



FINAL FANTASY XI[®] ONLINE

Rise of the Zilart™

Chains of Promathia™

Treasures of Aht Urhgan™

This **FINAL FANTASY XI** all-in-one package contains both the “Rise of the Zilart”, “Chains of Promathia” and “Treasures of Aht Urhgan” expansion packs. Once you install the expansion pack data and register for the expanded services, your characters will be able to explore new areas and experience new jobs. There are no additional charges required to enjoy the added features of the two expansion packs. However, you must remember to register for these expanded services in order to take advantage of the new content.

(You are required to register both the Rise of the Zilart, Chains of Promathia and Treasures of Aht Urhgan expansions only once. There is no need to repeat this for each character Content ID you purchase.)

CONTENTS

Registering Expanded Services	113
Rise of the Zilart - Additional Jobs	114
Rise of the Zilart - Additional Areas	115
Chains of Promathia - Additional Areas	118
Treasures of Aht Urhgan - Expansion	122

- Please refer to the preceding FINAL FANTASY XI owner's manual for information on controls, gameplay, changing jobs, etc.

Please be sure that you have completed the installation process for all of the PlayOnline, FINAL FANTASY XI, FINAL FANTASY XI: Rise of the Zilart, FINAL FANTASY XI: Chains of Promathia and FINAL FANTASY XI: Treasures of Aht Urhgan expansion packs before proceeding to register for expanded services.

1. After you have completed the installation process, log into PlayOnline, select “Content ID” from the FINAL FANTASY XI top page, and press the [Enter] key.
2. On the Content ID screen, select “Register ID” from the “Expanded Services” menu and press the [Enter] key.
Please read the “Expanded Services” section before registering.
3. Enter your PlayOnline ID and PlayOnline password at the Log In screen.
4. On the Expanded Service Registration screen, select “FFXI: Rise of the Zilart,” then enter your Rise of the Zilart registration code shown on the last page of this instruction manual.
5. A confirmation screen will appear. Select “Exit” to proceed.
6. Return to the Content ID screen, and select “Register ID” from the “Expanded Services” menu and press the [Enter] key.
7. Once again, enter your PlayOnline ID and PlayOnline password at the Log In screen.
8. This time, on the Expanded Service Registration screen, select “FFXI: Chains of Promathia.” Enter your Chains of Promathia registration code, also shown on the last page of this instruction manual.
9. Finally, a confirmation screen will appear. Select “Exit” to complete the registration process.
10. Repeat the process for the Treasures of Aht Urhgan expansion pack.

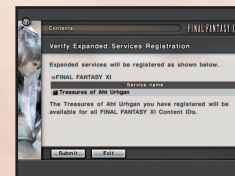
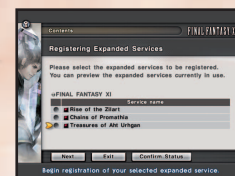
You will now be able to access the content included in both the FINAL FANTASY XI: Rise of the Zilart, FINAL FANTASY XI: Chains of Promathia and FINAL FANTASY XI: Treasures of Aht Urhgan expansion packs.

* Please keep your registration codes in a safe place.

The expanded services registration code allows one PlayOnline ID to access expanded services. Once you register your PlayOnline ID for expanded services, all Content IDs (characters) can access these expanded services. This applies to future Content IDs (characters) as well.

- * You need a PlayOnline ID, password, and an expanded services registration code to register for expanded services.
- * Even if you have installed the expansion data, you cannot access expanded services until you complete the registration process
- * Once you have registered Rise of the Zilart, Chains of Promathia or Treasures of Aht Urhgan, it cannot be removed.
- * There is no additional fee for registering a Rise of the Zilart, Chains of Promathia or a Treasures of Aht Urhgan Content ID.

There are separate registration codes for Rise of the Zilart, Chains of Promathia and Treasures of Aht Urhgan. All expansion packs must be registered to enjoy the full additional content of FINAL FANTASY XI.



New Jobs in FINAL FANTASY XI: Rise of the Zilart

Completing certain quests will allow you to access additional advanced jobs. Just like standard jobs, each comes with its own specific job traits and job abilities that you will unlock as your job level increases.



SAMURAI

Warriors from the Far East, masters to no one save themselves, and dedicated to the art of the bladed weapon known as the katana.

Samurai Job Abilities:

Meikyo Shisui: Allows the use of any weapon skill for the same fixed TP cost. Allows an individual to perform one-man skillchains.



NINJA

Adepts of ancient Far Eastern techniques in stealth and assassination.

Ninja Job Abilities:

Mijin Gakure: Sacrifices your own life to damage your enemy (without EXP penalties).



DRAGOON

Masters of the lance, dragoons can command creatures known as wyverns. They are well renowned for their ability to leap great heights. Dragoons can use wyverns and their own jumping abilities to turn the tide of a battle. Wyverns learn more abilities as their master's level increases.

Dragoon Job Abilities:

Call Wyvern: Calls a wyvern to fight by your side. Generally, a wyvern imitates its master's actions in combat.

Examples:

- PC initiates an auto-attack; Wyvern initiates an auto-attack against the same target.
- PC uses a spell or weapon skill; Wyvern uses a breath attack.

As a dragoon's job level increases, their wyverns will gain new abilities, such as the ability to heal PCs and use breath attacks of the element that will most damage an enemy. However, PCs cannot heal wyverns.

Additionally, the abilities of the wyvern will differ depending on your character's support job. For example, if you have white mage as your support job, the wyvern will focus on healing. If your support job is warrior, the wyvern will focus on attacks. Dragoons use the "Dismiss" command to send their wyverns away.

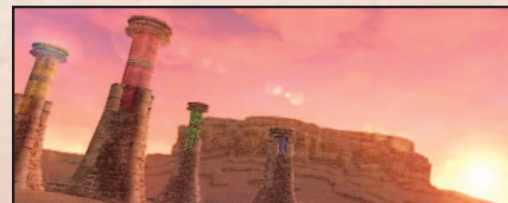
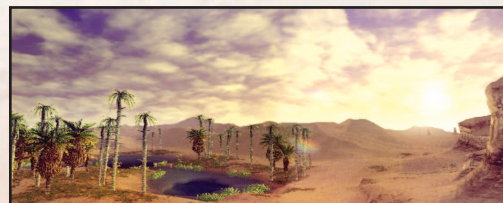
New Areas in FINAL FANTASY XI: Rise of the Zilart

When you register the **FINAL FANTASY XI: Rise of the Zilart** expansion, you will find that your character is able to access new areas that were previously inaccessible. Some of these areas require you to satisfy certain conditions before you may enter. You may encounter NPCs in these areas. Perhaps they will have new quests or missions for you.

Let's take a look at some of the new areas you will find:

ALTEPA DESERT

A sprawling desert that covers the majority of Zepwell Island. Long ago, Altepa was home to the Galka civilization. Crumbling ruins remain scattered throughout the area. Although the Altepa Desert is mostly barren wasteland, there are a few pockets of civilization, such as the oasis of Rabao.



KAZHAM

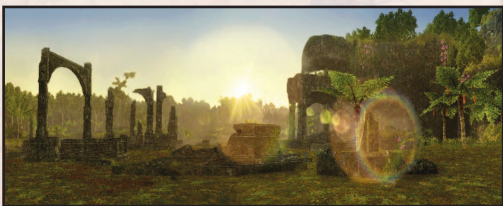
A fishing village founded some four hundred years ago on the northern tip of Elshimo Island. Mithra form nearly half of Kazham's population and support the village by hunting and fishing. The village is self-governed, and all matters are judged by councils headed by Chieftainness Jakoh Wahcondalo.



YUHTUNGA JUNGLE

A tropical rainforest located in the western portion of Elshimo Island. This jungle is host to a variety of plant life, including creeping vines, hanging foliage, and even flesh-devouring plants that have grown to enormous proportions.

The Hidden Valley, located on the southern edge of the jungle, is home to numerous waterfalls and is said to be a gathering place for beautiful faeries. This sacred canyon has long been used by the people of Kazham for purification rituals.



KORROLOKA TUNNEL

This cave is located deep beneath the sea floor and was used by the Galka to flee to the Quon Continent. The Galka were driven from their homeland by beastmen known as the Antica. The interior of the cave is quite beautiful and is formed from a terrestrial coral. To the Galka, however, it is known as a place of tragedy and death, where the coral thrived on the blood of fallen comrades.



TEMPLE OF UGGALEPIH

An ancient temple to the evil deity Uggailepih, built in the isolated depths of the jungle on the eastern portion of Elshimo Island. The structure itself has fallen into ruin, and the roots of nearby trees are slowly consuming its walls.

Locals dare not approach the Temple of Uggailepih. It is referred to as a temple of hatred, since it is occupied by the small but brutal beastmen known as the Tonberries. Travelers who accidentally stray into the area tell horrifying tales of cursed chanting that resonates from the depths of the earth.



NORG

An ancient smuggler port located off the northern tip of Elshimo Island. Norg has long been known as a stronghold for the pirates that roam the Bastore Sea. The bustling port sees many a pirate crew restocking supplies or recruiting new blood, and pirate vessels brim with smuggled goods and plunder. Norg is a black market specializing in the bladed weapons of the Far East (the sale of which is prohibited in most of Vana'diel). Rumor has it that the survivors of the Marquisate of Tavnazia may have escaped to Norg.



IFRIT'S CAULDRON

The flaming maw of the active volcano known as Mount Yuhtunga. The Cauldron cannot be reached by climbing, but can be accessed through natural vents that have formed from escaping volcanic gases. However, long-term exposure to the volcanic gases that permeate these vents is extremely hazardous, and the area is known as a birthing ground for the gaseous life forms known as bombs. Long ago, people were sent here as sacrificial victims in an attempt to gain the favor of the bombs and prevent eruptions.



New Areas in FINAL FANTASY XI: Chains of Promathia

Similarly, when you install and register the FINAL FANTASY XI: Chains of Promathia expansion, you will be able to access even more areas that contain all new quests and missions for you to try your hand at. Here are some of the areas you will be able to adventure in:

ATTOHWA CHASM

Attohwa, meaning "arid" in ancient Mithran, is the name given to the chasm that traverses the eastern part of Aragonau. As the name suggests, very little rain falls here, resulting in a parched, broken land where poisonous gases erupt from cracks in the earth.

However, many unique forms of life have adapted to this harsh environment. The antlions, for example, conceal themselves beneath the ground to avoid the sunlight and ambush unwary prey. The beautiful but deadly gasponia flowers feed on the noxious fumes expelled from the earth.

Once, several forbidding cliffs had to be scaled in order to reach Attohwa Chasm. However, a mountaineer recently discovered an underground route that now allows adventurers to travel to this area with relative ease. According to Mithran folklore, the mountaineer who discovered this route went in search of Parradamo Tor, a hill said to lie somewhere beyond the chasm, and was never heard from again...



ULEGUERAND RANGE

This mountainous region is the highest area above sea level on the Quon continent. Though the Orcs created passes over some of its slopes, crossing the range presents a daunting challenge, for the climb is steep and snowstorms blow in from every angle of the convoluted terrain.

In a time when the Orcs had little skill in navigating the seas, their army reached the northern cliffs by skirting a succession of islands, then marched over the Uleguerand Range to stage their incursions into Xarcabard. In an attempt to stem the beastman tide, the outnumbered knights of San d'Oria often clashed with the Orcish forces upon the actual mountain range.

"Thousandfall Ridge," mentioned in the histories of the Warking Acheufagais R d'Oraguille, was famous as a site for the fiercest battles. These days, daredevil explorers test their luck by sliding down its sheer slopes.



TAVNAZIAN ARCHIPELAGO

This chain 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 capital, a city built on the profits of its thriving trade business, into ruin.

The remnants of the beastman army remain in control of the archipelago. Until now, it was thought that none of the Tavnazian people had survived.



TAVNAZIAN SAFEHOLD

This settlement is an extension of the underground complex that served as a haven for survivors of the war-ravaged Tavnazian Marquisate.

As the ruins of the city above are still occupied by remnants of the beastman army, the people of the safehold below are concerned primarily with survival. The Tavnazian Safehold has sufficient resources to function as a town, though little remains of the once proud capital's unmatched wealth and beauty.



PSO'XJA

These extensive underground ruins have been controlled by the Tenshodo for many years, their secrets known only to a select group of researchers.

Archaeologists believe the grand hallways and countless chambers are the remains of a city populated by the ancients. However, the existence of numerous traps within the ruins leads others to dispute this theory. In addition, reliefs that exhibit geometric patterns and avatars in recurring themes can be found carved into the walls. The origins of these carvings still remain a mystery.

What lies behind the Tenshodo's sudden decision to open the ruins to adventurers...?

**BIBIKI BAY**

This inlet in the southeast of Mindartia looks out on the Gugru Blue. Sheltered by a multitude of tiny islands, its tranquil waters were once used by Tarutaru fisherfolk to farm vast quantities of shellfish and seaweed.

After the Great War, the cultivation of Bibiki Bay was abandoned as the Mithra brought their expertise in fishing to the mainland. However, many of the bay's bounties of aquaculture, including the magically enlarged shellfish known as "uragnite," remained untouched.

The Fishermen's Guild, seeing the bay's potential, recently paid for the right to begin fishing in the area. The guild intends to make its small fishing vessels, or "manaclippers," available for use by adventurers in the near future.

Also, in order to bring in ordinary sightseers, the Fishermen's Guild is attempting to gain permission to land on the beautiful beaches of Purgonorgo Isle. They are currently conducting negotiations with the isle's mysterious and wealthy owner.

**PHOMIUNA AQUEDUCTS**

These expansive aqueducts are a fitting architectural achievement for Tavnazia, which was known as the "City of Water." Before the war, most of the city's major facilities drew their waters from the aqueducts, but now few canals remain.

The Phomiuna Aqueducts are connected to the underground sacarium of the fallen cathedral. However, due to the powerful wards erected by a certain cardinal, the state of the sacarium's interior is known to but a few. And there is also the question of the holy artifact said to be enshrined within the sacarium's walls...

**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 quite unique.

The Moblins are known for their exceptional smithing and alchemy skills. Their achievements include complex drilling apparatuses and floodlights as well as several advances in exotic fields such as bionics. It is even rumored that their ability in these areas matches or exceeds that of the scientists in Bastok.

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 some Moblins venture to the surface to sell ores mined from the rock surrounding their city, most of the tribe's members have cut themselves off from the outside world. Because of this isolation, little is known about the city, even among other Goblins.

Why have the Moblins chosen this life underground, and why do they continue to move?



The Empire of Aht Urhgan

The Empire of Aht Urhgan dominates the Aradjiah Continent, a landmass found east of Mindartia. This massive nation lies between the Gugru Blue and the countries of the Far East, and is governed by the Divine Empress—a ruler who wields absolute religious and secular authority.

During the time of the Crystal War, the allied forces of Altana—including Tavnazia, one of the Empire's largest trading partners—petitioned for the aid of the Aht Urhgan armies. Despite repeated requests for help, the Empire remained steadfast in her isolation and dispatched not a single soldier. These actions led to the continuing diplomatic distance between the Western nations and the Near East. The Empire is currently at war with her Far Eastern neighbors.



New Jobs in FINAL FANTASY XI: Treasures of Aht Urhgan

Completing certain quests will allow you to access additional advanced jobs. Just like standard jobs, each comes with its own specific job traits and job abilities that you will unlock as your job level increases.

BLUE MAGE

Employing the legendary arts of Aht Urhgan, these formidable fighter-mages employ elegantly curved blades for close combat, while decimating their enemies from afar with fell magic mastered from their opponents.

CORSAIR

Descendants of the dauntless pirates that once scoured the seas of the Near East, corsairs rely on the "Hexagun," a multi-barreled revolver, and elaborate luck-based abilities to alter the stakes of battle.

PUPPETMASTER

These wandering performers entertain crowds and confound their enemies with a customizable puppet known as an "automaton." Puppetmasters can also fall back on hand-to-hand fighting skills that utilize the flexible movements of their art.

New Areas in FINAL FANTASY XI: Treasures of Aht Urhgan

The FINAL FANTASY XI: Treasures of Aht Urhgan expansion brings many new areas to the world of Vana'diel; here we describe just a few.

AL ZAHBI

Protected by tall ramparts, the impregnable fortress city of Al Zahbi serves as the capital of the western half of the vast Empire of Aht Urhgan. The city resembles a labyrinth, with the roofs of stone buildings joining to form paths around structures built on a higher level. The serpentine designs seen throughout the city represent the two-headed snake king Zahak, a symbol of the Empire.

Al Zahbi is divided into three wards:

Commoner's Ward

This fairly new ward houses residents who have either not been granted or have been stripped of citizenship. Beastman attacks are a constant threat due to the district's location on the outskirts of town.

Merchant's Ward

This diverse ward is home to merchants and craftsmen who provide their services to the area's throngs of traders, mercenaries, and adventurers from foreign lands. The district also features two ports, one facing the inland sea to the north and another facing the open sea to the south. The Merchant's Ward also serves as a western gate to the Empire.

Imperial Ward

The Imperial Ward lies behind a colossal white wall that separates the district from the rest of the city. The magnificent imperial palace, military facilities, and residences of the imperial family line the streets inside, but noncitizens are strictly forbidden to enter.



MAMOOK

The capital of Mamool Ja, Mamook was built deep in a forest on a peninsula west of the Aht Urhgan Empire. In order to control parasite infestations, the wooden structures that cover the capital are burned down and rebuilt every few years. Therefore, much of the construction in Mamook appears rather crude. Like the Mamool Ja's equipment, the few intricate decorative metals in the area were created by prisoners taken by Mamook. Furthermore, sacred stones situated in each area of the capital are believed to harbor the spirits of fallen Mamool Ja heroes and protect Mamook from evil.



ARRAPAGO REEF

This highly treacherous area is legendary for stranding many a ship. It is for this reason that Arrapago Reef became the final bastion for a kingdom that was destroyed by an attack from Aht Urhgan. It is said that the kingdom's immense treasures still rest in the coastal caverns. However, the Lamiae are currently using the reef as their stronghold, guarded by the sleepless undead. Infiltrating Arrapago Reef would be no easy task.



HALVUNG

Surrounding the base of Mount Zhayolm, the city of Halvung is a military fortification built by the Troll Mercenaries. While defensive foundations and mercenary barracks constructed from heat-resistant materials can be found above the surface, the bulk of Halvung is concentrated underground. The subterranean complex is favored by the mercenaries' employers--a faction of Moblins that splintered from Movalpolos in the distant past. The design of Halvung was based on the mobile homeland of the Moblins, with several modifications to allow for the towering frames of the Trolls.

The location of Halvung also brings other benefits--cast metal and jewelry crafted using the abundant geothermal energy of the volcano provide a valuable source of black market income.