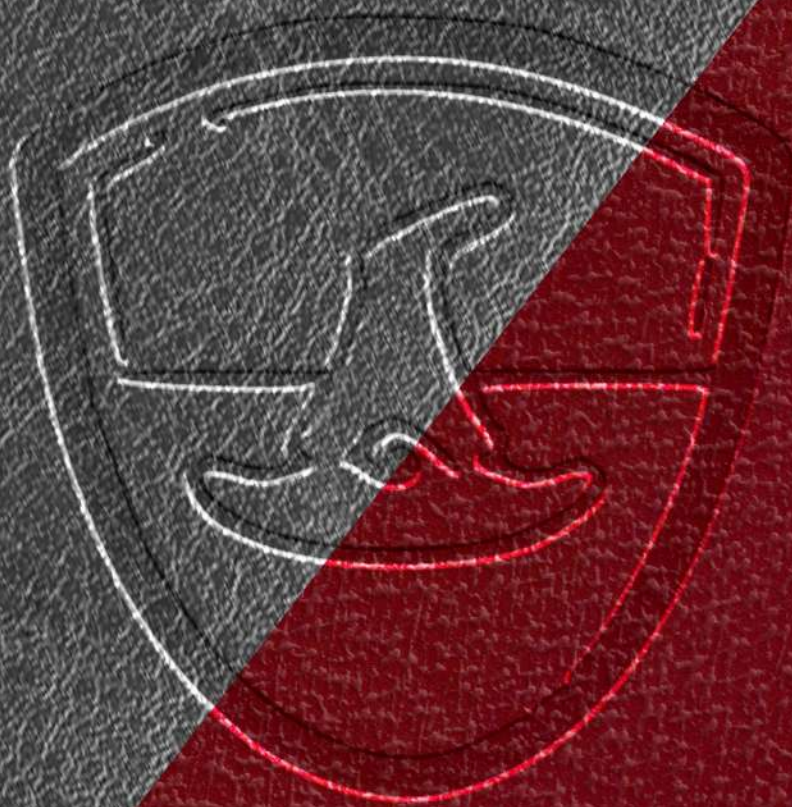


The Black Waltz



2023-2024

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SCHOOL FACULTY



Waltz Faculty



Brock Hampton
Vice Principal



Istari Xiomar
Principal



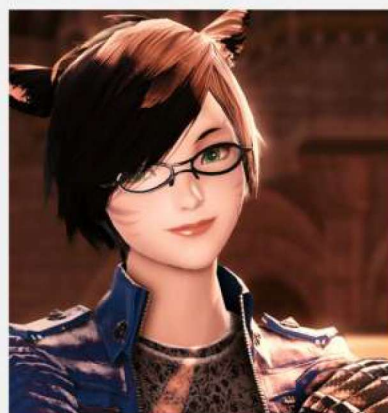
Fratley Stormfall
Vice Principal



Kellin Sliverwillow
Professor of Practice



Kouya Kaji
Store Manager



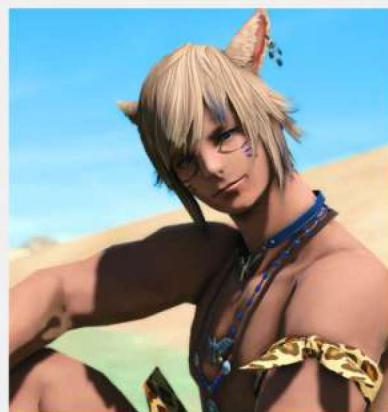
Rhelys Infinis
Resource Officer



Indigo Voilet
Campus Supervisor



Winter Astora
Admissions Assistant



Miss Vanjie
Counselor



James Rock'it
Field Trip Planner



Noriko Takaya
Event Lead



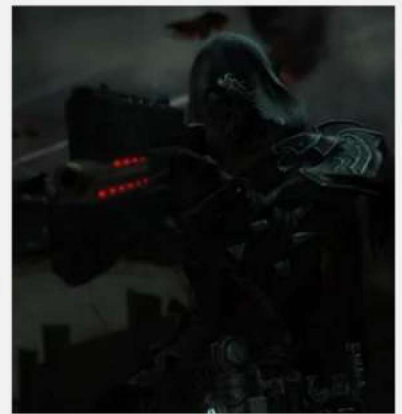
Dhen Sunblade
Admissions Assistant



Sumi Rain
Bookkeeper



Etney Barrows
Teacher



Rexxar Talos
Resource Officer



Asterin Whitethorn
Media Clerk



Felynx Cornus
Teacher



Cal Z'one
Teacher



Veniliana Matibereo
Cafeteria Assistant



Shi Liyan
Substitute Teacher



Altariaa Alina
Front Desk Assistant



Zanthia Ethereal
Counselor



Astrid Averia
Maintenance Technician



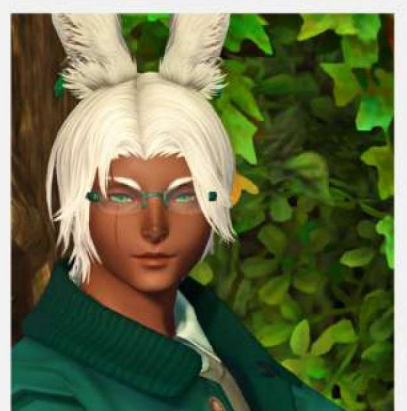
Z'phyr Tia
Manager of School
Engagement



Auri Miyumi
Nurse



Beatrix De'roice
School Clerk



Mint Leaf
Teacher



Allor Cedar
Lecturer



Koko Moko
Financial Advisor



Vincenzo Volpe
Research Assistant



Ikar Riegan
Operations Assistant



Yami Ryujin
Teacher

EVENT INTERVIEWS



EVENT HIGHLIGHT INTERVIEW WITH ...



In this edition we had the pleasure of sitting down with Etney Barrows and Yami Ryujin, the dynamic duo behind our FC'S Extreme Learning Parties. They shared their experiences, insights, and advice for players looking to tackle high-level content.

Have you both always led the FC Learning Parties for Extremes? How long have you both been teaching?

Etney: We've been running these parties for about two years now, since the launch of *Endwalker*. When I first joined the FC, they were primarily led by Sin'jin and occasionally Istari. They quickly became my favorite events, which motivated me to host some myself.

Yami: It's been around two to three years. I honestly can't keep track! I didn't always lead them. One day, when Sin'jin was unavailable, I stepped in and ended up taking the reins for a few weeks. It just kind of became my thing. At that time Etney had his own parties, and we would alternate leading the extremes.

What are your expectations for those joining a Waltz Learning party?

Yami: We have absolutely no expectations. Our focus is on patience and teaching. We prefer to welcome newcomers and those who haven't cleared yet, allowing helpers to join later. It doesn't matter if players are new to hard content or haven't watched any guides—just come with an open mind. These aren't clear parties; our goal is for participants to learn and gain experience. If everyone retains information and we approach enrages, we aim for a clear.

Etney: Exactly! We encourage everyone to come ready to have fun and embrace the wipes with the FC. Our aim is to help players feel comfortable with higher-level content. I love the challenging aspects of this game, but even I take a while to find the courage to tackle them. We want participants to experience it in a low-pressure environment, helping them see how enjoyable it can be.

Do you have any advice for players using Party Finder due to missing a learning party?

Etney: A lot of people are nervous to jump into Party Finder, but it's not so scary! The biggest piece of advice is to have patience. Especially if you are a DPS, Party Finder parties can take a while to fill, and even once they do, they can vary quite a bit in consistency. However, it's pretty rare for people to rage out or anything in learning groups, so don't be afraid to just hop in.

Yami: We try to use Party Finder strategies anyway. We usually follow a Hector guide since most people tend to follow Hector's guides. So if you're using Party Finder just because you can't make it to a learning party, then watch Hector Hectorson's guide and join a fresh prog.

Do you folks ever run learning classes for previous Extremes?

Etney: We usually focus on the newer fights, although we cycle through the current expansion trials despite them being older. We typically leave the older extremes to farm events since you can often start to ignore or skip most of the mechanics, so there's not too much to learn. That said, I wouldn't be opposed to minimum item-level parties for older fights sometime if there's consistent interest.



Yami: We have in the past, but they just became mount farms without minimum item-level sync. Normally, we like to stay within the current expansion. Sometimes we jump into Savage just for fun and memes.

Any advice for folks who want to start teaching Extreme learning parties on their own?

Etney: There's always room for more teachers; after all, we can only run so many parties between the two of us. It really comes down to learning the fight well enough to be comfortable explaining things and calling out certain mechanics. This is definitely a learned skill; you'll improve over time. Patience will also serve you well, as everyone learns mechanics at different paces.

Yami: Only start a learning party if you have patience and a willingness to teach. Also, take breaks. Don't force a learning party every week, unless it's the first few weeks of new content like we do. After that, we take short breaks. Teaching does take a bit of energy—you need to call shots and pay attention to what someone might be doing wrong to help fix their issues. Let people ask questions, let them repeat questions, and don't get annoyed. Don't start a learning party with the intent to clear. These are also reasons why there are usually two of us working together in one party.

Thank you both for your time!



Event Host Interview with ... Istari Xiomar

MANAGING



MOUNT

FARM

Managing a Mount Farm in *FFXIV* is a demanding yet rewarding endeavor. For those unfamiliar, our weekly Mount Farming event involves assembling a group of players to tackle high-difficulty trials with the goal of obtaining rare and coveted mounts. Istari, who has been at the helm of Mount Farming for over a year, offers a detailed look into the strategies and experiences behind this popular activity in the world of Eorzea.

Istari took over, succeeding a previous host who needed a break. Since stepping into the role, Istari has navigated the complexities of leading a team through the various extreme trials that make up the Mount Farm. This role requires not only a deep understanding of *FFXIV*'s fight mechanics but also a strategic approach to handling different series of challenges.

To manage these challenges, Istari employs a rotation system for selecting which mounts to focus on. Currently, the team is working through the *Endwalker* extreme trials. Once a significant number of participants have secured the mounts from this series, the focus will shift to other expansions like *Shadowbringers*. This rotation ensures that the Mount Farm remains engaging and relevant to the interests of the group.

One of the most memorable experiences in Istari's tenure occurred on August 14, 2024. During a session of farming the extreme trials, a participant named Astrid Averia experienced an extraordinary streak of luck. She opened four consecutive chests, each containing a mount—a rare and exciting occurrence that followed two hours of farming with no drops. This moment highlighted the unpredictability and excitement inherent in the Mount Farm process.



Setting clear expectations is crucial for Istari. Participants are expected to have at least a basic understanding of the fight mechanics to facilitate efficient and successful runs. This is especially important in FFXIV's high-difficulty content, where coordination and knowledge can significantly impact the outcome of the trial.

Istari also maintains an inclusive approach. If the group struggles to fill spots, players who haven't yet experienced the trials may be allowed to join. This flexibility ensures that more players can participate and learn, even if they are new to the content.

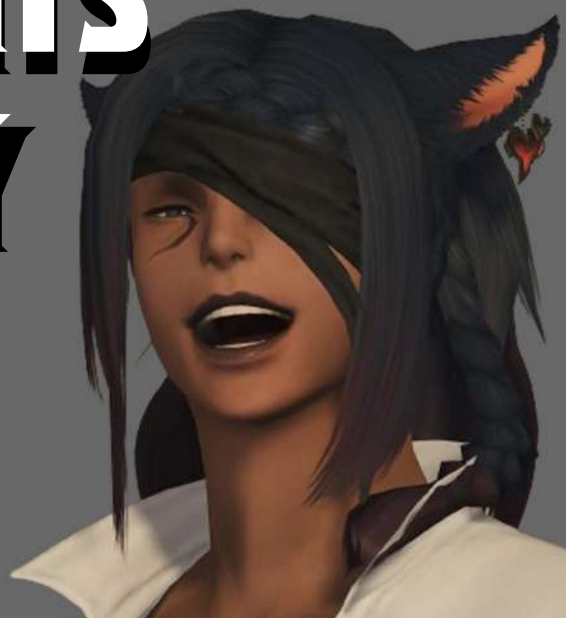
Efficiency is key in Mount Farming. Istari's team runs the farms unsynced, aiming for quick kills to maximize the number of mounts obtained per session. While doing the extreme trials at mini lvl increases orchestrion roll drops, it also makes the trials much more challenging and time-consuming. After experimenting with this method, the team found that the increased difficulty outweighed the benefits.

Among the many mounts available in FFXIV, Xiomar's personal favorite is the Morbol mount. Despite the beauty of mounts like the Kamuy of the Nine Tails—acquired from collecting all the Stormblood extreme mounts—Xiomar prefers the Morbol for its unique style and personal significance.

In **Final Fantasy XIV**, luck plays a significant role in the Mount Farm experience. Astrid's remarkable streak of luck underscores the element of chance that can make each farming session unique. While there are no guarantees, the thrill of the hunt and the shared camaraderie of the group add to the enjoyment of the activity.

Managing a Mount Farm in FFXIV involves a blend of strategy, preparation, and adaptability. Istari Xiomar's experience reveals the complexities of leading a successful farming operation and highlights the exciting and communal aspects of pursuing rare mounts in the vibrant world of Eorzea.

EVENT HIGHLIGHT INTERVIEW WITH ... JAMES ROCK'ITS FATE FRIDAY



Veniliana Matibereo: Hey James! How long have you been running FATE Friday?

James Rock'its: I started hosting FATE Friday on May 22, 2020. I was a FLARE before and, after discussing with Istari, we decided to revive the event. It was a perfect match for me since I've always enjoyed group activities in the open world.

Veniliana Matibereo: Have you always been the host, and has the event format remained the same?

James Rock'its: I took over hosting when the event had been on hiatus. It was popular before, but without a regular host. Since then, we've had to adapt the format due to changes in FATE mechanics. We used to cover multiple zones but now focus on one zone per event due to scaling changes.

Veniliana Matibereo: How do you always know where to go for the FATEs?

James Rock'its: I keep a close eye on the map and consider factors like FATE locations, time left, and conditions for success. Sometimes, I need to plan a path while others are engaged in FATEs to ensure maximum rewards for everyone.

Veniliana Matibereo: Any memorable nights or special moments from FATE Friday?

James Rock'its: Two moments stand out. One was when it was just me and another participant, and we spent 4 hours helping her achieve World FATEs across *Eorzea*. The other was during the *Endwalker* release when we had about 10 groups mobbing in *Garlemald*. The chaos and excitement of so many people participating made it unforgettable.





Veniliana Matibereo: Do you have a favorite location or expansion for FATE Friday?

James Rock'its: I don't have a favorite location, but I love the *Shadowbringers* expansion. The FATES there have rich stories and chains that tie into the narrative. It's thrilling to see participants achieve milestones and know that FATE Friday helps them reach goals they might not have otherwise.

Veniliana Matibereo: Thank you so much for your time, James!

James Rock'its: Thank you!



EVENT HIGHLIGHT INTERVIEW WITH ...

INDIGO VIOLET, BEATRIX DE'ROICE, AND VENILIANA MATIBEREO



Veniliana Matibereo: Thank you both for taking the time for this interview! I know it's a bit odd that I'm interviewing you since I'm also a Map Night host. My first question is: How long have you been participating in Map Night?

Beatrix De'roice: I'd say I've been doing maps since I hit level 90 in Endwalker. I used to always join Mura's party because they used the same password each week. I kind of borrowed that idea from them. I was still new to the Free Company (FC) at the time, so it was a great way to break the ice and meet new people.

Indigo Violet: I've been doing maps since my brother and I hit level 70 during Shadowbringers and were able to join the old Map Nights when Hydri was running them. We were really excited when we were able to join. The gil we made as sprouts was really nice!

Veniliana Matibereo: Map Nights seem to be one of the most popular FC events. Has the format always been the same?

Beatrix De'roice: For the most part, it's stayed the same since I became a host. There have been some changes behind the scenes and adjustments to the rules to better include everyone, but I can't think of anything else that has changed. It's always just been a fun time with FC mates, and what matters to me is that everyone is having a good time.

Indigo Violet: I think some things behind the scenes have changed over the years, influenced by the different leaders who host them. But the spirit of Map Night remains the same: just running some maps with FC mates and doing something together. Sometimes you get cool stuff, too!

Veniliana Matibereo: Any memorable wins or wipes? For me, a memorable win was when I automatically chose each door without thinking, and we ended up making it to the end! That's happened once or twice. As for wipes, I don't have any memorable ones. How about you, Bea?

Beatrix De'roice: There was one time during the level 90 maps when we reached the final floor, and everyone but me had died. So I had the entire party watching me solo the rest of the boss. Thankfully, it didn't have too much HP, so it didn't take too long. As for memorable moments, when the first 90 portals came out, some friends and I in the FC ended up doing maps for like 10 hours or more. I'll never forget that night and all the fun we had.

Indigo Violet: The closest we came to a wipe was when I was solo healing and got overwhelmed by the purple boss from the 90 maps. But typically, maps are easy, so wipes don't occur often (just don't trust me to solo heal). I think the most memorable thing that happened was when Et got five gold chests in a row on the wheel—lots of gil from that dungeon!

Veniliana Matibereo: That sounds amazing! I wonder what your favorite type of map dungeon is: pick-the-door or the spinner?

Beatrix De'roice: Definitely pick-the-door. Left is right, and right is wrong.

Indigo Violet: I'm also a door person. ALL LEFT ONLY!

Veniliana Matibereo: But why?

Beatrix De'roice: I was told it was always left. I don't question these things! When I did, I got the answer I just gave, haha.

Indigo Violet: One of the first parties for Endwalker always went left, and we had quite a few floor fives, so I'm a believer in left!

Veniliana Matibereo: That makes sense! My favorite is also the door, but I don't discriminate against either side. Do you have a favorite treasure map level?

Beatrix De'roice: Hmm, I'd have to say the first round of level 90 maps, just because of the epic map party I had. That was so much fun! We made so much gil!

Indigo Violet: Well, the Loboskins made me 20 million at the start of the expansion, so I love them right now, haha. But overall, I love the green level 70 maps, especially when the portal is underwater.

Veniliana Matibereo: Alright, for the final question: Do you have any advice for those new to hosting a map party?

Beatrix De'roice: Don't overthink it! Anyone can host a map party! Be yourself and have fun with it, the most important thing to remember is that it's something we want hosts to look forward to doing and not feel like a chore, we want everyone from the host to the attendees to have a blast on map nights.

Indigo Violet: Try your best!!! And please don't sweat it. Map hosts are volunteers, and the FC and I really appreciate anyone who steps up to help. I make people relink their map 5 times because I have the memory of a goldfish. It's very chill, people are just happy to be doing stuff and meme in chat.

Veniliana Matibereo: My advice is to be prepared and know how to properly make a map party, but that's because I had no idea how to make one when I first started LOL. Everyone is super supportive and patient, so don't sweat it. Take your time and enjoy the fun.



EVENT HIGHLIGHT INTERVIEW WITH ...

KELLIN SILVERWILLOW



In the vibrant world of community events, few names resonate as warmly as Kellin Silverwillow. Known for hosting the engaging events "Who's That Waltz" and "Waltz Riders," Kellin has fostered connections among players, making the gaming experience more social and enjoyable. We sat down with Kellin to discuss his journey, the events he hosts, and the lessons learned along the way.

How long has "Who's That Waltz" been running?

Kellin Silverwillow: Oooh, quite a while now. A year? Two? Three? It feels like it's been forever!

It's impressive that it's been around for so long! You must have met many people through this event.

Kellin Silverwillow: Absolutely! The idea came about after one of our leadership meetings. We discussed how people can better get to know one another. The more you learn about others—what they like, their experiences—the more you find common ground. That's a big part of my teaching approach in elementary school as well. Our objectives often center around getting to know classmates better. The more common interests you find, the more friendships you build!

We completely agree! Has anything from these interactions stuck with you over the years?

Kellin Silverwillow: Definitely! One participant mentioned that they usually don't chat much and felt nervous about sharing their experiences at first. But after the event, they felt great about opening up, even about something small. They became much more chatty afterward, which was heartwarming to see.

What advice would you give to those who feel nervous in social situations?

Kellin Silverwillow: I can relate to that feeling. I was very shy and a target for bullies as a teenager. However, stepping out of my comfort zone in college changed my demeanor entirely. Being nervous or anxious is natural—it's your mind alerting you to new experiences. It's easier said than done, but transforming that nervous energy into performance energy is key to connecting with others. I often feel like Bruce Banner in The Avengers—except I'm not always angry; I'm just anxious!



For those who haven't attended, what can they expect from "Waltz Riders"?

Kellin Silverwillow: Good question! I got the idea after revisiting some old ARR zones. Many long-time players may not have explored places like Summerford Farms in ages, or they might just fly over them. I realized how much the graphics and lighting have changed over the years. Some older zones are really stunning.

That sounds like a fantastic experience! Are there specific locations you particularly enjoy riding through?

Kellin Silverwillow: Yes, I love exploring places with remnants of the calamity. One standout location is Coerthas Western Highlands. We stumbled upon some areas I had never seen before, which was exciting.

That area is indeed fascinating! Do you have any photos from these events?

There are nights when no one comes up to the stage. What do you do on those occasions?

Kellin Silverwillow: In those moments, I shift it to "chat that waltz" and introduce a conversation topic. I don't want to pressure anyone to join, but many people are willing to engage in /say. For instance, I might ask, "The school year will be starting again in the US. What fun memories do you have from being a kid at the end of summer or at the start of a new school year?" I like to keep it topical!

That's a great way to encourage interaction! Now, let's talk about "Waltz Riders." How long has that event been going on?

Kellin Silverwillow: That's right! "Waltz Riders" is a bit newer—maybe just about a year. Both events are designed to be casual and social, catering to different interests. Some folks prefer something more laid-back, which I think is important.



Kellin Silverwillow: Yes! If you check our Discord and look for "riders" posts in the "scrapbook" channel, you'll find many photos from past "Waltz Riders" events. Initially, I planned specific routes, but now I prefer to have a loose idea and see where the road takes us.

Do you ride in real life?

Kellin Silverwillow: Ha! Actually, I've never ridden a motorcycle or scooter. I did have a fantastic GT BMX bicycle as a teenager, and my friends and I used to ride all over town.

If you could choose one mount to ride in real life, what would it be?

Kellin Silverwillow: Ahh, that's a tough question! Can it fly in real life too?

If it could, then yes! For example, a UFO would actually beam us up—because aliens are real!



Kellin Silverwillow: I'm tempted to say chocobo; having a real one would be amazing! I also like the Garlund GLII for its size. But honestly, I absolutely love the Falcon. It looks great on the ground, flips out little propellers when it flies, and has a different animation underwater. And just so you know, Veni watches for aliens on weekends!

Well, Mr. Silverwillow, that wraps up our interview!

Kellin Silverwillow: May I say a closing remark?

Please do!

Kellin Silverwillow: You may have heard me mention it before, but I always keep "better together" in mind with everything I do. That's the driving force behind the relatively small collaborative events I organize. Whatever you like to do in-game, it's always better when we do it together.

Well said!



STUDENTS



Class Of Waltz



Admiral
Dude



Aesa
Hornblower



Akari
Sara



Aleksandar
Corsain



Aleksei
Whitewolf



Allor
Cedar



Almaz
Adamant



Anikia
Greythorne



Arioz
Noirlune



Ash
Vidor



Asharana
Zyn



Asuka
Wake



Athen
Doshin



Azael
D'naius



Beren
Haidir



Biggest
Lalafell



Cara'cal
Jahal



Celica
Everflaire



Cow
King



Dennis
Richey



Dezz
Riva



Eschina
Ryder



Estella
Stormstar



Fadith
Itera



Fallen
Angelz



Fennel
Itsuka



Fyn
Amour



Godric
Skyfire



Grimm'thera
Skogkatt



Gwell
Moko



Ion
De'roice



K'oht
Soul



Keyalith
Velnaelta



Koko
Moko



Kristo
Val



Lark
Ayios



Laureall
Morgan



Lyrie
Mehairs



Mi'yuki
Tsukino



Miko
Yumi



Monet
Seyr



Ocoh
Right



Ouka
Ootori



O'zetta
Laqi



Pepesi
Pepsi



Ravenna
Roanoke



Rea'dyu
Books



Ref
Nya



Rigel
Natsuki



Rin
Liyan



Rubhli
Lanbatal



Ryo
Zei



Ryuma
Sato



Sabriel
Morningstar



Saduual
Ja



Sasayu
Sayu



Satomi
Tomoe



Scarlett
Twilight



Seilera
Kindra



Seiryu
Noclasm



Seraph
Tepesh



Sky
Ni



Slamwise
Bamgee



Sleepless
Dreams



Sommun
Guyerie



Soren
Valkyr



Stella
Shion



Taifu
Ramkov



Tatalan
Sasalan



Tiera
Mae



Trykon
Xavaria



Tsubame
Yatsurgi



Vincenzo
Volpe



Viktor
Kindrake



Willow
Sliverwood



Y'talhdi
Rhul



Yuffie
Kitsune



Yui
Kurosagi



Zaca
Zee



Zachariah
Ganajai



Zaerezza
Alectryon



Zara
Thustra



Zell
Books

HIGHLIGHTED MEMBER INTERVIEWS



Officer Interview



Istari Xiomar

How did you get into the game?

This is always a hilarious question for me to answer because how I started this game makes me look so silly. I saw "Final Fantasy XIV" on the shelf at a Target store in Canada and bought it because it was a Final Fantasy game; I had no idea it was an MMO (I had never played an MMO before). I just picked it up thinking it was a normal Final Fantasy game and for the first 6 months I thought all the other "player characters" were just NPCs.

What's your favorite part of the game? What keeps you playing it?

Definitely raiding - I love the challenge! I go hard when the new content comes out. Our Free Company. I don't think I would have played this game this long if it wasn't for the wonderful people that make up the F.C. We have some kind, compassionate, and all-around awesome people here.

What is your favorite battle class? Favorite non-battle class?

It's a toss-up between Black Mage and Pictomancer, though Pictomancer comes out slightly ahead because of the higher damage output. There are non-battle classes? Lol. I don't use them very often so I don't really have an answer. I levelled them all strictly through Grand Company turn-ins.

Which expansion has been your favorite so far?

If we're talking about game design pushing boundaries - Heavensward. In my opinion, battle jobs and content were at their best because of their complexity. We had a job identity, the release of my favourite tank Dark Knight and my favourite healer (at the time) Astro. The game has become very simplified. If we're talking about Story - I would say Shadowbringers because it gripped me from start to finish.

Who is your favorite NPC(s)?

Krile and Graha. They are awesome.

What's one thing you're looking forward to most in the coming patches?

Ultimate raid content! I can't wait for Future's Rewritten: Ultimate.

Do you have a favorite glam? And can you show us?

My favourite glam is my Vivi glam from Final Fantasy 9 on my Black Mage. Everyone knows Final Fantasy 9 is my favourite!

Do you have a background to your character's name?

Yep! I am a HUGE fan of Lord of the Rings by J.R.R. Tolkien, and the word "Istari" is the elvish word for "Wizard" or "Wise One" in that universe. Xiomar is the name of the main character in a book I'm writing.

Favorite mount? Favorite minion?

My favourite mount is Morbol. It was a lot of work to get it! Ooof. This is a tough one. Probably "Findingway," the Loporrit minion. Honestly, if they were a playable race I would probably change to them.

What is your favorite hangout spot in the game?

The F.C. house or yard. I'm always there.

Are there any other games you play outside of FFXIV?

I can get sucked into any RPG really - anything from Final Fantasy to Zelda, Horizon: Zero Dawn, and any Elder Scrolls game. I played Final Fantasy 7: Rebirth earlier this year and it was absolutely incredible.

What hobbies do you have outside of gaming?

Cooking, hiking & walking, and I'm also a workaholic, so I spend a lot of my time at my workplace. I also love aimlessly driving around listening to music.

Are there shows/films or songs you would recommend?

My taste in movies/shows is very wide. My last binge session was Heartstoppers and that is a show that I think everyone should watch. But I LOVE true crime things, like Criminal Minds, 48-hours, and other things like that.

Tell us a little bit of what you love to eat, even if it's a snack.

I love anything Italian since that's what I grew up with, but I'm also obsessed with Thai and Indian food. My favourite snack, though, is good ol' fashioned nachos and hot salsa.

Tell us one awesome fact about yourself.

An awesome fact? Oh geeze. I road-tripped across North America twice in my life to visit someone I had a crush on - two separate people on two separate occasions. First one was from Dallas to Seattle, and the other was from Toronto to Vancouver. Yes, they were long drives, but I LOVED them. Love knows no bounds, and all that... I'll save the sad details about why those love interests ended.

If you were able to, would you be down to meet people outside of this game? If so, what do you think would be your first reaction when you first see them?

Those that have been in Waltz a long time know it's been a dream of mine to organise an F.C. meetup. Unfortunately, timing hasn't allowed for it. LOTS OF HUGS! If they are the hugging type!

There are people from around the world that play this game, where do you play from?

I am currently in Toronto, Canada. It's a big city!

We share lots of adorable pet photos. If you have a pet, what kind of pet is it, or if you want to own a pet, which one would it be?

My roommate has a fluffy white cat named Marshmallow. He is attached to me so I also consider him my cat. If I could have another pet, I would want a French Bulldog. They're adorable!

All right, I'm going to probably make you sad, just a bit, ready? The game is coming to an end, you have thirty minutes to an hour to do one last thing, what would it be?

I would be organising something with F.C. mates to create a memory board or collage of memories - photos, quotes, memories, etc. This F.C. has changed my life for the better, and I would want to immortalise that as much as possible.

And lastly, share with us a quote you live by.

"[Navigating sadness] is like driving at night. You never see further than your headlights, but you can make the whole trip that way." I love this quote because it always tells me that when things get rough, I only need to take one step at a time.



Member Interview

Scarlett Twilight

How did you get into the game?

One of my old friends recommended the game to me a few years back after they had a good experience with it. At first I was skeptical if I would like FF14 since at the time I never had real interest in mmorpgs and the controls for them. However after I started playing I got hooked pretty quick on the game, bought a sub shortly after and the rest is history.

What's your favorite part of the game? What keeps you playing it?

I'd say it'd be a tie between the amazing community and the interesting story. The community has always surprised me with how collaborative and kind it is to others. When I first started people were understanding and willing to help me learn more about the game, which at the time I thought wouldn't be the case. Now after reaching the end I try to pay that forward in anyway I can for others and try to participate where I can. The story of FF has always been interesting for me and when I started FF14 I was hooked on how interesting it was and to this day always love learning more about the worlds lore.

What is your favorite battle class? Favorite non-battle class?

ooo that would have to be reaper or black mage. I started the game out on black mage so I still have love for the class today but as soon as I picked up reaper I loved how fluid it felt to me. That and also big damage numbers were cool. For non-battle class I'd say mining because throughout all the time leveling it I loved how calming it was going between different nodes while just chilling listening to music.

Which expansion has been your favorite so far?

It has to be Shadowbringers for me. While all the other expansions were great when it came to story, Shadowbringers was the first expansion for me in the story where multiple moments in a row without spoilers made me go from "this is fun!" to "I can never emotionally recover".

Who is your favorite NPC(s)?

For my favorite friendly NPC it hands down has to be Alisaie. I loved how much growth shes had over each expansion and her banter with alphi is always fun to listen to. As for villian NPC it has to be Emet-selch. He is probably the most complex and interesting villain throughout ff14's story for me and I loved each cutscene with him.

What's one thing you're looking forward to most in the coming patches?

I think i'm looking forward to what route they decide to go on for the post expansion story. Dawntrail really is kind of a fresh slate for them to go off of to prepare for the next expansion so I really want to see where we end up. Also the new raids have been fun to go through so I cant wait to see the next sets of mechanics. There is also the new Ultimate raid so I might finally use that as a chance to dip my feet into that set of content (even if my sanity might be beaten up in the process lol).

Do you have a favorite glam? And can you show us?

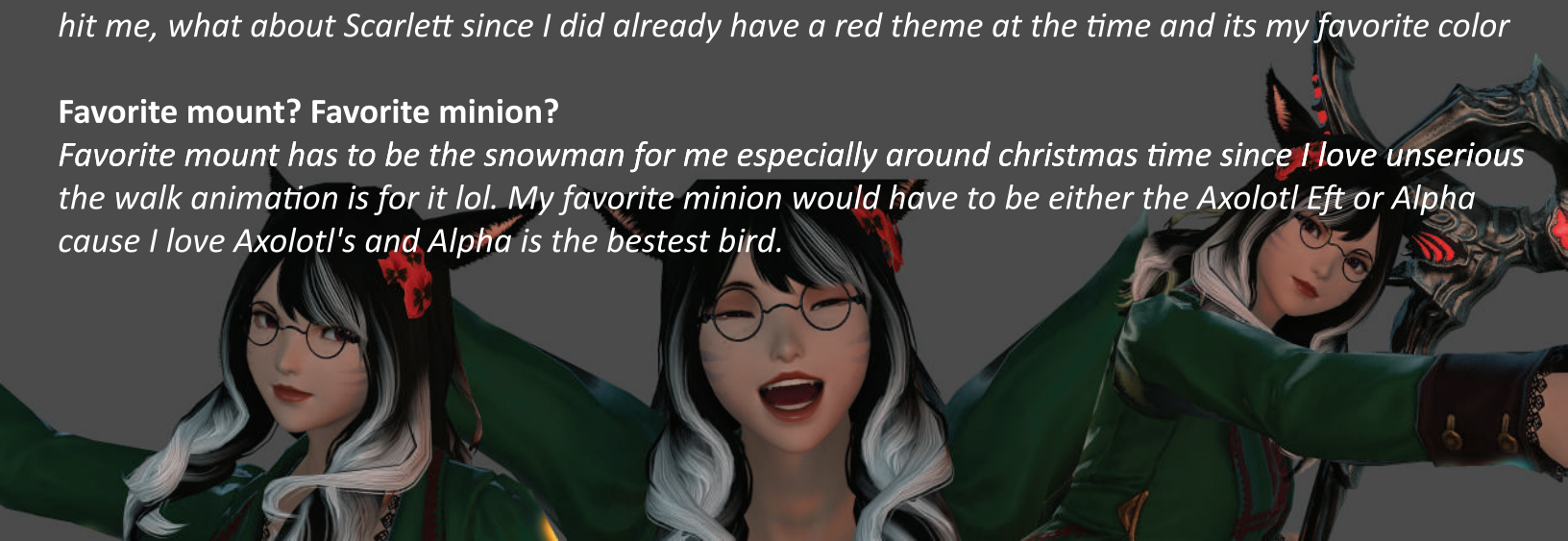
I do have a favorite glam even if its pretty simple. Its a mix of the 2B gloves and boots with the Eastern Lady Errant's coat and skirt. I also have the Red Viola Corsage for the head glam since I just like how the red pops.

Do you have a background to your character's name?

So when I was first thinking up my name, I wanted something that popped and kinda fit the theme with my character. I've used the last name Twilight for multiple other characters in other games and D&D so all I had to do was think of something interesting for the first name that flowed to me. Then it hit me, what about Scarlett since I did already have a red theme at the time and its my favorite color

Favorite mount? Favorite minion?

Favorite mount has to be the snowman for me especially around christmas time since I love unserious the walk animation is for it lol. My favorite minion would have to be either the Axolotl Eft or Alpha cause I love Axolotl's and Alpha is the bestest bird.



Are there any other games you play outside of FFXIV?

I do play a few different games! Currently though I play Minecraft, Overwatch, and Baldur's Gate 3 actively.

What hobbies do you have outside of gaming?

Well outside of gaming I like working on different projects such as creating discord bots or even recently I started learning about game development again. Other than that I do like to play Guitar and also enjoy playing D&D with a few of my friends

Tell us a little bit of what you love to eat, even if it's a snack.

I do love Pizza with sausage and bell peppers, or pepperoni and mushrooms. Its always my go to meal to order whenever I'm hungry but dont want to actually cook anything for myself.

Tell us one awesome fact about yourself.

I guess one interesting fact about me would be that I have had one of my past website projects presented in front of Google developers before. It was for a program they run for people right of of high school and was very nerve racking to say the least XD. Since at the time I was just a baby developer in a room with all senior developers and felt like I could be eaten in a second with their seriousness lol

If you were able to, would you be down to meet people outside of this game? If so, what do you think would be your first reaction when you first see them?

I would 100% be down to meet people outside of the game. I think it would be awesome to meet the people that I have fun with in game. My first reaction would be a mix of excited and a bit socially awkward just because usually I'm very introverted. However over time I feel like I'd open up and have a great time with everyone!

There are people from around the world that play this game, where do you play from?

I play from California.





We share lots of adorable pet photos, if you have a pet, what kind of pet is it or if you want to own a pet, which one would it be?

I currently dont have a pet but if i did then I would get a black cat. I've always loved how sweet they can be and if I had my way I would definitely adopt the first black cat I see at a shelter XD

All right, I'm going to probably make you sad, just a bit, ready? The game is coming to an end, you have thirty minutes to an hour to do one last thing, what would it be?

I'd probably take a stroll through each of the major cities in each expansion to reflect on how the game has grown overtime and also to chat with other people in the cities as I go. The last stop would probably be the F.C. House and I would just hang out with other members until end.

And lastly, share with us a quote you live by.

It would have to be this phrase in Latin. "Dum Spiro Spero" which translates to "While I breathe, I hope". Even if life could get you down and bring you to your lowest, as long as you're still breathing there is always hope for pushing forward.

ART GALLERY HIGHLIGHTS



The Black Waltz Art Gallery

Lyrie Mehairs



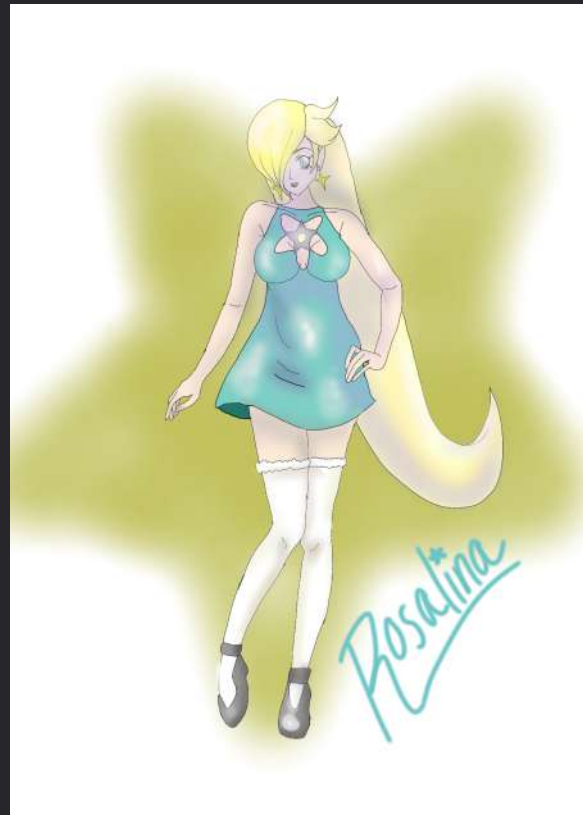
The Black Waltz Art Gallery

Dennis Richey



The Black Waltz Art Gallery

Sulia Beaugard



The Black Waltz Art Gallery

Ralia Lunafell



The Black Waltz Art Gallery

Sommun Guyerie



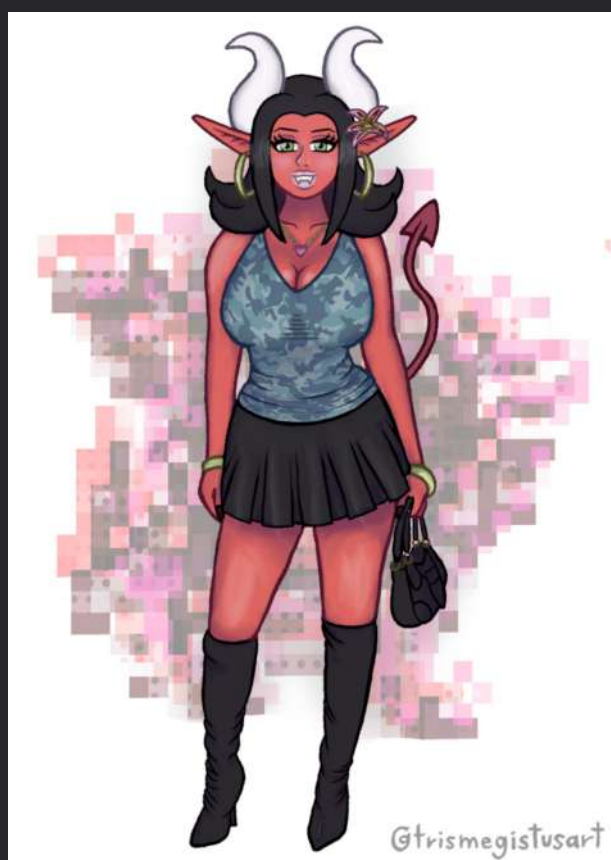
The Black Waltz Art Gallery

Finnwaer Gremory



The Black Waltz Art Gallery

Zara Thustra



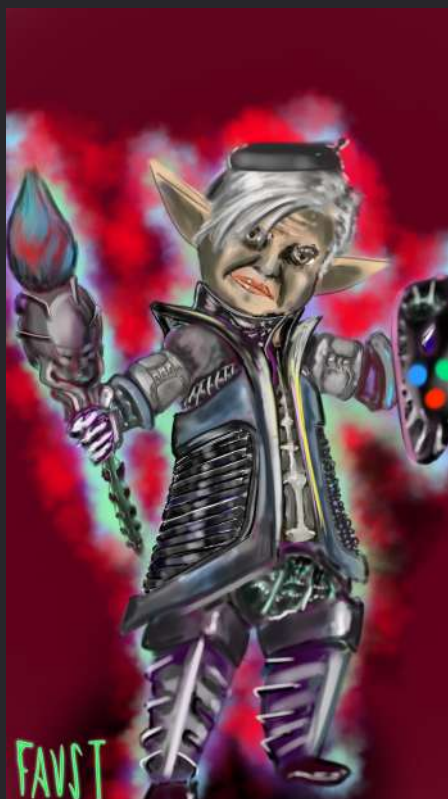
The Black Waltz Art Gallery



Forseti Eckesachs



Zaerezza Alectryon



Alessandro Powercord

The Black Waltz Art Gallery

Vincenzo Volpe



ART INTERVIEWS



Artist Highlight:

Laureall Morgan



What is your earliest memory of falling in love with art?

My earliest memory that I can think of is when I was at my grandmother's house and I tried to draw a lion. I showed it to my family and everyone was praising me for how good it came out. I was about maybe 9 years old.

What style/medium did you start with and how has that changed over time? Do you have a favorite method or style?

I started with the traditional medium pencil and pen. And tried to do more realism. However over time I have come to use digital art and have pushed towards more fantasy anime style. Though I do still try realistic [styles] here and there.

What are some of your most memorable lessons or experiences as an artist? Whether it was from a lesson school, an experience with a client, childhood memory, etc. Can you think of anything that has helped shape you into the artist you are today?

One of my most memorable lessons would have been in high school with my art teacher Ms. Grady. She was teaching us about a famous artist (can't remember the name) and we had to create a realistic piece with some kind of symbolism. Honestly can't remember what it was called but I remember the man in the blue suit I painted! Can't really think of any in particular that has helped shape me into the artist I am today because it's just alot really. I get inspired alot by artists on YouTube, Instagram, pieces I see in the ImagineFX magazine and that will influence how I do a style or create a series of pieces.

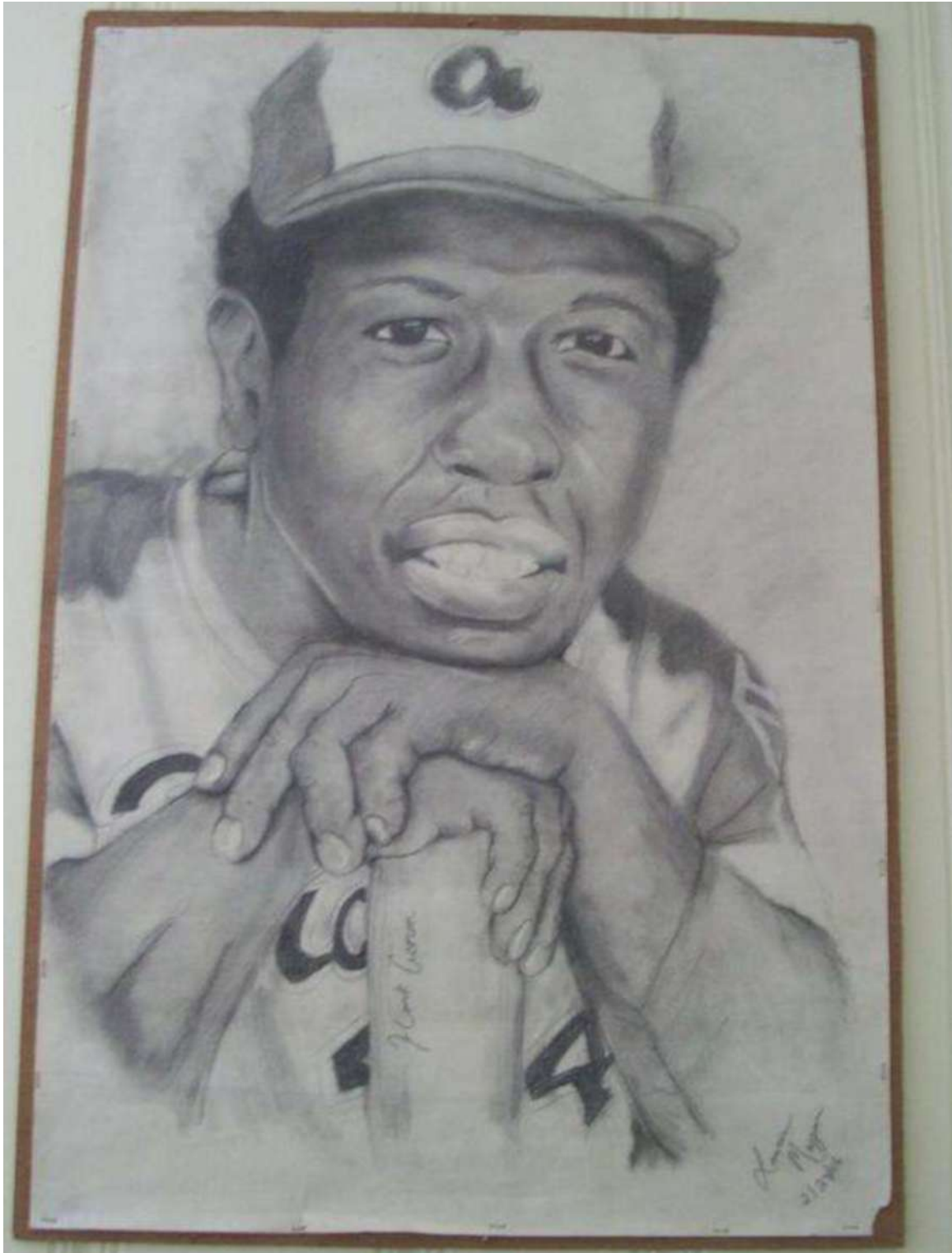
Who or what are things that inspire your artistic side? Has this changed over time? What do you think guided this change?

I get inspired by a lot of fantasy stuff, really, and anime. But also seeing people do realistic pieces of people and animals. No this has not changed over time. I have always been fascinated by these things.

Do you have any words of wisdom to offer fellow artists?

Words to fellow artists: have fun drawing.

Artist Highlight:
Laureall Morgan



Artist Highlight:
Laureall Morgan



Artist Highlight:
Laureall Morgan



Artist Highlight: Laureall Morgan



Artist Highlight:

Mufinella Pemstein



What is your earliest memory of falling in love with art?

My earliest memory? I'm not sure, I started drawing when I was 4, I just liked to doodle and it developed into a huge part of my life. I remember drawing stick-figure Power Rangers.

What style/medium did you start with and how has that changed over time? Do you have a favorite method or style?

I started out with an anime style akin to Pokemon but eventually developed my own anime style based on all my favorite styles. It's forever changing though, but I still enjoy anime the most, especially cell shading!

What are some of your most memorable lessons or experiences as an artist? Whether it was from a lesson school, an experience with a client, childhood memory, etc. Can you think of anything that has helped shape you into the artist you are today?

I never formally studied art and never got along with teachers, but I do remember my friend's grandfather taught me the rule of thumb for proportions: start with the head, the torso is two heads tall to the waist, one head to the groin, two heads to the knee, etc. It really helped me with my proportions (though I still struggle with angles). As for what shapes my work, just looking at how other artists I admire draw, picking up new tricks and concepts.

Who or what are things that inspire your artistic side? Has this changed over time? What do you think guided this change?

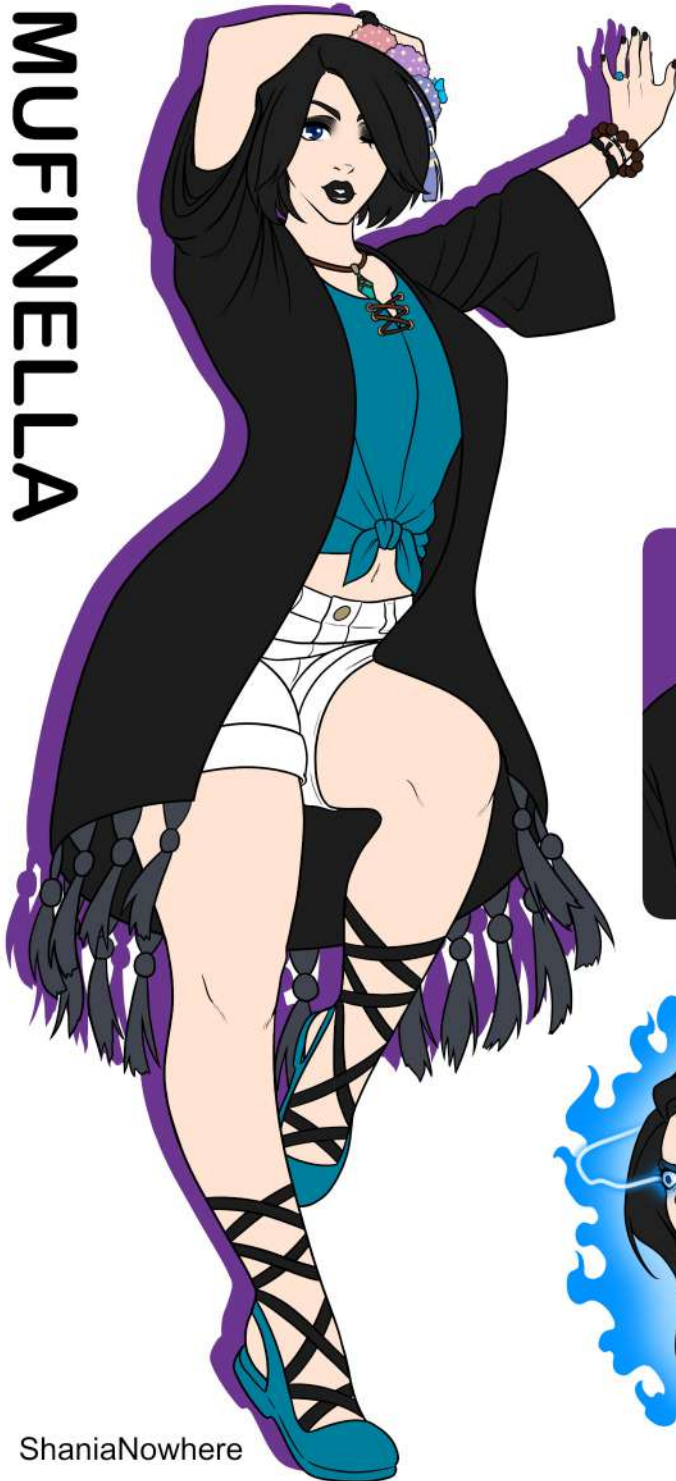
I'm inspired by pretty things, haha. That's always been my thing, honestly, finding attractive people and wanting to draw them. I'm also often inspired by other people's enthusiasm and wishing to depict ideas that tickle my fancy. Also a good song helps give me ideas, I'm an avid enjoyer of music.

Do you have any words of wisdom to offer fellow artists?

Never stop learning and studying, if you think you know everything and your skills are at their peak, you're wrong and just need to push yourself to become even better. And just because a piece might look like crap today, doesn't mean it won't look better tomorrow. Art is from the soul, it embodies who you are inside, so just give it your all and be a gentle critic of your work.

Artist Highlight: Mufinella Pemstein

MUFINELLA



ShaniaNowhere

Artist Highlight:
Mufinella Pemstein



Artist Highlight: Mufinella Pemstein



Artist Highlight:
Mufinella Pemstein



Artist Highlight:

Selania Lhanos



What is your earliest memory of falling in love with art?

I didn't actually fall in love with art until I was 33. I was a new mom with a very stressful new job. I picked up some supplies and cheap paper to try to draw for stress relief. It was calming to do something that wasn't technology related.

What style/medium did you start with and how has that changed over time? Do you have a favorite method or style?

I started with some oil pastels, and quickly moved on to my favorite physical medium, white charcoal on black paper.

I worked in that for a few years, then bought a tablet. Now I do everything in CSP on my iPad. It's convenient, portable, and not messy! I love working in a painterly style, it's what I admire the most and try to improve on.

What are your most memorable lessons or experiences as an artist? Whether it was from a lesson school, an experience with a client, childhood memory, etc. Can you think of anything that has helped shape you into the artist you are today?

I would say that one of the most important lessons I've learned is that anyone can create art—even me. I have aphantasia, [which means] I can't visualize things in my head. Everyone has their own way to learn, but [the point is that] *anyone* can learn. You just have to find what works for you. I learned by watching online videos and just scribbling and practicing. I have never actually finished an art class that wasn't in school, and I couldn't draw for anything back then.

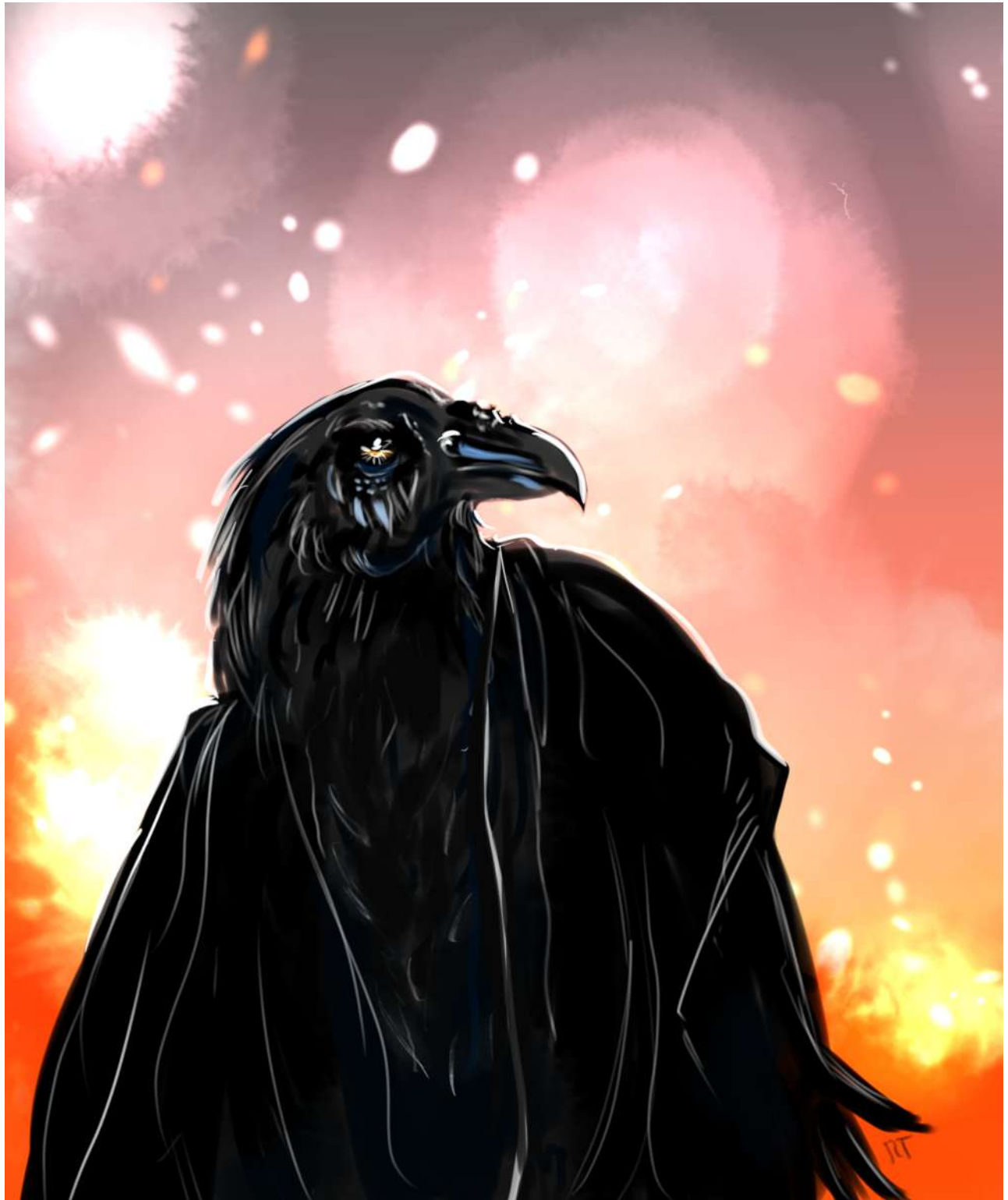
Who or what are things that inspire your artistic side? Has this changed over time? What do you think guided this change?

I started out doing fanart and portraits for people. I eventually got into a role playing community in Star Wars, and started drawing OCs. I work hard to get better.. to draw my characters. It's all about them usually. I also like drawing gifts for friends, and that inspires me! The fact that I can make someone smile with a doodle is awesome.

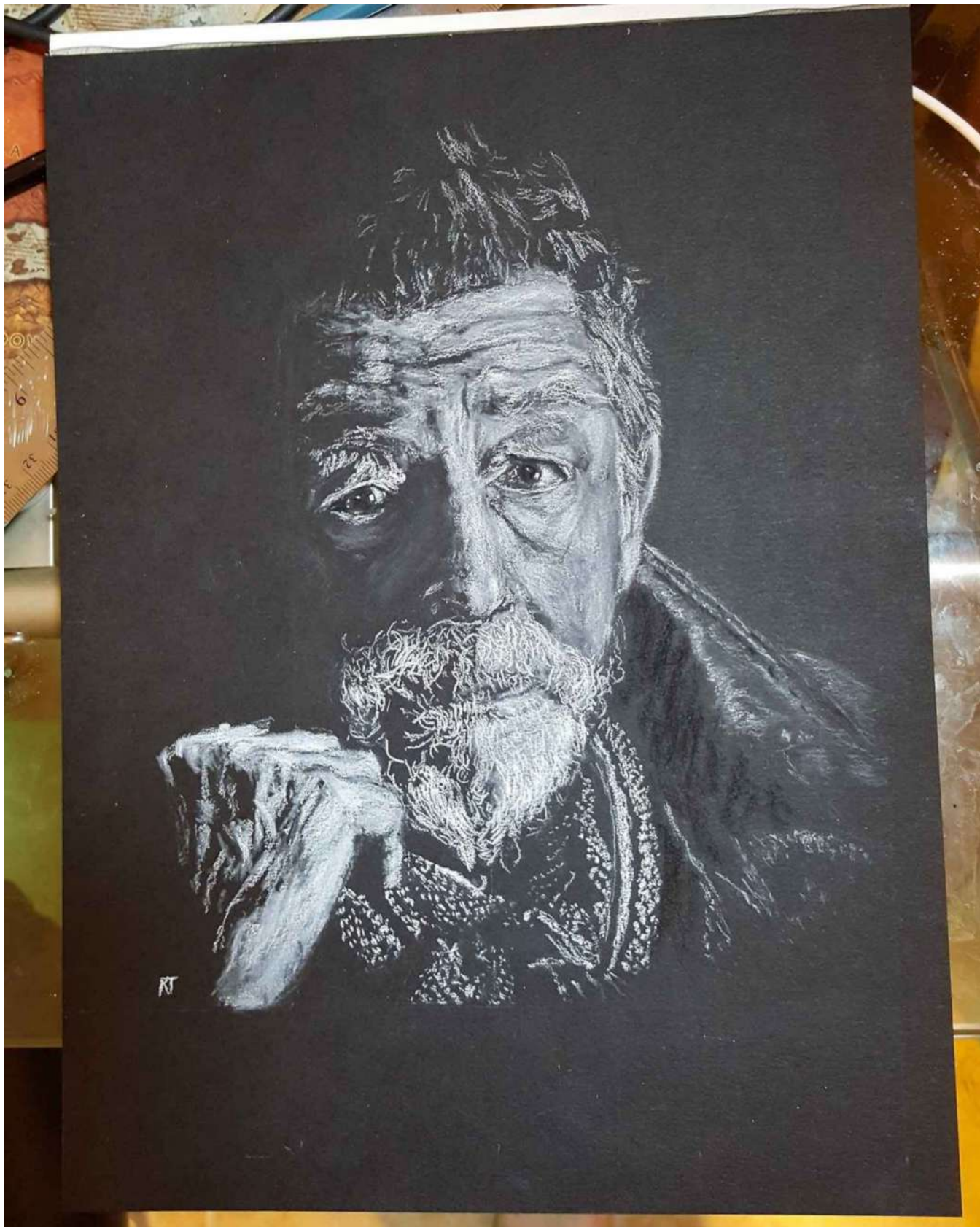
Do you have any words of wisdom to offer fellow artists?

Don't be afraid to use tools ethically! They're there for a reason ❤️

Artist Highlight:
Selania Lhanos



Artist Highlight:
Selania Lhanos



Artist Highlight:
Selania Lhanos



Artist Highlight:
Selania Lhanos

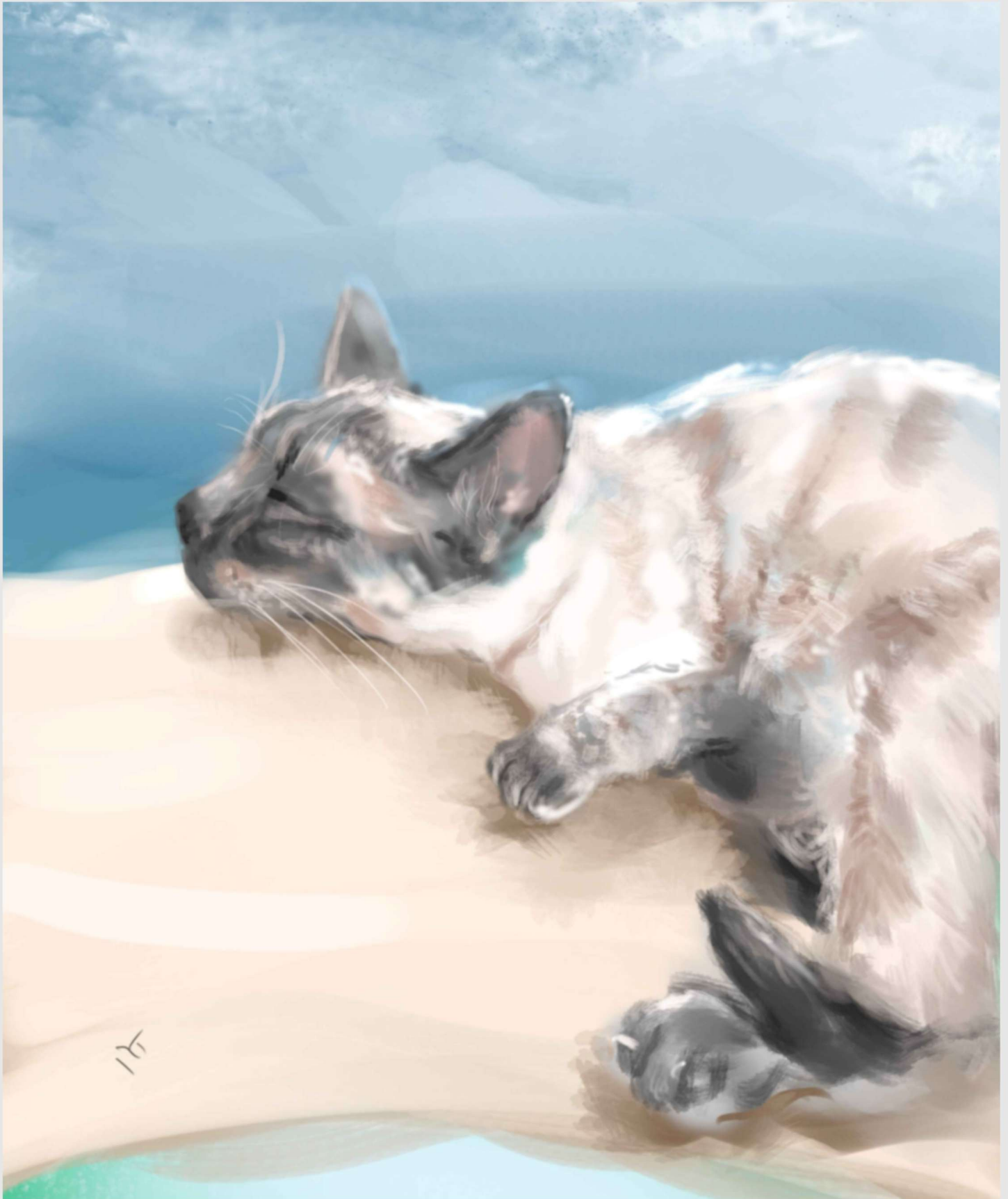


Artist Highlight:
Selania Lhanos



Artist Highlight:

Selania Lhanos



COLLAGES OF EVENTS



All Saint's Wake & Halloween



[illegible]

NOMINATION WINNERS





AURI MIYUMI

*Most Likely to
be Remembered
While Eating Bratwurst*



BROCK HAMPTON

*Most likely to Win a
Fashion Show*



ISTARI XIOMAR

*Most likely to be the End
Boss of a Deep Dungeon*



KOKO MOKO &
FRATLEY SORMFALL
*Most Likely to Steal
a chocobo*



KOKO MOKO

*Most likely to owe money
to the Gold Saucer*



SHI AND RIN LIYAN

Most Dynamic Duo



WINTER ASTORA

Most likely to floor tank

*No photo
provided*

MISS VANJIE

*Most likely to have a
default portrait*

Signatures

*Always be your best
Waltzie!*

-Arioz Noirlune

Love you guys♥

-Fennel Itsuka

**What a great year! A new expansion
full of fun new memories with
the Waltz fam! ♥ -Zell Books**

*This FC has been a blast to be a part of.
Love you all and thank you for making
my first year here an amazing one! -
Slamwise Bamgee*

**I don't know what to
put here. Have a
great summer. -
Asuka Wake**

**Most Likely to Fantasia tomorrow.
- Taifu Ramkov**

*If to adventure is to dance with
death, then let us Waltz across
Eorzea with joy in our hearts! -
Mi'Yuki Tsukino*

*I couldn't ask for a better
FC. Everyone here makes
me happy. - Aleksei
Whitewolf*

*"Whenever I'm about to do something, I
think, 'Would an idiot do that?' and if they
would, I do not do that thing." - Dwight
Schrute (Beren Haldir)*

*All you need is love... and Lalafell.
Lots of Lalafell. - Squid Vicious*

*Found myself an amazing
family <3 - Akari Sara*

**This year has shown me what is
important... and it always comes back to
my friends. Waltz FC helped me get this
right, so I am very grateful! - Stella Shion**

**Thanks for a great
year Waltz! - Shi
Liyan**

**The best family in FFXIV,
you're all breathtaking! -
Fadith Itera**

*Hello cootie patooties
- Kristo Val*

**While I was lost, I found a small
place here. Thank you. -
Sommun Guyerie**

**"ALWAYS DO RIGHT. THIS WILL
GRATIFY SOME PEOPLE AND
ASTONISH THE REST." - MARK TWAIN
(RAVENNA ROANOKE)**

*Boop! -
Scarlett
Twilight*

Signatures

*Thank you all for adding some
brightness to my days. <3 -
Altariaa Alina*

**Howdy, howdy, howdy -
Asterin Whitehorn**

**In a cavern of treasures
that no one has been to,
let's go digging. - Dezz
Riva**

**Hi everyone!! Hope you had a great year
and lots of fun at all our events. Thanks to
all the newsletter team putting this
awesome yearbook together!! Great job!! -
Fratley Stormfall**

**Thank you to everyone at Waltz for
another fantastic year! Looking
forward to more friends and fun in
the future! - Auxea Kirath**

**Your friendly neighborhood cat
ninja 🐱 - Willow Silverwood**

**Some are born great, some achieve
greatness, some have greatness
thrust upon them, and some giggle
at the word 'thrust'. - Kellin
Silverwillow**

**May the Winds of the Kami
guide you. And the light of
the Moon shine through
the Darkness. - Mono'sono
Glu'tame**

**I joined this year and it's been
great! Here's to many more! -
Aeolous Ryu**

Yes, I'm still here! - Kouya Kaji

**Thanks for all the years
of fun! - Miko Yumi**

**THANK YOU FOR ENRICHING MY 14 I THINK YOU'RE CUTE TOO <3
EXPERIENCE \0/ - KOKO MOKO - GWELL MOKO**

**GREATEST FC ON THE
PLANET! HAGS! - FYN
AMOUR**

**Ahoyous always; seldom
sayousnara! UWU -
Joyous Uwu**

**Was I supposed to write
something? Quick, think of
something witty! - Shor
Ahamut**

**Thank you all for a great year, i
look forward to speaking with you
all every single day <3 - Azuri
Miyumi**

**Hey MSQuties! Stay cool
and attractive <3 -
Holsworthy Alekro**

**"We'll Never Forget You. We'll
Remember You Every Time We
Stand At Your Grave. And We
Won't Let The Fear Of Death,
Which Each Of Us Knows, Stop Us
From Living Our Lives." - Beatrix
De'Raice**

**May your light be
everlasting. -
Azael D'naius**

Signatures

YOU ARE VIBRANT!! "My/
Your bright energy glows
onto everyone I encounter!" -
Tigra Mage

Short message? -
Allor Cedar

"Have you heard the
one about the person
who got booped?"
Punchline: "Its you!"
Boop - Lyrie Meksair

May you ever walk
in the light of the
crystal, my friends
<3 Thanks for being
such a great
community. - Joya
Warari

You showed me what a true FC that makes
playing FFXIV fun is all about. I wouldn't
have done it without your advice and being
where I am today ^_^ - Admiral Dude

Capcom, please
add Sagat to
Street Fighter 6. -
Brock Hampton

Thanks for having me guys!
- Godric Skyfire

BE GOOD TO THE WORLD AND THE
GOOD WILL COME TO YOU. :) -
CELICA EVERFLAIRE

Here's to another amazing
year spent with my Waltz
family! Love you all! - Trinty
Mohun

I joined the FC this year, and
since that time, I made many
more FF friends than one could
have imagined. I love being a
part of this family and
appreciate every one of you. As
always ^_^ Happy Hunting ^_^
- Vincenzo Volpe

My biggest lesson from you all is that i
need to eat more Bratwurst. And that
things somehow always work out in the
end :) - Venilana Matibereo

Thank you for the beautiful
year Waltz family! - Mina
Astaseul

Thank you for making this new
member feel a part of the Waltz
family <3 love it here :) - Cookiez
Coffee

Another great year with the Waltz
fam! Looking forward to many
more!!! - Felynx Cronus

Hello! - O'zetta Laqi

Signatures

**Always be true to
yourself. Forge
Ahead! - Ikar Riegan**

*May the force be with
you. May it make you
strong. - Satomi Tomoe*

*Going to need a bigger
wheelbarrow... - Sleepless
Dreams*

*"I am... not interested Little Sun. Try
again when you have become a man."
- Aeryn Amariyo*

**Thanks for making 2024
great, and let's hope for a fun-
filled '25! - Saduul Ja**

*Thank you for the amazing time and events that has
been put on. I look forward to many more years of fun
and hilarity! - Tyetus Rygar*

***Thanks for being
awesome, everyone! -
Z'phyr Tia***

***Moo! To all you wonderful
people who make this game
brighter: thank you. - Cow King***

**Don't believe in yourself!
Believe in me! Believe in the
me who believes in you! -
Grimm'thera Skogkatt**

**Hey Waltz! Thanks for always
being the best FC around! -
Cara'cal Jahal**

**Thanks for another wonderful
year! Remember you can do
anything you dream of with
hard work and dedication <3 -
Zanthia Ethereal**

THANK YOU

Thank you to everyone that helped make this issue a very special one. Happy 10th Anniversary to The Black Waltz!

An incredibly special thanks to The Black Waltz Newsletter Team! Greatest appreciation to you all.

Sommun Guyerie: Content Provider

Scarlett Twilight: Content Provider

Asterin Whitehorn: Interviewer, Content Provider

Shi Liyan: Co-Editor-in-chief, Content Provider

Veniliana Matibereo: Editor-in-chief, Interviewer, Content Provider

Fratley Stormfall: Editor

Z'phyr Tia: Editor

And you, our amazing readers!
See you next issue!