

THE FIRST ISSUE

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"One person can't change the world, but one person can absolutely change someone's world."

Elixir Ethersong, Sophia's "#1 Parasol Enthusiast" is a cornerstone of the venue scene in Materia DC, as well as the Chai Dynasty Free Company.

Elixir has been a prominent figure in helping shape the social landscape in Materia DC. His goal is to foster a culture of inclusivity, connection, and entertainment. Whether hosting events such as the Omega Deathroll, gamba services at various venues, managing trivia events, or helping out with largescale gatherings like Limsa Debauchery at PAX AUS, Elixir has become a golden light that represents fun and optimism in Materia DC. "When other venues want to diversify their entertainment offerings, I facilitate no-risk casino setups, with most of the proceeds going back into the community through Chai Trivia and other giveaways."

Elixir's started playing Final Fantasy XIV during the 1.0 alpha, but it wasn't until Heavensward—thanks to a \$5 Steam sale—that he really became immersed in the game. His early days were spent on Kujata, where he founded The House of Mad Deals, an FC dedicated to treasure hunting. However, with many of his friends focused solely on raid logging, he found himself increasingly isolated.

Enter Papi Chai, known as everyone's favourite dancing Roegadyn in Sophia's Limsa Lominsa. On the night of Materia's release, both faced the decision of choosing between Ravana and Sophia. When Papi rolled a one for Ravana, Elixir assumed they would part ways—until he saw Papi on Sophia. "Much later, he told me I was one of the reasons he picked Sophia," Elixir recalls. "That meant a lot."

A year after Materia launched, a rough personal period led Elixir to seek a stronger support network. When he saw a recruitment post for Alumbra, Chai Dynasty's casino venue, he took a leap and applied for it. The opportunity not only introduced him to a new side of the game but also connected him with people who would change his life. "Those early days at Alumbra gave me friendships when I needed them most," he says. "I'll never forget that."

"I was going through a breakup and leaning heavily on escapism so I decided to apply for Alumbra. That decision changed everything. The kindness and camaraderie I found there pulled me out of a dark place."



Chai Dynasty has since grown into one of Sophia's largest and most vibrant Free Companies. Elixir preaches about a philosophy rooted in the "Third Place" principle—the idea that everyone needs a space outside work and home where they can connect and belong. "Free Companies are the digital version of this," Elixir explains. "They offer a place where people forge real friendships, and that's incredibly powerful."

Financially, Chai Dynasty thrives thanks to its submarines and casino ventures, ensuring that events like Chai Trivia and community giveaways remain sustainable. "Most of our earnings go back into the community," he says. "That's what keeps Materia thriving."

Beyond its operations, the FC's biggest strength lies in its diversity. "We have people from all walks of life," Elixir notes.

Running an FC at this scale comes life, play with its challenges. "You have to it's more be flexible. You're dealing with reflects. different personalities, time zones, and expectations. But at the end of the day, seeing the friendships

Chai Dynasty has since grown into that blossom because of this of Sophia's largest and most vibrant space makes it all worth it."

Among those who supported him were Papi Chai, Ameko, and other leaders of Chai Dynasty. Papi's vision and encouragement gave him the confidence to take on bigger roles within the FC, and Ameko's creativity and leadership continue to inspire him every day.

Today, Chai Dynasty is one of Materia's largest and most vibrant Free Companies, a testament to the inclusive environment its leaders have cultivated. Their focus on creating a safe and harmonious space isn't just lip service. It's deeply rewarding when someone messages Elixir to say, 'Hey, today you made a difference.'

Chai Dynasty continues to evolve, expanding beyond the walls of the game. "People are meeting up in real life, playing other games together it's more than just an FC now," Elixir reflects.







of Chai Trivia, to themed venue crowd will bring, or what moments nights at Alumbra and largescale productions like the Omega Deathroll, Chai Dynasty's ventures has become a staple in Materia's social scene that locals regularly look forward to. "It brings people together in a way that keeps the world feeling alive," Elixir says. "We don't want Materia to just be a queue simulator."

Alumbra offers a unique blend of DJ music, gambling, and activities such as gpose and glam competitions. "It's not just about the games or the prizes; it's about the atmosphere. We want players to walk in and feel like they've stepped into something bigger than themselves."

One of his favourite aspects of the night. "Every event has its own story. You never know who's going for every single one I've unlocked,"

From the weekly excitement to walk in, what kind of energy the he laughs. "People even message will become legendary among our regulars."

> These events wouldn't be possible without the contributions of friends and collaborators. "Huge shoutouts to Ameko, Papi Chai, Truart, Thondros, Odessai, Lux and Ponus for making these events happen."

When thinking about Elixir's image, the first thing that comes to mind is his iconic parasol. Originally an aesthetic choice, it evolved into a defining aspect of communities, events, and traditions." his branding and Warrior of Light. "I like my character to have an air However, he acknowledges the of elegance and refinement," he explains. "When fashion accessories launched, the parasol just felt right." Alumbra is the unpredictability of Collecting parasols became a passion for him. "I've got stories

me when new ones are datamined."

This enthusiasm also extends beyond the game. "On my last trip to Japan, I found this incredible parasolpatterned jacket. It was absurdly expensive, but I had to get it. You have to commit to the bit?

When asked about how he feels about Materia DC-how it started and how its evolved, "There was this wild west energy-people figuring out how to build a social scene from scratch. Now, we have established

"Some people say challenges. Materia is 'dead,' but I think it's just maturing. The novelty phase is over, and now we're in the stage where we need to keep finding ways to engage and bring in new players."

"My Warrior of Light has this upper-class, *holier-than-thou*

vibe, so when fashion accessories launched, parasols became the perfect fit."

He hopes to see more FC-led His advice to aspiring community initiatives and fresh ideas from up- leaders? "Find your spark. Passion is and-coming community leaders. "There's so much potential here. If a venue, hosting an event, or just you have an idea, don't wait—get out supportingothers, take that first step there and make it happen."

When asked about what he hopes to be remembered for, "I want people to look back on their time in Chai Dynasty and feel like they belonged. If even one person found a friend because of something we did, that's enough for me."

contagious. Whether you're running you never know where it might lead."

Elixir is excited for what's to come in 2025 and the future of Materia. "We're always brainstorming new ideas, bigger events, and more ways to bring people together," he says. "Materia is just getting started."

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TITANIA SILVER

Music has the power to bring people together, and in Eorzea, it does just that.



"Helping someone overcome their fears and watching them light up when they singthat's the best part of what I do."

itania Silver is name that resonates throughout the FFXIV karaoke scene, known for hosting welcoming spaces where players can share their voices and their passions. As a host for Peak's Pub and the Beyond the music, it's the connections That same passion for cultural owner of Amber Cafe, Titania has been instrumental in fostering a thriving music community across Elemental and Materia. Whether I've implemented have come from FFXIV community. performing live for community conversations with other players. The events, collaborating on covers, or community shapes these events just curating venue experiences, Titania as much as I do." has become a household name in the game's music sphere.

Titania's journey into FFXIV was, fittingly, driven by music. "It's funny how things happen sometimes. I was actually signed up as a host for Peak's Pub without even knowing it. A friend put my name down, and suddenly, I was standing in front of embrace what we created-it was an audience," they recall with a laugh. "I was terrified, but the community was incredibly supportive. They helped me find my confidence, and now I do my best to pay that forward."

That moment became a turning point. They've also taken part in FFXIV's What started as a nerve-wracking introduction to hosting soon evolved into a full-fledged passion for creating spaces where others could step into the spotlight. "Helping someone had never done improv before, but I overcome their fears, watching them light up when they sing— that's the best part of what I do."

With multiple venues under their belt, Titania takes a thoughtful limited by borders, and Titania perform live on Twitch as the closing approach to curating experiences takes pride in celebrating their that fit different audiences. "Each heritage by incorporating both venue has its own personality. Peak's English and Tagalog songs into is a consistent, family-friendly space performances. "The response has where anyone can feel comfortable, been overwhelmingly positive. I love while Singing-Log bringshigh-energy when people ask me what a song daytime karaoke to Elemental," they means or even try singing in Tagalog talented glamourers show off their

explain. "Amber Cafe is my own themselves," they share. "I know how space, and I like to use it to fill gaps wherever I see something missing in that isn't your own, so it means a the community, I try to provide it." lot when people make that effort."

that make these spaces special. "People are treasure troves of talent Playlist, a collaborative project and creativity. Some of the best ideas featuring voices from across the

Titania's love for music has led to some incredible opportunities beyond regular karaokenights. Taking on the role of Corny Collins in the FFXIV Hairspray musical adaptation was a highlight. "Spending months working alongside like-minded people, then seeing the community so rewarding," they reflect. "There's this moment I always look back on: Juice tearing up at our secret ending. That memory will always have a special place in my heart."

Halloween Special and improv-based performances like "Whose Job Is It Anyway?"—pushing boundaries and trying new creative outlets. "I wanted to challenge myself. Half the time, the prompts go over my head, but that's part of the fun!"

FFXIV Music in isn't

difficult it can be to sing in a language

appreciation extends to The Amber "The first edition was released on Philippine Independence Day-it was my way of celebrating our culture. From there, it grew, and I started reaching out to people who showed interest in our music. Every project is a collaboration; the songs we choose come from a shared love for music."

Before Titania became known for their singing, they were first and foremost a GPoser. "Honestly, the main reason I bought the game was to access the marketboard for glamour pieces," they admit. "As I explored, I found myself wanting to document journey through Gpose." my

Their gpose skills were recently recognised when they won the Gpose competition during the Apurva Spire x JJammin' collab event. "I always start with a story. What do I want to convey? Once I figure that out, it's just a matter of framing the subject. The technical side can be learned, but the emotion behind an image is what truly makes it captivating."

Titania had the opportunity to act for the Sea of Threads glamour competition, hosted by Dae Lop, Pasta Fazool and Lex Hallows. "It was nerve-wracking," they admit. "But I hope I introduced a few new people to the karaoke scene. Watching all the

creations was inspiring, and, funnily enough, it actually made me want to get back into Gpose more seriously again."

With so many experiences under their belt, what's next for Titania Silver? More performances, more collaborations, and—perhaps—one deeply personal project. "There is one story I'd like to tell," they reveal. "It's about a friend who helped me through my lowest moments. It's still a distant vision, but now that I have more people around me to draw inspiration from, I know I'll find the starting line soon."

For now, Titania continues to bring music, joy, and connection to the FFXIV community, always looking forward to the next note, the next performance, the next voice that steps up to sing.







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EDEON VAILS

"Final Fantasy XIV shaped my life and career, so being able to give back to the community is an honour."

The mastermind behind Eorzea Collection, Edeon Vails, has spent years building a digital space where players can showcase their creativity, inspire others, and immerse themselves in the ever-expanding world of glamour in FFXIV.

Edeon's journey in FFXIV began long before Eorzea Collection came into existence. A veteran of the game since the 1.0 beta, he has witnessed firsthand the transformation of the game from its troubled launch to becoming one of the most beloved MMOs today. "I have memories in every location, in every fight. Watching the game grow, when people once mocked me for even playing it, has been incredibly rewarding," he reflects. "It's amazing to see how far we've come."

That connection to the game made him want to contribute to the community in a meaningful way. In 2016, Eorzea Collection was born—not as the comprehensive glamour resource it is today, but as a simple gear catalogue. "Back then, my FC and I needed a way to preview crafting sets. Square Enix had released a physical gear catalogue in Japan, and I thought, 'Why not make a digital version for everyone?" Little did he know, this side project would evolve into an essential hub for glamour enthusiasts worldwide.

As Eorzea Collection grew, so did Edeon's dedication to its success. What started as a tool for personal use became a community-driven project. "I never expected it to gain such traction, but when I saw how much joy it brought to players, I knew I had to keep improving it."

He takes great pride in the website's purpose in fostering creativity, helping players connect through glamour, and making it more accessible. "FFXIV gave me the tools to express myself, and I want others



to experience that same freedom." Maintaining the site is no small feat, but for Edeon, it's a labour of love. "Trust and reliability are everything. I've seen so many great fan projects disappear because they became too difficult to manage. I made a promise to myself that Eorzea Collection will continue as long as I can keep it running."

Edeon is constantly innovating, finding new ways to engage the community. One of his favourite Edeon has taken his love of fashion additions has been the Eorzea into the realm of live events. Monthly Collection Challenge, an event where Patrons Just Juice, he has helped create a submit outfits based on a community- competition unlike any other in voted theme. "I try to keep themes FFXIV. "We wanted something with broad so everyone can participate. layers—a show that wasn't just about I look at pop culture trends, new a single theme but about the journey players doesn't stop at glamour.

FFXIV features, or anything that might inspire creativity."

Yet, even with the best planning, some personal favourites haven't made the cut. "I really wanted 'Echoes of Vana'diel' to win when the FFXI raid was announced," he admits. "And I'm still holding out hope for my Merchant and Shopkeeper theme to get picked one day!"

Beyond Eorzea Collection, Glamour As cohost of GLAMBOSS with

of the contestants. Having teams, glamour coaches, and multi-week challenges adds an exciting dynamic."

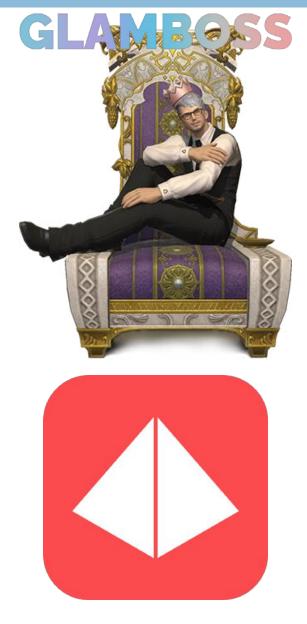
While Team Edeon didn't take the crown in Season One, he has no regrets. "Honestly, both teams felt like my own! The experience was incredible, and we learned so much. The community's feedback has been invaluable, and we're making Season Two even better."

What makes GLAMBOSS stand out? "The team spirit. Seeing contestants support one another, collaborate on outfits, and form friendships-it's everything we hoped it would be."

Edeon's passion for connecting







"FFXIV gave me the tools to express myself, and I want others to experience that same freedom."

Find the perfect community or tool for all your player needs



He's also part of XIV Directory, a project designed to help players find communities suited to their interests. "When Frost approached me with the idea, I immediately knew it had potential. Whether you're looking for a raiding group, a social FC, or a niche community, XIV Directory helps bridge the gap."

Though the project is still in its early stages, Edeon is optimistic. "We're improving search tools, adding customization options, and giving community managers insights to reach new players. There's still a long road ahead, but we're excited for what's to come."

When asked about the recent updates to glamour such as the dual dye channels, Edeon believes the glamour scene is more vibrant than ever, but insists that there's still room to grow. "I'd love to see more crossgame collaborations—maybe even some Kingdom Hearts or Mana Series outfits. And a more structured in-game fashion competition would be amazing. Imagine a monthly event where players vote on the best glamour submissions!"

There's also one very specific item he's

hoping for: "Momodi's hairpin. One of my moderators won't let me hear the end of it, and honestly, I think they're right. It needs to happen!"

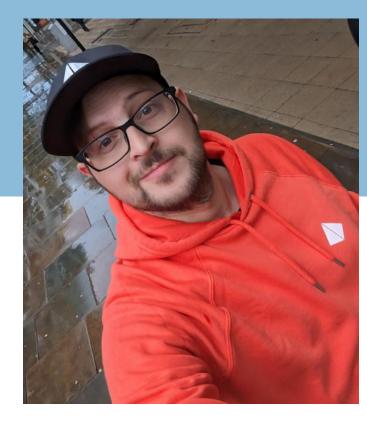
When asked about his dreams and goals, he says he would love to present the cosplay segment at Fanfest or host an official glamour contest. "That would be a dream come true," he says. "But really, I just love collaborating with other creators. If you have an idea, reach out—I'd love to be part of it!"

There's also a secret project in the works. "It's completely outside my comfort zone, and it's not even glamour-related, but I'm really excited about it. I can't say much yet, but hopefully, I'll have more to share in 2025!"

Throughout his journey, Edeon has been supported by a dedicated team. "I have to give a huge thank you to my Eorzea Collection moderators. They work so hard to make the site and community the best they can be. Also, the XIV Directory team, for putting up with my chaotic schedule. And of course, Just Juice he keeps pulling me into his wild ideas, and I love every second of it!"

For those looking to enter the glamour scene, his advice is simple:

"Enjoy yourself. Be confident, be creative, and don't be afraid to express yourself. Glamour is about telling your story—so make it a good one."













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"If I couldn't find a place where I belonged, I decided to create one myself."

Founder of Strays of Eorzea, creator of Limsa Debauchery, and Eorzea wasn't born out of ambition a rising streaming in Materia, Kiya but necessity. "I was in a really dark Nifldottir has built a haven for those place at the time. I felt like I didn't seeking a place to call home. From her fit in anywhere, like I was drifting humble beginnings on the Light Data from group to group, hoping to Center to shaping one of Materia's find a place where I belonged," most vibrant Free Companies, her she shares. "So I made one." journey is one of resilience and the unwavering belief that everyone deserves a space to belong.

Kiya's FFXIV story began in late 2020, introduced by an online friend when she was searching for an escape after the loss of her father. "I started on Odin over on Light, and I was hooked immediately. The world, the characters—it was everything I needed at the time," she recalls.

Like many, she began her adventure as a gladiator before switching to white mage, but it was a conversation with her FC leader at the time that changed everything. "They suggested ninja for me, and something just clicked. I loved the constant movement, the flow-it felt right."

When Materia was announced, Kiya faced a difficult choice: stay with her friends or move to a new data center where she could finally play without high latency. "It was a heartbreaking decision, but my FC understood. They knew I had to go where I could actually enjoy the game properly." A month after the OCE servers launched, she made the leap. It was a fresh start, but one that would eventually lead to something far greater than she had imagined.

The decision to form Strays of

What started as a personal sanctuary quickly grew into something much bigger. Strays of Eorzea became a home for those who, like Kiya, felt out of place elsewhere. "People started joining-some who had never been in an FC before, some who just needed a fresh start. We created this family together."

The FC's philosophy is simple: no obligations, just a space to be yourself. "We all come from different walks of life, but here, you don't have to prove anything to anyone. You just have to be."



From a Joke to an Institution: The Birth of Limsa Debauchery

It all started as a drunken joke. "We were at my birthday party, a few drinks in, and someone said we should do an FFXIV meetup at PAX," Kiya laughs. "It was a ridiculous idea at the time. I even joked that they'd have to duct-tape me to a chair because of my stage fright."

Then the PAX event applications opened. On a whim, she submitted Limsa Debauchery, never expecting it to be accepted. "Months went by, and I completely forgot about it—until I got an email at work saying we'd been approved. I nearly collapsed on the spot."

With no experience in event planning, she scrambled to bring everything together, reaching out to oToastTV and Chai Dynasty for help. "We thought maybe 80 people would show up. Instead, around 300 people packed into the space, and even PAX enforcers were caught off guard. We had to be given a second room last minute just to accommodate everyone."

The event was a massive success, so much so that in 2024, people were already asking when the next one would be. "This time, we were more prepared," she says with a grin. Limsa Debauchery 2024 secured prize sponsorships, had access to projectors and speakers, and knew the scale to expect. "It went so much smoother, but we still had to cap the line because of the overwhelming response."

Despite being the one behind the paperwork and logistics, Kiya insists the event wouldn't be possible without the support of Strays of Eorzea, oToastTV, Harry Harrop, Just Juice, and Chai Dynasty. "It's proof that the Materia community is something special. I hope we can continue to grow this into something even bigger."



Running a Free Company and organizing large-scale events isn't without its challenges. "The biggest lesson I've learned? You can't please everyone," she admits. "And that's okay. As long as you're doing your best, that's enough."

For Kiya, burnout was a real concern, especially early on. "I used to put so much pressure on myself to make everyone happy, even at my own expense. But I've learned that it's okay to ask for help. You don't have to do it all alone."







When asked about Kiya's recent venture into streaming, she admits that it was never something she expected to do, but with some encouragement from Harry Harrop, she decided to give it a shot. "It's still a hurdle for me," she admits. "I was the kid who couldn't stand in front of a crowd without crying, so streaming is a huge step out of my comfort zone."

Her goal is simple: to create a cozy, welcoming space. "I want my streams to feel like you're just chilling on the couch with a mate, playing a game together. No pressure, just vibes."

Kiya's love for FFXIV translates beyond the game—right into cosplay. At PAX 2024, she and fellow Strays of Eorzea admin JemsterAUS brought Dulia-Chai and Chai-Nuzz to life. "He says I wouldn't take no for an answer, but he secretly loved it," she laughs.

Her passion for cosplay goes back seven years, but it wasn't until she saw Dulia-Chai in-game that she knew she had found the perfect character. "She just felt right. Everything about her screamed 'me."

The costume itself was a challenge. "Her tunic had to be hand-painted using upholstery velvet, and I had to create a skeletal system for the tail using wire and old Powerade caps. It took days to dry, but the end result was worth it."

It wasn't her first FFXIV cosplay—she previously donned Magical Girl Y'shtola—but Dulia-Chai was her proudest. "It was the first time I really felt like I embodied a character."

With Limsa Debauchery 2025 on the horizon, Kiya is already thinking about how to expand the event further. "I might not be able to attend in person this year, but I want to make sure it happens in some form. Maybe even an in-game version so more people can be part of it."

Beyond that, she has one goal in mind: finally mustering the courage to sing in one of Just Juice's productions. "I'll probably be terrible, but hey, it's worth a shot!" she says with a laugh. She is now participating in the upcoming production of Boulevard Kweh as one of the Bad Idea Chocobos.













We're not just writing about the community—we're giving back to it.

SCARLETTA VENDETTA

Scarletta Vendetta, editor-in-chief of The Aether Entertainer, a writer, performer, and frontwoman of the bard band Midnyght Morning, has spent years shaping and documenting the creative heart of Final Fantasy XIV's roleplaying and performance communities.

Scarletta's introduction to FFXIV dates back to the relaunch of A Realm Reborn. Over the years, she logged over 22,000 hours in Eorzea, much of that time spent in high-end raiding. "For the first eight years of my FFXIV life, I was all about pushing progression," she recalls. "I even had multiple alts running statics at one point. Ultimates, savage content—my whole focus was on clearing the hardest fights with my team." "I lost a piece of myself when that ended. I suddenly had all this free time, and I wasn't in a good headspace and I was desperate to find another social outlet online."

"There's always been a bit of a negative connotation about role play among raiders," Scarletta admits. "But I had a secret interest in it. And at that point, I figured—why not?" She created an original character, a scholar-turned-juice-bar-owner, and set out to explore Eorzea's nightlife. "I visited a venue called The Champagne Room on Aether and was too anxious to interact, so I just sat in the corner and watched. Later, I learned that's called 'lamping'—just quietly observing the scene. And I loved it." Inspired by her experiences, she began journaling her visits to different venues. One night, another player—Sumire Hara—approached her and asked what she was writing. That single conversation sparked an idea. "I decided that Scarletta wasn't just visiting these places she was documenting them. Within a few weeks, my little collection of diary entries became a newspaper." The Aether Entertainer was born.

What began as a personal project quickly gained traction. Players across the data center took notice, and soon, Scarletta had a growing team by her side. "In those early days, I was joined by Sumire, Encina Amabella—our photographer—and Tooti's Poobi, who handled interviews. We were just figuring it out as we went along, but it exploded beyond anything I imagined." The team expanded even further with the launch of AE Café, a venue tied to the publication. But with success came burnout. "I wasn't organized or prepared for the amount of success we would have. We were also releasing biweekly, which was so frequent that I was carrying an unreasonable amount of "RP work. I made the decision to close The Aether Entertainer newspaper in March 2023, just over 1 year after starting."

Despite stepping away from the magazine, Scarletta's love for writing never faded. She briefly worked with other publications—Eorzean Illustrated and Lodestone Magazine— but neither lasted long. "I decided to reframe what The Aether Entertainer could be." With a new structure and a more sustainable publishing model, she relaunched the publication as a digital magazine in January 2024. This time, the vision was even bigger. "So when we say 'Pop Culture,' it's a little bit of a catch all statement. One of our goals is to be a total community showcase so we don't have restrictions on which topics within the game we can cover. If it's related to any (SFW) community in XIV, it's fair game for us." Today, the magazine boasts over 30 staff members and has a dedicated platform beyond the game. The Aether Entertainer has since partnered with numerous in-game charities and initiatives, helping raise awareness and support for real-world causes.

"We're trying to build a platform that doesn't just showcase the community—it uplifts it."



Beyond the magazine, Scarletta found another home—on the stage. She is the lead player of Midnyght Morning, a bard band that performs rock covers in-game. "Midnyght Morning is made up of 6 people, so it's more than just sharing my music interests with others." she explains. "We each arrange our own songs and collaborate on sets together, so I get a sense of belonging from being in the band." She credits Skynyrd Fraefolgwen, leader of the bard band Voidsent, as a major influence. "I look up to them and they are the primary influence for my own bard band."

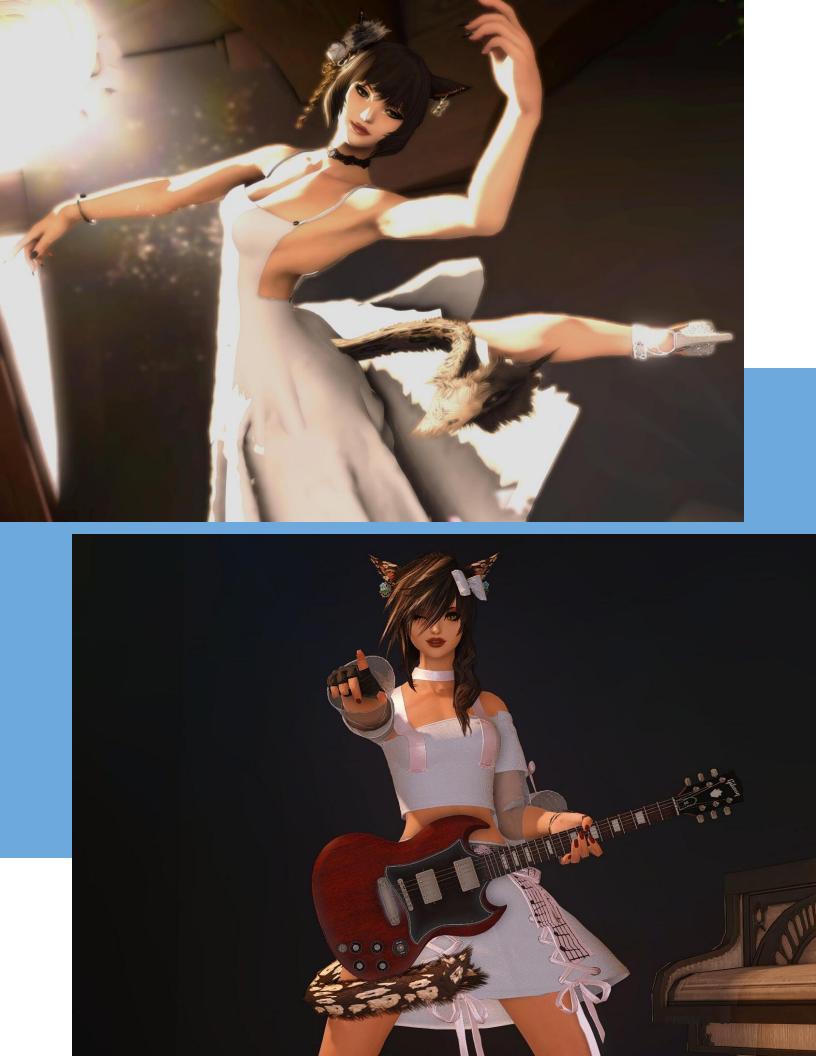


Out of everything she's been involved in, one event stands out the most: Rays of Hope, a charity event for mental health awareness. "We integrated a text overlay on the DJ streams where guests could share positive affirmations. Seeing people open up, support one another—it was one of the most moving experiences I've had in this game." Whether helping coordinate charity events, collaborating with venues, or contributing to immersive murder mystery nights, she is always looking for ways to strengthen the community. "Sometimes it's writing a story. Sometimes it's just helping another venue find performers. Whatever I can do to support others—I want to do it."

Scarletta is focused on making The Aether Entertainer a lasting archive of the FFXIV community. "We've already achieved so much. Seeing in-game communities raise thousands for real-world charities, watching new publications emerge—it's proof that what we do matters."

As a final note, Scarletta takes a moment to reflect. "I want to shout out my partner, Josiff. Without his support, none of this would be possible. To the Aether Entertainer staff—you are the best, and I am so lucky to have you. And to my bandmates in Midnyght Morning thank you for giving me a place to belong again."

For someone who once struggled to find her place in Eorzea, Scarletta has built something truly remarkable. A place where stories are told, voices are heard, and the community thrives.

















"I'm just a Lalafell Frog causing a little bit of chaos, one video at a time."



For many avid FFXIV video content consumers, Wheat Tee needs no introduction. A master of GPOSE-driven skits, absurdist humor, and meticulously crafted animations, he has turned his creative passion into some of the most uniquely entertaining content in the game. Wheat's work embodies the playful spirit of the game while pushing the boundaries of what's possible with the tools available. "I am a Lalafell Frog that makes cute little skits and stories using the GPOSE mechanic."

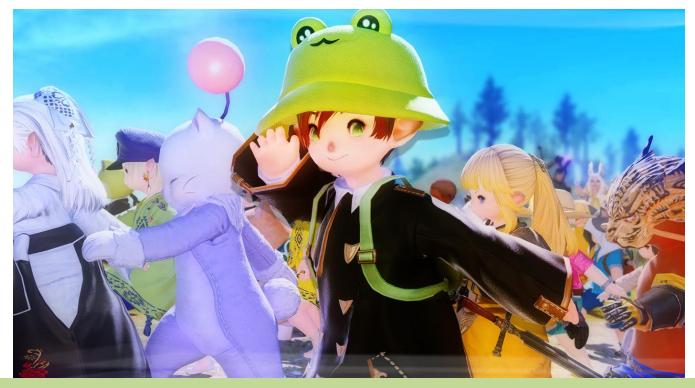
When asked what keeps him going? "The people who watch my videos. That's it. That's the most important thing. If even one person finds joy in what I make, then it's worth it." Wheat has often described making videos as an obsession—one that consumes his time, thoughts, and creative energy. "The process is just stupid fun. I love learning, improving, and experimenting. That's what keeps it exciting."

His journey started with simple compilations of funny in-game moments, but as inspiration struck from other content creators like Cheese Goblin and Sufferhymn, his work evolved. "Now it's a whole production: brainstorming, planning, storyboarding, GPOSE, editing. Everything has to make sense and be enjoyable to watch." Wheat's process is as intricate as his humor. He uses a suite of tools, including OBS and Audacity for recording, Premiere Pro, After Effects, and Photoshop for editing, and Blender for complex camera movements. "I still plan on using Blender to learn full modding and animation—it's the next big skill I want to master."

Though he enjoys every step, editing is where the magic happens. "Right now, editing is the most fun because I've been experimenting with new plugins and effects. But the best part is when all the elements come together to make something really, really cool."

Wheat credits the FFXIV community for fueling his creativity. "So many ingame venues and events inspire content. My job is just to spread the fun things that happen in-game. The people behind those events? Y'all are the GOATS."

One moment that really hit him was seeing people switch to Lalafell because of his videos. "HEHEHEHEHEH. I AM A BAD INFLUENCE.



Seeing people inspired by my content, especially at the Lalafell Day Parade, puts the biggest smile on my face."

As a resident of Materia DC, Wheat has a deep appreciation for its tight-knit community. "Y'know when you love someone regardless of how they look? It's kinda like that. Despite the smaller player count, the people here are still trying to build something out of what little we have."

But there's always room for growth. "I'd love to see more well-thought-out, unique events. The ones we have are already amazing, but more creativity in that space would be fantastic."

When asked about his goals and inspirations, "Sufferhymn, always. If you ask me this question, my answer will always be him." Other inspirations include Pint, Cheese Goblin, BeneG, Bouncy2D, and LizArd—as well as mainstream creators like Vanoss, Ludwig, and Sidemen.

If Wheat could collaborate with any creator, it would be Ludwig. "He's so dumb funny, and the way he tells stories in his videos is what I aspire to do." The dream project? "Ludwig playing FFXIV, narrating his experience, while I animate the whole thing. Maybe he gets ambushed by Lalafells. Maybe a Bunboi flirts with him. Who knows? It would be hilarious."

Going full-time as a content creator is a dream Wheat has long entertained. "If that ever happens, I'd do a /happy and a /cheer, then just keep running. It would be a huge milestone, but the grind doesn't stop. Gotta keep delivering the shits and giggles."

Wheat gives a special shoutout to, "All my friends who have appeared in my videos—thank you." And a special mention to Odessai Ura. "She's helped me with so much Housing and Dark Arts stuff. Go visit her venue: https://vnm-gposing.crd.co/."

What's next for Wheat? "Hopefully, by the time this comes out, my next video will be close to finished." Beyond that? "More parody videos like Konosuba, but based on other fantasy stories and anime. Maybe a Fishing Video? Maybe some in-game events?"

With that, Wheat signs off in the only way he knows how:

"Thanks for watching. This has been Wheat Tee. ribbit"













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