



ZODIAC

THE AMORE COMMUNITY MAGAZINE | FFXIV | EVENTS | GPOSE | ART | COMMUNITY | GAMEPLAY

AMORE-RMOR.CARRD.CO

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We Are Amore

AAC Cruiserweight



Zodiac

The Amore Community

Magazine

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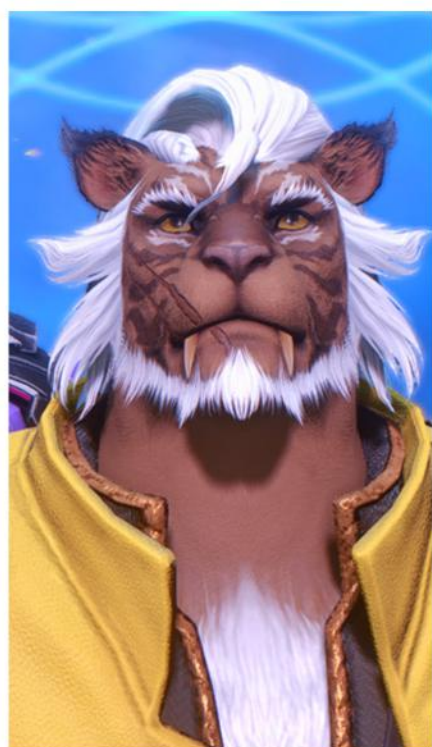
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FOREWORD



Wow, time really flies when you're having fun! It's been an incredible few months, packed with all sorts of great moments—but the biggest one? Hitting our first anniversary as a community and celebrating all the amazing people who've joined us on this journey.

We've seen some seriously impressive creativity, from stunning gposes to fantastic artwork. We've cheered each other on in raids, and we've come together for events that have been full of good vibes and great company. It's been awesome watching this community grow, and the positivity here is something special.

Now, as we head into our second issue, there's plenty to cover, and we can't wait for you to dive in. Hope you enjoy this edition as much as we've loved putting it together!

Editor-in-Chief, Artanis R'Mor

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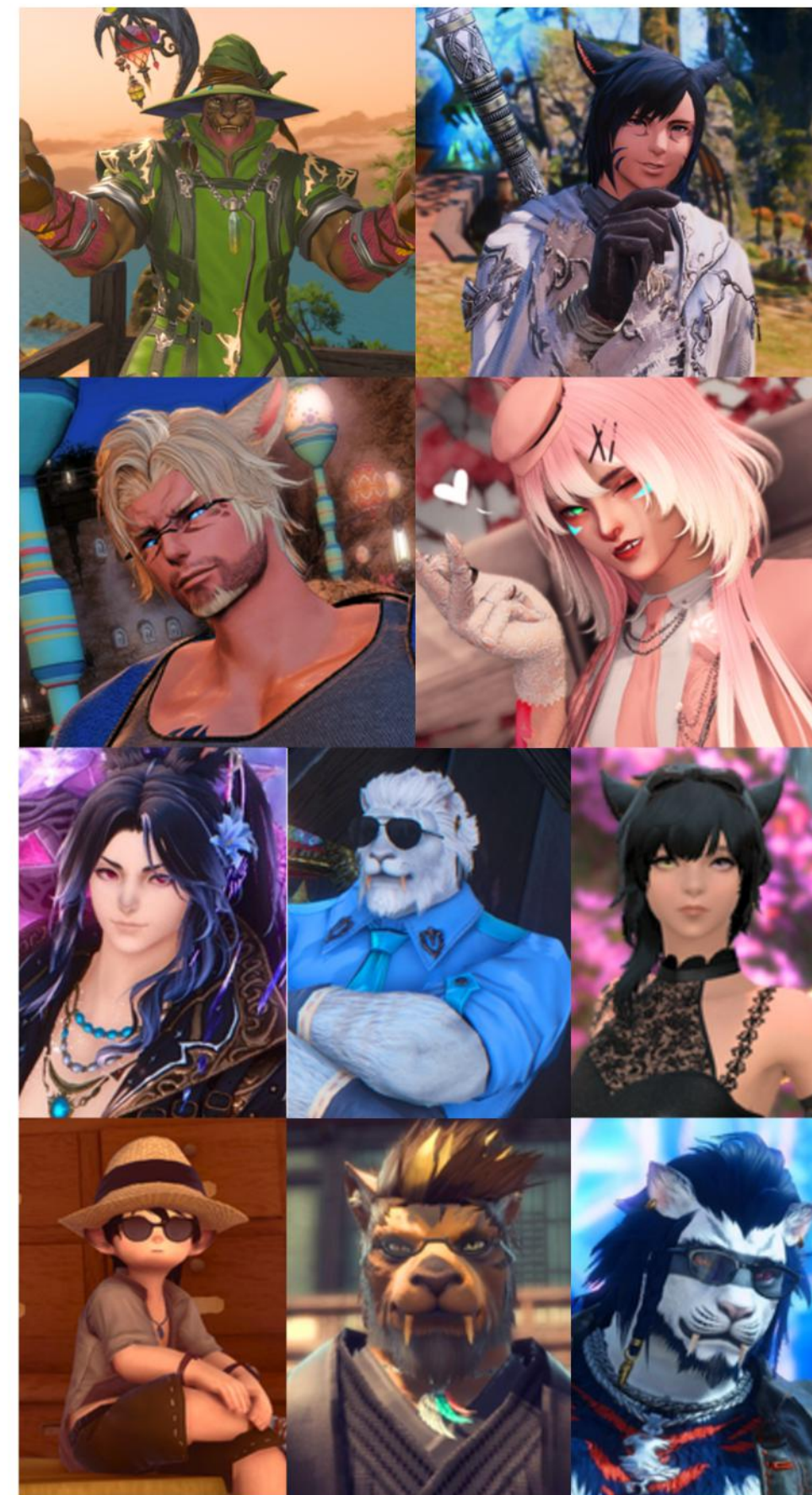
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Community Recap

Events Recap

Nightmarket,
Fire Emblem AP
JJ Airlines

Special Feature

Amole Gala 2025

Interviewing our Community

Dangerniel
Deyna Lyran
Romuraisu



GPOSE BY ARKAIUS REDTHORNE
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SEVENTH
ASTRAL ERA

HROTHMARKET

— ETHEIRYS —

*Celebrating
1 year*

PRIDE
POWER

JUNE 21ST 2025

[HROTHMARKET.CARRD.CO](https://hrothmarket.carrd.co)



The Night Market Experience

BY HOTARU ROANCLASH

GPOSE PROVIDED BY THE HROTHMARKET COMMUNITY

Organizing the Night Market has been one of the most rewarding adventures I've had—full of creativity, collaboration, and a deep sense of community. From gathering a passionate team to crafting an immersive space for roleplayers, vendors, and artists, every step has been driven by ingenuity and a love for what we do.

I'm Hotaru Roanclash, the organizer of the Night Market, operating on Primal Hyperion and, more recently, Dynamis. Funny enough, this all started with a typo—our regular, Roxanne, accidentally wrote "Hrothmart," which sparked a lighthearted joke from our EU leader, Artanis. I saw the exchange, and, in the spirit of good fun, suggested it could actually become something real.

Initially, my focus was on larger Hrothmarket events, but I quickly saw the need for something more accessible—something for those who struggle with social anxiety or scheduling conflicts due to work or raid commitments. That realization led me to pitch the idea of a mini-Hrothmarket to my Free Company leader, Zale. But instead of simply shrinking the scale, we leaned into the concept of a Night Market, and suddenly, everything clicked into place.



GPOSE BY STICKYNATEPUDDING



GPOSE BY ALL-STAR WARRIORS

Building the Dream Team

A market is only as strong as the people who bring it to life, and I knew we needed more than just capable organizers—we needed individuals who truly embodied the Hrothmarket spirit. Akari and Kai from Ax Events bring the thrill of dice games, while the Soft Spot crew—Dingleberry, Sirius, Ciel, and Gaen—create an inviting atmosphere. Artists like Yong, Jugger, Nero, and Illas capture the heart of our Warriors of Light through their stunning work.

More recently, we've welcomed Zeruka (better known as Mr. Gentleman), whose invaluable insights help us refine and improve. Aras, our master bodyguard, ensures the safety and comfort of everyone, handling any concerns with swift precision. And then there's the FANG FC, who stepped up without hesitation, offering their support and dedication to make this event shine. Special thanks to Zale, who worked tirelessly on the theme out of sheer passion—it's that kind of generosity that makes this community incredible.



GPOSE BY NORTHGAR



GPOSE BY FIDGE

A Space to Grow

This event isn't just mine—it belongs to all of us. Seeing the team take ownership of their roles and shape the experience with their own creativity has been inspiring. I want them, and everyone who dreams of creating something, to feel empowered to take risks. Not everything succeeds right away, but ideas aren't sprints—they're marathons, full of challenges and rewards along the way.

So, to anyone thinking of launching something of their own—go for it. Keep pushing forward, keep refining, and keep believing in what you build. You never know how much of an impact your idea could have.

A Word from Zale

"I'm honored to have been made the designer for our Night Market theme for Hrothmarket. The overwhelming positive feedback has been incredibly encouraging—knowing we've created an immersive space for over 100 attendees alongside our stewards. As Hrothmarket grows, I look forward to crafting future themes as we continue to expand as a community. FANG FC welcomes it every time!"

And with that, I want to thank my incredible Night Market team once again. Let's keep growing this event—one market at a time.



GPOSE BY NORTHGAR



GPOSE BY PHLOWW THE OTTER

Event Review:

#FireEmblemArtParty

BY VOLOS RATYASCH

The Fire Emblem AP event was originally organized as a birthday celebration for @inannastartes.bsky.social, based in Adamantoise, Aether—and it turned into something truly unforgettable. I first heard about it through Artanis, who found out via Ma'Tembo's Bluesky and immediately went wild over the idea. From the moment it was announced, those of us interested began scrambling to figure out which Fire Emblem characters we could cosplay for the occasion. Given my deep nostalgia for Fire Emblem: Path of Radiance, I knew my choice had to come from that game. After some deliberation, I settled on the formidable Black Knight—a well-known antagonist and rival to the game's protagonist, Ike. However, preparing for this cosplay was no small feat.

.My NA alt was severely underleveled for the gear I wanted, making the process significantly more challenging. On top of that, I ran into a frustrating obstacle that all Hrothgar and Viera players in Final Fantasy XIV are all too familiar with: headgear limitations. None of the helmets I had envisioned for the Black Knight would work. This forced me to pivot and embrace the character's true identity—Zelgius. A silver lining in all this was that Artanis decided to cosplay as Ike, making for a perfect rival pairing.

While I spent an entire week meticulously crafting my glam, Artanis threw his together in just a few hours before the event. We were joined by Royal, who cosplayed as Hilda from Three Houses, and Ardyn, who took on the role of Tharja from Awakening.



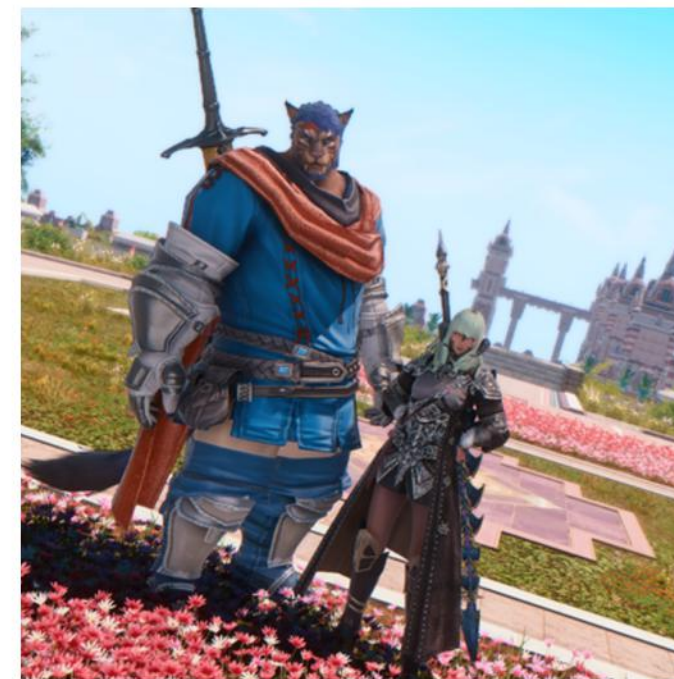
GPOSE BY ARTANIS R'MOR



GPOSE BY VOLOS RATYASCH

The event itself was nothing short of spectacular. Everywhere I looked, I spotted familiar characters—Claude, Edelgard, Dimitri, and even another Black Knight! The sheer number of attendees was staggering, creating a vibrant and lively atmosphere. What made it even more special was the birthday and charity fundraising aspect. From what I gathered, the organizer managed to surpass their expectations in terms of donations, which was truly heartening to see.

At one point during the night, there was a glam and roleplay contest. Artanis and I decided to enter as a pair, hoping to showcase the intense rivalry between Ike and the Black Knight. As Hrothgar players, we weren't too optimistic about our chances of winning—we assumed there would be some bias against us, especially with so many incredible cosplays in the competition.



GPOSE BY ARTANIS R'MOR



GPOSE BY ARTANIS R'MOR



GPOSE BY WULF @DEDUCTIONFREAK.BSKY.SOCIAL

In the moments leading up to our presentation, I was in voice chat with other attendees from the community, brainstorming with Artanis about how we'd play our characters on stage. We wanted to recreate a short exchange between Ike and the Black Knight, keeping it as authentic and engaging as possible. Just before our turn, the crowd erupted in cheers, repeatedly asking Ike to "say the line." Artanis, caught completely off guard, started panicking, not sure what they were referring to. Recognizing the reference, I quickly fed him the iconic phrase (Smash players know), and when he repeated it, the audience lost their minds—cheering even louder. It was an unforgettable moment that perfectly captured the camaraderie and excitement of the event.

To our utter disbelief, Artanis and I actually won the contest. It was a shock—two Hrothgars winning against a lineup dominated by Miqo'tes and Au Ras? We never saw it coming. It was an incredibly validating experience, and it restored a bit of my faith in Final Fantasy XIV's player base.

Ultimately, this event reinforced an important truth: no matter what you play or how you choose to express yourself, you will always be welcomed in spaces like this.

Events Recap: JJ Airlines

BY JUST JUICE

GPOSES PROVIDED BY JJAMMIN' COMMUNITY



Have you ever created something so absurd that you're not sure if it's genius or just a fever dream? That perfectly sums up JJ Airlines—an immersive, in-game airline roleplay experience I organized in Final Fantasy XIV. What started as a joke—"What if we built a plane and did a full flight RP scenario in-game?"—quickly snowballed into a full-on, live-streamed, multi-ending roleplay event, complete with pilots, flight attendants, boarding passes, and absolute chaos in the sky.

The concept was simple: recreate a modern commercial flight entirely within the game.

Thanks to some clever use of partitions and seating arrangements, the setup looked surprisingly realistic. Our plan was straightforward: guests would check in at Gridania, board the plane, experience a standard in-flight routine, and land in Limsa Lominsa. You know... assuming nothing went wrong. Spoiler alert: something went wrong.

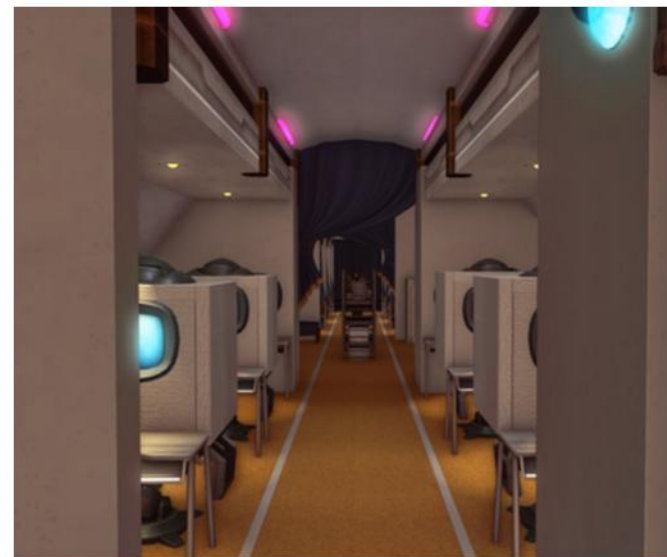
Welcome Aboard JJ Airlines

We had a full cast of characters for the event: two pilots, two flight attendants, and a gate agent—me. Guests arrived at the airport and roleplayed their way through check-in, where we inspected their boarding passes and passports (adventurer plates standing in as documentation).

The plane featured both First Class and Economy cabins, each with distinct seating and service perks—yes, First Class even received HQ food.

Once everyone was seated, we ran a safety demonstration video, served meals mid-flight, and encouraged passengers to relax. That lasted all of five minutes.

Midway through the journey, the first major incident struck: smoke started filling the cabin. The crew scrambled to manage the situation, keeping their composure (mostly), while Twitch viewers were suddenly given a choice—investigate the smoke or ignore it. That single decision changed the trajectory of the entire event.



The Aftermath and What's Next

The feedback we received was beyond anything we expected. Participants and viewers alike were blown away, with many saying they had never seen anything like JJ Airlines—not just in Final Fantasy XIV, but on Twitch in general. The mix of unpredictability, creativity, and sheer commitment to immersion left a lasting impression.

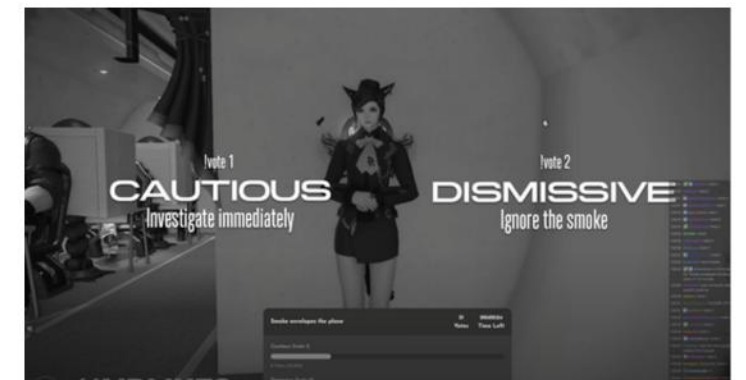
This was our first dive into immersive roleplay events, and it was an undeniable success. It's sparked an exciting new direction for interactive storytelling within the JJammin' community—and you can bet we have even bigger plans in store.

Oh, and one more thing: JJ Airlines is actually a prelude to the upcoming musical production Boulevard Kweh! If you want to see what happened to Brian—the infamous co-pilot responsible for the crash—you'll definitely want to check out the show.

Chaos in the Skies

We had prepared three distinct story outcomes, and the final result was shaped by a mix of audience choices and the passengers' unpredictable in-game roleplay. In one version, the flight landed smoothly in Limsa Lominsa, almost like a routine trip. Another scenario had us diverting to Costa del Sol for an emergency landing. And then there was that flight—the one where JJ Airlines spectacularly crashed into the Crystal Tower, forcing an emergency evacuation.

Each playthrough unfolded live on Twitch, giving community members a front-row seat to the unfolding madness. The branching narrative and viewer-driven influence drew inspiration from choice-based games like Life Is Strange, Detroit: Become Human, Until Dawn, and Telltale's interactive stories. Combining in-game roleplay, voice acting, sound effects, and real-time Twitch voting, this became one of the most ambitious events we had ever pulled off.





GPOSE BYMOROAKI TSURUGI



GPOSE BY DEMITRIUS VOS'HELA



GPOSE BY ARTEMIS LUAN



GPOSE BY THEKL STIGANDR

There's always time for DangerNiel

BY ARTANIS R'MOR
GPOSES BY DANGERNIEL

Dangerniel! Before we start, tell us about yourself and what people should expect from you as a streamer and gamer?

Okay, where to begin... My name's Daniel (shocker, I know). I'm 31, and I've basically been gaming since I was eight. Granted, I've never been good at it, but gaming has always been my happy place, and it still is today.

As a streamer, you can't expect much in the way of professionalism—but you can expect plenty of salty moments (who needs Salt Bae when you've got me?), yelling (my mic was fine last stream, I swear!), and lots of silly, confused moments. That's just who I am!



What's your streaming experience been like? Our readers are keen to know the highs, lows, and realities of what it takes!

Oh boy, buckle up—this is going to be a long one! I've been streaming for about twelve years now. I still remember my early days: streaming Just Dance from my PS4 in a tiny room, barely any viewers, all in German (can you imagine?!).

Eight years ago, I decided to settle into the Twitch presence people know today as "Dangerniel." That was also when I realized streaming only in German wouldn't get me anywhere, so I made the switch to English. This wasn't just for visibility—it was also a great way to improve my English and, ultimately, led me to meet amazing friends, regulars, and an incredible community. At my peak, I was mostly known for Just Dance, and during periods of unemployment, I streamed it daily for up to eight hours—basically working out for an entire workday. The followers rolled in (helped by my YouTube channel), but despite the success, I started feeling miserable. Playing the game turned into a chore. Without realizing it, I burned myself out.

I had to take a break. It was painful because streaming has always been my happy place—no matter how bad my day was, I'd hit that "Go Live!" button and suddenly, everything felt better. During my break, I avoided Twitch entirely at first, then slowly got back into it by lurking in other streams.

The real turning point was quitting World of Warcraft after 16 years. I decided to give Final Fantasy XIV a shot, and that changed everything—it got me back into streaming, and here I am today.

Now we know you're a big XIV player—tell us about that experience! What do you love most?

Now we know you're a big XIV player—tell us about that experience! What do you love most? Even though I officially started playing XIV in 2019 with Shadowbringers, I wouldn't really call myself a "big XIV player." That said, it's been the best MMO experience I've ever had.

The community is insanely helpful and kind (well, except for that one mentor who told me to do a very dark thing in my first dungeon when I used the heal LB on the last boss). The story hooked me from the start—even ARR felt better than most of WoW post-Lich King.

Fun fact: the only reason I originally started playing XIV was because they added Hrothgars! (Kimahri was my childhood crush. Don't judge me.)

Beyond that, the zones, the music, Soken's god-tier compositions—it all drew me in, and I haven't looked back.



You stream a variety of games—what makes you choose a game to stream, and what genres do you enjoy?

My absolute favorite genres are:

- Turn-based RPGs (Final Fantasy VIII was my first FF when I was a small potato),
- MMORPGs (FFXIV, of course),
- City Builders (ANNO fans, where you at?),
- Life Simulations (The Sims, inZoi),
- And yes... Gachas (Honkai: Star Rail, Zenless Zone Zero, Wuthering Waves).

I stream whatever I'm enjoying in the moment. Sometimes, I start what I think will be a long-term project... only to drop it after a couple of days. Maybe it's undiagnosed ADHD, maybe it's just my chaotic nature—but thankfully, FFXIV is always there.



Besides streaming and gaming, do you have any other hobbies or things you want people to know about you?

Honestly? Not really. I'm a simple guy—a homebody. I used to travel occasionally with friends (Amsterdam, trips around Germany), but I lost contact with them years ago.

Last but not least—what advice would you give to aspiring streamers and XIV players?

Some will say it's easier said than done, but my #1 tip is: Don't give up! Starting out is hard. No traction, no viewers chatting—it takes time to build a community. Play what you love! And if you don't feel like streaming one day, take the day off. Forget about "perfection" and "professionalism." Just be yourself. Be goofy. Get salty if you need to! (Trust me, I've earned my reputation.)

I wouldn't have built my community if I forced myself into something unnatural. It may be smaller than others, but I'm grateful for my regulars—they stop by whenever they can, and that's what makes streaming my happy place, no matter how bad my day has been.

Because at the end of the day, I know people will be there to cheer me up.

I LOVE streaming.

✿ If you're looking for a streamer who keeps things raw, real, and hilariously unpredictable, you'll want to check out Dangerniel. Whether he's bringing the salt, getting entirely too confused mid-game, or just vibing with his community, his streams are a place where fun and authenticity take center stage. You can find him on Twitch at [twitcv.tv/dangerneil](https://www.twitch.tv/dangerneil) or connect with him on BlueSky at [dangerniel.bsky.social](https://bsky.app/profile/dangerneil.bsky.social).



GPOSE BY CIRCE FAIR



GPOSE BY VALIANT DRAGONBANE



GPOSE BY MASATO RELANAH



GPOSE BY CIRCE FAIR



GPOSE BY VALS IZUNIA

The Void and Floof: Deyna Lyran

BY ARTANIS R'MOR

GPOSES BY DEYNA LYRAN

Deyna! Tell us about yourself—what should people expect from you as a gamer, streamer, and, of course, a Voidfloof?

As a gamer, I lean toward RPGs, strategy, and puzzle games. I've never been a fan of reaction-heavy gameplay, so FPS titles and action combat systems have never really been my thing. There are exceptions, of course, but as I get older, my preference for slower, more methodical games feels more and more like the right choice.

I think my streams reflect that, too. They're relaxed, steady—more of a chill hangout than an energetic hype fest. Being a lo-fi streamer feels natural to me. It lets me be myself with my chat rather than putting on a persona, which I know a lot of Twitch streamers do.

There's no "bit" here—just me enjoying the games I play and sharing that experience with my community.

The Voidfloof persona came from a mix of influences. In nearly every MMORPG I've played, my characters have always tended toward villainy, even unintentionally. The Void in FFXIV fascinated me from the early ARR days, so it felt natural to draw inspiration from there. The fact that many antagonists in the game originate from the Void was a happy coincidence—it fit my apparent theme of always being the BBEG (Big Bad Evil Guy). Some of my bigger influences for my character design were a Displacer Beast and a Rakshasa. As for the term "Voidfloof"? That was actually suggested by a viewer in my stream chat, and it stuck fast.



How did you get into streaming? What was that journey like for you?

Honestly? There was very little planning—mostly me sitting on the fence about it. I was hopping from community to community while playing FFXIV and looking to expand my social circle. Then, out of the blue, I thought, Why not just go live on Twitch and see who shows up to say hi? Easier said than done, of course.

At first, I thought successful gaming streams required two things: gameplay and a camera. The camera was a huge problem for me. I'm very photo-shy, so broadcasting myself was a major deterrent. Then I discovered VTubing, and suddenly streaming seemed doable. But VTuber models were ridiculously expensive for something I wasn't even sure I'd enjoy—too big an investment for too big a risk.

Then I came across PNGTubers—simple, static avatars. \$30 later, I had my PNGTuber model and was ready to go. Sort of. My technical know-how was close to zero. I barely got the game running before my test stream revealed an audio echo. Took me an hour to realize I had Twitch open, looping the sound. Then I struggled with microphone quality in OBS compared to Discord, only to learn that Discord has built-in filters for background noise. It was weeks of troubleshooting basic fixes.

Once I finally hit the "go live" button, the biggest hurdle left was myself. I had a terrible case of what-ifs. What if nobody watches? What if I get ridiculed? What if there's no content? What if I hate it? A close friend cut through my doubts with one sentence: "You have a voice I'd listen to read the dictionary. Just try it and see for yourself." That night, I went live. Three years later—here I am.

You play a lot of FFXIV. Tell us about your journey in the game and what that's been like for you.

My journey actually started in 1.0. I'm a huge Final Fantasy fanboy, but I never got into FFXI for various reasons. The idea of a fresh, FF-themed MMO was exciting—until FFXIV 1.0 turned out to be... well, a disaster.



It was so bad that the president of Square Enix publicly apologized, saying "The legacy of the Final Fantasy title is now tarnished by this entry in the category." I felt betrayed and went back to playing Aion.

Fast forward to 2014—I was playing Guild Wars 2, getting frustrated with a new PvP map that favored gimmicks over gameplay. A friend said, "Dude, come check out FFXIV again. It doesn't suck as badly." This was during Patch 2.2, and since we usually had similar tastes in games, I gave it a shot.

Sure enough, FFXIV 2.0 was leagues better than the mess I had left behind. I played solidly through to Patch 3.3, loved the Heavensward story, and decided that was a good stopping point to explore other games. That led me to Wildstar for a bit, but I came back near the end of Stormblood. Since then, FFXIV has been my main game.

Has the journey been worthwhile? That's a tough question. Yes, but my mantra for MMORPGs has always been: "It's not about the game you play but who you play it with." I've met incredible people in this community, and that's what makes the journey truly worthwhile.



You also stream a variety of games. What draws you to a particular game, and what kind of games do you enjoy?

FFXIV is my main game, but I do like checking out other titles from time to time. Two things push me toward variety: either I find something new I want to explore on stream, or I start feeling FFXIV burnout. Variety is great, but I've built a community around FFXIV, and pivoting to pure variety content seems like a lot of work—and not a lot of fun.

When I stream non-FFXIV games, they're usually titles I've already played off-stream. Looking at my lineup, you'd think I was really into dark fantasy and Lovecraftian themes—Path of Exile 1 & 2, V Rising, Hades 1 & 2, Slay the Spire. And then there's Fall Guys... don't look at that one.

Outside of streaming and gaming, do you have any other hobbies?

I work two jobs and sometimes put in 14–16-hour days, so I don't have much time for hobbies.

Streaming is my hobby, and I've always said I have no interest in making it a full-time career. If streaming becomes my job, I lose my hobby.

That said, I do enjoy reading when I get the chance. My childhood favorites were Redwall and Animorphs, which is probably why I'm a furry. Nowadays, I mostly stick to high fantasy.

I also love board games and usually visit my local game store weekly. Hand-management games like Spirit Island or Mage Knight are favorites, and I have a soft spot for deck-builders. I used to play Magic: The Gathering, but I've been disillusioned with how Wizards of the Coast has turned it into a collectible-first product rather than a game-first experience. With the constant set releases and rising costs, it stopped being fun for me. I'll fondly remember the good times, but I won't be going back unless Hasbro makes major changes. And yes, I know all about MTG Arena. The answer is still no.

Last but not least, if you could give one piece of advice to an aspiring streamer and FFXIV player, what would it be?

There are countless lists online covering the basics of streaming and starting FFXIV, and I don't want to repeat the same advice that's already out there. Instead, I want to highlight something crucial for streaming FFXIV specifically: find your niche and find your community.

FFXIV is a heavily saturated category, and standing out can be a real challenge. Ask yourself:

- What makes your M8S progression more watchable than the other 50 channels doing the same thing?
- Why should someone choose your MSQ playthrough over someone else's?
- What's drawing viewers to your channel for new content instead of sending them elsewhere?

If you can't confidently answer these questions, take a step back and define your unique angle before expecting people to scroll past countless other streams to find yours.

When I first started streaming, I made the mistake of not having a clear niche. For months, I was essentially streaming to myself. Eventually, I had to take an honest look at my approach and rethink my strategy. I realized that there weren't many channels showcasing the casual side of FFXIV, so I carved out that space for myself. Once I had a defined niche, I found my community—and from there, growth came much faster than when I was streaming savage and extreme content.

So, before you dive in, figure out what makes your content unique. Once you do, the right audience will follow.

You can catch Deyna Lyran streaming FFXIV at [twitch.tv/deynalyran](https://www.twitch.tv/deynalyran), where laid-back, lo-fi vibes meet immersive gameplay. For thoughts and updates, check out his Bluesky at deynalyran.bsky.social. Swing by, say hi!





GPOSE BY VOLOS RATYASH



GPOSE BY SA'AKI SHIYUURO



GPOSE BY MEWTZ



GPOSE BY HESPER ZVEZDASCH

Shake the spice and play it nice! It's Romuraisu

BY ARTANIS R'MOR

GPOSES BY ROMURAIKU OYAKODON

Raisu! Tell us a bit about yourself and what you're about.

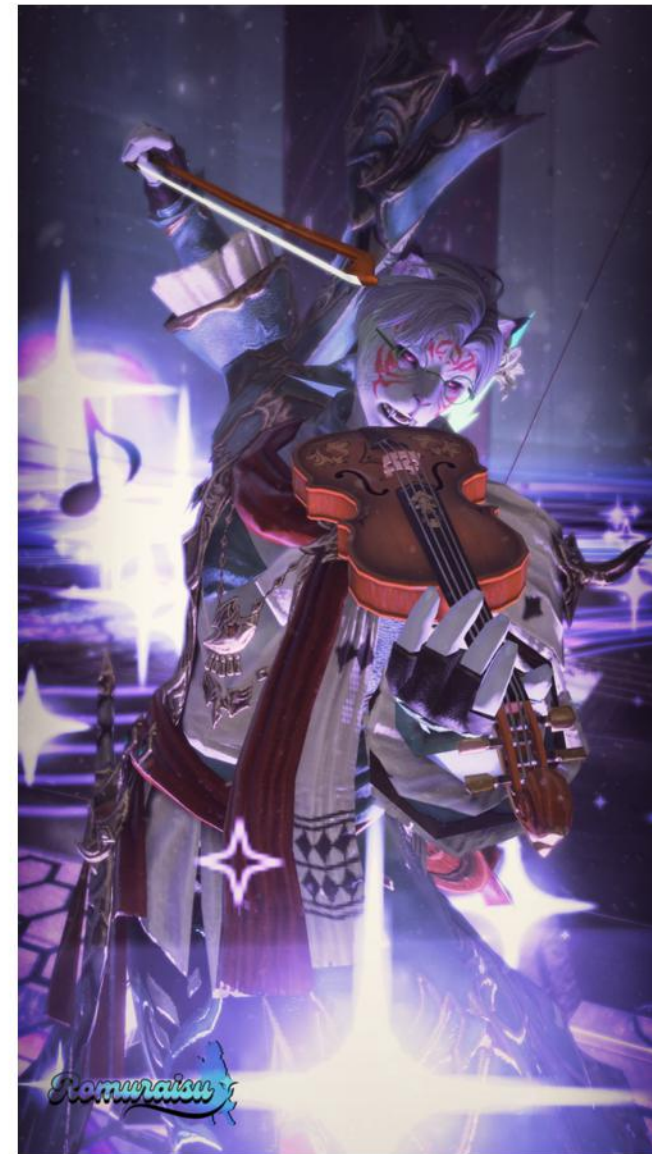
Well, for starters... My nickname is Rice, but formally and professionally, I go by Romuraisu (Row-Moo-Rice-Oo). I'm a VRChat Waggan streamer who also dedicates a lot of time to FFXIV over on Primal Behemoth. While I stream a variety of content, VR and FFXIV are definitely the two I'm most known for. Outside of streaming, I work part-time as a professional code debugger, helping small businesses and projects clean up their technical messes. At some point, though, I'd love to learn how to bartend—mixing drinks for friends and gatherings sounds like an awesome skill to pick up.

And if you're sitting here wondering, What the hell is a Waggan?—I got you. I'm basically just a dragon with huge floppy ears. Nice and simple, so it doesn't hurt your brain too much. Haha.

What got you into VRChat, and how has it shaped the way you build communities?

Believe it or not, VRChat wasn't something I ever considered until high school. I had actually tried it way back when it first launched on PC—those old weird-looking nameplates were something else. But I really got into VR around 2020, during the COVID era. That was when emotions were all over the place, and I found myself meeting new friends and learning new things.

The furry community in VRChat became my main social space, where I met many of the friends I'm close to today. At first, I had mixed feelings, but over time, I realized that participating in community events was shaping who I was. Grabbing every opportunity to meet new people and build connections has been a huge takeaway from my VR sessions.



Take it from me: If you want to get into VRChat, you've got to find what makes it fun and interesting for you. Explore worlds, talk to people—you won't know the magic of it until you've experienced it yourself.

How did streaming come into the mix, and how has that journey been for you?

This one's hard to answer because I've only been streaming for about two years. Funny enough, VRChat didn't even factor in until about halfway through my streaming journey. It's been a wild, bumpy ride trying to figure out what kind of content I'm best at, but eventually, I realized variety is good. So while VRChat isn't the main focus of my streams, it is a dominant part of my content.

I've been streaming VR-related stuff for a while now—at least compared to what I did before I became a furry streamer.

Or is it a VTuber? Honestly, I can't keep up with what my generation calls it nowadays. All I know is, despite the "UwU"ing and constant jabbering of VR avatars, this journey has only just begun. No telling what the future holds, though I can say this—Laser Tag streams will be back. And god, do I love VRChat Laser Tag streams. They bring out people's inner gremlins, and it's chaotic and wonderful.

FFXIV is a big part of what you do—what's your experience been like, and how do you approach community-building there?

Funny enough, FFXIV wasn't my main go-to game back in 2023–2024. I was a Splatoon enthusiast before I ever touched Endwalker content. My Splatoon friends actually pulled me back into FFXIV—after, you know, the horrible 1.0 days. Back when Aurum Vale was even more of a pain.





Nowadays, my love for FFXIV is... larger than Shinryu. The game holds a special place in my heart, alongside others I enjoy, and its community adds to that. The storytelling is phenomenal, and there's never been a time where I outright disliked something about it—unless we're talking about those annoying raid mechanics. Those I dread.

In terms of community-building, I only really started fully engaging recently. I see this as an experience I look forward to—not just as a streamer, but as a person wanting to connect with other players inside and outside the FFXIV community. One fun discovery is that I've met plenty of VRChatters who are also FFXIV players. That's always a good conversation starter. It's kind of a "Chicken or the Egg" discussion—did they play XIV first, or were they into VRChat first? Honestly, these are some of the best conversations I've had in the community.

Any fun hobbies or interests outside of gaming that people should know about?

Aside from FFXIV and VRChat, I do a lot of computational activities like coding (HTML, Python, etc.) and play instruments. Recently, I picked up the violin again, and I plan to spend the next few years refining my skills and enjoying it more.

What do you feel is important in terms of community building and what people get out of it?

At its core, a community is a space where people come together, connect, and build meaningful relationships. It's more than just a collection of individuals—it's a shared experience where everyone plays a role in shaping its culture and atmosphere.

One of the most important aspects of community building is participation. Engaging in events, conversations, and shared activities fosters a sense of belonging and helps strengthen those connections. A thriving community isn't just about existing within it—it's about actively contributing and making the space more welcoming for yourself and others.



A good community ensures that every member feels comfortable, valued, and heard. It's a mutual effort; the people in it create the environment, and in return, the environment nurtures those who engage with it. Whether it's a small friend group or a massive network, the principle remains the same—it takes more than one person to build something lasting. Y'know, just like how it takes two to tango... or four players to vibe out to The Twinning.

If you had one solid piece of advice for new streamers and community builders, what would it be?

Giving advice is always tricky, but if I had to pick one solid tip, it would be this—have a proper schedule for the things you want to do. Whether it's streaming, hosting events, or just organizing community gatherings, setting a schedule is huge.

A lot of VRChat streamers also swear by this advice because as you grow as a content creator, you realize that scheduling becomes an essential function in your "code." It makes managing time so much easier and helps a lot when it comes to reducing burnout and stress.

I definitely learned that the hard way along the way with streaming.

Beyond just time management, having a schedule builds reliability. Your community—whether it's friends, viewers, or collaborators—will feel more engaged when they know what to expect from you. Regularity fosters trust, and trust fosters connection. It's not about rigid structure; it's about creating consistency without overwhelming yourself. The more you refine your balance, the more sustainable your journey as a streamer or community builder becomes.

Where to Find Romuraisu

Romuraisu streams VRChat, FFXIV, and more over at www.twitch.tv/romuraisu. He's also active on bsky.app/profile/romuraisu.bsky.social.

If you spot him in VRChat or FFXIV on Primal Behemoth, don't be shy—say hi!





GPOSE BY VOLOS RATYASH



GPOSE BY A'MYRRHIS VENKO



GPOSE BY VALIANT DRAGONBANE



GPOSE BY CIRCE FAIR



GPOSE BY PINK DREAMER

Amore Gala 2025

BY VALS IZUNIA

GPOSES PROVIDED BY AMORE R'MOR COMMUNITY



GPOSE BY ARKAIUS REDTHORN

The Amore Gala: A Celebration of Community, Hard Work, and Love.

In the world of streaming, anniversaries often center around the streamer themselves— a well-deserved celebration of personal milestones. But in the Amore R'Mor community, the focus was entirely different. The Amore Gala wasn't about one individual; it was a heartfelt tribute to the people who built, shaped, and nurtured the space into what it is today.

A Labor of Love in Every Detail

Organizing an event that spans multiple data centers is no small feat, and the preparation reflected the values at the core of the R'Mor community: hard work, inclusivity, and support. From choosing nomination categories to planning entertainment, ensuring accessibility for all members, and ensuring the perfect location, every detail was crafted with care.

Honoring the Stars of the Community

The night featured an array of carefully chosen awards, each celebrating the people who enriched the Amore R'Mor experience. Winners included:

- **Social Butterfly of the Year:** Volos Ratyasch
- **Lore-Star of the Year:** Eliwynnk / Eliwynn Kilnda
- **Gposer Star of the Year:** Artemis Luan
- **Raider Star of the Year:** Lionheart R'Mor
- **Artist of the Year:** Kami Wulfrun
- **Memestar of the Year:** Arkaius Redthorne aka Queen Sphene
- **Rising Streamer of the Year:** ArdynUnknown aka Vals Izunia
- **Helping Star of the Year:** Random Passerby
- **Star Community Contributor:** Valiant Dragonbane

Circe Fair, a nominee in multiple categories, walked away with the "All-Star" title, proving that sometimes being "always the bridesmaid, never the bride" leads to the ultimate victory.

A Night of Celebration and Emotion

The evening began with mingling outside the Twelve Stars FC house, where members engaged in lively conversations and group GPoses before stepping inside for the main event. Artanis opened with a small heartfelt speech, followed by an enchanting musical performance by Ze Muses.

The awards ceremony unfolded in waves, with the first five categories revealing winners who were genuinely shocked, humbled, and, in some cases, moved to tears. Lionheart's speech especially struck a chord with the audience.

Adding a lighthearted touch, Ark, also known as Queen Sphene, took the stage to reminisce about the past year, highlighting his unforgettable inventions and presenting his own awards:

- **Golden Sphene:** won by Lan, for his marketing brilliance.
- **Golden Big Sphene:** won by Ardyn, recognized for his... well, *big naturals*.

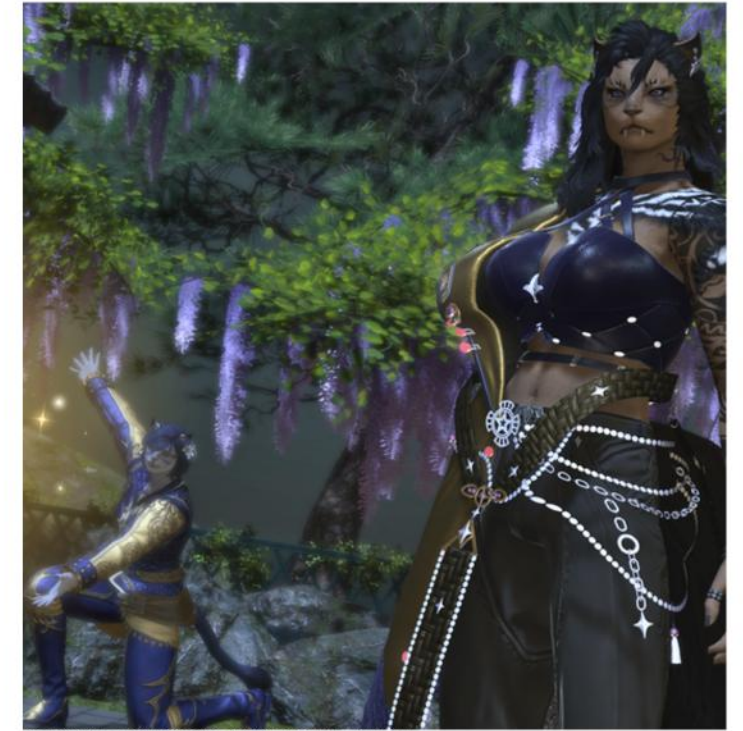


GPOSE BY A'MYRRHIS VENKO

More Music, More Laughter

The celebrations continued with another musical interlude by Ruru Kitty and an entertaining Quotes Quiz by Ardyn, featuring hilarious out-of-context statements from the past year.

After the final four winners were announced, each met with yet another round of astonishment, Artanis took a moment to recognize individuals who had consistently supported him and the community from the very beginning.



GPOSE BY ZOEY DRAGONEBANE

Closing the Night with Music and Memories

As the evening wound down, Gabe, using his alt Jeanne, delivered one last bard performance. Some stayed behind to continue socializing, while others, due to time zones, called it a night. Throughout it all, the soundtrack of the evening was masterfully handled by StickyNate and Rans, ensuring the atmosphere remained electric.

From start to finish, the Amore Gala was more than an event—it was a testament to the labor of love that built this community. Artanis and every single member played a role in shaping Amore R'Mor into what it is today, and this night was a powerful reminder of the dedication, connection, and shared effort that make this community truly special.



GPOSE BY YOGAN ATHORA



GPOSE BY A'MYRRHIS VENKO



GPOSE BY LIONHEART R'MOR



GPOSE BY NEROLI RAVIOLI



GPOSE BY YOGAN ATHORA



GPOSE BY RODAN MILDASCH

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jjammin.com/#kweh

BOULEVARD 

Materia's Most Unhinged Show

#art-fulness

Artistry from Amore

#art-fulness

May-June Challenge

[AMORE-RMOR.CARRD.CO](https://amore-rmor.carrd.co)



FEATURED ART: HROTHMARKET
ARTIST: GODWARS

#Art-fulness Springing into Art!

BY KAMI WULFRUN & NAVHI'LI FELRAIAZO



BUNBY | @BUNBYDOLL.BSKY.SOCIAL

Since the last magazine, the art-fulness channel has been filled with wonderful and exciting pieces of artistry!

We've had so many talented artists join us over the last few months, all with various different styles that have been awesome additions to the community, and here is a showcase of some highlights from them!

So, come and celebrate the creativity on display! And if you have your own pieces to share, we'd love to see them too.



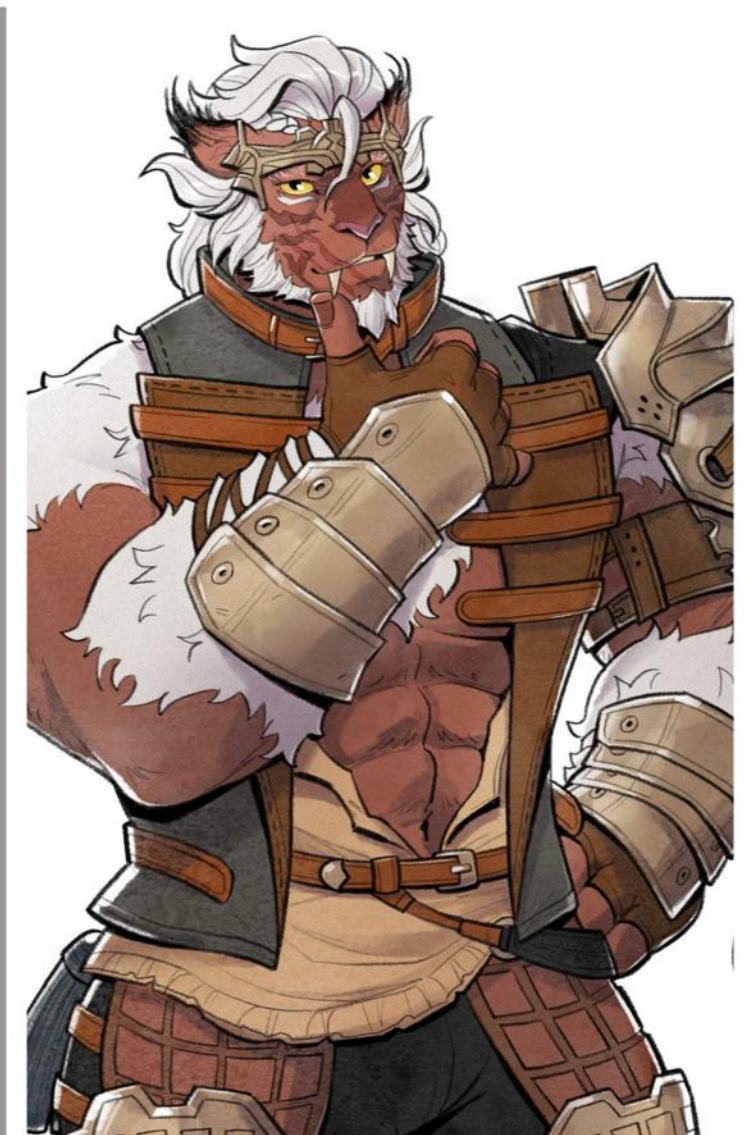
AMIKO | @SOLKATTERASU.BSKY.SOCIAL



BUCK // DARIUS | @DEWBUCK.BSKY.SOCIAL



MASA | @MASAFFXIV.BSKY.SOCIAL



JACKIE ARLOS | @JACKIEARLOS.BSKY.SOCIAL



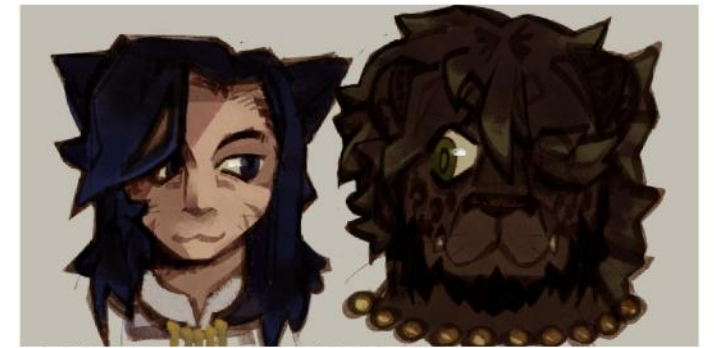
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KAMI | @UCHUOKAMI.BSKY.SOCIAL

#Art-fulness

May-June Artist Challenge

BY KAMI WULFRUN



It's been a busy few months and I have a new challenge for all of you readers!

What would your character be like if they took the Phial of Fantasia and became each of the other races?

In the Artist Challenge Channel in the Amore R'Mor Community Discord, as well on the opposite page, you can find a template I put together for people, draw on it digitally, print it out and sketch and draw and paint, or even without the template!

All you have to do is draw your starting race, and then what each race would look like!

The things to keep in mind:

- This Challenge runs for two months from May 1st (gives you guys with busy schedules and other pieces to work around with)
- Any and all skill levels are welcome just have a go and there are no judgements here in these creative halls

Submissions go to The Artist Challenge Thread in the Amore R'Mor Community Discord

WOL Name: _____

MIOOTE			VIERA
LALAFELL			HROTHGAR
ELZEN			AU RA
HYUR			ROEGADYN

Kami's Phial of Fantasia - ART CHALLENGE

GPose

Gpose Challenge

Avatar

Tips and Tricks:

Sun & Moon Minions





GPose Challenge: March 2025 Eorzean Avatar

BY ARTEMIS LUAN & CIRCE FAIR

Bending the Elements: Finding Your Inner Balance

What if your spirit could shape the world? What if balance wasn't just a goal—but your destiny?

Welcome to the universe of Avatar: The Last Airbender and its sequel, The Legend of Korra—two animated sagas that transformed from childhood favorites into modern mythologies.

At first glance, they might seem like standard children's animation, but beneath the surface lies a masterfully crafted world—where martial arts meets elemental magic, where the spiritual and political intertwine, and where the journey of a single soul can change everything.

The Four Nations & The One Avatar

This world is as rich as any fantasy epic: a land divided into four nations, each embodying the essence of a classical element—Water, Earth, Fire, and Air. Some inhabitants, known as benders, can control their native element through movements inspired by real-world martial arts. Yet only one person—the Avatar—can master all four elements and serve as the bridge between the physical and spiritual worlds.

The Avatar is more than a chosen hero. They are a reincarnated spirit of balance, forever reborn into a different nation with each generation, destined to maintain harmony across borders, people, and realms.



GPOSE BY VALIANT DRAGONBANE

Water – The Water Tribes

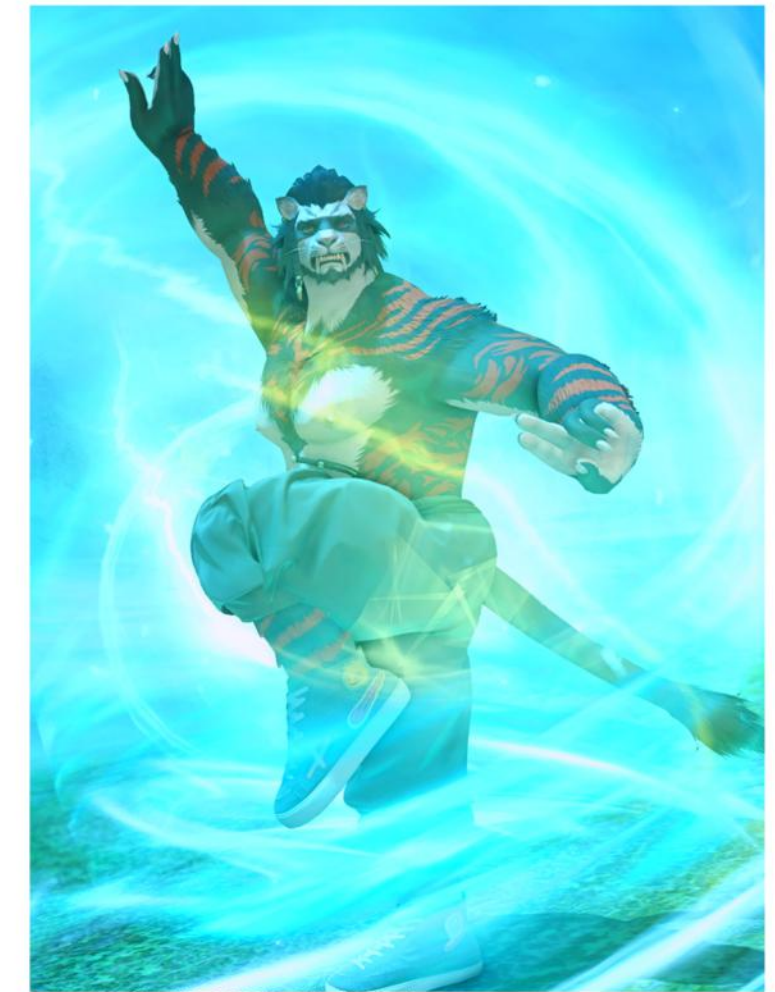
Flowing like the tides and drawing strength from the moon, Waterbenders embody adaptability. The Water Tribes, residing at the North and South Poles, thrive on community, healing, and spiritual connection. Their culture is deeply tied to nature, tradition, and the bonds of family.

Earth – The Earth Kingdom

Steady as stone, resilient as mountains—Earthbenders wield their element through unwavering discipline and endurance. The Earth Kingdom is vast, diverse, and grounded in stability. Practical, hardworking, and proud of their heritage, its people stand firm in the face of adversity.



GPOSE BY ZEPHYR ZERARD



GPOSE BY VOLOS RATYASCH

Fire – The Fire Nation

Fueled by willpower and inner strength, Firebenders harness flames as a force of determination. Once imperialistic, the Fire Nation later sought balance and peace, channeling its energy into innovation and legacy. Its people are ambitious, passionate, and shaped by a history of transformation.

Air – The Air Nomads

Masters of wind and freedom, Airbenders embrace fluid movement and deep spiritual awareness. Living in temples high above the world, the Air Nomads value detachment, enlightenment, and harmony. Their way of life is simple yet profound—centered on balance in all things.

Which element speaks to you? Which nation reflects your ideals?

Comments in the Discord Community in #general with the thread "Zodiac Magazine Issue 2 May 2025"





GPOSE BY ALUCARDIA HELLSING



GPOSE BY ELIWYN KILNDAR



GPOSE BY GARTH RIVILK



GPOSE BY LYKOS ASTROGARMR

GPOSE BY DEYNA LYRAN



GPOSE BY RODAN MILDASCH

Gpose Tips n Tricks: Using the moon & sun minions for your lighting

BY CIRCE FAIR

There's not much to explain today, this tip is incredibly simple! If you've ever needed a bit of extra lighting, whether in vanilla gameplay or using any of the gposing tools, this one's for you.

All you really need are the Sun and Moon minions. You can get them by trading elixirs with the Magic Pot, or just load them in directly using a tool like Brio.



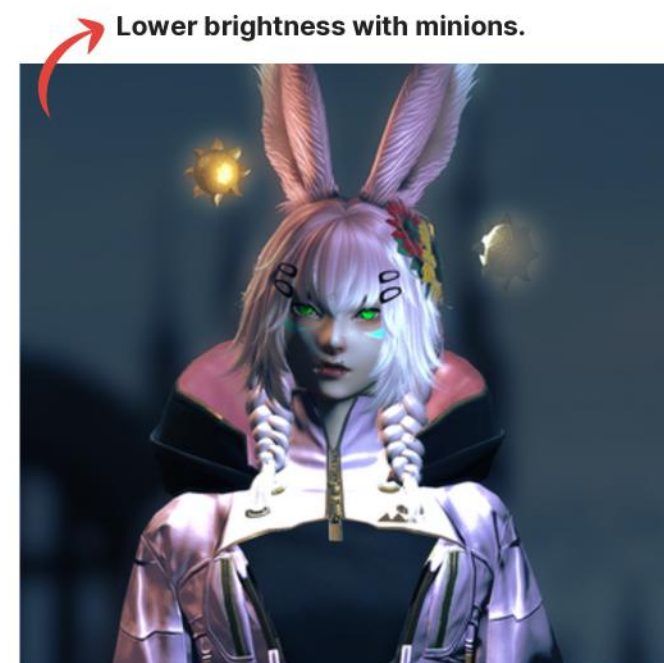
Where to find the minions in game

Find the Magic Pot: The Magic Pot NPC is located in Western La Noscea, in the corner of the Isles of Umbra.

- **Trade an Elixir:** You can trade a regular Elixir for the **Wind-up Sun minion**.
- **Trade a Hi-Elixir:** You can trade a Hi-Elixir for the **Wind-up Moon minion**.



Normal brightness without minions.



Lower brightness with minions.

Now, this might not be the perfect lighting tool, but it's a quick and easy trick to add some extra illumination beyond the three lights offered by FFXIV's built-in tools. I think you can create some really interesting shots with them—they can be surprisingly helpful.

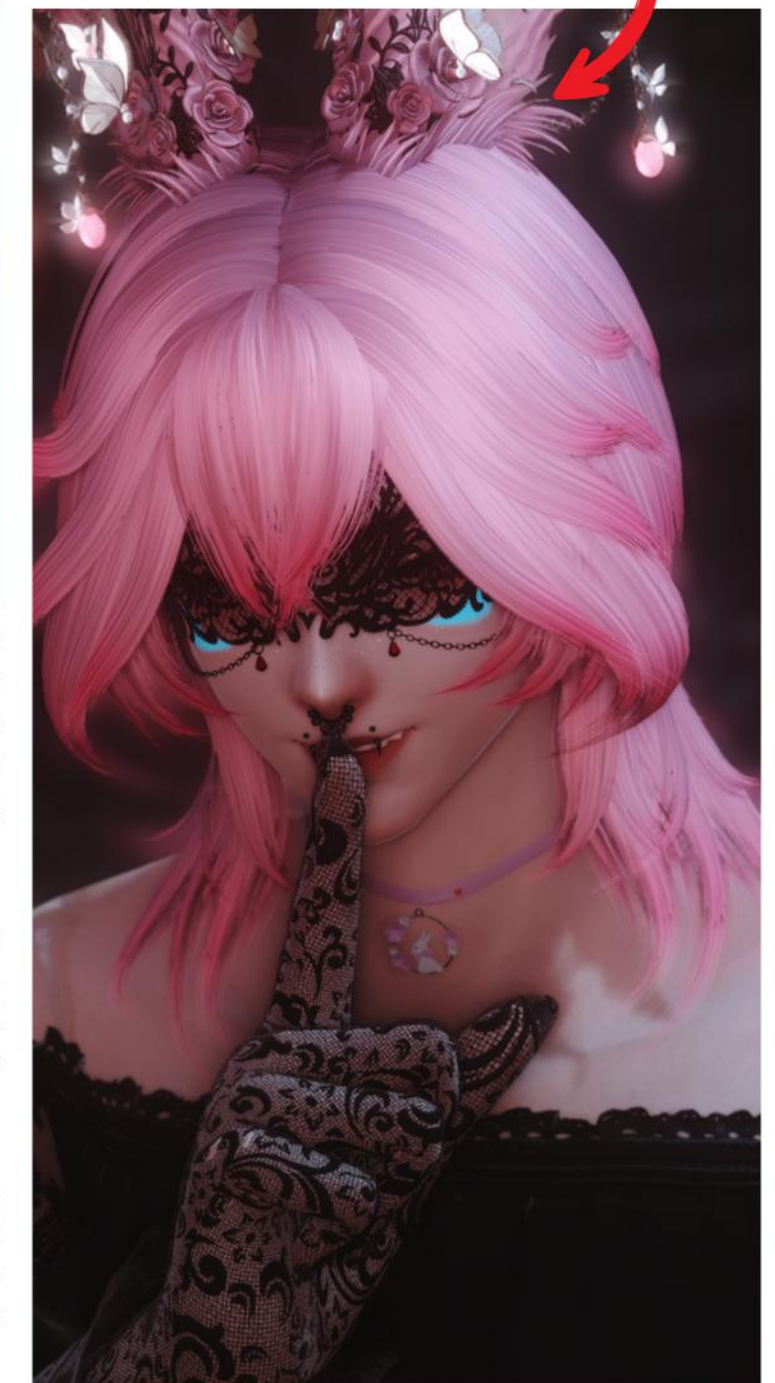
This is especially useful if you don't have access to third-party tools like Brio or Ktisis (console players, for example). Just play around with them a bit and see what you can come up with by moving them around your character!

The further you position the minion from the model, the dimmer the light will appear, while moving it closer to the model will make the light brighter. I also recommend adjusting the brightness settings in the Gpose studio to avoid overly harsh lighting.

From there, it's easy. Move the minions just like you would any model, up or down, closer or further away. It all depends on where and how you want their light to fall.

It might sound a little silly, but they're actually super useful for adding quick, dramatic lighting to your shots. Personally, I find they look best in darker environments.

By moving around the minions and playing with shaders and brightness, you can achieve simple nice lighting like this!



GPOSE BY KEYVAN R'MOR





GPOSE BY DEMITRIUS VOH'HELA



GPOSE BY ARTEMIS LUAN

We Are Amore

**We are Amore and
We Raid**

AAC: Cruiserweight

AMORE-RMOR.CARRD.CO

We Are Amore, And We Raid: Arcadion Cruiserweight

BY LIONHEART R'MOR

This tier wasn't just fun—it was an experience. There's something exhilarating about entering fights before guides exist, when everything is raw, unexplored, and entirely up to player ingenuity. The Arcadion delivered exactly that, creating an unforgettable journey where every wipe was a lesson, every victory hard-earned.

Turn 1: Dancing Green

Dancing Green kicked off the tier with an upbeat, rhythm-driven encounter that embraced style without sacrificing substance. The pacing felt seamless, with music-synced mechanics pulling players into a flow that made even basic execution feel rewarding. While not the toughest of the tier, its polish and energy made it the perfect introduction.

Accessibility aside, Dancing Green was more than just a warmup—it was a stylish checkpoint that set expectations for what lay ahead. It had presence, charm, and just enough challenge to keep things engaging without overwhelming new players.

Rating: 6/10 — A well-crafted opener that made a statement without being overbearing.



GPOSE BY VALIANT DRAGONBANE



GPOSE BY AARON KOALAS

Turn 2: Sugar Riot

If Dancing Green welcomed us to the tier, Sugar Riot made sure we stayed on our toes. The fight was a chaotic masterpiece, packed with unpredictable mechanics and arena transitions that forced constant adaptation. There was no room for autopilot gameplay—every move had to be intentional, every reaction calculated. This was where things truly came alive—where the raid stopped easing us in and started throwing everything at us. Sugar Riot wasn't just a boss fight; it was an event. Arena transitions were more than just scenery changes—they dictated movement, forced adaptability, and demanded split-second decision-making. Unpredictable mechanics meant no autopilot gameplay, keeping us constantly engaged. Every moment in this fight felt deliberately chaotic, yet beautifully structured. It wasn't just fun—it was exhilarating, the kind of encounter that reminds you why you raid. The mechanics felt fresh, inventive, and rewarding to figure out, making progression an actual thrill rather than a grind. This wasn't a fight you merely cleared—it was one you experienced.

Rating: 10/10 — A flawless execution of creativity and pure enjoyment. Sugar Riot wasn't just the highlight of the tier—it was a statement.

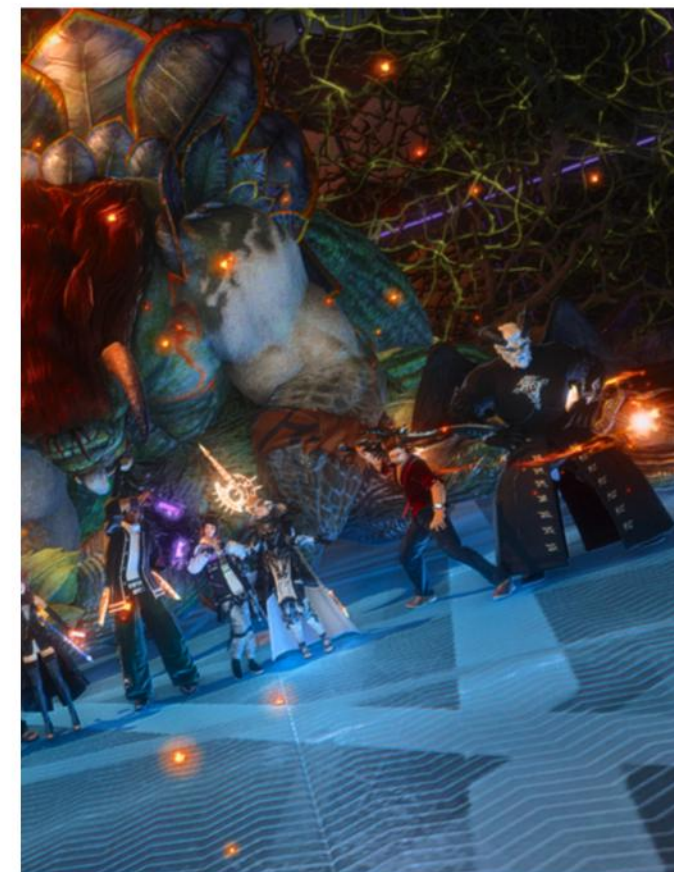
Turn 3: Brute Abominator

If Sugar Riot was chaos, Brute Abominator was discipline. This was Savage at its most pure, stripping away the spectacle and forcing players into a mindset of precision and consistency. Execution mattered here—mistakes were punished quickly, making every successful pull feel earned.

Week-one raiding amplified this fight's difficulty, as there were no guides or optimized strategies to rely on. We had to build our own playbook, mapping out every mechanic through trial and error. That process—the collective problem-solving, the growing mastery with each attempt—made progression deeply satisfying. Every checkpoint we reached wasn't just a step forward; it was a testament to teamwork and adaptation.

Brute Abominator stripped away the spectacle and focused entirely on precision. Mistakes were punished immediately, but clean execution felt incredible. Without guides, every success was earned through trial and error, forcing players to map out strategies from scratch.

Rating: 7/10 — Not the flashiest fight in the tier, but one of the most rewarding to master.



GPOSE BY LIONHEART R'MOR



GPOSE BY RODAN MILDASCH

Turn 4: Howling Blade

A finale worthy of the journey. No gimmicks, no distractions—just pure, relentless mechanics that tested everything we had learned. Unlike Wicked Thunder, where some mistakes could be brushed off, Howling Blade made every misstep feel immediate. The pacing was unforgiving, pushing players to the edge of their reflexes, and demanding near-flawless execution.

There's a reason the community has praised this fight—it brought back the feeling of a true final boss in Savage. No door phase, no easing into the difficulty—just a ruthless, relentless culmination of the tier's lessons. It was intense, exhausting, and absolutely deserving of its place at the top.

Rating: 8.5/10 — A brutal, rewarding climax, though Phase 2 had room for improvement.

Final Thoughts

The Arcadion: Cruiserweight wasn't just another raid—it was an experience, one that demanded awareness, execution, and adaptability at every step. But what made it truly special was the timing—week-one raiding meant that every fight felt raw, undiscovered, and personal. There were no guides to follow, only the process of trial, error, and mastery.

This tier captured everything great about Savage raiding, striking a balance between creativity, difficulty, and raw player skill. From the stylish opener to the chaotic centerpiece, from the precise execution test to the relentless finale, it was a ride worth every second.

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*Celebrating
1 year*

PRIDE
POWER

JUNE 21ST 2025

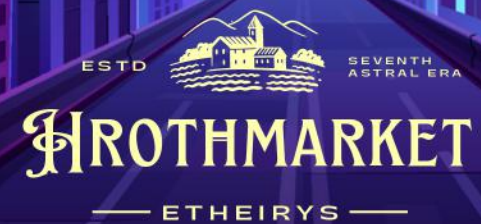
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