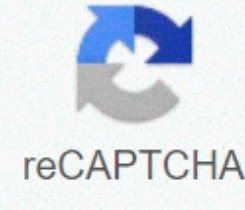




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Cutter's cry tank guide

Don't sell my personal information from Final Fantasy XIV: Kingdom Of Rebirth Vicky This article is a stub. You can help Final Fantasy XIV: A Realm Reborn Wiki by expanding it. Cutter's Cry is a four-person dungeon featuring Final Fantasy XIV: A Realm Reborn. Lore edit | Editing source Next to an old mountain trail once used by sixth astral-era lumberjacks as a detour through more dangerous stretches of northern Tanalan, lies a cave searched only by the ignorant or the stupid. At first glance, the shadow of his mouth may seem appealing to those seeking to escape the punishing rays of the midday sun. However, any good lumberjack knows to keep his distance, for he said that those who enter never return the cursed screams echoing from the depths the only evidence of their stupidity. You're going to have a terrible warning, and you can live. Ignore it, and soon it will be your cries that add to the cacophony. Editing quests | Editing The following quests take place in Katter's Scream: Bosses, edited by source | Editing by Mirmidon Princess Editing by | Edit source Giant Tunnel Worm edited | edit the source Chimera edit | Source Patches edit | Edit Source Patch 2.0 - Realm Reborn (August 27, 2013): Added. Video edit | Source External Links edit | Edit the source Cutter's Cry on Lodestone Eorza database Cutter's Cry is lvl 38 Dungeon, which is optional. It's a pretty technical dungeon for the first and last boss, and most parties will fail on the first boss very easily. GENERAL TIPS: There is a lot of garbage, but after the first boss you don't need to clean the other rooms, just enough to get to the treasure chest and pit down. There is a lot of movement you have to do in this dungeon. Get used to it. It's a dungeon theme. BOSS 1 (Mirmidon Princess): Fight type: Tank and Spank - AND KITE! Princess Armidon has a frontal rivet, stay behind her. DPS need not get hit during this fight as this will put a lot of strain on the healer. DPS needs to keep a compact sometime when Mirmidon Princess hits 50%. At 50% the boss will call a million adds. The tank should not try to get agro on them. The healer will have an aggro from regen/heals/etc. The healer must kit add from bossDPS at 50% need power through and quickly kill the boss. The healer can't kite next to the boss at all, otherwise, Myrmidon Marshall will heal the princess if she is in close proximity. BOSS 2 (Giant Tunnel Worm): Fight Type: Movement - Healing IntensiveBoss is pretty simple. Tank and spank the boss in the middle of the room until he burrows. In the burrow, everyone has to run to the edge of the room. The puffs of sand will take off and To swoop on someone. Run away from the puffs. They're doing damage. When the boss appears, there will be an AOE that does the damage. The boss will periodically throw a point at party members. The point should be esuna'd immediately, or finally Regen'd to finish. It is important that all participants remain above 70% of B When the boss burrows, it will cause a quick sand effect that damage the batch to half their hp. Combined with sand poofs, it can be a killer, so healers have to be very careful. After the first quick sand, the boss will quickly sand every second hole. BOSS 3 (Chimera): Fighting type: Positioning Cako out of the fight, the eye chimera will change color causing the whole side to move. Burning Blue - Move away from the boss, the boss is going to throw ice AOE hitting all around him for a lot of damage. Burning Purple - Move into the boss's melee range! The boss is going to have a thunderstorm case on everything not in the melee range for a log of damage. Focus on you - The black ball will spawn and start moving on to the hero. In a few seconds, it will explode in the ape. Everyone should avoid ao (800 dmg), so if you are focused, try to move it away. Note that the eyes will still burn certain colors, making it very difficult to run away from the ball and in or out of the close range. Just try to avoid it as best as possible as the ball moves slowly. Thank you! I'll put this to use on my first run. The last boss also shot some ball thing that makes lasting AO on the ground Thanks for a solid guide. Led the first four timers to victory. Same here. We won thanks to this leadership :) This comment has been deleted. How can I access the dungeon? unlocked, talking to Sibold in the Ul'da shopping strip on the steps of Tala. I can't get a quest from this guy. I level 37 DRG and my 34th level friend WHM could get it. Is there a bickering? Thanks for the great guide. I did it once with strangers and they really do you know what would be a pooch at the very Boss.So thank you bunch! Wow these guides are really helpful! Thank you very much! Yes, good, good.... The first boss was the only real challenge on this leadership because of the billions added. Chimera is pretty easy if people look at your eyes. I really don't know how bad and not an experienced player someone should be to consider this dungeon as challenging at any moment... Even brand new players who have just started their adventures among hundrets mmorpg games have eyes and can press one button ... saying that such trivial bosses can destroy the party, as they say that people are blind and stupid without ability to read hundrets guides and tactics for these so-called dungeons... By the way... if you try to speak English, you do it wrong. You are welcome. This symbol has been removed. Excellent :) guide Thanks for posting this, helped me a lot ! Let's go! Giving it a try for the first time. Thanks for the bad guide be sure to put it to good use when I try this dungeon today as a healer. I wonder if the douchebag was in the cutter tonight when I was doing my first time to the end. I am was to leave it was so bad, and of course all my fault that the other 3 could not avoid any FlagView HistoryCutter's Cry is a level 38-40 dungeon in Final Fantasy XIV: A Realm Reborn. It is located in Central Taaman and is unlocked, talking to Sibold in the Ul'da shopping strip on the steps of Tala from level 35 (cannot enter to level 38). Players of Level 41 and above will be synchronized to level 40 throughout the dungeon. Important note: This dungeon contains a large number of treasures of the treasury, which will contain garbage items if all enemies in the area are not killed before the opening. Cutter's Cry contains a wide range of enemies in all its different zones, although very few of them will have unique abilities worth mentioning. However, it's worth noting that the first few rooms will have multiple spawn enemies after the initial pulls, and healers using skills such as Regen may find themselves pulling threats somewhat easily. As always, there will be area of effect (AoE) attacks (such as a thousand needles from the enemies of Kakathoire) that should be avoided at all costs. Before the first boss: It is important to note the feature of the starting rooms, just to prepare for the first boss. The most important thing to note are the explosions that happen accidentally in the sand - they cause damage to anyone too close to the epicenter, and need to be moved away quickly. The name of the game adds to this boss, and the teams will have to keep on their feet to defeat the princess. A large amount of damage is needed to put an end to this quickly, and healers will find it hard to keep up if the fight drags on too long. The boss himself doesn't have too many abilities worth noting, although it can hit quite hard, and healers should be prepared to deal with that. The main issue during this battle begins when it reaches 50% of health, after which a number of adds will begin to enter the battle, and must be picked up and killed. After the first set adds caviar, two new additions will join the fight: Marshal and Guardsman. While the Guard is capable of some decent damage, it is most important to disable and kill the marshal as quickly as possible. As long as she is alive, the princess gets an endless positive effect of regen, and quickly regains her health. Once the marshal and guard are killed, she will continue to summon new additions, however it seems she never summons a new marshal into battle. Keeping control of the adds is the key to the battle, and the boss must fall easily enough once the marshal has been killed. As the name implies, this worm will burrow into the ground periodically during the battle. Players have to go in this fully polished and ready to move fast, although players with lag may have extreme difficulty navigating the mechanics of this particular boss. The worm itself has several high-yield abilities to deal with, making it a very intense fight for any class For a start, Sludge is a random cast of poison poison that will do approximately 200 damage to the tick, it must be cleaned through Esuna whenever possible, or healed through in an emergency. Its most dangerous abilities, the tunnel, should be avoided by means of range. When it burrows underground, run to the walls and look at the trail of sand to run out of the ground. You have to run away from the direction the sand moves as the boss will do a large amount of damage to the AoE (approximately 1500 damage). After following the above picture 2-3 times, the boss will burrow underground and create a giant sand wave, pulling the players in. As soon as this happens, the pattern is reset. Cutter's Final Cry boss also has the honour of being one of the hardest

bosses facing so far for most players. High mobility struggle, Chimera requires every player to have quick reflexes, focused attention, and the ability to multitask to succeed. The boss himself has a number of highly harmful abilities, most of which can be avoided (and must be to avoid napkins). Let's start with the fact that the boss has three heads, and the two side heads will periodically use half of the AoE cone that the tank should both avoid and keep pointed from the party. These abilities are easily dodged, but will do huge damage if they hit. The danger from Chimera comes from three attacks that vary depending on the description of his eyes. When the chimera's eyes glow purple, all players must move into the boss' melee range as the powerful AoE attack hits the entire battlefield outside a certain range. This range is not marked in red, so players will need to move quickly. This AoE is fire-based damage, and hits very hard. In addition, if his eyes glow blue, each player (including the tank) must leave the boss as quickly as possible, as Chimera will use ice based on the AoE attack around him. This attack also strikes very strongly, and applies damage over time to the effect that can be removed from Esuna. It is possible for AoE to kill itself one shot of damage concerning the player, or for damage over time effects to finish them off before the heal can land, so players should try to avoid it. However, while the boss alternates between purple and blue, a message will also appear that says he fixes his view of the target. One player (not a tank) will see the target chart on his character for a short time, and a glowing lightning ball will begin to chase the marked player. If a player in a melee is a target, the ball is known to change in the player's range without putting an indicator on them. He will stop after a while and throw AoE, which applies the effect (Esuna cleans it) and then despawn. The AoE does not have a red circle indicator, so players must keep a good distance from the ball. All players must attention when chimera focuses the target. Note: it is possible that the purple or blue AoE effect will occur while this ability is used. This ability will begin to appear after the boss reaches 50% of health. As the fight nears its conclusion, Chimera adds one final attack to the mix (while continuing its early abilities): Frostbite. This AoE is marked in red circles, and will leave frozen voids of areas around the room that cause damage and doT effect for those standing inside and should be avoided. As the boss will continue to use the purple/blue AoEs, the tank may need to drag the chimera around the room to make way for the healer/DPS to stand at the end. The end.

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