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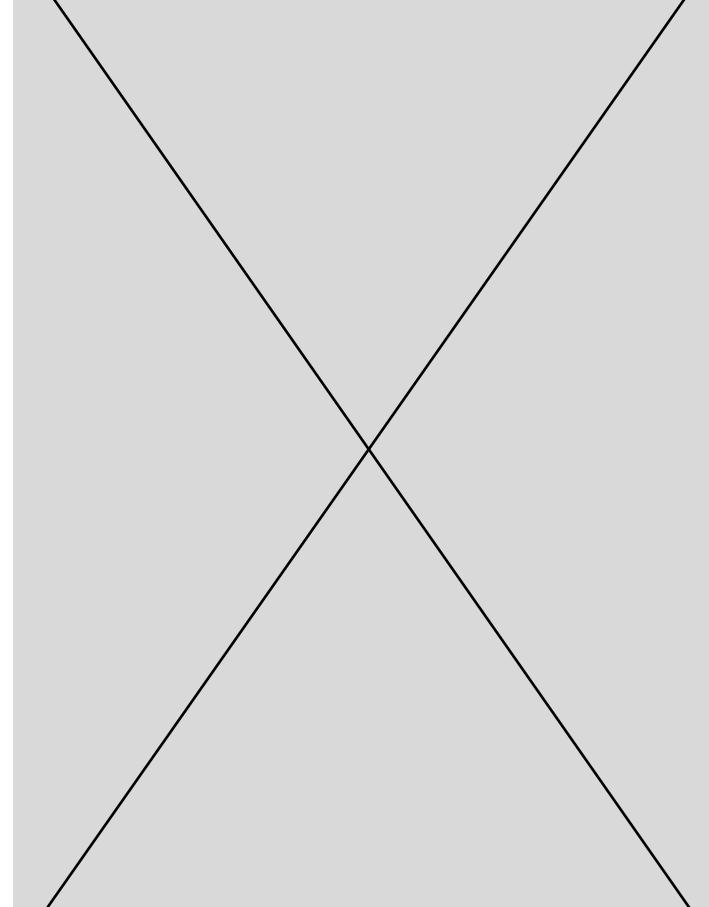
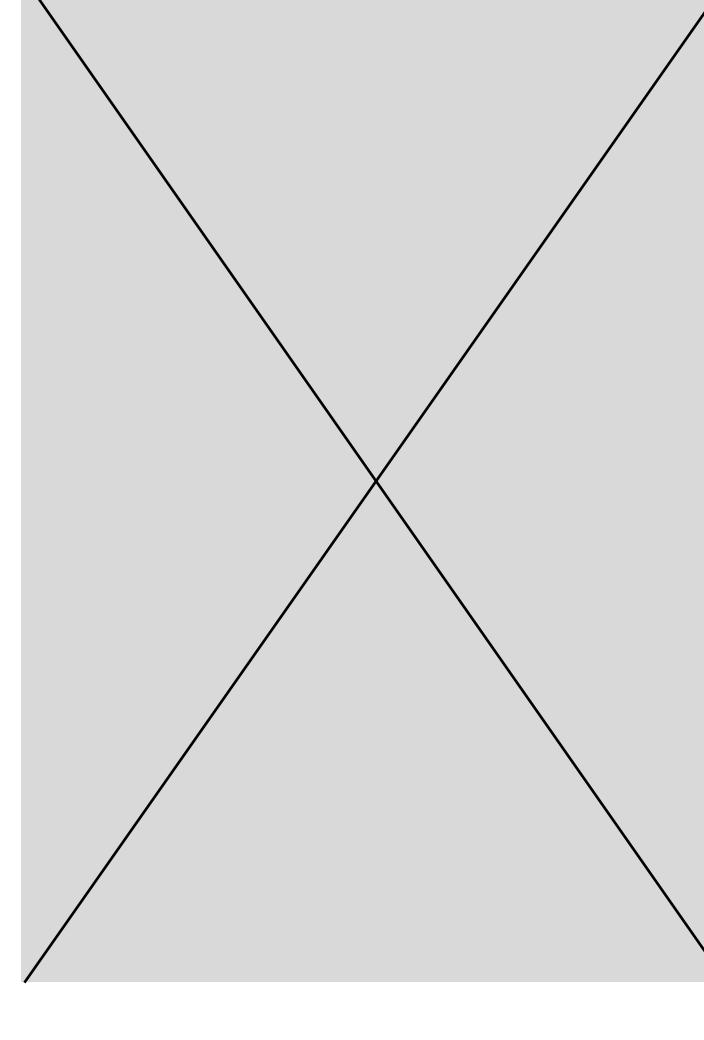
Meet your friends...

Alphinaud Leveilleur

**Minfilia has told us what Shadowless is up to.
Eorzea remains in a state of crisis. It's up to us to save Eorzea from these threats.**

--Alphinaud Leveilleur

Alphinaud Leveilleur, the young master of the prestigious Leveilleur family, is a genius who was allowed to enroll in the Sarean University of Magic along with his twin sister, Alise, at the young age of eleven. He went on to earn a Bachelor's Degree in a number of fields, including Magick and Etherology. After graduation, with the opportunity to become an adult at the age of 16, he crossed the sea to Eorzea despite his father's objections. All of this was to carry on the legacy of his grandfather, Luisova. He joined the Dawn Blood League. However, during his journey with the Warriors of Light in the Dragon Poetry War, he gained experience in meeting a wide variety of people, and he grew to be able to stand on his own.



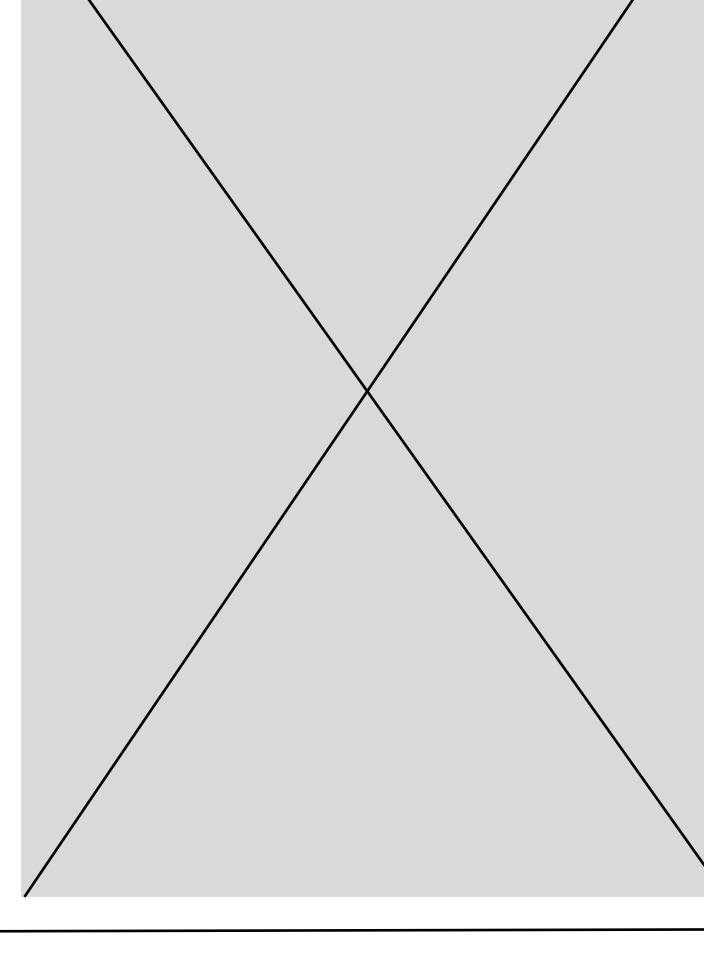
Alisai Leveilleur

**Grandfather, there's no way he'd entrust his future to guys like that!
Nor could he have left the organization to them!**

-- Alisai

After being summoned to the First World by the Crystal Lord, Alise decided to start investigating the source of the flood of light in Ammu-Airan.

During the investigation, she stays at the Upper Road Inn, managed by Tesslin, and helps Tesslin take care of the "patients" there. You will meet the adventurers during one of the investigations.

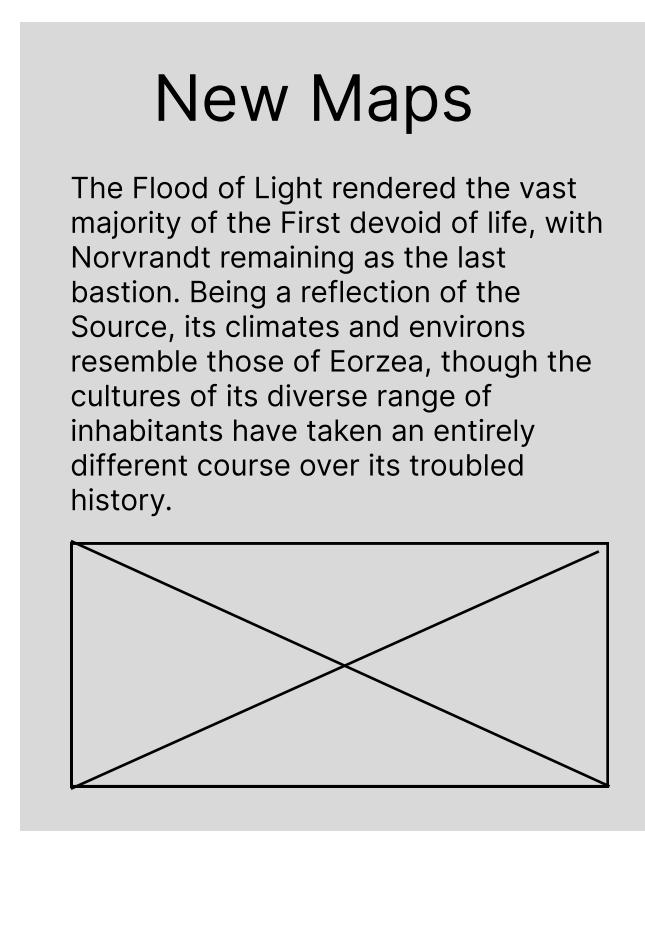
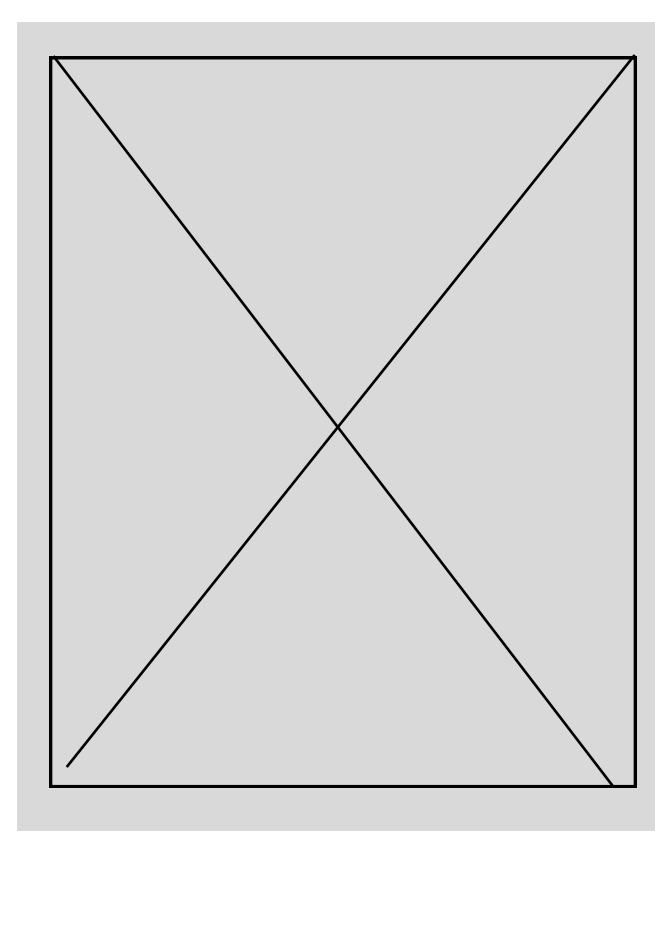
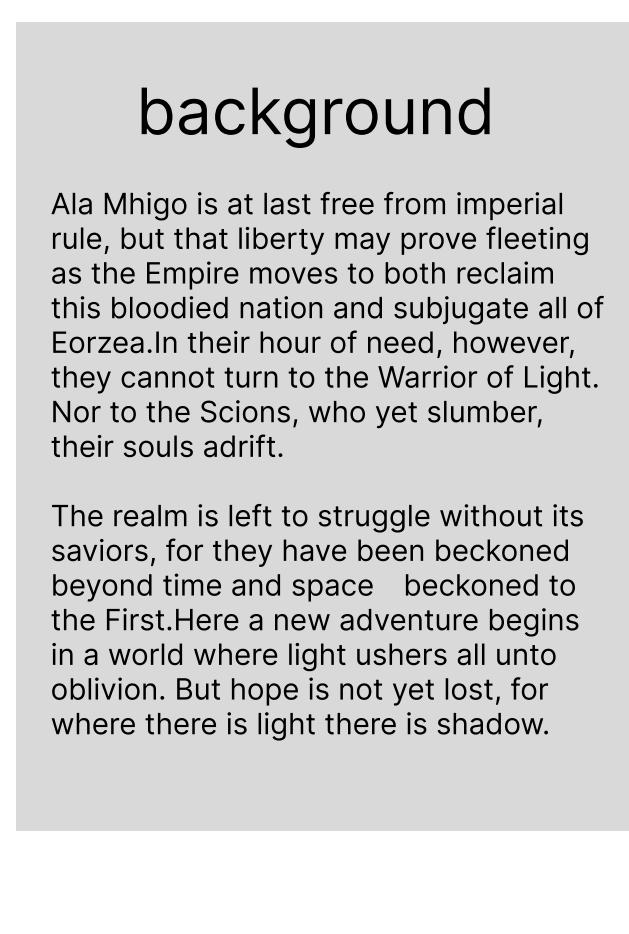


Crystal Exarch

**..... haven't heard of the name yet.
What happened to people with that name?**

-- Crystal Exarch

In the timeline where the Eighth Spiritual Calamity occurred, when the Crystal Tower was reopened by Sid and the others, a part of Gu-Raha had merged with it, extending his life as its guardian. He saw the occurrence of the Eighth Spiritual Plague, in which the Warriors of Light and Dawn and others died, and the unending catastrophe that followed. According to the plan proposed by Sid, Guru Raha sent himself and the Crystal Tower to the First World after the Flood of Light in order to stop the source of the Eighth Spiritual Plague, the Flood of Light, and, as the "Crystal Lord," built the Crystal Capital around the Crystal Tower as a shelter for the people and a base of resistance. As the "Crystal Lord", he built the Crystal City around the Crystal Tower as a shelter for the people and a base of resistance.



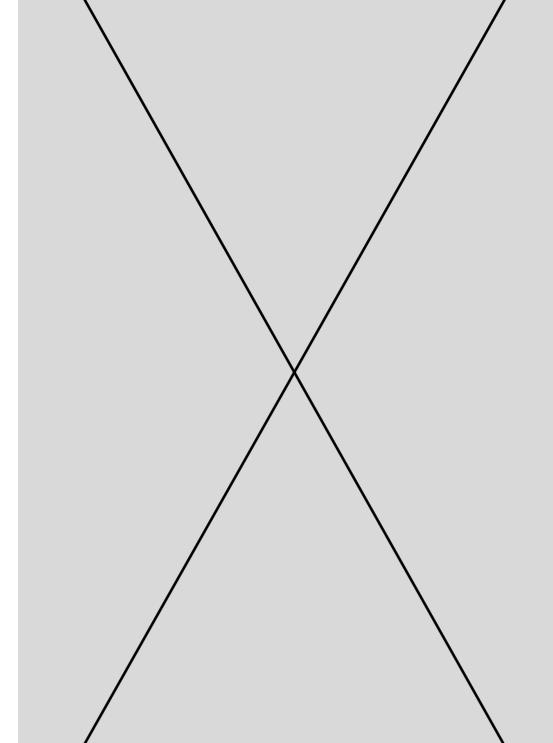
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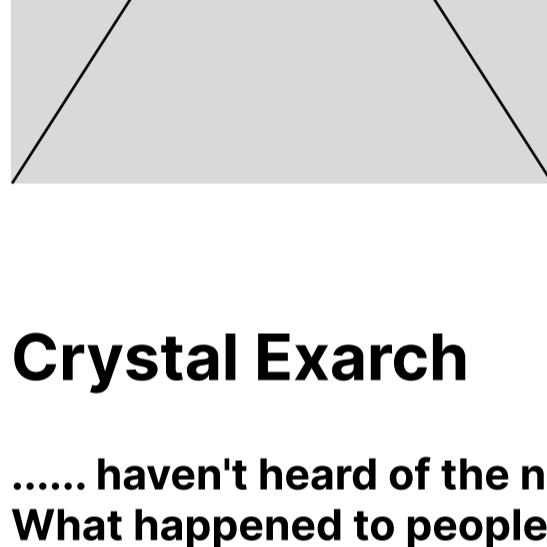


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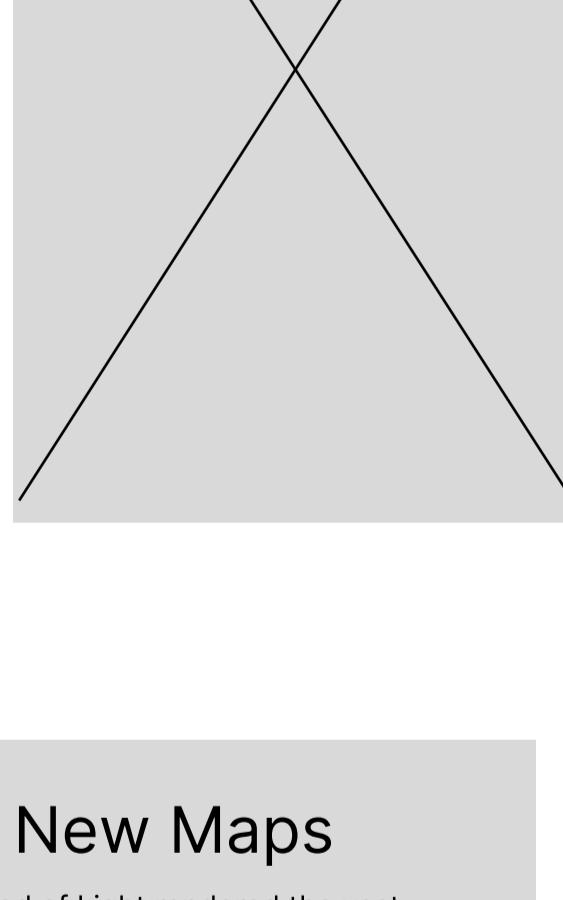
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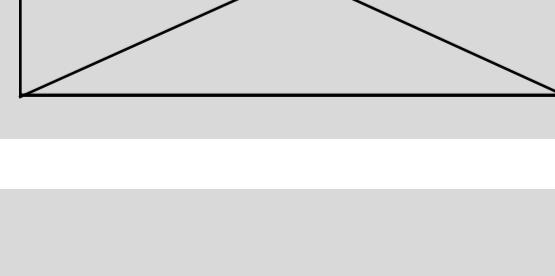
background

Ala Mhigo is at last free from imperial rule, but that liberty may prove fleeting as the Empire moves to both reclaim this bloodied nation and subjugate all of Eorzea. In their hour of need, however, they cannot turn to the Warrior of Light. Nor to the Scions, who yet slumber, their souls adrift.

The realm is left to struggle without its saviors, for they have been beckoned beyond time and space – beckoned to the First. Here a new adventure begins in a world where light ushers all unto oblivion. But hope is not yet lost, for where there is light there is shadow.

New Maps

The Flood of Light rendered the vast majority of the First devoid of life, with Norvrandt remaining as the last bastion. Being a reflection of the Source, its climates and environs resemble those of Eorzea, though the cultures of its diverse range of inhabitants have taken an entirely different course over its troubled history.



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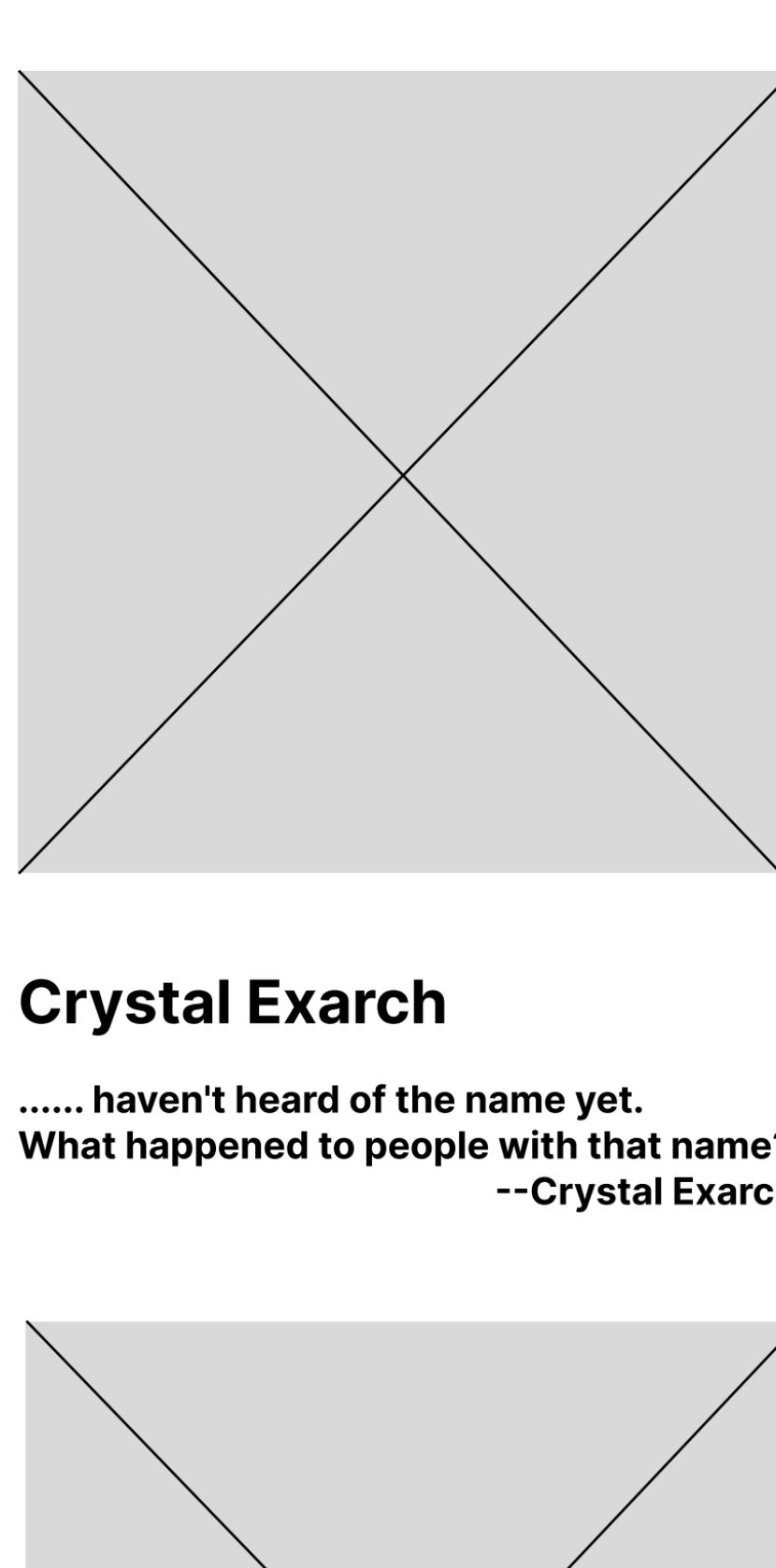
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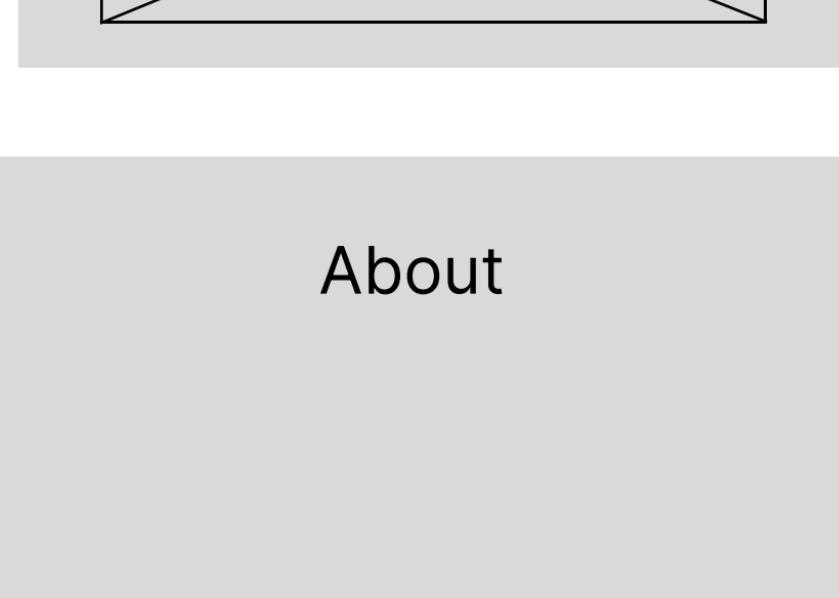
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Long ago, on the far shore of the Source, a great palace was built by the elves – the Grand Cosmos, an edifice of such magnitude it was said to inspire envy in both the heavens for which it was named and the flowers that pervade its boundless gardens. As with so many wonders of the world that once was, its radiance quickly faded in the wake of the Flood, its halls falling silent, the throne sitting empty. That is, until the palace was given new purpose when a mage claimed it as their sanctuary, their only company being solace, solitude, and the legion of familiars barring entrance to any foolish enough to seek an audience.

5.2

Having taken control of the gargantuan sin eater known as Eden, Ryne continues her quest to restore the dormant elements of the Empty, with Urianger, Thancred, and the Warrior of Darkness by her side every step of the way – yet the awakening of an enigmatic young woman may put the mission in jeopardy. Will this erstwhile foe continue to pose a threat, or is there more to her heart than darkness?

Deep in the Tempest deeper still than the phantom Amaurot of Emet-Selch's design lies what remains of Anyder's ancient edifices. What slumbers forgotten in this bed of knowledge, even the Ondo know not...

5.3

It is said that the hero's path is fraught with danger, and these words will never ring truer as the whole of Norvrandt becomes a battlefield across which the Warriors of Darkness must fight their way.

Bearing the hopes for the world's salvation, a mighty hero shall rise up against the Warrior of Darkness in a battle to determine the very fate of the star. His name: the Warrior of Light.

5.4

Ryne and her mysterious counterpart Gaia have succeeded in restoring balance to the elements of the Empty. Much of the credit goes to the Warrior of Darkness, whom they invite to observe whether life continues to flourish in the once-barren desert. While the flame of hope burns brighter than ever, this tale is far from over...

The Makers' Quarter was once home to some of the finest crafters Eorzea had ever seen, but it has lain in forgotten ruin since the Sharlayan exodus. It is there, hidden amidst overgrown foliage, that the entrance to the former workshop of the Archon Matoya can be found...

5.5

The Scions have finally succeeded in discovering a cure for tempering, which should prove instrumental in allowing the Eorzean Alliance and the land's beast tribes to settle their differences. Prospects of peace may soon fall to ruin, however, as Fandaniel and the Telophoroi scheme to recreate the Final Days, and ominous towers rise in all corners of the realm. With the servants of chaos amassing at every turn, will the Scions uncover their plot before it is too late?

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