

Limit Break Radio Episode 59:

[[Title TBA]]

April 10th: @1:00 PM

- Show Intro

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"Alamo City Comic Con. October 28th-30th at the Henry B Gonzalez convention center in sunny San Antonio Texas. Alamo City Comic Con celebrates the artists that entertain us through TV, movies, comics, gaming, and cosplay. For more info including badge prices, celebrity guests, hotel accommodations and more visit [Alamo City Comic Con dot com](https://AlamoCityComicCon.com)"

- LBR News

- RSS Feeds
- T shirt sizes
- Alamo City Comic Con
 - Cyber City Con
 - Saturday May 7th and Sunday May 8th
 - Marriott Plaza in San Antonio Texas
 - A convention celebrating giant robots of all types from Transformers, to Jaegers, to Evangelions to Gundams. All mech heads are welcome here.
 - Celebrity guests include: Dan Gilvezan (voice of Bumblebee in Transformers also the voice of Spider Man/Peter Parker in the 1980s animated Spider Man), artist James Raditz (who has worked as a background artist for Dreamwave Comics and worked on other properties like Wonder Woman and Hulk, and Tiffany Grant voice actress of Auska of Evangelion.
- 60 Day Time Card Giveaway - Winner: @Ciele (Only 6 people tweeted at us! Make sure to follow us on social medias. A random free T-shirt contest went out a few weeks ago had only 7 participants!)

- FFXIV News
 - FFXIV Heavensward Music Contest Ends April 11th - <http://forum.square-enix.com/ffxiv/threads/283332>

- Discussion
 - Blue Gartr Interview - <https://www.bluegartr.com/entries/299-A-candid-discussion-with-Elysium-about-World-First-Life-Love-and-Tacos>
 - A discussion about World First and Progression Raiding
 - Eliminating mistakes
 - Reviewing data, and just trying things. Just do it.
 - RL jobs
 - What you would think. Lots of students. Half the team under drinking age.
 - "Rate the raids"
 - Gordias pretty reviled
 - Second Coil seems to rank very high
 - Did story mode cheapen the raiding scene?
 - "Dynamo: It killed the story aspect that was so strong for the coil tiers, you already knew everything before you even phased in to kill the first boss in savage, you also had to kill each boss multiple times on the normal mode to have your gear to bolster your chances of clearing the savage version, so you've probably killed the normal mode 'final boss' in excess of 10 times before you even see the savage version (Imagine killing a glorified FATE version of Bahamut Prime 10+ times before actually facing him in Savage, it just demotivates you). Just really killed the medium core scene, as that was one of the big motivators for people to raid back in the Coils of Bahamut days."
 - Balana Rahl of Tempus: I feel like the ease of access to normal tier is a detriment to the savage raiding scene as it removes story as an incentive for people to do these raids. One of the "rewards" for progressing through the binding coil was getting hit with that awesome cutscene after clearing T12. Things like that can't exist in this new Normal/Savage setup.
 - (Layla) I think what they have done with Midas is ideal. The main difference between Midas and Midas (Savage) is the number of concurrent mechanics a player deals with at a given time. Teams will be familiar with most of a fight's mechanics from their time spent in Normal mode and must then discover how those mechanics interact with each other. This is the learning curve of

Midas (Savage). I thought that was an excellent design choice and a breath of fresh air from Gordias.

- Skip cutscenes?
 - Mostly yes
- Single char or alts?
 - Mostly alts to maximize gears
- Comparisons to other MMO endgame
 - “Balana Rahl of Tempus: I feel like FFXIV is much more difficult than WoW in its heyday. The hardest part of WoW raids IMO was coordinating 40/25 people. In FFXIV you have much smaller teams and personal responsibility is way higher than it ever was in WoW. I can't comment on the other MMO's as I was never hardcore into the raid scene there”
 - (Layla) I can only speak to the endgame of WoW as it is the only one from that list I played extensively outside of FFXIV. WoW is notorious for releasing a large number of bosses in its raid tiers (granted, many are pushovers even on the hardest difficulty). Concurrent with this, WoW is not afraid to release multiple raids in the same tier. This is something SE "slightly" experimented with in the Patch 3.2 raid tier by releasing Midas (Savage) and Sephirot (Extreme) together. For teams that were racing for world first, it forced them to decide on their best route of progression as it is no longer linear. Personally, I want to see them experiment more with this as I find it healthy for the game. Difficulty is a topic I try to stay away from as both games are difficult in their own way. At the highest levels in both environments, team management remains the top importance. I have learned a lot about how to successfully manage a team during progression from famous WoW organizations like Method.
- If they could adjust raids
 - Connection issues are a repeating theme
 - A few mention forcing players to actually do mechanics instead of sacrificing players or “cheesing” mechanics
 - More emphasis on mechanics, less on gear checks
- On job rebalancing
 - Mostly lots of comments on how badly SE messed up Bard
- Rank the Tank
 - WAR still very much at the top with PLD and DRK being a goond secondary.
 - Most put DRK last
- Favorite Moment of Coil
 - Teraflare
- Favorite Moment of Alex

- Most notable is lack of reaction. Struggle to find a comparable moment.
- Parser?
 - Split reactions. Nobody comes even close to saying a parser isn't needed.
 - Would have liked to hear more about why it's needed.
 - We know it's a tool that's used in progression, but if Elysium decided they wouldn't use ACT, could they still be a competitive progression group?
- Balancing life/raid
 - Communicate with people close to you
- Clear videos
 - Explain why this is controversial
 - "(Layla) The topic of videos is a controversial one lately. As a community, we need to decide which direction we want FFXIV raiding to go. Do we want to be a community that fosters competition or do we want to be a community that fosters communication? While we have always pursued competition, I don't think it's right for us to decide this on our own right now."
- Why do you progression raid?
 - Interesting question
 - Is there "fame" that comes along with progression raiding?
- Can we even talk about this?
 - Does LBR, given our various in-game activities even have the authority to give opinions about things like raiding?
 - Farm calls
- YouTube Comments
 - [Dog Person](#)

Wow, I've never seen someone so passionate about hating on a game they don't even have to play with no facts to explain why it's bad. Good job, you pretty much did even worse than the person who sent you that letter complaining about BnS lol.
 - [Dirk M'gurk](#)

the host of this show is the only one that can't spit out his thoughts. the every thought "uh-uh-gah-erm-uh-um-er-eh-ah" stutter fest is beyond annoying
 - [Gaoshiki](#)

Aniero screaming over Nika, says he's muting her for screaming over people.
Top kek.

Also, he's full of shit. Getting 8 people to actually follow up on a voiced commitment is goddamn hard to accomplish, but it's not 'high standards' to expect people to stick to their goddamn word, and anyone who thinks otherwise is a callow idiot.

■ [Eric Garcia](#)

the guys in this video are asshats and there annoying...

■ [Paul Bogdan](#)

That guy is so ignorant, asshole and just stupid. People play what they want.
YOU SALTY MOTHERFUCKER!

■ [Taylor Cypcar](#)

This guy is an ass. Not listening to this radio show if this guy is going to be an ass.

■ [MrDarkanLTU](#)

wow you suck ^^ and swallow to, no one is asking to play BnS, just because you suck at it that doesnt mean we should stop playing it too :) thats the first video i saw but its just junk.. the Whole Channel is Toxic. FF14 is more shit then the fucking Bns tutorial map. and that garbage of yours just isnt worth even the internet. thank you, goodbye.

■ [Jon H](#)

i can tell by how you troll and shit on your listeners that youre cool and good at ffxiv

■ [Saiah Brea](#)

If Aniero wants people to stop being nice, I guess he's not being told often enough what a casual shitter he is. But whenever people do he retreats up his own asshole yelling "FUCK YOU!" through his belly button.

● FFFL

- Hello FFFL fans! Week 9 is in the books and finally the moment of truth is upon us. The final week before the play-offs has arrived and there's really only two stories to tell. If you're the Kallo Klux Klan, you can sit back and watch the mayhem. If you're anyone else, it comes down to this: Win and you're in. While the Kallo Klux Klan sits comfortably at 7-2, every other team in the league is

currently 4-5. With 4 teams set to make the playoffs, a win will guarantee you a spot.

- Last weeks matchups saw the Mordion Gaolbirds taking Bondage N Servitude to poundtown. They stormed back after a heartbreaking loss in week 8, while BnS continues to struggle.
- The Kallo Klux Klan continued to dominate all competition, taking down the Besaid butt plugs, and have now locked up not only a play-off spot, but 1st seed overall and the best regular season record.
- Finally, Titan's Banana Hammocks have pulled out an upset over Hengr's Crucible to keep their playoff hopes alive. While the rest of the league is playing an elimination game this week for the first time, the banana hammocks are no stranger to that pressure as they've been doing so since week 8.
- On the waiver wire this week:
 - Duncan
 - Steiner
 - Terra
 - Sin
 - Ex-Death
 - Relm
 - Mog (FF6)
 - Lenna
 - Josef
 - Setzer
- Waiver order:
 - Aniero
 - Nika
 - Kallo
 - Poppa Woody
 - Eskalia
 - Juxta
- Matchups this week
 - Besaid Butt Plugs vs Bondage N Servitude
 - Hengr's Crucible vs Kallo Klux Klan
 - Titan's Banana Hammocks vs Mordion Gaolbirds
- Community Generosity
 - Started Tuesday: \$605
 - Aniero's PC total:
 - Mithrie's recent situation
 - Thank you thread from Mithrie:
https://www.reddit.com/r/ffxiv/comments/4dvpf3/how_the_ffxiv_community_stopped_me_being_homeless/

- Video of Mithrie reading through and responding to comments:
<https://youtu.be/40C9ik8B8e8>
- Parody thread from /r/ffxiv:
https://www.reddit.com/r/ffxiv/comments/4e2ni0/hey_rffxiv_im_ho_meless_too/

- Emails (New)

- Hey Crew,

This is Evangeline from the Gilgamesh server I wrote a letter around 3.0 talking about the funnel content SE has been doing since 2.0 which had me thinking, is the reason why SE keeps on making more horizontal content at the leveling process(lvl1-60) is because of there mistake in making so little horizontal content at end game which resulted in end game players leaving, which leaves only those leveling players(lvl1-60) playing which affects there decision when they make new content outside of there pre set mold, there numbers show more leveling players then end game players? with this in mind how do you all feel that SE can break this problem process of leveling hitting endgame then getting bored and leaving the game?

Love the podcast and thanks for reading this letter

Side note I see why you all make fun of Fusionx don't get me wrong he is a nice guy, but he tends to talk over people and seems a bit narrowed minded often on subjects unlike you guys.

- Hey guys,

Marty K here,

No trolling this time, I promise.

First, I'd like to write an FMFFL on behalf of whomever fat fingered the price of a Zu Horn and allowed me to buy it at 350k instead of 3 Million gil. There was zero hesitation on my end buy it.

Second, about the Anima quest. Yes this part is dreadfully boring and easy. In the quest text, Geralt not-so-subtly says that making the weapon Hyperconductive is very similar to Soul Glazing. So I wonder how the cast and audience might feel if

we had another Light Farm style task ahead of us. Spamming the same primal as much as you can in a two hour window got old really fast for me. With this step being so easy, I can't help but wonder what "fun" awaits us in 3.3.
Thank you all for doing what you do, Marty K, Sargatanas

- Hi,

I'm a new Player. I've been playing for just over 3 months now. I've been doing the challenge log which brought me to the Gold Saucer. Once there I found this "game" called Lords of Verminion. WHAT THE HOLY SHIT IS THIS GARBAGE GAME. I don't understand it. I've checked guides and Youtube for strats which I've tried to copy but it seems like my Minions never attack the opponents minions when I try to attack them. They just stand next to the opponents minions looking retarded while I get wrecked. I can't pass the 7th trial. Should I just stop while I'm ahead or is this game worth really learning. Also how about maybe a Newb tips segment. Couldn't be worse than the FFFFFXL or w/e it's called.

Thanks guys,
Malory Archer on Behemoth

- Emails (1 Week Old)

- In the last episode you talked about how SE can accomplish 4.0 without needing the MSQ as a requirement. Well, how about just like in WoTG we time-travel? We have the echo which has the ability to see into the past why not have a whole expansion that acts as a prequel to the current Ala Mhigo Resistance plot. Something can happen to Ilberd or some other Ala Mhigo that triggers the echo allowing us to partake/witness in past events. This could allow us more story on Garlemald start of expanding their empire as well (Perhaps this could be similar to Campaign). Also we can experience more of Gaius and Nael in their younger years being part of the Empire waging war and conquering parts of Eorzea. Also by doing this similar to FFXI the jobs we get could be jobs that aren't practiced anymore in the current time be it the practitioners were wiped out by the Empire or w/e floats your boat.

Thanks for reading.

First Time Emailer- **Azure Edge of Zalera**

PS. SE needs to do something to make Lords of Verminion played more because currently it's almost as useless as the American School System

- Emails (Older)

- Hello LBR

I've been thinking about how to write this email since listening to episode 54. Along with wondering if I should. This is going to be a book of an email so sorry for that in advance.

At the start of the show you guys talked a little about the loose connectivity of XIV with other FFs and I having recently finished Rhapsodies remembered the how Vanadiel was just a world swimming in a cosmic sea with other worlds. Some which had been consumed by that storyline's main baddy. It would be easy to assume that Eorzea and Vanadiel and maybe Grand Pulse all are swimming in the same cosmic sea. Explains how Lighting and Ihora both can come to Erozea.

I think it's safe to say Minfilia is dead for now until Hydaelyn regains some of her power. Though it doesn't seem that will happen anytime soon. I wonder if something is either siphoning her power or blocking her from replenishing it. Since it feels like Hudaelyn is having trouble gathering it.

I hope Thancred doesn't get taken over by an Accian again. With how he is pushing himself to take on a lot of things due to grieving. I'm just waiting for a Cutscene where he either threatens to beat us up or just breakdown in front of us. I do like how he is wanting to do things regardless of his imperfect aether.

Emmanellain not noticing Honoroit isn't near by is because of Honoroit being his squire. He became so used to Honoroit being there all the time. Along with how Emmanellain reacted was normal once we found Honoroit. You have to remember Ishgard is very much like Middle Ages Europe. Where knights would

have squire and pages following them around almost every waking hour. It was normal to have a squire who was 10yrs old. It's also how many of the lower classes tried to give a son or two a chance at gaining a higher standing in society at the time. Also Emmanellain feels really awful since he knows Honoroit was made his squire to be his babysitter and think about it Honoroit is someone else's son.

There is already a lot of untrusting of the nobles before the end of 3.0. People who are against the changes that brought on could have used what happened to Honoroit as another wedge between the high born and low born.

What is up with people wanting to get into our pants? First Aymeric says we should grab some drinks sometime and right in front of poor Lucia no less. Then Alphinaud later after everything is over brings us drinks. I really hope that was Hot Chocolate and not mulled spiced wine. I mean really, he couldn't have a talk with us privately anywhere else? Why did he have to have it in that room? There wasn't a secluded spot in any of the inns or bars we've been to?

Speaking of Aymeric his going off script was said right after seeing the protester. I think he just had a speech that might not have changed her mind about things. I'm glad I wasn't the only one who thought Estinien needs to lay off on taking the B virus.

I kind of want to know if Nidhogg is going to send some of his brood to Azys Lla and kill Tiamat? After all he said any dragon that doesn't side with him is against him and I doubt she even knows what is going on in Ishgard. She didn't even know the war had restarted when we met her.

Also what the fuck is up with Midgardsormr? We haven't seen him since we rode back to town on him. Has he been sleeping this whole time? One of his children just declares war on his siblings and not even a mental GFDI from him?

I know it's a little cheesy as an excuse as to why Vidofnir doesn't die is due to her being part of the Vath quest line. I know the game has various time bubbles and one could say the Vath quests happen before the 3.2 MSQ but the fact that no one could have gotten the rank up quest which she is a part of on the day the patch dropped means to at least me that the Vath happen after the 3.2 MSQ. Remember that dragons can be critically wounded and all they have to do is sleep it off. Look at Midgardsormr, he should have been dead after the battle at

Silvertear

Falls. Yet here he is.

As to why Estinien accompanying us during all of 3.0 is he's the best fighter they have and who didn't have more important duties or would be as close minded as say a member of the Heavens Ward. It would have been like if the Greeks didn't bring Achilles or Odysseus during the Trojan war. Or not Bringing Tali on a Mass Effect mission that had high Geth presence.

Now onto Alexander musing. To me, Mide at 1st just wanted to go and rescue the man she was in love from the core of a primal. I mean wouldn't you want to do almost anything to rescue a loved one who is trapped inside something like Alexander if not possessed by it? Now though she wants to rescue Roundrox more. I actually agree with Nika in that Allthoughts has been having groundhog day-ish episodes. Along with it would be kind of cool if we did get mini time paradox or time loop bubbles popping up for the final installment. Also what exactly is Cid and Y'shtola doing with Matoya? They keep on going to her every time Alexander does something and it feels like that is the most useless part of the whole story.

Aniero if the only reason you felt it necessary to act like a wewant or a two year old throwing a tantrum was because you didn't get all of the Potatodin wants you posters then you should have just said so. It wouldn't have been the 1st time you told us you were disappointed in how we reacted to something. I love how you singled me out on taking it seriously and not the person who said they would stop giving their \$100 to Pateron or the other person who wrote a book on FB about it. Also remember how your last "joke" like this landed? Not meaning to whack on a dead horse, but a lot of the LBRmy didn't think the Nika having a bad connection joke was funny. People expect that kind of "joke" from the dickninjas; not from Dad. Yes I just made LBR a family. Where you Aniero are well our dad who many trust not to do something like that. Sorry that my call wasn't proof of my saltyness, but I did call in when Kallo was there. Kooky even gave me a chance at an out reminding me that Kallo was there. You probably didn't notice or care that I also haven't been in the chat since episode 53. Also I'm not Beatlejuice. I'm not going to just show up just because you say my name three or more times. Next time maybe you won't be so dismissive about if someone's feelings. You probably won't but a gal who got the you ready signal three times can hope. BTW it's really hard to stay in an angry mind set when you're waiting for so long. I'm also sorry that my voice fails to convey anger. I chose not to use a lower pitch because I would have to concentrate on that while doing my best to show my want for a Potatodin.

Sincerely,
Tazer Smurf of Midgardsormr

- Dear LBR crew and the so called “Elder Primal of Salt”,

After listening to episode 53 I had to write in to express my outrage with Aniero. Specifically regarding his failure to own up to the verbal agreement between him and his fellow co-hosts to change into a Lalafell upon losing The Bet. Then he hides behind some bullshit primal lore that he pulled out of his ass. He continues to

pull shit out when Nika (hi Nika) and Kallo bring up valid points against him. “SE says this”, “Primals do that”. When the fuck did the “Elder Primal of Salt” ever follow what Square Enix says? When his argument falls apart he mutes half the show, including one of the hosts that’s on his side. (By the way Aniero, what kind of sexual favors did you offer to Juxta in exchange for his support?) Juxta was kicked in the balls and had a man drink out of his navel so he could win the prize of a needle entering his back thousands of times. Aniero lost and couldn’t even deliver on eating a pepper that he regularly cooks with. “We couldn’t find one” he says. Improvise! Lose graciously! Rub tabasco in our eye, carry half a habanero with your ass cheeks, shove a jalapeno seed in your dick hole. Do anything!

Even,

CampAniero member, Eskalia endured physical pain live on the show. The most we got out of Aniero was him exercising basic facial hygiene in him shaving the pubic face-carpet he calls a beard.

What kind of stakes were on the line for Aniero? None. None that he didn’t weasel out of. Aniero’s actions have made the whole bet a sham. He openly admitted to lying about his intentions of honoring his agreement to change into a Lalafell. Do you know why the Anierophytes’ prayers have not been heard? It’s because they no longer give a shit. The reason none of your callers couldn’t throw salt at you without laughing is because the whole situation is a joke. You are soliciting tweets in exchange for something they already paid for. And I’m not talking about your supporters, I’m talking about CampJuxta, the architects of your defeat. Why should they do more after you already lost. 17 tweets. 17, that’s all you got after your call to arms. The listeners will not turn your loss into an ego boost for you to rub one out to. They will not tweet at you so you can read them in bed and spoooge on their hashtags.

Transforming into a Lala isn't a transcendence to a higher form brought on by prayers, aether crystals and salt. It's a degradation brought on by your defeat. It's a symbol of your loss. It's a reminder that you're loser. It's a form that matches your whining and your childish behavior. So pop a fantasia, slap on your hack odin helm, and own up! #pot-your-dick-in-your-ass-aniero-din

Mouse Insidiae

of Exodus

- Good Afternoon LBR,
First I want to thank you guys for reading my letter and the response you gave a few weeks back. It was definitely nice to hear. Now on to my thoughts this week. During the podcast I heard Kallo mention the lack of lore and connection in the new dungeons. I definitely agree that I was expecting something more within them although they were visually stunning and fun to run. I also recall that cutscenes in a dungeon is now a frowned upon practice since 2.0. I suppose one of my questions to fix this is what do you guys think about adding some sightseeing log Vistas inside the dungeon? This would probably derail the run for speed runners and tome cappers but I think it would give the lore and achievements that have been missing.

What are your thoughts and suggestions?

Anyway, I love what you guys do and became a patreon donor 2 months ago. (Still not sure how to get my twitch emotes but whatever lol) Keep doing what you guys do and I love the show.

Thank you,

DreaPoetic04 Hippolyta Starwind from Brynhilder

- I'm going to step right in.

Aniero,

You chicken-shit mother fucker. You sent the call out for donations to be a potato and now your backing out? You change the rules at the same rate you need to change sweaty shirts. Judging by the amount of chins flapping, you are afraid of losing cred?

You think you have so much salt? 1000 other hosts worth? Let me dehydrate you with this torrent of sodium. I have more saltiness dripping of my left nut while i skull fuck the eye socket of that ill fitting odin helm. Leviathan couldn't live in the ocean with this salinity. So salty in fact,

You want followers to rally to turn u? You need followers to do that and oddly enough, who won the bet? You know if you turned into a migit-tato, you would get stomped.

You know why I didn't donate to your camp?
I knew you wouldn't be man enough to go through with it.
If your not even a man, you are already a potato.

You are a embarrassment to the entire Hyur race and don't deserve the legacy brand, could you even see what 1.0 was like with your head so far up your ass?

If you mistake this email for caring?
No, I just want you to step up and face your steps of fate.

I don't give a shit that it's a week late or that it's not twatter (pronounced "Tw@-er" you redneck sonova bitch, if you yanks want to use our damn language, learn some pronunciation)
Suprising I know, I love the show.

Lets see you mute this damn email bitch.

#potatodin
#secretly-a-lalaphile

From over the pond with love, tea and biscuits mother fucker.

Tyr Magebane -
The Red Cloaks - Excaliber server

- Hey guys,

I'm having a blast with patch 3.2 and I'm enjoying it far better than 3.1, and with the new tombstones on Lore, and the new Midas gear, I was wondering what order in which you upgrade your gear. I personally went with spending Lore on an accessory, while using the Midas drops to upgrade my belt and helm piece to

maximize my ilevel.

I am also enjoying the fact that you are using Discord now for a more immersive and gaming efficient experience. In doing so, since I record some of my progression gameplay, the audio was accidentally switched from recording the gameplay, to recording discord, and the following is what happened. Presenting the Rage of Ryuichi.

*** NOTICE: Don't worry, I asked permission and we also thought Juxta might possibly enjoy the sound clips that are attached **

Video link: <https://www.youtube.com/watch?v=vcLYaTnxocc>

Keep it real!

- **Xemlis Prower from the Sargatanus Server**

- Oldest Emails

- Hello LBR,

I've been away from FFXIV since around September of last year. Like you guys have mentioned over the past few months, I reached end game at 3.0 and I ran into the same problem as everyone else: content was either mind-numbingly easy or ball-crushingly hard. I had no interest in Savage because the rewards weren't enough of an incentive for me to deal with the headache of looking for a static. Then, SE announced the date for 3.1, which we all remember well (SE7EN weeks). I decided I was done with the game and deactivated.

Well, the hype for 3.2 interested me enough to reactivate this week. I decided to start with the MSQ since it would be a great way to ease back into the game. I logged in at 10PM, and at 11:55PM, I finished the 3.1 storyline. No dungeon. No trial. Just a mind-numbingly easy solo instance. And then I was treated with the completely predictable cutscene where Vidofnir conveniently saves the day in front of eye witnesses where Ishgardians begin to realize that maybe the dragons aren't so evil after all. Honestly, if it wasn't for Thancred returning, it would have been entirely forgettable. On a side note, what was the point of naming the Sharlayan scholar after Krile when she basically bears no resemblance to Krile in FFV outside of her cloak and hair?

3.2 drops next week, so I'm going to be optimistic. I'm excited for the PLD adjustments and the flying Adamantoise mount (the mount has a special place in Adamantoisan players' hearts). Here's hoping this is where Heavensward regains its stride.

One more thing. I was laughing really hard about the bans you guys got from that Facebook group. We seriously need to set up that Facebook sponsorship ad fund. I'd be more than happy to contribute.

Thank for reading,

Tijet Ceri of Adamantois

- Hey guys, **Jynx McNinja from Swagatanas** here just thought I would share a little story here while I wait for my PS4 to download Heavensward so I can finally at least do some light stuff (cause the internet where I am sucks lol) while I'm away from home for work. But anyways to my story.

I was leveling my DRK a few weeks ago by doing Vault runs since it was the highest dungeon I could do at the time. They weren't the smoothest runs but I didn't pay any mind cause the other players in almost all my runs were leveling as well. But one run after the big hallway pull after the first boss the healer called me out by saying that tanks need to do more than just hold hate and that I should be using my defensive CDs. The kneejerk in my head in the first instant of reading that was "WTF who is this guy trying to tell me how to do my job?" cause I like to think of myself as a pretty good tank, but then I realized "hey you're not big billy badass over leveled and geared PLD running this in roulette like usual". After realizing that I was in fact the bad I quickly apologized and mentioned that I was too used to running this in roulette, to which he said no worries and I used my CDs for the rest of the dungeon and it went much more smoothly.

Thanks for taking the time to read this and keep being awesome! Hopefully this serves as a good example that no matter how good you may be or think you are you can always improve, even on fundamental stuff, and that #GetGood isn't dead and that everyone should strive to do so.

Shoutouts to all you guys and the rest of the LBRmy. Also shoutout to FCmate Malkeria and the FC we are in, Soul Exodus here on Swagatanas.

P.S. Darkstar should have been in the car with Aaron Edge's parents when they drove off the cliff.

- They're adding in the mentor system in 3.2. We know from FFXI that people with the M (for mentor) beside their name were usually terrible people who did more harm than good despite genuinely trying to be helpful. The FFXIV mentor system only checks time played basically and has no way of checking to see if you know how to play your role. 3.2 is also adding in the dummies that can test your DPS, but they are not required to be a DPS mentor.

Why not have a dummy that expects you to put out 90% of your expected maximum DPS (the same target for Savage raiding) that you have to beat in order to become a DPS mentor? Since there's no check for skill involved in the current model, the mentor you get could very well be an "ice mage" black mage who never casts fire spells and advises new players not to either. I mean, why would you give up that infinite MP, right? Surely these people would learn by the time they get above level 50 and during their time spent at 60, but to be blunt, a lot of them don't. And the current mentor requirements don't weed out these sort of people. The last thing we need is a monk mentor showing new players to ignore positionals.

I like the idea of the mentor system, but I want it to be better than how it turned out in FFXI. The system just isn't going to do what it needs to do if mentoring is a product of time invested rather than skill developed because the former doesn't always (or usually, if we look at Duty Finder) come from the former.

Thanks,
Kate Bishop of Cactuar

- I'm sorry, a little slow on the episodes but when you spun the wheel for the race that is the most kinky and it came up Lalafel, I immediately thought, and pictured, Lalafel fisting...
- Hey everyone! i was just playing through some of the Hildibrand quests while listening to LBR, and i put the 2 together in my head and realized what my life

was

lacking. A radio play done in the style of old time radio of the Hildibrand quest line performed by the LBR cast. imagine it! it would be so awesome! now, organizing something and writing a script and practicing voices. this is work. so i thought the rest of the listeners would love this idea as much as i do and similar to the bet that ran through december, you set us a goal that it would be worth it for all of you to invest the time and produce something like that. i think your fan base would love that and i think it would be a lot of fun! whether you guys do it live or pre

record it and release it as an episode. with the cut scenes playing in the stream and you guys over top. however you figure it would work best. you could even go a step further and add price points of donations to have listeners play a bit part, or

do some narration. haha and you know how much Final Fantasy fans are going to have to get used to episodic content you could release each part a separate episode and bring it back for the next 5 challenges whenever you want to put out some more listener challenges! just something i thought about and couldn't help myself from emailing you all to tell you! thanks for listening to my stoned ramblings, hi Nika.

from **Bill Martigan on the Brynhildr server.**

P.S. you don't need to read this on the air if you want to change some of the ideas

i had and make it more a thing thats your own then thats fine by me!

- Hey team,

Blitzen Twiceborn from Adamantoise here. Hope all is well. Thanks for checking this out. I really need to call in next time.

Thoughts on the PVP server

- Let me start by saying I love PVP and have enjoyed it so far when I can get in. I maxed rank and have the bad-ass looking sets (Fallen Dragon set, damn, there is no cooler looking set of gear in the game) and have placed well on Adamantoise rankings and even Aether from time to time.

- I created a linkshell for premades (The most fun you can ever have on FFXIV man) and recorded and streamed with 24 on TeamSpeak and really enjoyed the content to the fullest

- So far a great experience minus the queue times

THAT BEING SAID

I have put a lot of time into my character since Beta and have really maxed out some aspects I truly do not wish to play again. Ranking from 1-50 in PVP was brutal. It took forever and I am proud to be a player at that rank while it is still rare. Without being able to transfer I wouldn't rank this again unless I could blast through levels because the PVP technique strengths I gained make a difference. They absolutely do.

I have extensive sets geared to maximize ability in PVP and PVE scenarios and trying to re-accumulate all of that gear plus evolve in the story and level all jobs up for sub-abilities or crossover abilities is just brutal as well. They'd have to speed that up too to stay competitive while only being able to log a couple hours a night. I'd essentially be abandoning my main and still be way behind anyone with more time that can blast through now that it's super easy.

I wouldn't be using my top-notch player that has had years of effort and fine-tuning poured into it. PVP has been about being your best and either finding out you're lesser than someone or greater. You are measured by your best. Can I really say I am best on the PVP server because I have more time to develop an alt and kill the alt of a more well-known and better skilled player because he has less time now and I've geared faster? No. You might beat my alt but I'd wager you'd probably find yourself on the business end of Mercy Stroke from my main as you hit the ground and I hit my Battle High lolol (Cock out)

Just saying "Waahhhh deal with it, everyone starts the same" is what I was told when I started out PVP on the current game. I did. I developed and put in the time and learned and did the grinding NO ONE wanted to fucking do. When those that did the grind before me said "Fuck you I put in time to get to Rank 50, no exp bonuses or easier route for you because you don't want to do the work" I understood that and accepted it. I needed to get my ass kicked A LOT, level and do weeklies to rank the fuck up. Gather Marks and make best in slot capped gear sets. It made the achievement that much sweeter.

Now we're just saying, "Waahhhh make it the same and fair for everyone. Fuck those that actually carried the PVP game and worked on it until now when no one

was. We want to play it now so make it easier for us and completely level the field for me to be as good as those that actually spent time developing"

It's pandering to those that didn't fucking care then, but now do. The proposed server is PVP and shouldn't penalize those that actually have played it since they released or make their work meaningless. Fuck everything they worked for? Start over because Lazy McFuckwad wants to walk into the PVP scene and boast they're on the same level. NO FUCKING WAY. Eat a bag of stale shit-crusted dicks and realize that sometimes life isn't fair everyone can't constantly be leveling playing fields for you because you refuse to work for it. It's literally the premise of competition which PVP is based around. Work at it, practice, learn and use what you have built to attain a level of excellence or community acknowledgment.

Instead, I propose SE introduces areas on that PVP server that are ONLY for those of certain rank or level that can be worked to. Like developing from high-school sports through college to the big show. We don't clean NFL rosters annually because 27 year old Dave wants to walk onto a Patriots roster now that he's showing an interest in playing football. Join a men's league and fuck right off you lazy shitwad. The players there have devoted time to earn merit, league rankings and elite status.

Similarly, I wouldn't expect someone that has spent time playing on the proposed PVP server to transfer to a regular server and insist they be able to walk into the newest hardest savage a raids without EVER doing BCOB SCOB FCOB or Alex Savage because they just want to be able to have best in class stats. "I'd like to have all content, primals and raids unlocked please. Why? Because it's not fair I can't do what everyone else is doing that worked for it" Why not just have every new player start at all jobs 60 with enough gear to meet the DPS checks of Savage. That way it's fair for them to be able to find a static now because they WANT it now. Fuck building a reputation, relationships or skill-sets. Fuck those that spent 6 hours a day banging their heads on savage content mastering their class.

Aniero, you yourself made peer pressure points this past episode about an inability to essentially say "Get good and fucking work for what you want". To your point, how does constantly penalizing those that work for it helping? What's the point of letting new players warp to an even playing field when it sends the message that ANYONE just needs to sub for longer than a week after each patch to be considered equal? "I'll just re-sub to next patch and be instantly upgraded to your level bro, See you then and save me a static spot. Wooooooooh!" (Does Manderville)

I cleared A1S a couple weeks after release and didn't want to go any further. I quit my long time static that had some really good and devoted players because I knew the work it would entail and I couldn't put the time in. It was boring as fuck content as well LOL. As such, I do not deserve to be in Midas Savage until I pull up my bootstraps and do the work to get there. It's a slap in the face to those that have put 100s of hours into Savage to allow me to walk in and say, "Asked SE to allow me to just walk in. We're equal now team! Let's go!"

Why not just install, press play the first time and then sit through an hour of unlocked, unearned and undeserved "Achievements" because getting them takes time and effort? I want the armour and crown and name-tag showing I beat the hardest content now. Gimme one of those Gobwalker mounts while you're at it. Kinda cool.

It was stupid when they took rank restrictions off the cool rank 37 sets and dropped the prices drastically because people didn't want to work for them. It used to be a sign that "Holy shit, that player spent some time fighting. Cool" now it shows that someone did ONE daily PVP bonus fight that, guess what, most just let play out and walk around because they only want the tomes and marks fucking it up for those that are trying. THEN wear the gear? Fuck off.

I KNOW, comparing PVP to PVE is different. BUT, as I stated before, PVP is the competitive side of FFXIV and should reflect the core aspect of earning your way. Also, while the rules of the game may be fair, the outcome of you VS another will reflect how much work you put into being able to best them. Same goes for putting work into PVE.

I want to ride into the PVP Server on my ADS or my Fenrir with my Behemoth or Fallen Dragon Set ready to measure myself against the best... not in a Copper Gladiator set on a rented Chocobo.

Thanks for taking the time to read, if you did.

Cheers, and beware the Blitzkrieg.

- **Blitzen Twiceborn (Adamantoise)** "You thought this was 'Merica??? This here is 'Mantoise!!!"

- Knowing Square, they would want a "specialized rule system" to "make sense" *[[of open world PvP]]* in the context of their lore. They also tend to err on an "inclusive" design approach instead of "exclusive" letting everyone do as much as they can

with a single character. Based on those two things, rather than separate PVP servers I think it's more likely they implement a UO style Trammel and Felucca systems where the PVE and PVP worlds are kept fairly separate and the player is free to play and progress in each separately.

To have it "make sense" in the lore I see them going with an Abysea and/or Wings of the Goddess style system where they are free to explore a new branch of lore without affecting, or being beholden, to the lore in the "current era".

Our player could have an encounter with some entity or force that resonates with our echo and allows us to travel to another dimension where the Grand Companies are in a state of full war. Or perhaps it enhances the flashback powers and allows us to stay in the past for longer periods of time and fight with ancient cities like Belah'Dia, Gelmorra, or perhaps go even further back to the War of the Magi.

Allegiances would be totally separate in the past and it skirts FC/GC allegiance issues since your FC or personal allegiance in the present would have no bearing in this alternate land. Players are free to travel between the two via time portal, dimensional tears, or whatever makes the most sense lore wise. I see it as a mixture of Abysea and Wings of the Goddess, but with a PVP twist.

If you wanted, you could incorporate a perma-death idea. Perhaps the player doesn't physically travel to the this place but uses their power of their souped up echo to "inhabit" the body of a new character. When one dies, you simply get to inhabit a new one. The design and progress could be balanced so that certain accomplishments are retained, while others start over.

I don't think we could get something that big for free, but I also don't see it as the focus of an expansion as not everyone wants to PVP. Perhaps a "side-spansion" with a \$30 price tag.

Of course, it's easy to spout off high-level, romantic design ideas. Even if we think this idea is cool, do we think Square-Enix actually has the time. resources, and talent to actually build it?

Torquil Ratherdashing
Balmung

- o hello hosts at LBR,

First off, it'd like to say that the e-mails I wrote a few months ago that are still in the back log you can throw out. They aren't really relevant anymore except for my theory crafting about Redmage.

Now on to what I want to address this time: raiding.

The first point I want to make is what I think the worse thing SE did to raiding that prevents new people getting in and kills pugging it: Lockouts.

This has been an issue since coil, but coil at least was more fun and was still new, but the fact that there are lockouts in raiding means that there is little desire to raid outside of a static. Yes, I understand they want to limit the amount of gear that is introduced from coil or prevent selling clears, but it also limits what the community will do with the content.

Say I'm in a static but bored one night where my group doesn't ruin. I could join a pug group and help them out, but if we get a clear then suddenly I'm screwing my static out of a piece of gear. If I had already cleared that fight for the week with my static I could join a pug for it, but I'm then screwing that group out of gear.

I'm not sure how else they could restructure raiding to make it more inclusive, but as it is now I blame SE for the division in the player base and the lack of interest to try Savage or help other people though it.

I'd also like to address what /Arthas said in regards to helping pugs out...

I've tried. I really have. I've gone into pugs since my static broke up months ago and every single time I loose more and more interest in trying to help people.

But this isn't from stuff you'd expect. I don't mind so much that we aren't meeting DPS checks, that's fine, especially if it is some of the group's first time.

No, what I'm talking about are people who don't even understand the basics of their job despite having them at 60.

I see it all the time outside of Alex. Tanks that don't know how to pop cool downs, healers that insist on using their first tier cure unless

they get a proc when cure bombing is required. Whitemages that can't AOE heal, Tanks that don't understand swaps, and too many more to count.

I have no problem helping the other healer in understanding how to deal with prey in AS1 as it's something that isn't instantly apparent the first time you go in, but when I have to tell the DPS to pick up adds, something is wrong.

However, maybe this is just an issue with the server I was on, as I have yet to try since transferring to Sargentanus, but one of the last things I did on my old server was put together a blind Thordan EX group and after two hours, and replacing over half the party after the first, we managed to get to meteors, so I know there are good players pugging stuff, just not Alex.

Probably could have beaten it that night if some friends I brought along wanted to bail for old, boring content rather than run new, fun content.

This got a little more ranty to the end, but my point is that maybe the caliber of player on Arthas's server are a bit higher than the average pugs that I've run into. Again, I get what he is saying and I am all for helping people, but I am not going to play the game for them. They need to understand the basics by the time they hit 50, let alone 60.

Anyway, that's all for now, unless something triggers me again.

-Dyamos, Sargentanus server

P.S. Kallo, that Leviathan run was hilarious and you know it.

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