

Live Letter XXV Unofficial Translation

Thanks to Marko & Cyg for doing this unofficial live translation for the community!

Yoshi-P: Hai

Foxclon: Hai

Remember Marko will only be translating RELEVANT information. The banter they have in between will NOT be translated. This may mean the occasional extended silence.

Patch 3.1 TRAILER HYPE incoming.

Trailer End

Patch Name: As Goes Light, So Goes Dankness...I mean Darkness

Release Date: November 10th, 2015. RIP FFXI/Fallout 4/SC2 Expac

Playable Content:

New Main Scenario Quests, Krile hype

New Daily Quests for the Vanu Vanu

- Dance Reward
- Sanuwa Mount reward
- Level adjustment system added to certain quests
- Quests will dynamically change their level based on your current level. That includes scaled experience points to help make leveling easier.

The requirements for unlocking Ravana EX will be adjusted.

- You won't need to clear Bismarck EX to do Ravana EX anymore.
- Extreme Primals in the future will likely not be locked behind previous EX primals.
- Remember both Bismarck/Ravana being added to the Duty Finder in 3.1.

The quests required to obtain Aether Currents will be changed

- You won't need to do chains of sub quests to currents anymore.
- Guess this means the currents are being added to the starting quests in the chain.

System messages displayed during cutscenes will be hidden. Thank god.

- That includes market board items/ventures

Zodiac Weapon related adjustments

- 100% drop rate atmas from dungeons.
- Undersized parties can gain lights
- Light rates increased

New Relic is 3.15: Titled **Anima Weapons**

- First step will not be difficult
- Yoshi-P himself recommends not to go back and get Zeta and to instead just do the Anima Weapons themselves
- Zeta will have an advantage on the first step
- Advantages for Zeta will not be job-specific to what you completed the zeta on. If you have a BLM Zeta you may still gain an advantage on doing the Dark Knight weapon for example.

Exploratory Missions

- Live Gameplay of different areas/bosses
- For Free Companies you will start in your house at the airship monitor thingy.
- For Mercenaries (basically DF) you can enter either solo or in a group in Ishgard.
- Multiple difficulties: Easy, Normal, Hard in the same maps.
 - Different enemies on different difficulties
 - Drop rate for treasure chests higher on higher difficulties
 - Only FCs can access Hard Mode.
 - Ishgard = Easy/Normal
- Hard mode is HARD (Thanks Yoshi-P Kappa)
- FCs can bring a maximum of 3 airships (24 people - 3 full parties) to the islands.
 - Each difficulty requires a certain level airship to enter.
 - Easy = 10
 - Normal = 25
 - Hard = 50
- Ishgard Can go in a party of 1-8.
- **As long as there are at least two people IN the Free Company is hosting the airship, you can invite non-FC members to join your FC's expeditions.**
- Multiple instances for the islands so travel at the same time.
- If the Airship is on a voyage, it cannot be used to travel to the islands.
- The Diadem
 - Every 20 minutes the airship returns after being used.
 - **You have 90 minutes within the instance and a 30 minute cooldown before you can return. There is no loot limitation and besides the 30 minute cooldown you can go to the island as often as you want.**

- **It's actually a 2 hour cooldown from when you first depart, so if you leave the island early the cooldown to re-enter will be more than 30 minutes**
- Idea behind the cooldown seems to be to give people the chance to take a break or do other content.
- The map is very large. It's less about clearing and more about exploring.
- Remember, you'll be able to fly around the map as well.
- **If the cooldown proves unpopular, it will be removed. AKA...it will be removed.**
- Every instance of the islands can hold up to 9 full parties. Multiple instances are available to allow people to join even if the max is reached.
- The first party that attacks the enemy will be claimed, but anyone can help.
- Damage required to get rewards, not enmity. This means you'll actually have to fight it and not just spam flash.
- All-Greed system will be in place. If you go with a FC (pre-made parties) you'll be able to set your own loot system
 - Jobs can be changed freely so to prevent Ninja'ing items by changing the jobs they set it to all-greed.
- Points system will be implemented for players to trade in unwanted gear on the islands themselves or earn them out in the world.
- Items can be spiritbound to obtain materia.
- Gathering nodes on the islands.
- Esoterics can be obtained on the islands as well.
- **Flying will need to be unlocked every time you enter. That is why it only takes 5-10 minutes.**
 - **Goal is to actually make you explore the initial island you land on before traveling to other islands.**
 - **Think of it more as warming up.**
 - **Remember there are multiple islands you can land on.**
- If you complete the goals on your duty-list you will be rewarded esoterics.
- The rank of the enemy will be marked on their name plat.
 - Seems to be using Roman Numerals
 - I see I, II and V on the list so far.
- Island exclusive items for gatherers.
 - Minimum level 57 to gather here.
 - Materials
 - Items you can exchange for points
- Showed them fighting a rank II mob and beating it quickly.

- Seems this was a “god mode” not an actual representation of the mob’s strength.
- Dropped an i180 gear and a minion.
 - Deep Mist Defender’s Breeches is the name of the item that dropped.
- Treasure chests will drop right after defeating the enemy.
 - Bronze
 - Silver
 - Gold (Highest reward)
- Change FC names/New FC Crafting Items
- New items obtained through voyages
- Experiences points for airships increased. (Will get the rest of that screenshot in a bit)
- New furnishings will be added.
 - Theres a coffin lol
- House Sharing is being implemented
 - The ability to give access to parts of your house to members on your friend’s list.
 - Share with up to 2 people (3 people total including the owner)
 - Sharing your house with someone does **NOT** prevent it from being demolished. **Personal houses require the OWNER to enter in order to prevent it.**
- Estates Subject to Demolishing (Lodestone Post available on this)
- New Mounts
 - Pegasus Mount is shown
 - NAUL MOUNT...I mean Wyvern mount.
- New Minions
 - Paissa Minion D:
 - **ITS GOING TO FUCKING MURDER US ALL**
 - This is in game btw, not cash shop
 - Twintania Minion D:
 - **ITS ALSO GOING TO FUCKING MURDER US ALL**
 - More like...**TwinTINYa** (Thanks Cygneakrou)
- New hairstyles
 - Hairstyles from the contest
 - Afro
- Idling Camera that allows screenshots of your character and landscapes at various angles
 - Examples being shown.

- Lemme take a selfie
- Functions like a screensaver
- It will automatically lock onto NPCs or other players nearby and rotate between them.
 - AKA...not a selfie :(
- **NOW YOU CAN AFK BETWEEN CONTENT PATCHES LIKE NEVER BEFORE #KAPPA**
- Group Camera to make for better screenshots with friends.
 - Can sync everyone's emotes/ make people look at the camera.
- New Dungeons
 - Saint Mocianne's Arboretum
 - Pharos Sirius HM
 - Because...we didn't know this already **Kappa**
- **Loot restrictions in Alexander Normal will be lifted.**
- Earn EXP in level 50 dungeons (from the mobs themselves)
- EXP in level 51+ dungeons will increased
- Difficulty of certain dungeons/trials will be eased.
 - The 51-59 dungeons + Trials mainly.
- PVP Exp buffs
- **Ninja Mudras will be adjusted to compensate for players with connection issues**
 - Algorithm was changed.
 - For some players it will not improve drastically if your ping is really, really high.
 - Praise based-EU Data Centers
- **Players will be able to disable Darkside's graphical effect.**
 - Not a special option, just part of the current options.
- Duty clear times will be displayed when entering with an undersized party.
- 3.0 trials and duties added to PF options.
- Other adjustments to jobs
 - TP adjustments for certain jobs was given as an example.
- **Void Ark**
 - Ohai Diabolos
 - The Void Ark is actually just the FIRST RAID in the series of raids.
 - **This means the Ark is not the only location across the three raids. We will have a much different location for the other two.**
 - **THE MOOOOOOOOOOOOOOOOOOOOOOOOOOOOOON**
 - Not confirmed, just making fun of Ethys.

- Will drop all equipment except weapons as well as materials to upgrade esoteric equipment
- **Singularity Reactor EX (Knights of the Round)**
 - When ultima came out it was called HM but this one is Extreme
 - Will be harder than Ravana + Bismarck EX
 - A DPS check won't be what makes it hard
 - Weapons will drop, good ones apparently.
 - If you can clear savage you should be able to beat this relatively easily.
 - **Adjustments will be made to the potency of medicinal items.**
 - **Glamour item to make monk-fist weapons invisible (bare-handed)**
- **Adjustments to Red Gatherer Scrips**
 - 2.X master books easier to obtain
 - Search feature for recipes
 - Difficulty of obtaining 2.X Relic Gathering/Crafting relics will be eased.
 - Ability to glamour items that take up multiple item slots.
 - Odin armor, chocobo suit etc.
 - Ability to try on multiple pieces of armor at once.
 - Retainer venture additions and adjustments
 - Easing of item desynthesis
 - Success rate/skill gains will be adjusted to make leveling easier.
- **Gold Saucer**
 - Lords of Verminion
 - New Mini-games (Such as the strength/crane game)
 - Basically the same as 1.0 gathering mini-games.
 - New items to be purchased with MGP will be added.
 - New Triple Triad cards + NPCs will be added.
 - Card drop rates increased on pre-existing cards so you can stay up-to-date in your collecting.
 - Jumbo Cactpot rewards increased.
 - GATE MGP rewards increased
 - Challenge Log for Gold Saucer to reward MGP

Short break before section with item-lead

Back from break

- Item Lead Joining the Stream
- Question Corner (Taking questions from the forums/Twitter for the item lead)

Q1.) What does the item team do? **A1.) ...Make and adjust items such as equipment, foodstuff, medicines, etc.**

- The fat chocobo minion smells things when you're idling. It does it more frequently if someone is cooking nearby.
- New Primal minions

Q: Phoenix down is an item players don't typically make use of. Do you have plans to change it?

A: We included the phoenix down as a reference to the traditional final fantasy item. But as XIV is an MMO we couldn't balance resurrection around a consumable resource like could be done in single player RPGs. Therefore we ended up producing an item that is difficult to use. Sorry for fans of that item.

Hayashi shows Gaelicat hat....

Yoshi: It's sort of a disgusting kind of cute. (kimokawaii)

H: There's also the gaelikitten minion that lands on your head. Together they look like this. Lalafell head, gaelicat hat, gaelikitten all stacked up. We think these three make a nice combination.

Y: I don't understand you.

Q: Starting in patch 3.0 there haven't been as many one-handed equipments (for blm and whm). Why?

A: We had a lot of assets and ideas we inherited from 1.0 and the system of thaumaturges and conjurers being able to use shields and one-handed wands and scepters is one of those. Besides the paladin we wanted to step away from this tradition to make it easier to balance equipment design.

Q: Are there plans to introduce NPC's outfits as wearable costumes? I want to look like Y'shtola!!

A: Not Y'shtola, but soon you can cosplay as Minfilia. Only female player characters will be able to wear this outfit.

Q: Gold saucer bunny ears..... didn't you say there would be a tail to go with it!?

A: Here ya go. Unfortunately Miqote already have tails so it may look a little strange...

Q: Hayashi and Yoshida's favorite minions:

Y: Uhhh... Hrrrm... Baby Opo Opo

H: Tiny bag (What is that? I don't play the Japanese version of the game. Is that Mini Minecart or something?)

Foxclon: Question Corner finished. Next.... LORD OF VERMINION. Sorry to have kept you waiting.

Lords of Verminion.

Q: Do you plan to implement a spectator mode for LoV?

Y: We weren't able to implement such a mode in time for 3.1 but hopefully by 3.2.

Q: I'm worried that cash shops and rare minions will be so much stronger than others.

PAY 2 Win!? :(

Y: No way. Don't worry. Trust us.

H: It's not that rare minions will be so much more powerful. The type of minion is more important than you may think, and the battle styles were designed to match the minions themselves, but not to give any unfair advantages.

Y: Seriously, don't worry about it. Rare minions will not be a boon for you. Don't try to collect minions or pay for them exclusively to use them in LoV.

Y: Allow me to play a match to properly explain. (Opens the tutorial but can't go in while in a party! He leaves party and enters the match.)

Lords of Verminion Demonstration

- 20 seconds for setup.
- You choose which minions to play.
- You can only spend 60 points on minion selection.
- You win by destroying all of your opponent's crystals.
- You have 10 minutes for a match.
- Your character is not on the screen. Otherwise the camera controls are the same. Zooming in and out, etc.
- You decide on the order to play your minions but they are only dispatched two at a time. This is why the matches take some 10 minutes.
- When there's many minions you can select them as a group and move them together.
- After moving them, they attack on their own.
- Since it's the tutorial the enemies are moving slowly. But in a real battle situation they'll come and attack quickly.
- You can choose one minion at a time and pull up its battle information.
- That covers everything the players can do during the battle.
- If you return your minions to your gate (starting point) your minions heal!

- You can also warp any minions sitting in one of your gates to any other of your gates.
- After you destroy the shields, you can break the crystals.
- Before jumping into lords of verminion, please do remember to try the tutorial to get a feel for it.

Q: How are you going to discourage purposeful disconnections from a match?

Y: Any disconnection will count as a defeat. Players will not be able to forfeit matches with no penalty.

- There is a minion hotbar menu where you can drag and drop minions you own to choose from during a match.
- The wind up warrior of light will be selectable as three different minions to choose from: fighter, blm, pally (right?)
- The minion hotbar menu includes all battle information HP, attack, def, speed, etc.
- This hotbar menu is accessed by clicking the icon underneath the original minion menu.

Q: Do minions have tanks/healer/dps roles?

Y: Nope. Just the types we discussed in the last live letter.

Y: There are lots of achievements related to lords of verminion as well as ranks

Q: Are there achievements? Oh you just answered that. Next question

Q: ?? (maybe is it better to practice with one set of minions or to try and use all the ones you own occasionally)

Y: The more minions you own and practice with the more you can understand the benefits and deficits of each individual minion which means you can make more informed decisions when you see which minions your opponent uses.

Y: the bars at the top of the screen are the crystals' hitpoints

F: Thus ends the demonstration. And our discussion of LoV.

Housing

Y: Back to housing. Currently housing is so crowded. That's why we decided to begin

demolishing unused houses. We didn't mention it before but we wanted to clarify. The countdown doesn't start until 3.1 launches. So you don't have to worry about it at all yet.

Changes to materia melding in patch 3.2:

- Hardcore raiders have been using accessories with melded materials. Particularly, tanks who want vitality and to put out dps have been melding vit materia into str accessories. This is unfair that tanks have to shell out so much gil for these accessory.
- The change: no main stat melds on EXTRA slots. (advanced melding) Open melding slots will still be usable for that purpose.
- Given that melding has been nerfed, the base stats on crafted gear will be much stronger.
- Crafted accessories will be released at the same time as new gear
- Players will now be able to affix materia to torestone + raid gear!
- No new accessories in 3.1
- Don't worry. We will be adjusting tank damage and stuff to make sure everything is fair! We considered the current status of melded tank gear to be unfair so that's why we've changed the materia melding system.

New FFXI Grand Finale Collab

F: We're getting close to the ending. But we have a very special announcement. We've said 11/10 is when the patch is released. 11/11 is when the last patch for final fantasy xi will be released.

Y: Because of this momentous occasion we've decided to another new eleven collaboration event to coincide with the grand finale of that game. We think you can enjoy it either by doing the 11 finale first and then enjoying the collaboration event OR by doing fourteen's event and then returning even after a long time to finish eleven. Please look forward to it.

Announcement corner.

- All Saints' Wake ends on 11/4
- Next level veteran rewards 960 day: Firion minion and wild rose barding
- New merchandise available on the e-store. Fat Chocobo and Moogles snuggles. SNUGGIES
- Snuggles. Hooded snuggles.
- Also new on the estore: totebag, wall scroll, smartphone case
- These new items will be sold starting on 10/27 at 8 PM JST

- XL Moogles plushies available in crane games in almost 300 Japanese arcades.
- sqex.to/2bE for more info on crane games
- Art book volume 2 (Heavensward Art of Ishgard) available from 12/24 IN TIME FOR CHRISTMAS. Tell your friends.
- Available in NA and EU in February
- The next mini album of BGM from Heavensward was released today at 2PM JST.
 - Fractal Continuum
 - Bismarck
 - Ishgard Foundation
 - Coearthas Western Highlands night theme
 - Year of the Dragon New Years Event?? (didn't have time to read but there was some dragon kanji and it said "event" so...)

F: One more word from each of you

H: People in my department don't often have the chance to connect with the users themselves so it was truly a pleasure to enjoy myself with you all at today's FATE.

Special thanks to the UI team for developing a wonderful interface for lords of verminion

Y: This was a particularly long PLL so thanks for bearing with us. We've kept you waiting for 3.1 and I'd like to apologize for that. We wanted to make sure to get the 3.x series off to a good start and hope you're looking forward to playing 3.1, 3.2, 3.x...

F: And that's the end of the Letter from the Producer Live Part XXV. FAREWELL! Sayonara!

For State of the Realm:

Moment of Silence for Mayou Koneko