

FINAL FANTASY XI[®]

ONLINE

Chains of Promathia™

Developer: Square Enix Co., Ltd.

Publisher: Square Enix U.S.A., Inc.

Platform: PlayStation[®]2 and Windows[®]

Expansion release: Fall 2004/ Rating: RP

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MOVALPOLOS

The subterranean city of Movalpolos was dug and built by a tribe of Goblins referred to as the Moblins. Due to the nomadic nature of most Goblins, it is extremely rare for any of these beastmen to reside together in one place, making this community extremely unique.



As the Moblins drill through Vana'diel's crust, they are constantly moving their homes, water tanks, and scaffolding. This continuous advancement of Movalpolos makes it difficult to locate the city at any one time.

While there are some Moblins who emerge to the surface to sell ores mined from the rock that surrounds their city, most of the tribe's members have cut themselves off from the outside world. This isolation has resulted in a lack of information regarding the city, even among other Goblins.

TAVNAZIAN ARCHIPELAGO

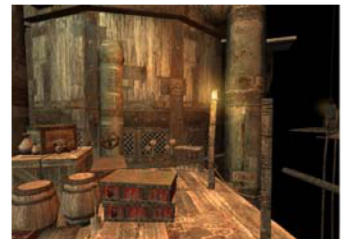
This set of tiny islands off the west coast of Quon was once home to the proud nation of Tavnazia.



Before the Great War, this region was actually a peninsula connected with the mainland. However, a devastating explosion caused by a secret weapon of the beastmen resulted in the disintegration of a large portion of the surrounding landscape.

The explosion also sent the nation's capitol, a city built on the profits of its thriving trade business, into ruin.

The remnants of the beastmen army remain in control of the archipelago, and until now, it was thought that none of the former inhabitants had survived.



Promathia

We who dwell in Vana'diel were born of the tears shed by Altana, Goddess of the Dawn.

But tales tell of an opposite to the loving deity who watches over us—a divinity known as the God of Twilight, Promathia.

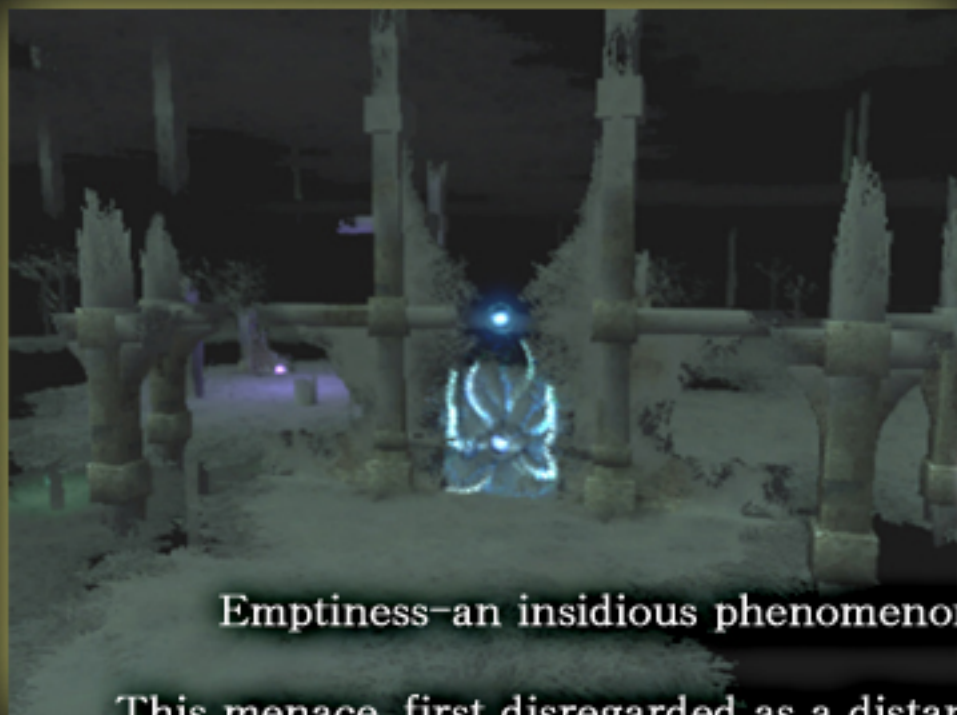
While Altana soars on wings of freedom,
Promathia is bound in chains: his confinement is said to be a limitation he has placed upon himself.

Can this legend be true?

And do rumors of the frightening phenomenon occurring in faraway lands have any relation to Promathia?

The unfolding mystery of "Chains of Promathia" will bring adventurers ever closer
to the astonishing truth behind Vana'diel's origin.





Emptiness

Emptiness—an insidious phenomenon that has begun to gnaw away at the land.

This menace, first disregarded as a distant threat, is drawing heroes of every nation into a race to uncover its true nature.

Is this "emptiness" a tear in the fabric of Vana'diel? Or is it the birth of an entirely new world?



"Enigmatic youth"

A mysterious boy of few words, who frequently appears out of nowhere before adventurers...



"Prishe"

A girl once referred to as "that detestable child," Prishe has been raised by the cardinal and schooled in the ways of theology...

