SQUARE ENIX
SE-MOOK

FINAL FANTASY XIV ENDWALKER

The Art of Resurrection - Among the Stars -

FINAL FANTASY XIV: ENDWALKER
The Art of Resurrection –Among the Stars–

FINAL FANTASY ENDWALKER XIV

The Art of Resurrection –Among the Stars–

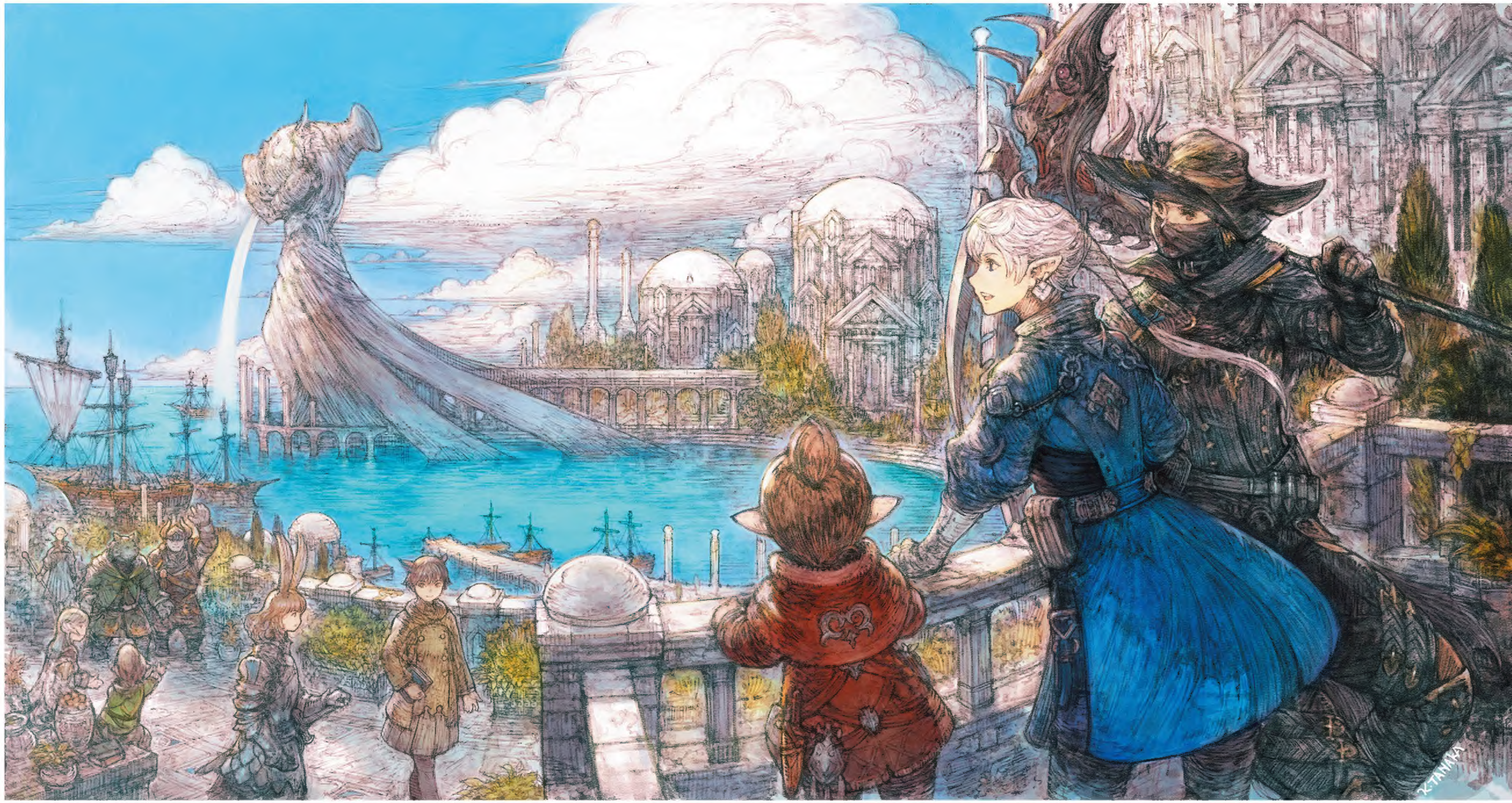
CONTENTS

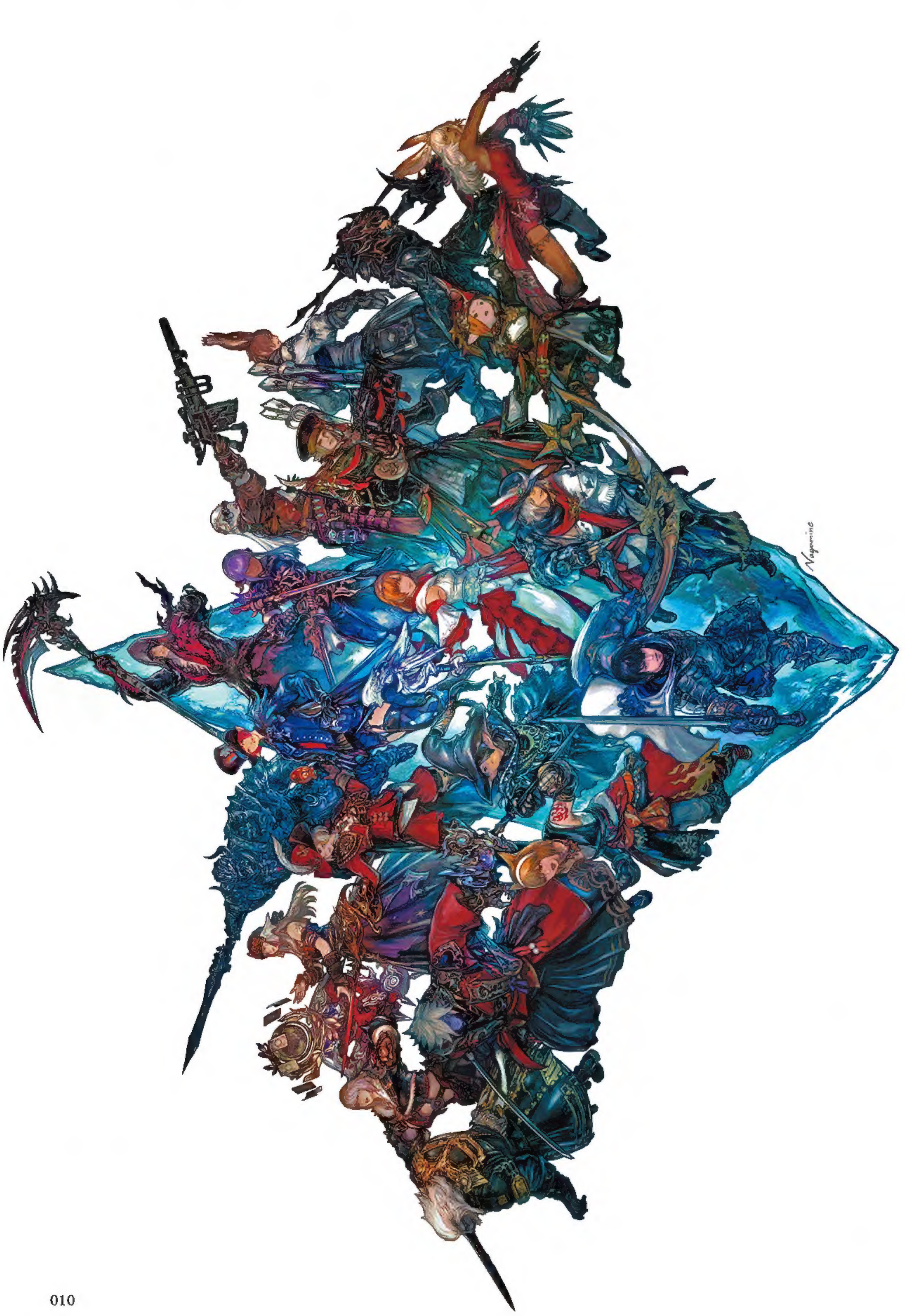
ARTWORKS & CHARACTERS	003
TRIALS	043
DUNGEONS	059
LOCATIONS	107
EQUIPMENT	189
MINIONS & MOUNTS	253
ADDITIONAL ART	259
Messages from the Art Team	286

ARTWORKS & CHARACTERS

FINAL FANTASY XIV: ENDWALKER

The Art of Resurrection –Among the Stars–


Y.TANAKA



N.M

N.M

Alphinaud

Alisaie

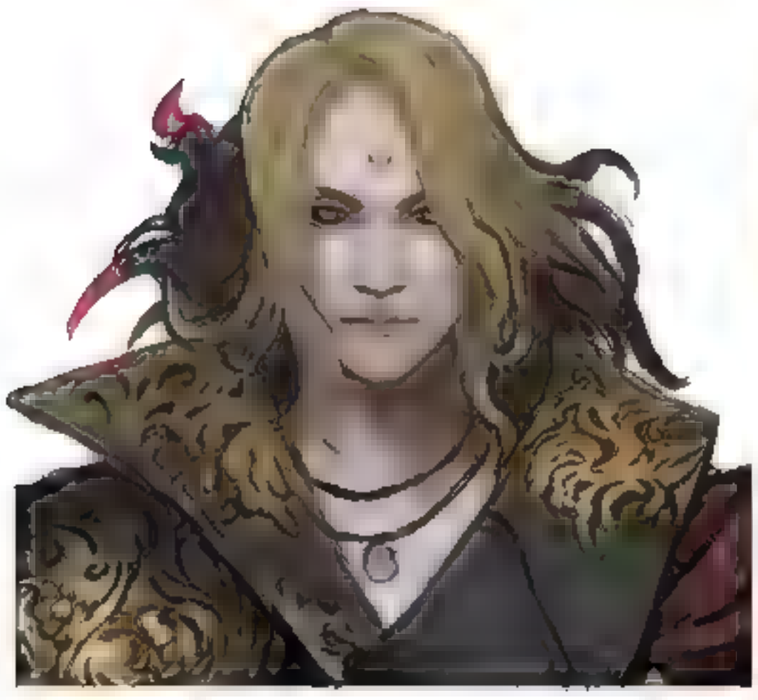
Emet-Selch

Hythlodaeus

Venat

Meteion

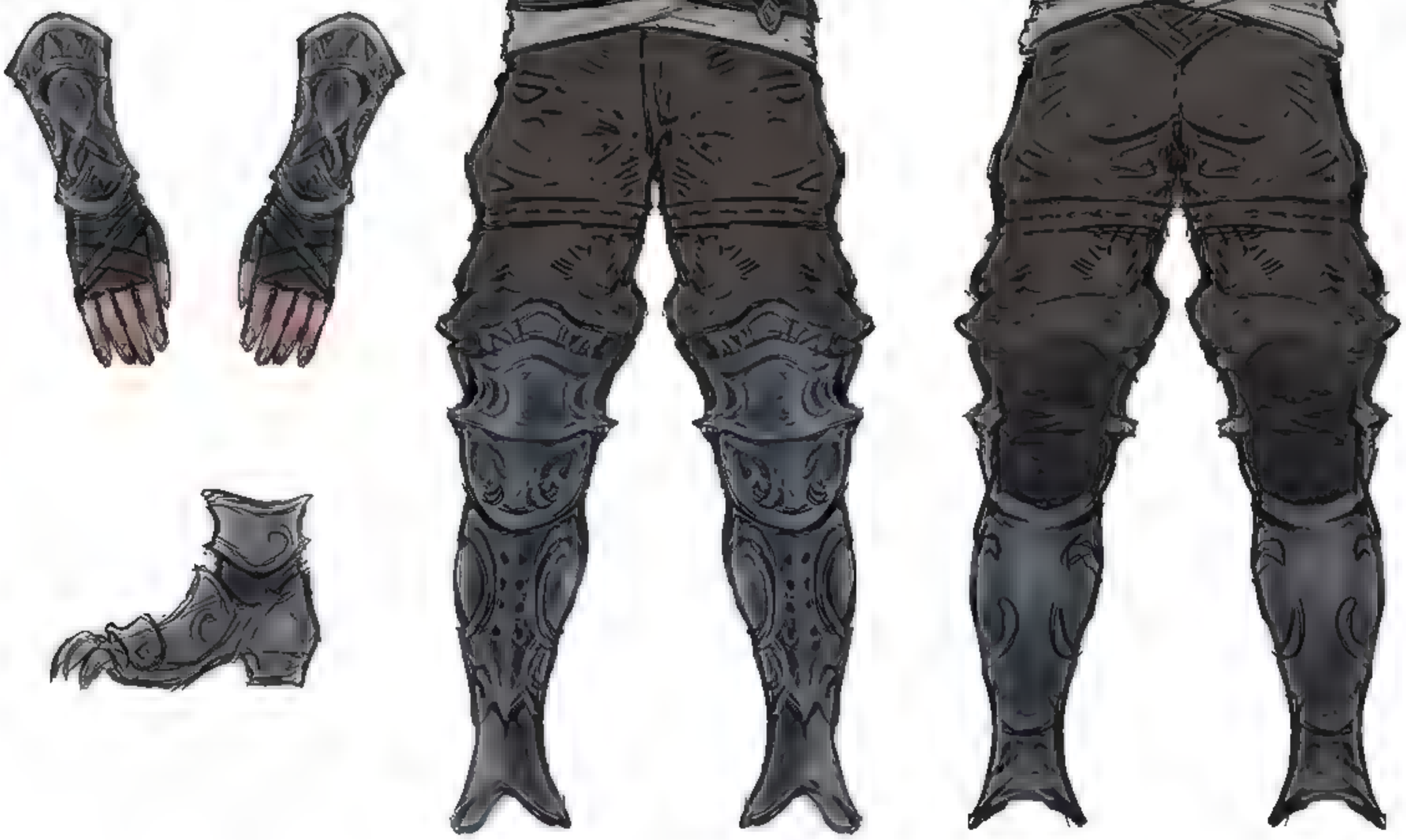
Zenos



Reaper

Sage

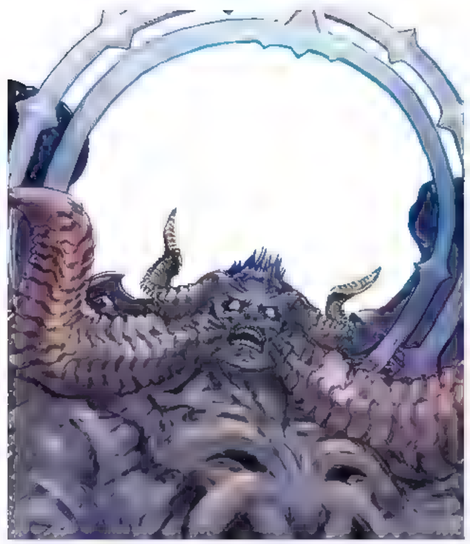
Viera (Male)

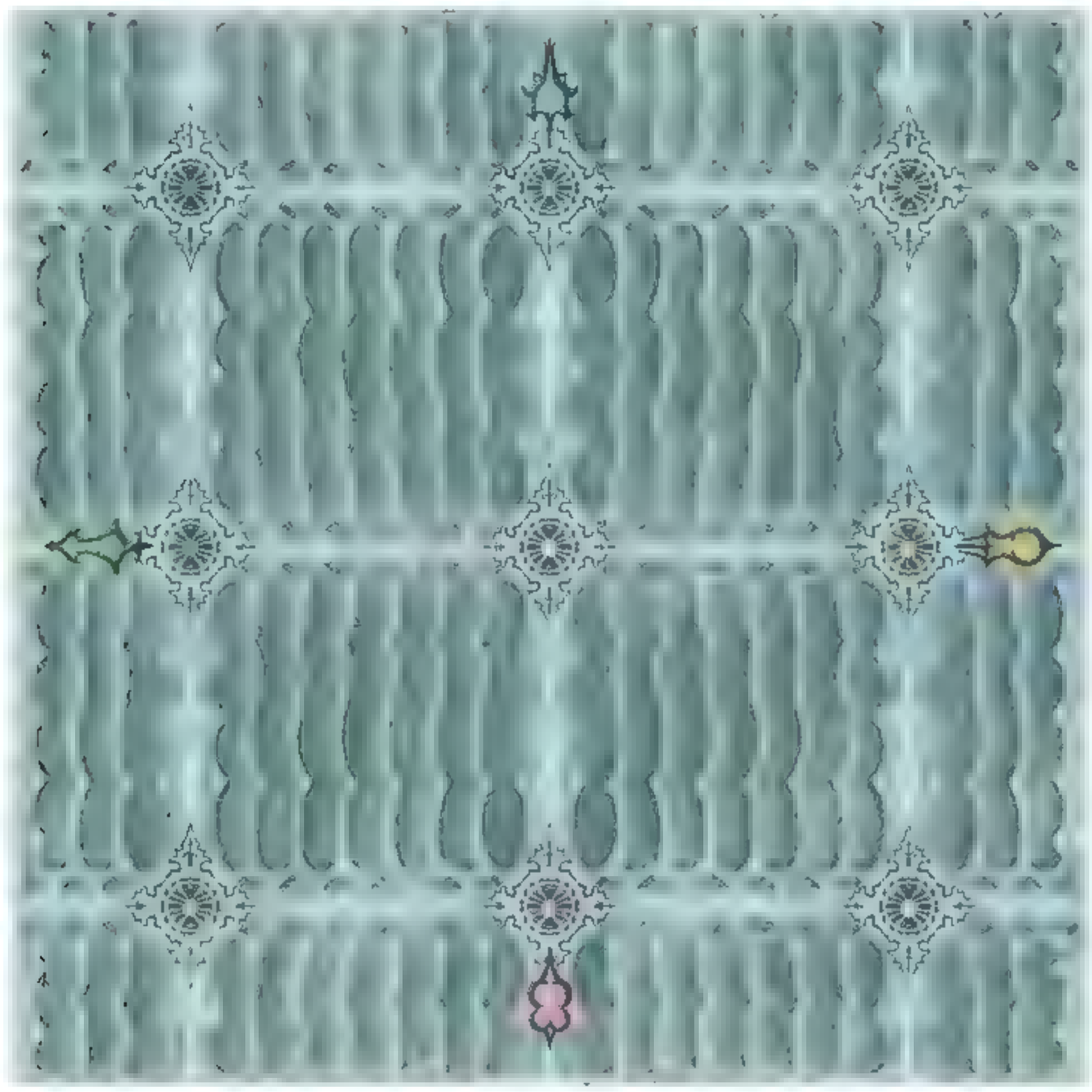


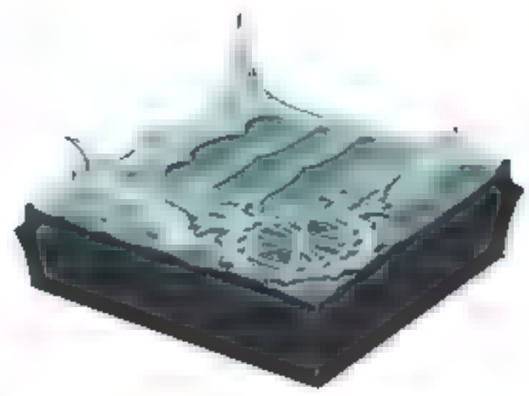
TRIALS

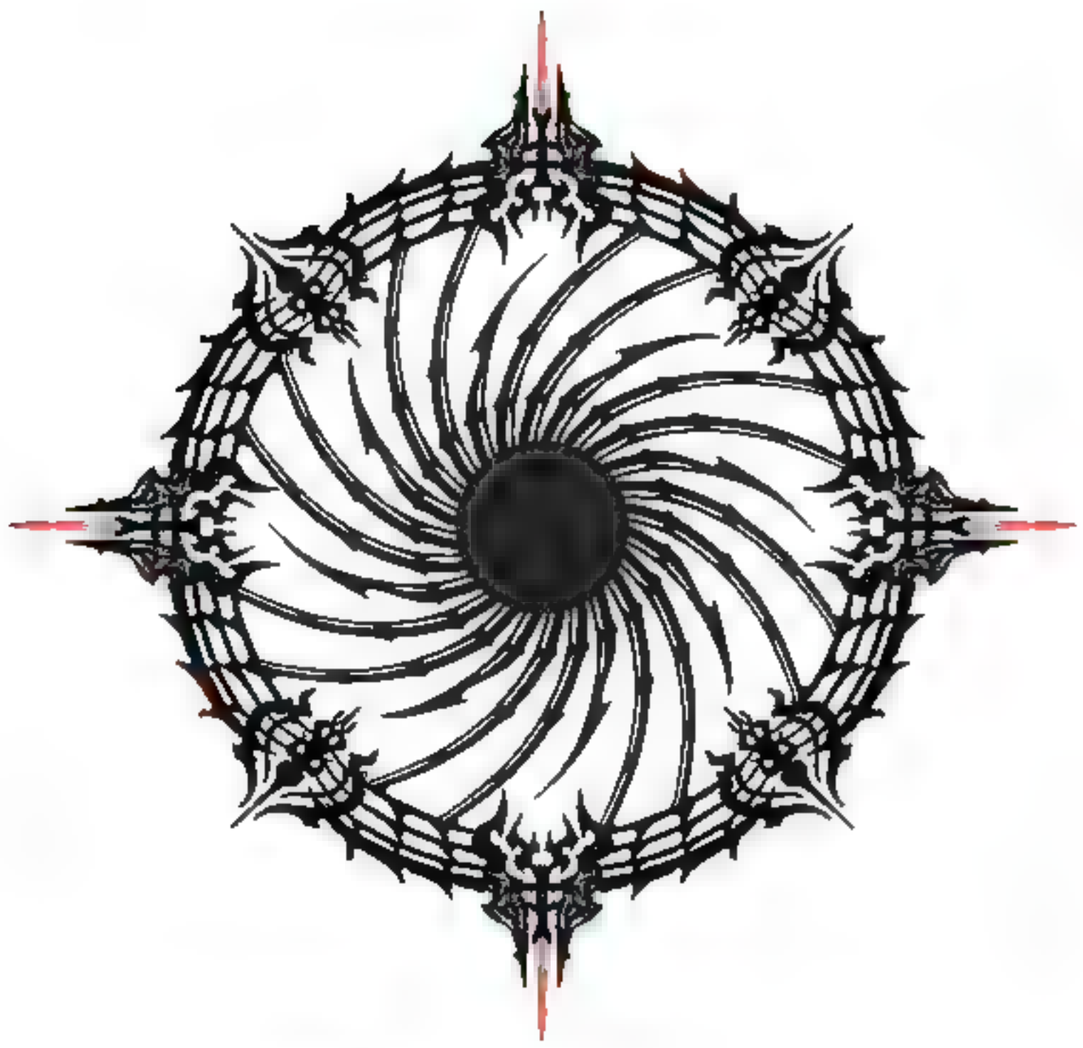
FINAL FANTASY XIV: ENDWALKER
The Art of Resurrection –Among the Stars–

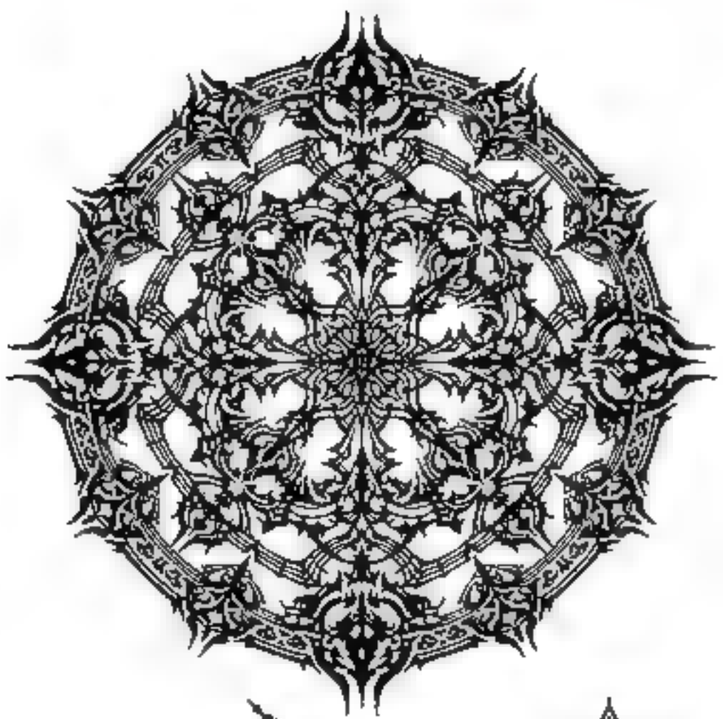
Eternal Darkness, Zodiark

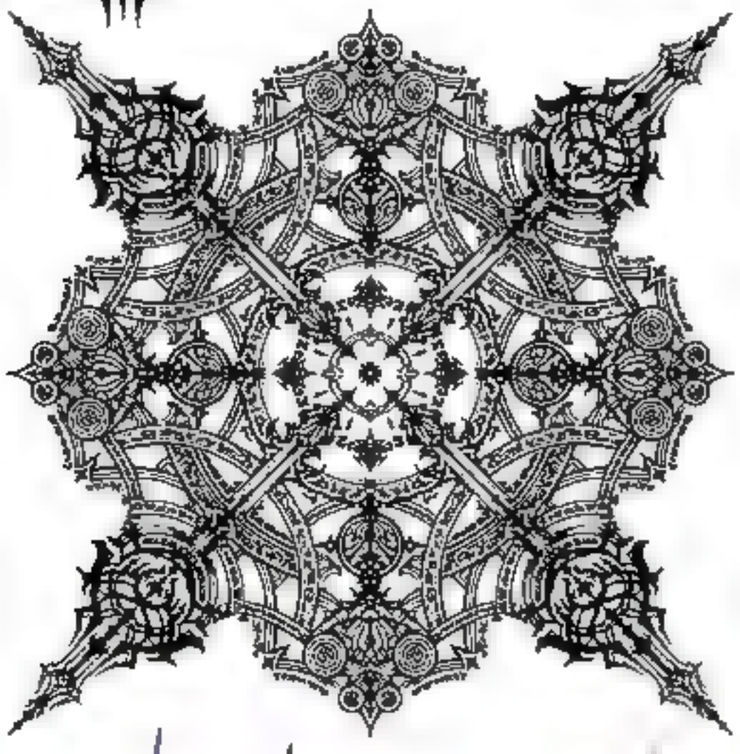


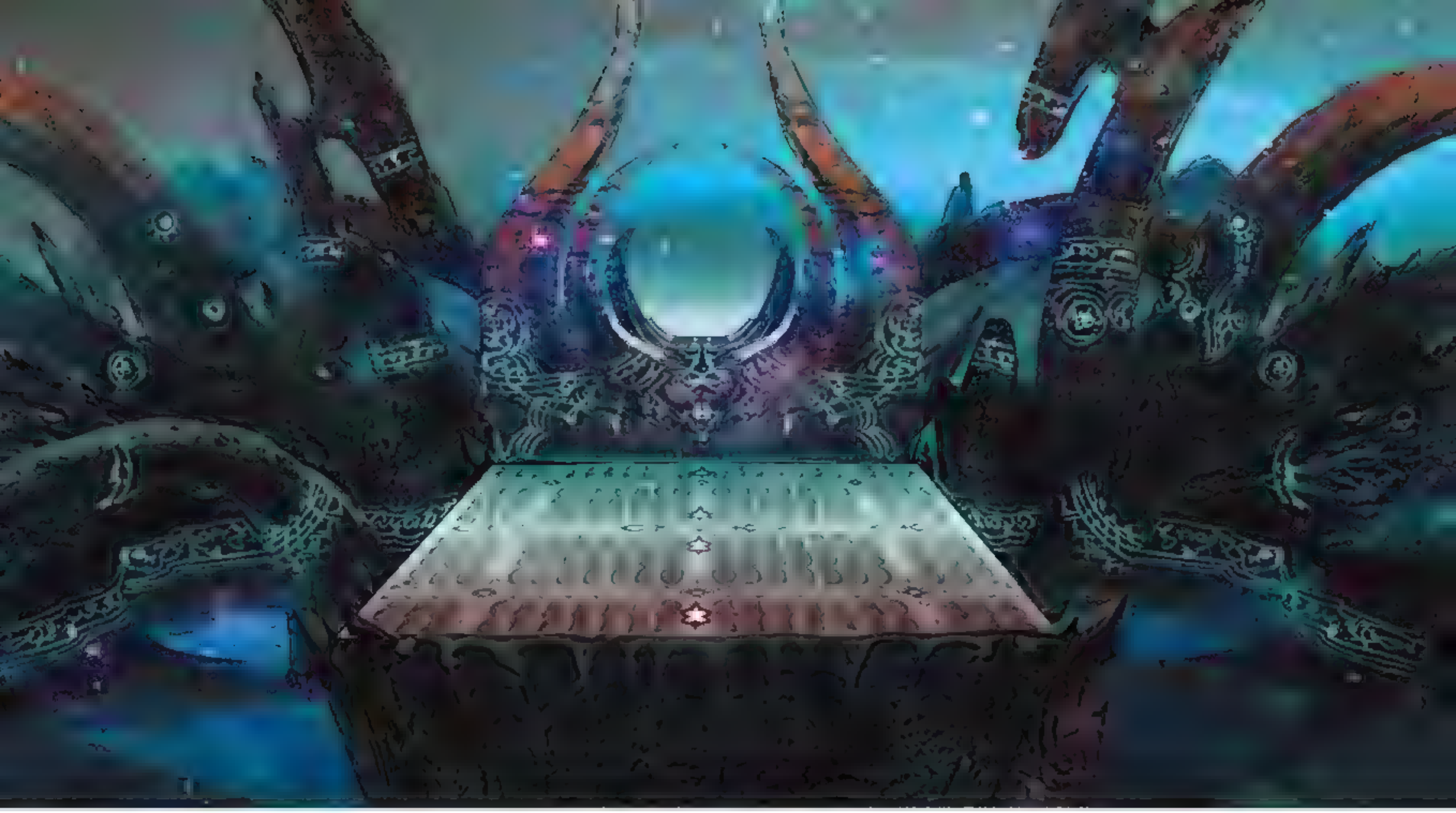




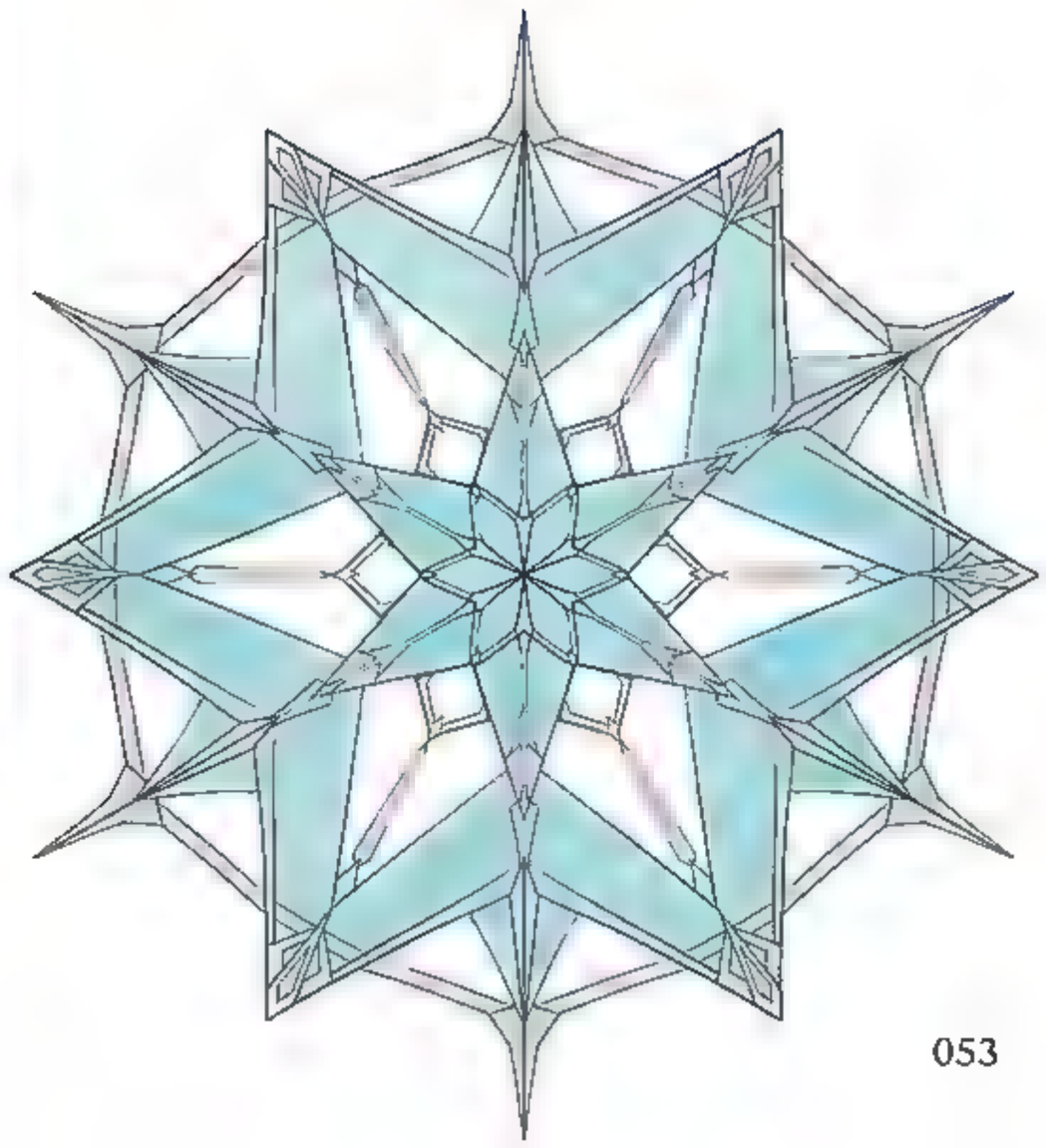






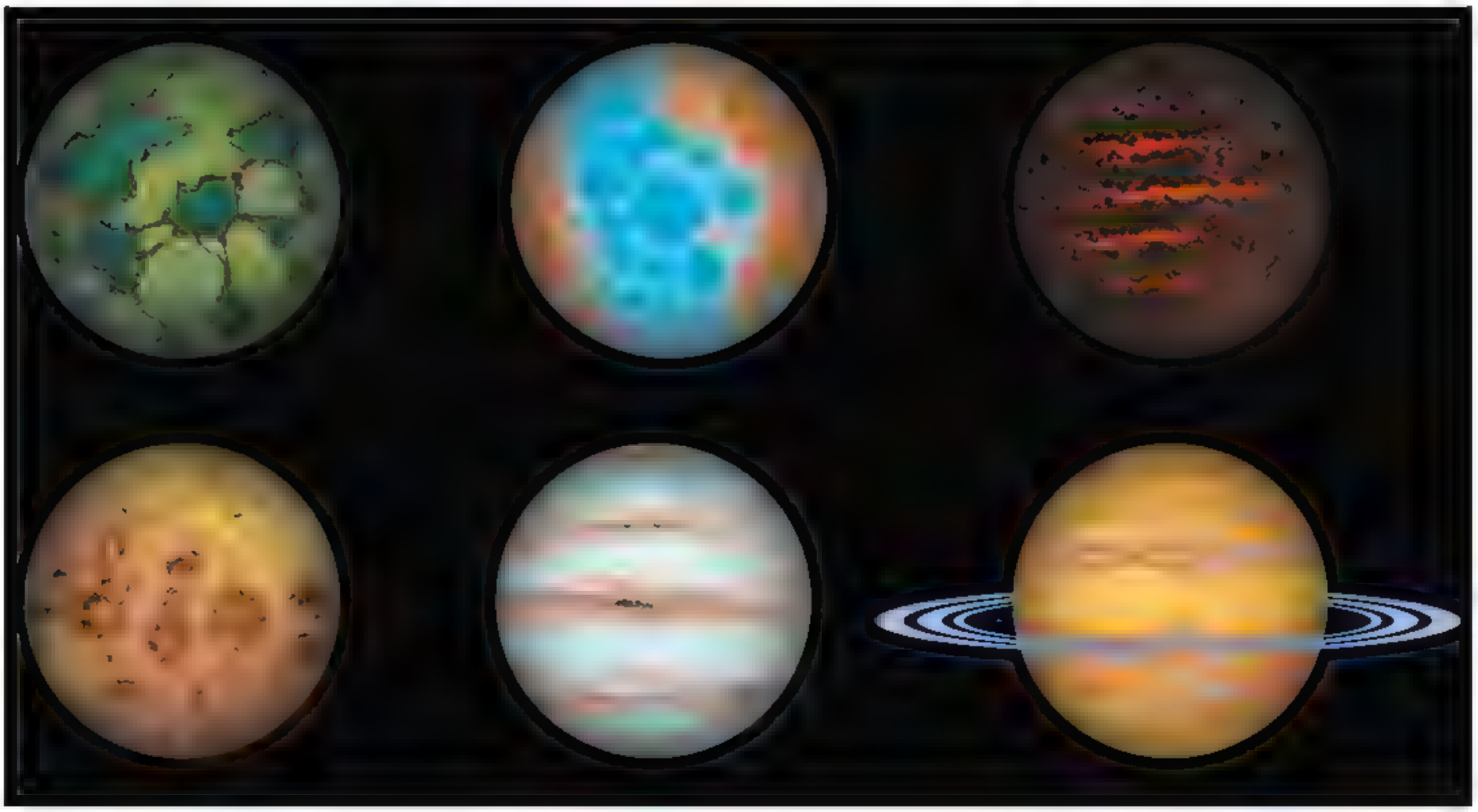


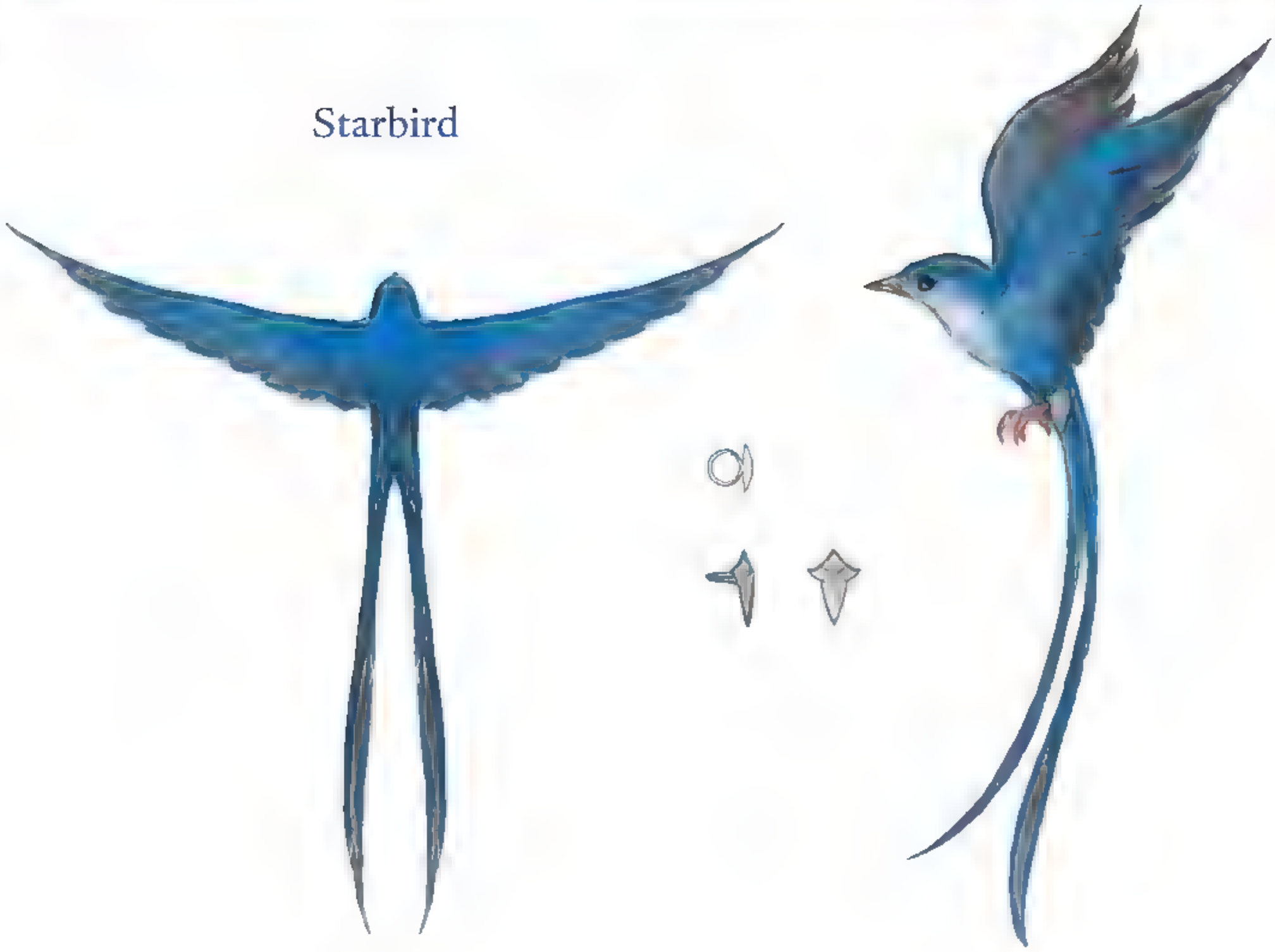
Divine Light, Hydaelyn



The Endsinger

Kakodaimon




Starbird

DUNGEONS

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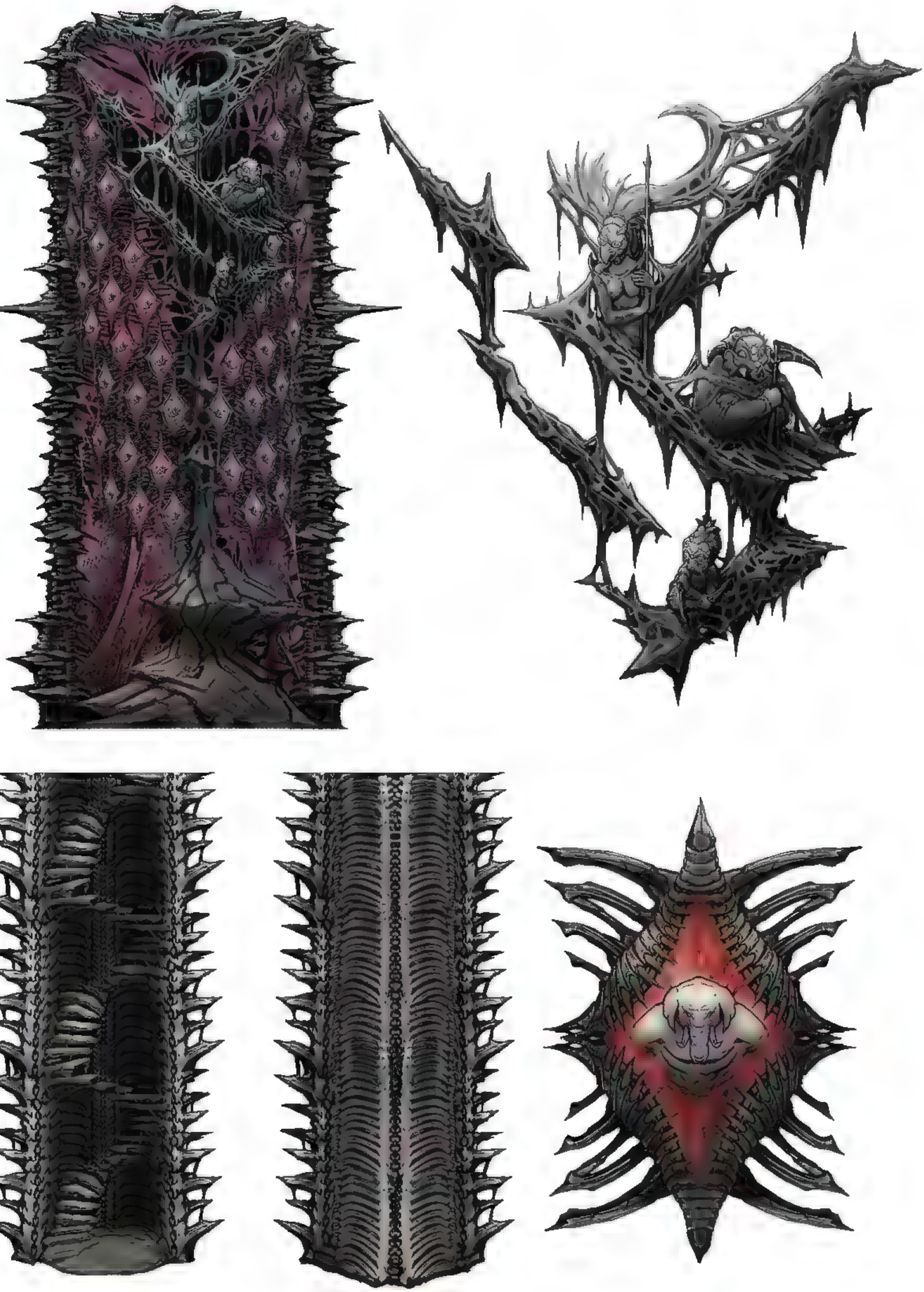
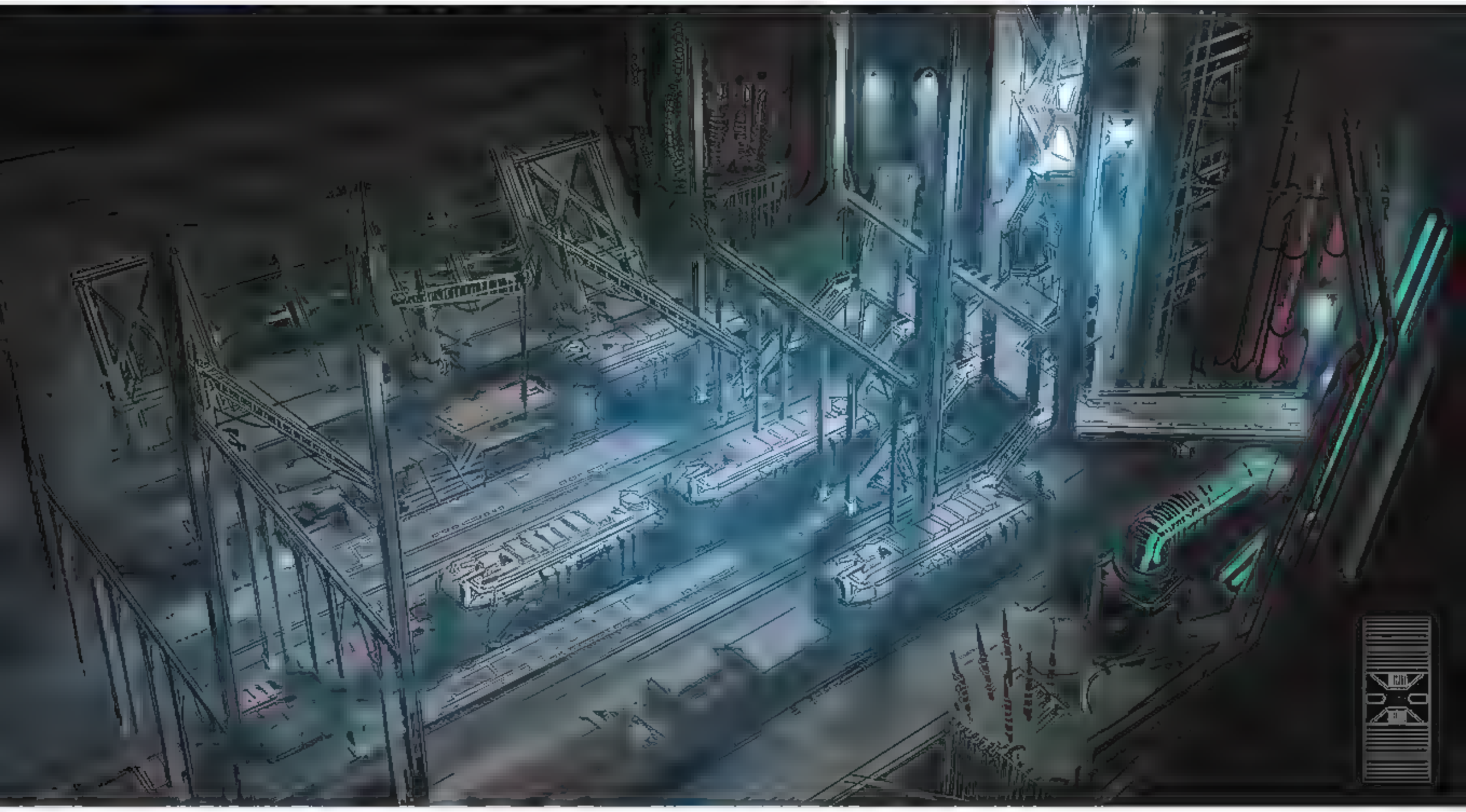


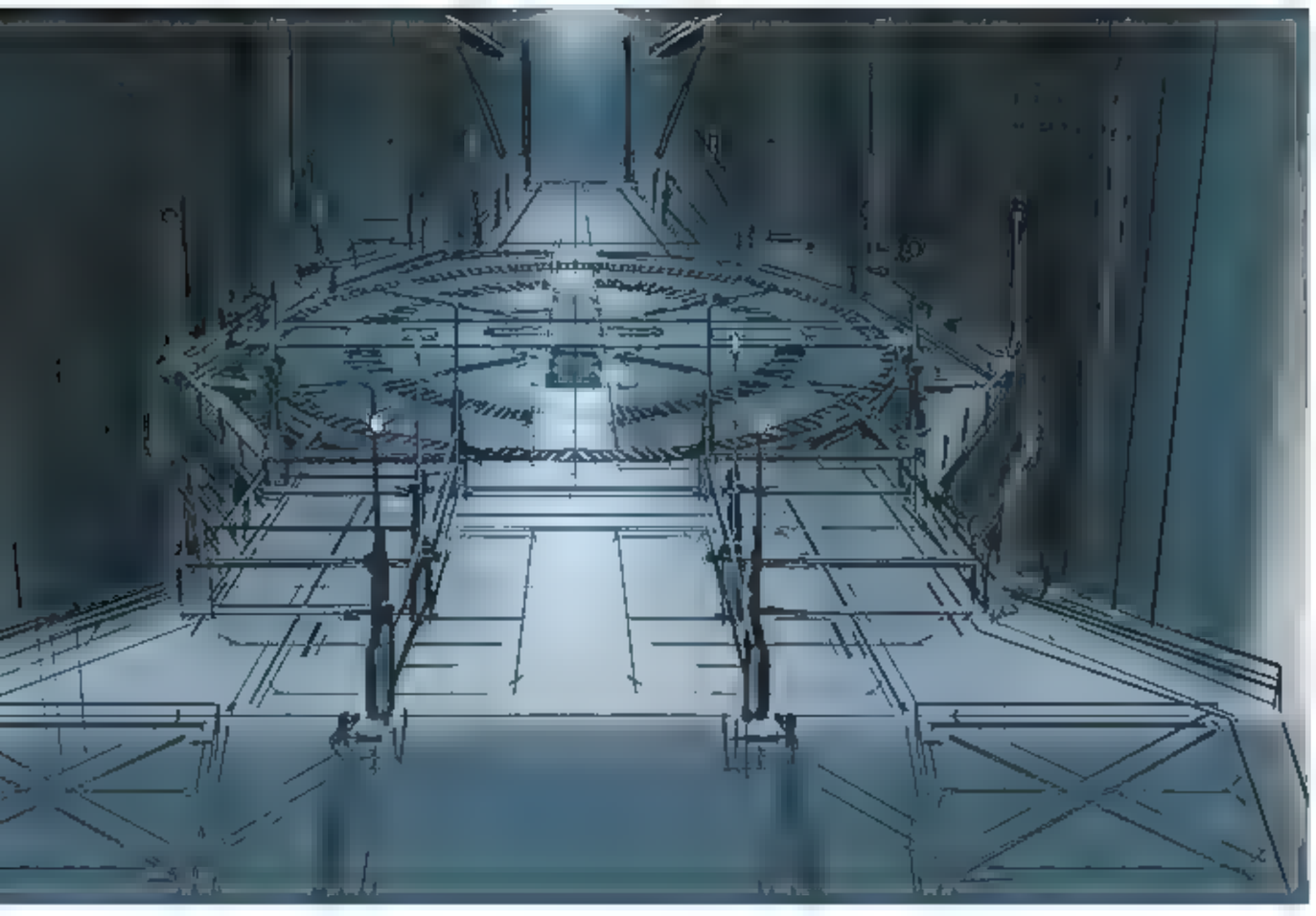
Minduruva

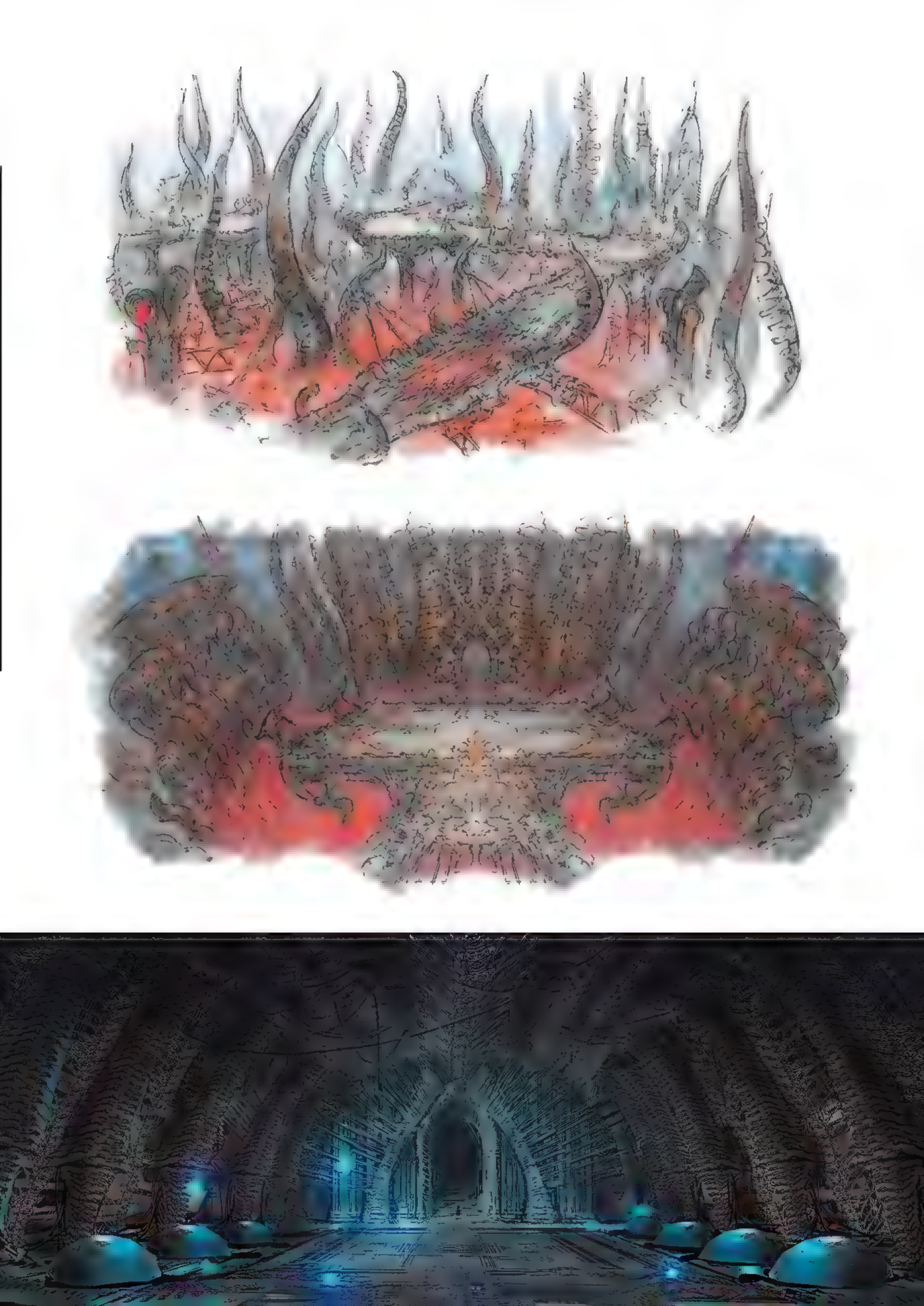
Sanduruva

Cinduruva

The Tower of Babil





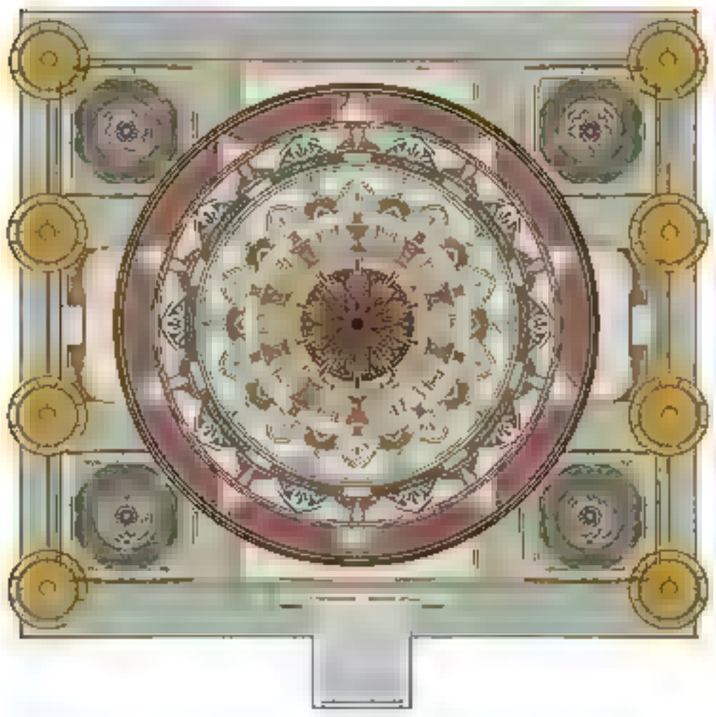


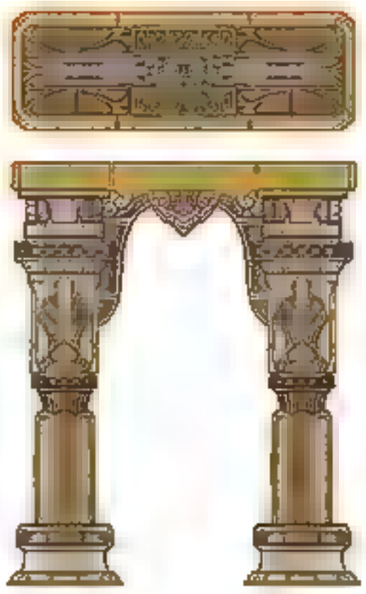
Barnabas

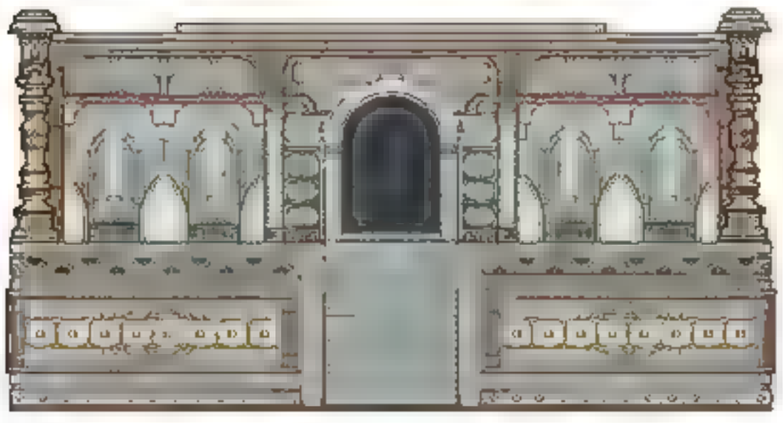
Lugae

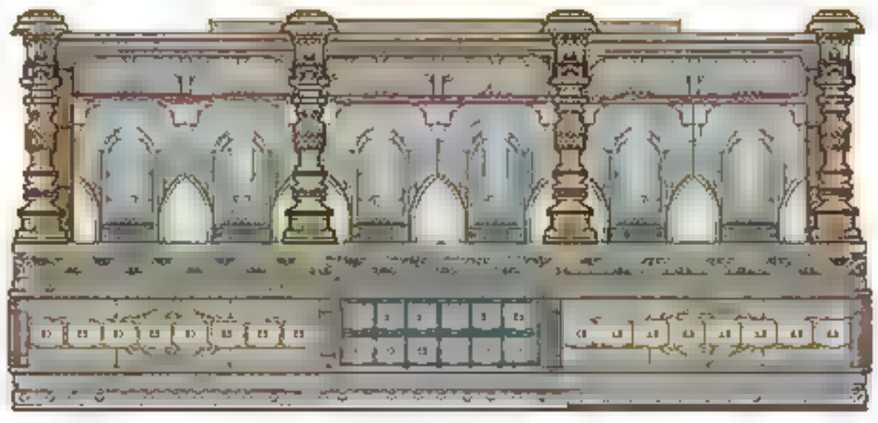
Eikon of Eikons, Anima

Vanaspati







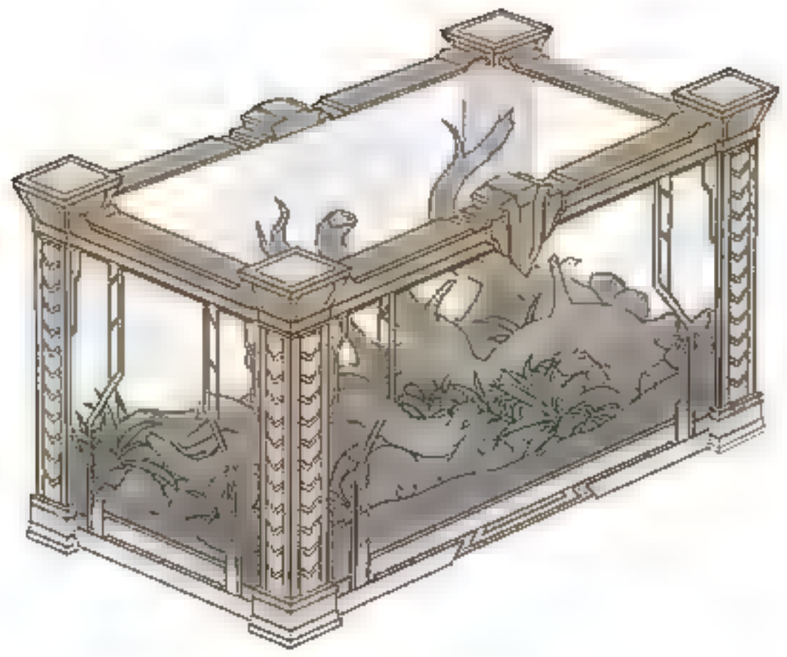


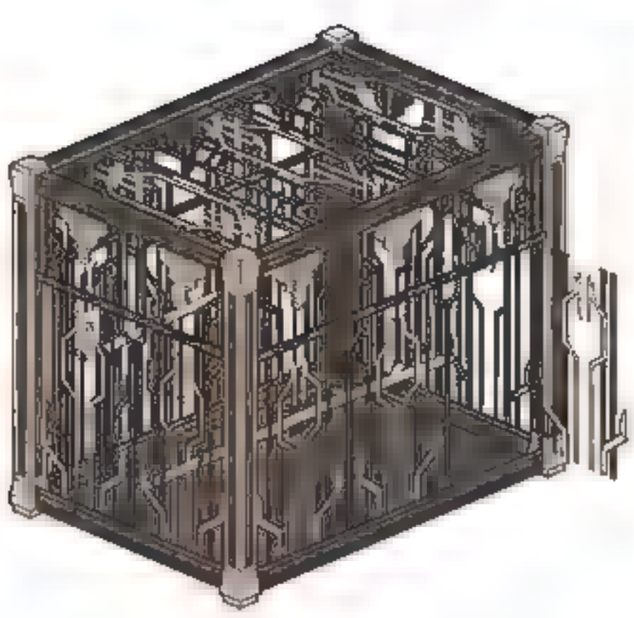
Blasphemy, Svarbhanu

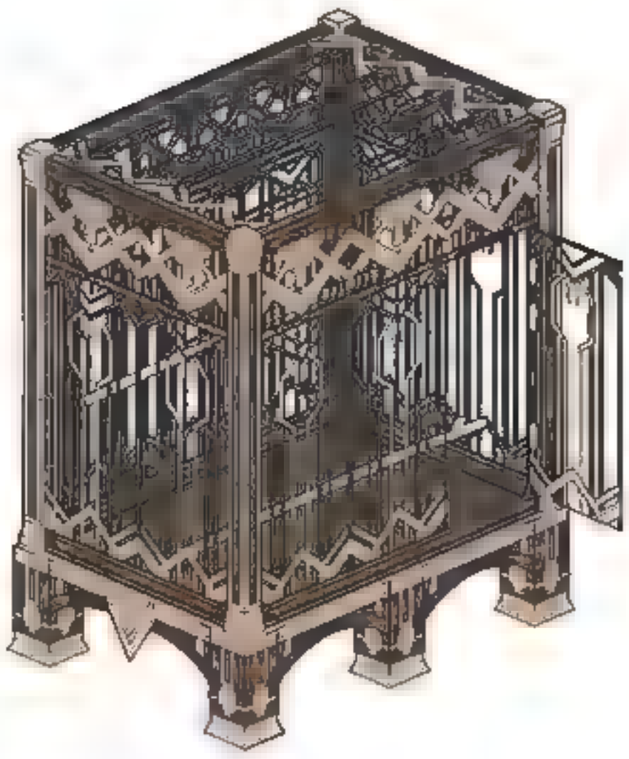
Terminus Snatcher

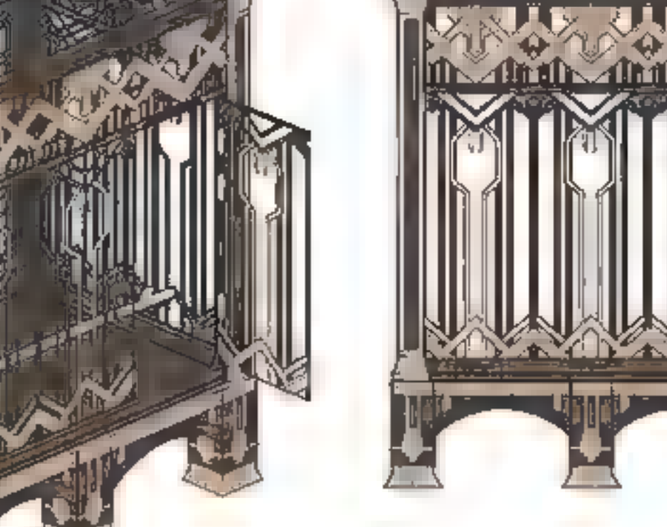
Terminus Wrecker

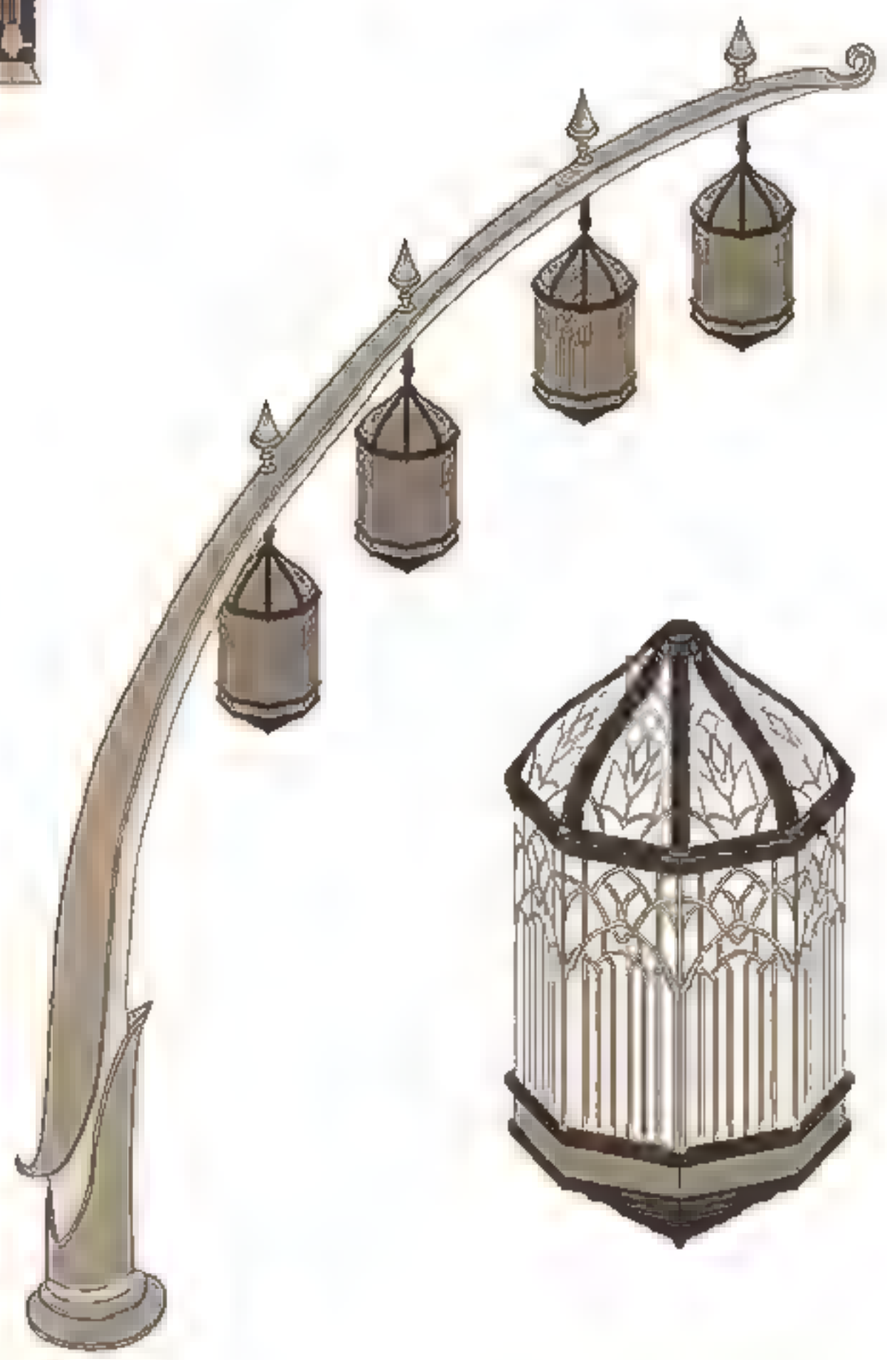
Ktisis Hyperboreia





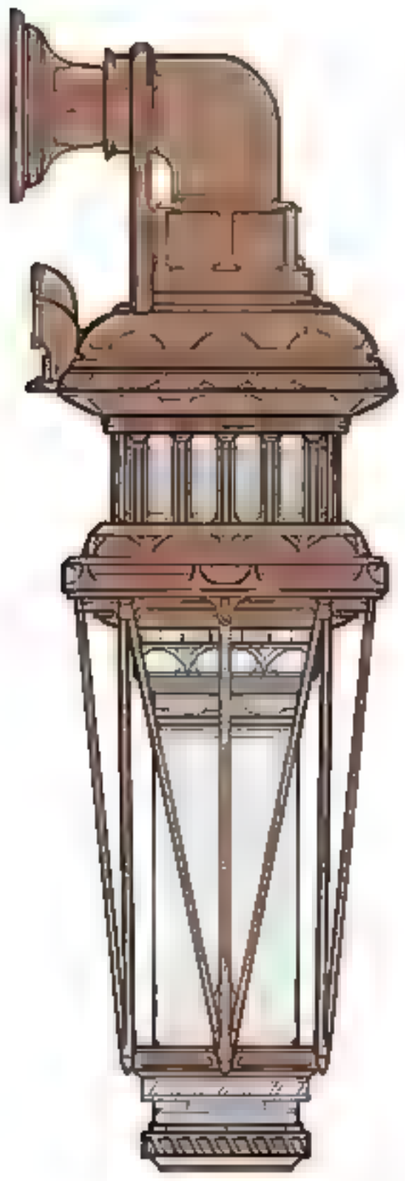


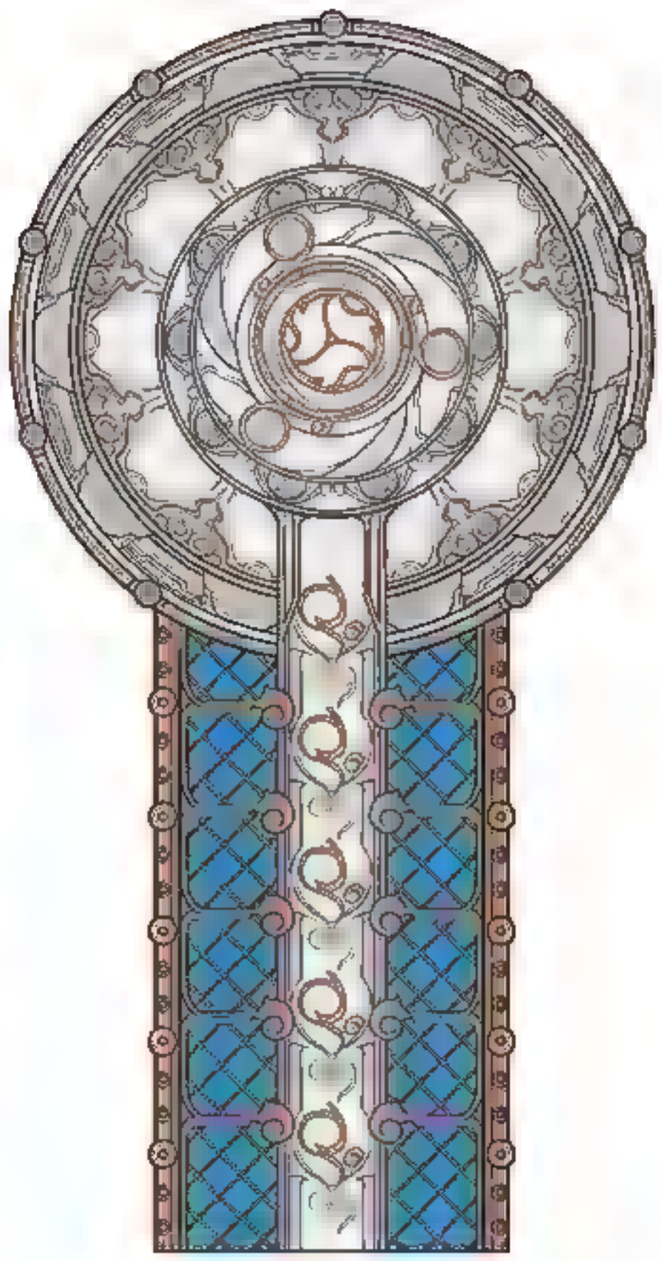


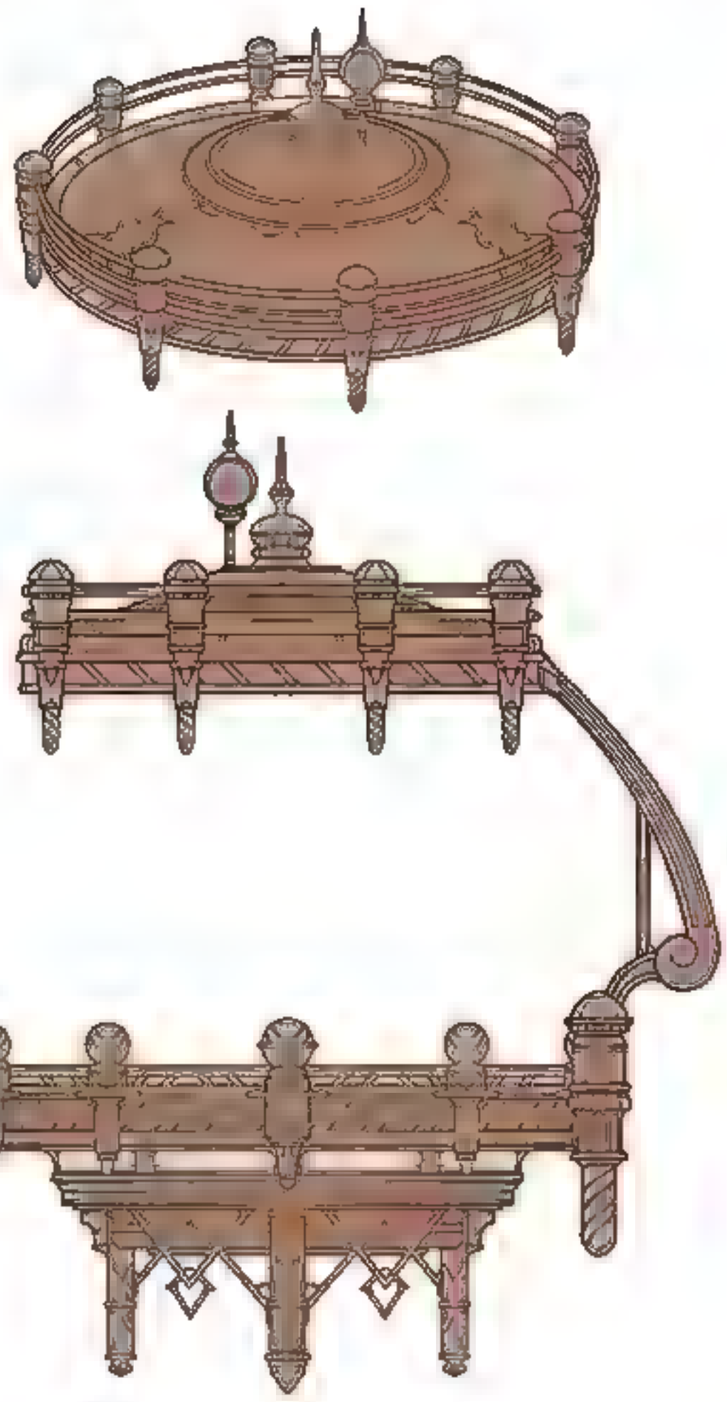


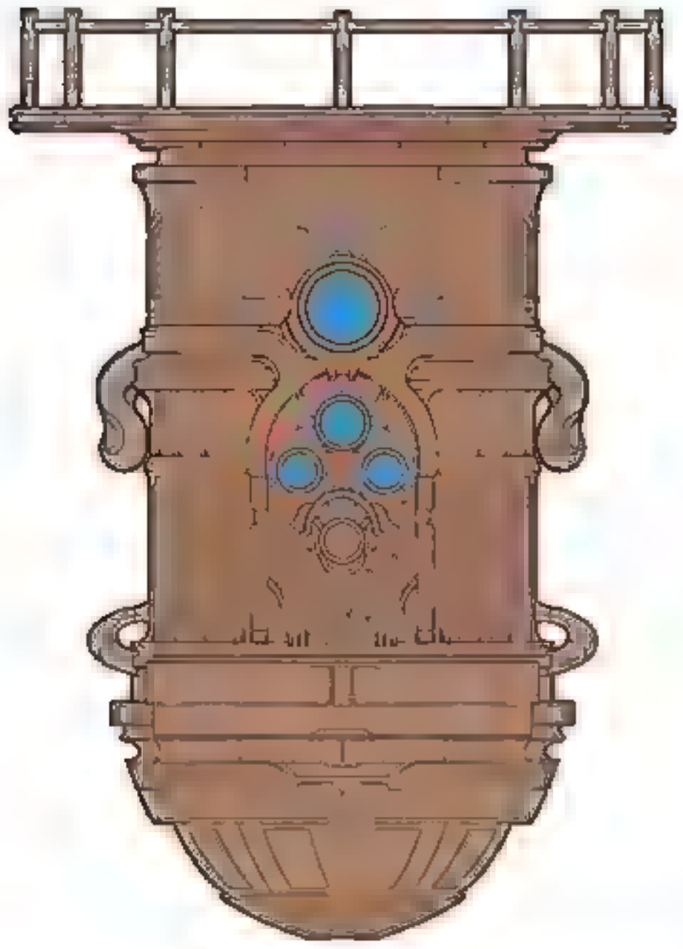
Ladon Lord

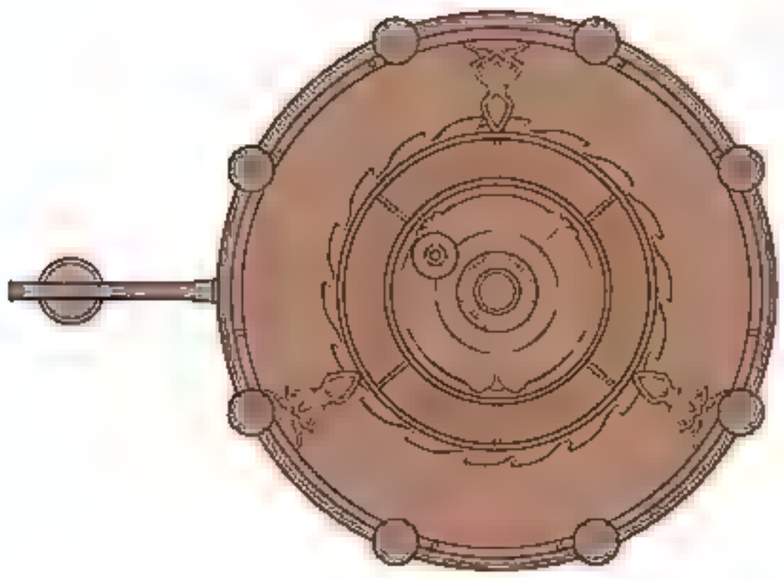
Winged Defiance, Hermes







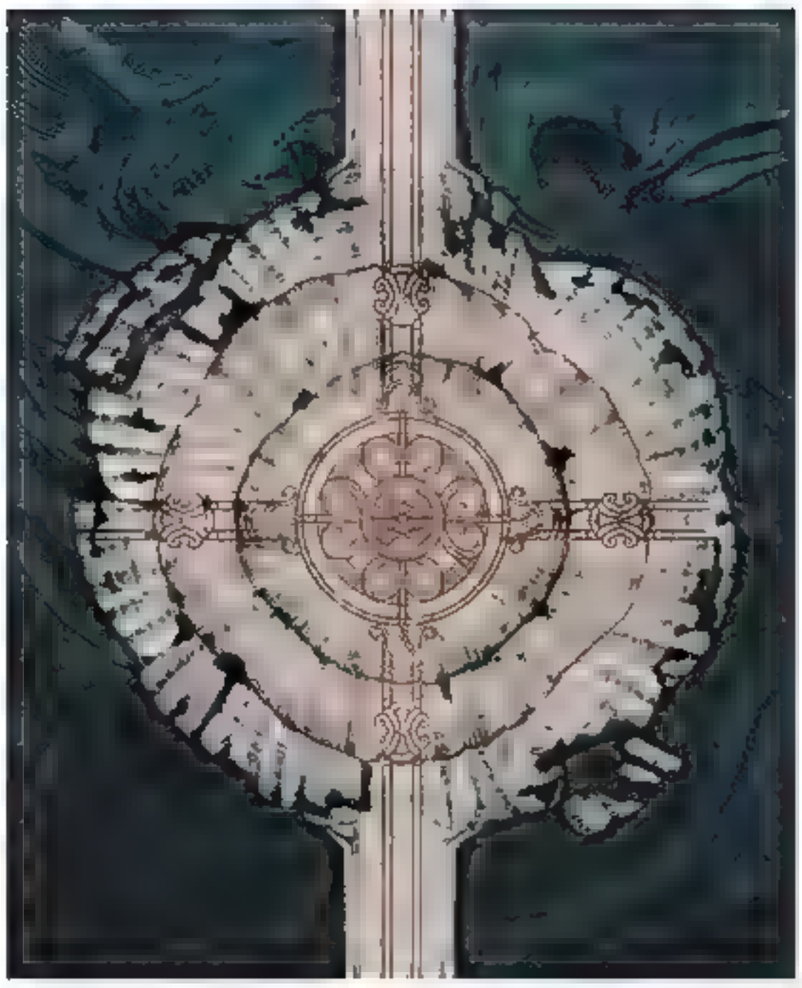




Livia the Undeterred

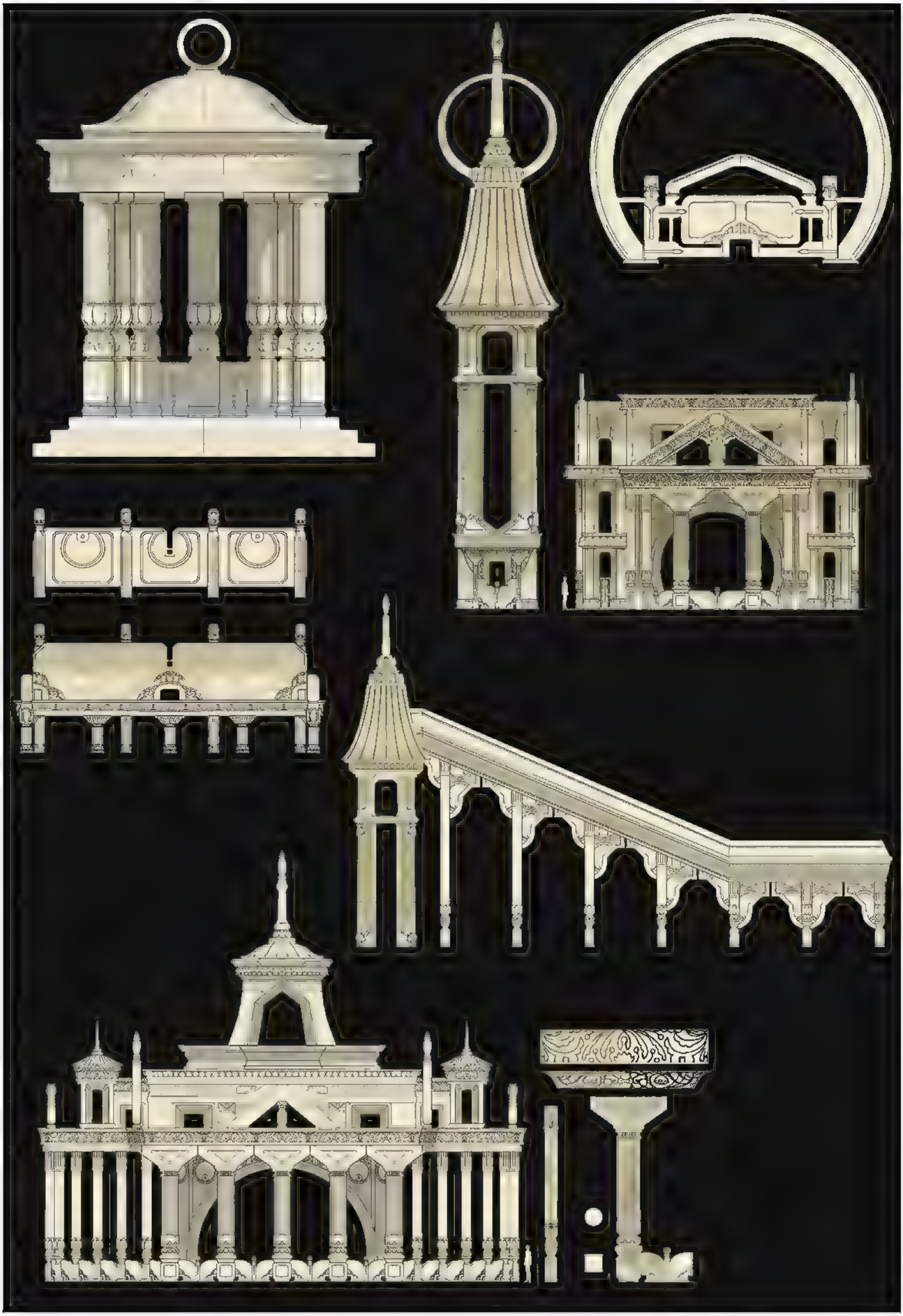
Rhitahtyn the Unshakable

Sundered Soul, Amon the Undying



Grebuloff

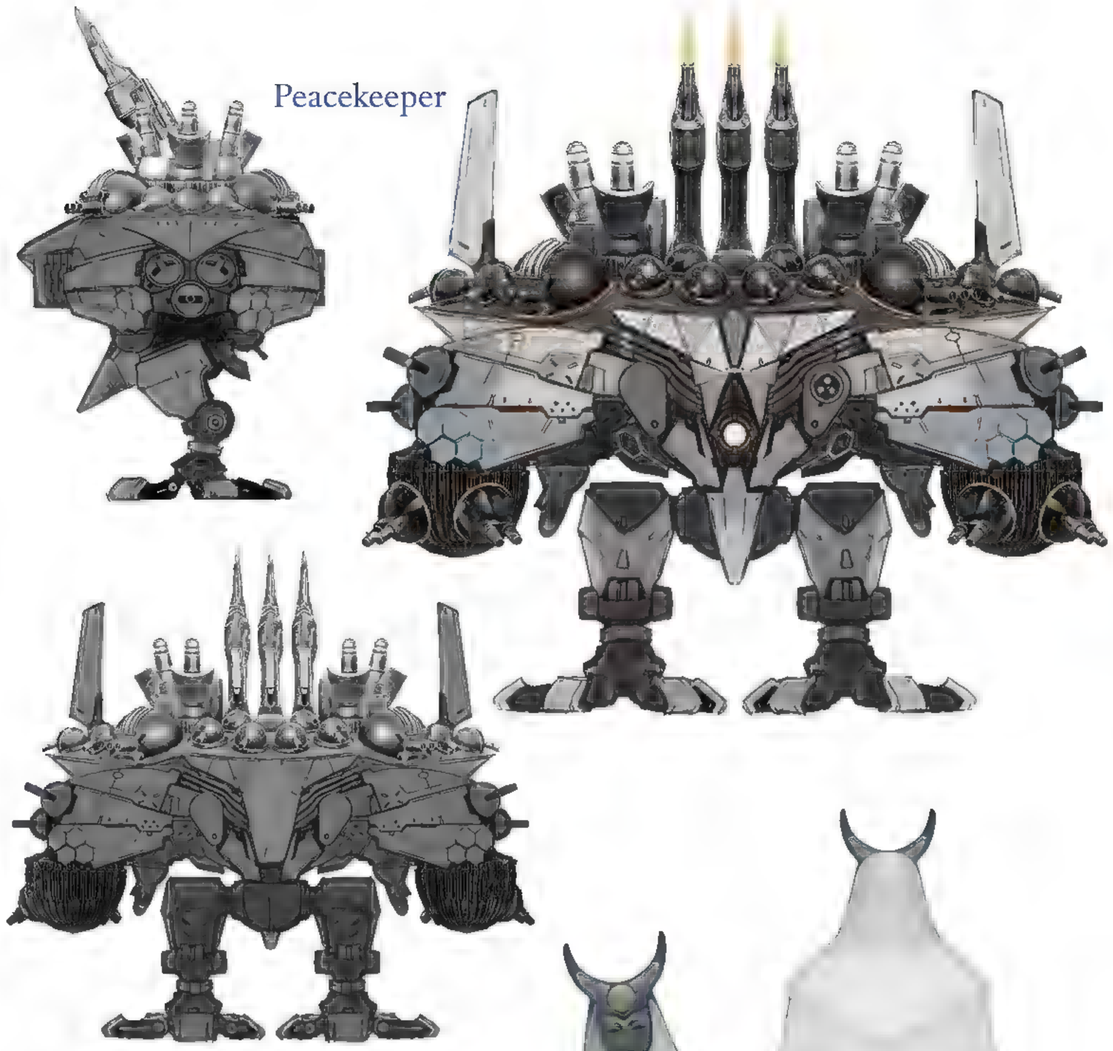
Freedom Fighter



Caustic Grebuloff

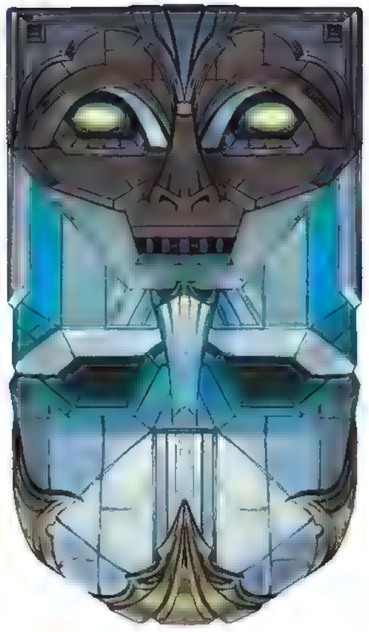
The Last Mercy, Ra-la

Peacekeeper

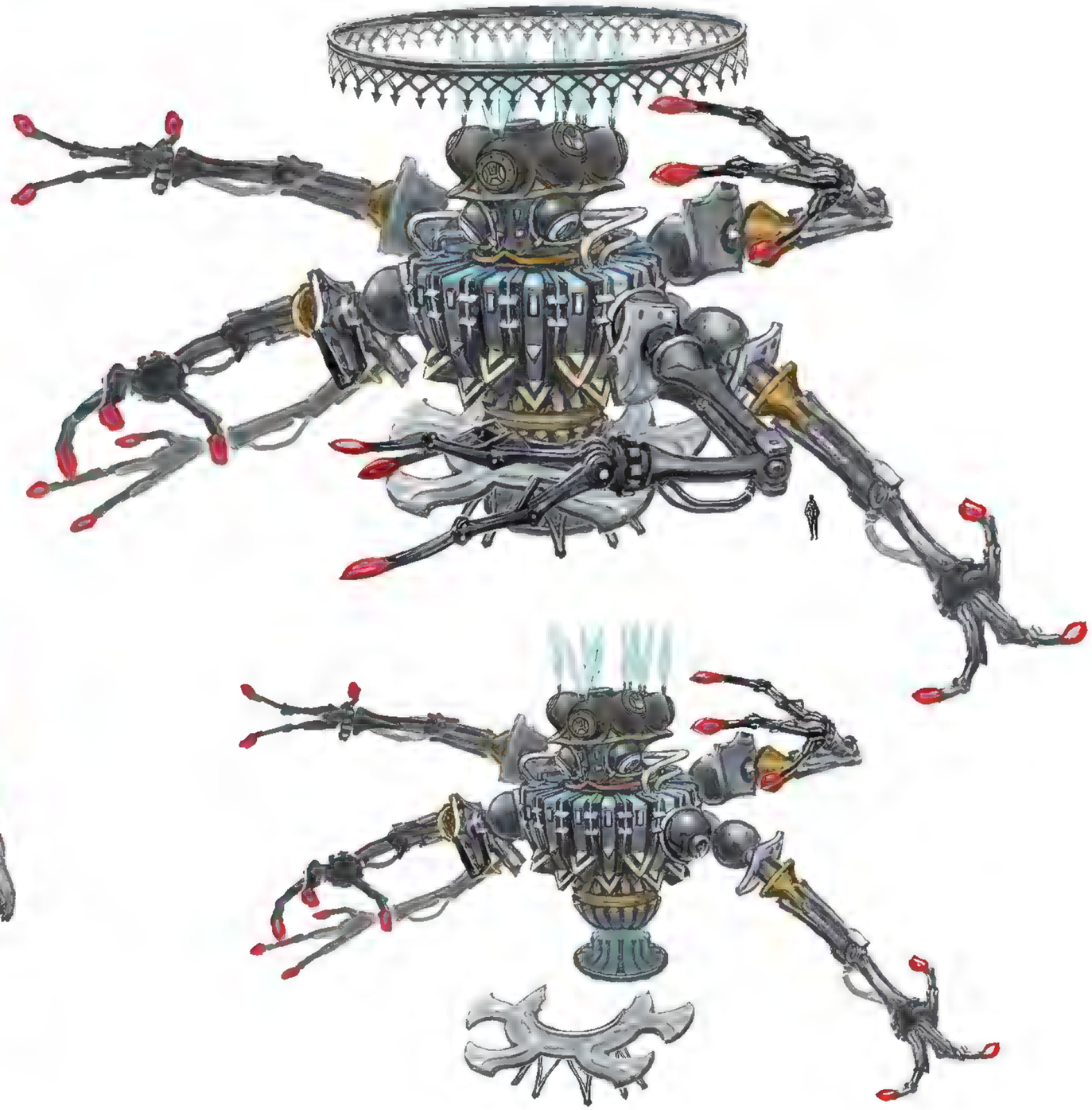


Smileton

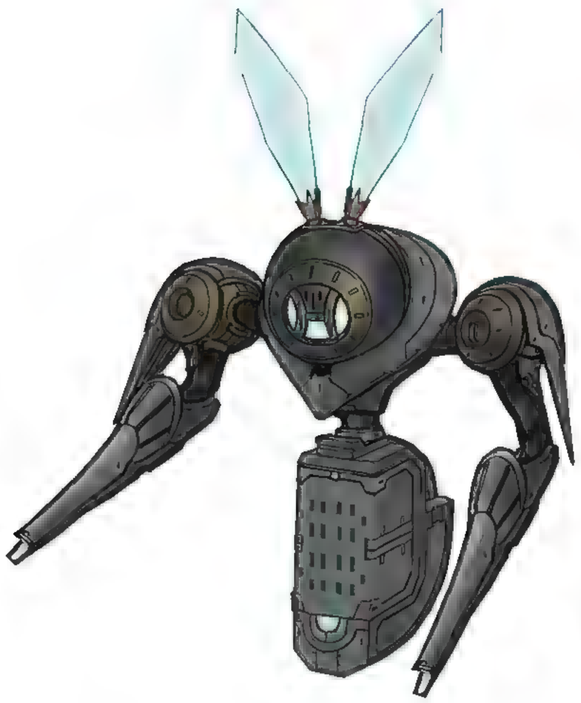
Face



Smilemaker, the Big Cheese

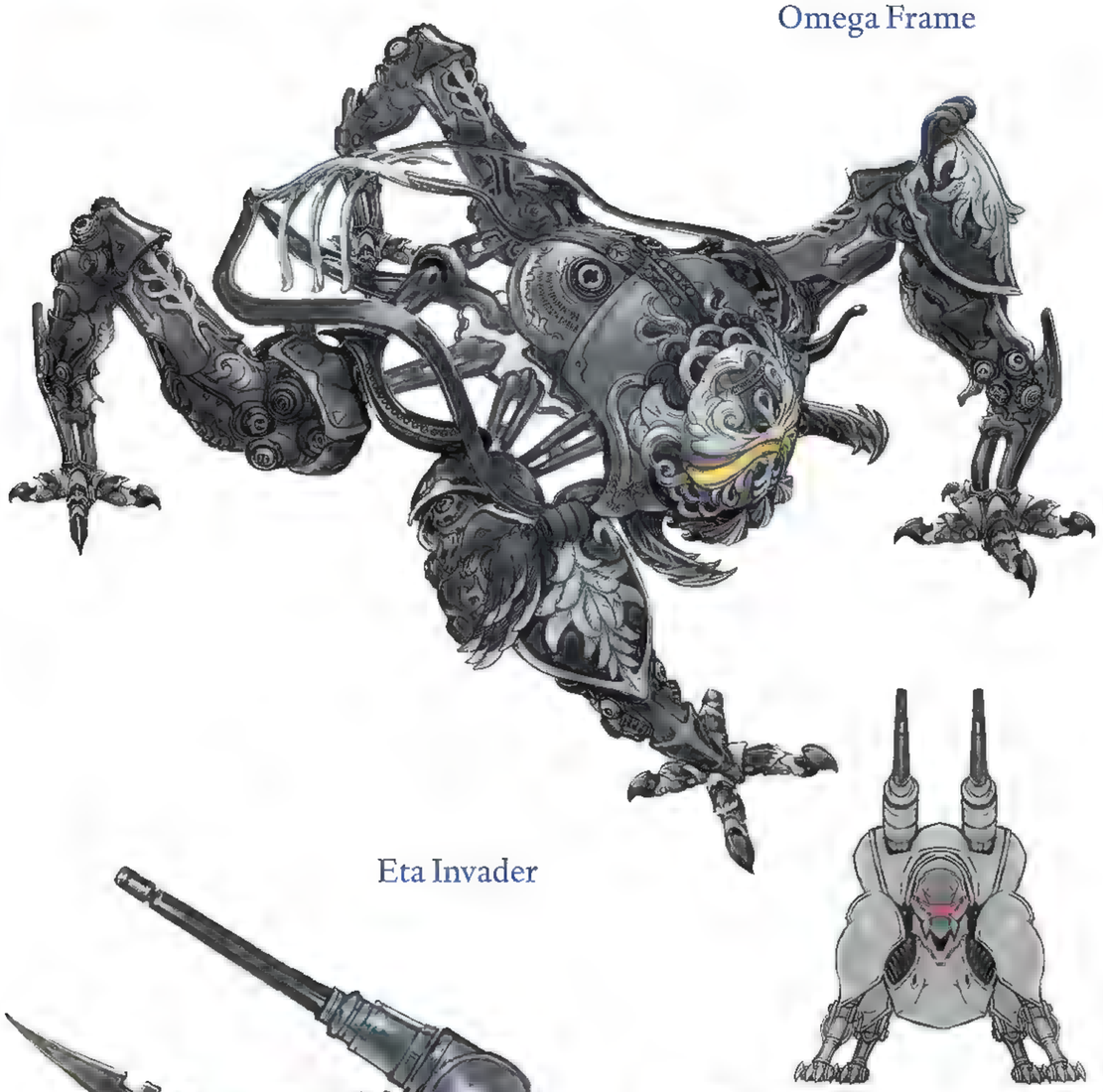


Smiley Supporter

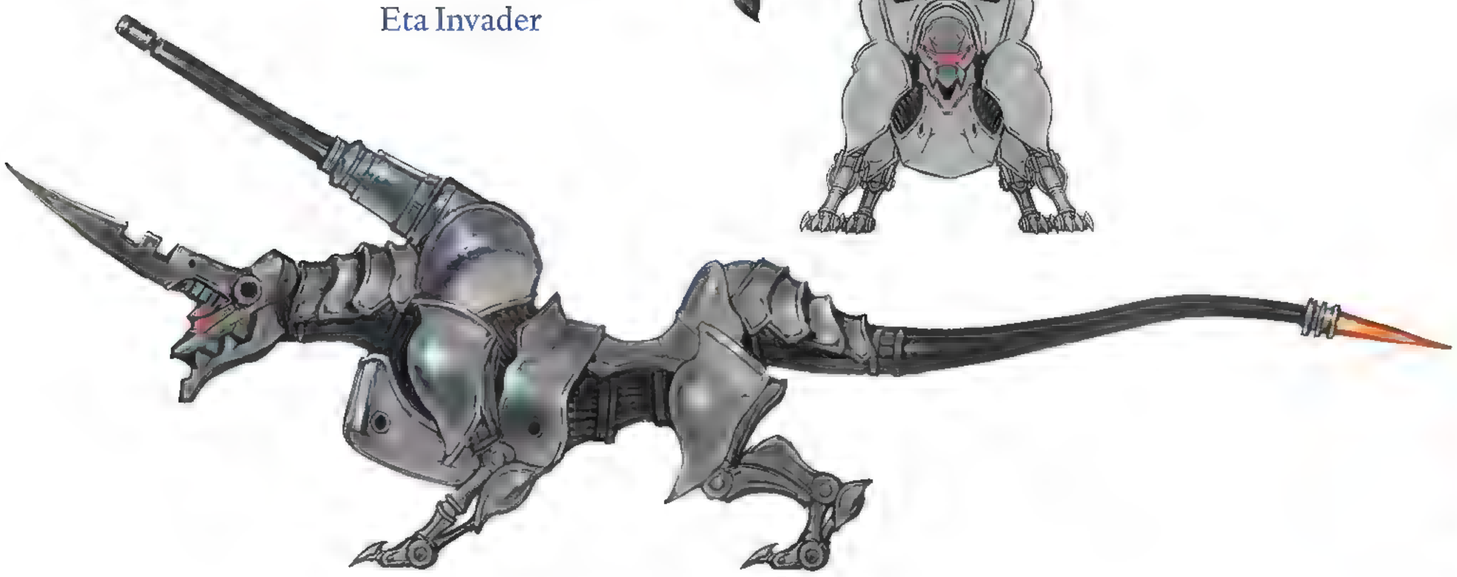


Frameworker

Omega Frame

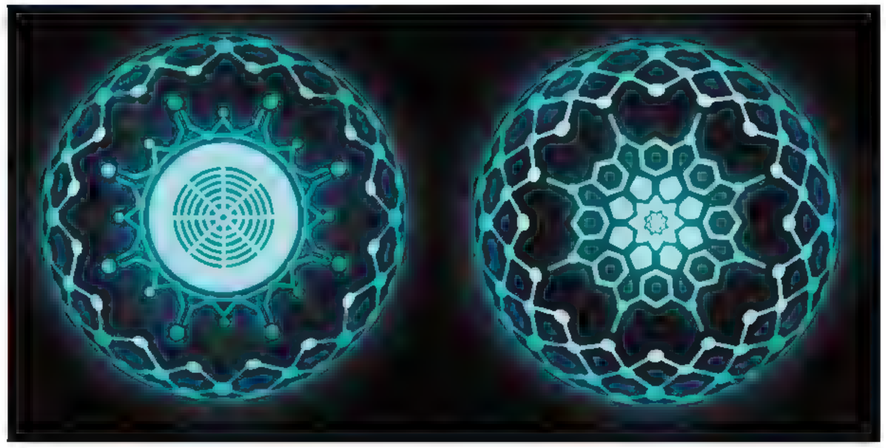


Eta Invader



Proto-Omega

Siege Matrix, Stigma-4



Arch-Lambda

Hybrid Dragon

LOCATIONS

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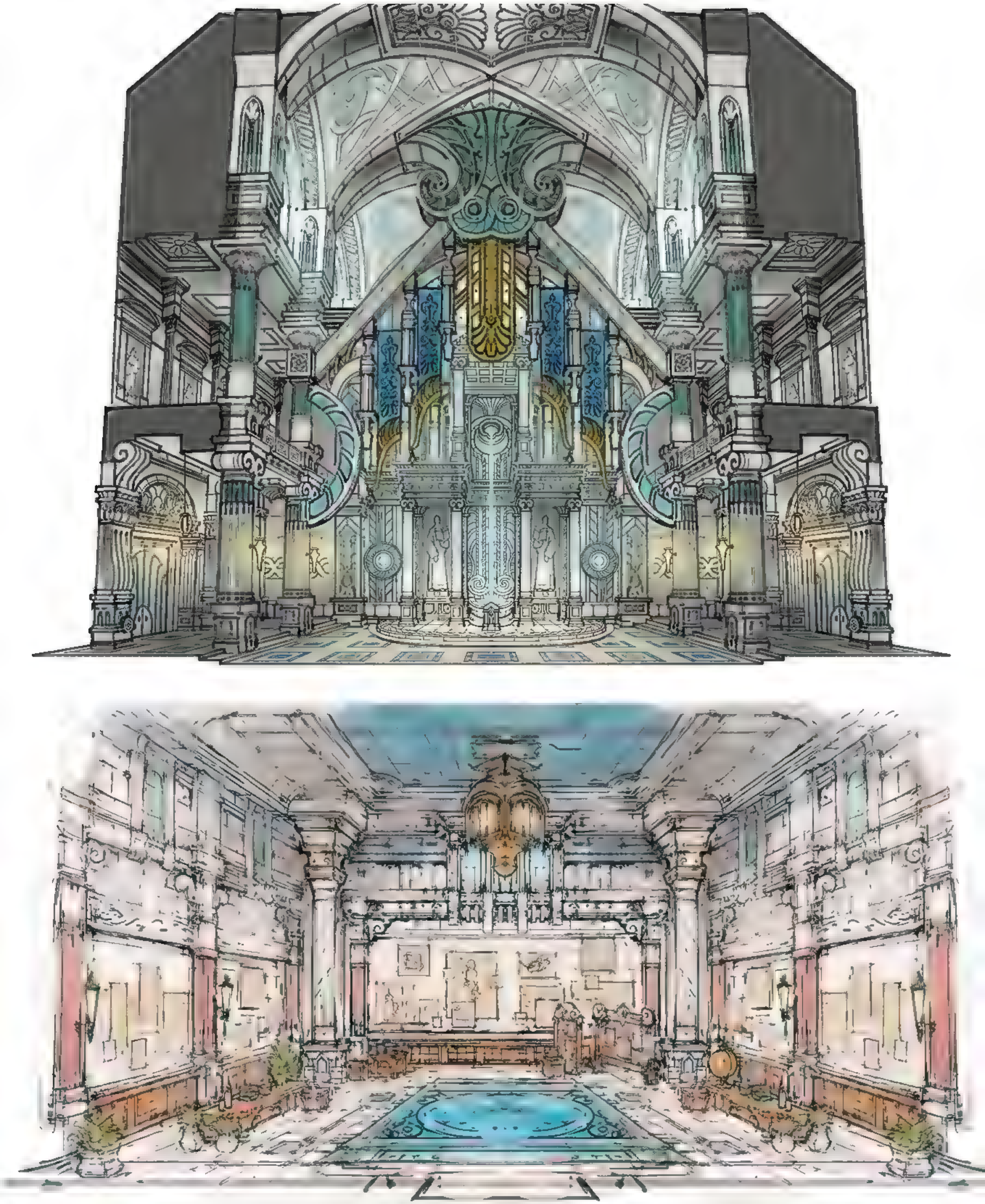
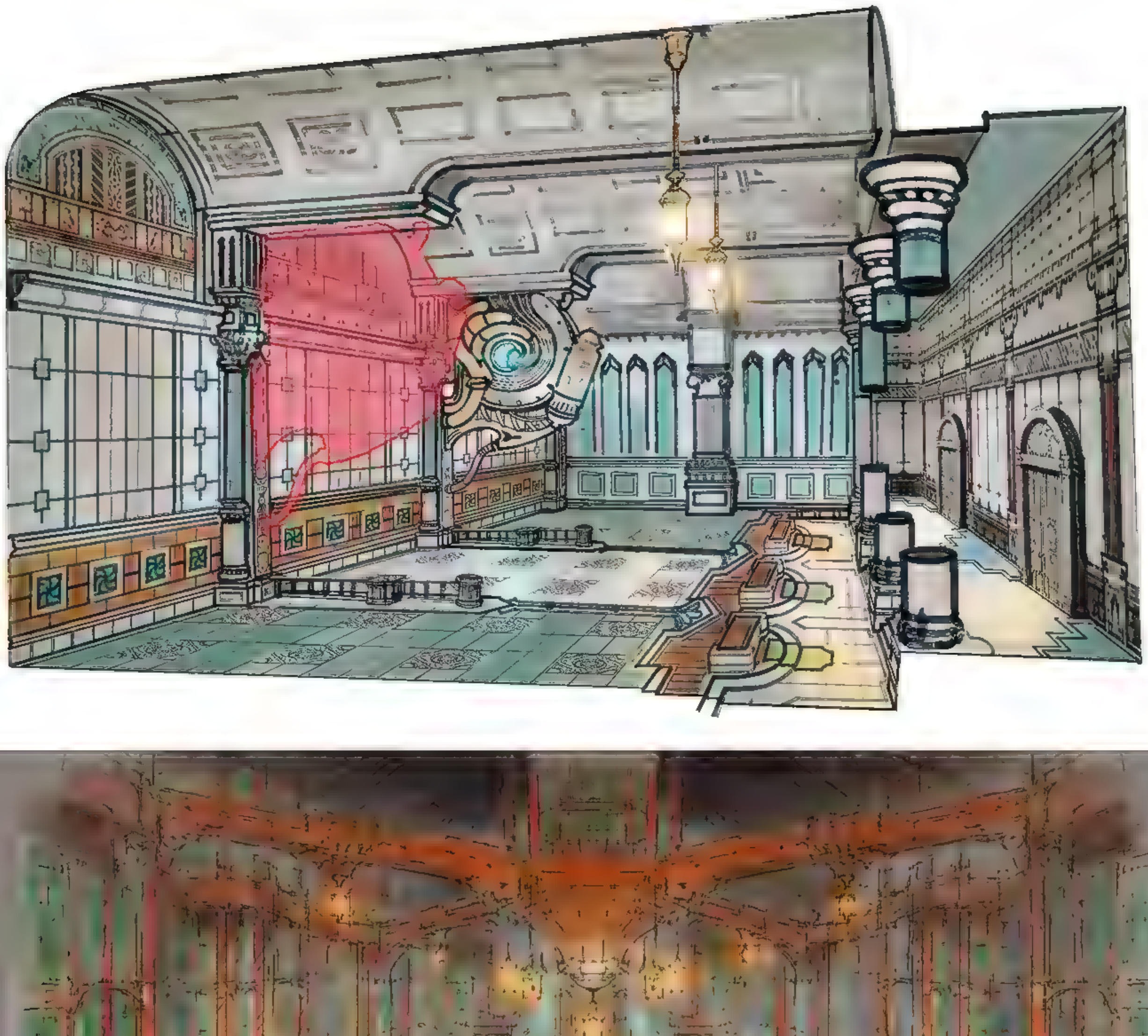
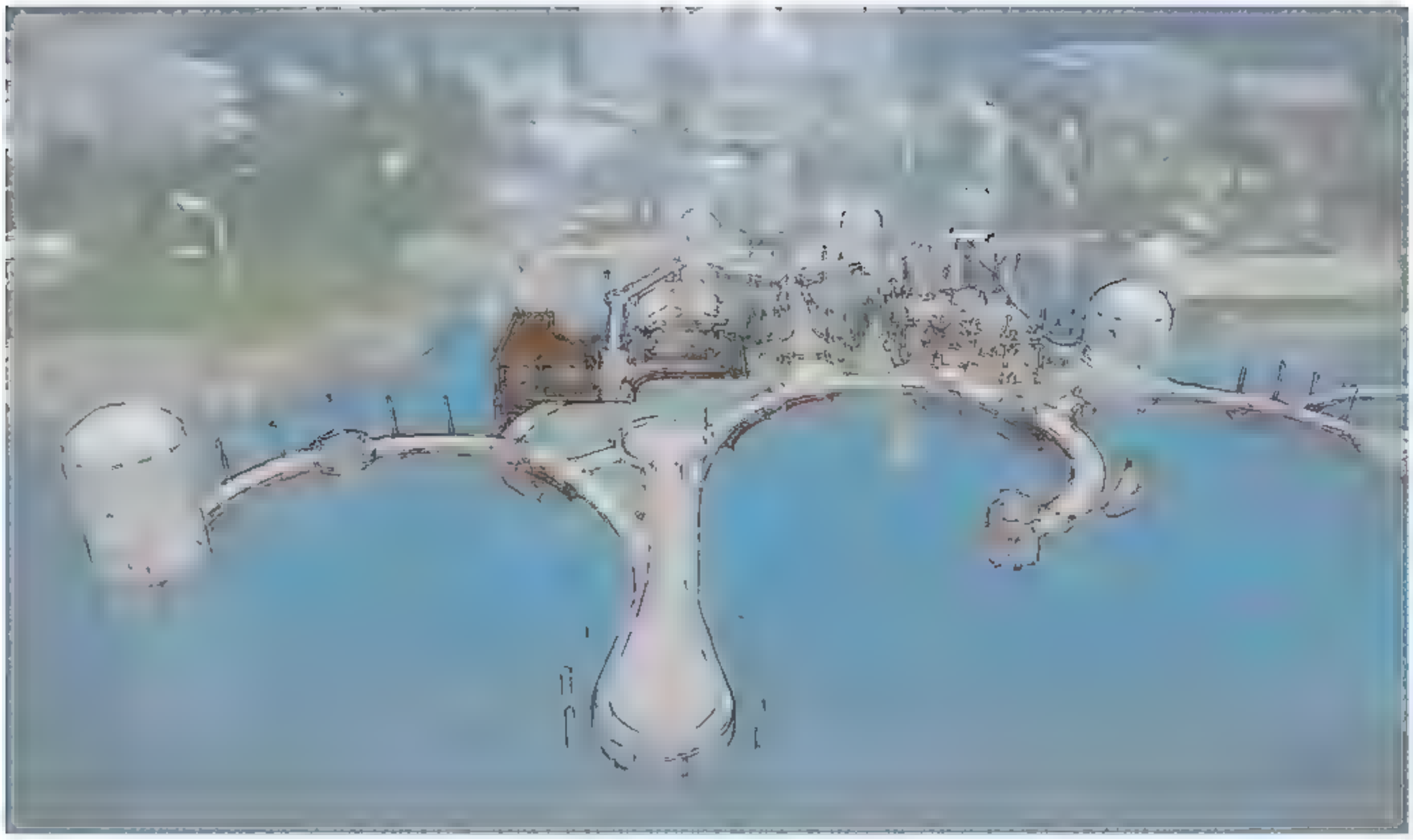
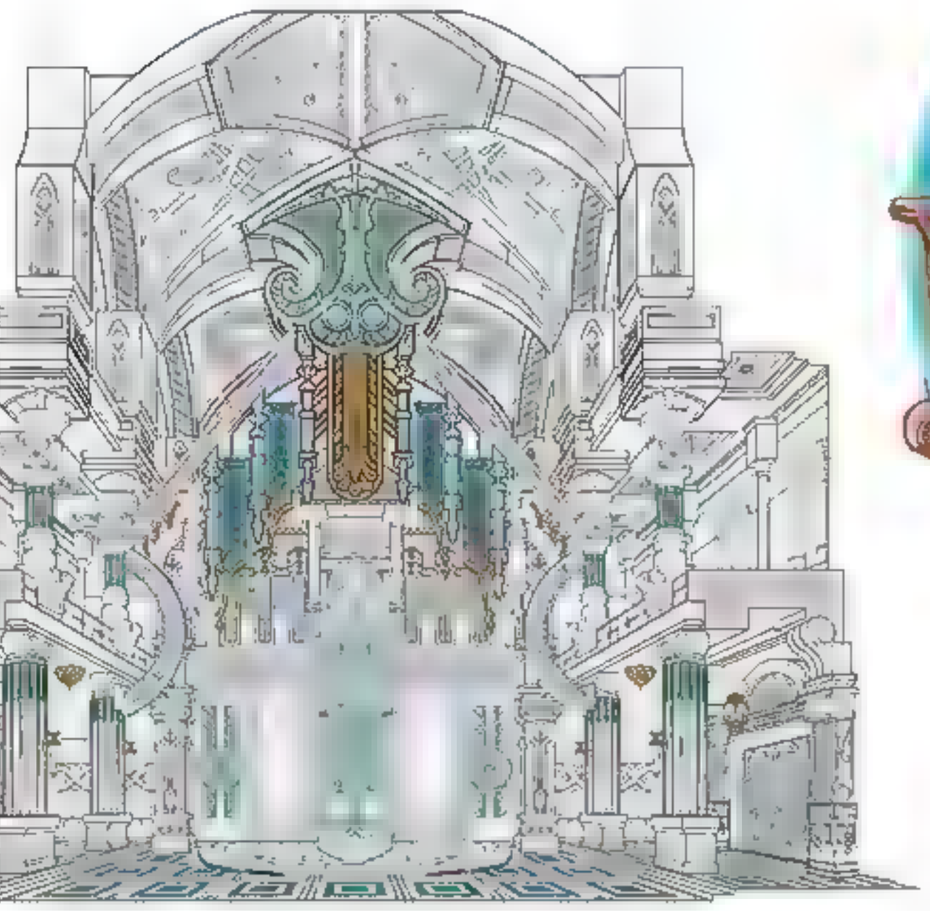
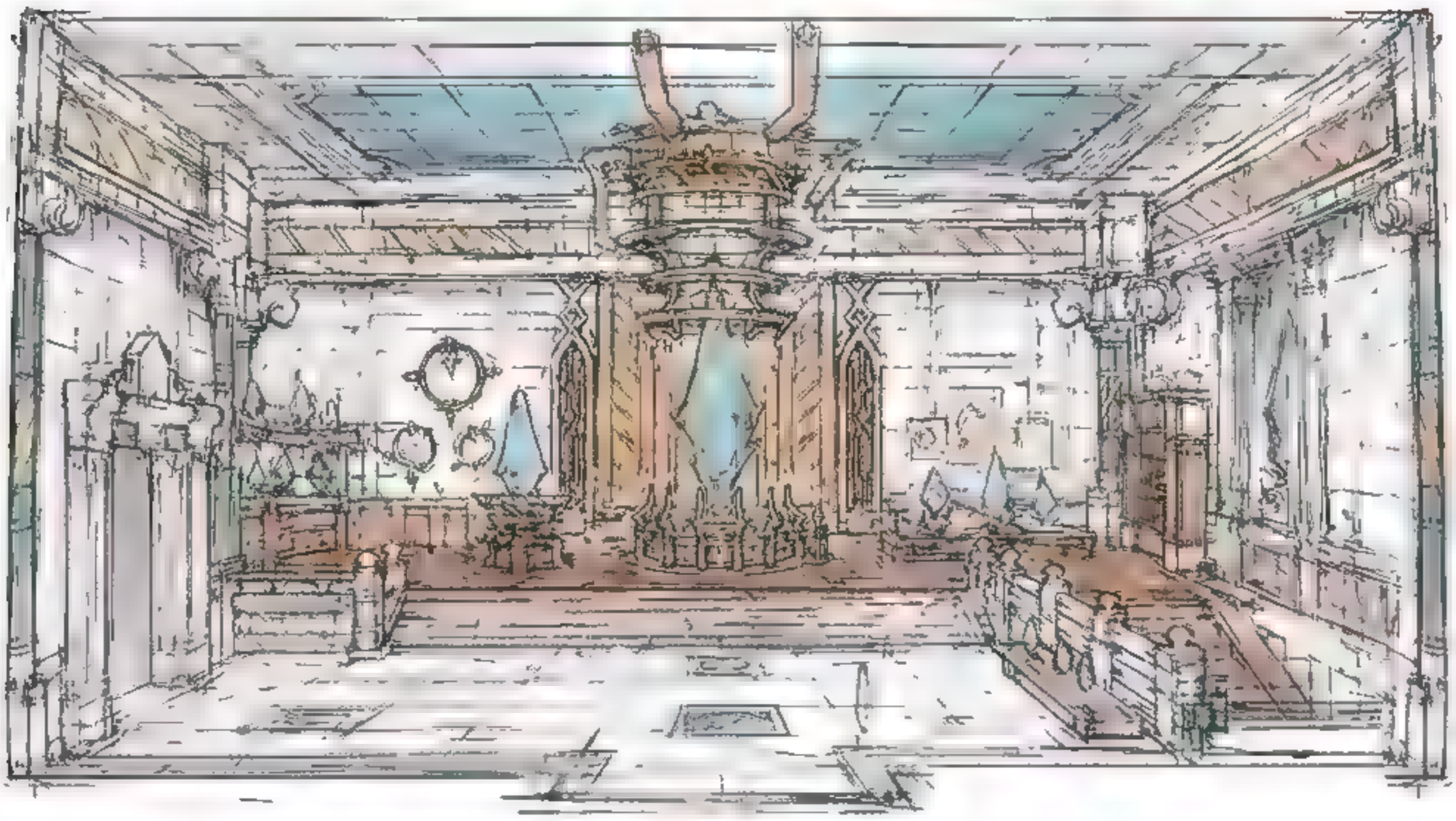
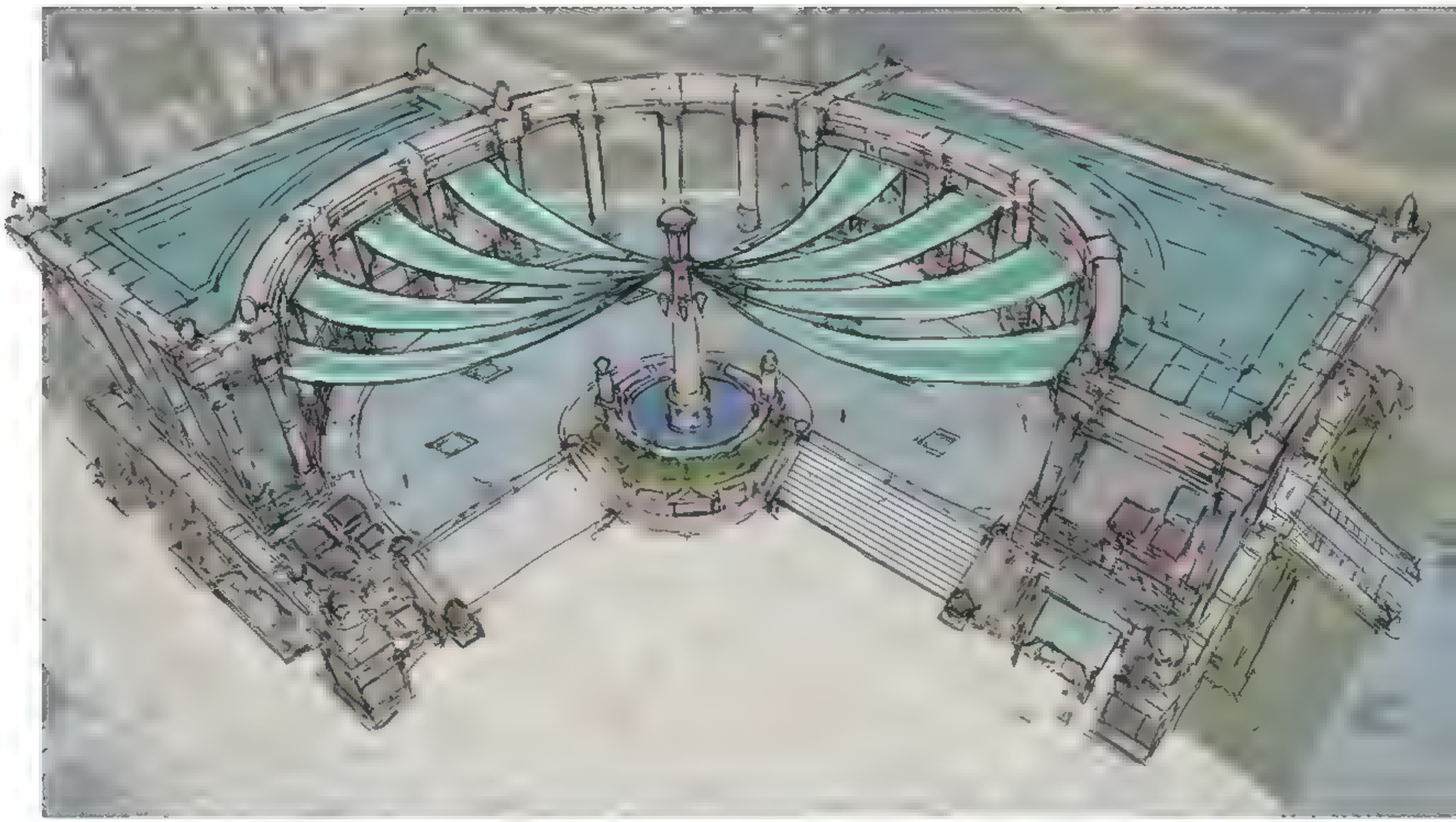


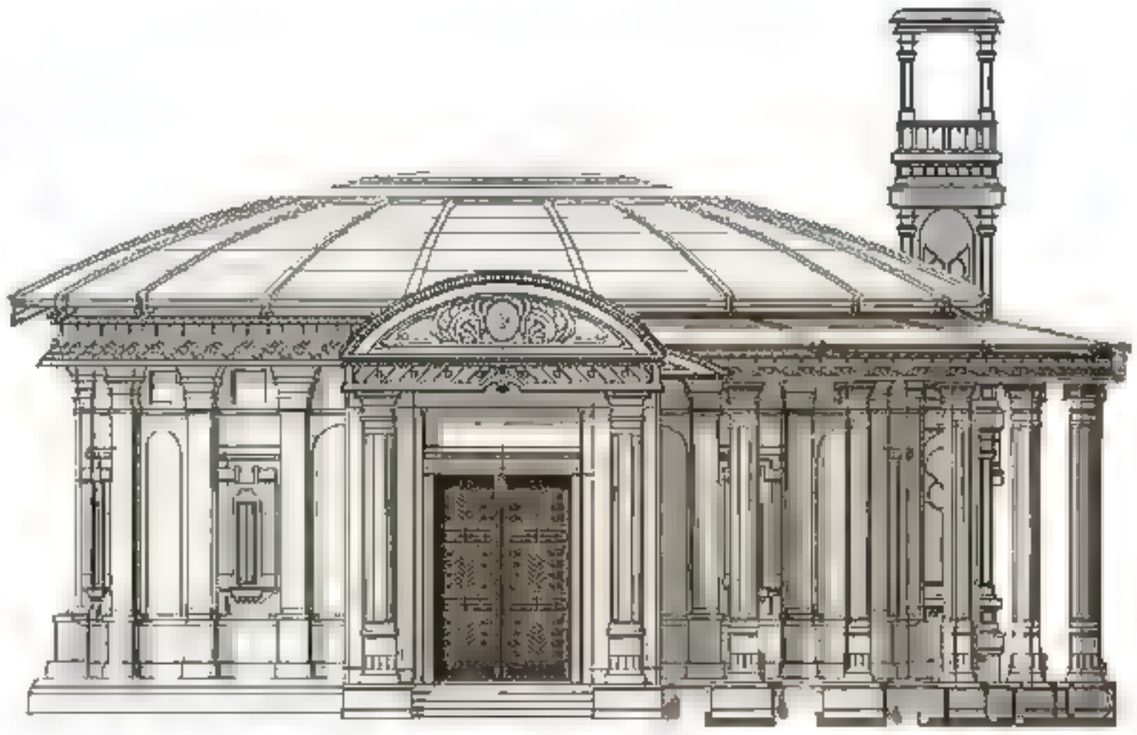


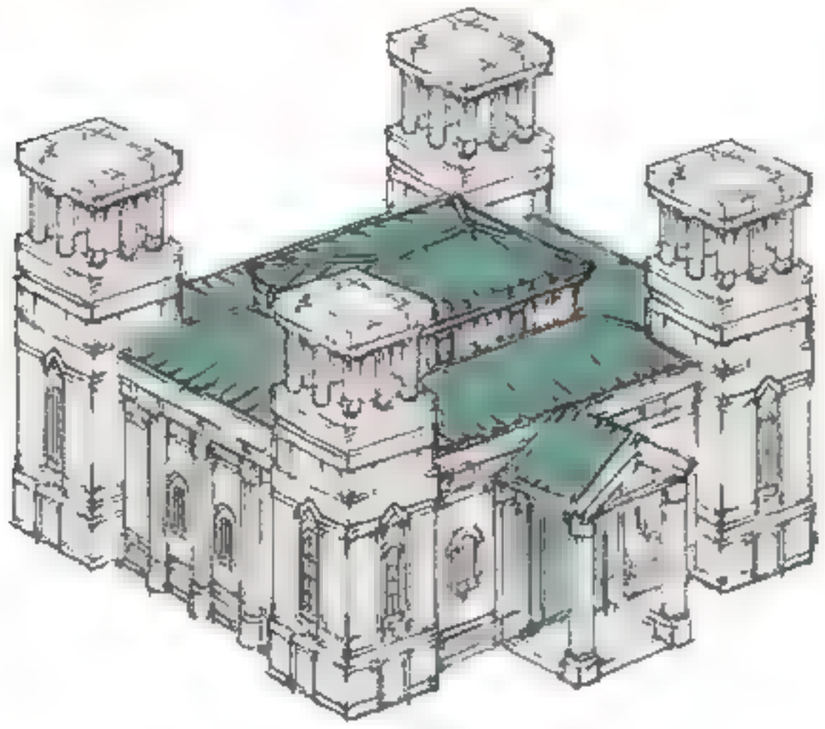


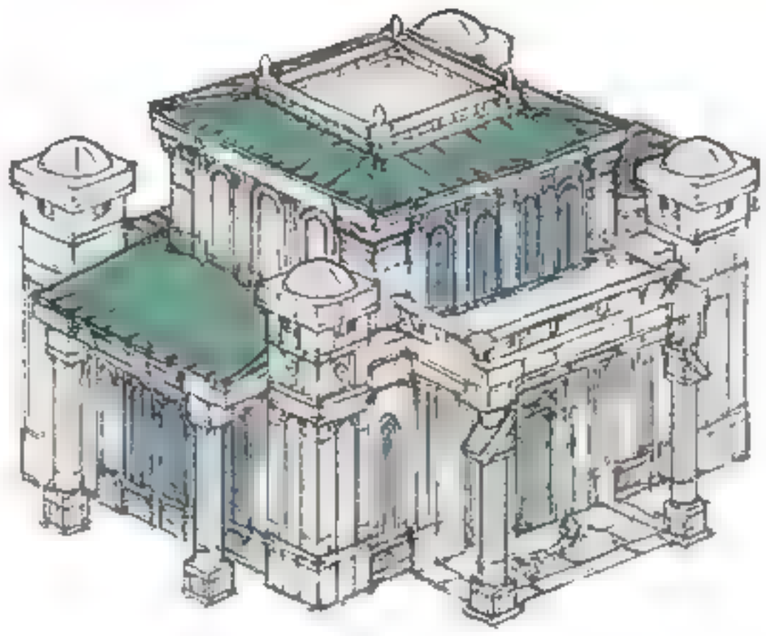


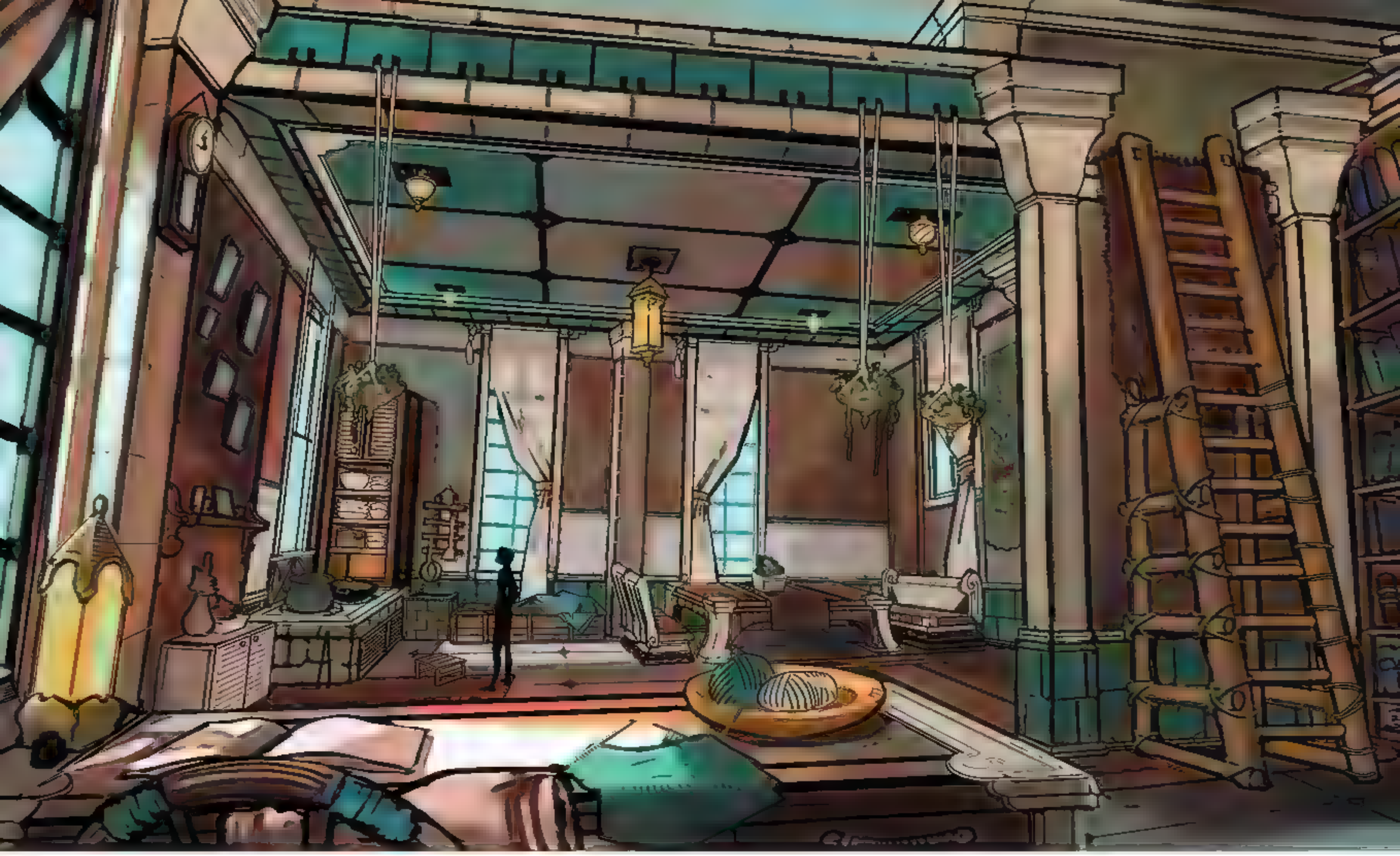


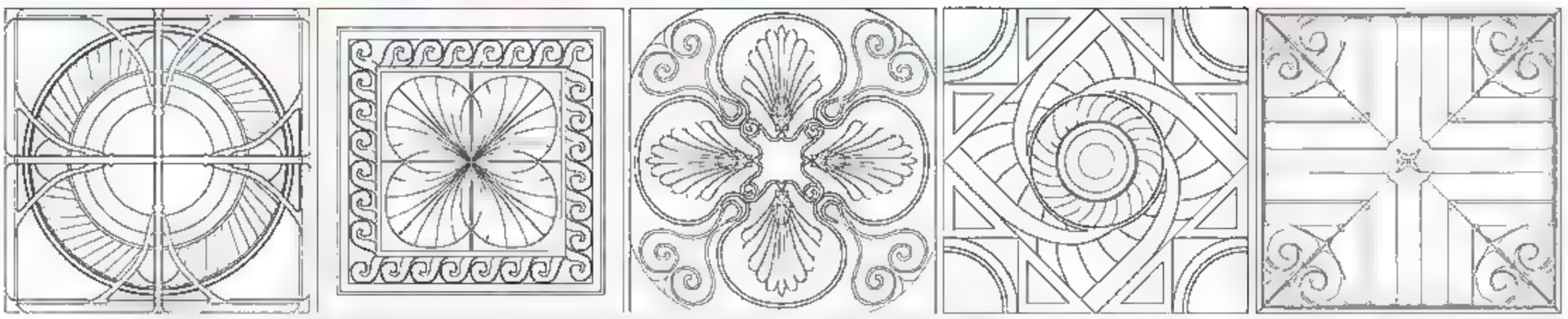


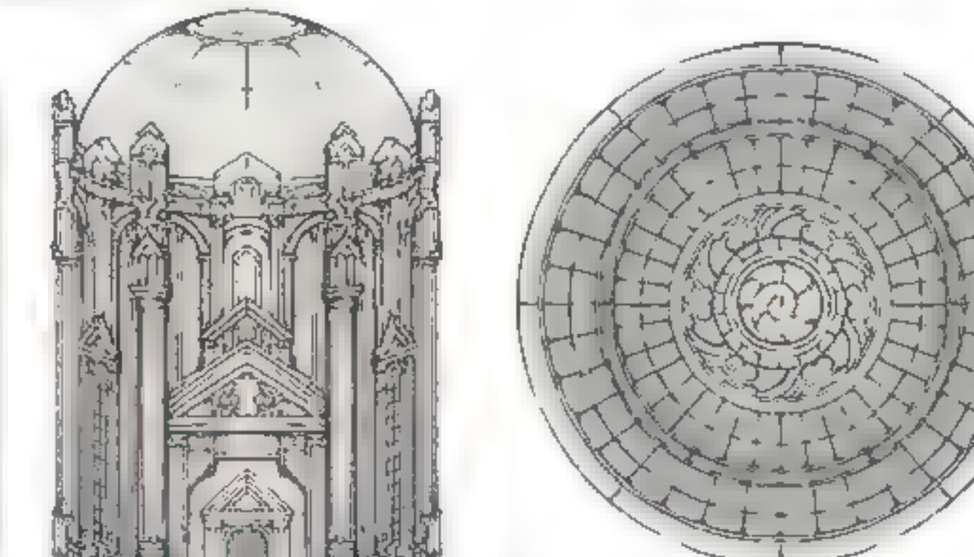


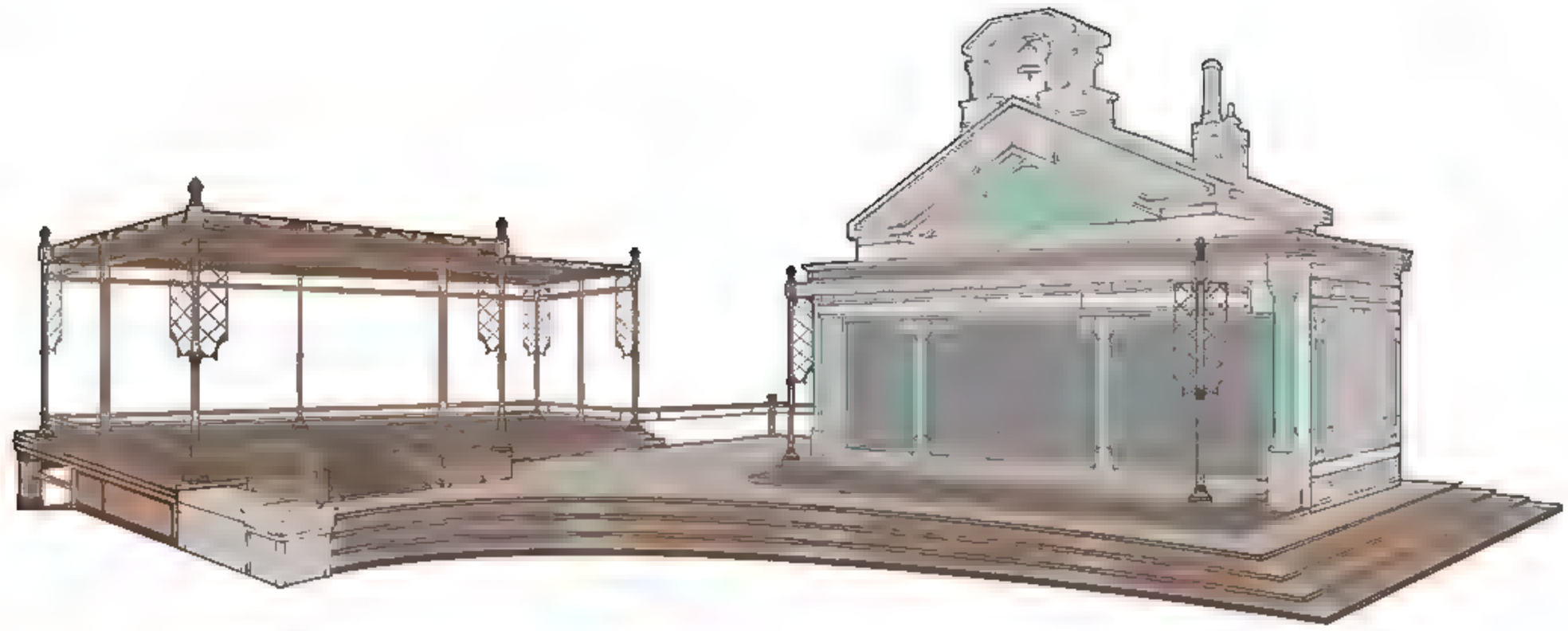


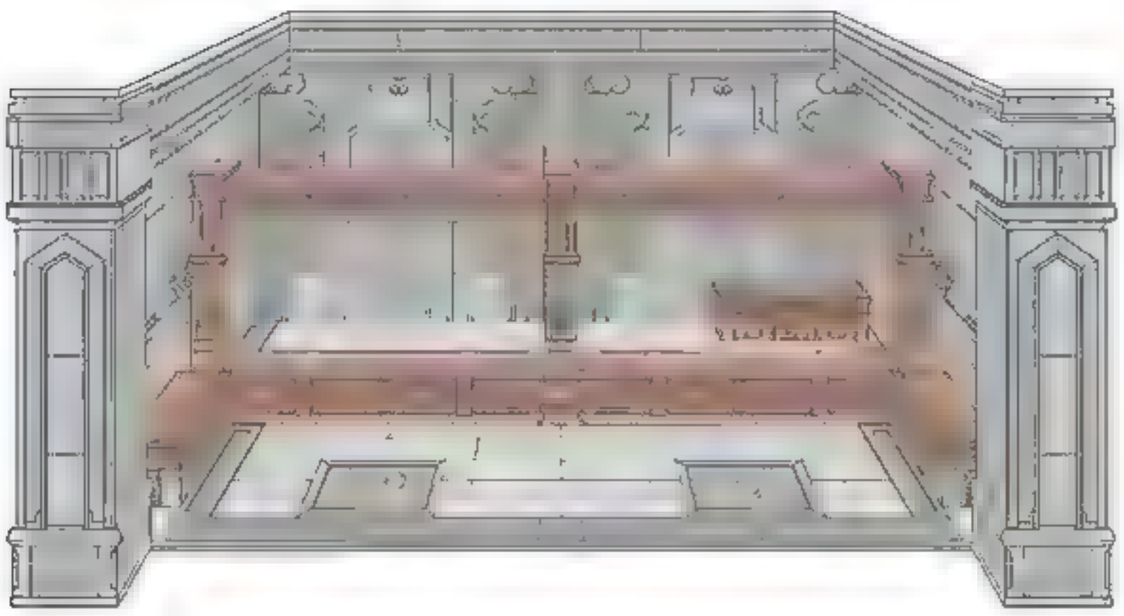


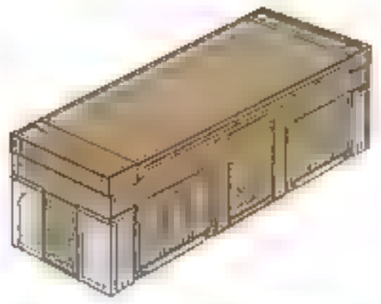


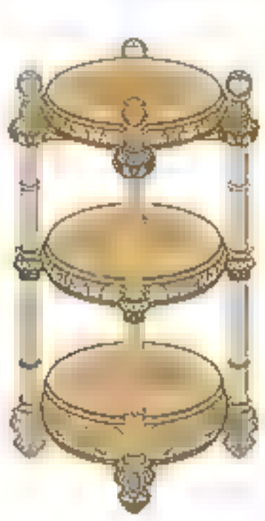


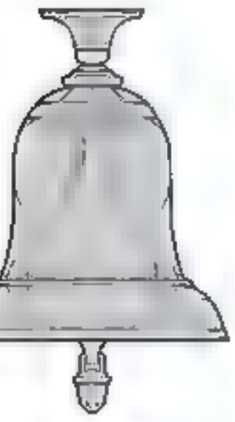


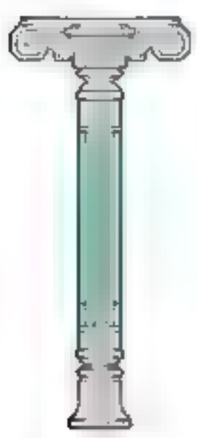


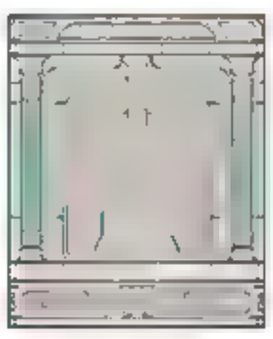


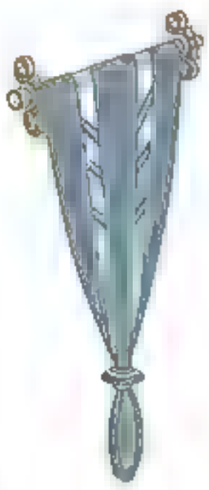


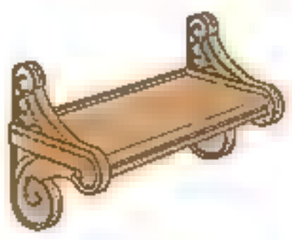


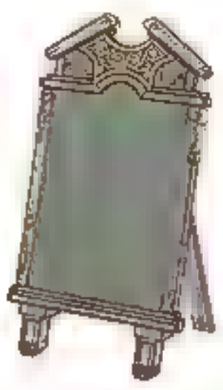


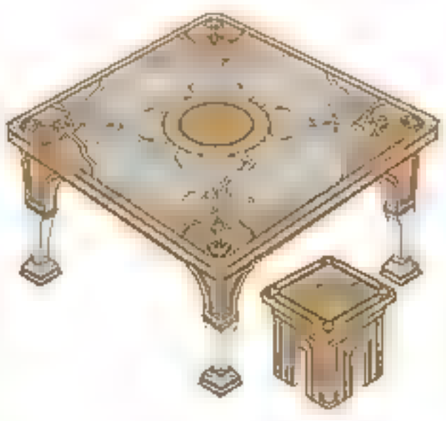


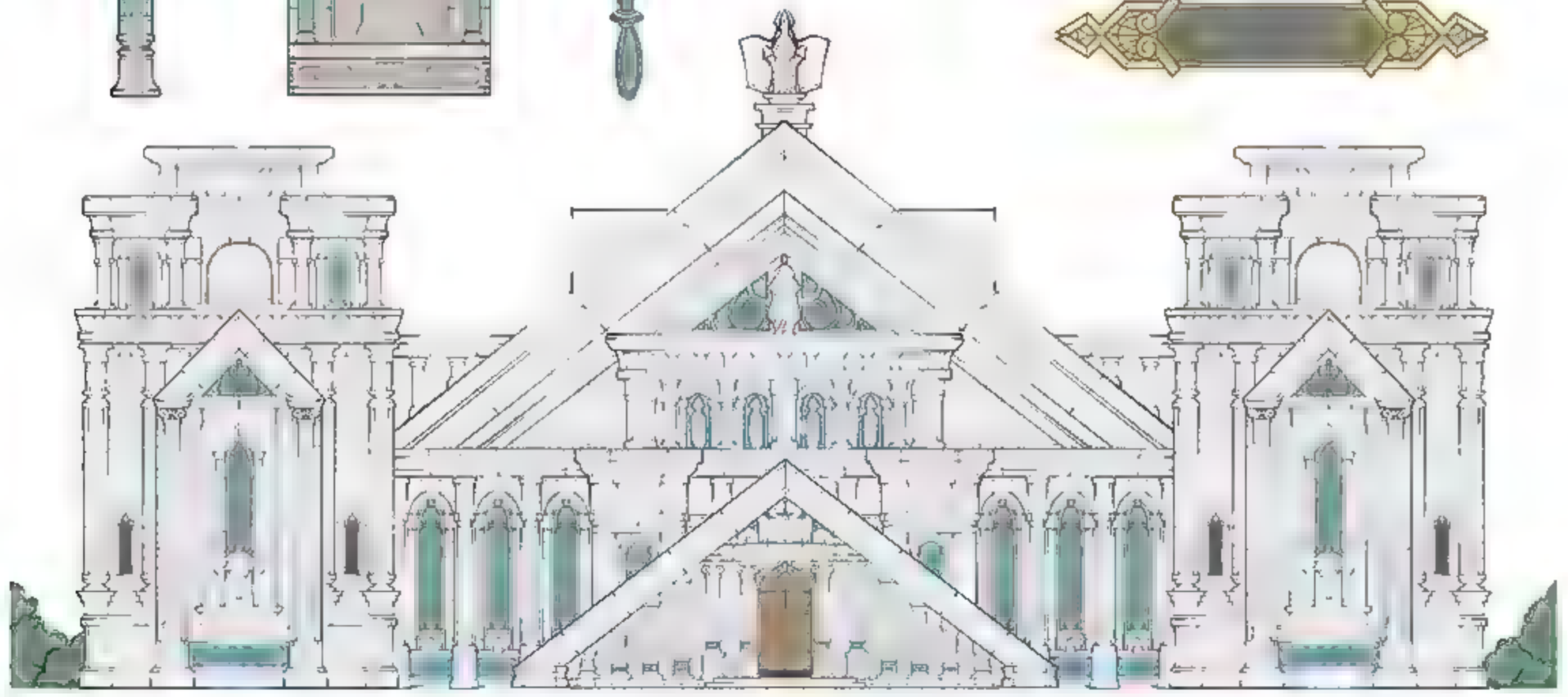


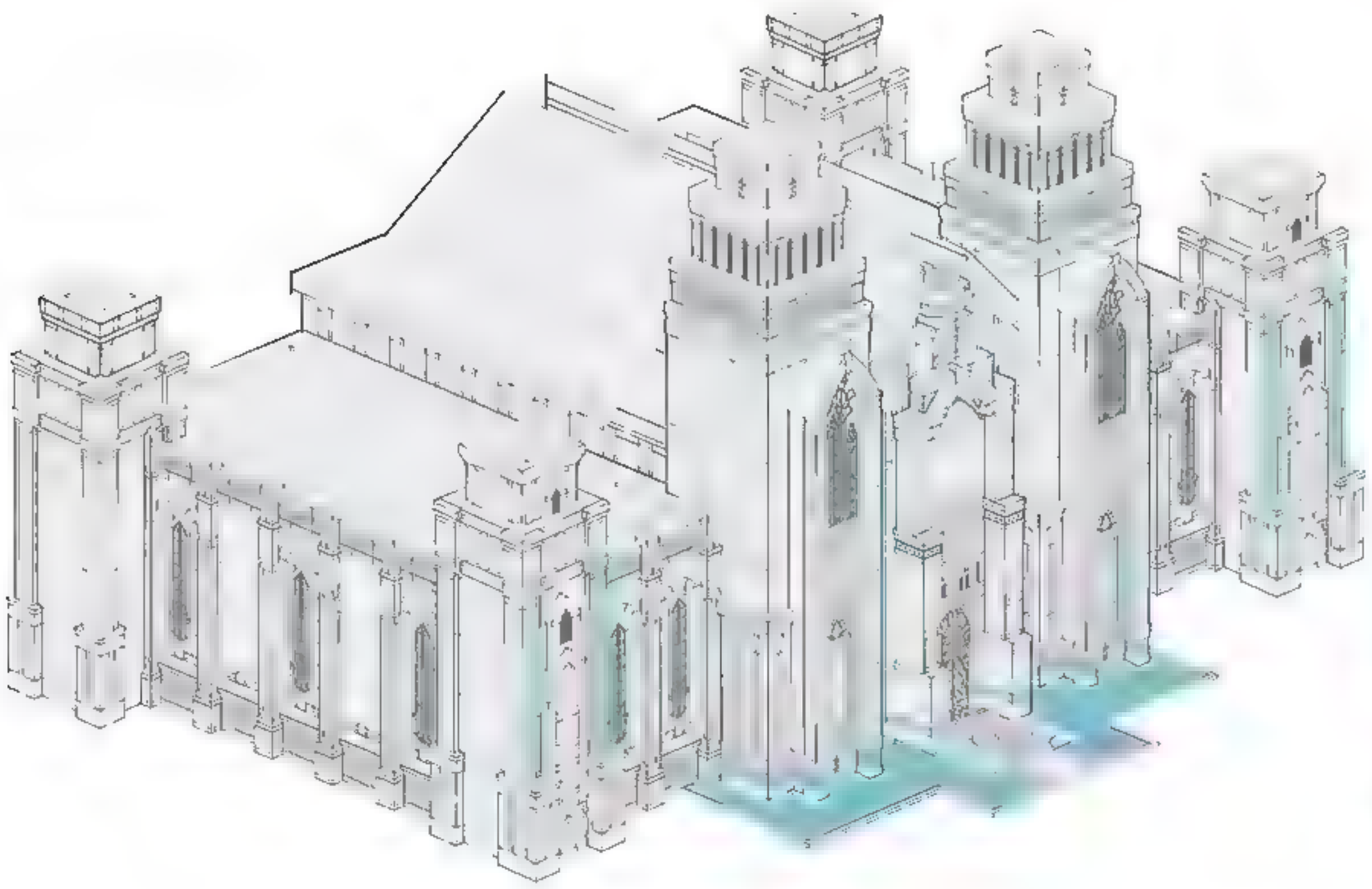


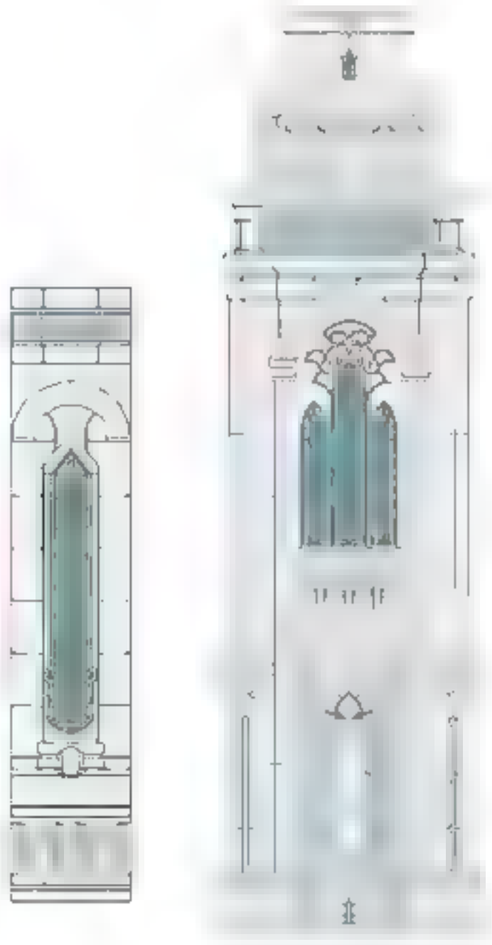


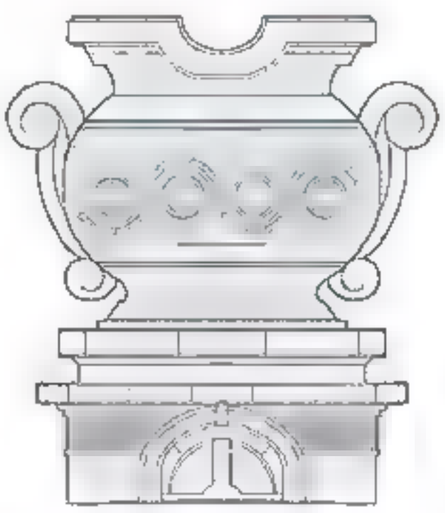


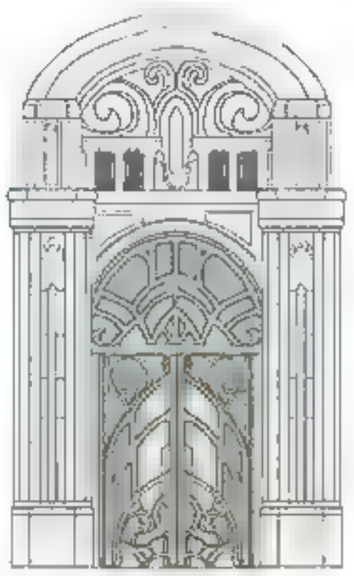


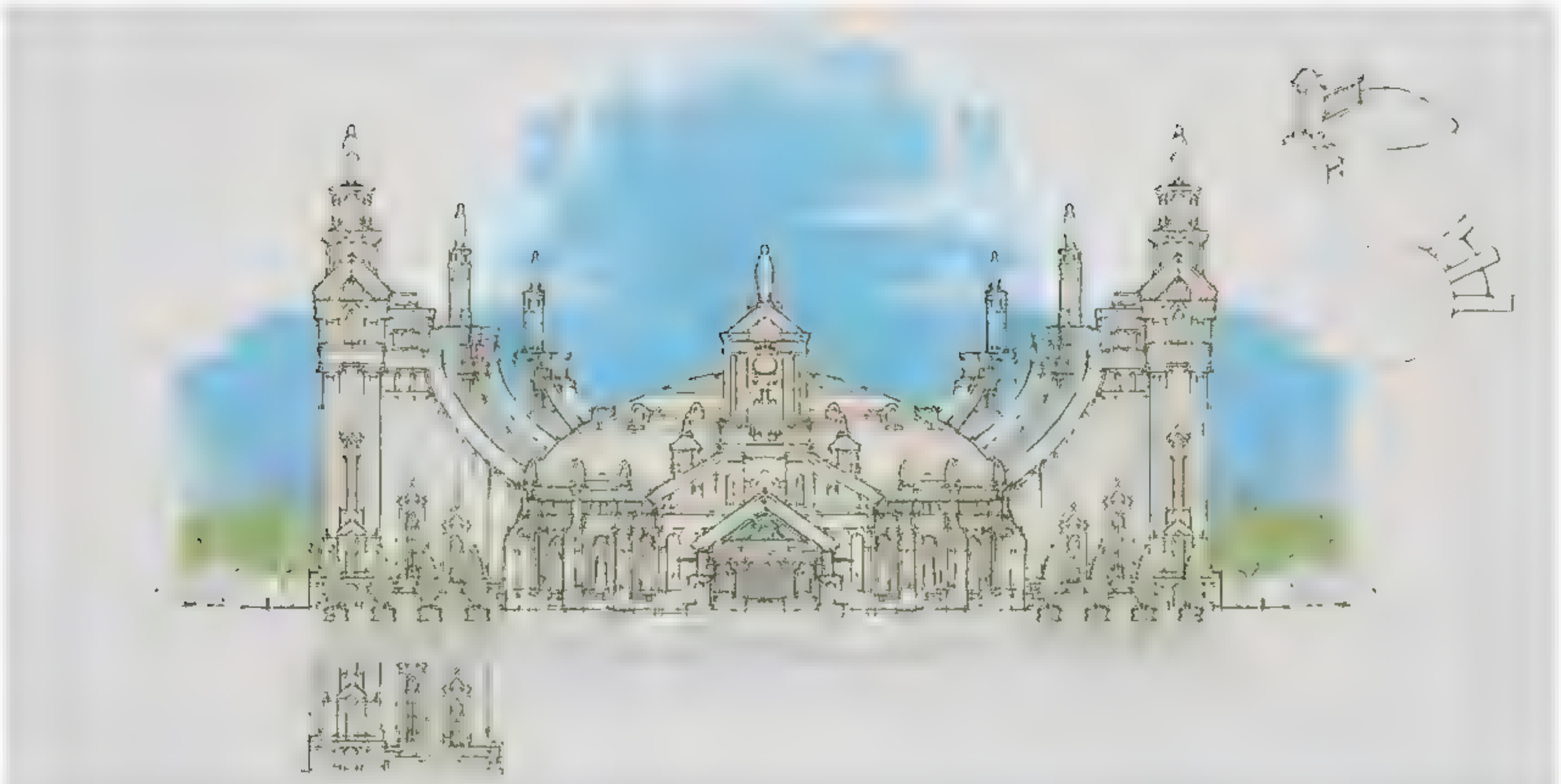


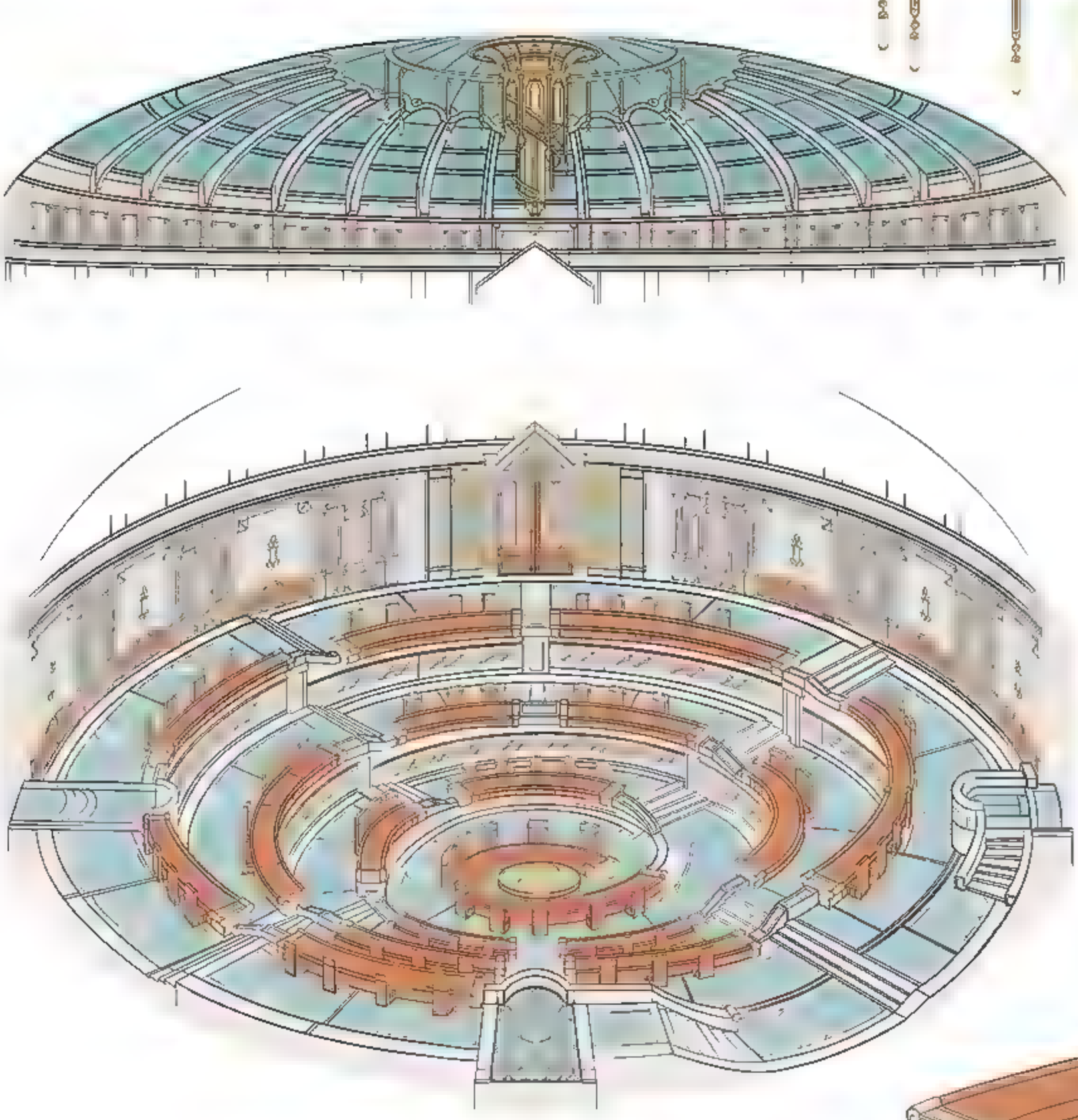


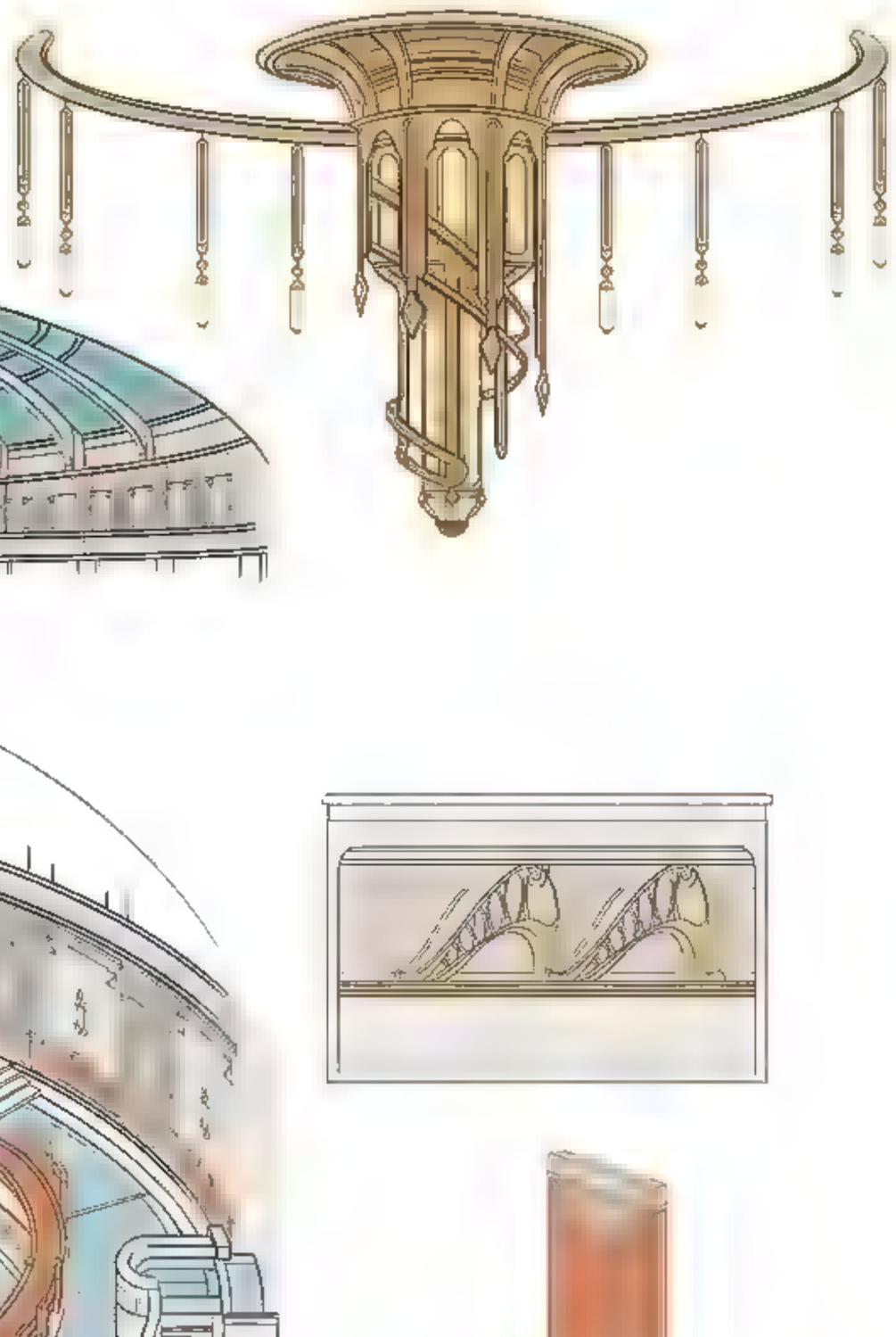


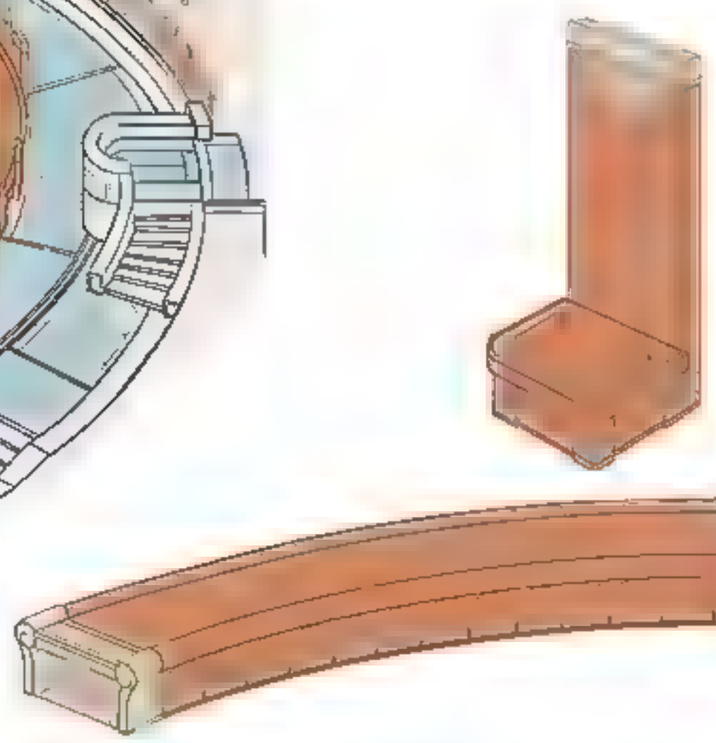


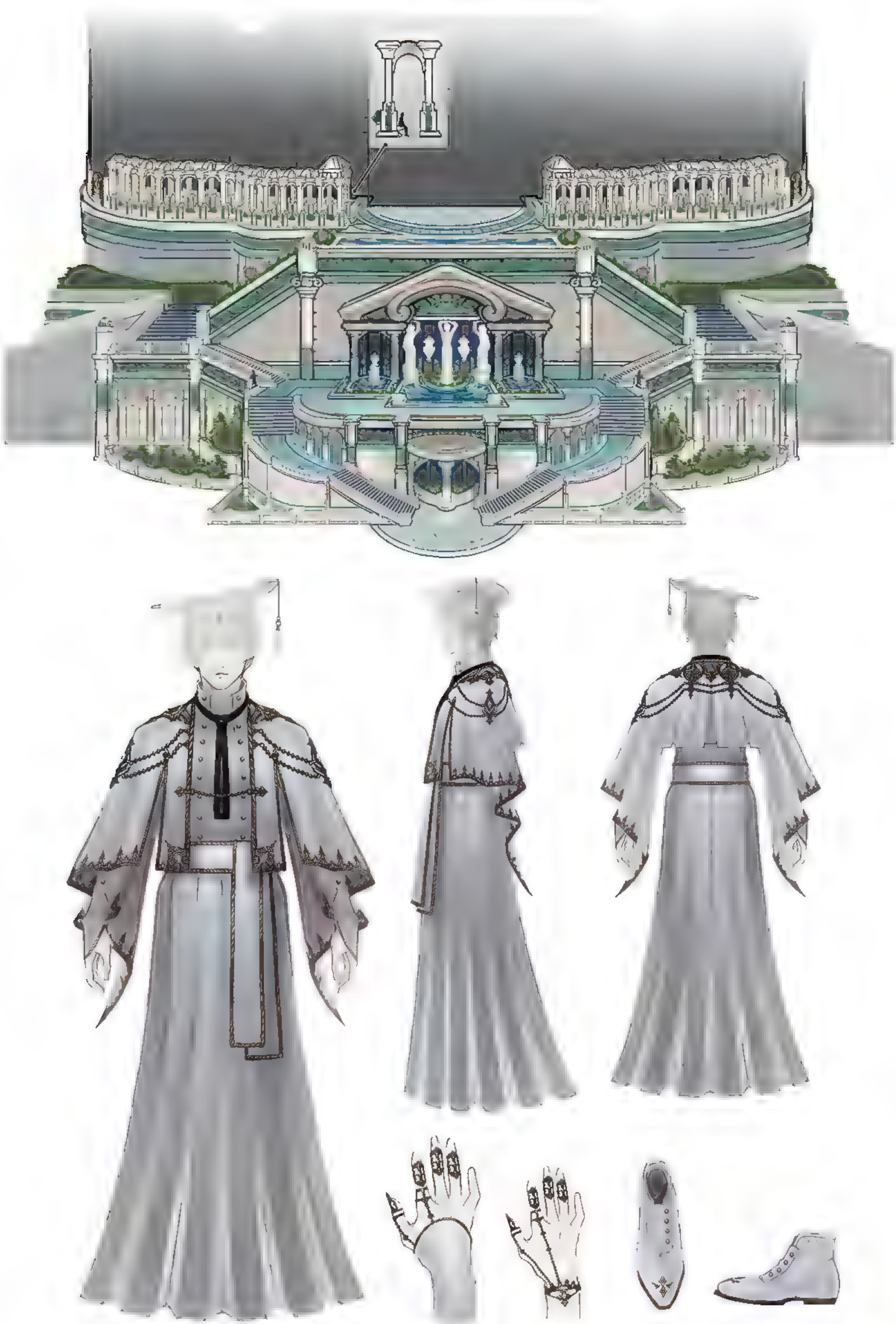


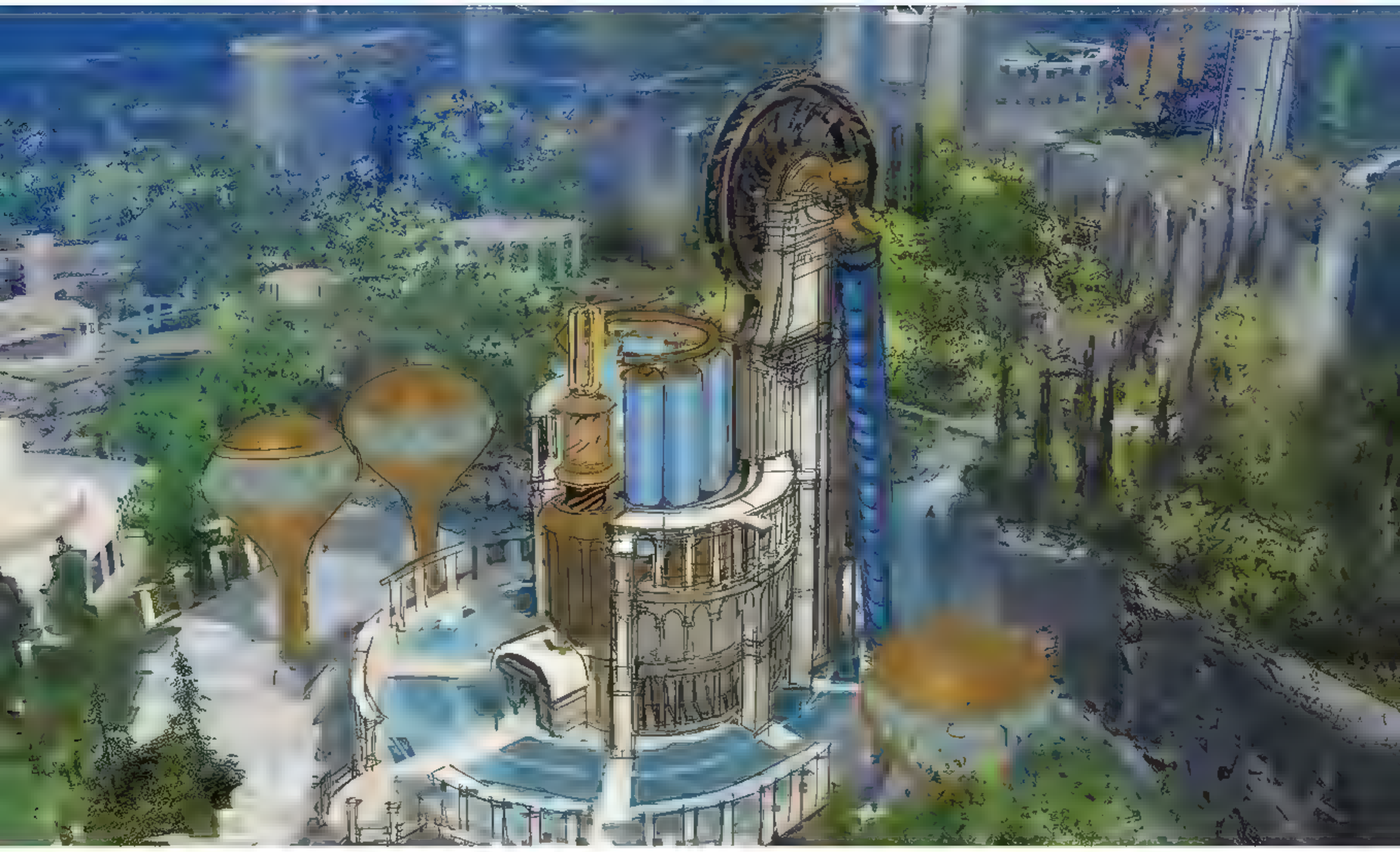


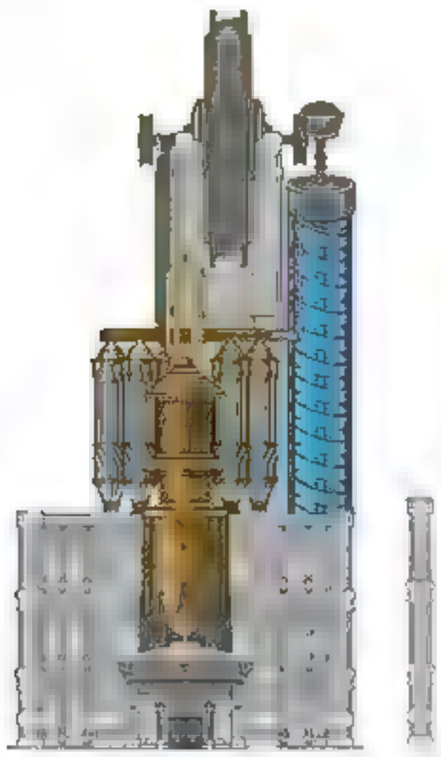


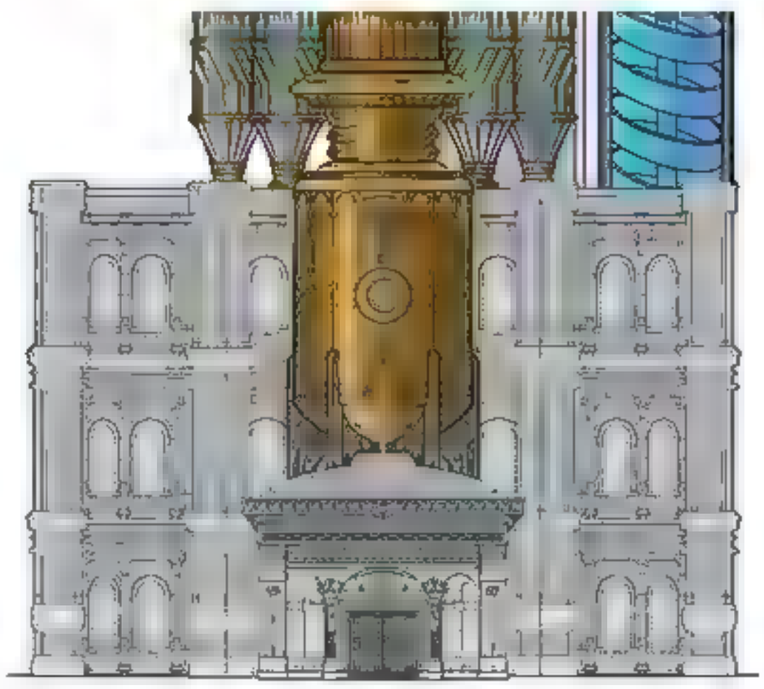


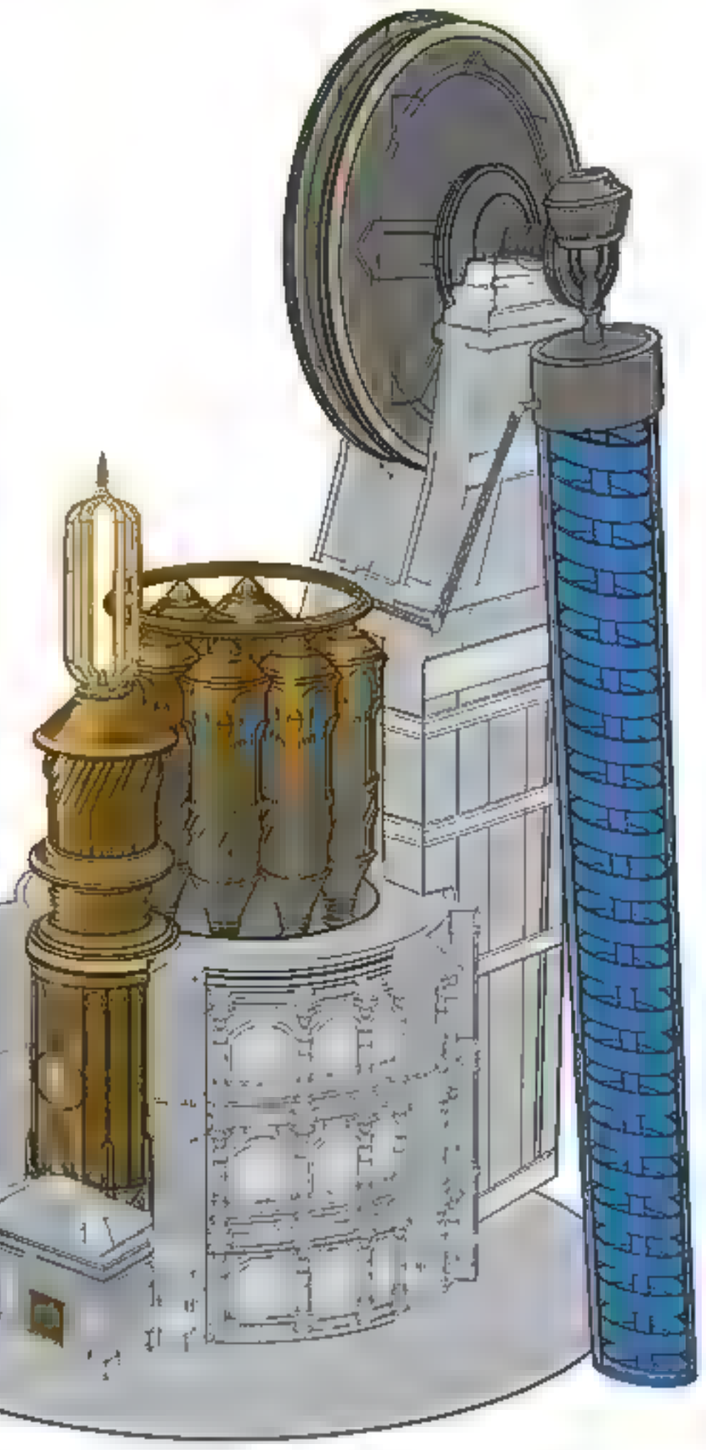


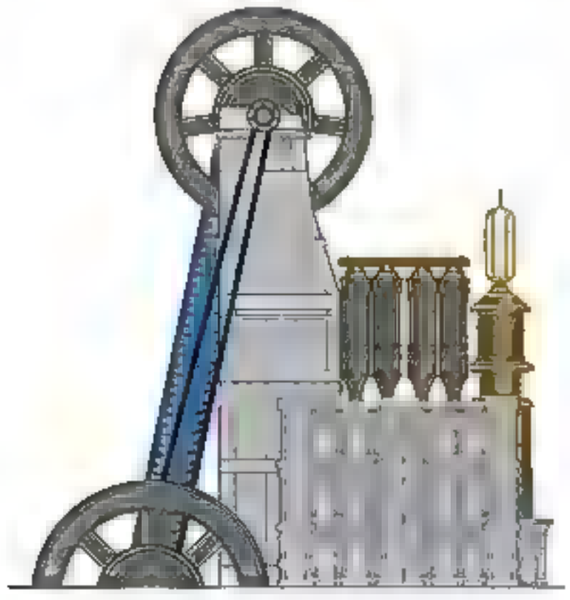


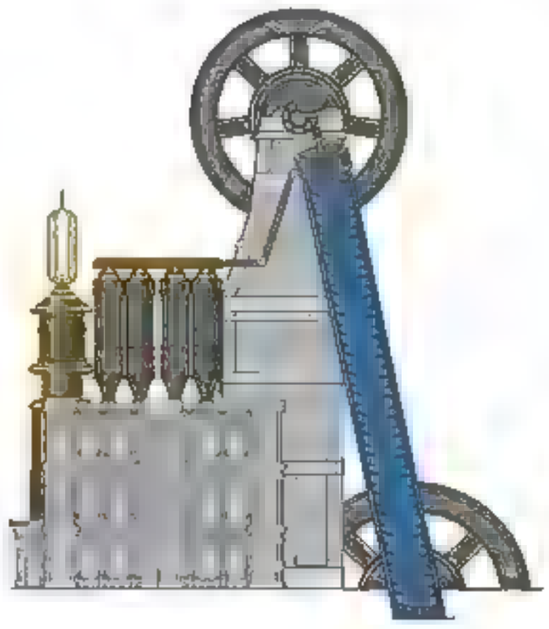


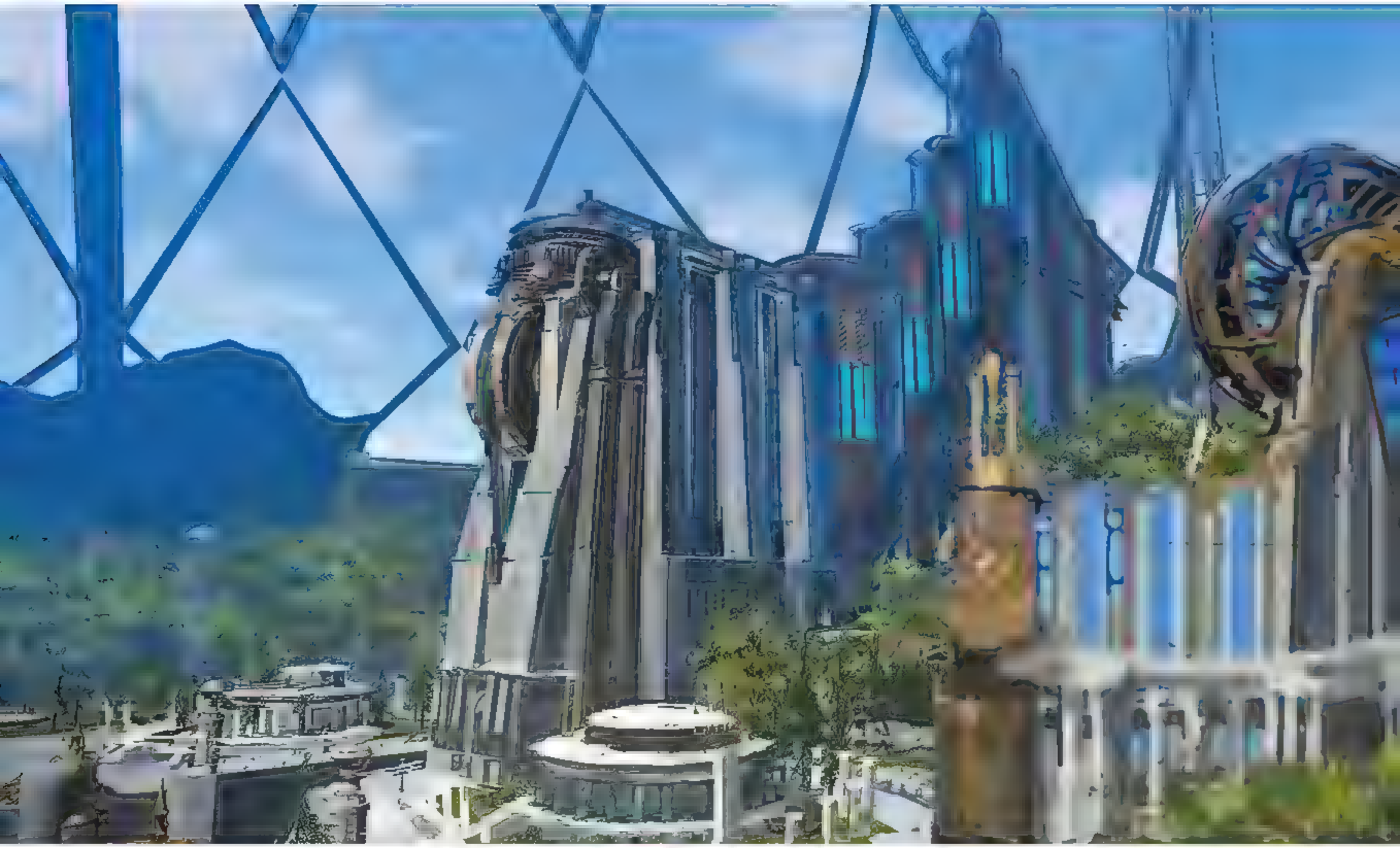


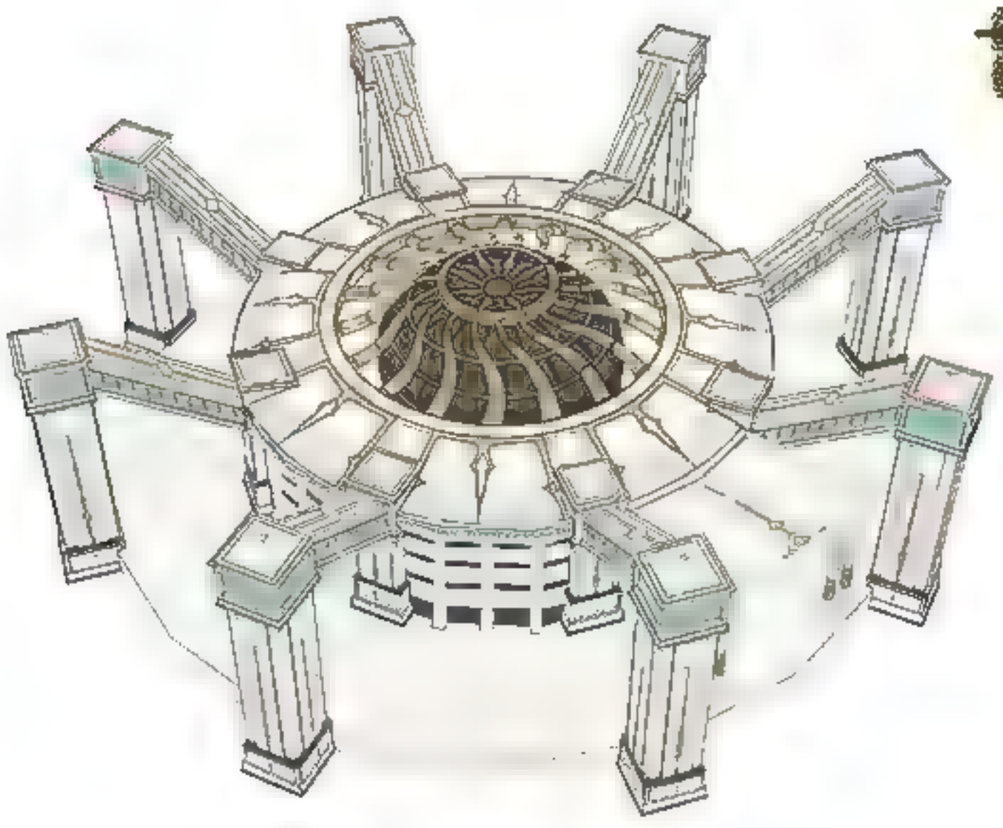


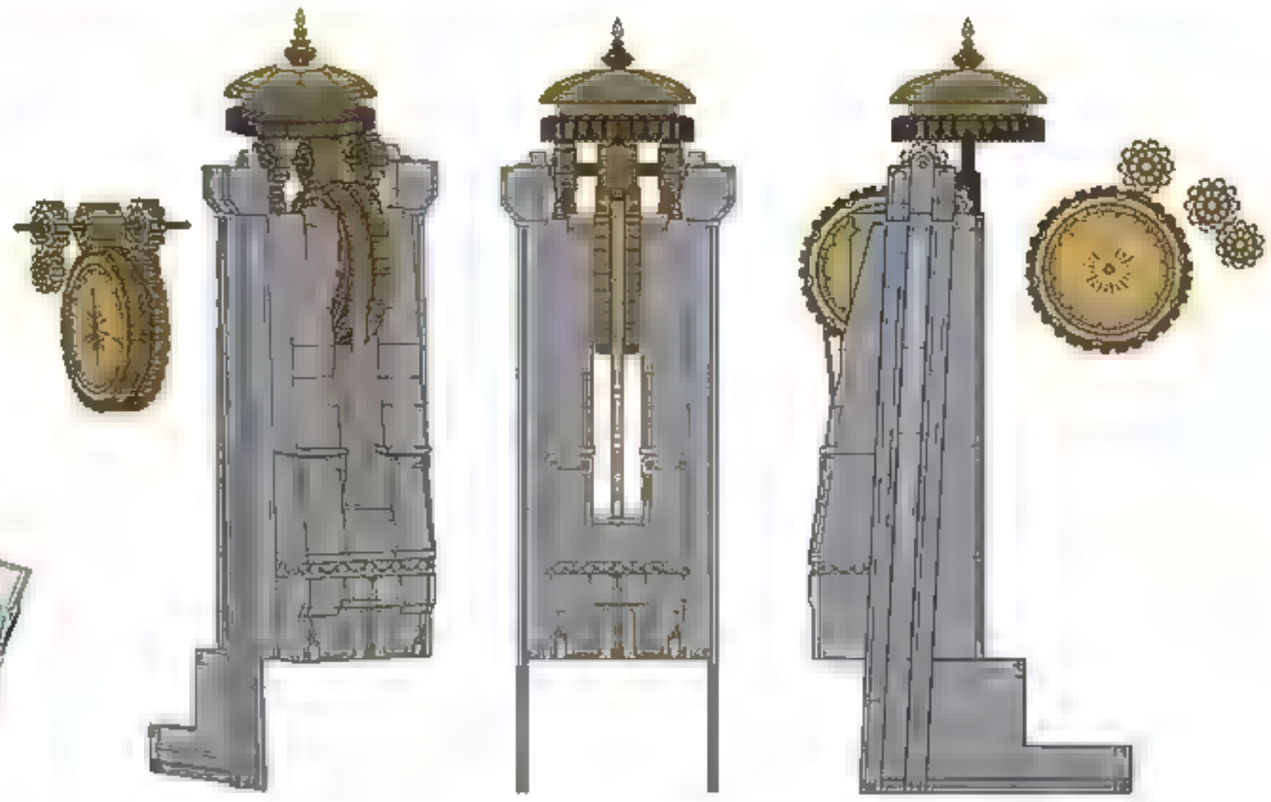


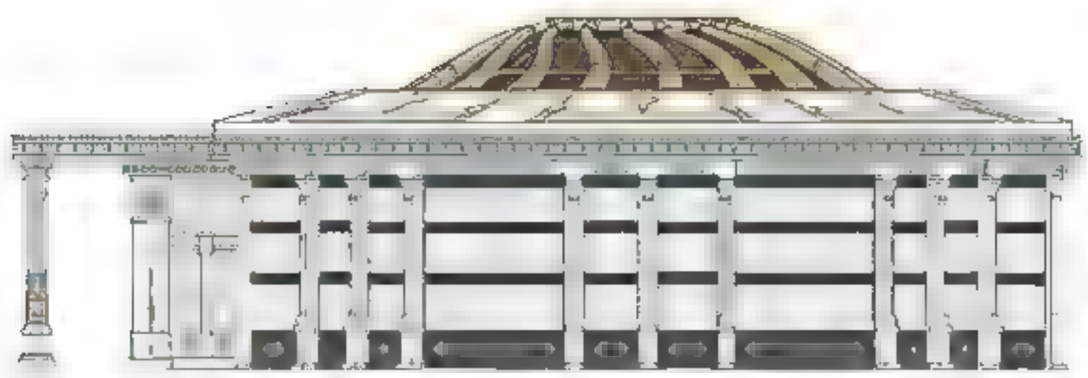


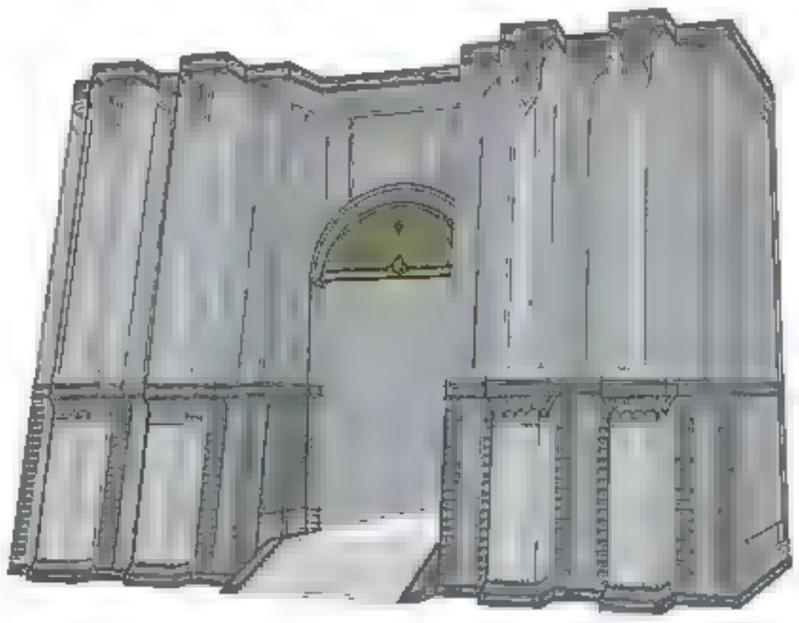


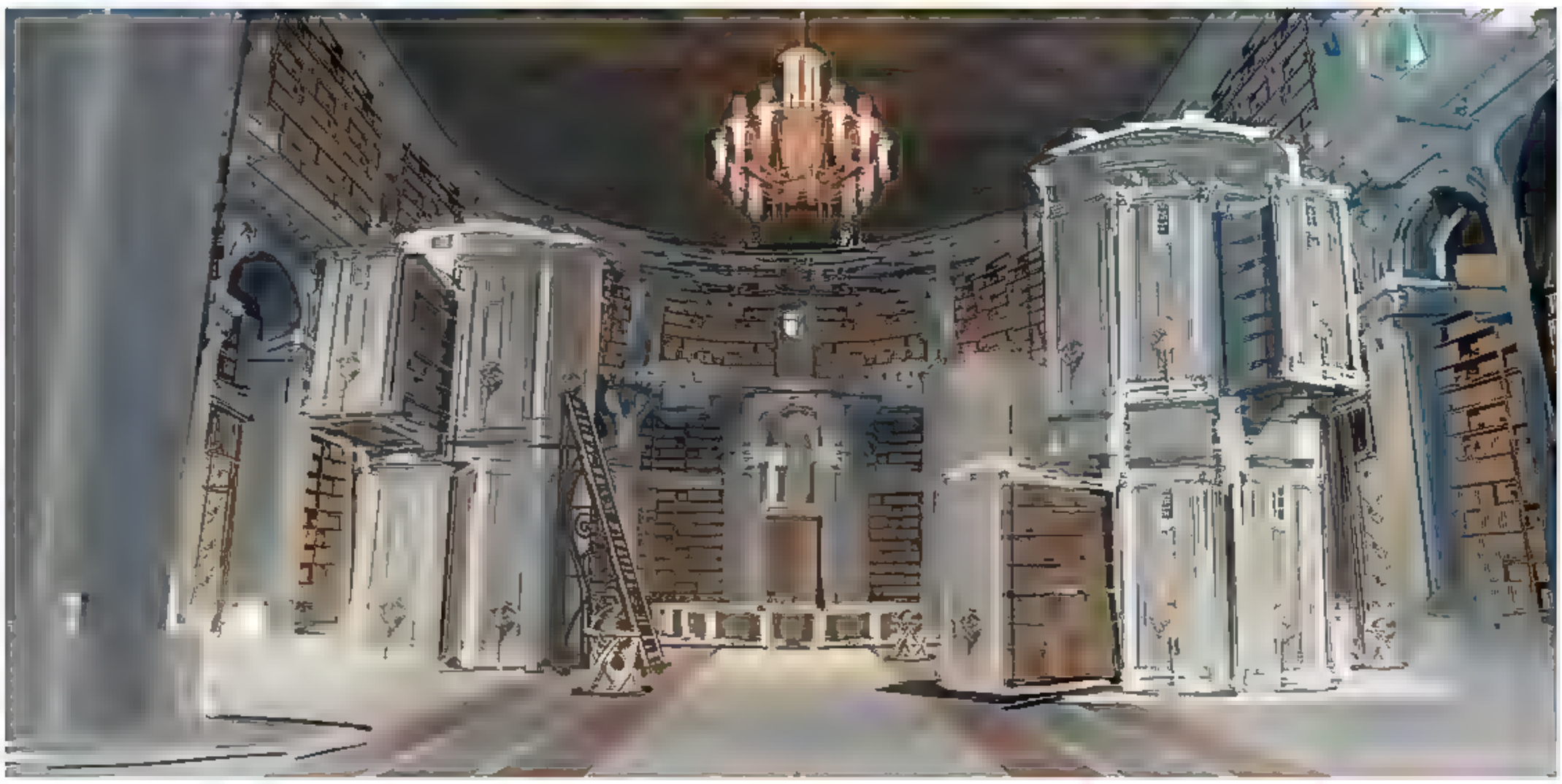


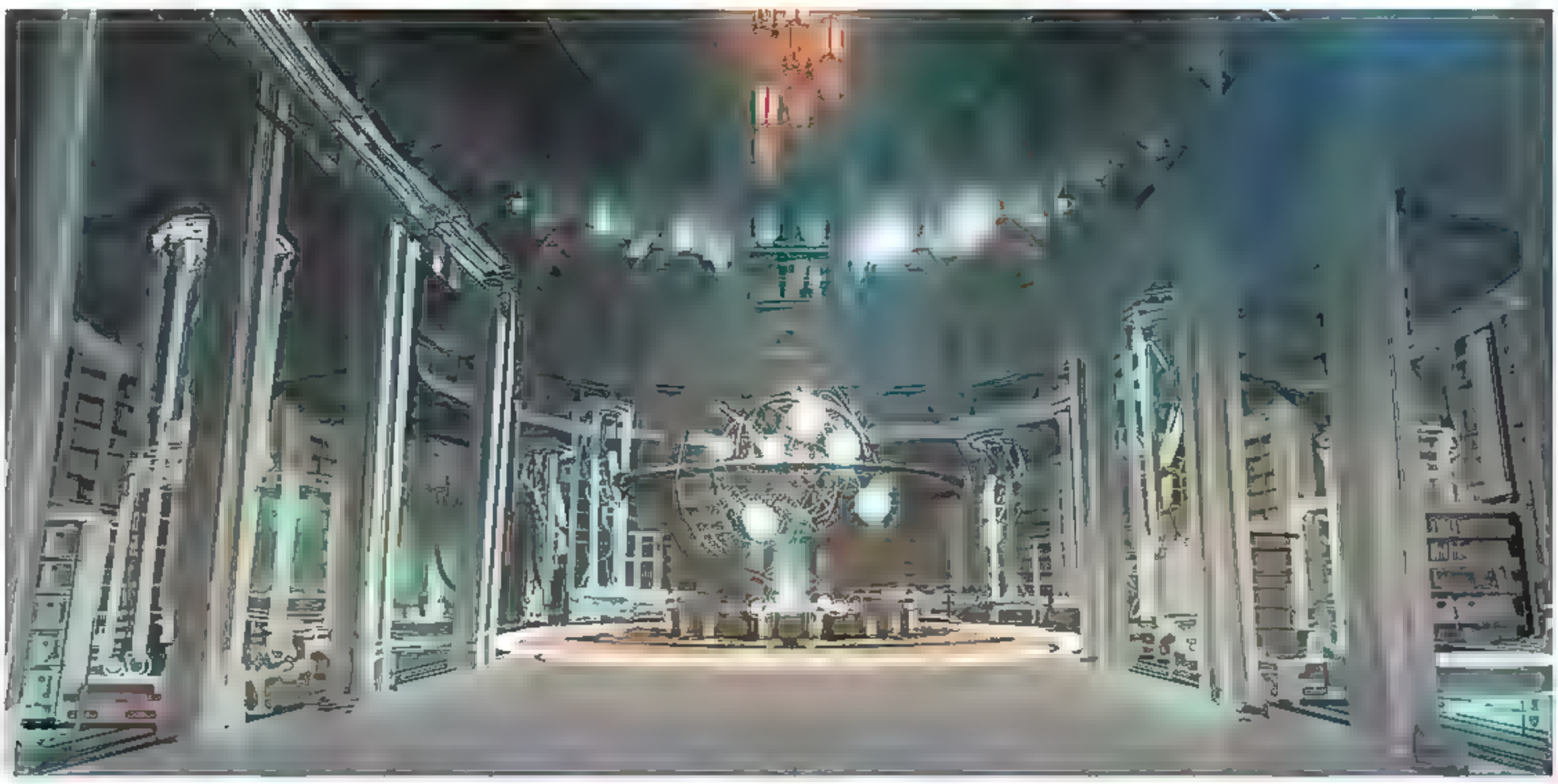


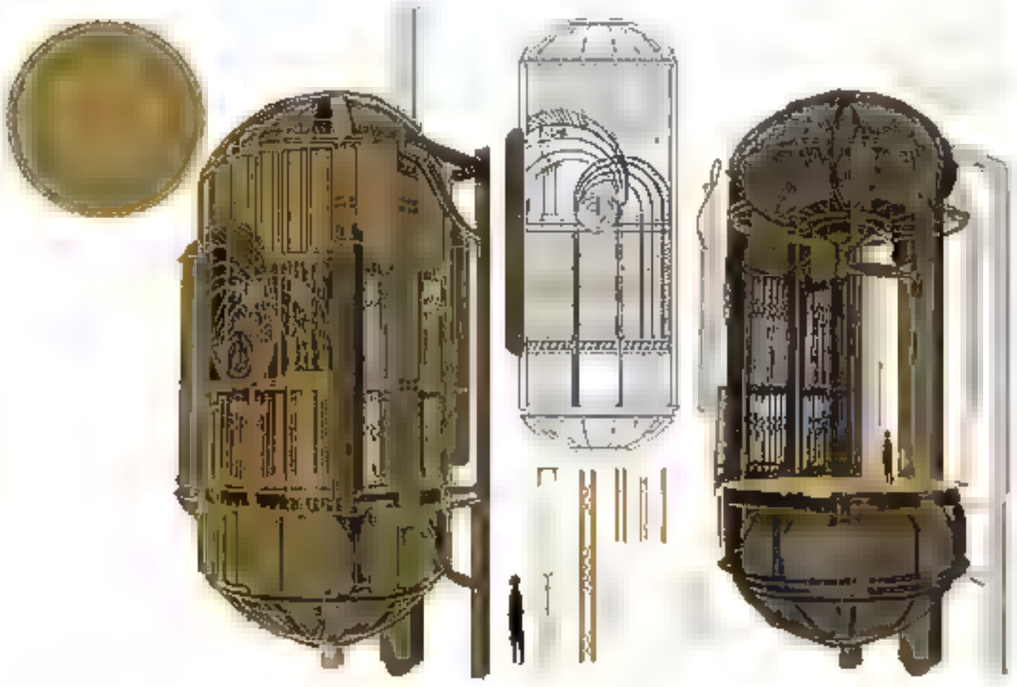


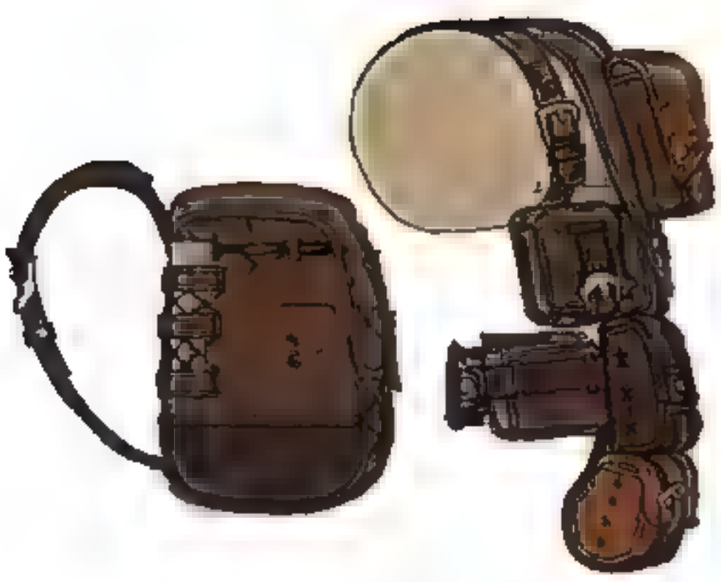


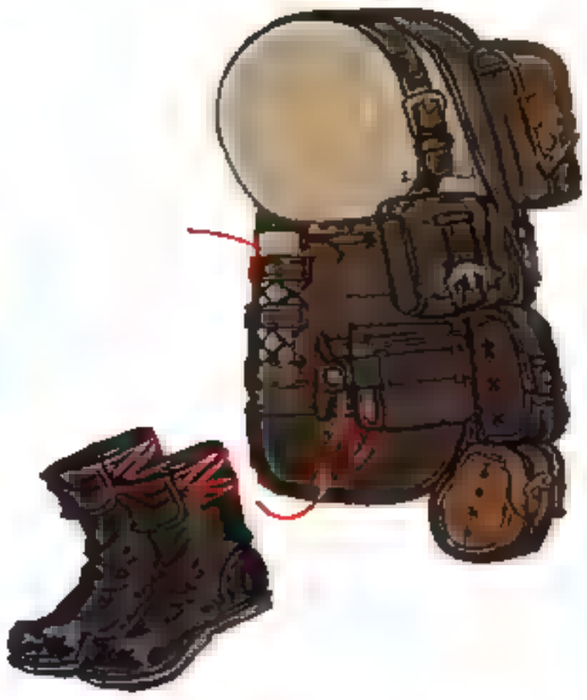


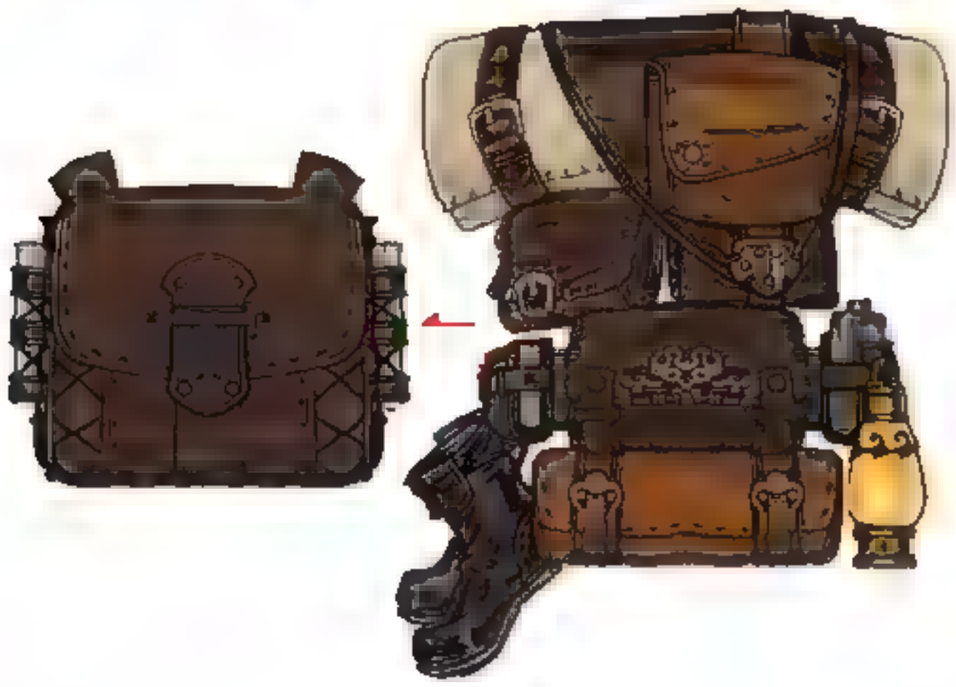


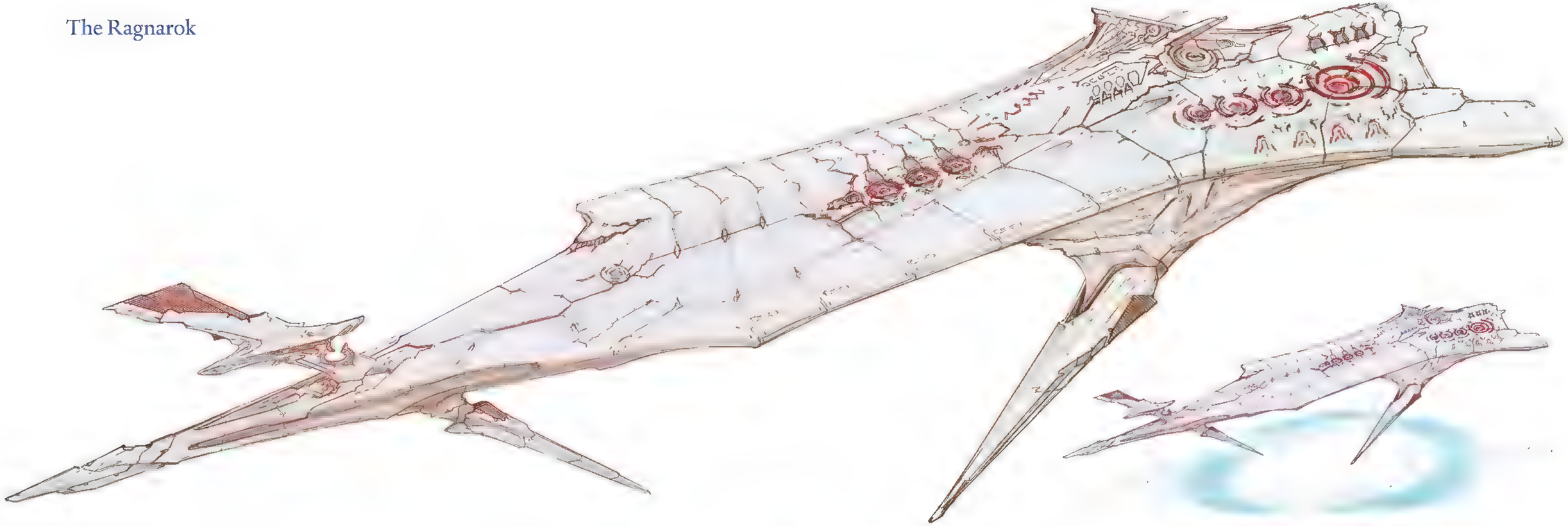


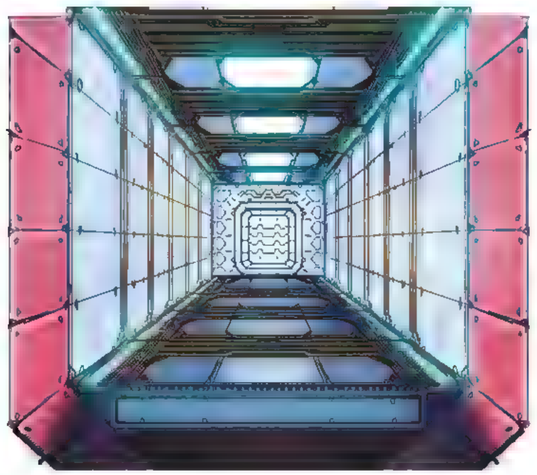


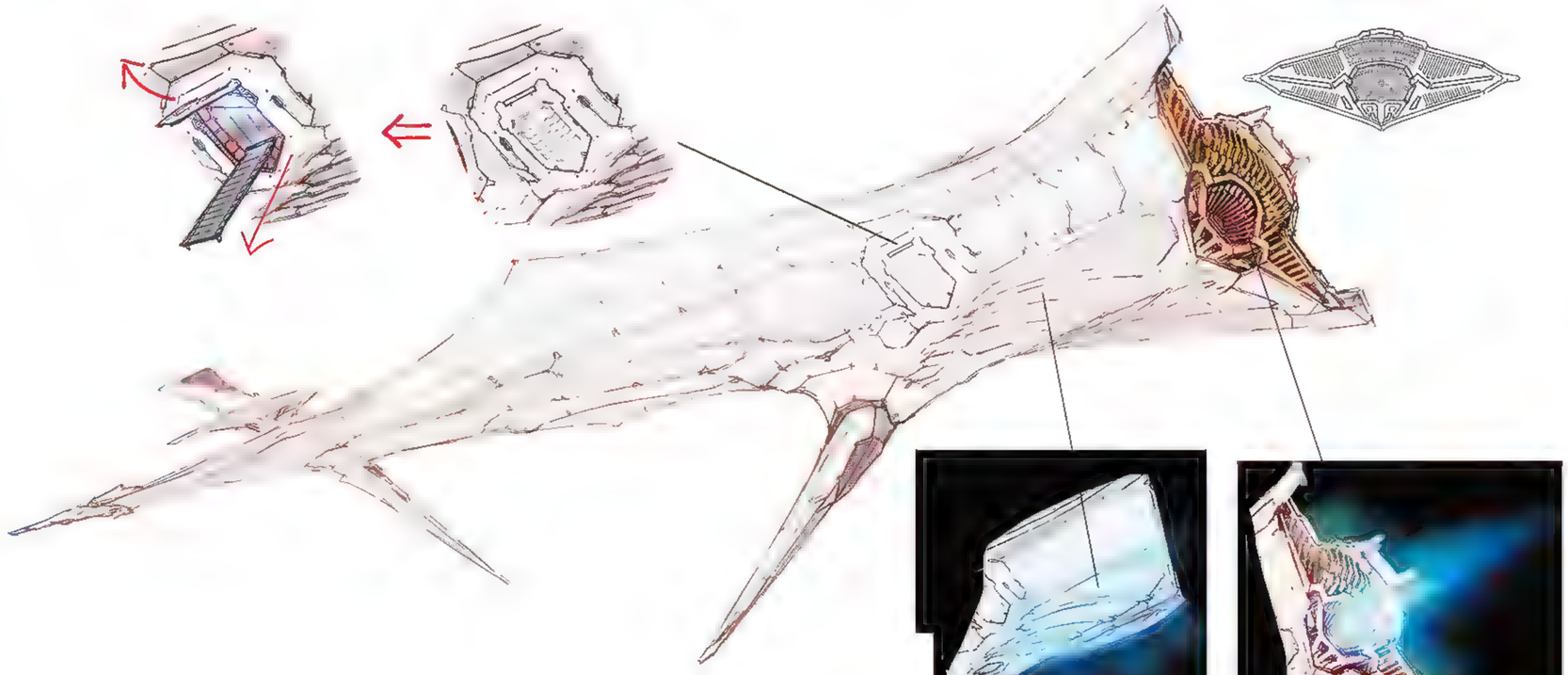










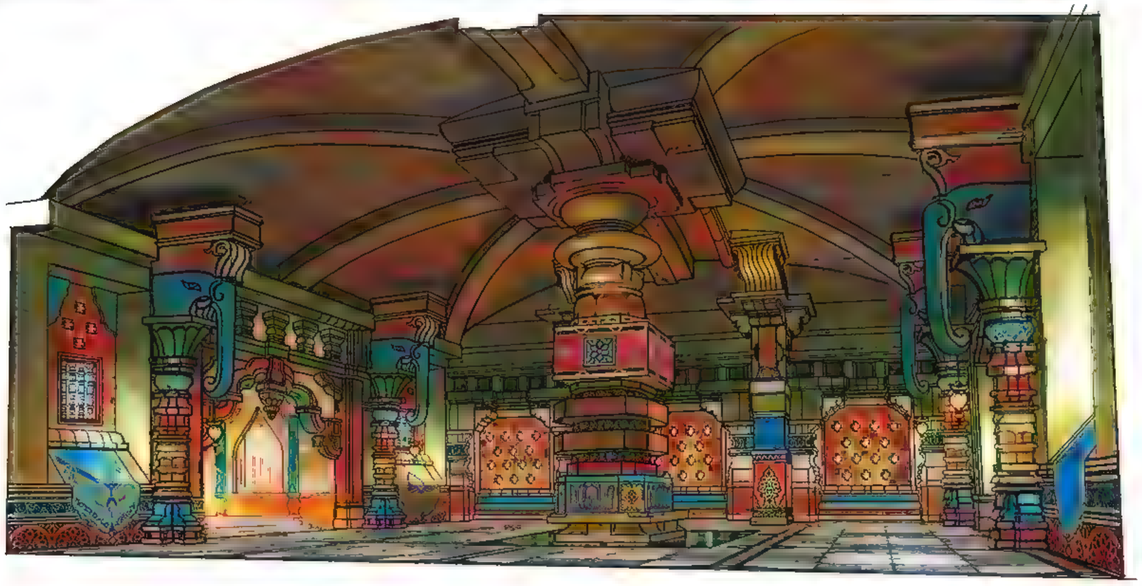


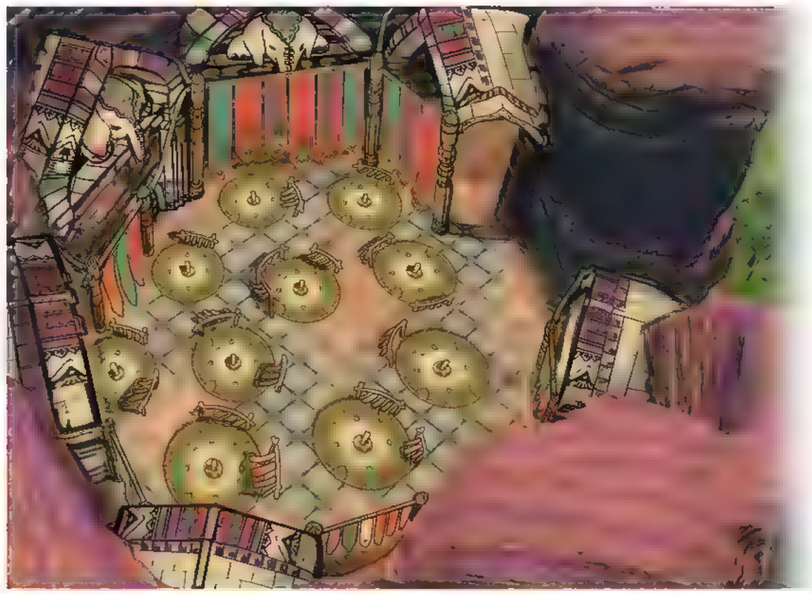
Troll

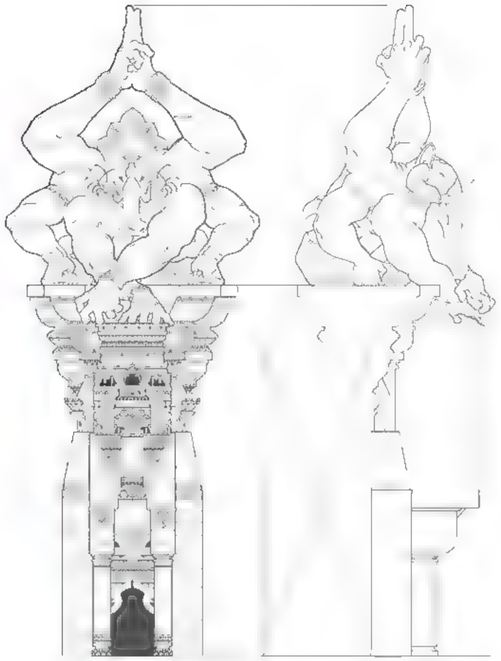
Genomos

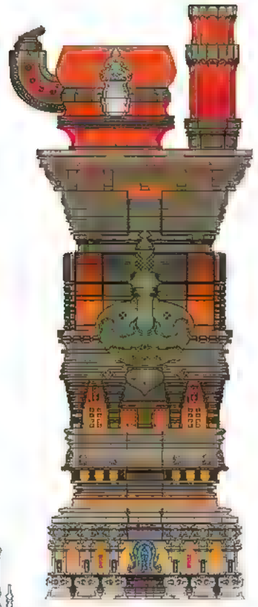
Caribou

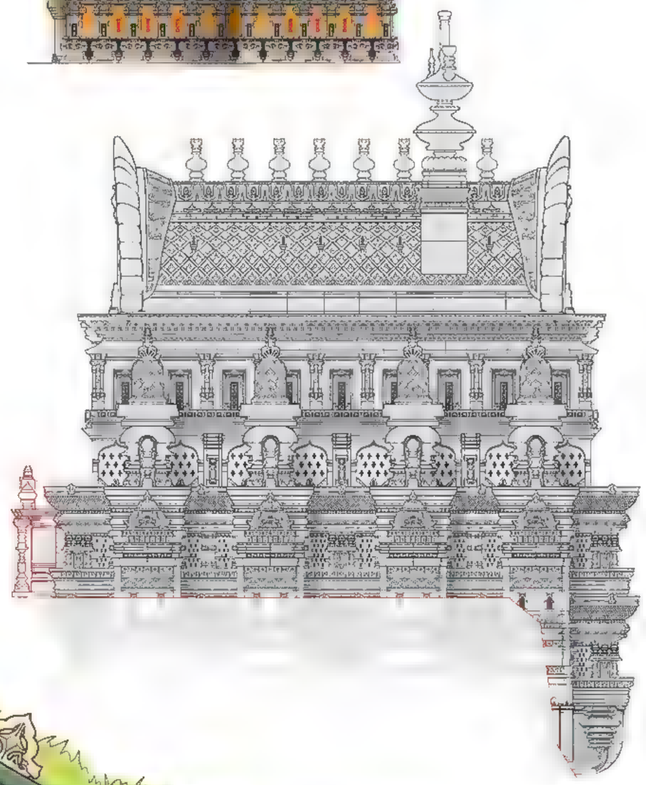
Thavnair

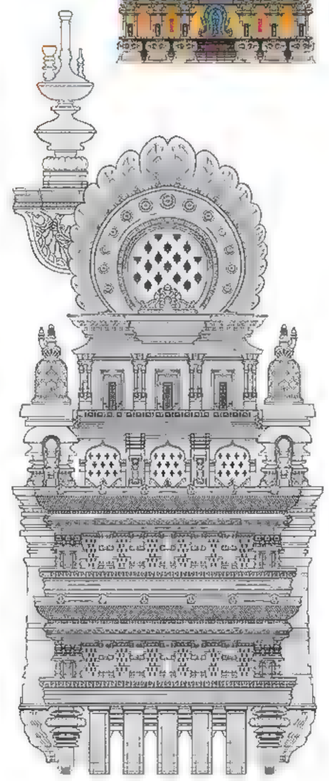


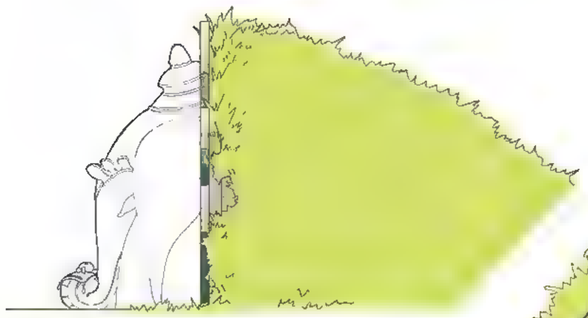


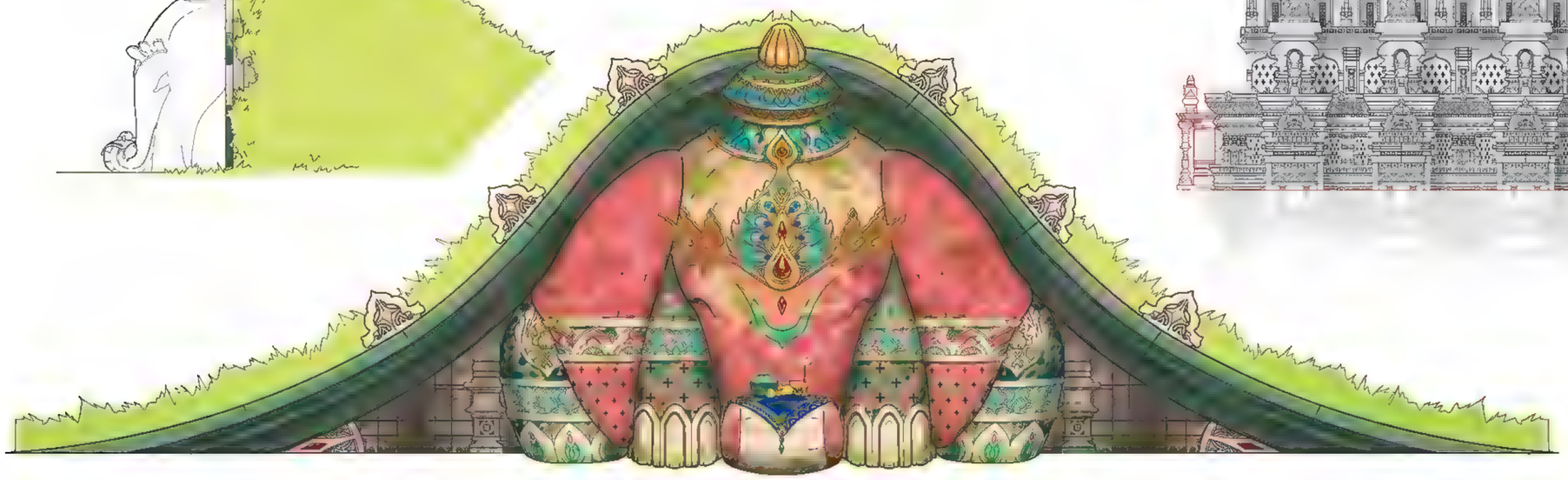


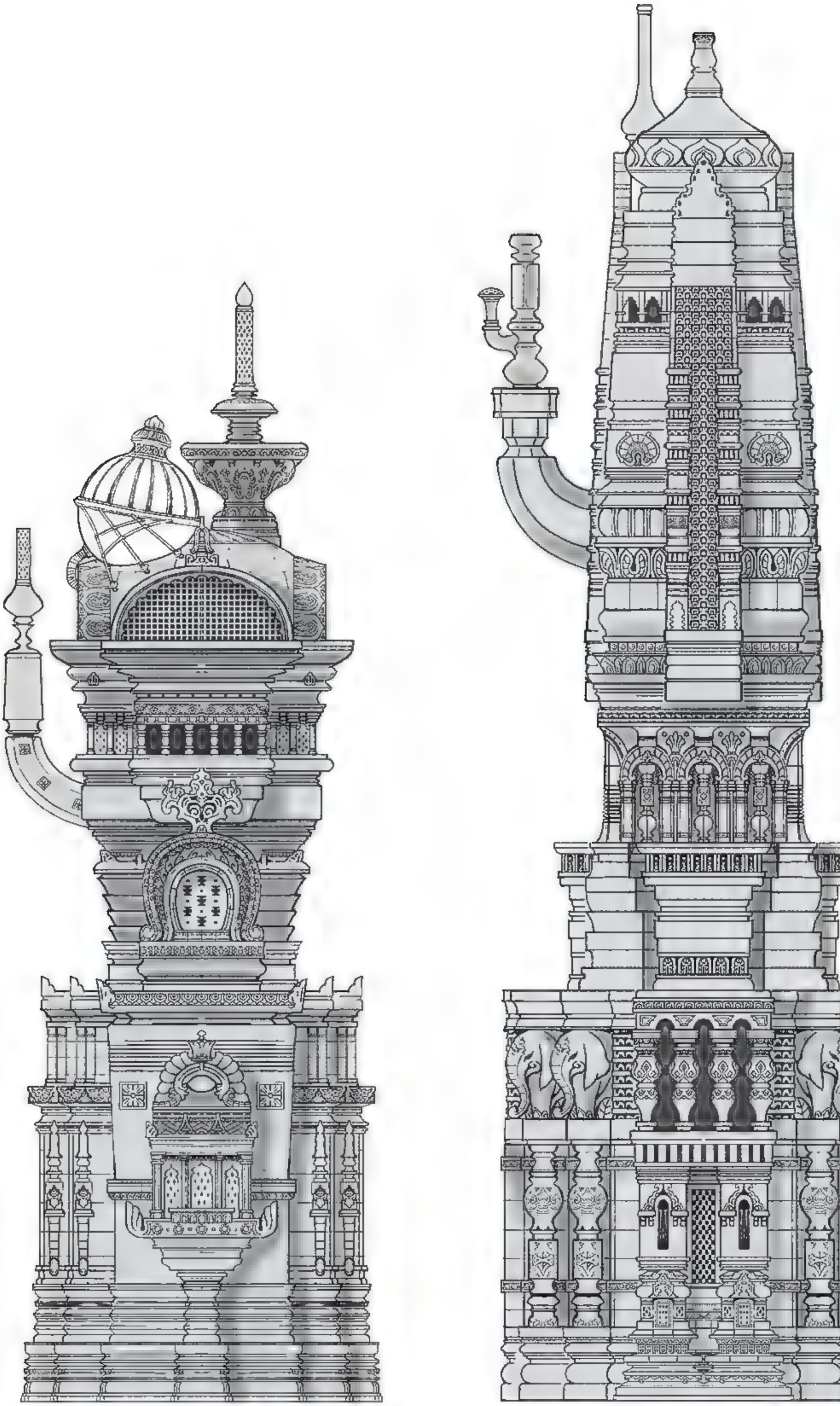


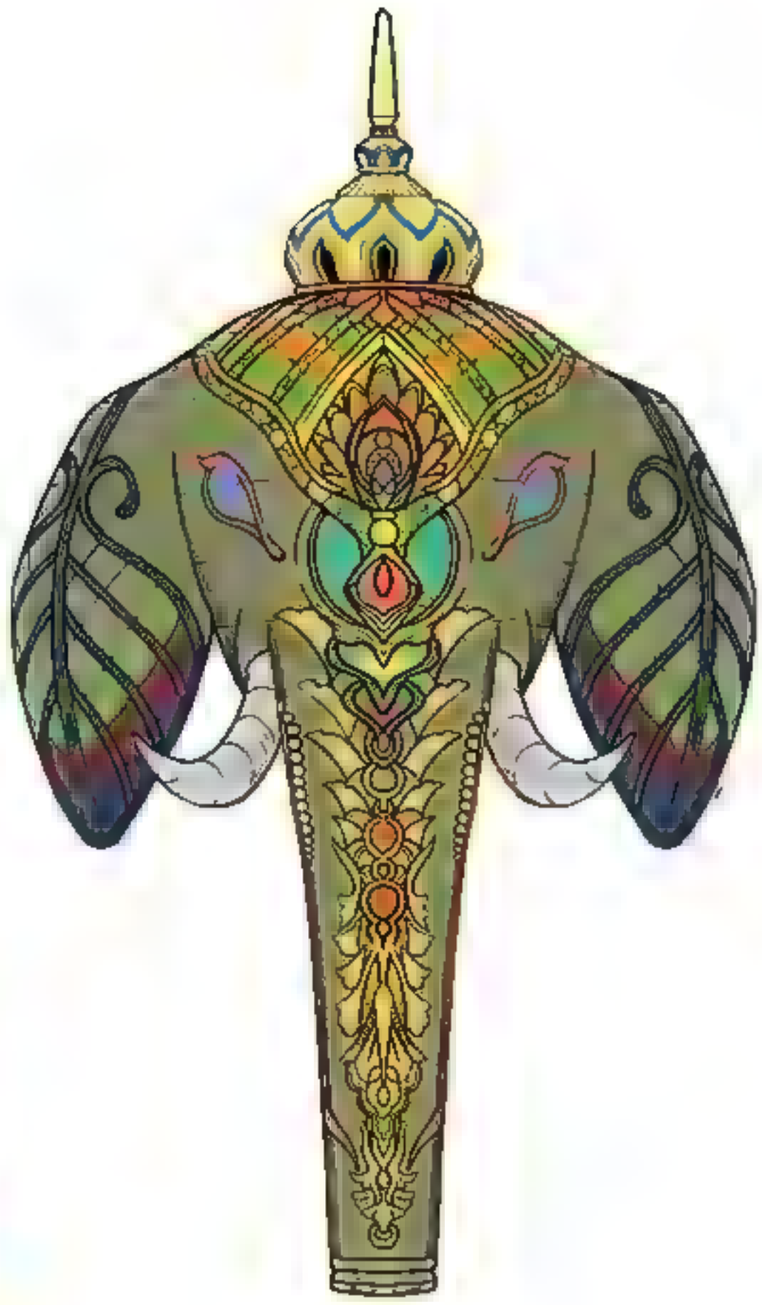


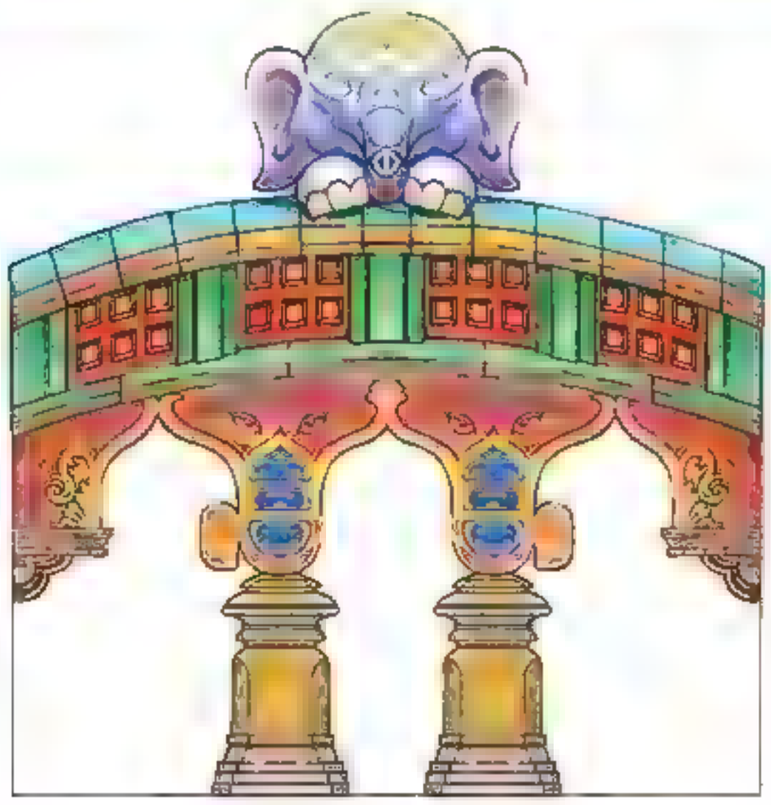


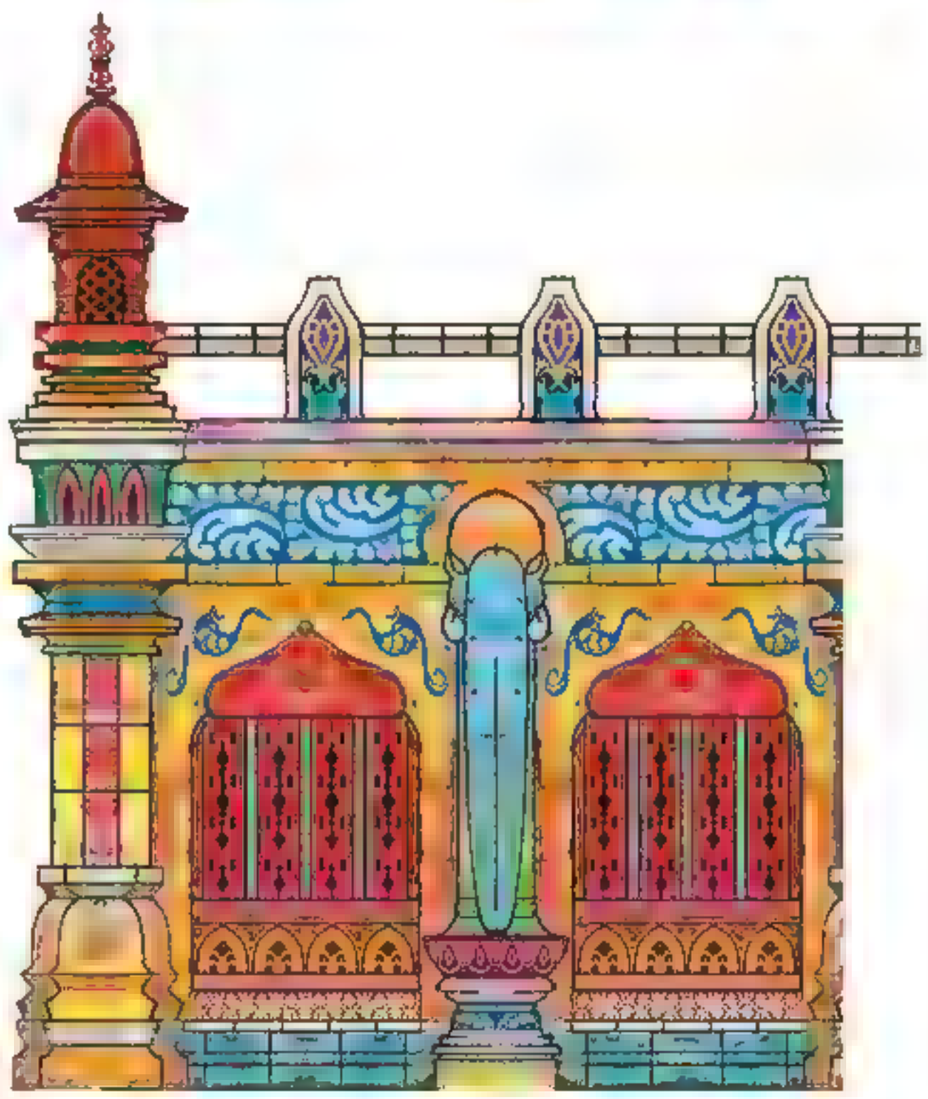


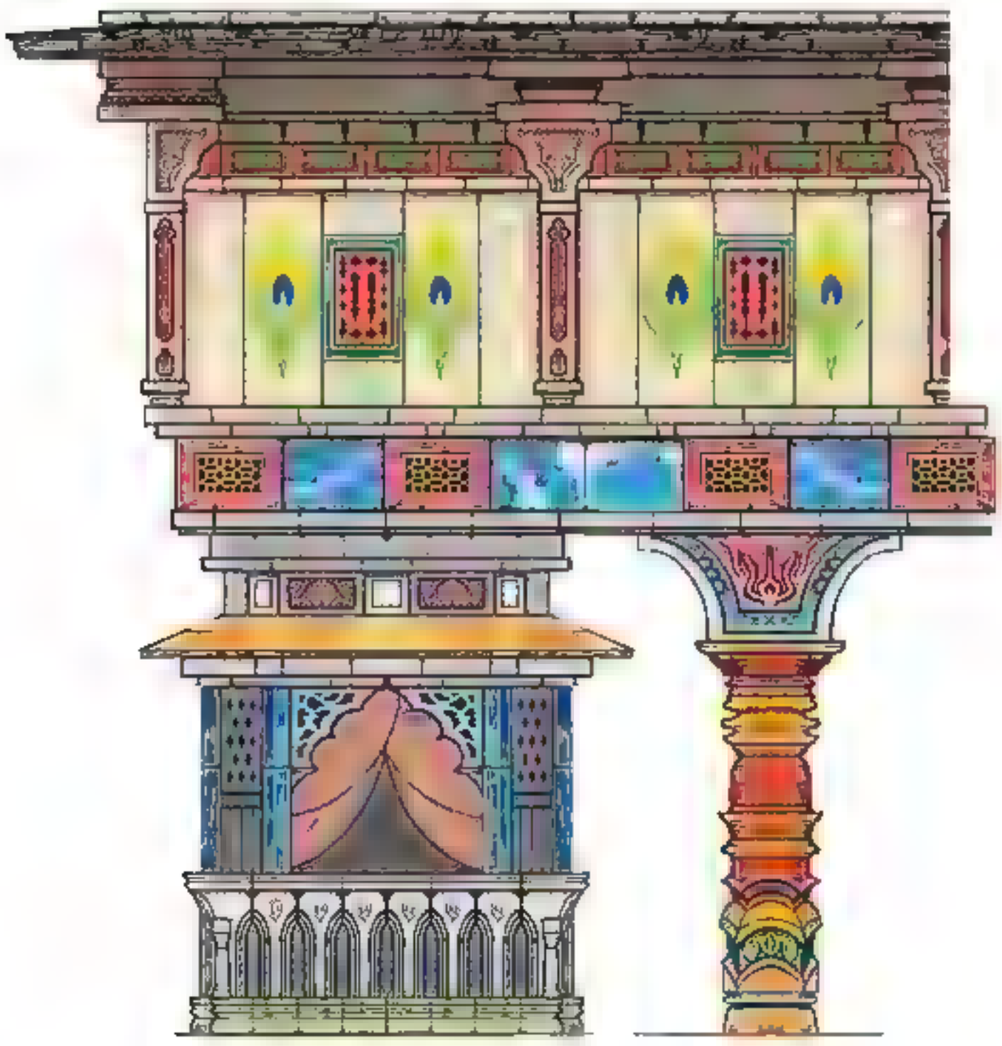


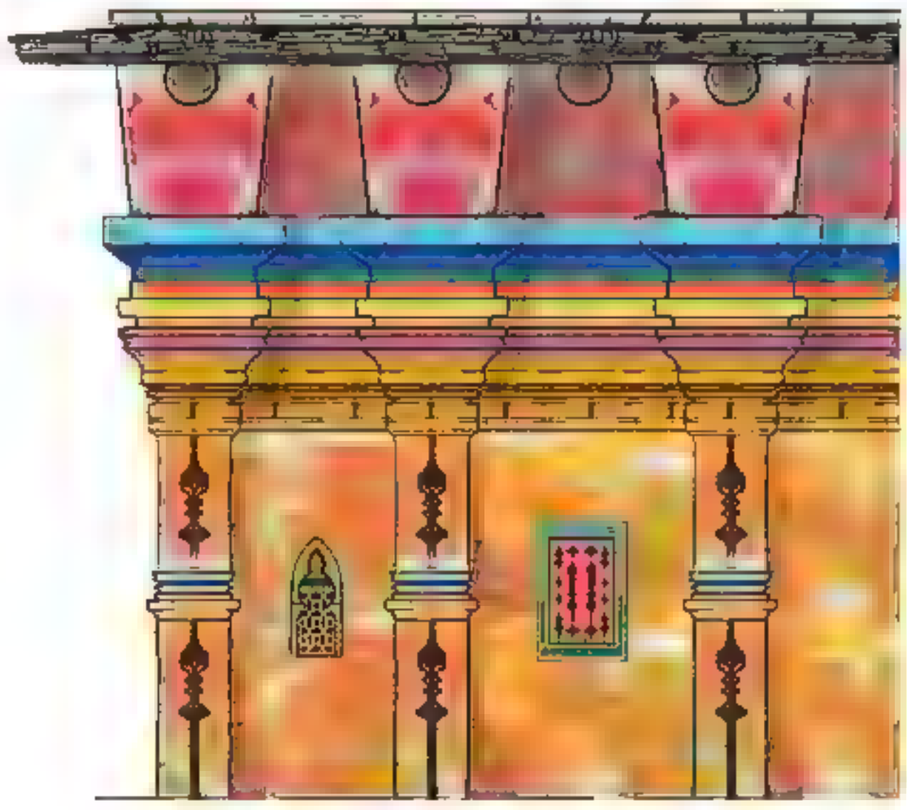


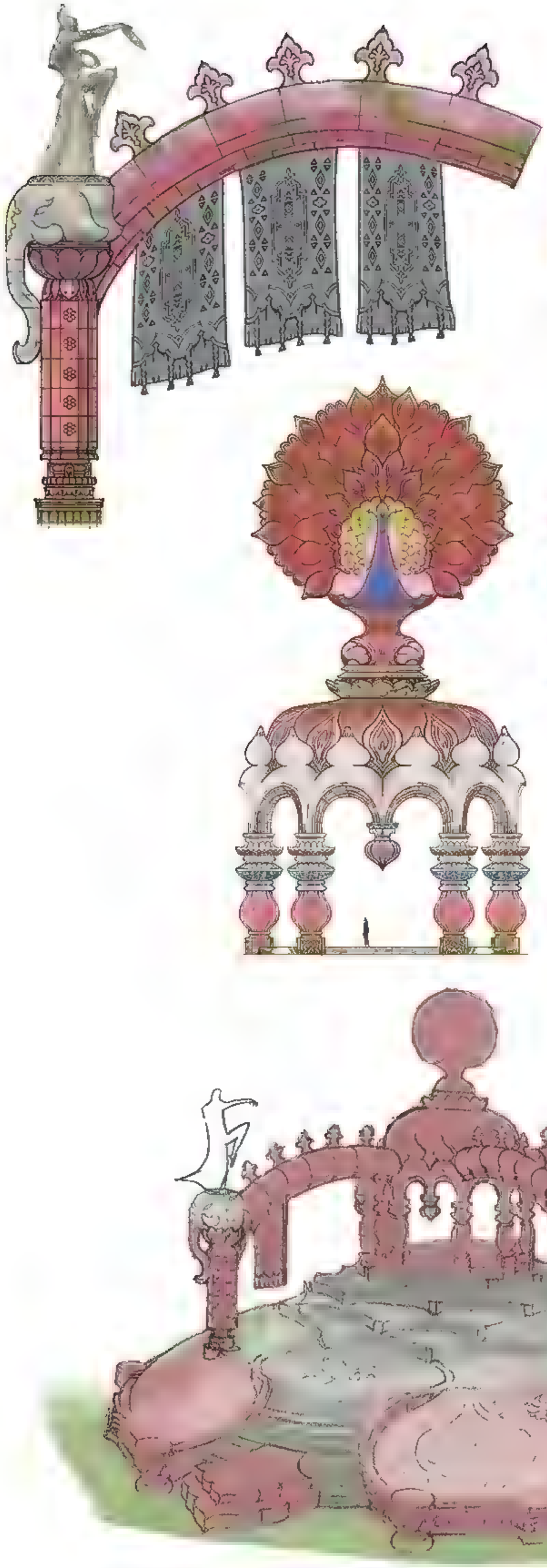


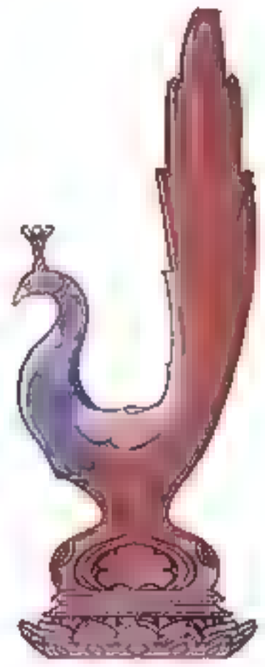


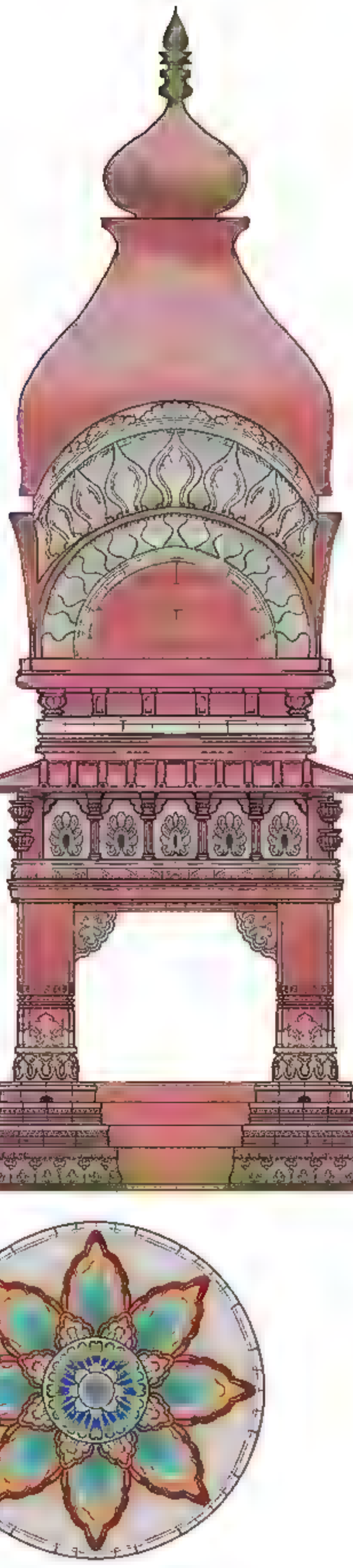


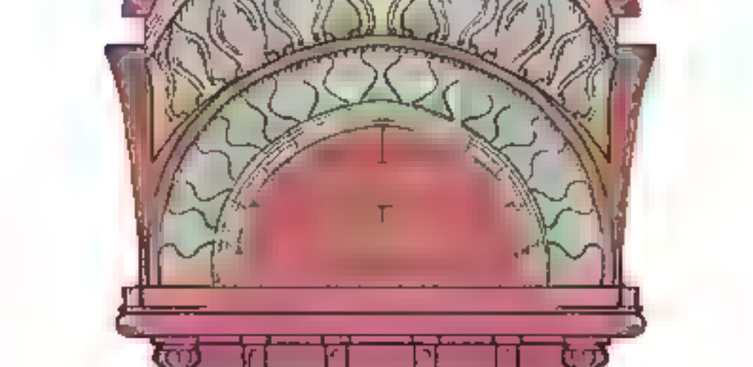


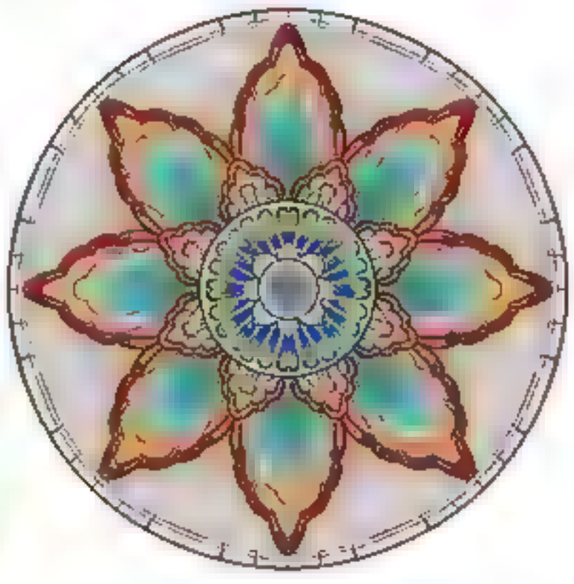


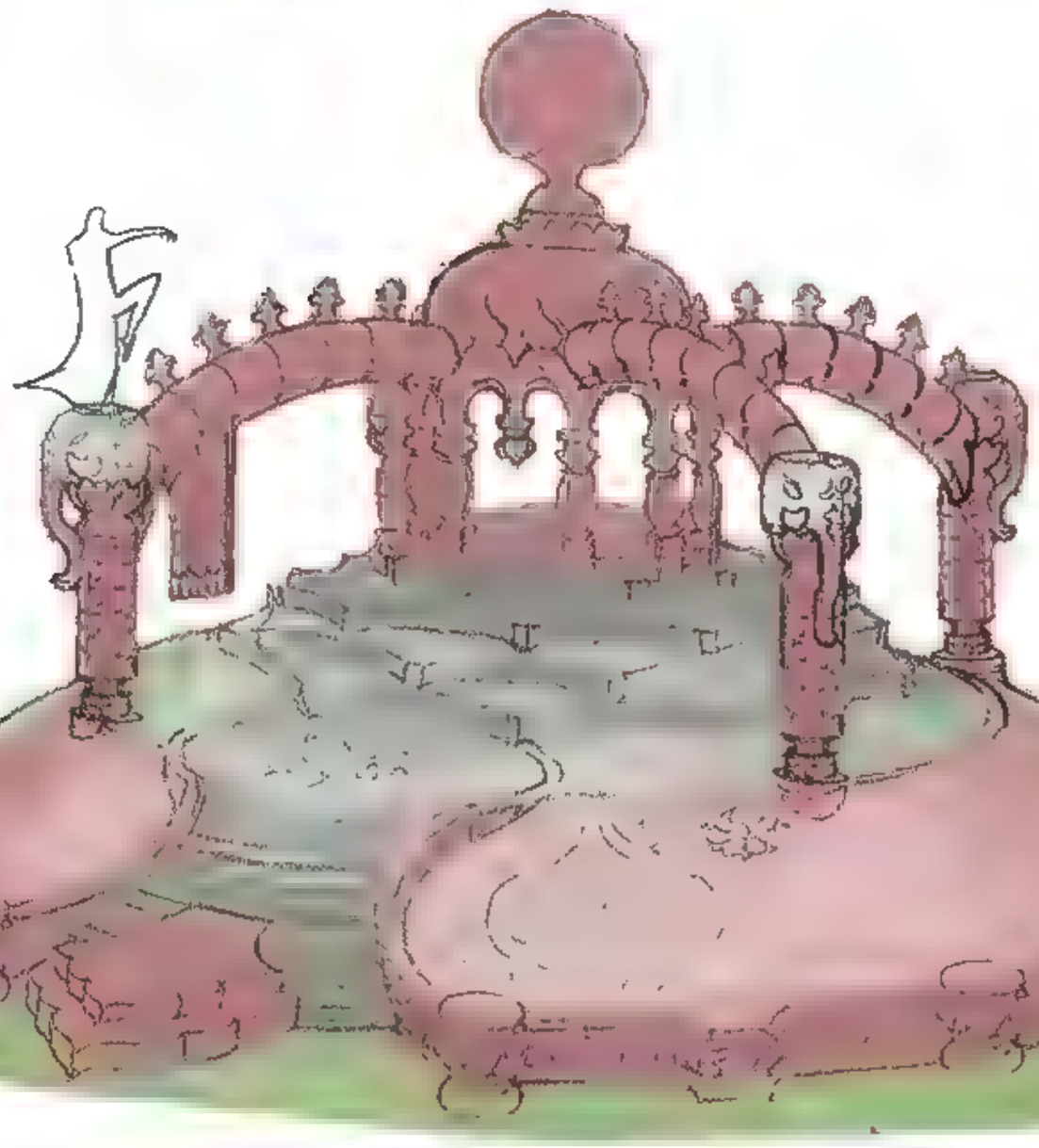


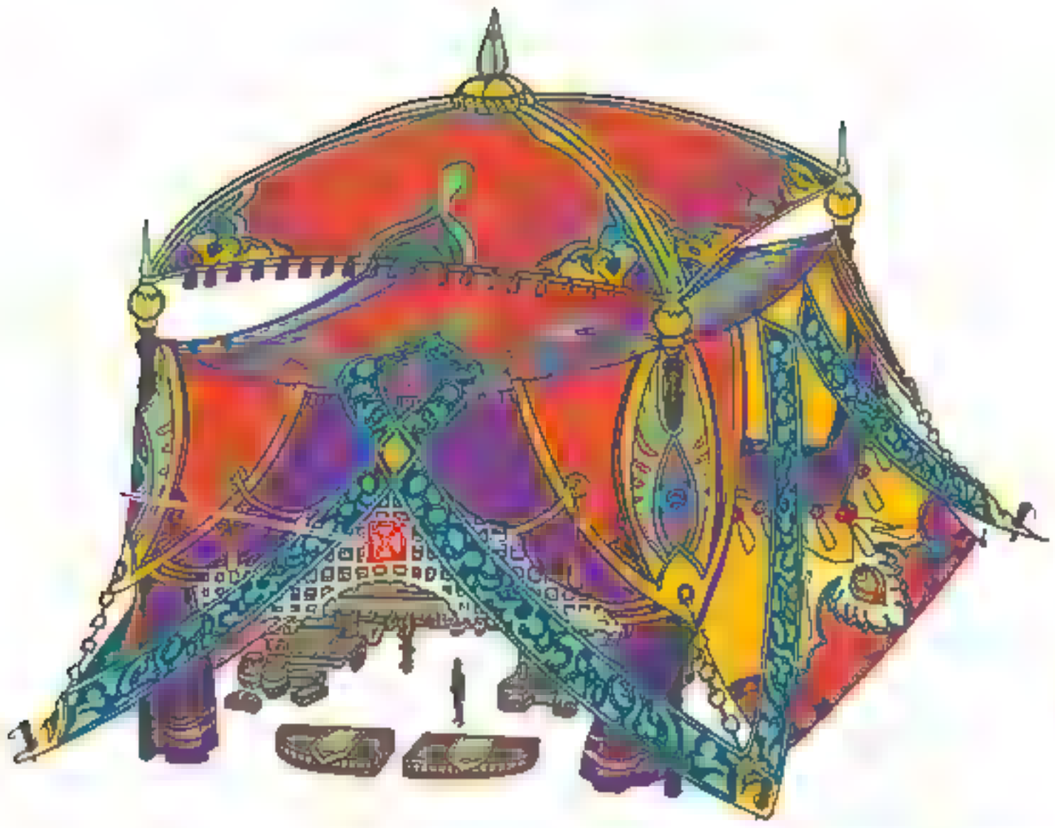


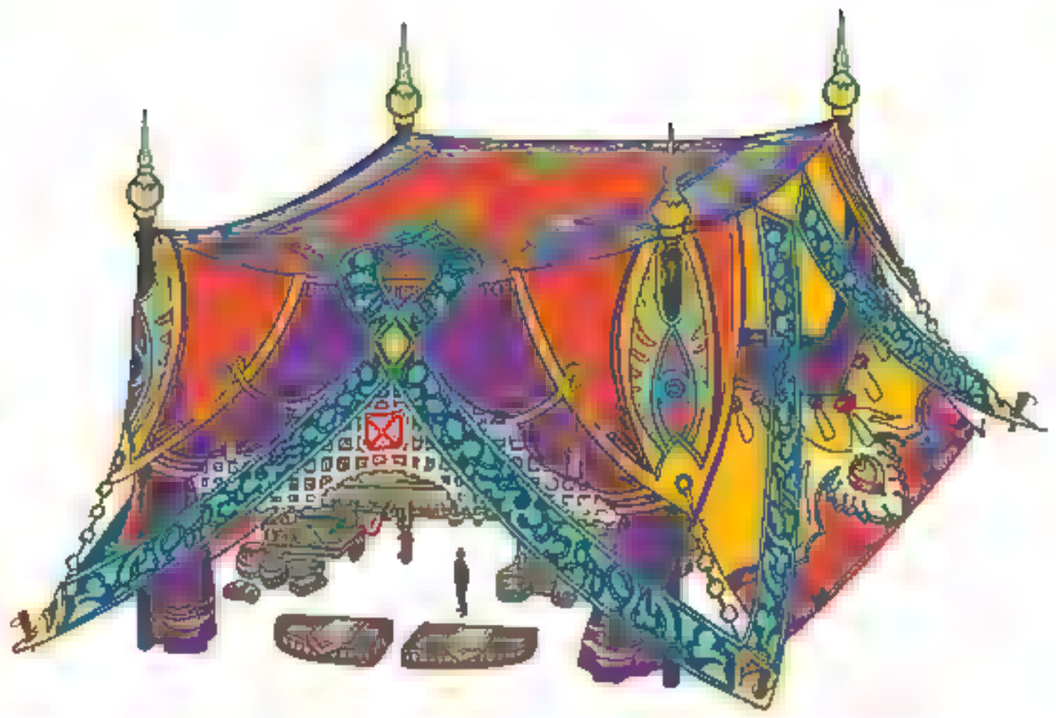


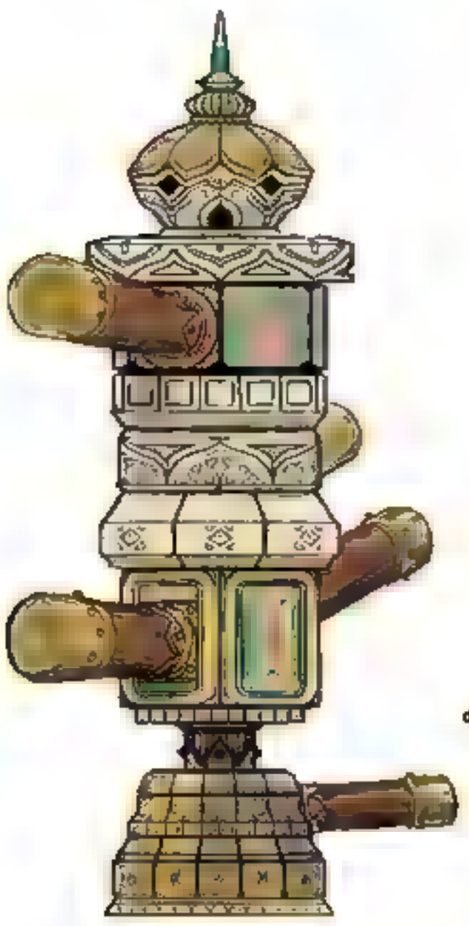


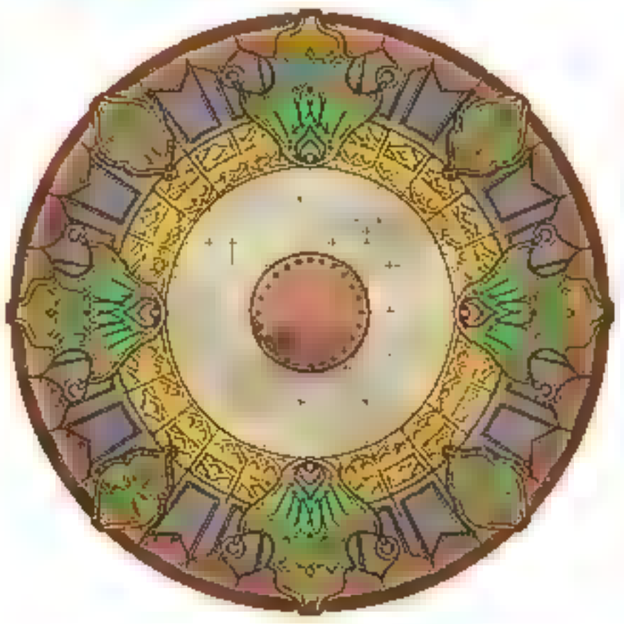


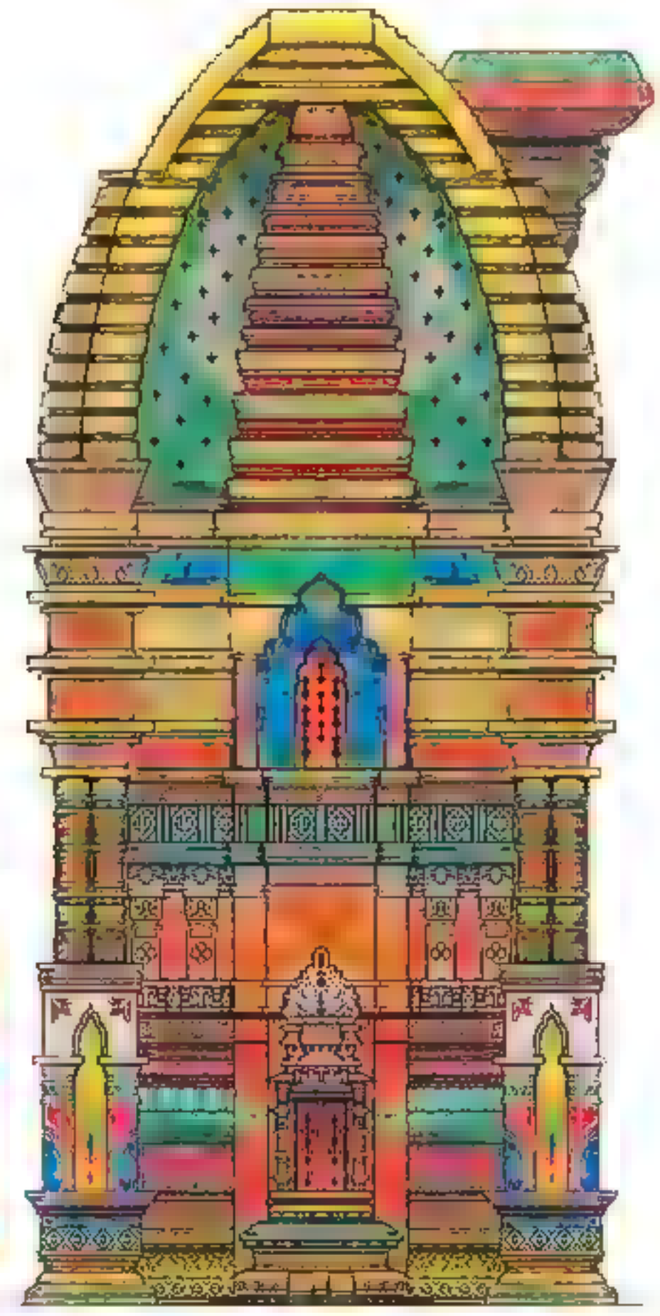


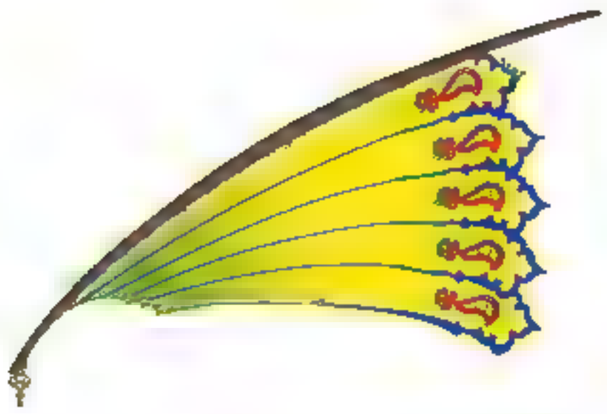


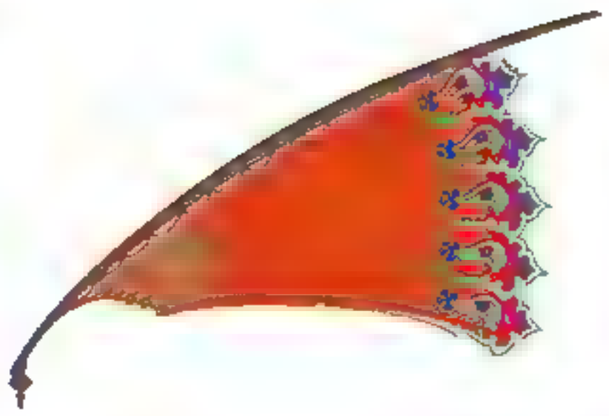


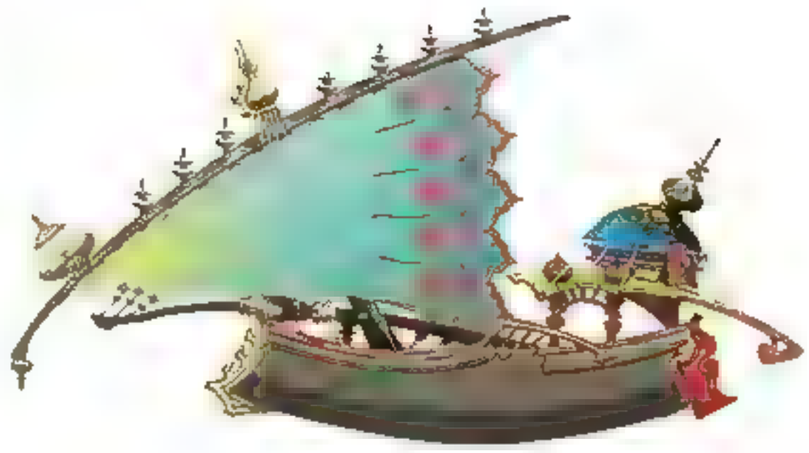


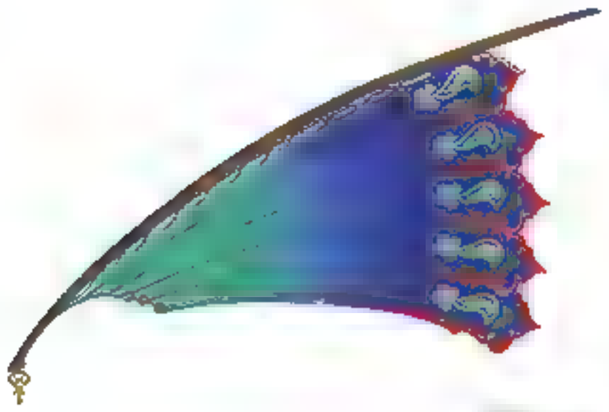


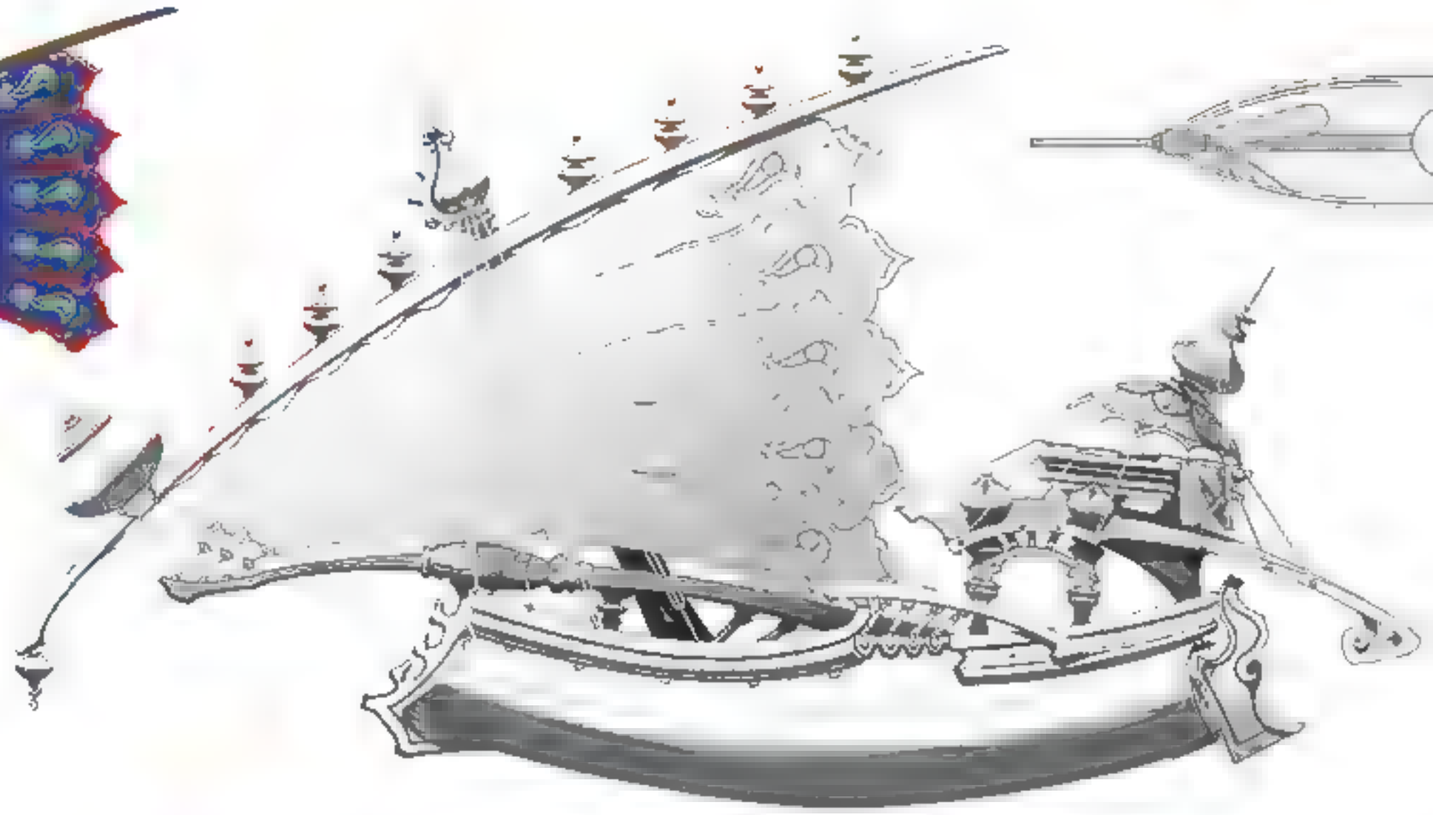


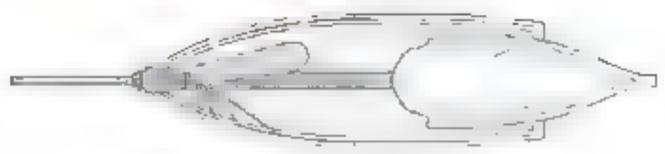


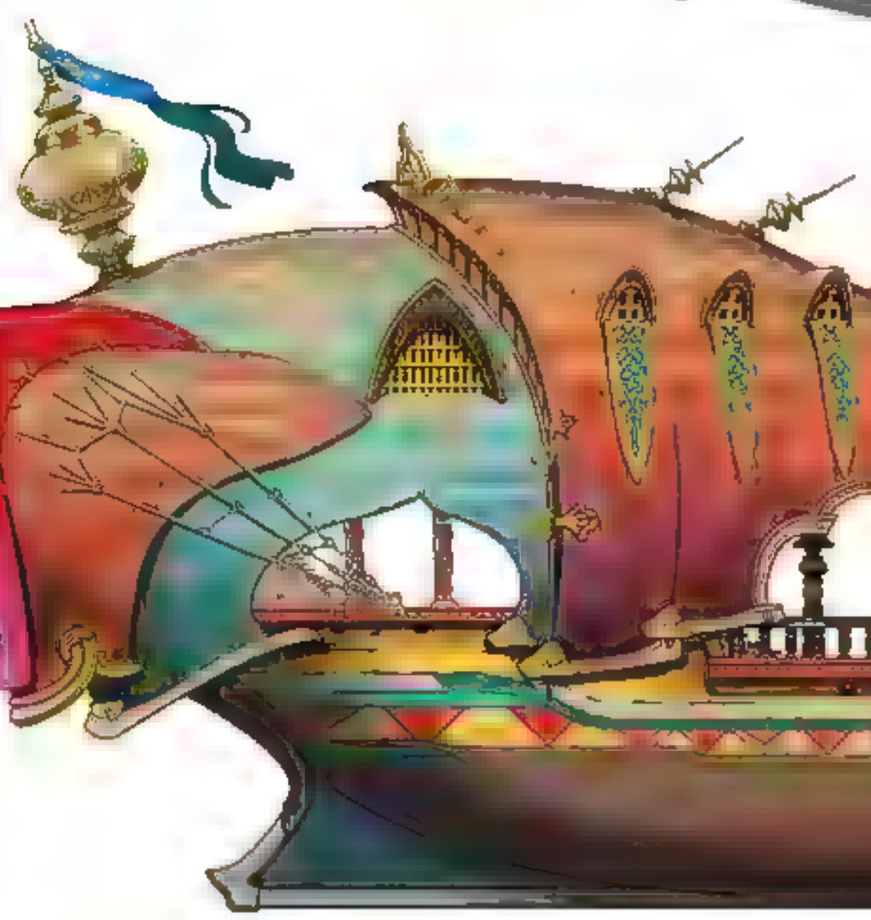


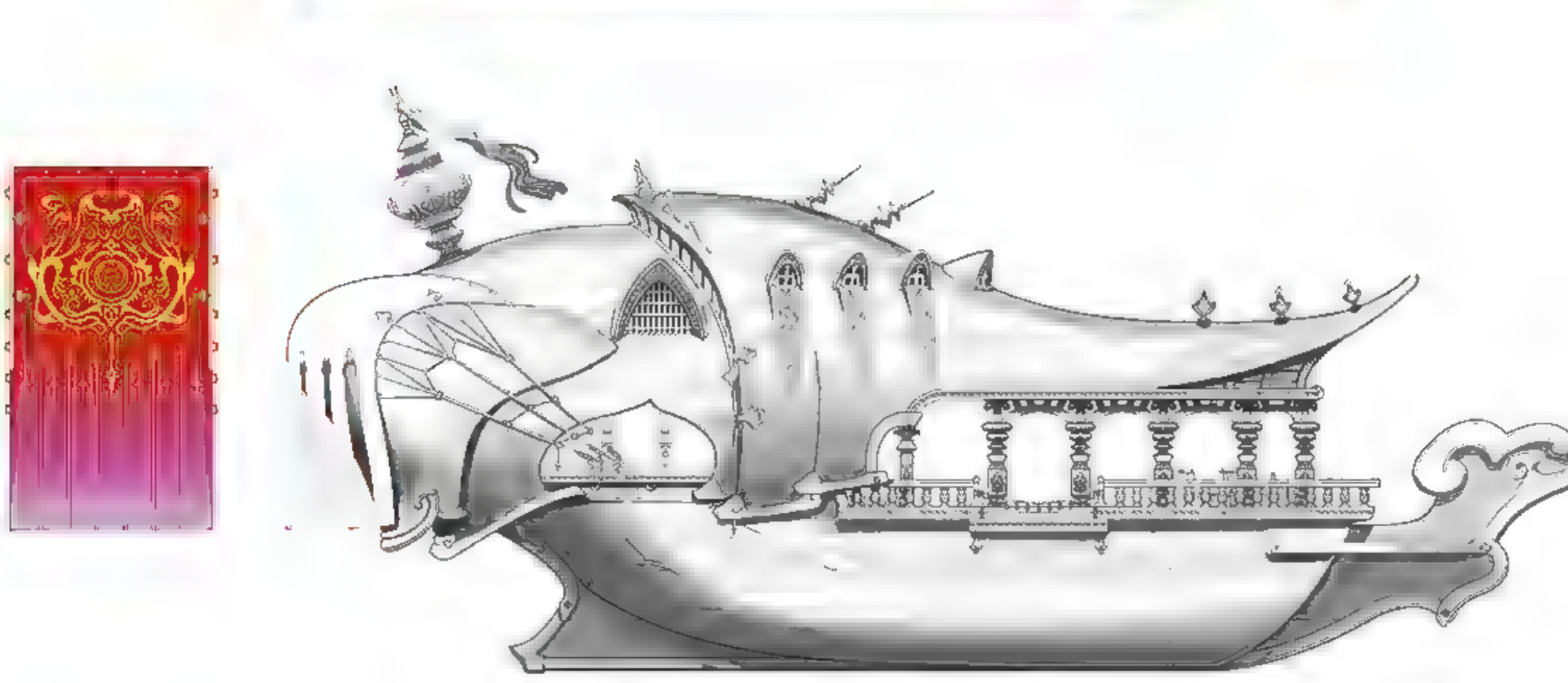








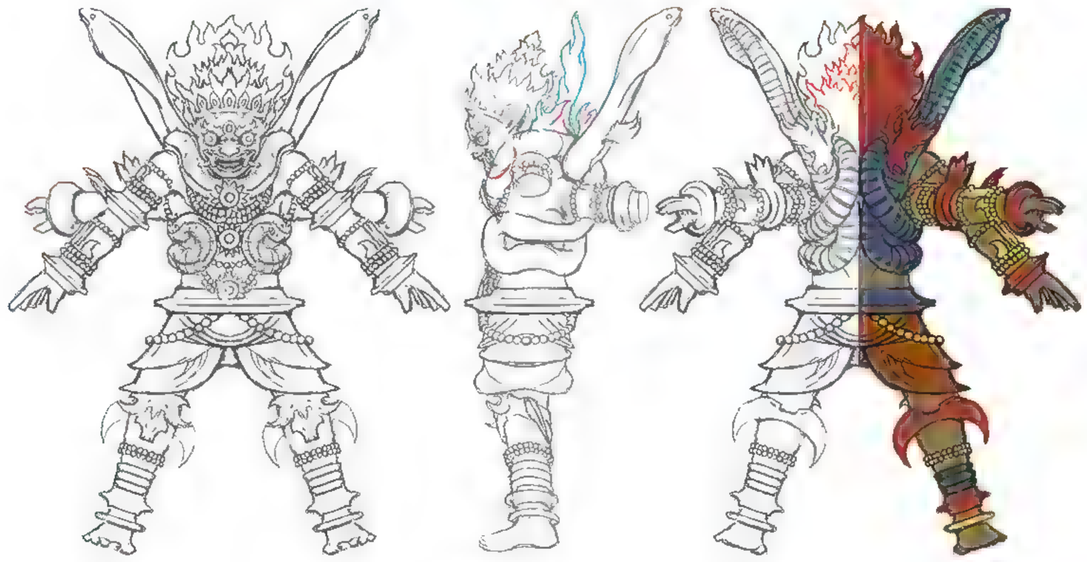


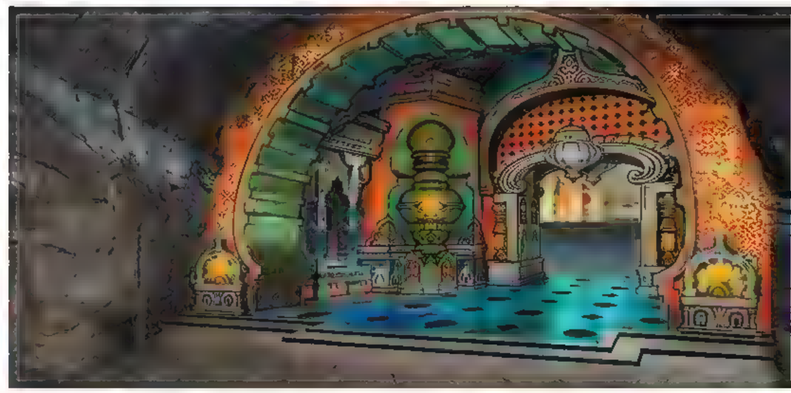


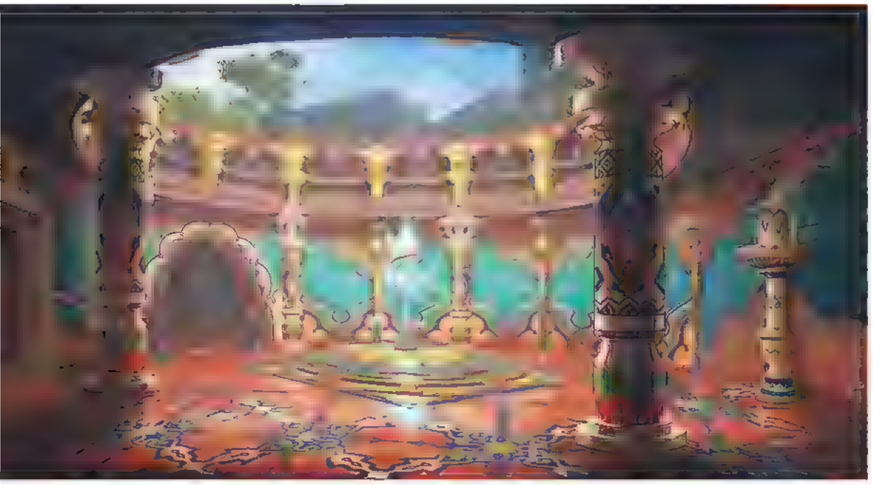
Arkasodara

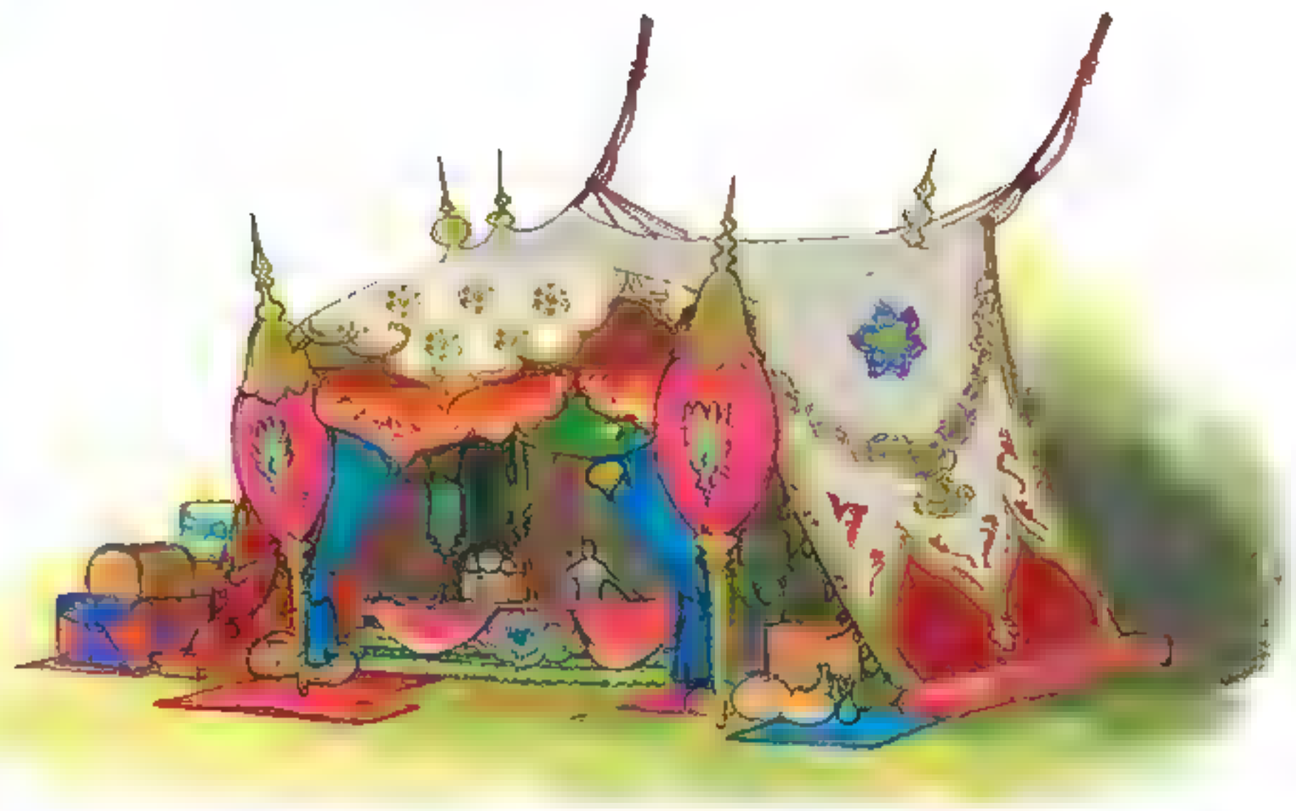
Vajralangula

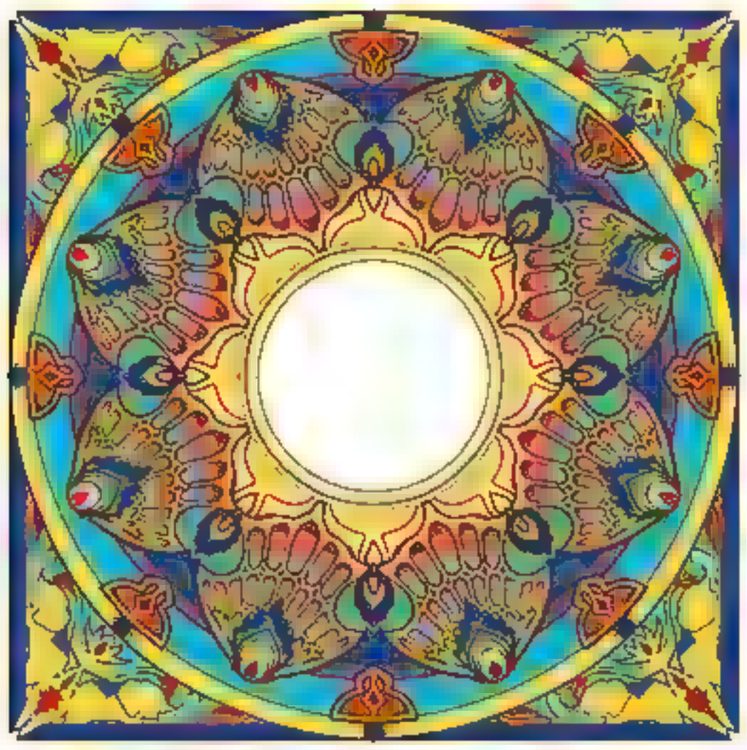
Daivadipa

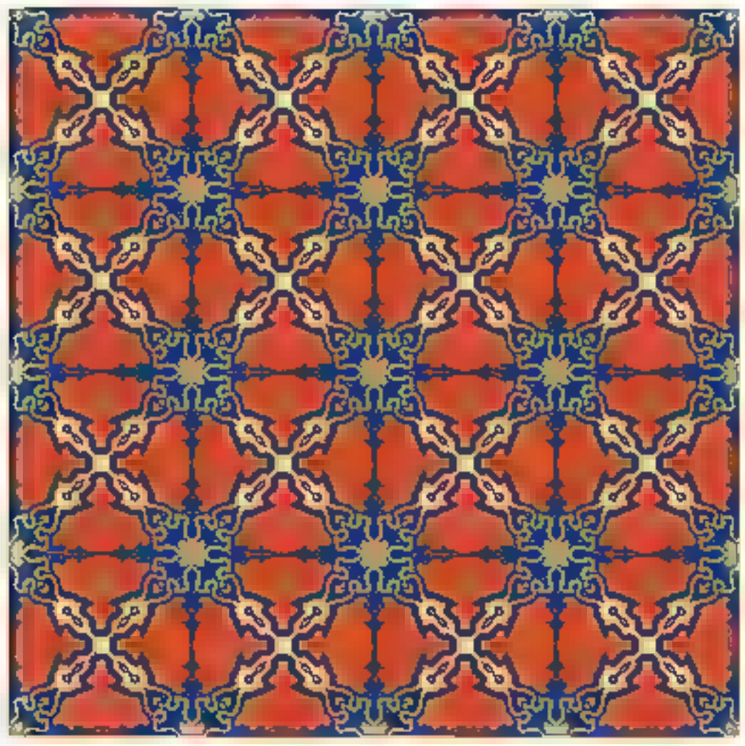


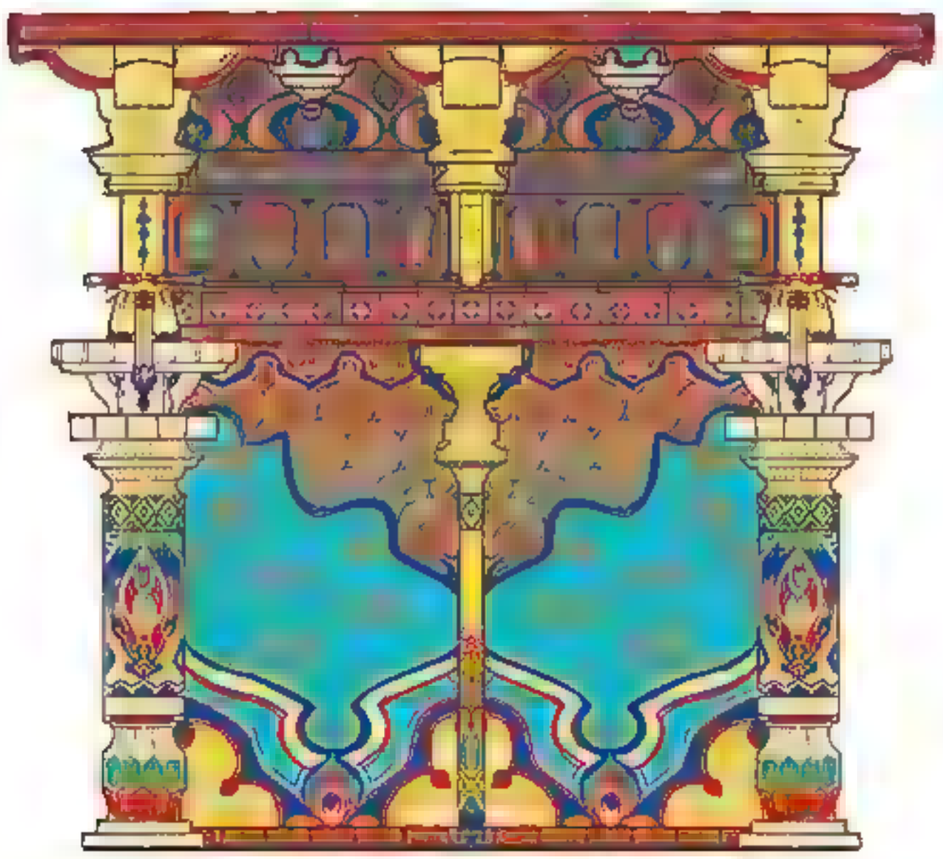


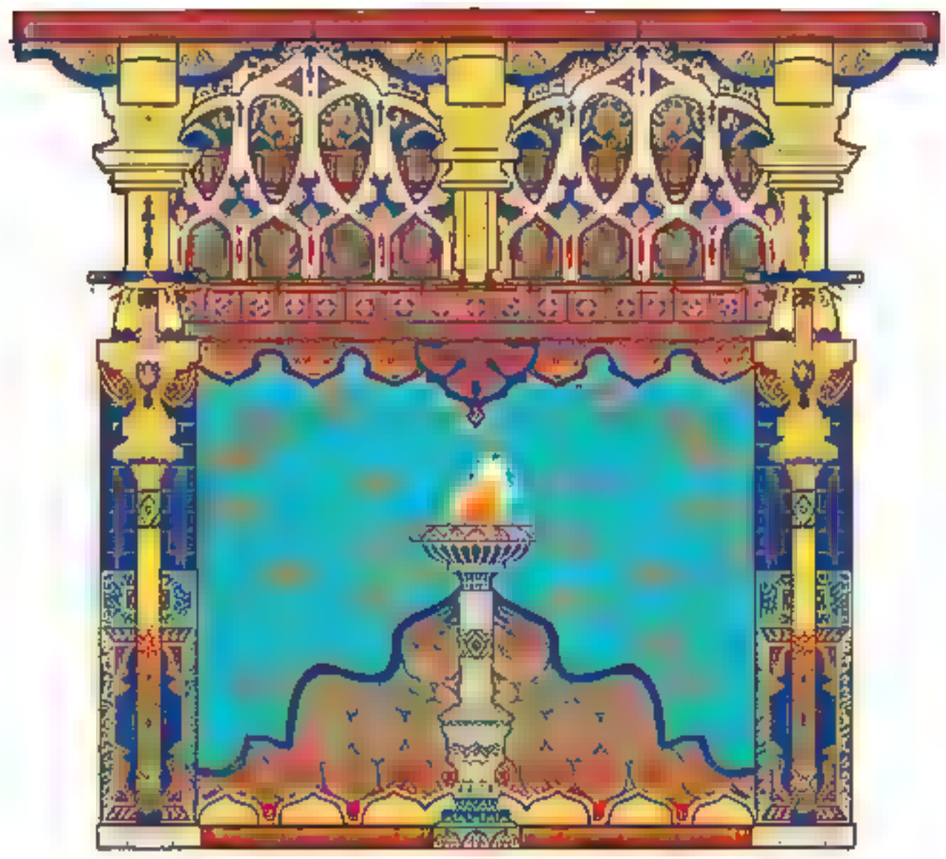


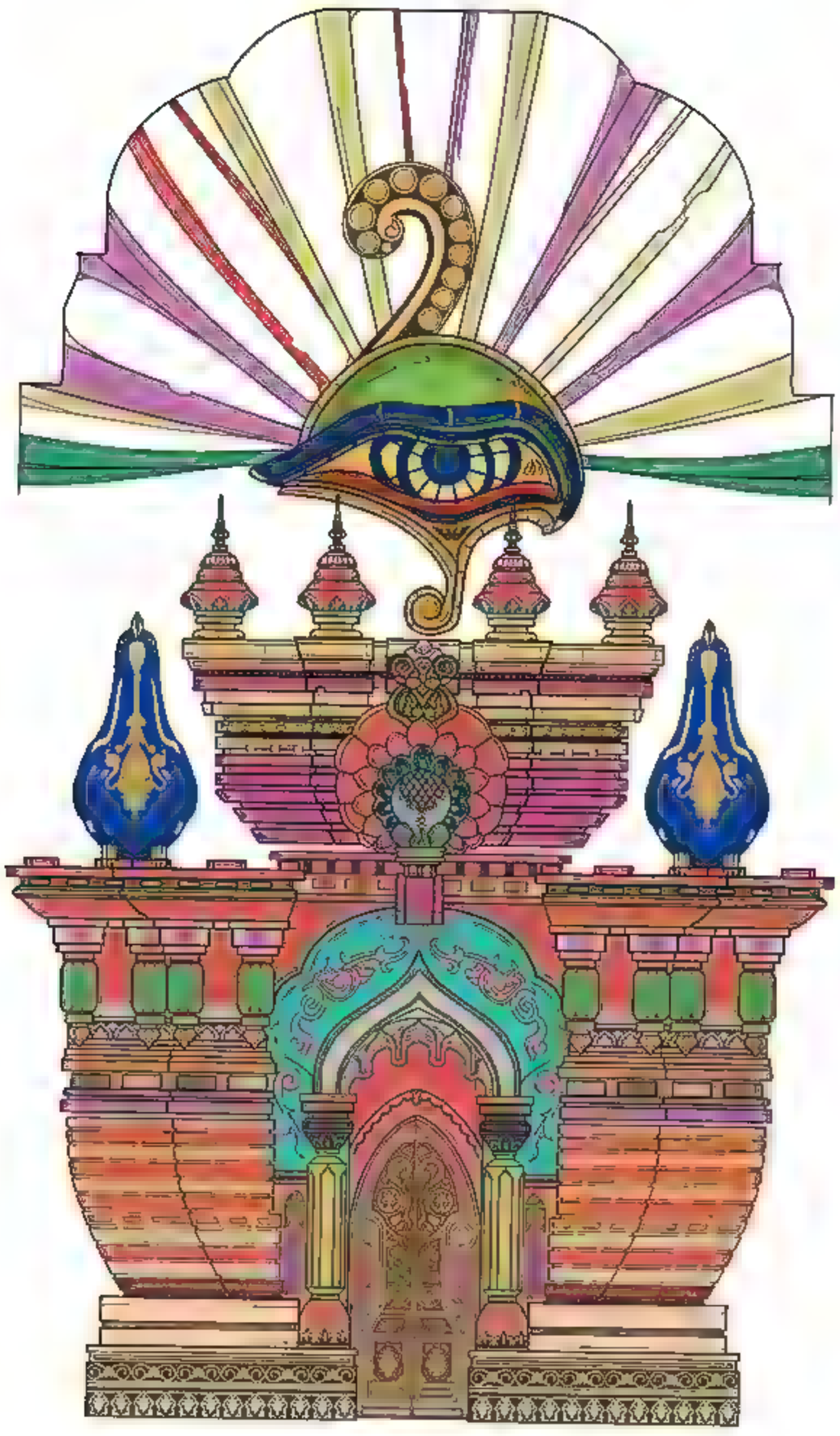


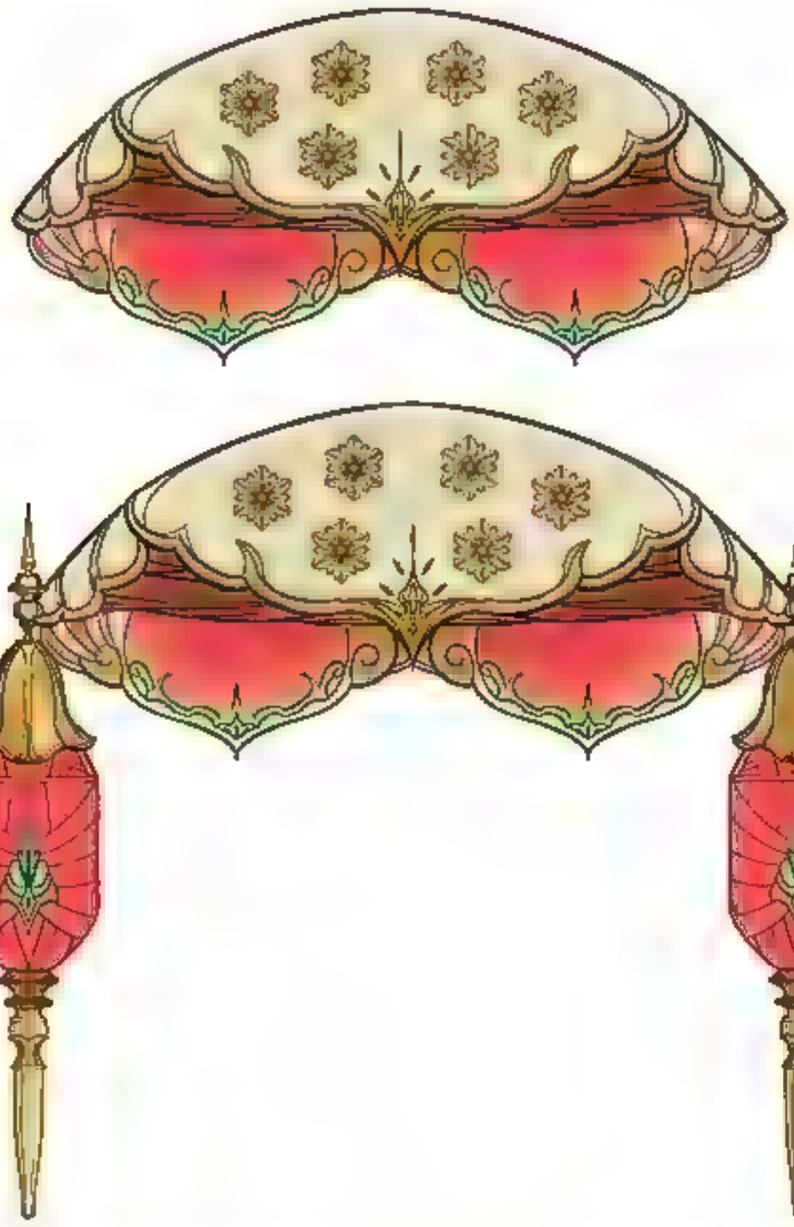


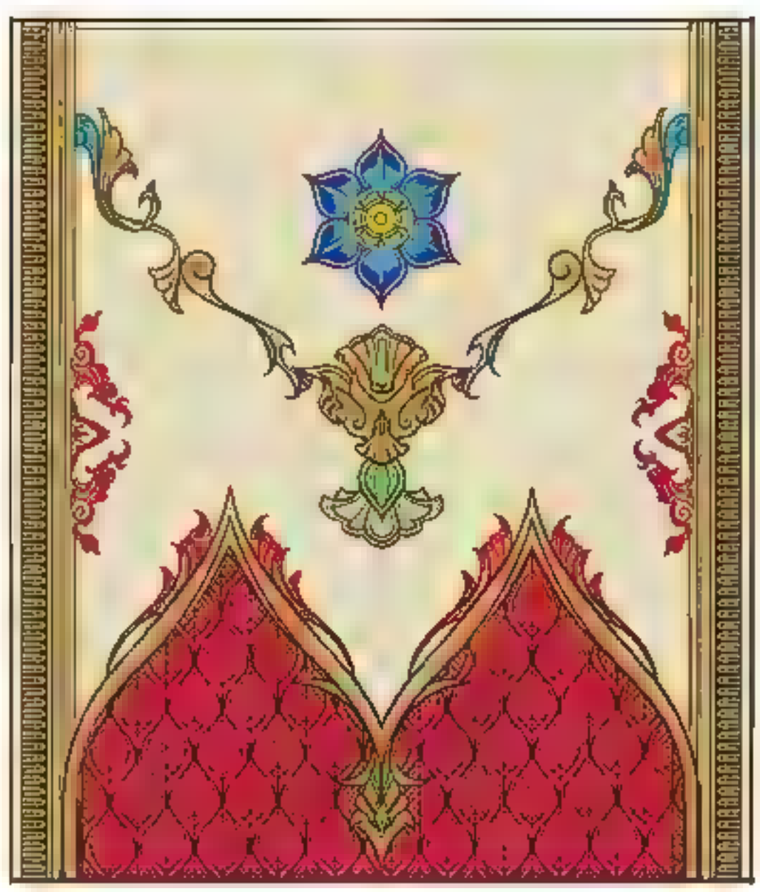


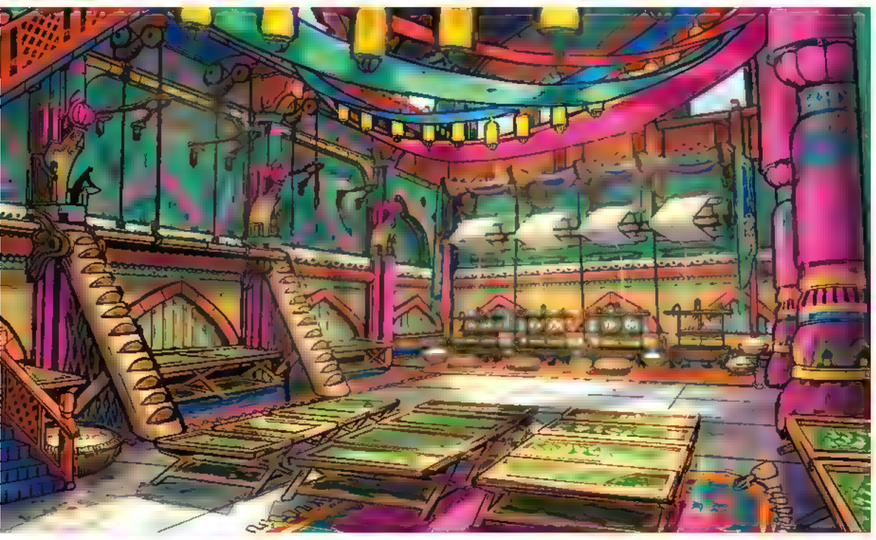


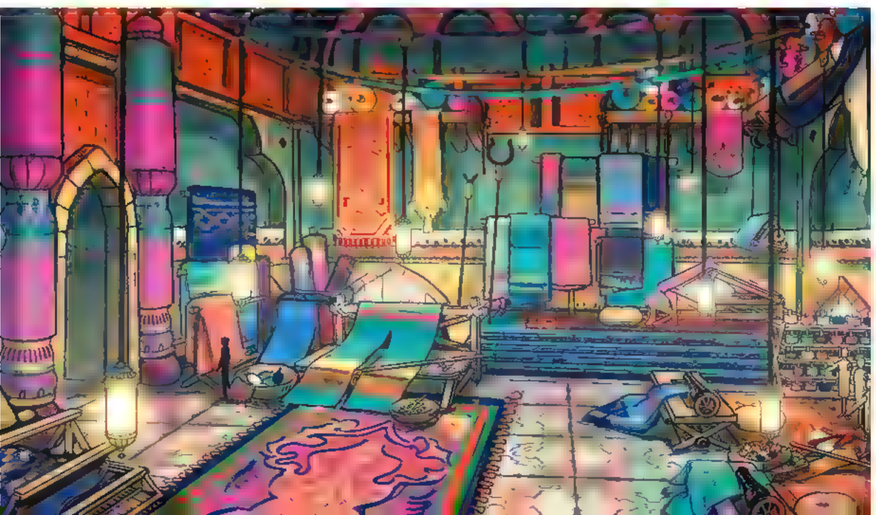












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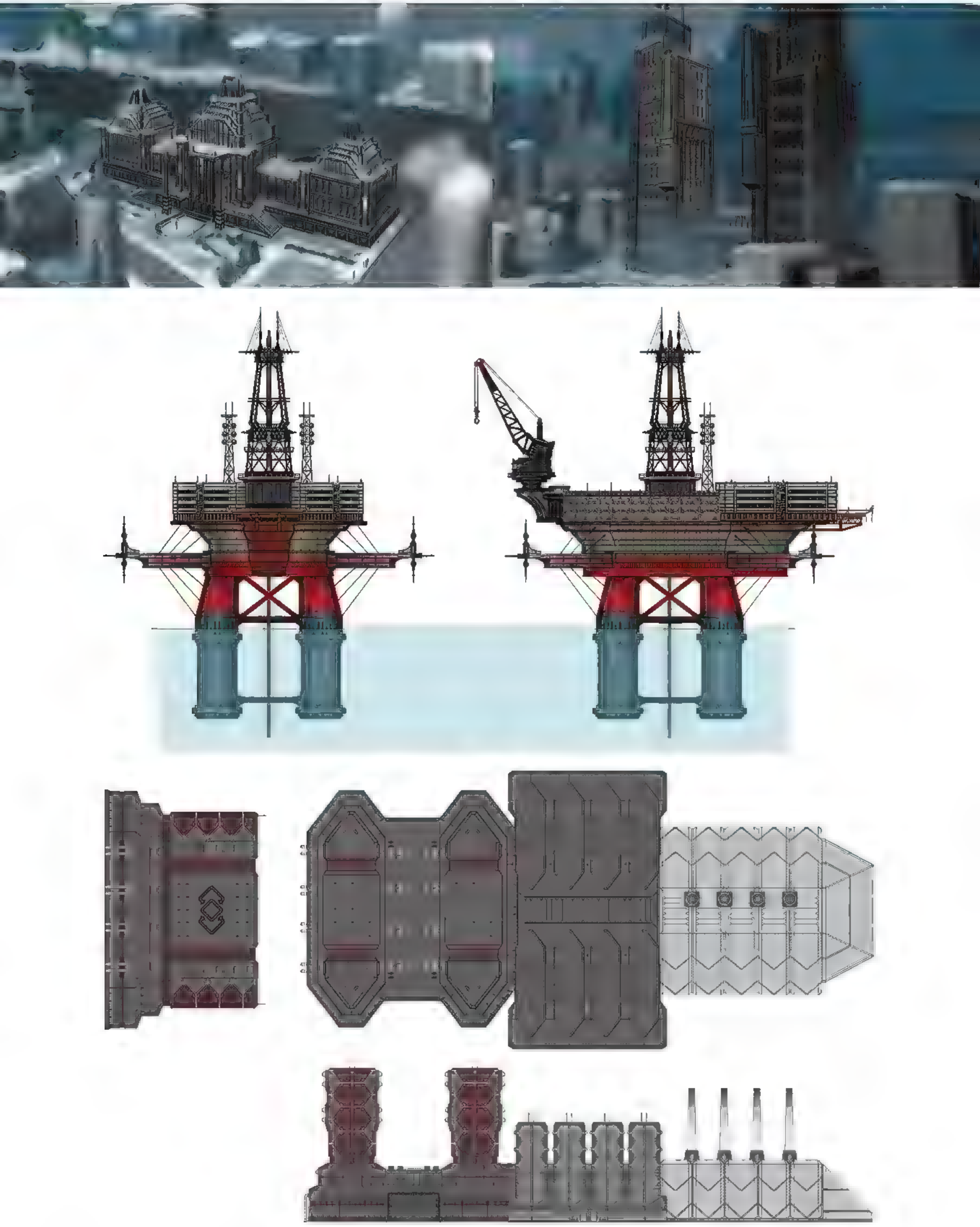
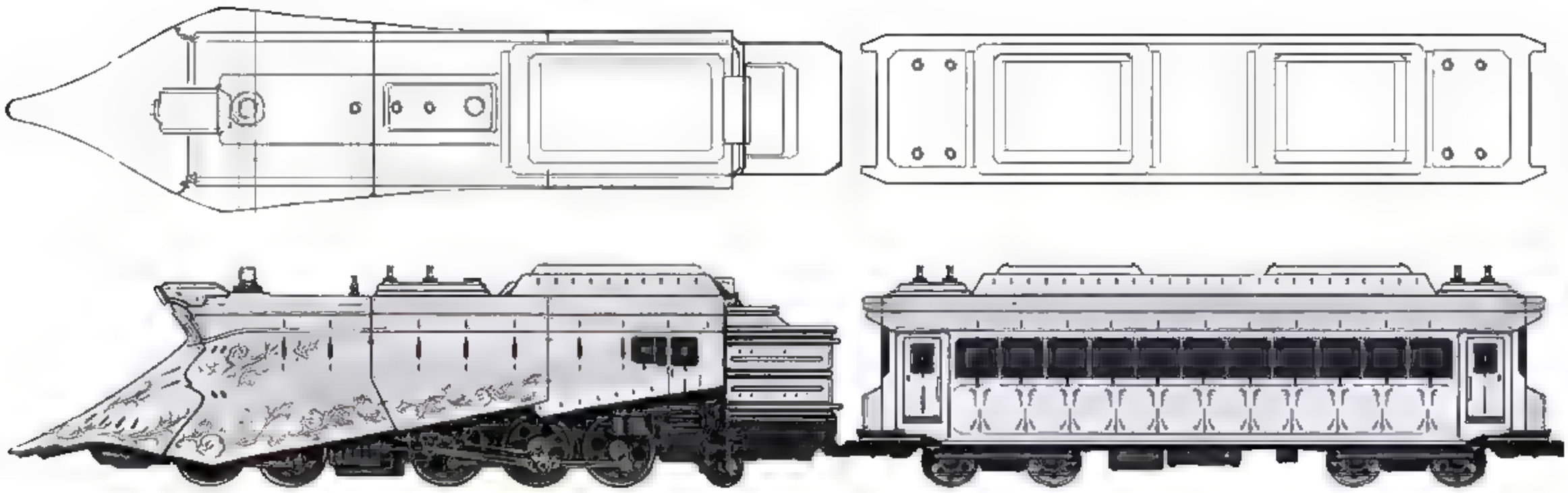
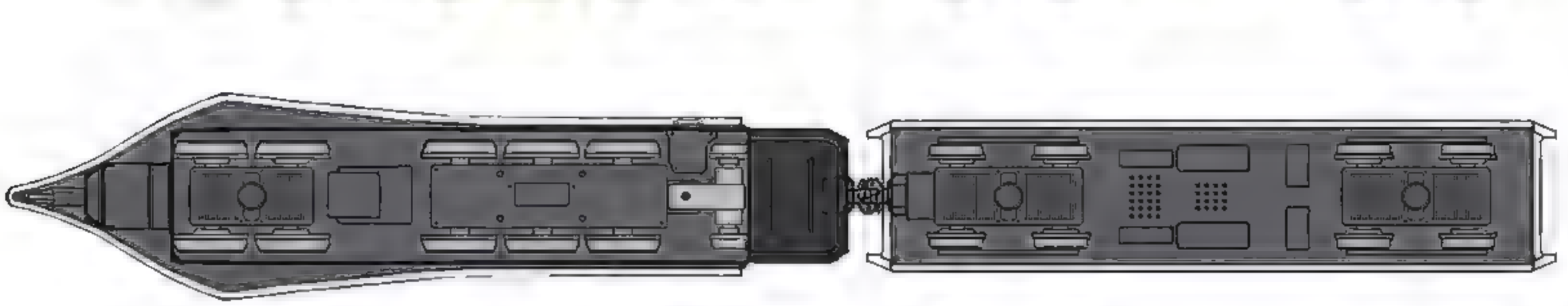
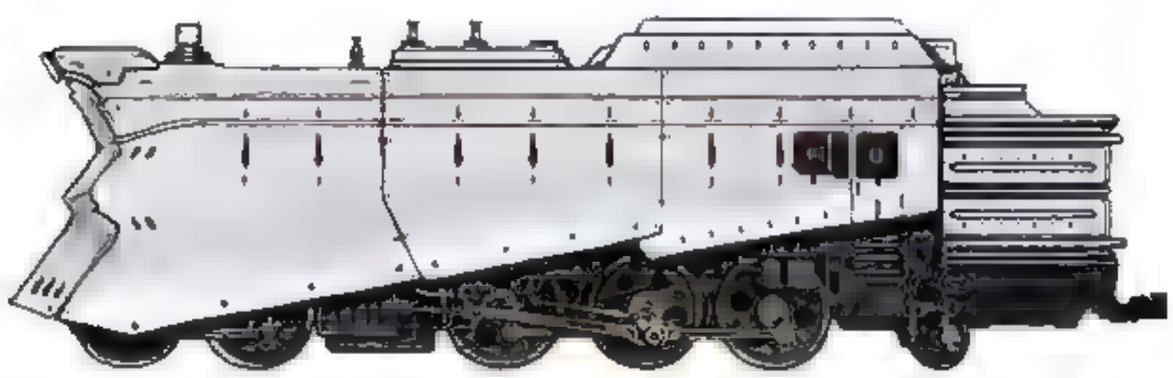
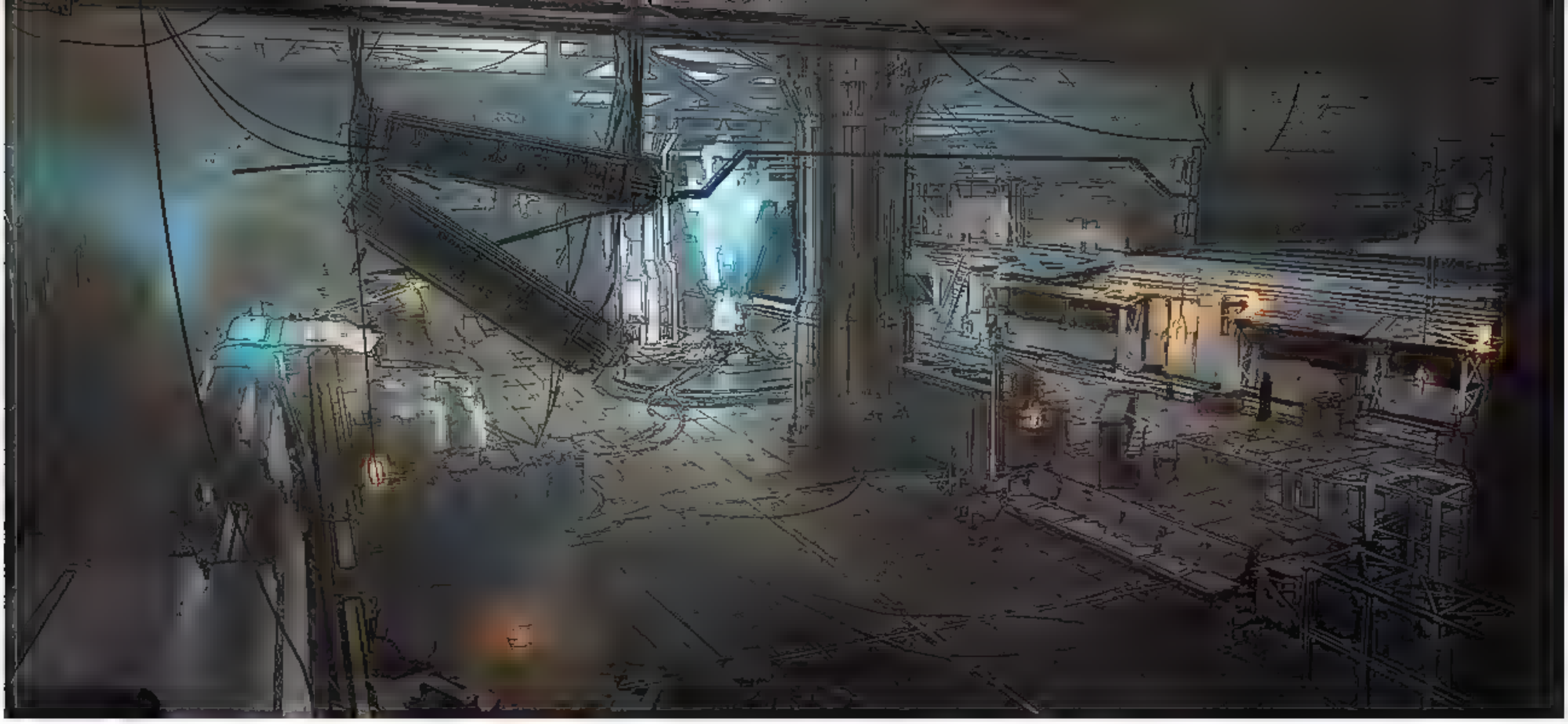
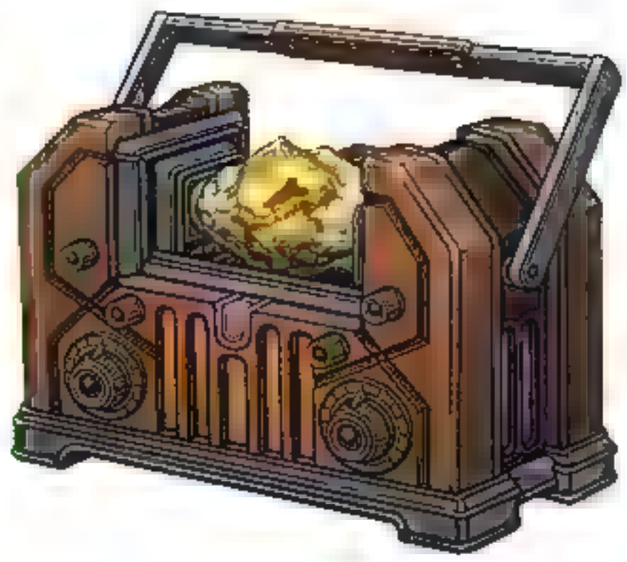


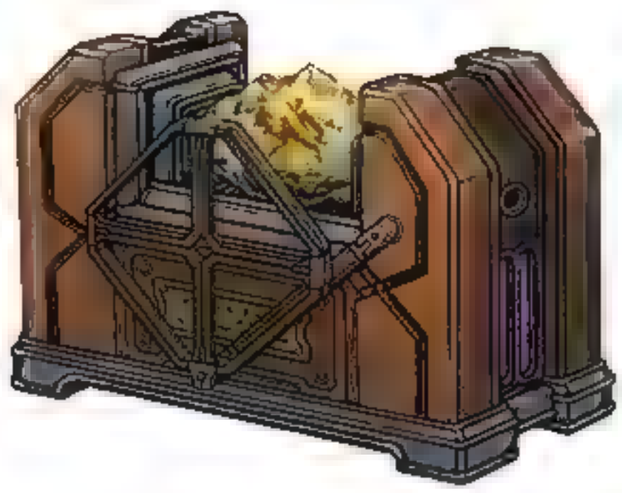


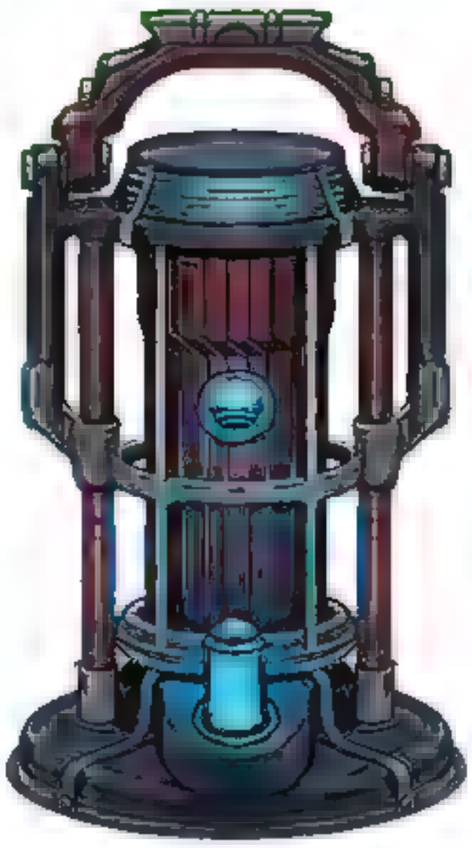








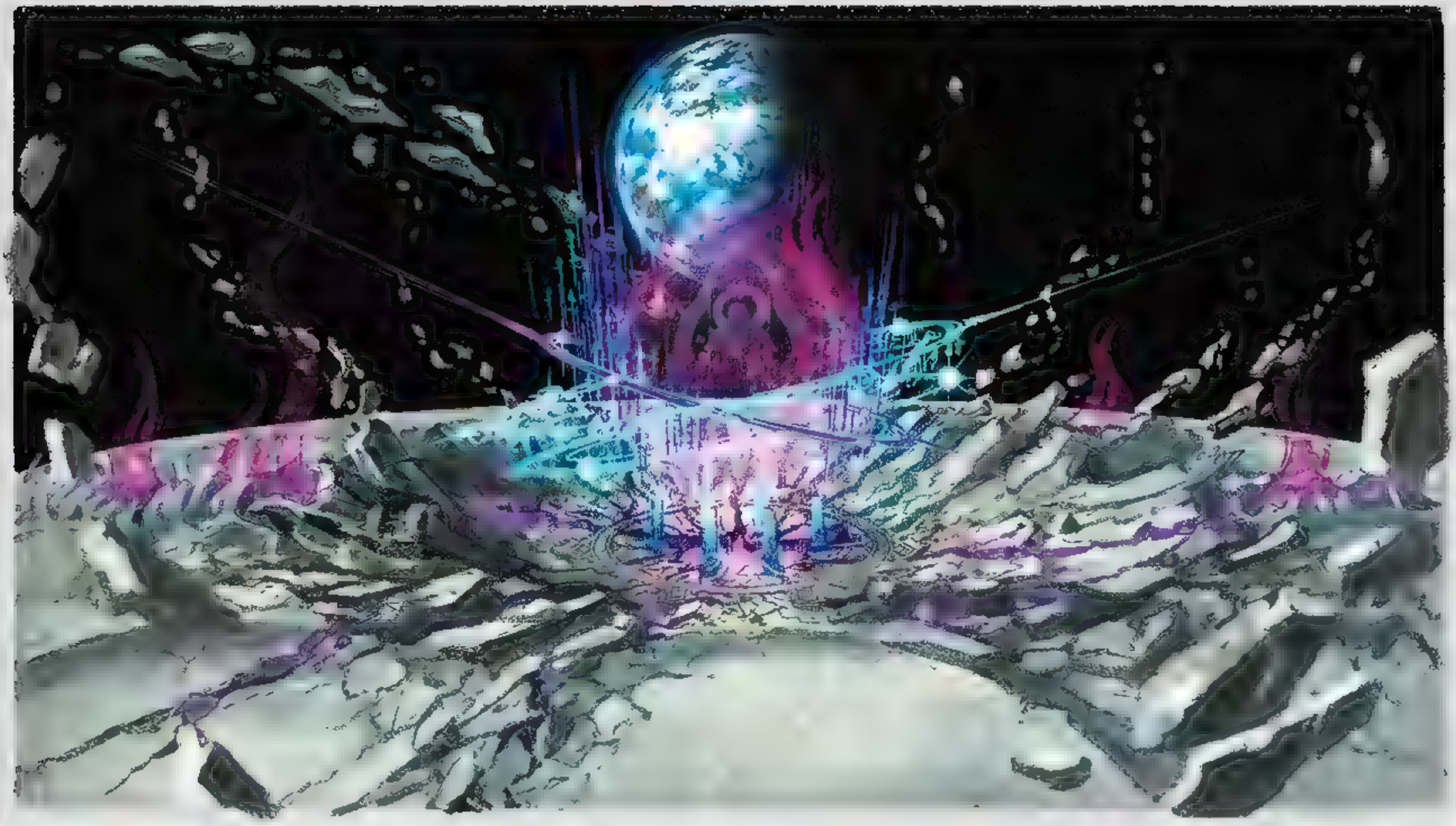


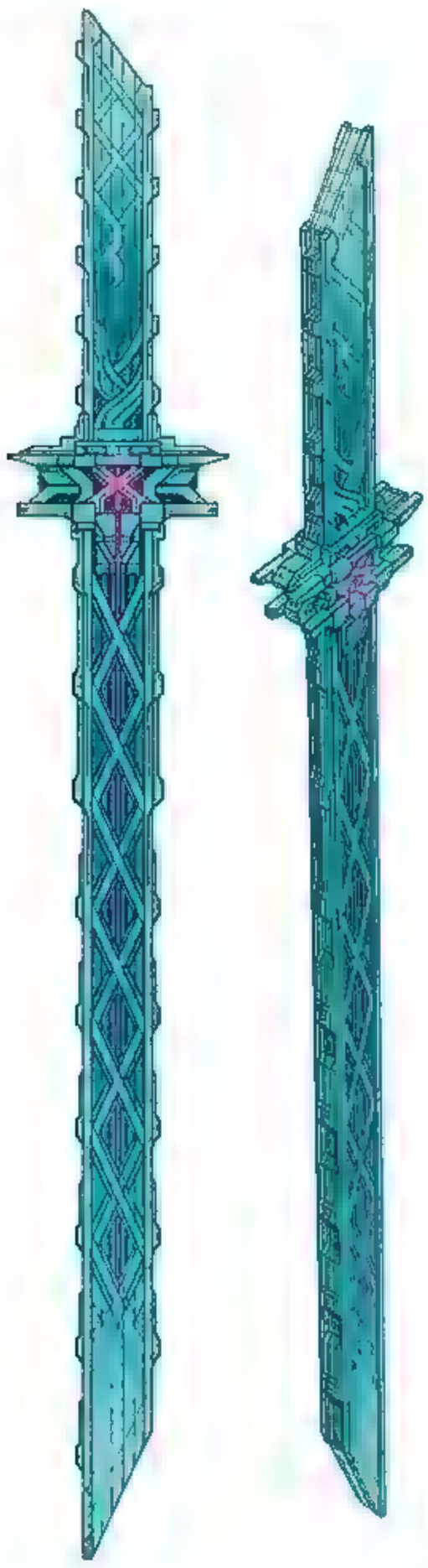


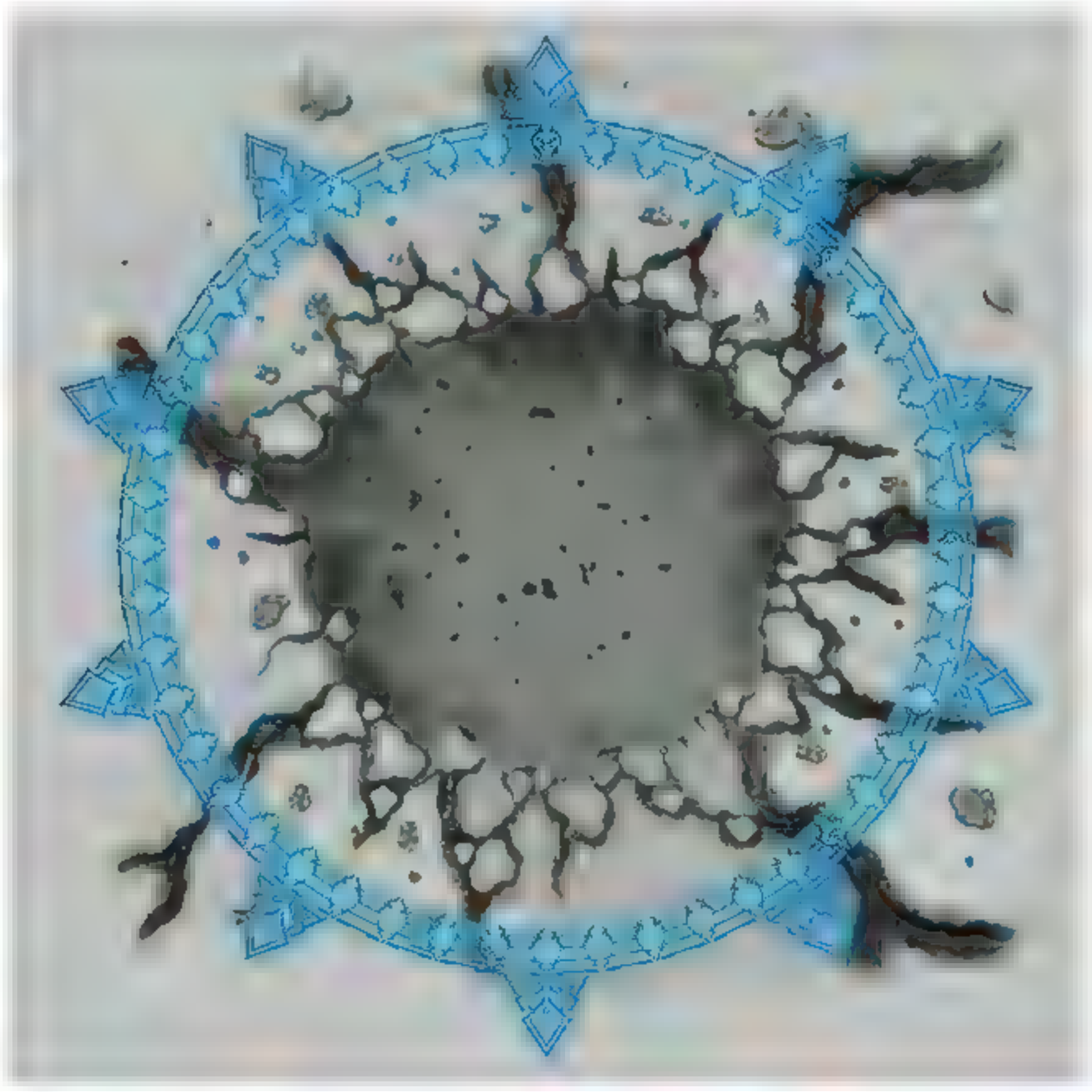
Tempered Imperial

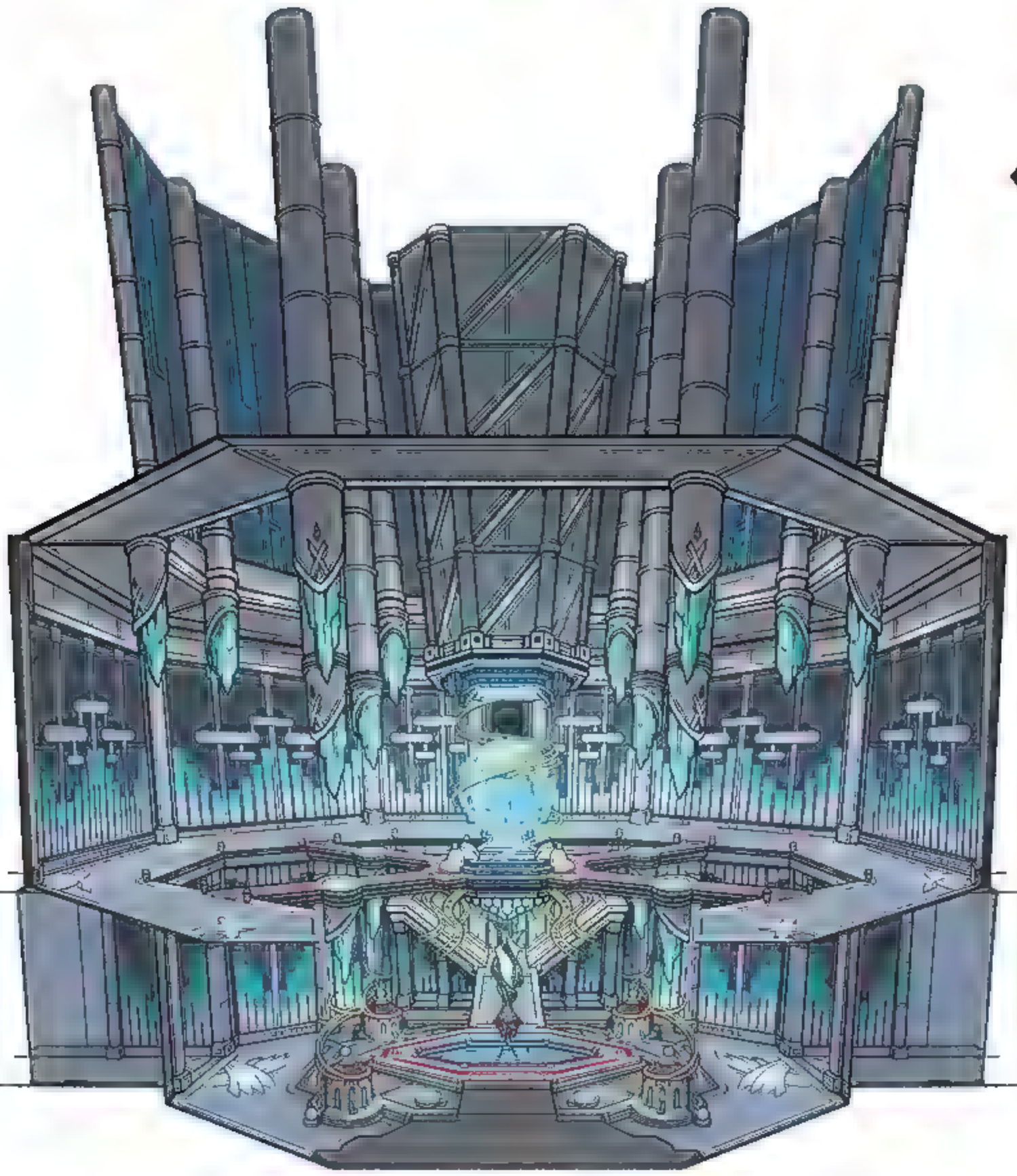
Immobilized Magitek Reaper

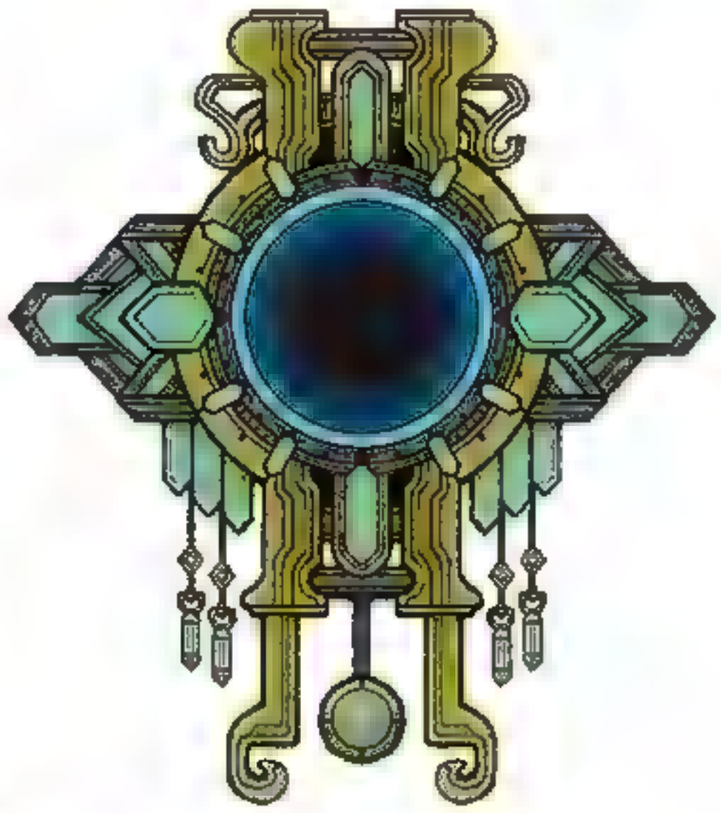
Armstrong

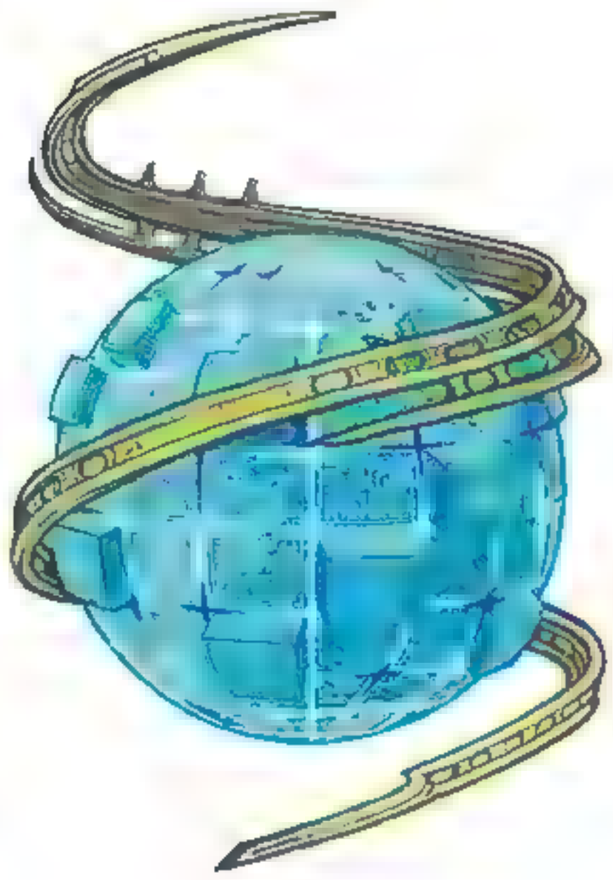












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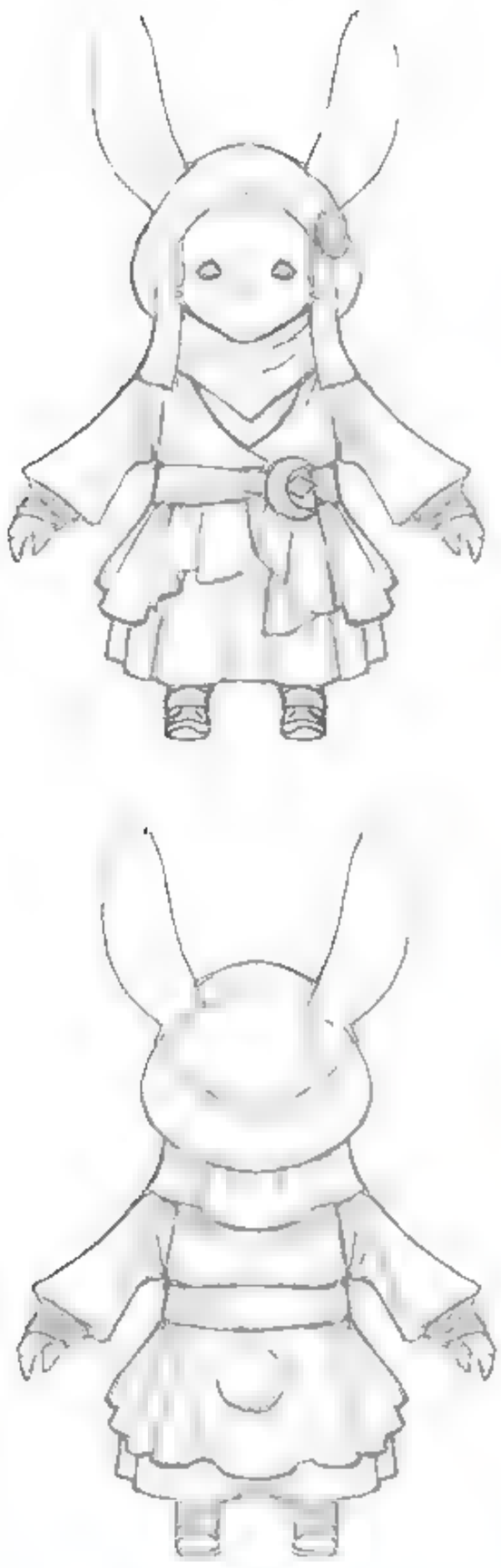
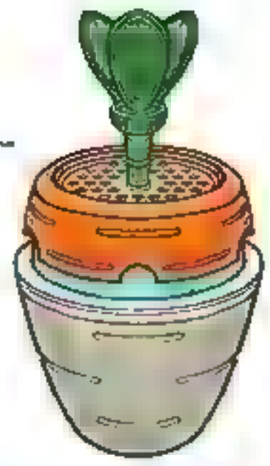
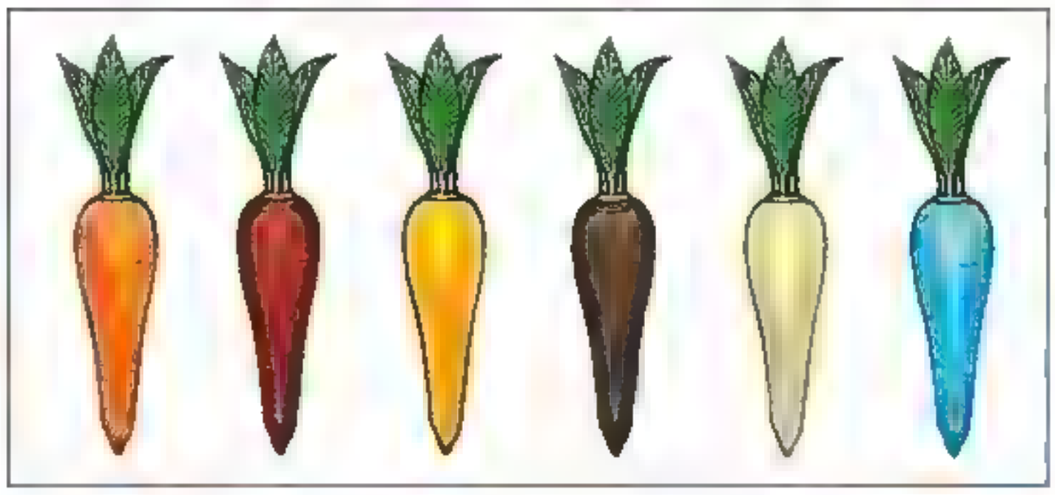
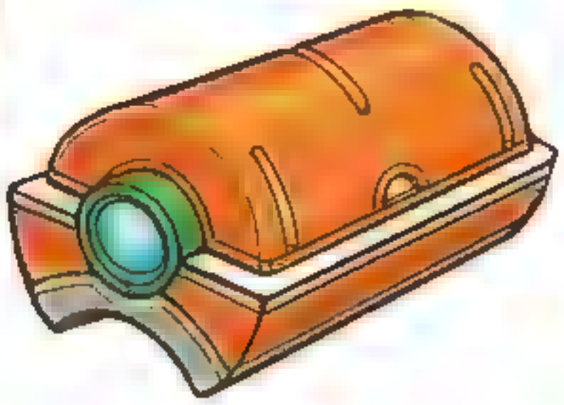
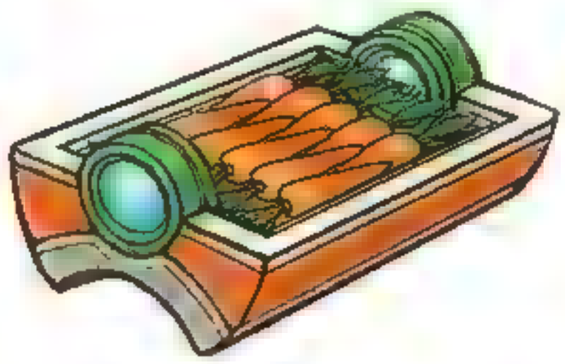
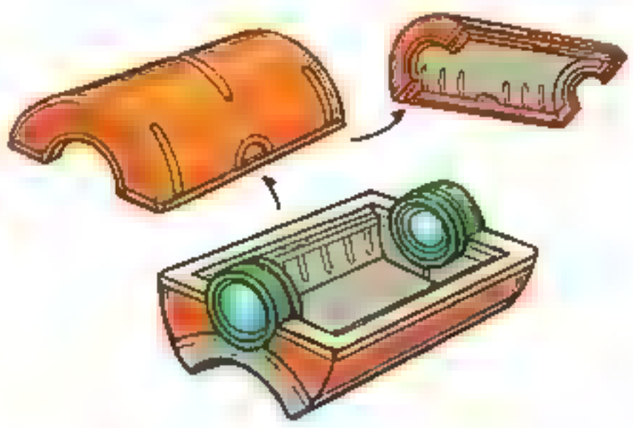


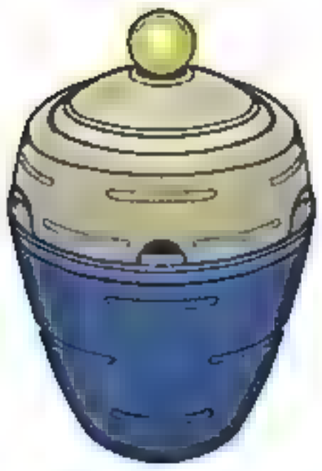


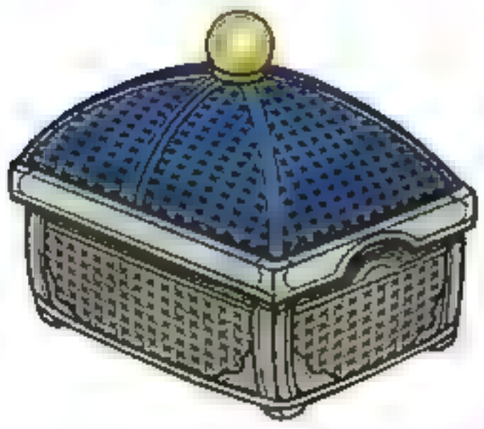


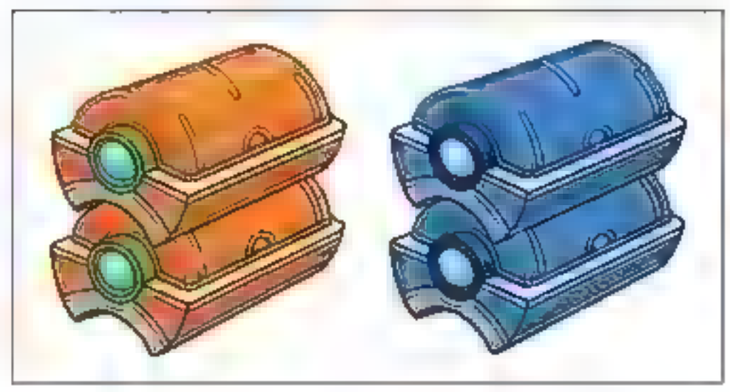


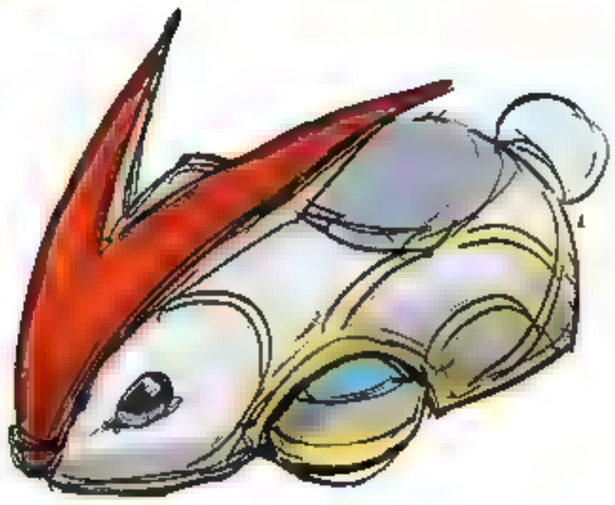


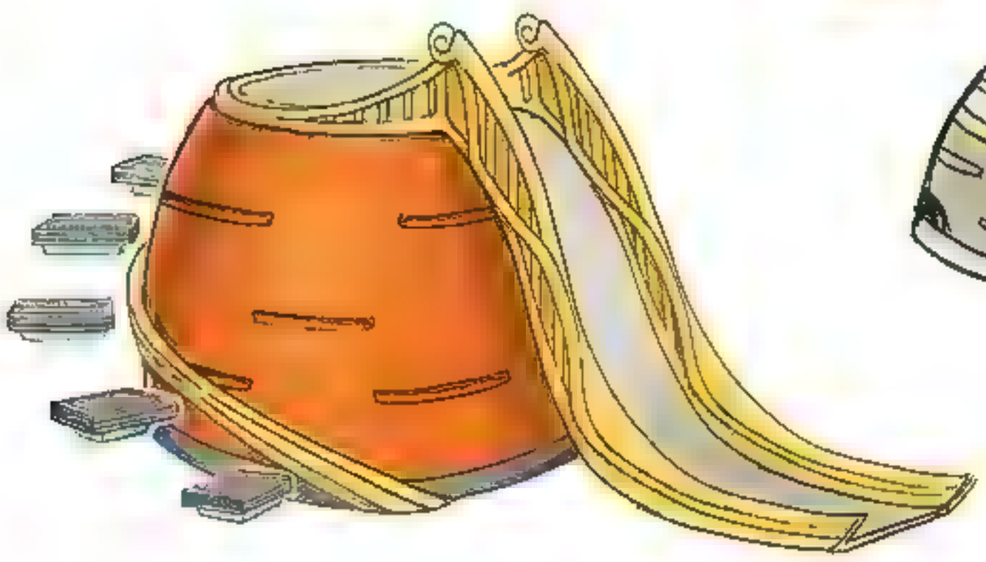


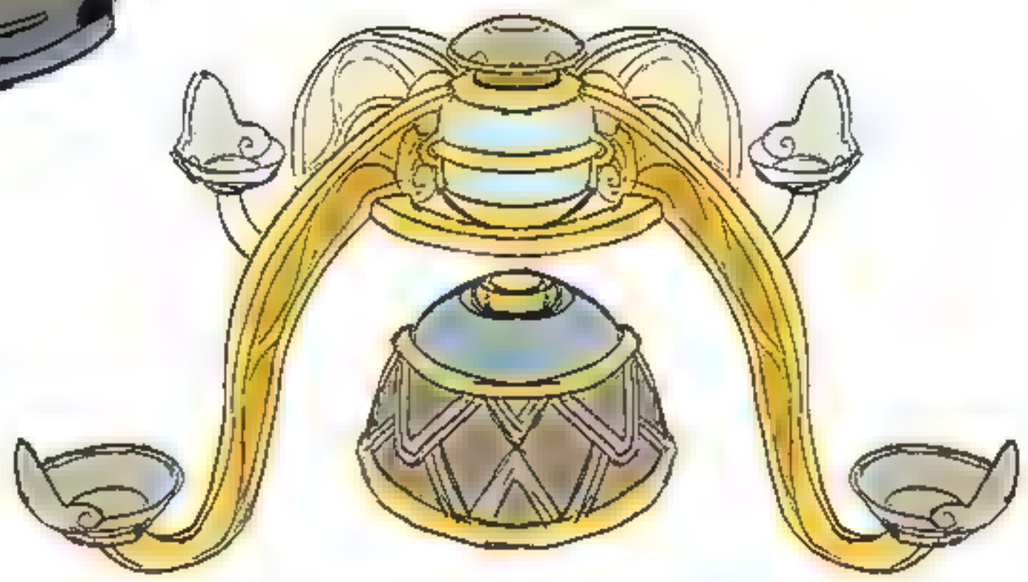


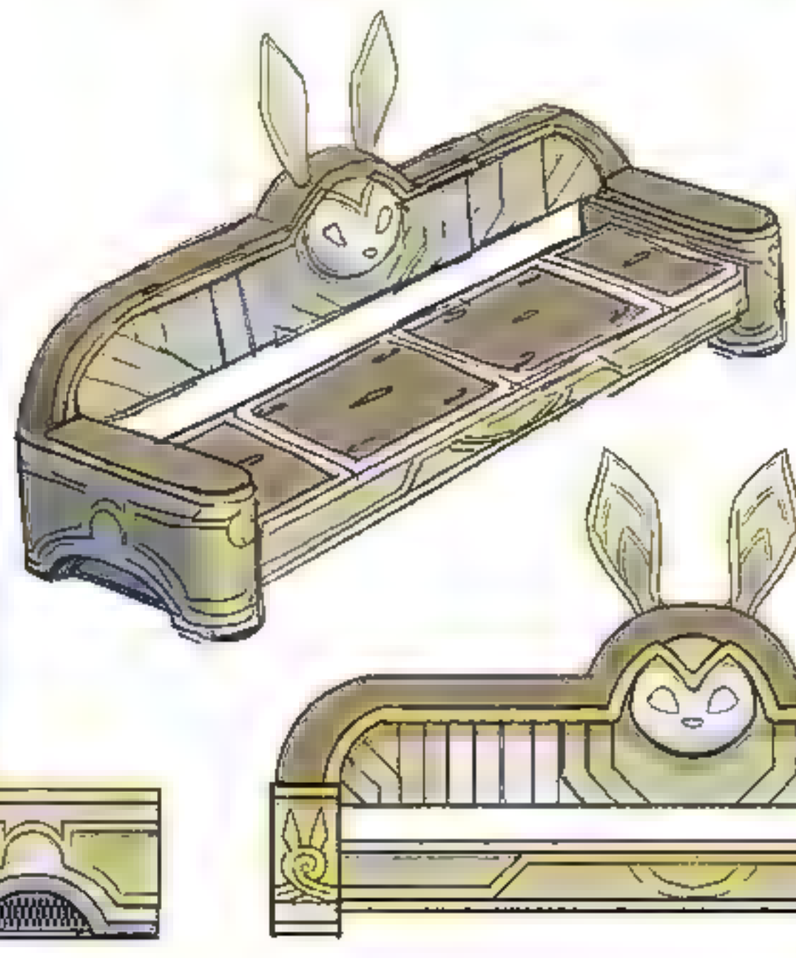


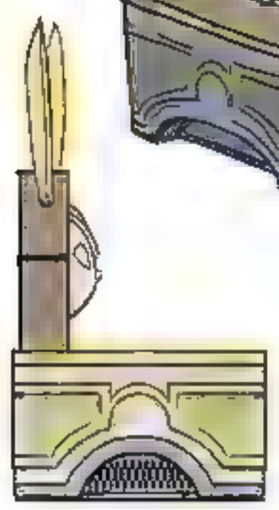


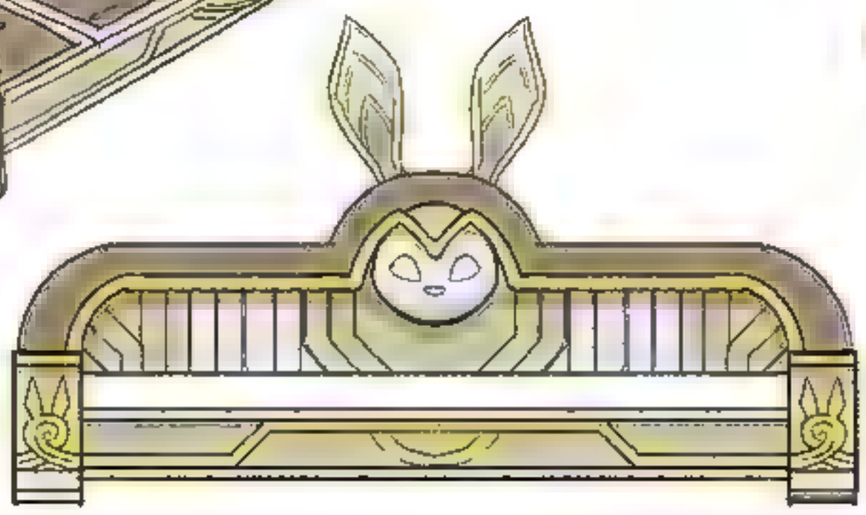


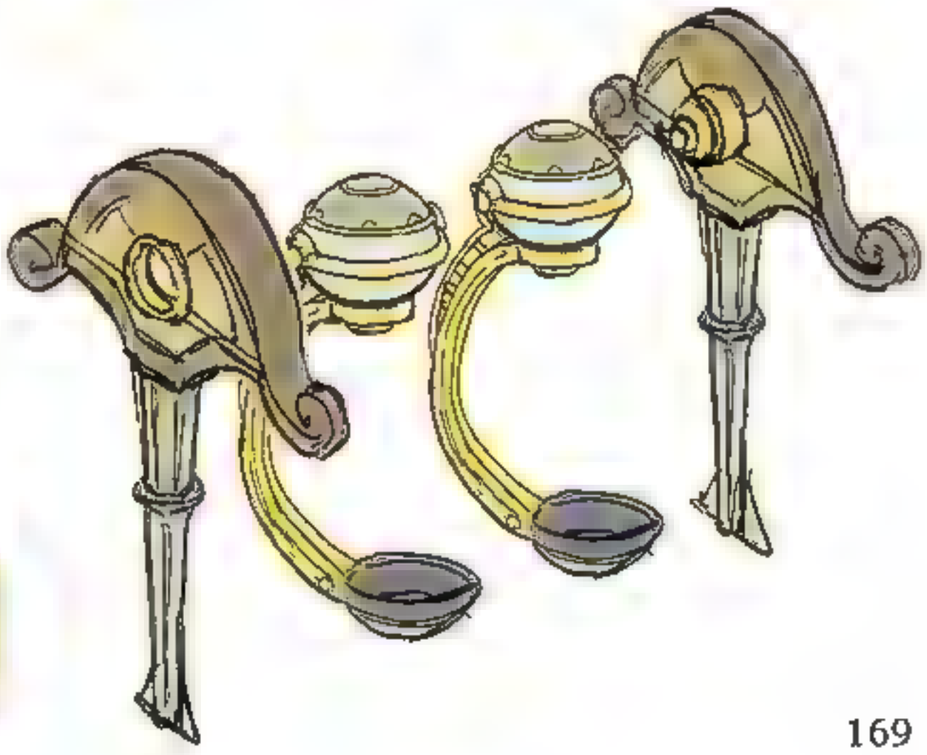


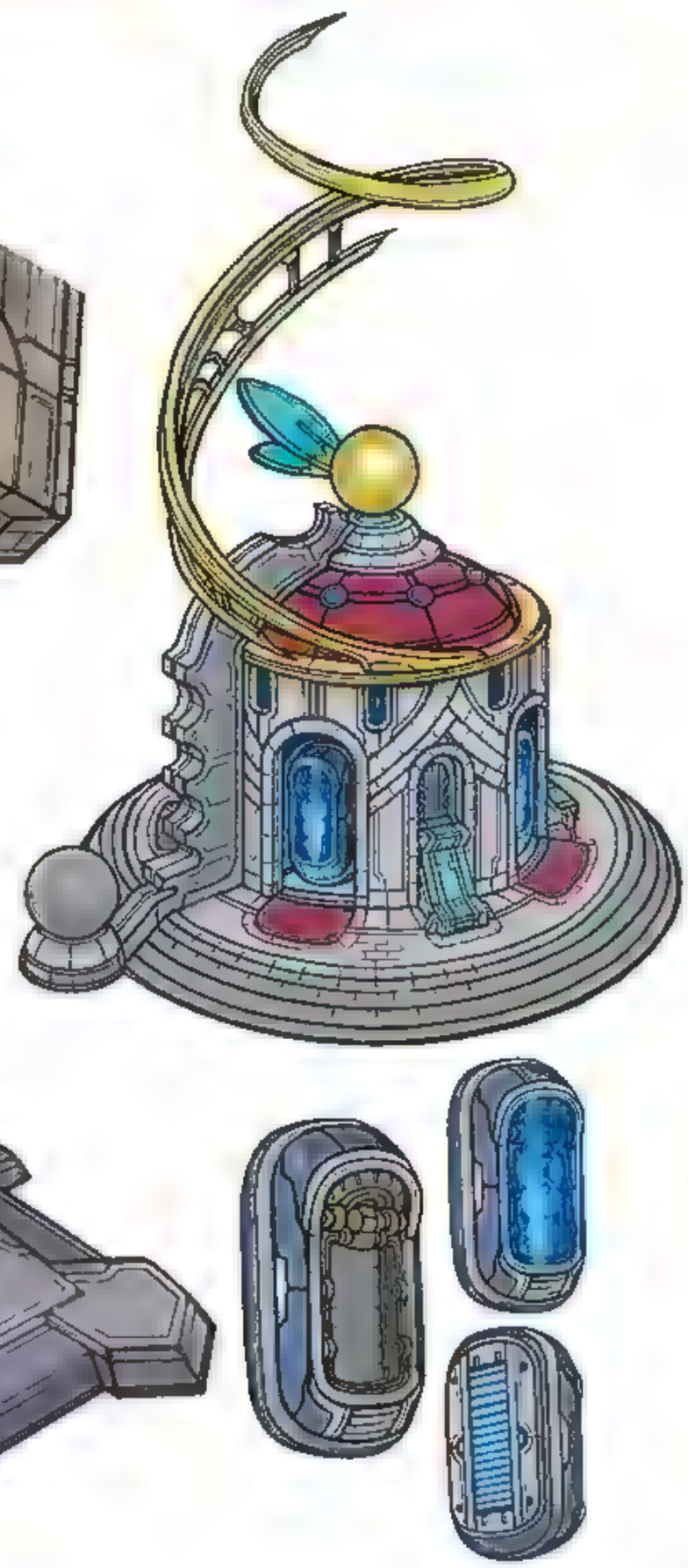


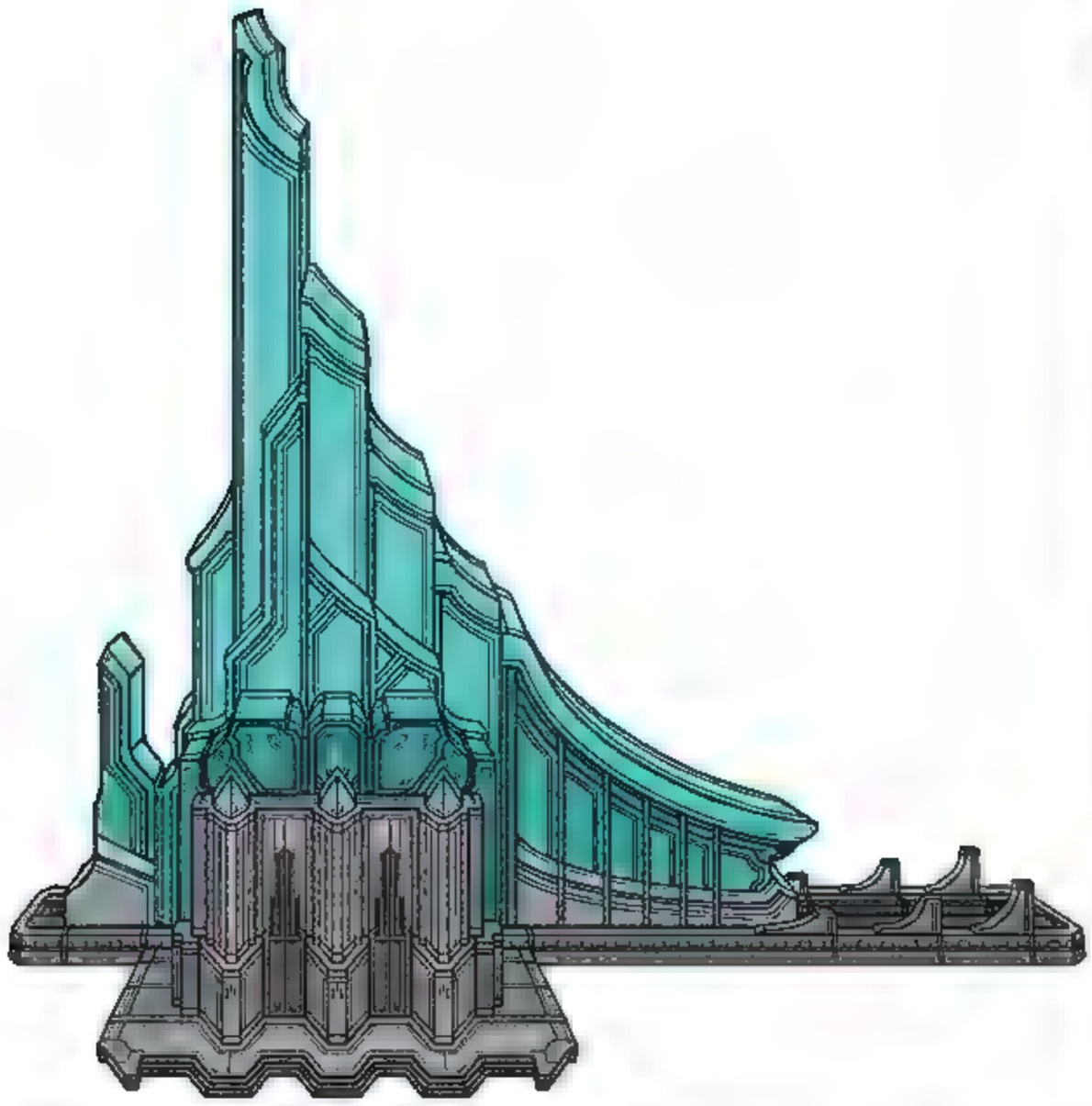


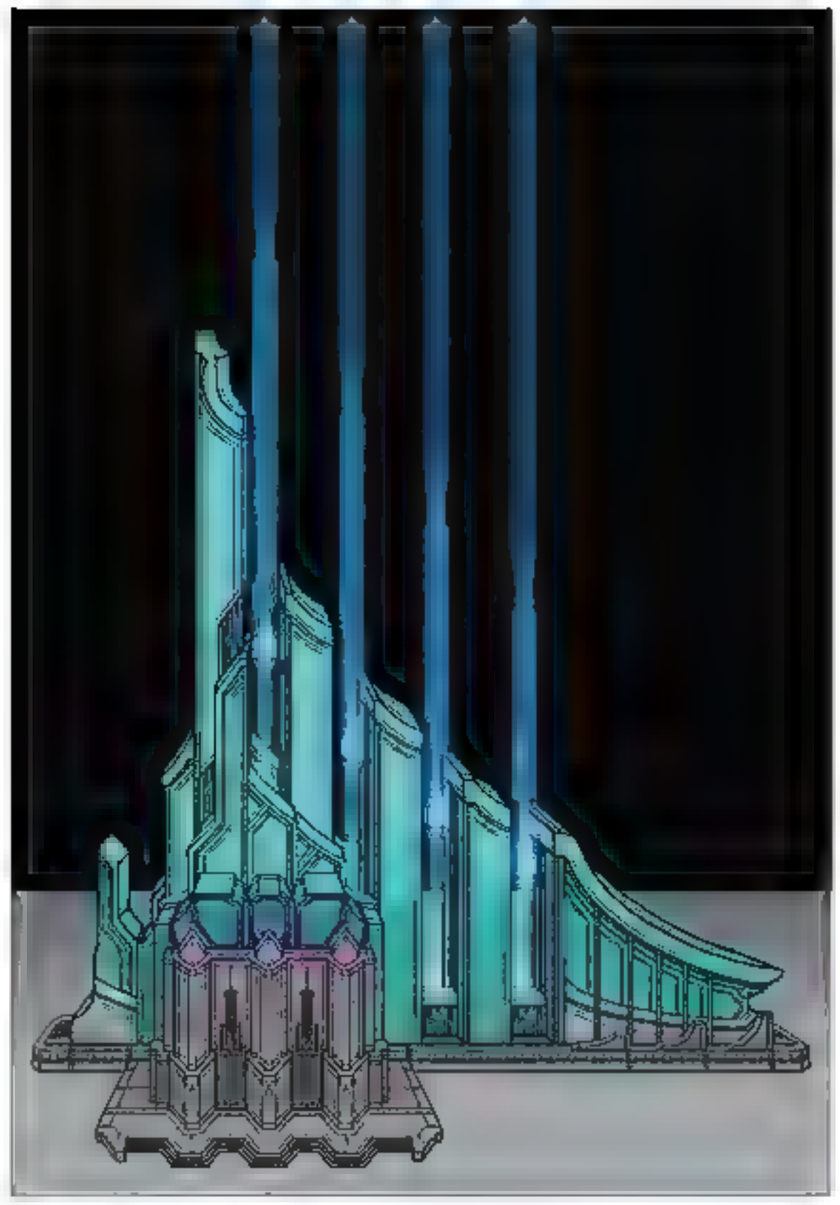


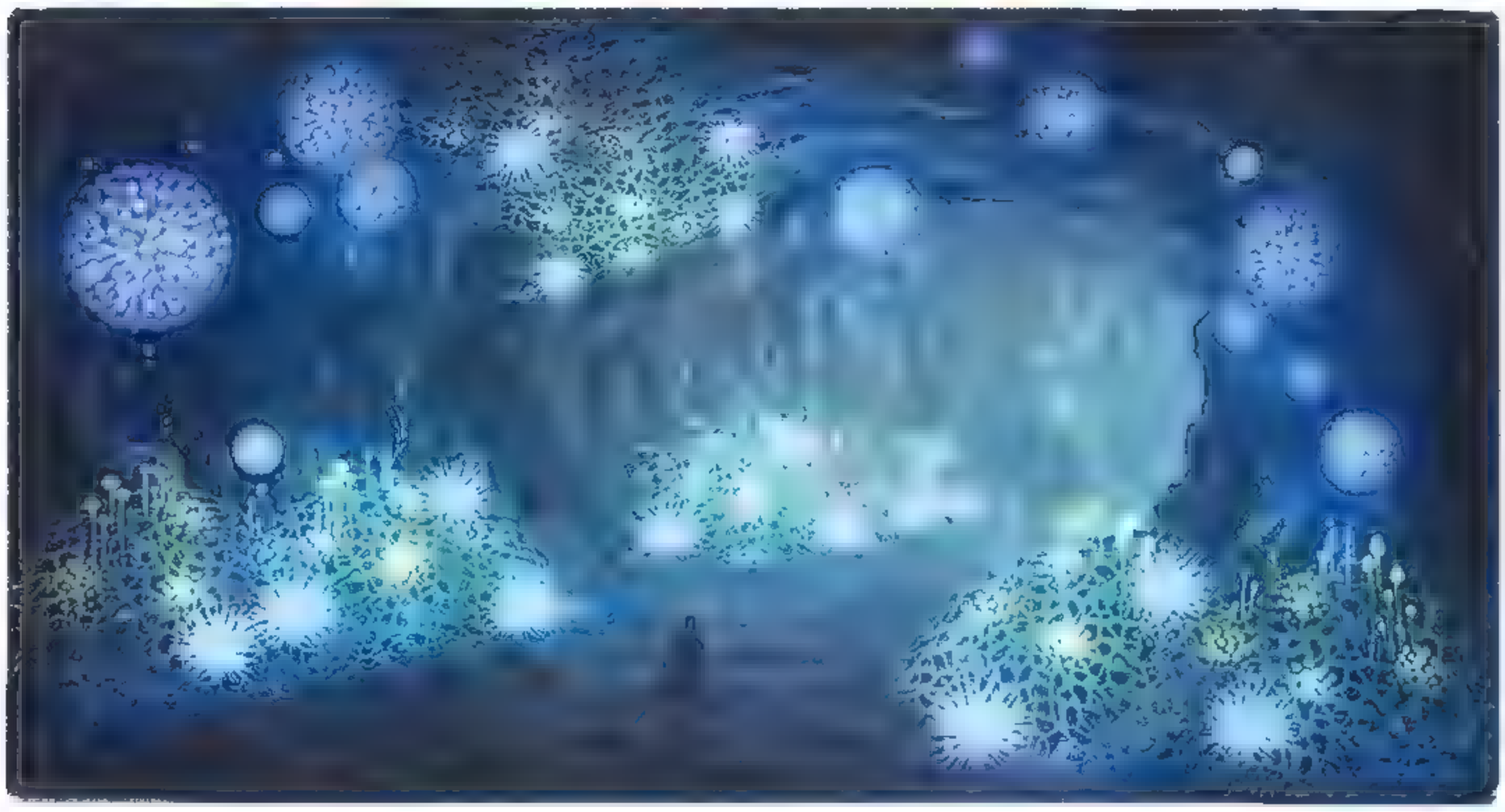






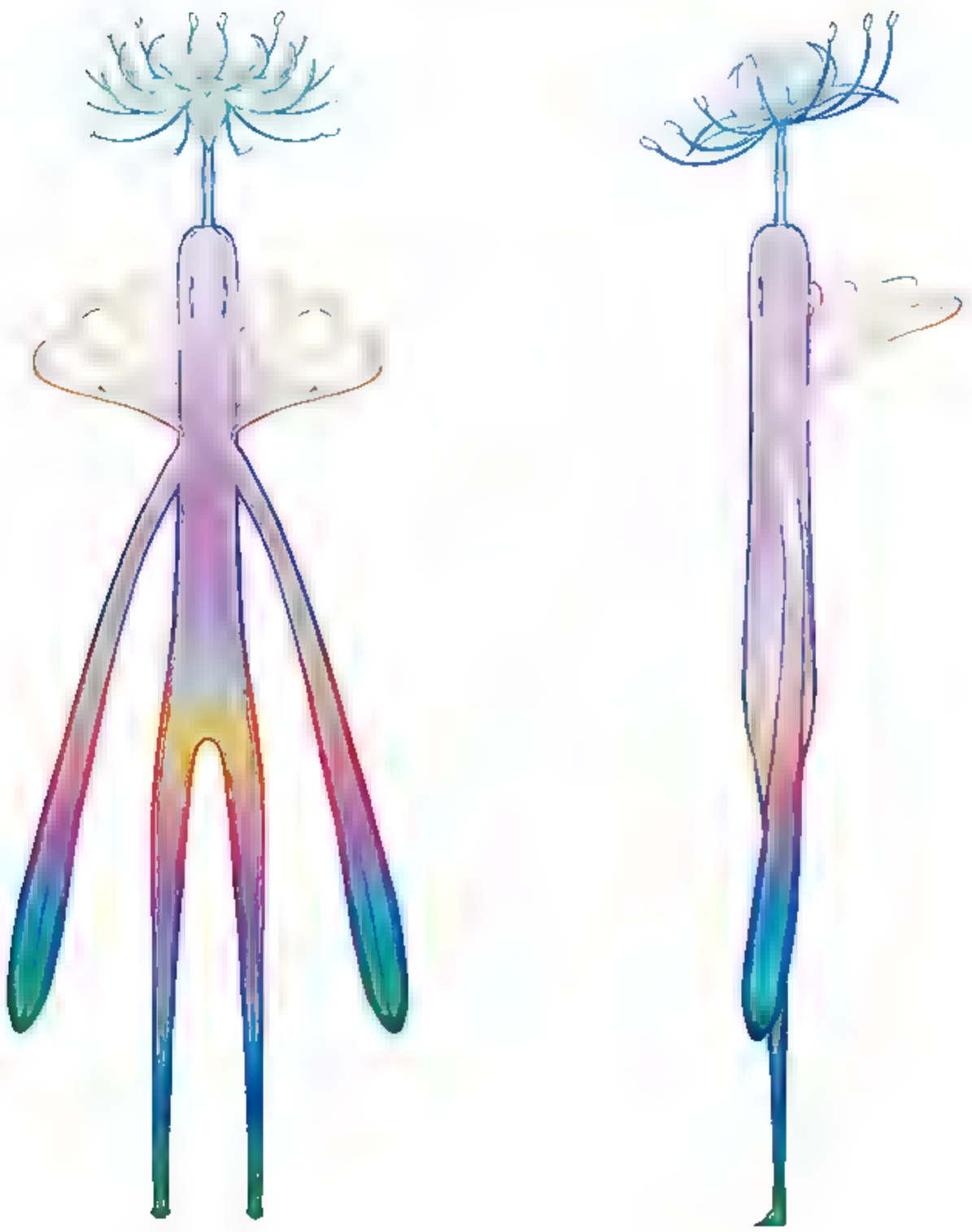






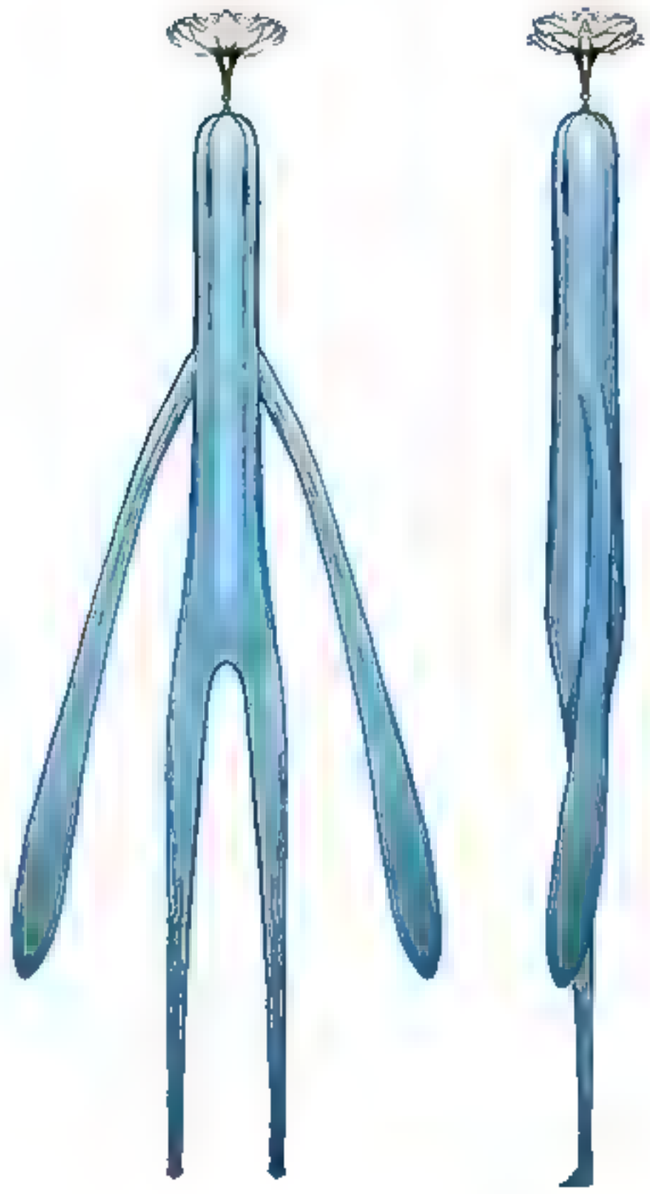
Argos

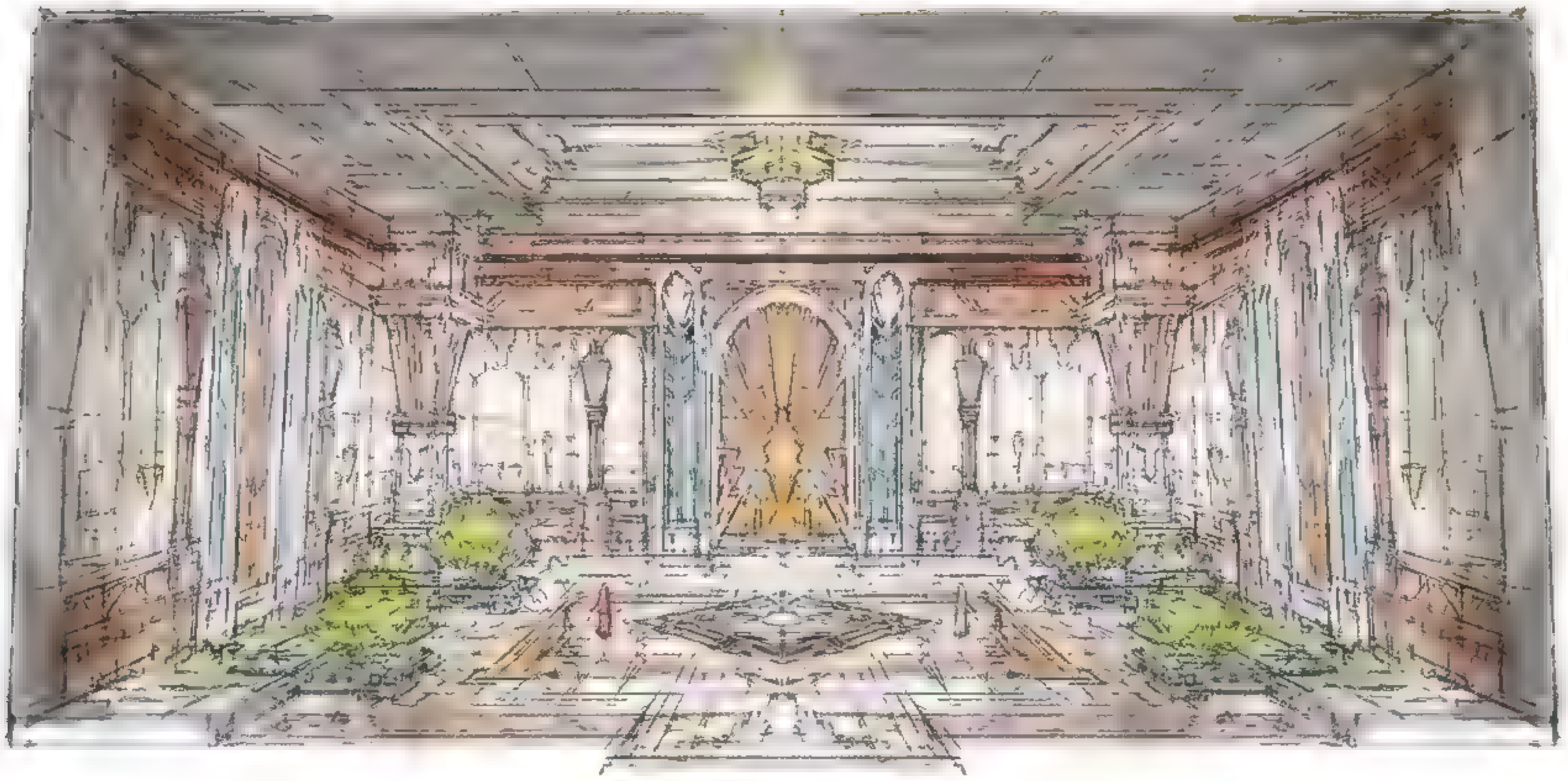
Lunatender Queen

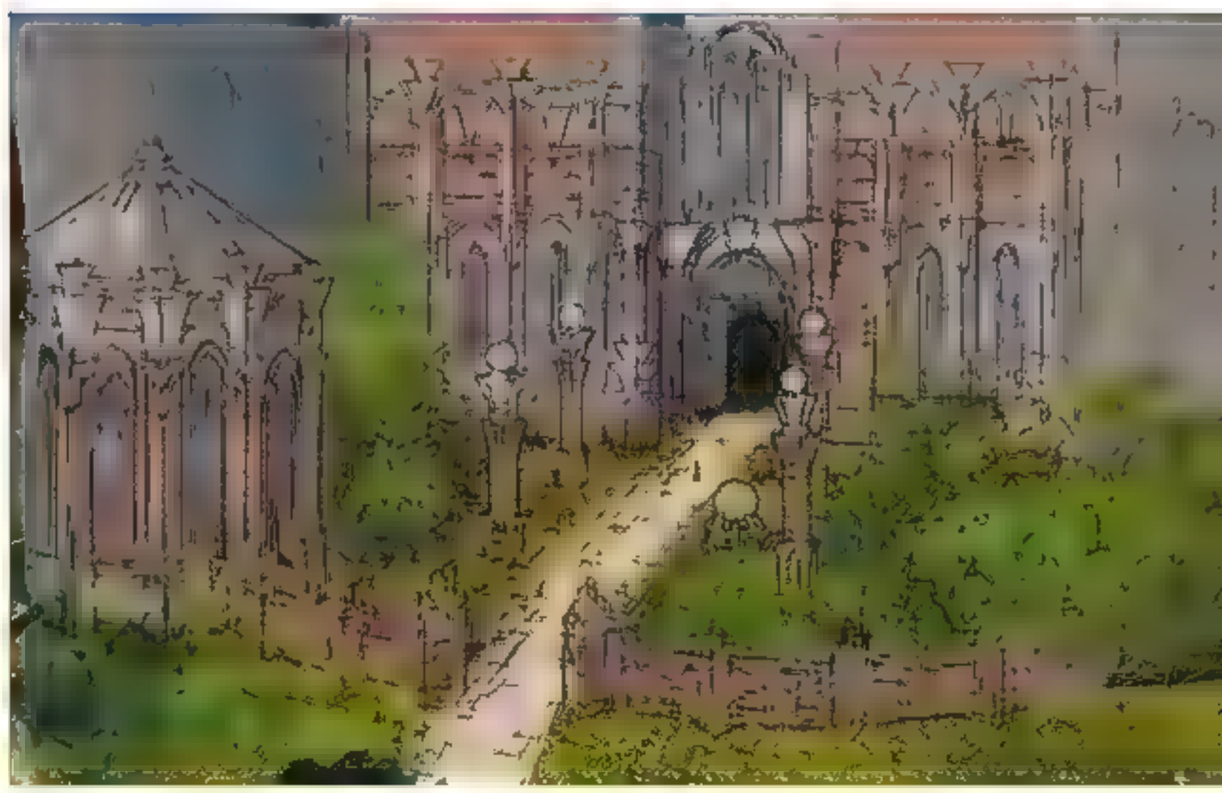


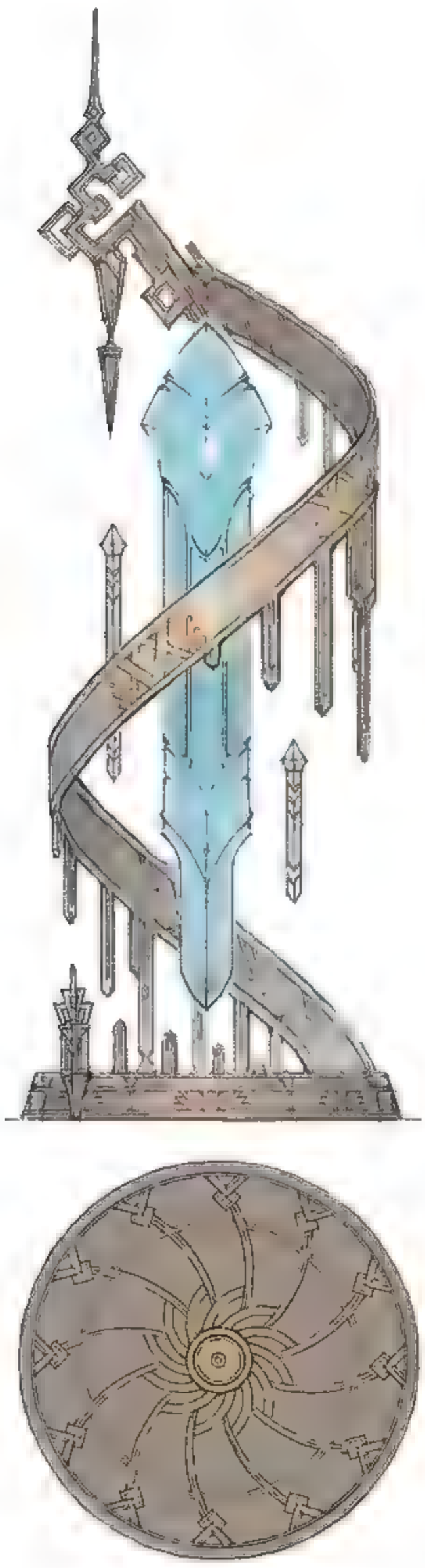
Daphnia

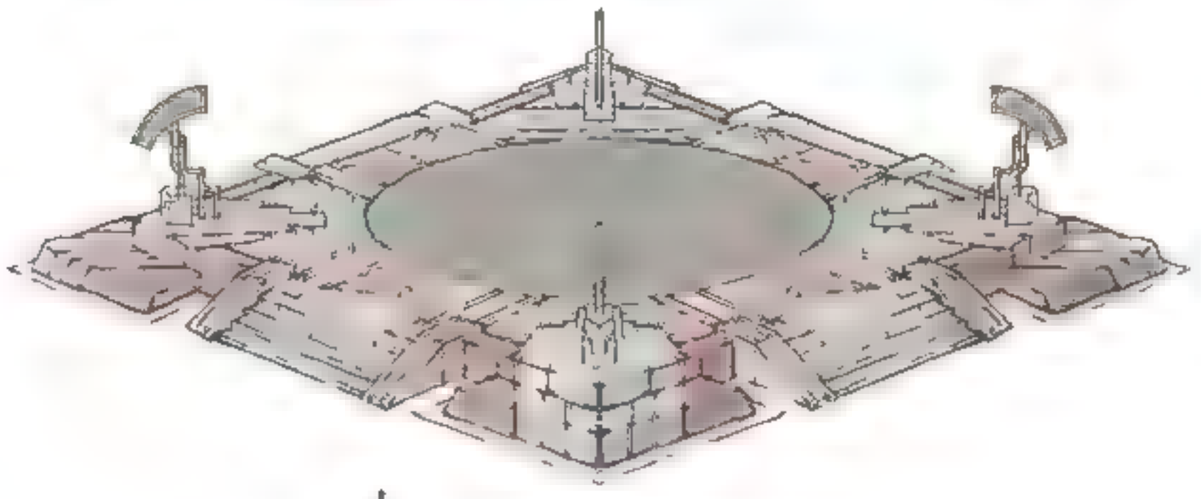
Lunatender

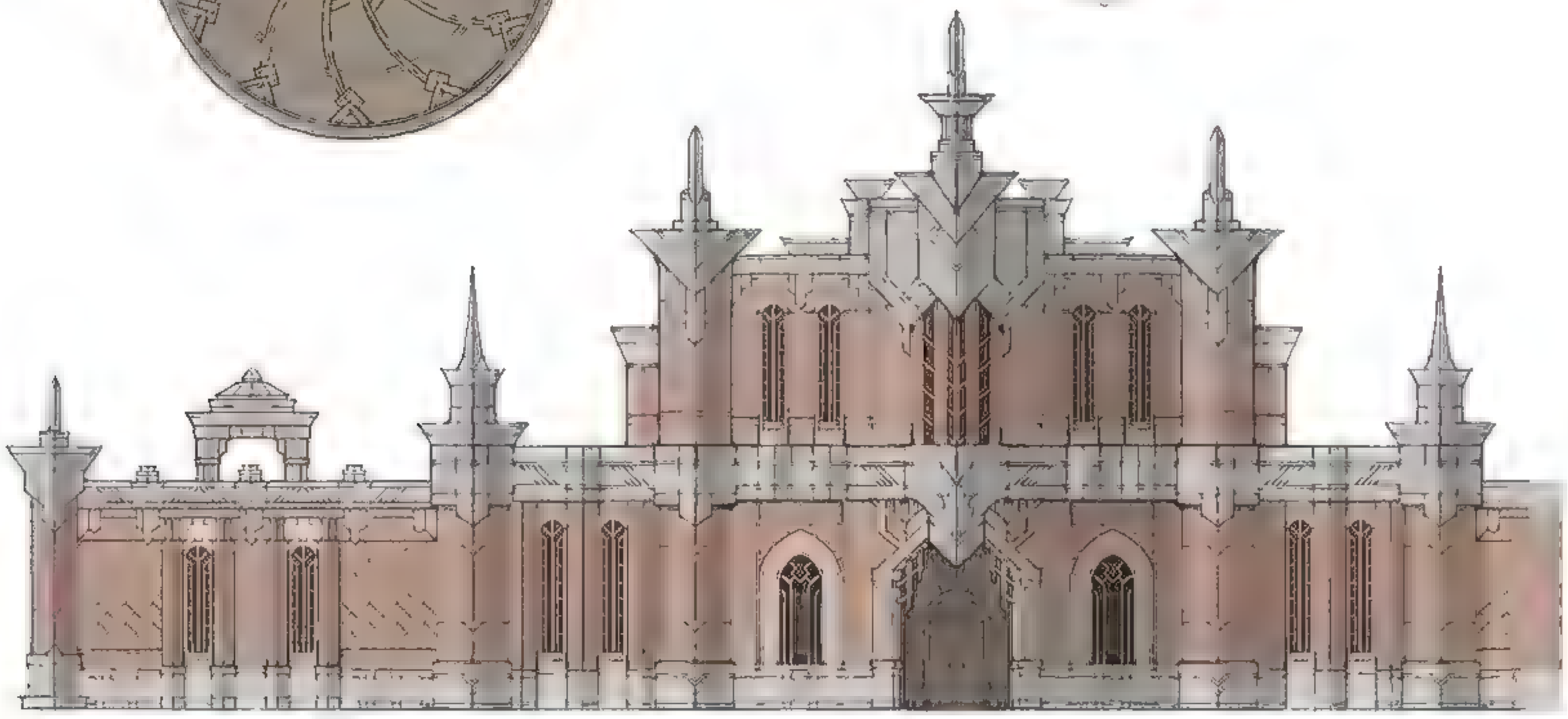


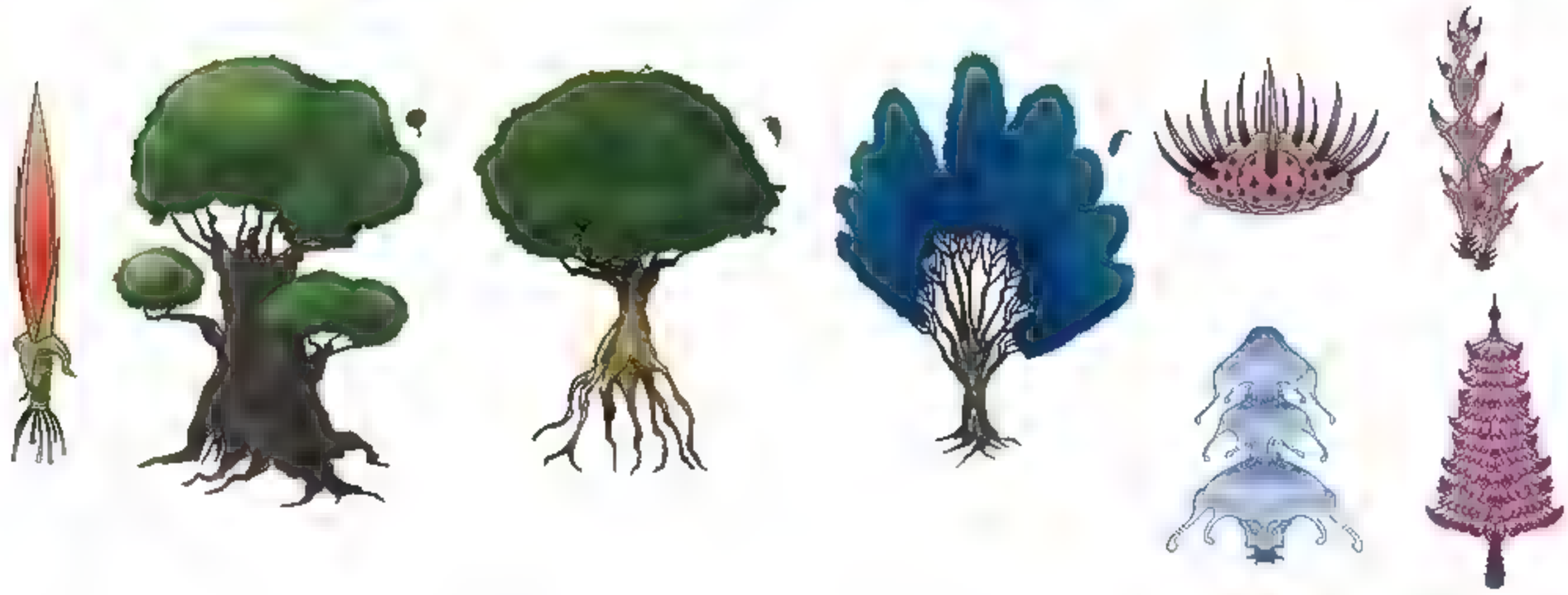


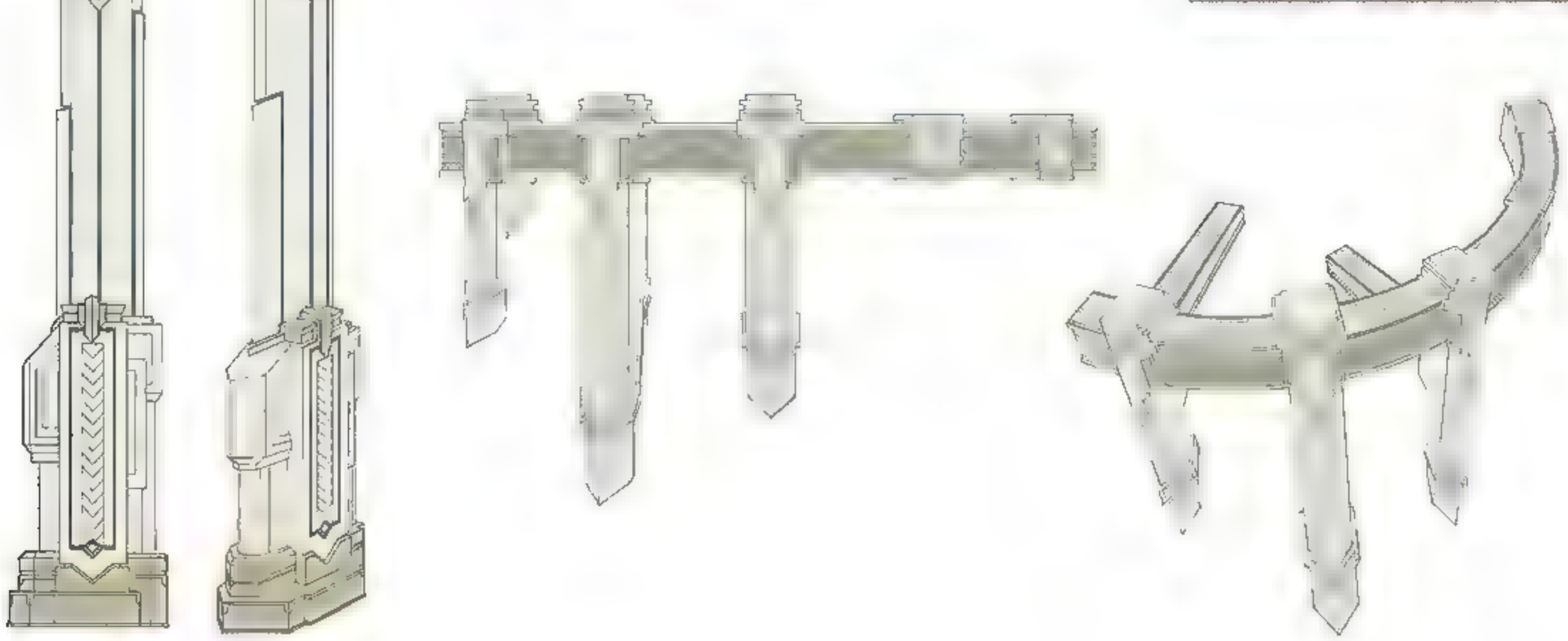


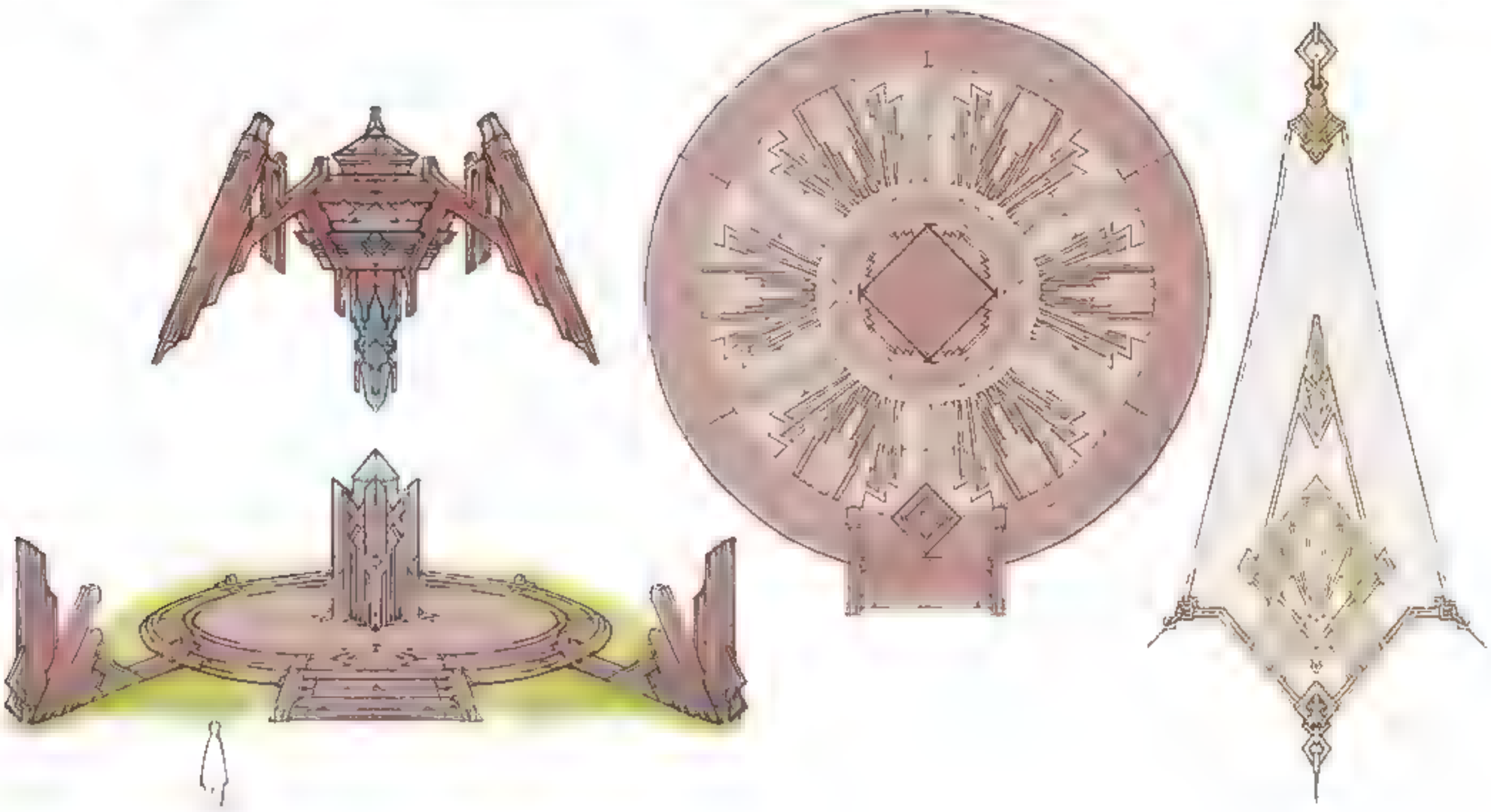




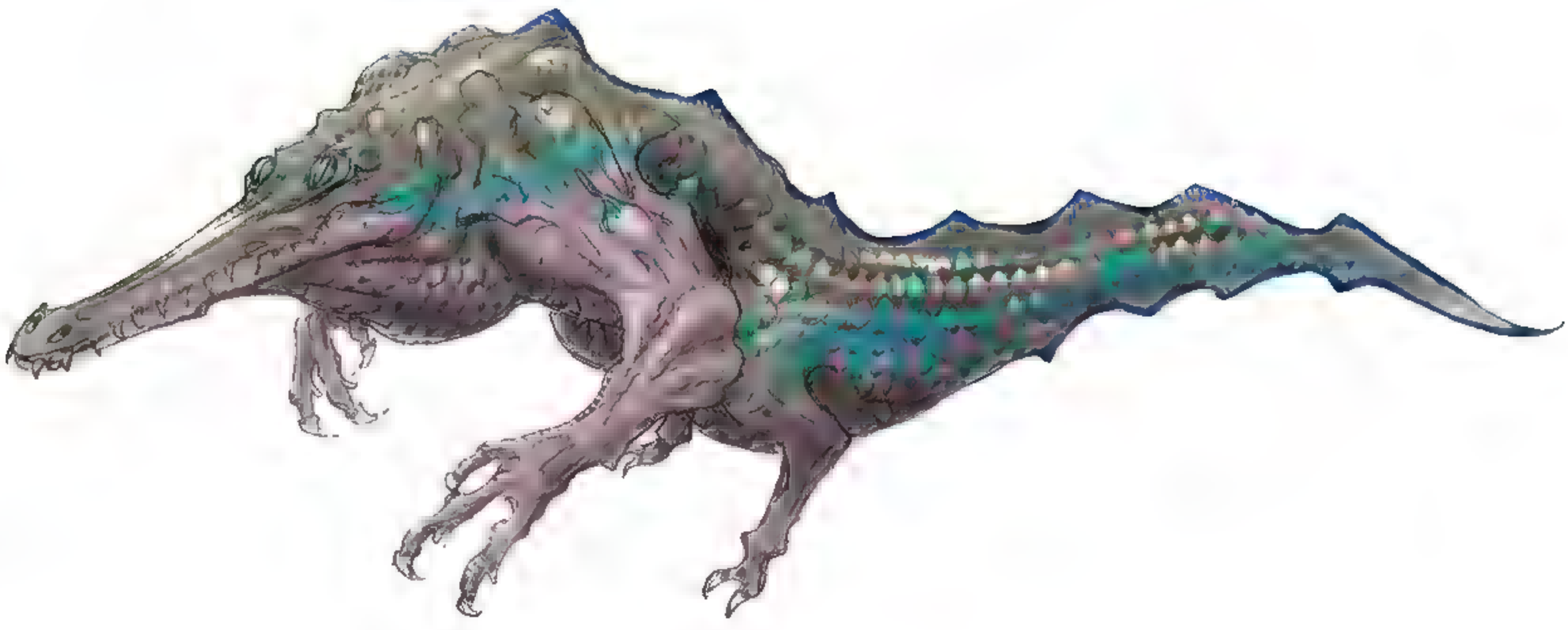


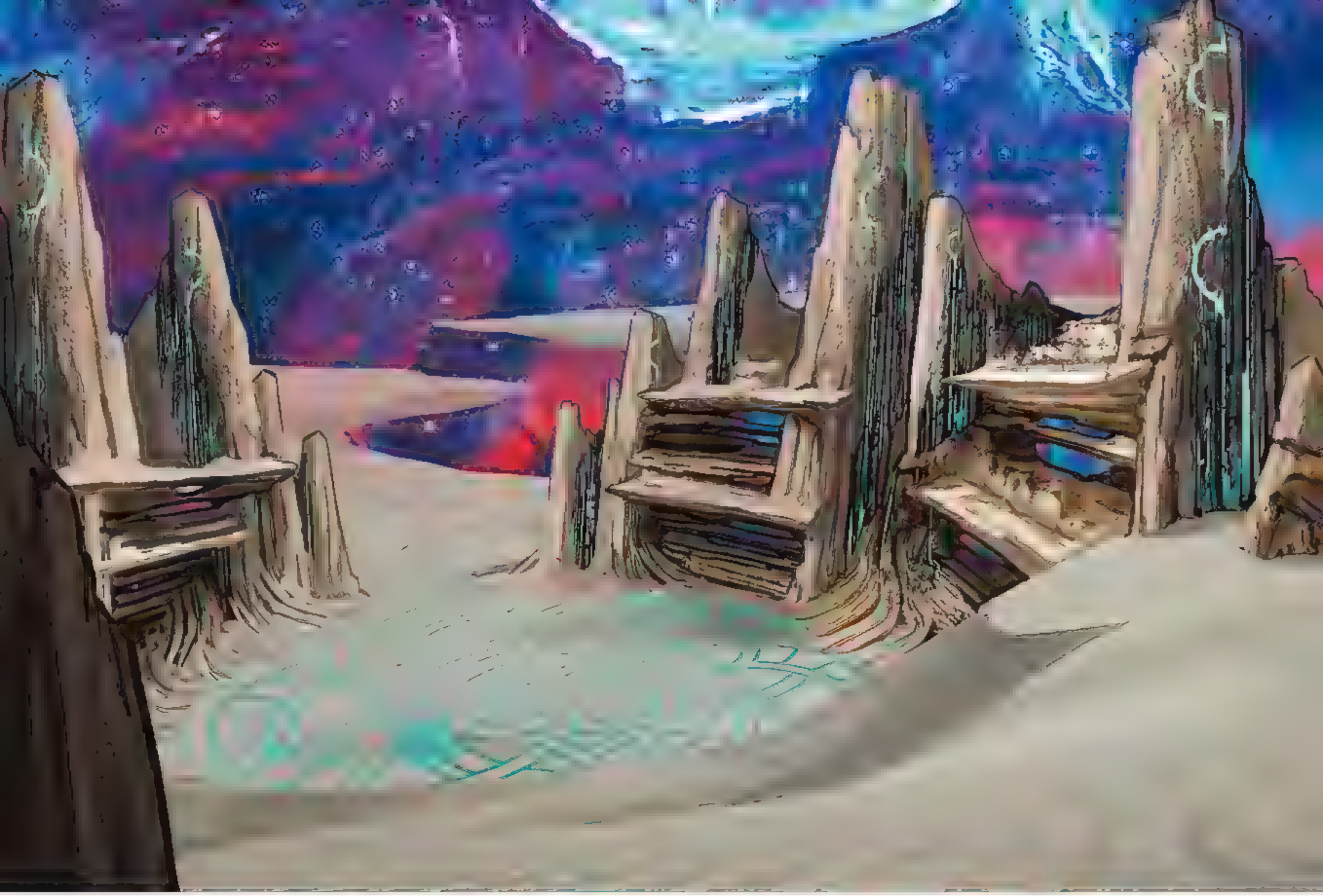


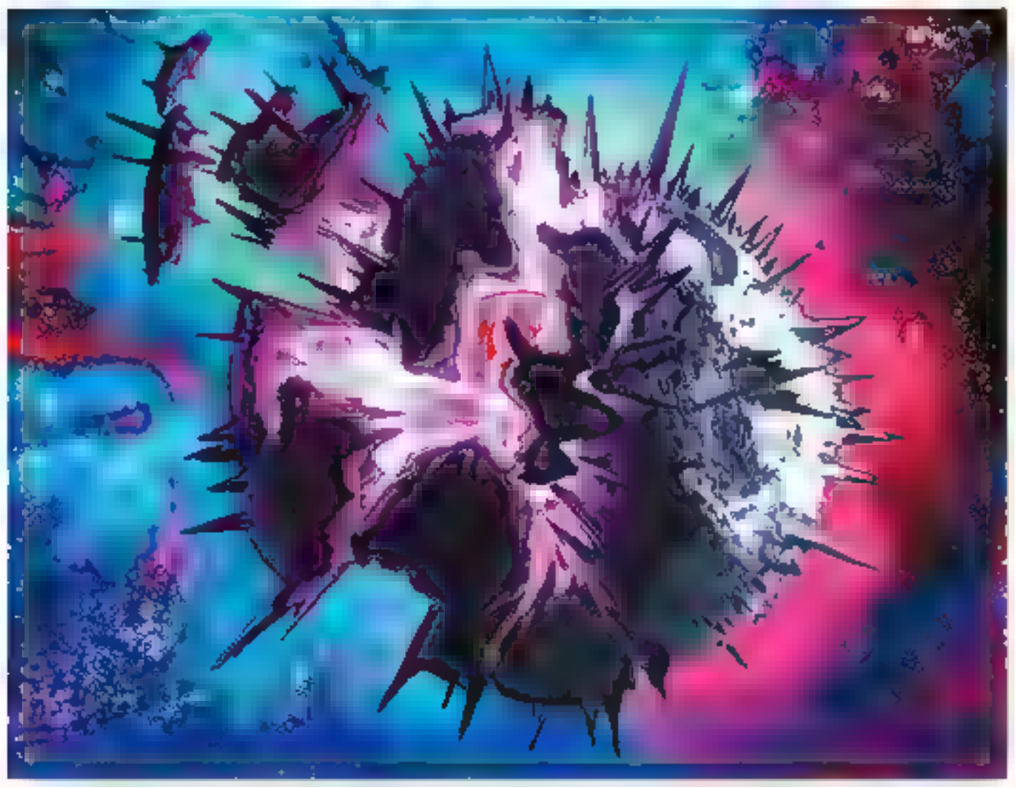


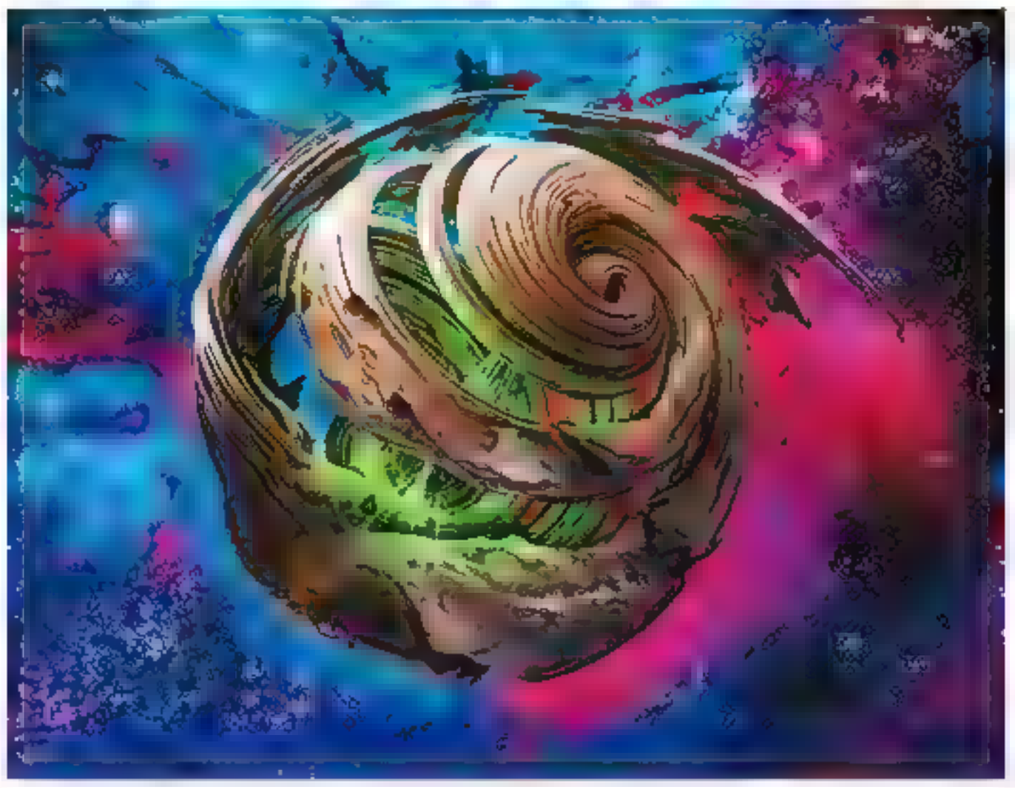


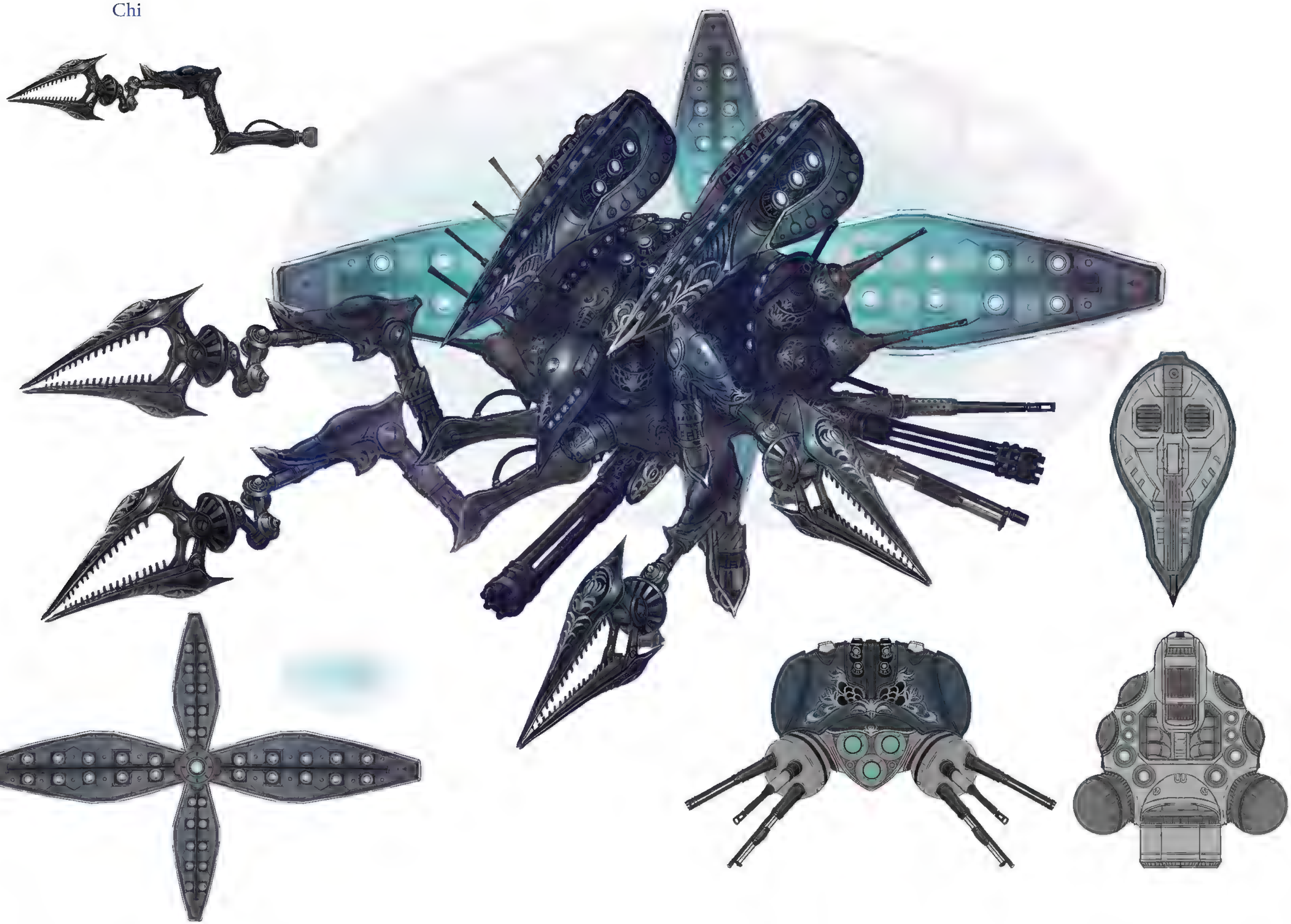
Gurangatch





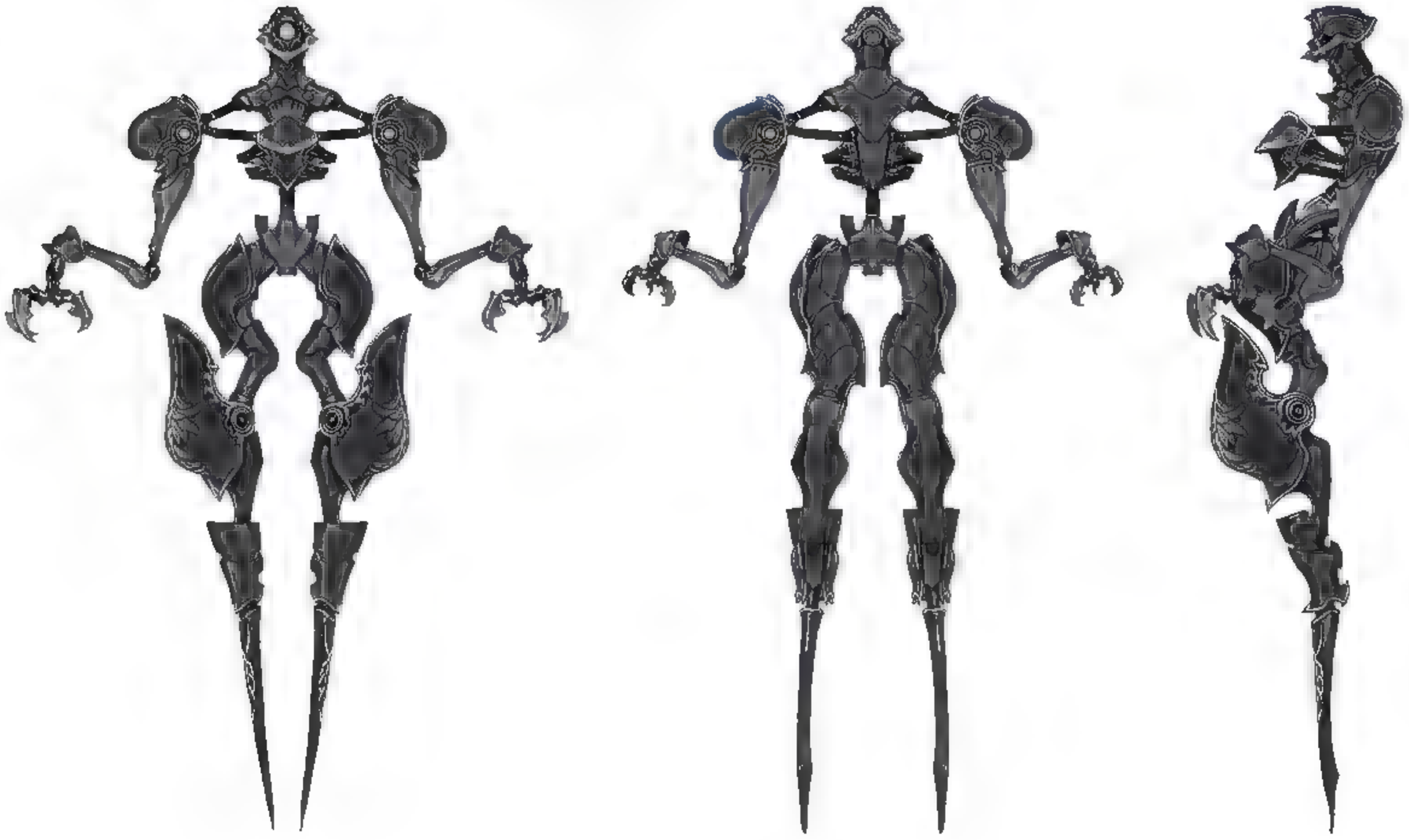






Ea

Omicron



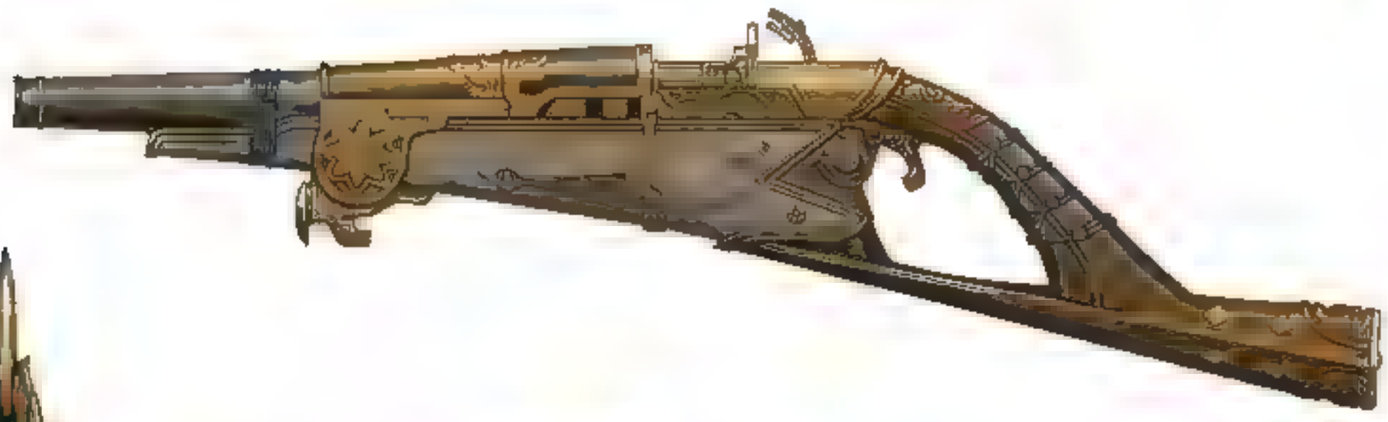
EQUIPMENT

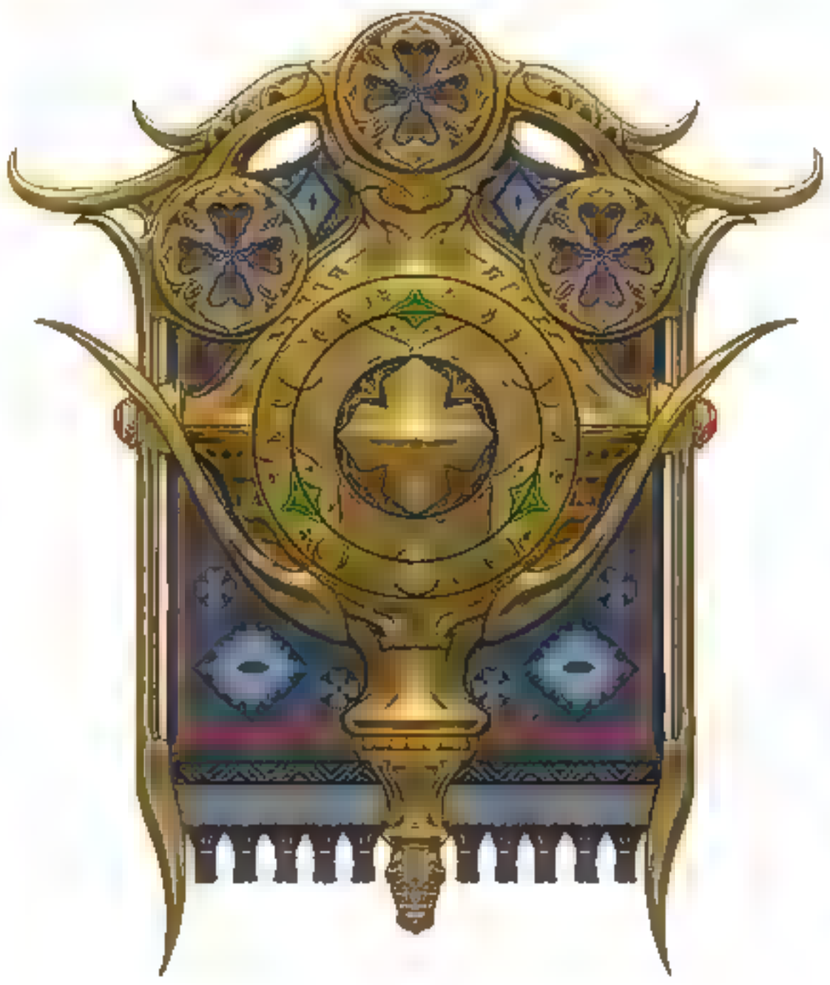
FINAL FANTASY XIV: ENDWALKER

The Art of Resurrection –Among the Stars–

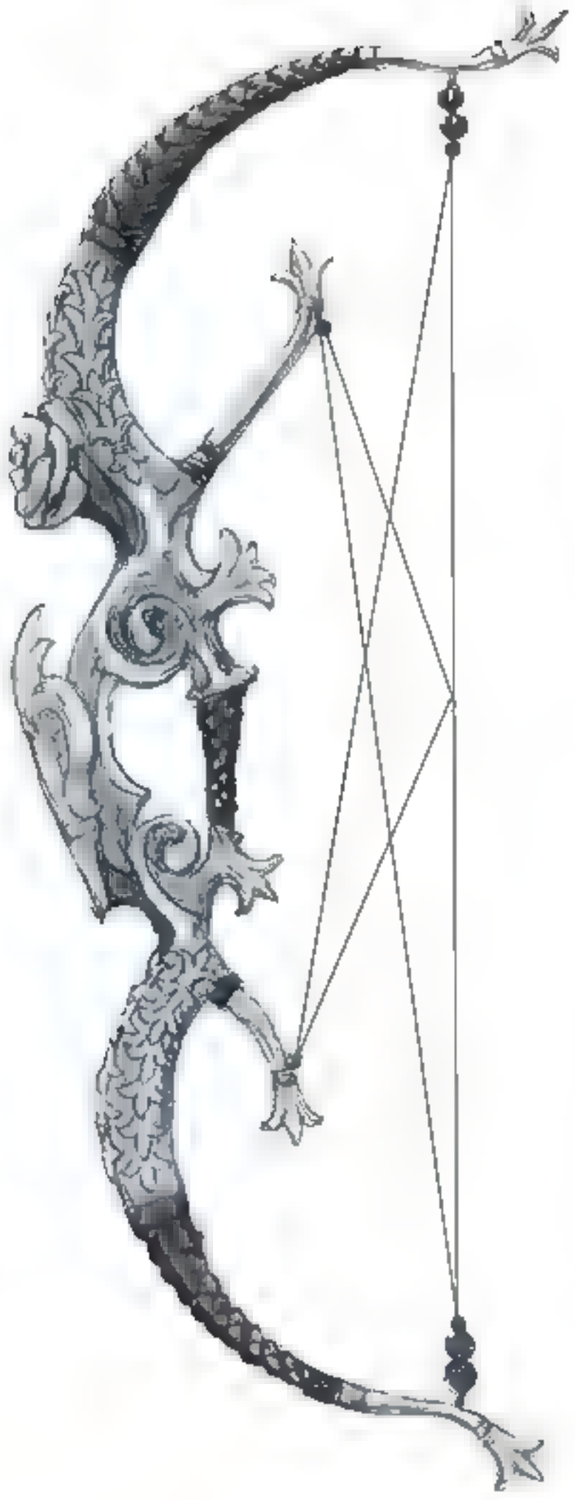
Monstrorum Arms

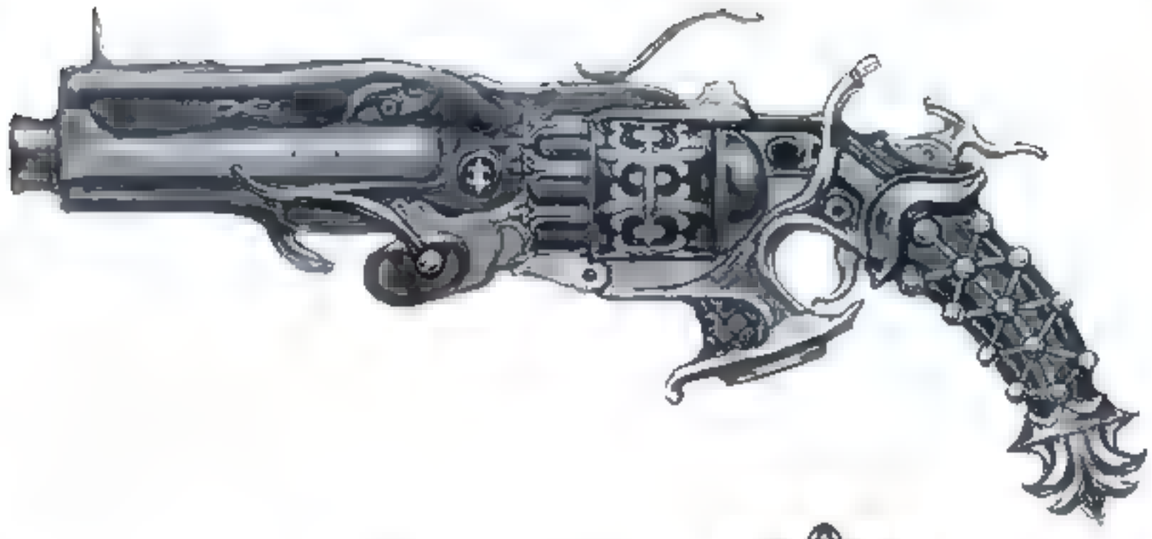
Palaka Arms



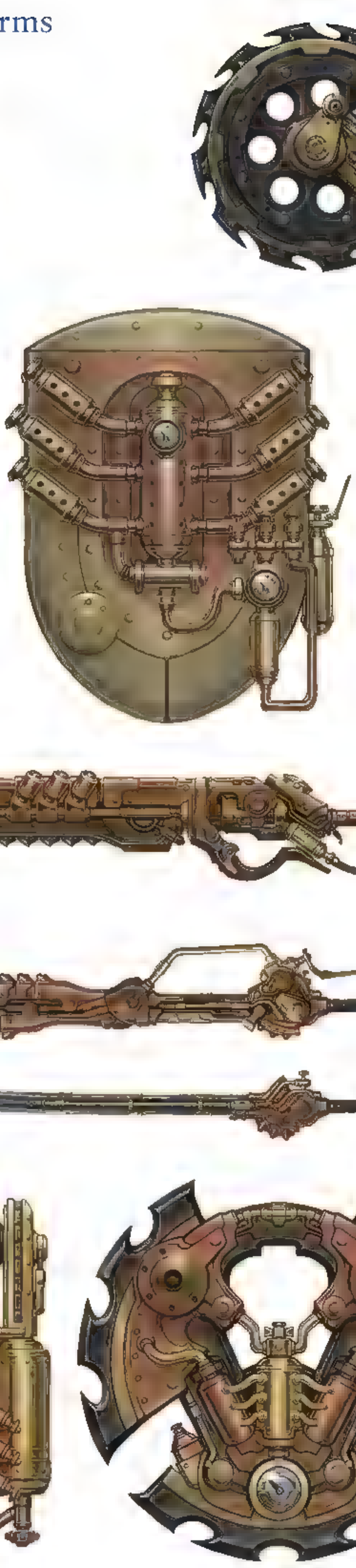


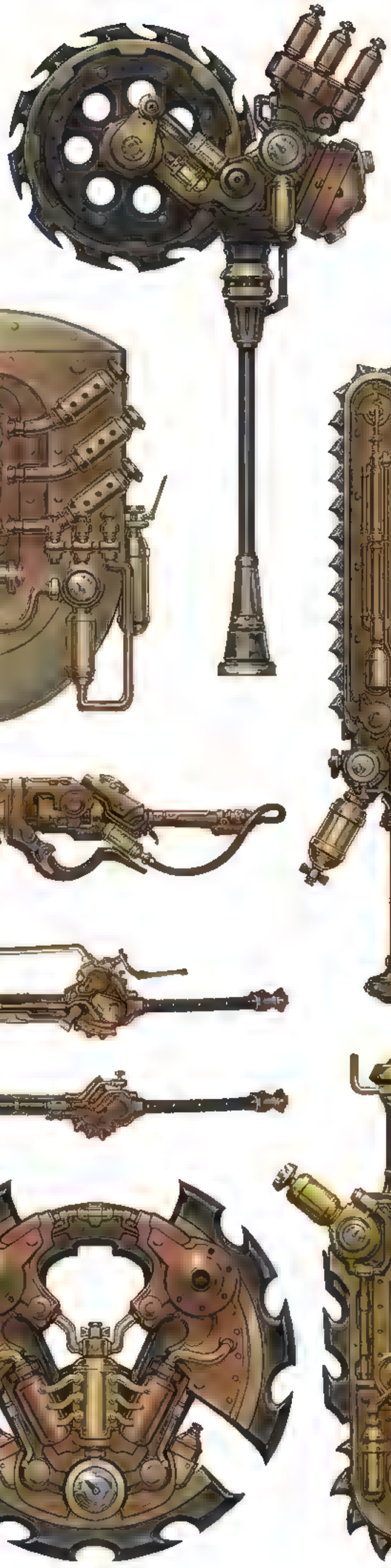
Ktiseos Arms

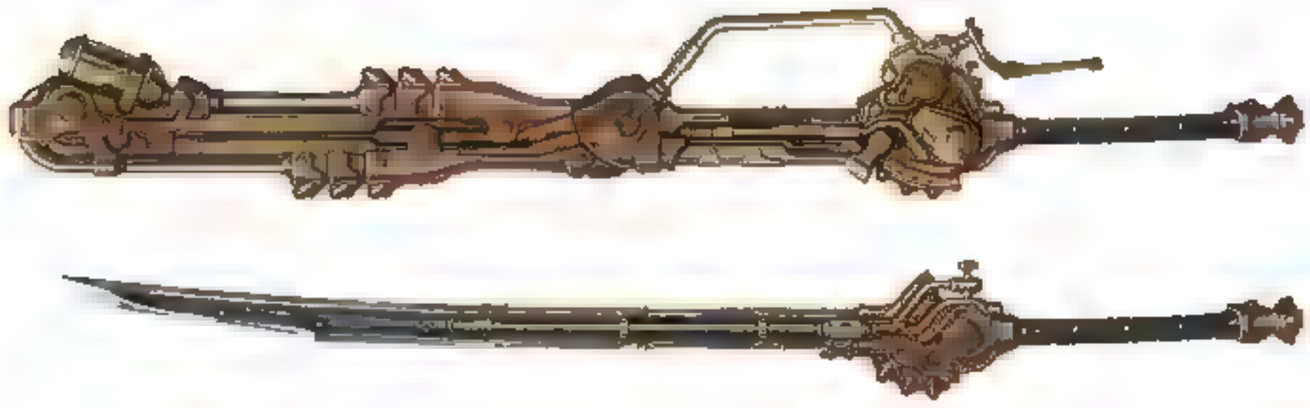


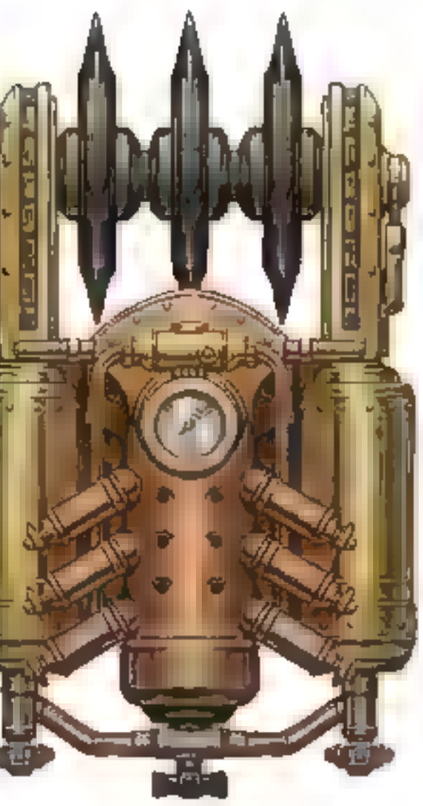


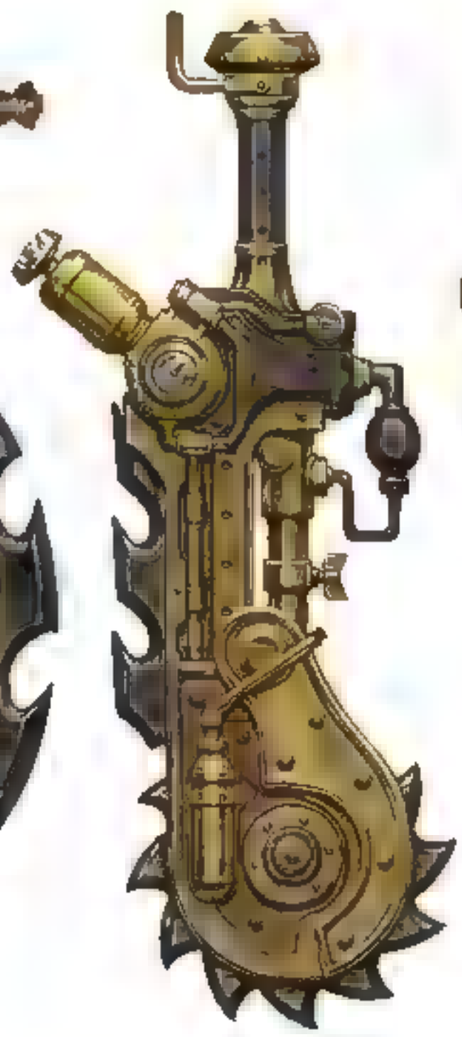
Chondrite Arms

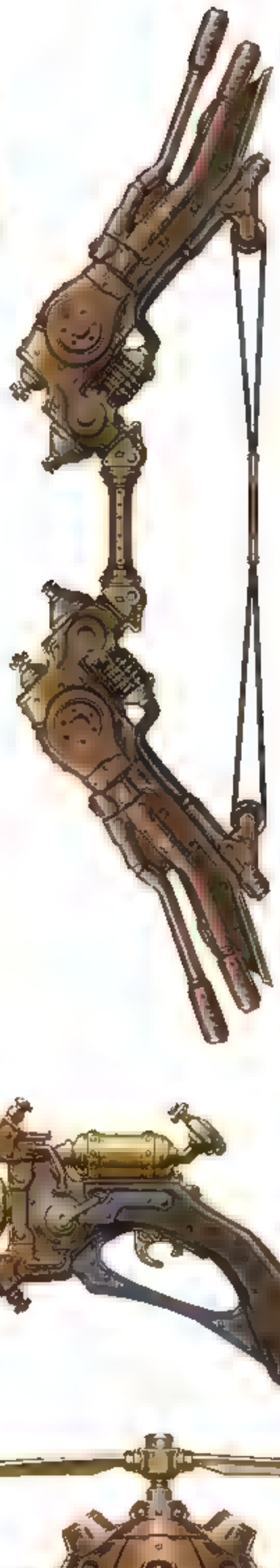


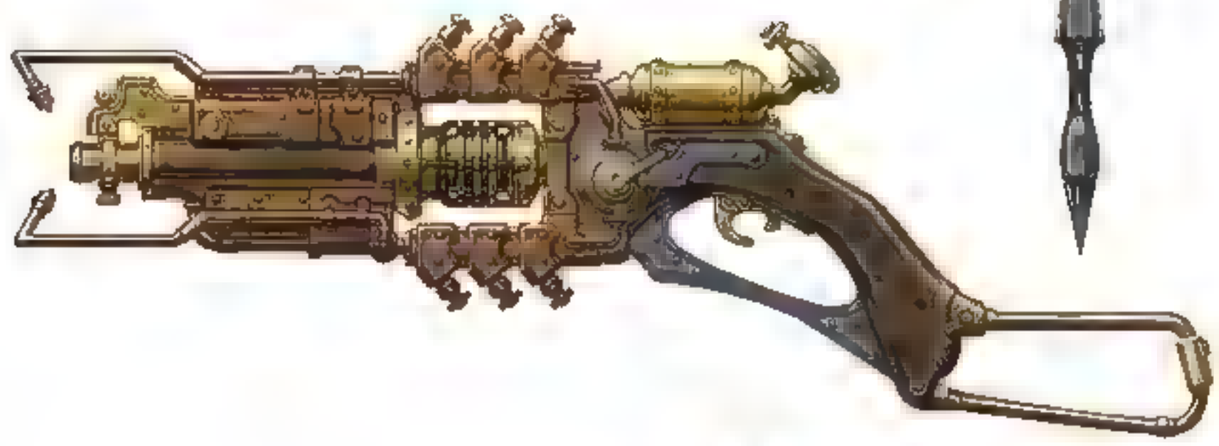


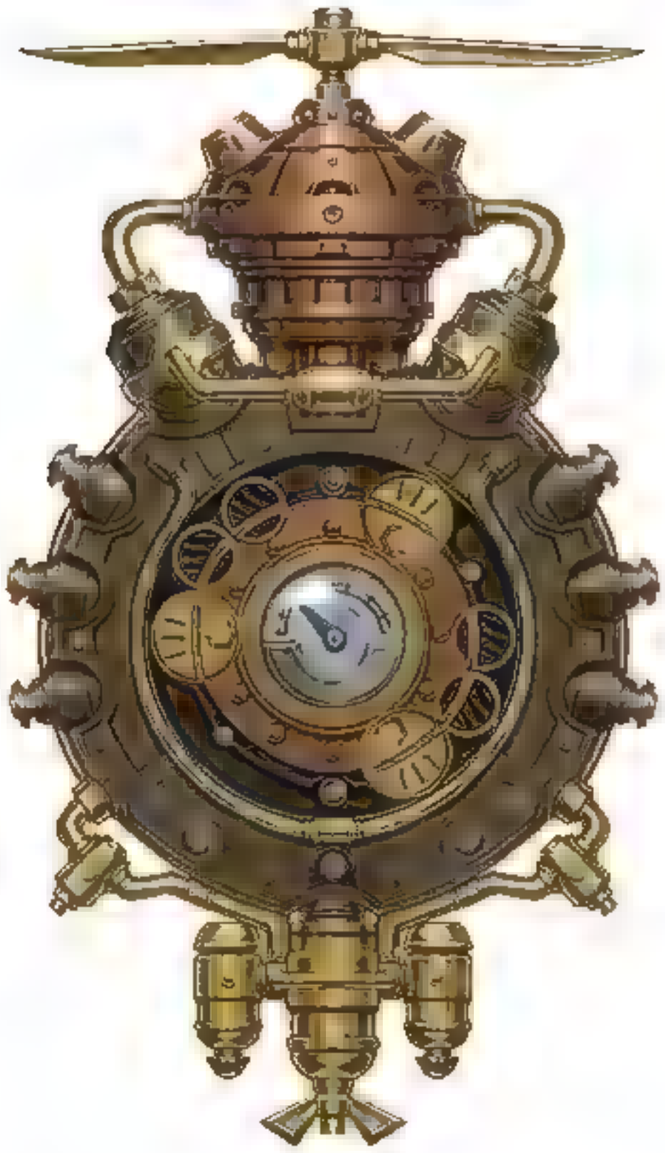


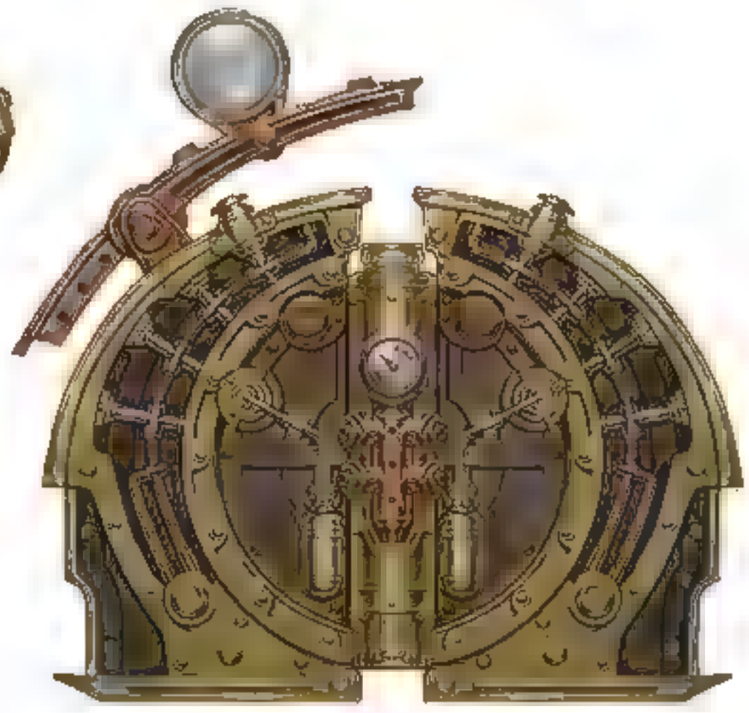


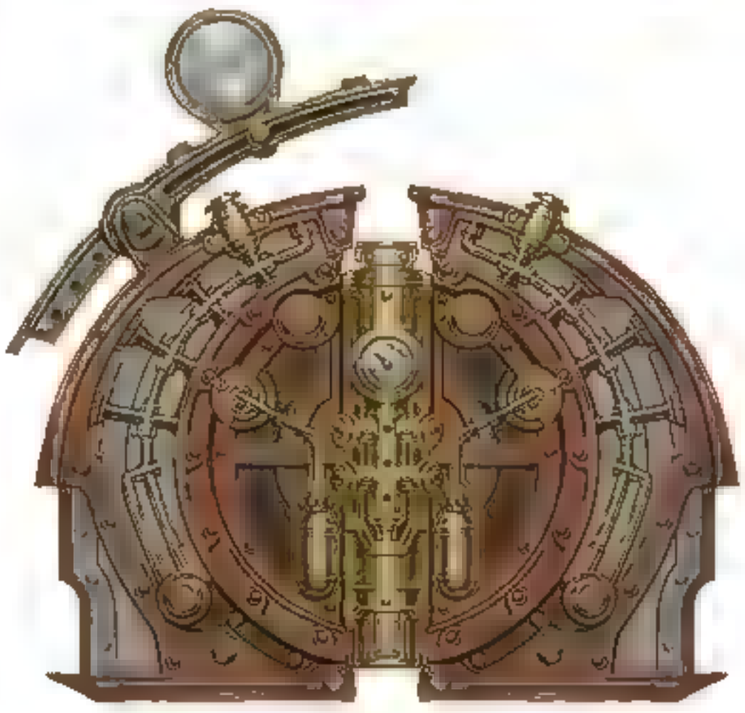








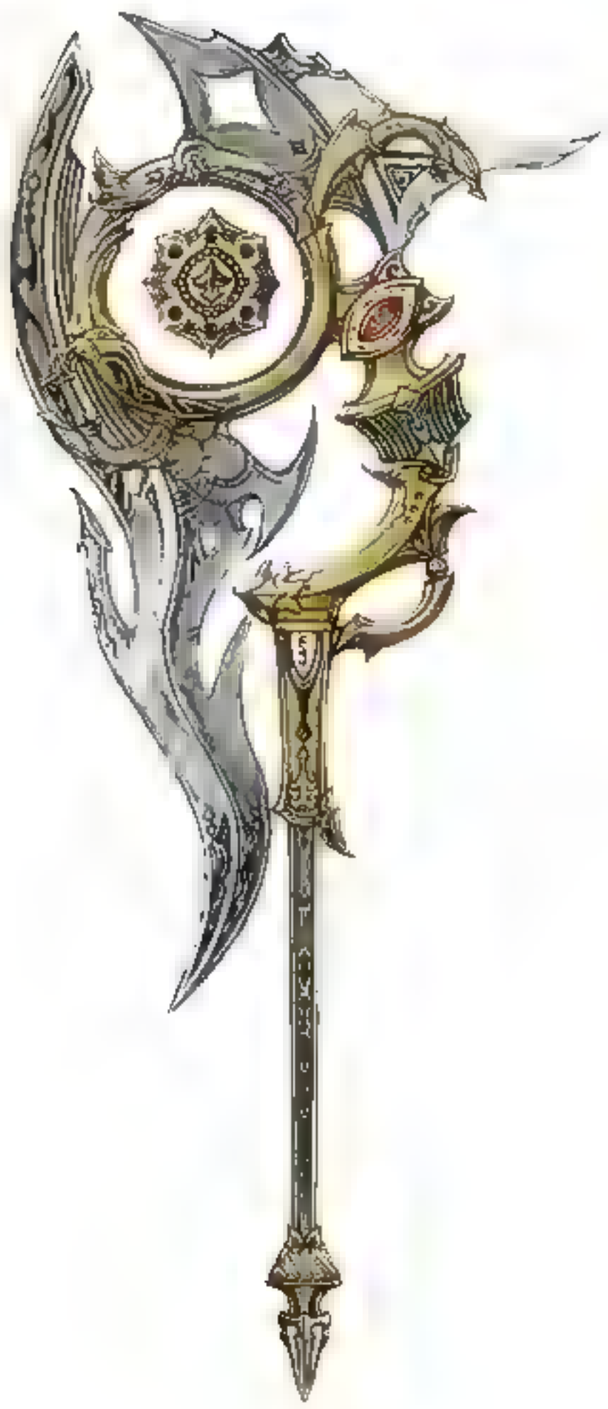




Moonward Arms

Arms of Divine Light

Reaper's Arms



Sage's Arms

Reverence Armor, Lightbringer & Hero's Shield

Pummeler's Armor & Gigantaxe

Ignominy Armor & Chaosbringer

Allegiance Attire & Hyperion

Anchorite's Attire & Burning Fists

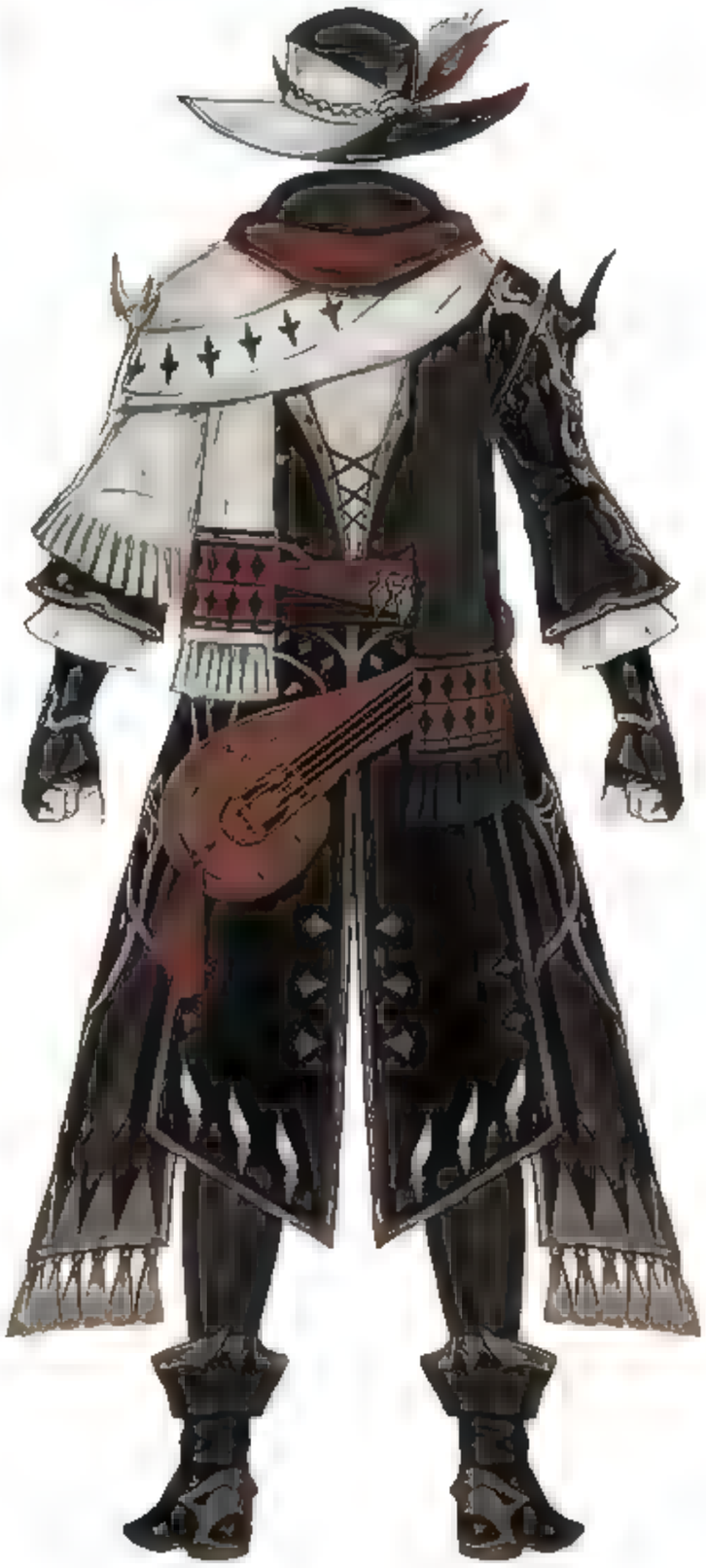
Tiamat Armor & Abel's Lance

Saotome Garb & Murasame

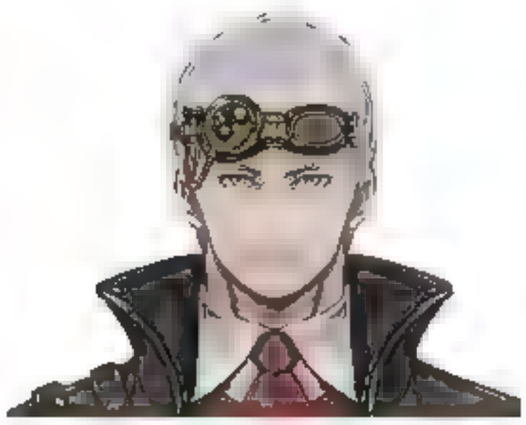
Hachiya Garb & Mutsunokami

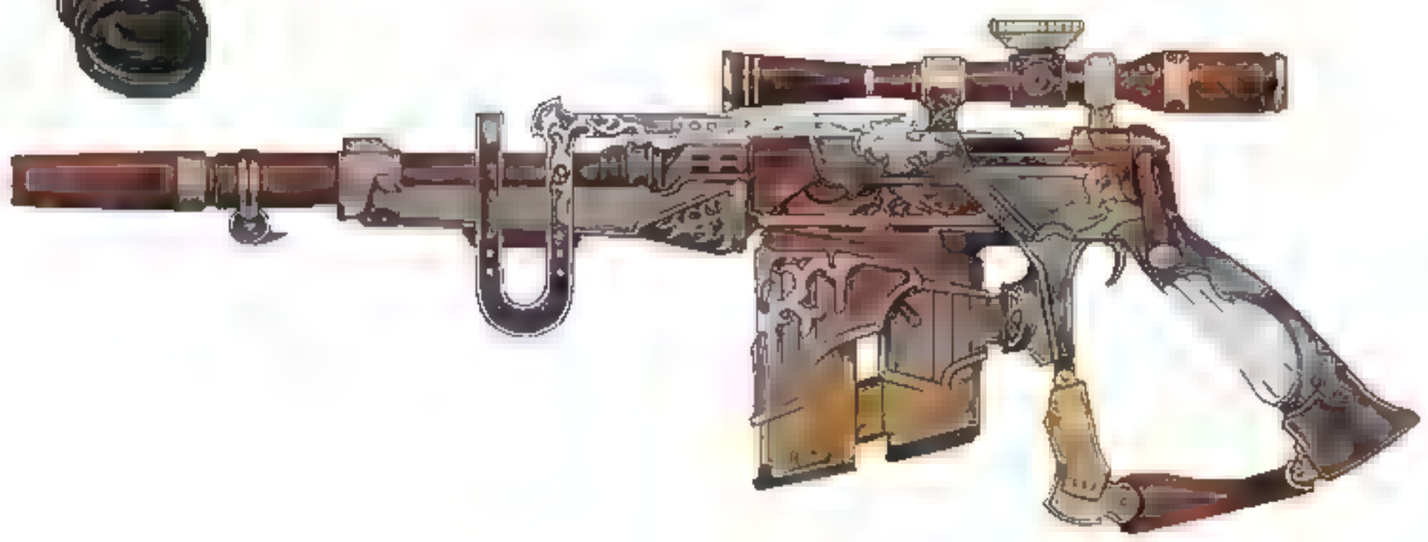
Reaper's Attire & Death Sickle

Brioso Attire & Perseus's Bow



Pioneer's Attire & Ataktos





Convoker's Attire & Abraxas

Etoile Attire & Terpsichore

Spaekona's Attire & Asura's Rod

Atrophy Attire & Wild Rose

Academic's Attire & Epeolatry

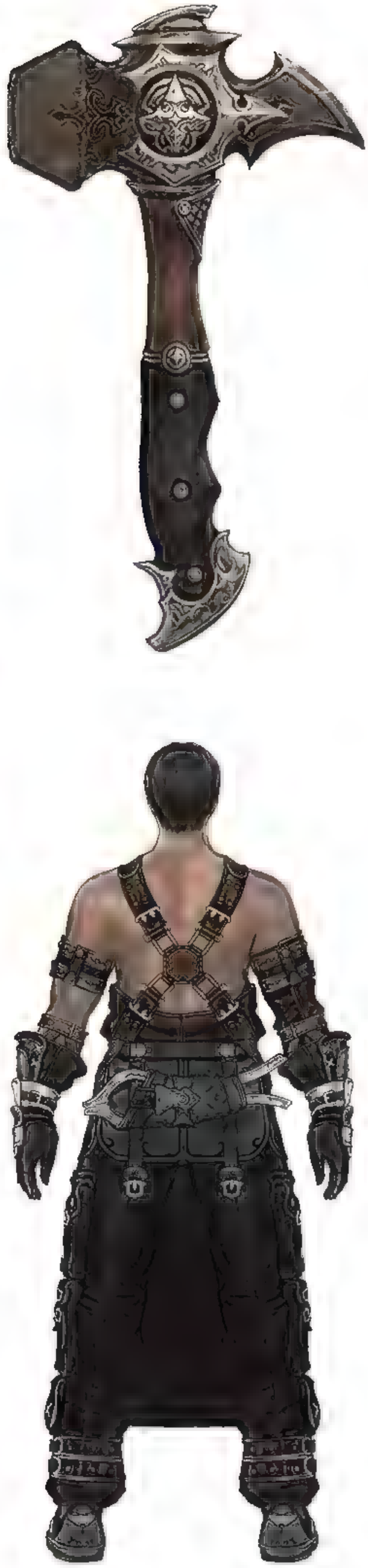
Theophany Attire & Xoanon

Astronomia Attire & Diana

Didact's Attire & Hagneia

Millsoph's Attire

Forgesoph's Attire

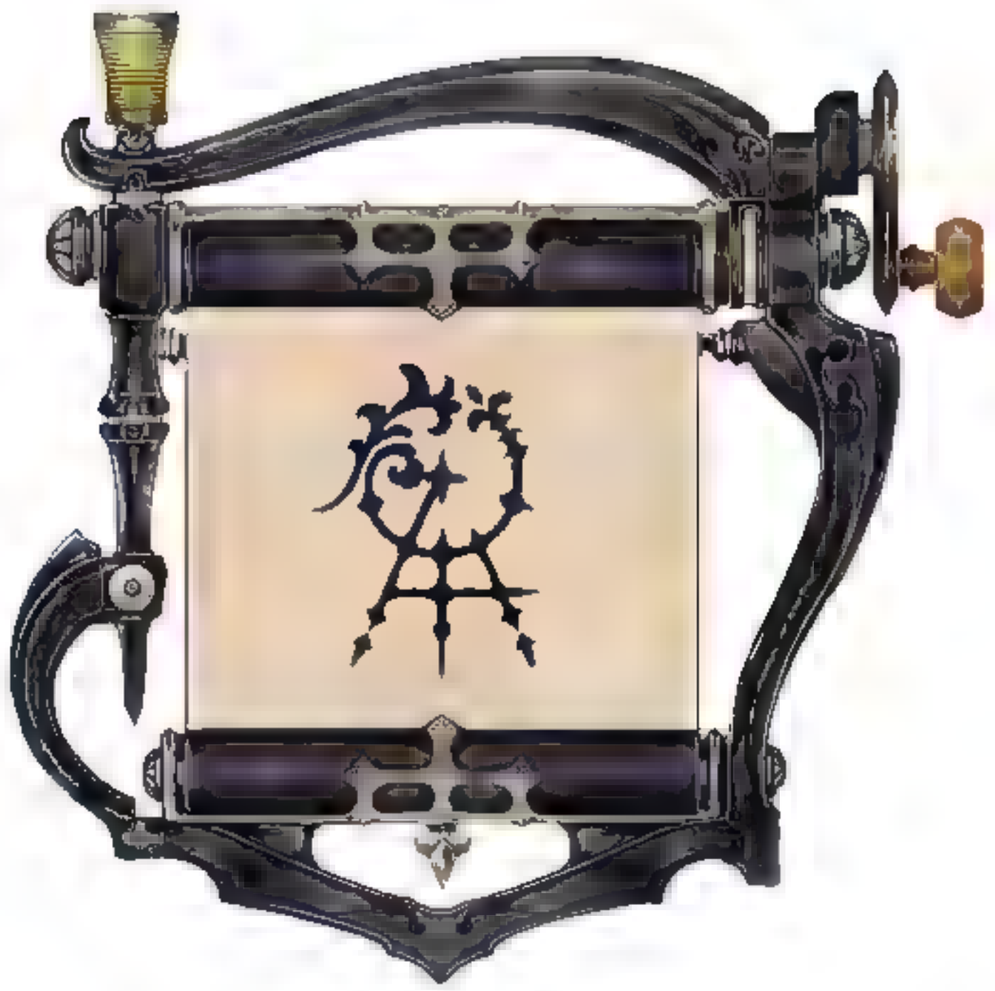


Hammersoph's Attire

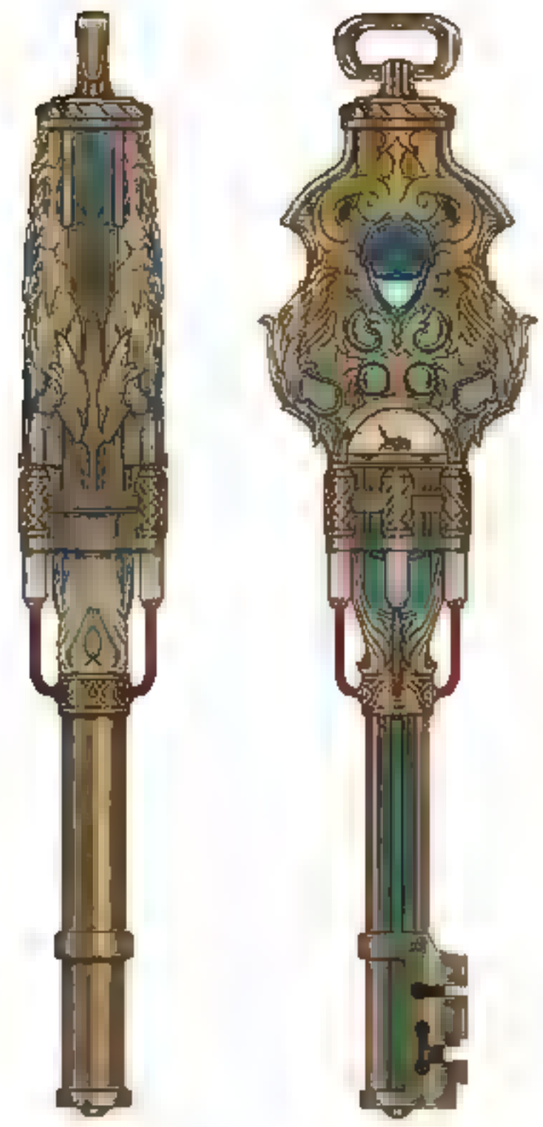
Gemsoph's Attire

Hidesoph's Attire

Boltsoph's Attire



Cauldronsoph's Attire



Galleysoph's Attire

Minesoph's Attire

Fieldsoph's Attire

Tacklesoph's Attire

Gaja Suit

Sophist's Attire

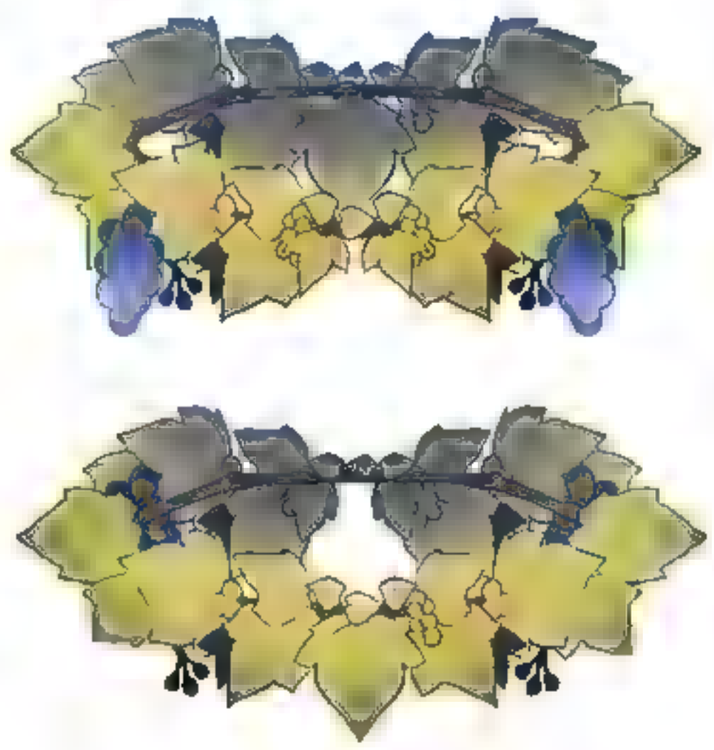
AR-Caean Velvet Attire of Crafting

AR-Caean Velvet Attire of Gathering

Little Lady's Crown

Migratory Plume

Sharlayan Diadema



Excite-I-Mask

Thavnairian Ribbon

Red Ribbon

Imperial Attire

Palaka Attire

Moonward Attire

Accessories

MINIONS & MOUNTS

FINAL FANTASY XIV: ENDWALKER

The Art of Resurrection –Among the Stars–

Minions

Mounts

Wivre

Arion

Chocobo Barding

Thavnairian Barding

Barding of Divine Light

Postmoogle Barding

Barding of Eternal Darkness

ADDITIONAL ART

FINAL FANTASY XIV: ENDWALKER
The Art of Resurrection –Among the Stars–

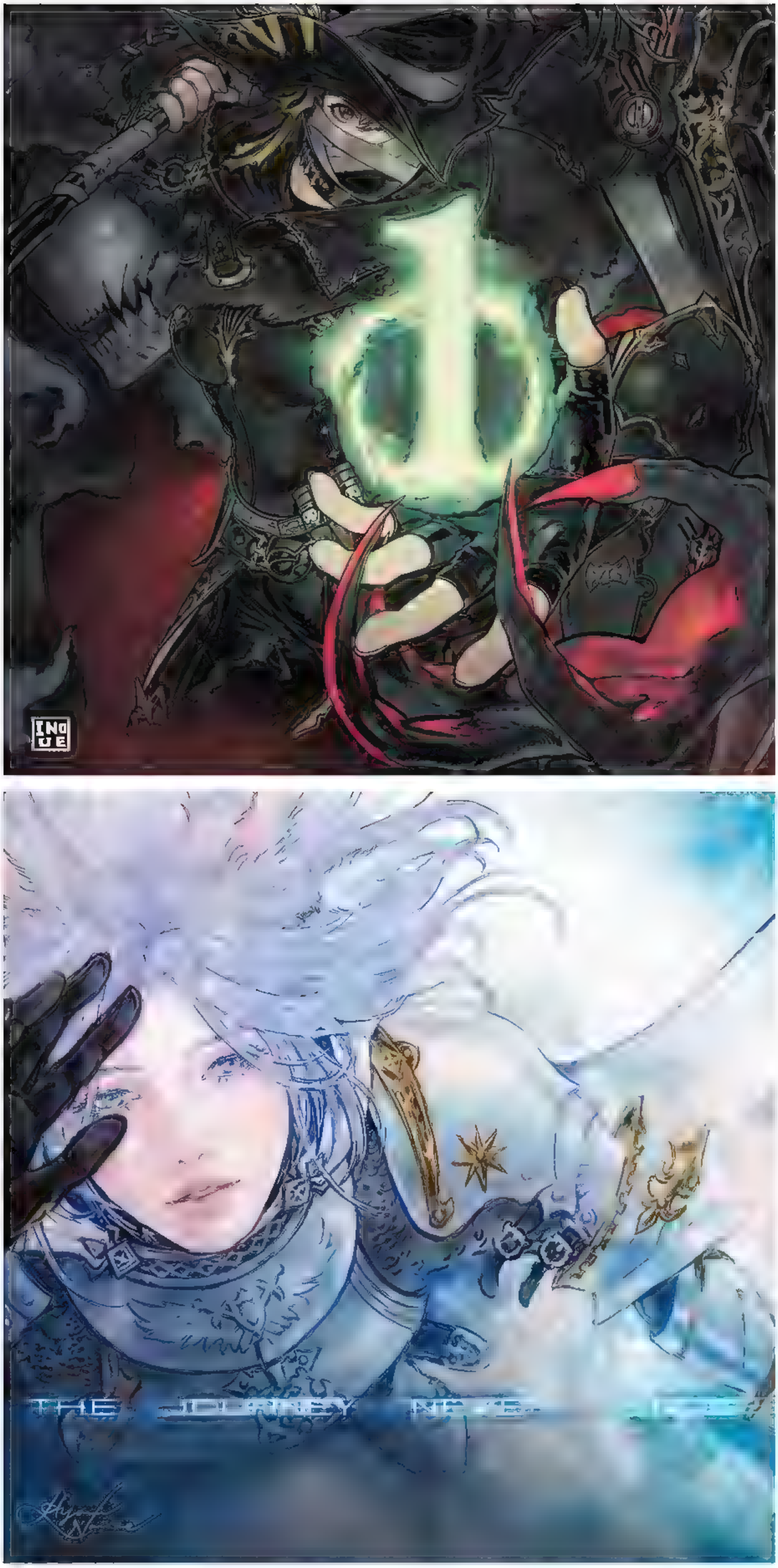
19
Otani Marina

18

14

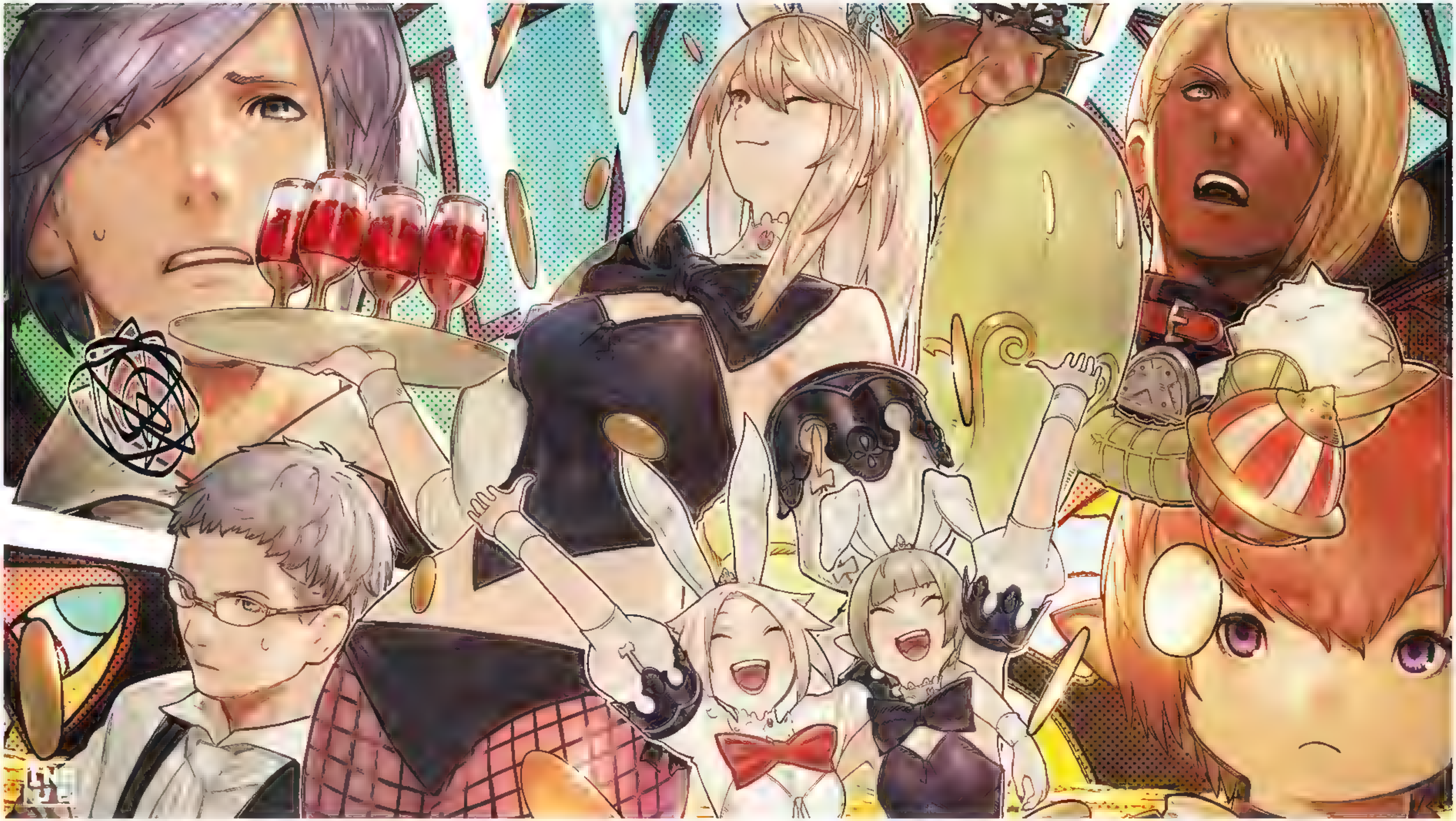
13
12

K.Okamoto
2021


INOUE
THE JOURNEY

Hatching-tide 2021

The Make It Rain Campaign 2021



Moonfire Faire 2021

INOUE

Starlight Celebration 2021

New Year's Greeting 2022

Heavensturn 2022

Valentione's Day 2022

Little Ladies' Day 2022

Fender

Messages from the Art Team

Yusuke Mogi

At long last, we arrive at the Scions' final chapter. Our days have been all sorts of heart-pounding, wondering whether or not we would be able to finish this voluminous scenario on time. Not to mention how difficult it was conceiving the new sage and reaper jobs! Deciding the sage's weapon was particularly trying; it was only after we settled on this current pattern that the name "sage" fell into place. You'd have to be sagacious to fling around nouliths with magic, after all. Of course, Warriors of Light can easily surpass the wisest Sharlayan scholars and pick up those skills without breaking a sweat. It makes me jealous!

Ayumi Namae

Did you enjoy *Endwalker*? I worked closely with the 3D artists to bring a variety of characters to life, including the male Viera, which I designed during those flustered days of switching to remote work. We also experimented with Venat, Hythlodaeus, and Meteion's appearances to bring out their mystical allure. I hope that players find them memorable. FFXIV's adventures will continue, and I'm looking forward to the new allies, lands, and stories that await!

Masayoshi Inoue

For *Endwalker*, I worked on lots of gear for the Disciples of the Hand and Land. From the AR-Caean velvet gear of crafting and gathering, to satchels and equipment for armorers, alchemists, leatherworkers, goldsmiths, and gleaners... I love designing detailed clothing and accessories to fit each character's needs, so I have vivid memories of every one. I will keep doing my best to deliver tailor-made experiences for players to enjoy in the adventures to come. Until next time!

Yoshimi Urabe

I was assigned both the Palaka attire and weapons, so I feel a particular attachment to Radz-at-Han. At first, my idea was to keep the attire light and fabric-based, but the area map is so lovely that I started craving something fancier...so I decided to add some glamorous gold pieces as well. Check out how they look against the beautiful backdrop of Radz-at-Han, where the aroma of exotic spices seems to waft through the air! I hope you get to enjoy a little taste of vacation in an outfit you love.

Wang Yueren

I joined the project in Patch 5.4, and it has been an honor and pleasure to design for a game that I love. I've done a plethora of background and event illustrations, from the vibrant splash of Radz-at-Han to the mesmerizing illusions of Smileton. I spend my days working from home, but I hope that I'm able to contribute to players' adventures through my designs, and will continue broadening my range as an artist to do so.

Marina Otani

Drawing monsters and the Sharlayan Forum uniforms were particularly memorable experiences for me this patch. The Ea, Chi, and the Terminus snatchers and wreckers were some of the monsters that I worked on. Having the Ea's heads detach was an idea that I submitted, and I love how beautifully the motion and character model came together. The effect is adorable! As for the Forum uniforms, someone from the scenario team actually picked them out of clothing item drafts that I had discarded. I was surprised—but very happy—to see that they became NPC attire!

Kodai Okamoto

Our adventure has finally reached its climax, and it brings back lots of memories for me as a Warrior of Light. My art for job-specific gear (fisher/monk/astrologian) and the cover illustration for game and anime magazine *CONTINUE* are included in this book. I encountered a lot of firsts this time around, so I felt nervous during production, but seeing all the amazing fanworks and comments from the Warrior of Light community makes me happy beyond belief. Thank you so much! I'm going to work extra hard to ensure these new adventures are even more enjoyable, so I hope you will stick with us!

Kentarou Kimura

Back when I was a student, my friends invited me to join the open beta test for *A Realm Reborn*, and I've been playing FFXIV ever since. When I joined Square Enix and saw the world of FFXIV through a developer's eyes, I not only recognized how fantastic it is as a project, but felt the intense pressure to deliver. On the other side of *Endwalker*, I feel humbled by the long and storied path we've walked. How was your adventure? Have you enjoyed the spectacles of this world? I hope I can bring to life an array of "answers" through my art going forward.

Eui Kyun Oh

It's so encouraging to see players wearing the gear I designed, or to read their nice comments on Twitter. Drawing for *Endwalker*'s Illustrated Countdown was also a lot of fun. (I have it set as my phone's wallpaper!) I'll keep honing my skills. See you next time!

Rokuma Saito

I drew a number of locations for *Endwalker*, but Radz-at-Han and Thavnair have to be the most memorable for me. I remember it was the summer we started working from home—it was thirty degrees Celsius in my room even with the air-conditioning on—and I was dripping with sweat as I worked. You might be able to feel the same heat I did, reflected in my art...? I hope you enjoy all of *Endwalker*, regardless.

Jonathan Li

These past two years have been hard on the whole world, but I hope you are able to find moments of joy in FFXIV. I had a variety of assignments, but I mostly worked on the designs for Ultima Thule and several dungeons. My number one favorite is Ostrakon Deka-hexi! I hope that I was able to properly convey the Final Days' melancholic beauty. This is the second time that my art is being featured in a FFXIV art book—it still feels like a dream!

Kenta Tanaka

I have been working on FFXIV since its early days, so it is incredibly moving to watch our story reach a significant waypoint in *Endwalker*! We never could have done it without our players' devoted support; I truly cannot thank you enough. For this patch, I mainly worked on Elpis and Old Sharlayan, the latter for which I have a particular soft spot, so I was excited to be able to contribute to its design. I think the city turned out beautifully—and I hope our players agree!

Tetsu Tsukamoto

Anima has become one of my most iconic designs, so getting to draw it again was a profound experience. I initially imagined Zodiark as being so huge, the player would fight just his face. When I played that part, between the arena spinning around and his devastating attacks, I was tossed all over. As a designer, I was happy to see Amon return, as he is one of my previous designs. (To think that you only fought his clone in the Crystal Tower...) I tried hollowing out the books in the ktiseos weapon series; you can still read them normally, but when you shut them, they store objects.

Megumi Tsujii

For this expansion, I drew lots and lots of weapons! My favorite ones to design were the job-specific weapons for the gunbreaker and dragoon: Hyperion and Abel's Lance, respectively. When viewed horizontally, Abel's Lance is designed to look like the head of a dragon. (Those thin, curved pieces make the dragon's whiskers...!) I hope you like it!

Hiroyuki Nagamine

The most memorable part of *Endwalker* for me was getting to work on Yoshitaka Amano's designs for the Endsinger and Hydaelyn. While creating the Endsinger, I got to meet Mr. Amano for the first time and see his work up close. It was incredibly inspiring. I hope we were able to recreate the image he conceived down to its smallest detail, from the expression of utter despair in a young girl's face to the limitless scope of the universe.

Eiichi Hama

I was in charge of the field design and main structures for Mare Lamentorum. The concept for the Loporrits' basic equipment on the moon was "built by a highly advanced civilization, but somehow retro in appearance (an affected recreation of the star's natural environment)." To achieve this, I experimented with references like the Red Moon from FFIV and other retro-futuristic images. The carrots grown on the moon are selectively bred by color for balanced nutrition, and I think they probably have different flavors as well.

Mariko Higashi

I've always wanted to draw for the loading screen, so getting assigned Radz-at-Han and Labyrinthos felt like a dream come true! Every town and field has something I helped design, so I truly hope the environments make a lasting impression on players. I participated in Labyrinthos's creation from start to finish (from the elevator to the dock of the *Ragnarok*), so it is a particularly memorable location for me. Marrying Sharlayan's elegant buildings with highly mechanical structures was difficult, but I thought the background team did a spectacular job in bringing the final product to life. It took my breath away!

Nobuyoshi Mihara

I mainly designed job-specific gear in *Endwalker*. I had fun designing the gunbreaker with a simple look in front and mechanical harness in back. My ideas for the summoner and scholar jobs wandered a little, but their in-game models came out looking far better than on paper, so I'm very grateful to the team for their work.

Erika Murabayashi

I worked on a wide array of assignments, from monsters and minions to weapons and gear. When I played the expansion myself, I was surprised by how often I encountered the Garlean uniforms that I designed. It made me feel happy, nostalgic... It's hard to describe. Whenever I'm relaxing in a town, crafting or what have you, and I see players wearing the armor and weapons we created, with their minions trailing behind them, I always smile to myself. I hope we've created memorable items for adventurers this time too.

FINAL FANTASY XIV ENDWALKER

The Art of Resurrection –Among the Stars–

FINAL FANTASY XIV: ENDWALKER
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