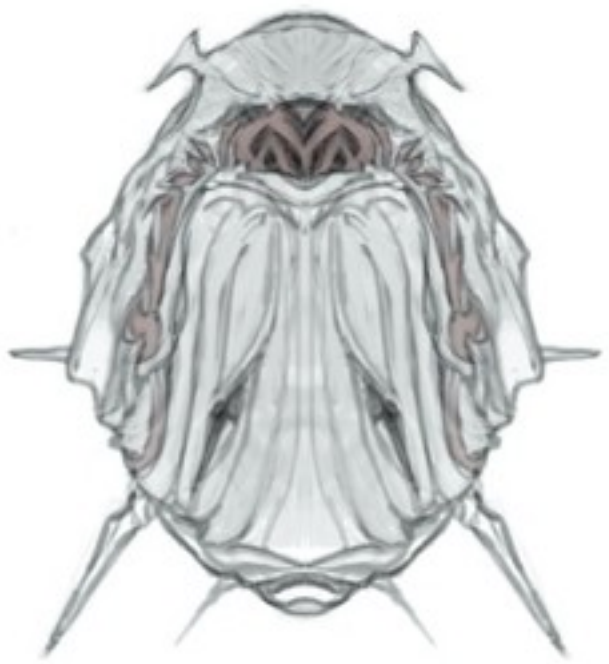


Diamond Gwiber



## Landerwaffe





## Lunar Whale



# Chocobo Barding

Saintly Barding



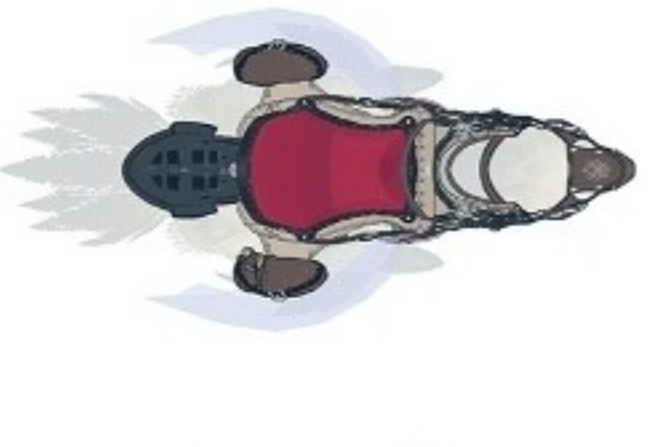
Ruby Barding



## Machinist Barding







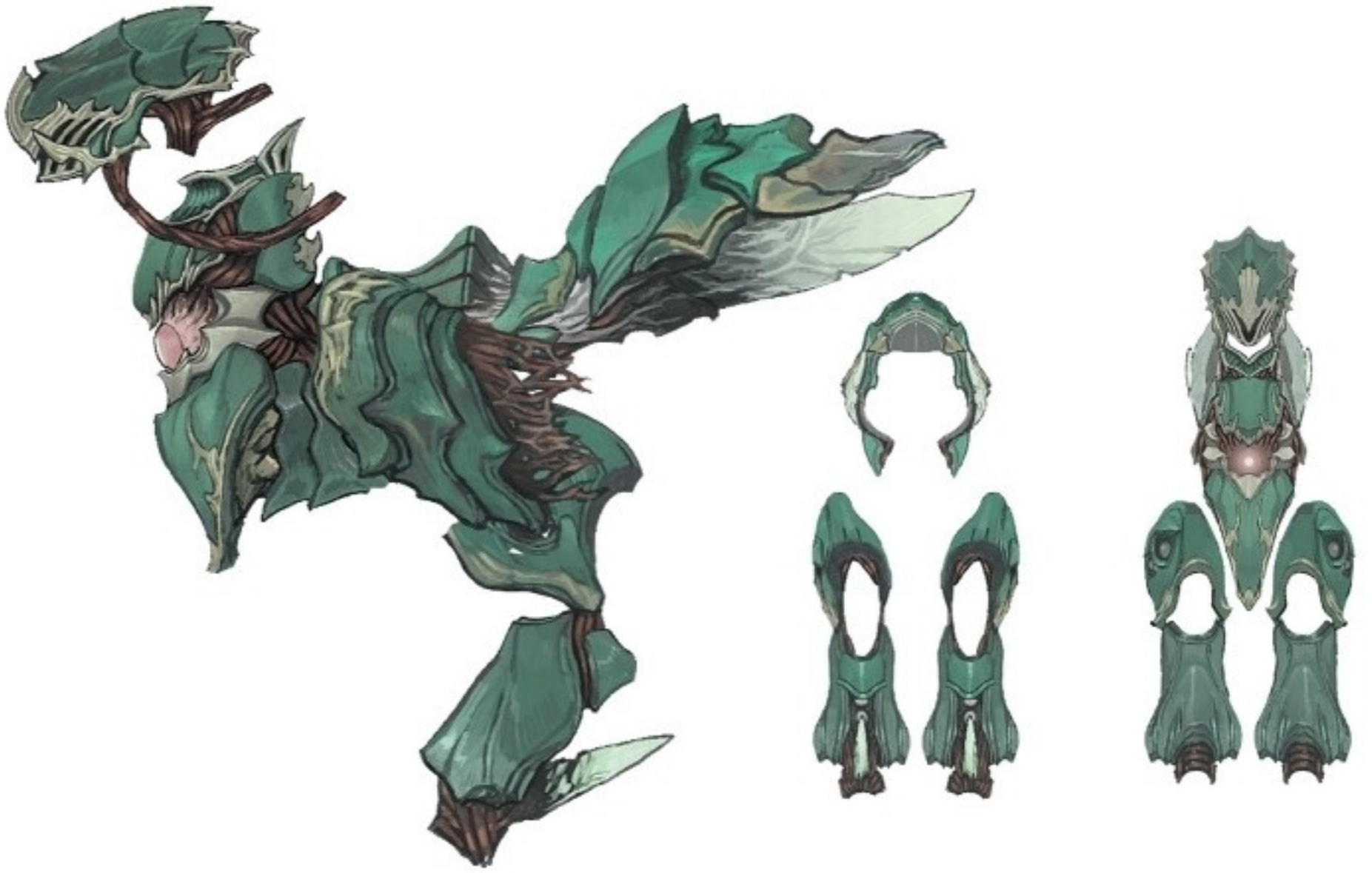
## True Barding of Light



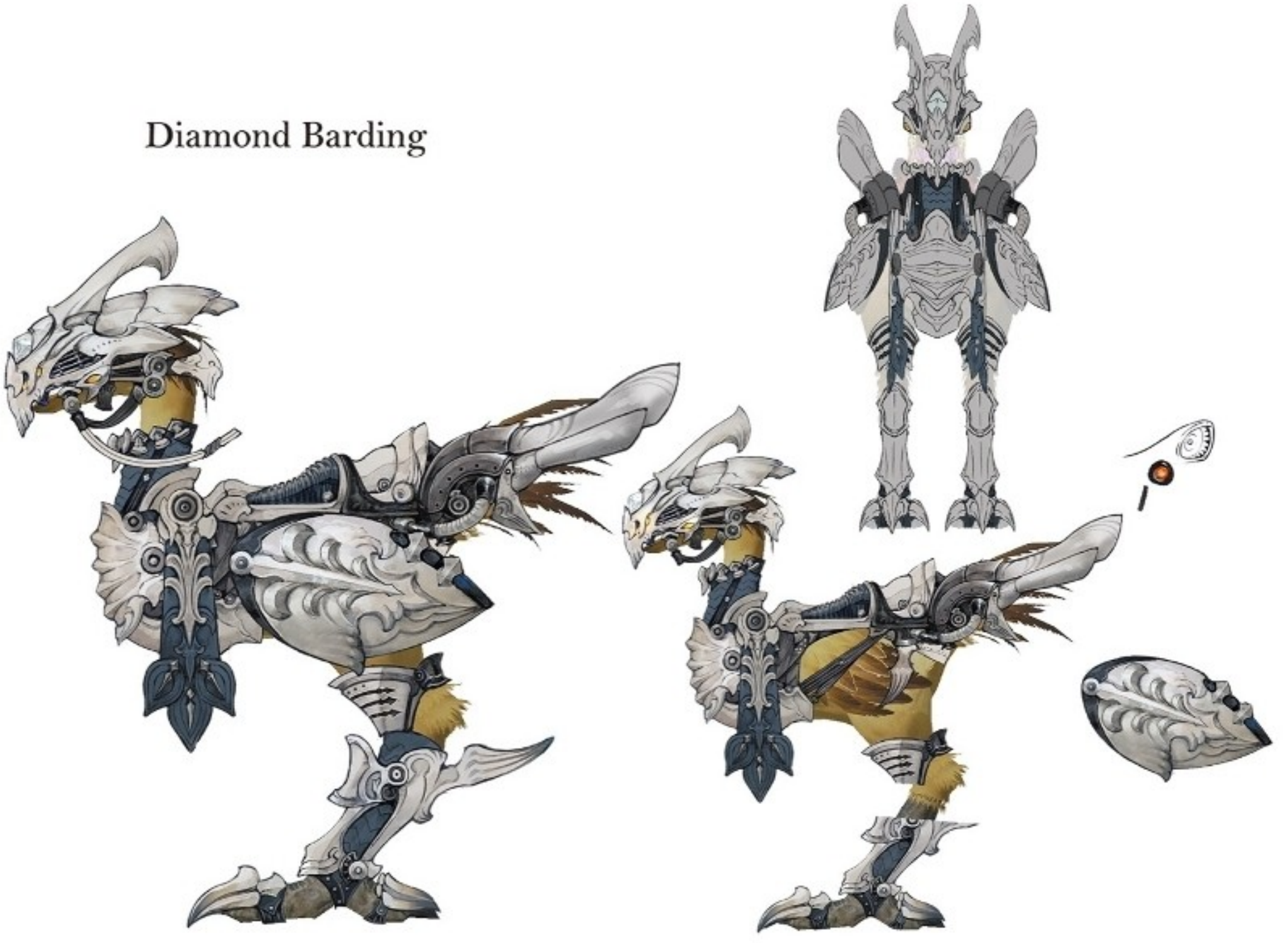




## Emerald Barding



## Diamond Barding



## Bozjan Barding



## The Queen's Barding



# ADDITIONAL ART

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The Art of Reflection -Histories Unwritten-

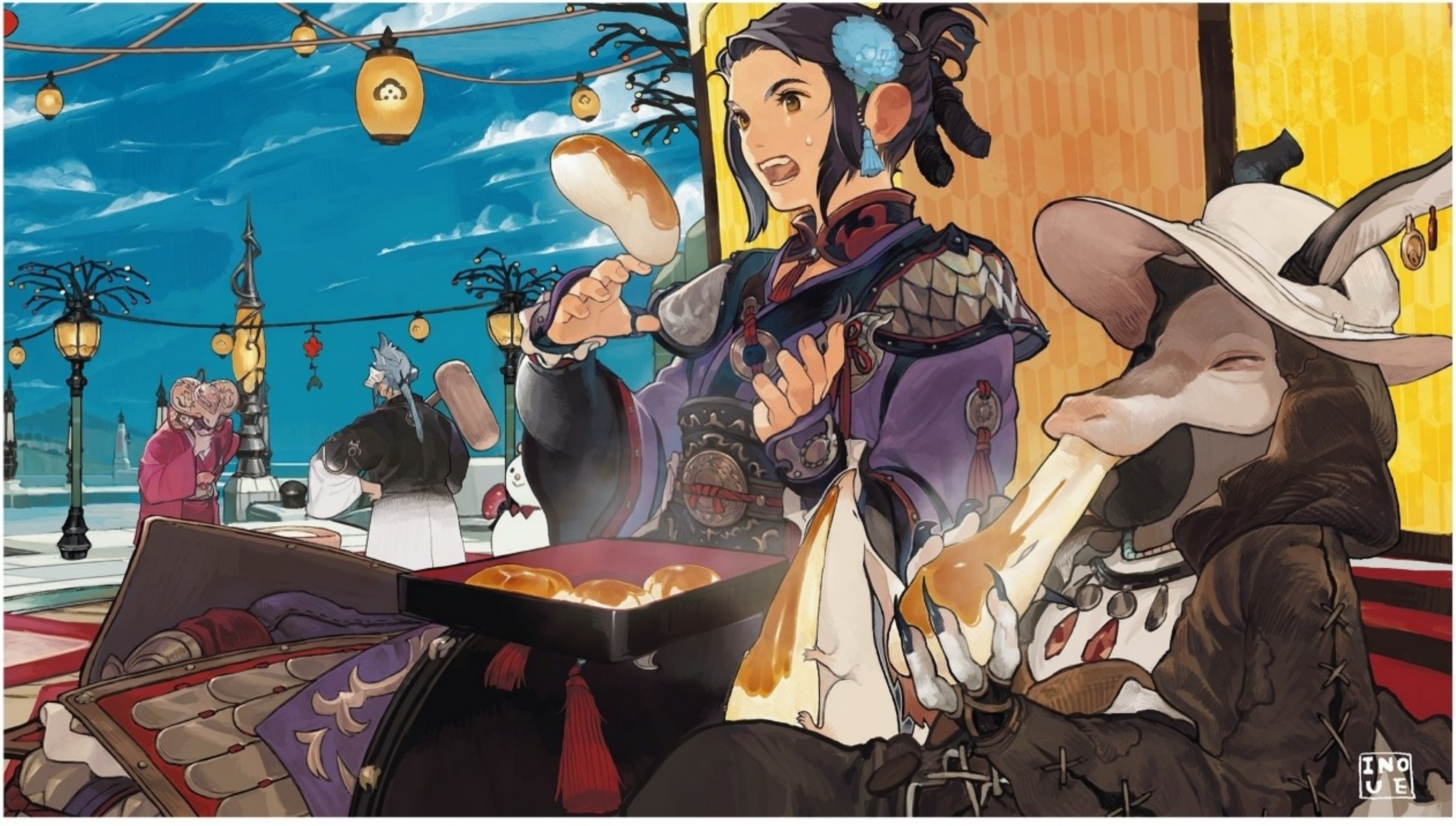
# Starlight Celebration 2019



New Year's Greeting 2020



## Heavensturn 2020



Valentione's Day 2020






K. Okamoto 2020

Hatching-tide 2020



Moonfire Faire 2020




Nagamine

# The Make It Rain Campaign 2020



# Starlight Celebration 2020



New Year's Greeting 2021



# Heavensturn 2021



Valentione & Little Ladies' Day 2021




K. Okamoto
2020


INOUE



# Messages from the Art Team

## Yusuke Mogi



After opening on a dark fantasy note, *Shadowbringers* proved to be full of variety, bringing with it YoRHa: Dark Apocalypse and the Sorrow of Werlyt, with their giant robots, and Save the Queen, just to name a few things. It was also full of tough times, and looking back on it through the artbook gives me a great sense of accomplishment. What with things like the state of emergency declaration due to COVID, it was an unforgettable development period. By the way, I'm especially fond of the work I did on Alisaie's clay pig. I really wish I could have created the actual data using a 3D sculpting tool...



## Ayumi Namae

Taking on the YoRHa type-51 armor set, I felt a lot of pressure to get it right so as to satisfy fans of the original. It was quite a challenge to create separate male and female designs (twice the number of variations requiring the usual workload of raid gear). While making adjustments to bring the designs closer to the proportions of the NieR characters, I realized that there were still possibilities to explore even within the confines of the current specs and development costs. Times have been tough since 2020, but if we can provide some sense of enjoyment or happiness to you through FFXIV—and a steadily growing world of adventure going forward—nothing would make me happier.

## Masayoshi Inoue

For *Shadowbringers*, I worked primarily on armor and mecha-type monster designs—as well as promotional illustrations—more so than my usual weapons. Particularly memorable was Valentione's Day 2020, for which I handled both the official illustration and seasonal outfits. (The Moonfire Faire illustration was a fun one, too!)

Aside from that, there was the Save the Queen gear from Patches 5.4 and 5.5, the late Allagan healing and casting gear, the Resistance weapons and Edenchoir gunblade, Menenius's magitek machines...

It's been almost four years since I joined the company, and the time's gone by frighteningly fast.

I'll keep honing my skills going forward. Until next time!

## Yoshimi Urabe

Firstly, I'd like to offer a sincere thank-you to everyone who entered our Gear Design Contest! It was a pleasure being able to develop new expressions of style for the Neo-Ishgardian equipment, such as the dresses that didn't scream "battle-wear." The Undying Twilight set was notable overall for its many sleek pieces of understated colors, so the bulk of the work was focusing on the masterful details. I love when everyone takes the time to appreciate these designs and choose a favorite.

## Eui Kyun Oh

I first joined the development of *Shadowbringers* in Patch 5.2 as a longtime fan of the FF art team, and the fact that I'm a part of it now still feels like a waking dream. It was so exciting every time I saw one of my original designs brought to life in the game! I was absolutely thrilled when the cryptlurker gear, a set I poured a lot of myself into, was so well received by the players. I'll be working as hard as I can to achieve similar results with future designs.

## Marina Otani

I worked on various bosses such as the Fatebreaker and Ifrit. As the Fatebreaker is meant to be Ryne's idea of the ultimate warrior, I went for a mishmash of things that she has a strong emotional attachment to. Reading the scenario, I felt that, in a sense, it's Thancred rather than the Warrior of Light who is a stronger presence to Ryne. (Though after playing through it, I ended up wondering if Ryne would have imagined such a design!)

Also, when the necromancer was revealed, it made me really happy to see lots of you making fan art of her. It really motivated me, and I want to thank you for your wonderful works.

## Kodai Okamoto

For this expansion, I joined the art team starting with Patch 5.2. Some of my most memorable work included the Eden's Verse aiming set—my first try at raid equipment—and stylish outfits like the perfect-for-the-season Moonfire Faire equipment. I was blown away when I saw so many players wearing them in the event area. Thank you all so much! As for the concept art I did, the "Stay at Home" piece was a memorable one in light of the challenging times, and I hope you can enjoy it along with the other seasonal illustrations.

## Rokuma Saito

The work from home policy introduced in 2020 meant that the art projects we would ordinarily be doing at the office now had to be completed in our own homes. The unfamiliar setup made for some difficult times at first, but now I feel pretty comfortable with the arrangement. I guess one persistent issue is the lack of exercise, since there's not as much need to get out and about... Aside from that, however, the plan is just to continue creating artwork that all our players can enjoy.

## Jonathan Li

I joined the team starting with Patch 5.3, and of the various assignments I worked on, my personal favorite has to be Matoya's Relict. In the background you can see an igloo made out of stacked books, the idea behind the design being that this was Y'shtola's home/workspace during her time as Matoya's pupil. There's even Y'shtola-inspired cushion inside! As a designer, it was an absolute blast to be a part of the FFXIV design process.

## Kenta Tanaka

I was mainly assigned to work on the background art for battle areas and event maps, and I was ecstatic to hear that players really liked the feel of Terncliff. I'm also expecting people will use the new Explorer Mode to revisit battle areas they were too overwhelmed to really take in before—meaning I have even more motivation to deliver a world they can truly immerse themselves in!

## Tetsu Tsukamoto

Ultimate trials are beyond my skill level, so I didn't get to see Perfect Alexander, but I'm happy just being able to ride the G-Warrior. I managed to beat Emerald Weapon Extreme, so next up is Diamond Weapon. Working from home because of COVID, I designed Diamond Weapon while reading a certain comic with characters who make meals of the monsters they defeat, and it got me thinking, "It's been a while since I drew edible monsters." If it's something you can't identify, I wonder if it's enough to just drain the poison...

## Megumi Tsujii

This geek recently switched from drinking coffee to milk tea. And it's been a while now since this geek became a brush that colors the fantasy realm you call home. As a brush, I've filled my designs with my personal ideals and sensibilities, and I'll keep working hard to make them more colorful, beautiful, cool, and fun. Oh, yes!

## Hiroyuki Nagamine

Designing the Warrior of Light was a challenging task as, among other things, I needed to recreate the FF1 illustration while differentiating it from the Armor of Light. Still, it was rewarding to give form to Elidibus in his climactic moment. I hope you appreciate the little details that differ from the original, such as the colors.

## Eiichi Hama

For the Sorrow of Werlyt, I was tasked with drawing the Werlyt townscape and urban areas, as well as the imperial structures such as the facilities and submarine. As I was working, I imagined there was a subterranean passage inside the town's sheer cliff leading down to the sea, and that the cavern would include a dock for ships. One of the scenes also features an antique wheelchair with a wooden seat which, having used one when I was injured as a child, I thought would be hard and uncomfortable, but figured it could work if it had springs underneath it.

## Mariko Higashi

I drew various backgrounds, from instanced dungeons to collaborations. Most notably, YoRHa: Dark Apocalypse gave me the chance to work on lots of mecha-type things, which I don't normally get to do, and it made me really happy! I adore the world setting, and it was exciting to imagine the inner workings and movements of bosses and background props. It was also fun being able to consult the background team on what sorts of contraptions might be interesting to have. And while I enjoyed making these designs, nothing would please me more than if they amazed and amused our players.

## Nobuyoshi Mihara

The assignments that left the biggest impression on me this time were the mecha-type monsters from YoRHa: Dark Apocalypse and the equipment designs for Patch 5.3. I was especially happy to be involved with the 9S-operated Walking Fortress and other NieR-related designs. I drew inspiration from the YoRHa stage play for the tank designs, and I hope that NieR fans everywhere will enjoy them.

## Erika Murabayashi

I handled various designs from Patches 5.1 to 5.5, and these days I've been enjoying sneaking little extra touches into my work. From putting a little bird in a crocodile's mouth to stitching "Chocobo Paradise" on an apron, I amused myself wondering whether players would notice. Another amusing episode for me was the naming of the bundled-up gaelicat minion—I asked for something with a "mochimochi" ("puffy") sound, and the Japanese name turned out to be exactly that!

Going forward, I hope to keep this playful spirit in mind and deliver yet more enjoyable designs.

I hope they'll make for good memories as you travel the world on your adventures!

# FINAL FANTASY®XIV: SHADOWBRINGERS™
## The Art of Reflection -Histories Unwritten-

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