

First Edition

February/March
2020
Issue

Inside:
Screenshots
Art
Housing
And more!

Interview with
FC Leader:
Istari Xiomar
&
FC Member:
Tek Nologik

The Official FC Newsletter

WALTZ



Join the Magic...



This newsletter is made for, and by
the FC.

Read to keep updated with the going ons of our
community, with a new issue every month!

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Calendar of Events

MARCH

M	T	W	T	F	S	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

 Birthdays/Anniversary

 FC Events

7- Jurina

7 - Som

11 - Serena

18 - Sotorito

20 - Mini Archer

20 - Sumi

25 - Novaius' Pet

29 - Sesshi

27 - Black Waltz
Footrace

All month: FC Room
Decorating Contest
(Ends on the 31st)

Interview with Istar Xiomar

How did you get into the game?

I was working as a manager for Target in 2013 and saw it on the shelf. I saw the "Final Fantasy" title for PlayStation 3 and bought it– not knowing it was an MMORPG.

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

Our FC—a community of people that genuinely care about each other. My life is extremely hectic and busy and this game is my happy place because of the people that log in every day.

Who is your favorite NPC(s)?

Sultana Nanamo UI Namu and Krile Mayer Baldesion. Oh! And I loved Papalymo... but... you know...

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

Istar (pronounced Ish-tarri) is from J.R.R. Tolkien's universe of Middle Earth ("Lord of the Rings," "The Hobbit," etc). It's an elvish word in Middle Earth and translates to "Wizard" or "Wise One" depending on the sentence it is used in. I found it fitting since I usually play wizards/ sorcerers in games. Xiomar is the male version of a female name (Xiomarra) I gave a prominent character in a book I'm writing.

What hobbies do you have outside of gaming?

What's a hobby? Ha. I cook, write, go to the gym, drink lots of coffee, and I'm an avid movie-goer. I love going to the cinema!



Are there any other games you play outside of 14?

Any of the "Legend of Zelda" games! "Elder Scrolls V: Skyrim," "Horizon: Zero Dawn," "Super Mario Odyssey"—pretty much any large open-world RPG I'll probably have played it.

If you were able to, would you be down to meet people outside of this game?

Absolutely! I'm constantly thinking about what it would be like to have an FC meetup—and planning logistics in my head! I would want to hug everyone!



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

My favorite candy is Bottlecaps and Sour Patch Kids. I don't like chocolate or anything sweet, but I love sour things. Favorite food is pizza, but if I'm going out to a restaurant I always choose either Thai, Indian, or sushi. My favorite chip flavour is ketchup and my favorite ice cream is pistachio!

What is your favorite battle class?

I equally love Black Mage and Astrologian. Black Mage for the power and damage, and Astrologian for the party support. I've always loved the Black Mages in any Final Fantasy game.

What are you most proud of in the FC?

I'm proud every day when I log in because I see the values that are important to me happening almost every day: helpfulness, compassion, and kindness.

We noticed you raid a lot, when did you first start and what made you interested in raiding?

It started out because I'm a completionist—in "A Realm Reborn" there was an amazing side-story if you did the raid content and rumor was that it was one of the best written stories in the game up until that point, with rare cutscenes you could only see if you did it. Back then there was no "casual/ story" version of the raid content—it was just hard! It really pushed me to be a better player and I was hooked ever since.

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

"We rise by lifting others."



SCREENSHOTS CORNER!

View some of the stunning screenshots created by your FC mates last month!



▶ Nekras



▶ Dante

▼ Rattleballs





Laurell ▲

▼ Shtola



SCREENSHOTS CORNER!



Hotori ▲

▼ Tek



Waltz | 9

Xio



▼ Dorian R.



THE BLACK WALTZ ART GALLERY

Take a moment to gaze upon art made by
your fellow FC mates.



Pearlescent



Pearlescent



Yuzuyu

Serena



Mufinella





Diana



Nyx

THE OPEN HOUSE

Tour around in these fabulous housing designs!



FC House designed by Mufinella





Mufinella





Laureall





Billie



Interview with Tek NoLogick



How did you get into the game?

I actually got into "XIV" thanks to a friend of mine (who actually is also on Jenova as well) named Charlie. Plus I was a huge fan of the "Final Fantasy" series prior, starting from the first. He told me about an MMO that would have fights and bosses relating to the series and from there I joined up back in 1.0 until now with breaks in between.

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

I guess it's how the content revolves around things in the "Final Fantasy" universe, especially recently with Eden and Ruby Weapon. I love seeing a different take on the bosses that existed as low polygon PlayStation One models. Ruby Weapon is the best example now because of how *vastly* different he is compared to what we've seen back in the '90s. That, the challenge of the fights, and the people I play with and the people who enjoy the old things as much as I do.

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

Currently my absolute favorite battle class would probably be Gunbreaker. I'm all about aesthetics in any game I play and how flashy a job is. They're fast, quick, the animations are incredible, and the gear if you glamour it right just looks rad. A close second would be Machinist but people say I just have a thing for gun classes. I always make the joke that when I play Gunbreaker I just snap my Machinist gun in half and it swaps classes. So for non-battle classes... I'm not into the crafting system of "XIV." I'm a filthy "casual" on it but *maybe* one day.



Who is your favorite NPC(s)?

Godbert. I don't really have much to say about him aside from the fact every cutscene he's been in has been way over the top in a good way. One hell of a way to design a character. I was thinking of Hildibrand but then Godbert took the cake.

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

More interesting boss mechanics. Not necessarily harder, but for example the Suzaku DDR phase transition thing was incredible and Byakko's phase transition where you're falling from the air back onto the battlefield was a blast. Alexander was my favorite raid tier with The Epic of Alexander's merging cutscene being the absolute topping on the cake.

We noticed you liked taking pics. What do you like to take pictures most of?

Lately it's been photos of me and Forgiven Sass, haha. I love the way her Viera looks, and especially if I can work the GPose magic just right with the tools I can make some pretty intimate pictures. I save them to have them around, especially if I really like them. I try to take photos of my own character too. I haven't been too good with action shots, but I'm working on that—group photos of four people or less, or just single shots. I love the way they come out sometimes.

What is your favorite hangout spot in the game?

The house I have in Mist. I was pushing to get it for at least 14 hours and finally nabbed it from pure willpower alone. Forgiven Sass and a few other people helped out too, but I was so happy to get it and the location was perfect compared to other houses and residential zones I lived in. Sass made it look beautiful too, so that was another plus. A work of love.

Eorzean Chronicles



1: The Miqu'te with the Red Eye

G'raha Tia was born with the unique characteristic of one red eye and one blue eye. Not much was known of the rare feature, only being found in his family's lineage, passed down to him from his father and his grandfather before him. Because of the rarity of this trait, he was seen as abnormal and tormented by other children, becoming an outcast. Despite his treatment, G'raha remained an amicable yet mischievously eccentric Miqu'te youth who loved to spend his free time curled beneath a shade tree consuming the contents of a good book until the sun set. Those who knew G'raha also knew he had a lovely singing voice, typically recalling ballads passed down through his family at social gatherings.

In his youth, G'raha's father always shared the same obscure rhetoric about the sanguine hue of his eye: the truth of it rested with Allag. Seeking answers to this riddle, he became a Student of Galuf Baldesion on the Isle of Val, an island off the coast of Sharlayan. It was there he found information on the "Allagan Eye", noted in ancient texts to be borne by those of Allagan descent.

A deeper look into the lore of FFXIV

He spent much of his youth learning about Allagan history, becoming an expert on the subject and a respected historian in his field of study. Through his schooling he became acquainted with Rammbroes, a member of the Sons of Saint Coinach who exclusively researched the ancient civilization of Allag.

Ultimately this led to G'raha being assigned by Sharlayan as an observer over one of Rammbroes' projects: the exploration of the enigmatic Crystal Tower, an Allagan structure in the outlands of Mor Dhona that was unearthed by the coming of the Seventh Umbral Era's great earthquake. Defying his task of unbiased observation, he contributed to the expedition by sharing his wealth of knowledge along with proving himself to be a capable miner, collecting and refining ore into aethersand for use in breaching the defenses of the Crystal Tower. He also demonstrated his adept marksmanship by defending himself against wild hogs with his bow and arrow on assignment.





During his time on the expedition, G'raha met two clones of long-gone Allagans who went by the names Unei and Doga. They revealed to him that his right eye bore the coloring of Allagan royalty known to them as the “Royal Eye”, confirming his connection to the ancient civilization. After journeying together through the tower and working to stop the Cloud of Darkness from devouring the world, the clones deemed him worthy of carrying the mantle they had been born for. They gifted him with their blood, unlocking his ancestral memories. He recalled a Miqu'te known only by the name of “Desch” who acted as advisor to Princess Salina and gained her trust. After the fall of Allag, she tasked him with guarding the secrets of the Crystal Tower, bestowing her blood upon him so he might control the monolithic structure in her stead. The blood thinning over time, G'raha Tia determined that it was his destiny to become the keeper of the tower as he was the last living descendent who had the strength to command it.

Filled with purpose, he locked himself inside the crystal tower to slumber until such a time that civilization had advanced enough to properly wield the might of the tower without falling to corruption again. His parting words to his friends were that of hope for the future, that the tower would be able to shine as a beacon of hope once again just as the Allagans had hoped. Through his sacrifice, the Crystal Tower was once again locked away in a dormant state, safely out of the hands of those who would use it for evil.

THANK YOU

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And YOU, our awesome readers!
See you next issue!