



Ffxiv uwu clear

twitter.com/ZeppeM...Page 2twitter.com/ZeppeM...Page 2 twitter.com/ZeppeM...Page 2twitter.com/ZeppeM...Page 2 Weapon Refrain (Ultimate), is a high-end duty added in patch 4.31: Under the moonlight. The fight can be unlocked by talking to the Wandering Minstrel in Kugan (11.6, 12.6) after completing sigmascape v4.0 (Savage). At least ilvl enter this fight is the i370, but can be bypassed with a full side. Three Primals Woke Up Whenever certain mechanics are performed in specific ways (depending on the boss), three primaries acquire stacks of Aetherically Charged, which can be seen at their buff bar. Once they reach their fourth stack, they gain a woke state, glow with a blue aurate, gain new abilities, and change the way other abilities work. When the primordom is defeated with a woke state, they will fall behind a pillar of light in the arena. When a player steps inside this pillar, they disappear and they gain beyond limits status. This enthusiast completely fills the limit break gauge when level 3 limit break is used by this person. This is necessary to progress around the three primaries, so keep that in mind. Phase 1: Garuda Garuda Capability: Slipstream: Frontal Cleave with 2.5 with cast time dealing with significant magical damage and cause a stun. As Garuda stands still during this cast, it is possible to avoid being moved away from her in front. Consider this to be an unmarked AoE cone that should be avoided. Mistral Song: The green mark will be placed on the healer. Garuda then turns around, in the face of the target, and fire off the AoE line in this direction dealing with severe magical damage. It must be tempered by the fact that the tank stands in front of Garuda, and taking the first hit. Garuda then summons the cyclone, under where the first player in a row was hit. Explosion: A heavy physical tankbuster without occupying the time that breaks down. When he wakes up, it becomes a split tankbuster that the whole party can dunk. Feather rain: Garuda will scream loudly, jumping into the air, and spawning more small circle AoEs under the players. Being hit by these will deal with severe magical damage and use windburn dot, dealing with massive damage (almost 14k tick!) for 18s. Aerial Blast: Raid buster dealing with massive magical damage to all players. Friction: Garuda will face a random player and hit them with a small splash of AoE dealing with magical damage. Causes a pile of Thermal Low for all players to hit. Eye of the storm: The outer ring of the arena will glow purple to indicate a cyclone appearing at the edges of the arena. Stepping on the edge when this cyclone is active will deal deadly magical damage. Bad Wheel: A small circle of AoE dealing with deadly physical damage to all players in the melee range. Bad Tornado: Instant raid-wide AoE dealing with deadly magical damage. It only appears when Garuda is awakened and right after the Wicked Wheel. There are two Spots: one in the melee range and one very far from Garuda. Start by pulling Garuda to the edge of the arena. Shortly thereafter, she will immediately start with Slipstream and mark the random healer for Mistral Song. Be sure to tank between Garuda and the healer as below screenshot shown. Alternatively, you can also give up all movement healers and just have a tank tank in front of the page, with a marked player in the side of the tray, but this will result in significantly more damage to the raid. You also have the option to simply use cover on the healer if you have a Paladin in your party. Garuda will follow with a second Slipstream, followed by a downburst, and spawning 4 satin clouds, tethering to a random PCB; and 1 Spiny Plume, who snups to the first person to attack him. If left alone, Satin Plumes will explode, causing all players to sleep, which means they must be killed as soon as possible. Be sure to group and AoE is down. Have your tank pick up spiny cloud as soon as possible. Spiny Plume, on the other hand, will regularly cast a Cyclone on the reservoir, dealing with significant magical damage and causing a pile of Thermal Low. Before killing this Spiny Plume, it is very important that your tank has two cyclone hits in order to get two stacks of Thermal Low. While you're fighting the clouds, Garuda's going to use Feather Rain. Make sure you listen to her scream, which will indicate when you need to move to avoid it. She will immediately follow up with the Mistral Scream Super Cyclone Bubble left behind by Spiny Plume mentioned above. When the spiny cloud is defeated, it will use gigastorm, explodes for a small circle of AoE around it, and leaves a large green bubble. Strengthening inside this bubble will give players thermal high (strongly reduces all damage by the wind), disperse any thermal low chimneys, and deal with magical damage raid corresponding to the number of chimneys in the form of Super Cyclone (1 tray will deal with small magical damage, 2 chimneys will deal significantly more magical damage, and 3 chimneys will deal with deadly magical damage that will wipe the raid). It is important to remember that whenever a player scatters 2 stacks of Thermal Low, Garuda gets a stack of Aetherically Charged. Garuda will then follow with two frictions, targeting random players, and splashing everyone hit for damage and cause stacks of Thermal Low. Here's a step-by-step guide on how I would recommend dealing with Thermally Low Stacks: Preassign 3 PCPs to get 2 Thermal Low stacks. Two of these people will clean their chimneys through puddles, and the third will clean their chimneys through Mesohigh straps. Be sure to carefully select these players, as your remaining players with 1 stack will be in charge of the mechanics in the Ultima phase, specifically Ultimate Destruction and Ultimate Suppression. I would recommend pre-assigning the PCB to have 2 So your healers and tanks have 1 tray each when garuda is killed. They have a tank receiving two Thermal Low stacks from Spiny Plume, and immediately beat them while avoiding Feather Rain. Throw yourself over the Mistral Shriek, and have your tank with two chimneys bump into the puddle. Garuda should now have 1 stack of Aetherically Charged. For the first friction of the cast, have the whole side stacked for friction, with 3 pre-allocated players standing outside the bubble, and the rest of the party inside. Your 3 players should have 1 stack. For a second friction cast, have the whole page stacked for friction, with everyone outside the bubble. You should have 3 players with 2 stacks, and the rest of the party with 1 stack. Have 2 of your PCB (preferably melee PCB) move into bubbles, cleaning their chimneys. Be sure to leave enough time for your healers to treat the damage caused by super cyclone between each feed. Garuda should now have 3 heaps of Aetherically Charged. If done correctly, you will have 5 players with 1 stack of Thermal Low, and 1 player with 2 Thermal Low stacks. Garuda will follow with the eye of the storm, and summon Chirada and Suparna (aka Sisters), uneasy adds that they have similar skills as Garuda. After being called, they will immediately use Feather Rain (remember to listen to the scream!) and mark the PCA and healer with Mistral Song, jumping on the edges of the arena. The Sisters will always jump on two of the four cardinal points of the arena. Drag Garuda to the wall as you avoid Feather Rain, so don't worry about the Wicked Wheel, which she will cast next. Have your party stack right in the middle, with tanks in front of each sister (but not on the edge, as the Eye of the Storm will be active) to capture the first hit mistral song. I would recommend having one tank take the first nurse to go clockwise from the northwest, and the second tank with the first nurse will be counterclockwise from the northwest. Remember tornadoes will multiply under the first hit players, so you have to move the side to avoid them. Only two sisters show up. This diagram shows all 4 possible places for nurses to rub. Purple indicates the eye of the storm, which is a dangerous area. Once the tornadoes resolve, drag Garuda back to the center before she will use the next eye of the storm. She will then summon another set of 4 Satin Plumes, so burn quickly as you did at the beginning of the fight. At the same time, both sisters appear on the east and west sides of the arena and strap random players with Mesohigh, dealing with severe magical damage that must be mitigated by at least 1 Thermal Low stack. I would recommend having your last PCB with 2 chimneys and a PCB with 1 stack (preferably in range), while the party stacks together beat the satin clouds, and the tanks downburst together. You may have Side stack together for downburst if you wish. If you have been following the outlined strategy, and your last 2 stack Thermal Low player has a strap, these straps will give Garuda her the ultimate Aetherically Charged Stack, which woke her up. Yellow dots indicate the players who will take the straps. Alternatively, if you want your tanks to take these straps, you can rotate the diagram and have Garuda face east or west, with the other tanks taking the second strap. Once the Mesohigh straps resolve, the sisters will scream and jump once more, using Feather Rain, followed by Garuda using another Slipstream. Garuda will then follow with Wicked Wheel into the Wicked Tornado combo before she is woken up. Be sure to avoid the wheel first, and then move to the melee range as soon as the marker disappears, as the Wicked Tornado does not cast time. She will follow with a woke downburst, which must be taken by at least both tanks as a split tankbuster. She will then use the final Slipstream, before being enraged. At 2:55 a.m., Garuda becomes uneasy, jump into the air, and use Feather Rain followed by a deadly aerial explosion that serves as enraged. If this stage has been performed as described, you should be defeating Garuda with 4 players who have 1 stack of Thermal Low (your tanks and healers), of which 3 you will need in the later stages of ultima weapon. After the defeat of Garuda, when he is woken, a light puddle appears where he is defeated. Make sure that either the healer, wheeler, or melee picks up this puddle. Phase 2: Ifrit Ifrit Capability: Radiant Cloud: Large red circles appear in the arena, in different configurations, which then explode in pillar flames after 4 seconds. Standing on these circles when they explode will result in deadly magical damage. Crimbi cyclone: Ifrit will jump outside the arena and start charging for up to 3 seconds. Then there will be a dash through the arena in a straight line, dealing with deadly magical damage to all players hit. When awakened, this charge leaves after sunburn shaped like a cross 45 degrees from a woke charge, dealing with deadly magical damage to all players hit. Hellfire: Raid Buster dealing with massive magical damage to all players. Vulcan Burst: AoE covering a large radius around ifrit dealing with minor magical damage (approximately 5-5.5k damage), but a very large knockback. When shielded so that the attack does 0 damage, the knockback does not apply. Combustion: A tankbuster dealing with heavy fire-aspected dark damage makes it a target, and cause fire resistance down the II debuff. Hellish Fetters: Random DPS and player second in the round (usually tank) will be strapped together, both applied with a hellish fetters debuff, reducing damage and causing inferioive DoT. Moving far apart will increase it's chimneys. The more chimneys caused, the more serious the damage down and the dot Inferno Tattoo: Ifrit turns around and faces a healer and causes Searing Wind to on them for 18s. Healers with this debuff will regularly explode with AoE similar to Vulcan Burst, but deal significantly more damage. Searing Wind will still explode, even if a player who has a fan is incapacitated. When he woke up, Searing Wind was in his 30s, Eruption; Red marks appear beneath the players, which then explodes after 2.5s, dealing with deadly magical damage. It can usually be the bait of the furthest players from Ifrit, Burning Crush: Ifrit will focus on a random PCB with a red triangle marker overhead. Ifrit then focuses the fireball on that person and hits them with a divided AoE, which must be shared. When woken up, Burning Crush cause Accursed Flame, a heavy DoT (10k/tick) on all players hit, with the duration of the DoT reducing the multiple player hit. 6 player stack will result in only 3s duration, but the player with it alone will have a duration of more than a minute. This DoT persists with death. For six people, the fireball makes about 30k without extra dot pliers. Only one of the two marked spots in the diagram will be safe. Make sure where you run is safe before you sprint there, as if you double back you'll probably die of radiant plumes. After Garuda is defeated, Ifrit appears randomly cardinal, and start charging through the arena via the Crimson Cyclone. At the same time, the entire arena will be covered with radiant clouds, leaving only 1 of the 2 possible safe places in the perpendicular cardinals arena, as shown in the following figure. Stack in the middle of the arena, look for a safe place as soon as the clouds appear, and sprint to it. It's possible to time your dodge so you slip into safe places covered by Crimson Cyclone Ifrit, but it's a bigger problem than it's worth. Ifrit then lands and starts casting hellfire, following on immediately with Vulcan Burst. Make sure it's shielded to avoid knocking into the wall. Ifrit doesn't share an enmity table with Garuda, so your tanks need to grab the enmity as soon as possible. Ifrit will then follow with three incinerators that can either be taken into one tank with an invulnerability CD, or a tank swap between each split (i.e. the tank gets hit by 1 split, tank B provokes and gets hit by the other, and the tank provokes back and gets hit third). After a short pause, Ifrit then summons four nails. Infernal nails Keep in mind nails will not always be in this exact position, so you may need to rotate to make your position match this diagram. While the positions of the infernal nails are random, they always spread in the same formation of two nearby nails, as shown in the following figure. When the infernal nail is destroyed, it will explode to raid wide damage in the form of an Infernal Slightly magical damage and cause 1s stacking vulnerability up, preventing players from destroying more at the same time. When the puddle eruption hits the nail, the nail grows in size, gaining stacking vulnerability Down (~10% damage down to the tray) and damaging the top enthusiast. When a nail with 2 of these stacking enthusiasts explode, not only will the hellish increase result in doing more damage, but Ifrit will also get a stack atherographically charged. In order to give Ifrit status woke up, all four nails must have been destroyed when they were hit by 2 eruptions, so they have 2 sheaths of damage up and vulnerability down. The order that hellish nails are destroyed will determine the order of Ifrit's Crimson Cyclone charges at a later stage (i.e. the first Crimson Cyclone comes from the same location as the first nail that was killed). Move the ifrit between the closer nails, as shown in the figure. Very shortly after the nails are called, Ifrit will focus on an accidental healer with infernal vacuuming. Have this healer run into the back of the room as close to the wall opposite Ifrit as possible. Ifrit will then use infernal straps, tethering off-tank and random PCB together, and start casting Eruptions on the two furthest players from Ifrit. Be sure that at least two eruptions hit each nail in order to successfully wake up Ifrit. Bait Eruptions as below screenshot shown: Not 100% on the scale, but make sure your first two eruptions hit the first nail on vour side. and the last two eruptions hit the second nail on your side. Also on this diagram is recommended to kill order for nails. Kill your nails in the order shown above to allow crimson cyclones to dive in a row, easily avoiding moving counterclockwise at a later stage. Make sure you remember the location of the last nail you killed, because that will be where you start the second set of Crimson Cyclones. I would recommend putting waymark down to make it easy to remember. When all the nails are defeated, Ifrit jumps into the center of the arena and uses another Hellfire, following up briefly using Hell's Ejection on a random healer, and immediately after the eruption. As the hellish sprain woke up, the Searing Wind debuff will take longer, so be careful. After the eruptions resolve, Ifrit clones will dash along the arena through the Cardinals. In order to deal with it, have your current tank pull the Ifrit towards the edge of the SW arena once hellfire is resolved. They have two pre-allocated (preferably in range) players standing near the back of the arena, ready to bait eruptions along the wall towards the edge of the SW arena. The goal is for these players to end up in the same place as the party, already in a safe place, to avoid eruptions. Your healer with Searing Wind should move towards the edge of the NE arena as soon as possible. This movement should look similar to the one below: Once it is Is over, Ifrit will use Infernal Ejection once more on the other healer. For a short time, you will have two searing winds in the arena, so be careful. I would recommend having this healer move to one of the two free intercardinals. While both Searing Winds are out, Ifrit will mean random PCB with Burning Crush. Make sure that everyone (except healers) is stacked for this fireball. Targeted deployment tactics by Adloquium or Cure III does wonders. One of your searing winds should wear off here. Immediately afterwards, Ifrit will jump, and rubbing 3 more clones of himself along the arena, in a formation identical to the nails in previous stages. One of these charges will be Awakened Ifrit, which means it will leave after sunburn ~3s after the charges from cardinal to cardinal, he will burn to intercardinals. If he woke Up Ifrit charges from intercardinal to intercardinal, he will burn to intercardinals. If he woke Up Ifrit charges from intercardinal to intercardinal, he will burn to intercardinal to cardinal to cardinal to cardinal to cardinal to intercardinal to intercardinal. he will be afterburn to the Cardinals. The goal is basically to avoid charges in a way where you end up either a cardinal or an intercardial point depending on where you woke up Ifrit's. Start in the position of the fourth Crimson Cyclone (except for your Searing Wind Healer, which should be opposite this location. If the nails were killed in the knot order listed earlier, charges will basically be avoided if you just run into the place where the charges resolve, clockwise. Simply avoid clockwise, away from the fourth dive (and into the location of the first dive), and continue dodging until you get cardinal/intercardinal, depending on the location of the awakened Ifrit charge. Your searing wind healer will do the same dodge, if from the opposite ifrit spot. Ifrit then lands in the middle of the arena and soon there will be 3 more incinerators. To deal with these in the same way as before in the stage, Ifrit then uses another eruption, aimed at the furthest two people. Ifrit will then use another Burning Crush (all 8 players can stack for this one), engrossing shortly thereafter. At 2:45 after the stage begins, Ifrit becomes un targetable and use the deadly Hellfire, serving as an infuriating. After defeating Ifrit, when he is woken up, a light puddle appears where he is beaten. Make sure that either the healer, or melee picks up this puddle. Be sure to wait before picking up this puddle though, as Titan lands on the ground with Geocrush very shortly after Ifrit is defeated, it probably kills someone who is not right on the wall. Phase 3: Titan Titan Capability: Geocrush: Titan will rotate and face the cardinal direction, and proceed to jump to the edge of the arena in that direction. It deals with severe magical damage based on proximity from its point of impact. Clay Fury: A raid buster dealing with massive magical damage to all players. Rock Buster: Tankbuster without cast time dealing with severe physical damage it's Cleaves. This attack is always followed by Mountain Buster. Mountain Buster: Tankbuster without manning time dealing with severe physical hurt on his target. Cleaves. Weight Land: Ground AoE to appear under random players twice in a row, which then explode. When he woke up, ground AoEs appear three times in a row. Concussions: The 3s cast a knock back all the players from the Titans position. Rock Throw: Titan will throw rocks down at the arena. If the player is below where these rocks multiply, they will have fatal damage in the form of Bury. After landing, the rocks also begin casting Burst, exploding in small circles of AoE around them. Granite Gaol: Titan brands a random (non-MT) player with a small tag under his feet. Shortly thereafter, this player will be caused by the Fetters, unable to move, and locked inside the Granite Gaol, which will begin casting granite influence. Players must be divided before Granite Impact ends up casting either DPSing Gaol down, through burst of Rock Throw rock, or through the explosion of another Gaol granite. When destroyed through burst or other granite gaol, leaves behind a large sludge, dealing with deadly damage to all players who step inside. When the puddle is under Titan, Titan acquires stacks of Aetherically Charged. Landslide: Five liner AoEs appear from Titan. Being hit by these will result in severe magical damage and a large knock back, probably pushing into the wall and killing immediately. When Woke up, Titan will follow with a second set of landslides that will hit between the first set of landslides as shown below. This is a very rough diagram. Brown landslides are the first to hit, while the red ones are the second hit. Second landslides are basically hitting in-between the first, and as long as you walk to where the first landslide was, you'll avoid the second. Thunderous: A raid-wide attack dealing with moderate magical damage to all players. It usually happens several times in a row, in guick succession. Very shortly after Ifrit is defeated, Titan lands on the ground with Geocrush in the middle of the arena. Make sure the players are right by the wall to prevent deadly damage (and think right next to the wall, even one step closer to the center of the arena will result in fatal damage.) Be sure to pick up light puddles after geocrush tackles. Titan will then follow with Clay Fury, so make sure all players are finished and shielded. Titan does not share an enmity table with Ifrit, so your tank needs to grab the enmity as soon as possible. Titan will follow with Rock Buster into the Mountain Buster combo, dealing with heavy damage to its target, and build on the weight of the landscape. Once the second mass of the earth is resolved. Titan will rotate in the face of a random cardinal direction, and jump toward it, dealing close to the damage in the form of Geocrush. It also makes arenas by extending the wall of death, so be careful. Have your side run in the opposite direction Titan was facing (i.e. if Titan was heading north, move south) and prepare for Geocrush damage. Aftershocks Once Titan lands, it begins routing aftershocks, as well as using Rock Throw, summoning 5 rocks in 1 of the two configurations listed below: You'll have some freedom (but very little), so make sure you get knocked back to a safe place. Look at your feet to get a better feel on the spot. You will move either left or right of the arrow depending on the safe place, so be careful! When these rocks land, all the players below them will be killed by Bury, dealing with deadly damage. The rocks also begin casting a small circle of AoE around them, Burst, dealing with the deadly damage all players are caught in the blast. In order to knock back into the rocks a safe place from aftershocks, you will need to stand inside the Titan hitbox, step right or left of the arrow, roughly shown in this picture: Shortly after, the second rock will land in a previously safe place, and Titan will mean 3 players with Granite Gaols. Granite Gaols on three random players, and start routing two landslides in a row. Your goal is to have all three of these players position themselves in a row. having the player furthest from Titan to free themselves from their gaol through the remaining rock throw rock's burst. Granite Gaols then explode each other, similar to the daisy chain, leaving the last puddle under Titan as shown below. Gaol'd players will have to avoid the first landslide, but are safe to be placed on a second landslide without being hit. To make the location easier, I would recommend baiting the first landslide through the center of the arena. Your first gaol should be placed directly outside the remaining rock is burst, your second rock should be placed on the left or right side of the center of the arena, and your third rock should be placed roughly centered between titan and the second rock. Titan will then follow with a set of 8 Tumults, so make sure everyone is stacked together near Titan for healing. Titan then uses a different weight of earth, so it's thrown away accordingly. If gaols were done correctly, Titan should gain woke status at this point, and start using its first woke landslide. Be sure to avoid the first hit, and then move back in front of the second. Once again, Titan will face the cardinal once more, and jump to him, dealing with the damage in the form of Geocrush, and making the arena smaller. Let your party run as opposed to where it jumped, just like it was before. Upon landing, Titan will again use Granite Gaol on a random healer that must be destroyed immediately. Titan will then soon follow up on the landslide, into a set of 6 Stormers. Dodge and heal as needed. After 6 May 2004, the Commission shall Titan will use another Rock Buster to mountain buster combo, as well as summon 4 more rocks to drop in the center of the arena, working as before. Fall one by one in formation clockwise, so be sure to avoid the center. While this is happening, Titan will also use triple Weight Land, followed by another woke landslide. Keep in mind that throughout this dodge, the middle is not safe, so you have to avoid along the edges. Titan will follow with another Rock Buster to Mountain Buster, and then follow up with another set of Mass Land. Then he'll be Stormy eight times. At ~2:45 after the stage begins, Titan becomes un targetable and use the deadly Clay Fury, serving as an enraged. After the defeat of Titan, when it is awakened, a light puddle appears where it is defeated. Make sure that either the healer, wheeler, or melee picks up this puddle. At this point, your caster, healer, and melee should have all the Breaking Limits enthusiast, to prepare for the next stage. Ultima Weapon Phase 4: Lahabrea This phase will consist of having to use 4 Level 3 Limit Breaks in a row, thanks to an Beyond Limits enthusiast who drops at the end of each primary. The phase begins with four large pillars descending on the Cardinals arena, dealing with proximity-based magical damage in the form of a Freefire. Make sure the players stacked in the middle of the arena and shielded appropriately. 6 Magitek Bits then screed through the arena, each starting with a cast of 12s Self-Destruct. You must be destroyed immediately with level 3 wheel limit break. Keep in mind the damage to the dispersion can result in lb wheels not completely destroying some Magitek Bits, so players are hitting them all individually while your wheels limit breaks. Soon after the Magitek Bits are destroyed, Lahabrea appears and cast blight, dealing with damage equal to all players maximum HP minus 1, and cause both 8s of doom, and 4s Down for count debuff. This destruction must be dispersed through level 3 healer Limit Break. Lahabrea will then become the target table, and start casting Dark IV, a 17s cast dealing with 999,999 damages. As Lahabrea takes significantly less damage, the only viable way to kill him before Dark IV ends up casting them over level 3 melee Limit Break. After Lahabrea is defeated, Ultima's weapon appears and begins casting Ultima, a raidbuster dealing with massive magic-based damage that must be mitigated through shields and a Level 3 Tank Limit Break. Basically you have to caster LB, then Healer LB, then Melee LB, and finally Tank LB. Phase 5: Ultima Weapon absorbs all abilities from previous primaries, as well as gains the following: Ultima Weapon Capability: Ultima Aether: Duty Gauge, which appears throughout this stage. If he reaches 100 before the end of the fight, Ultima gets a mad Damage Up fan, probably wiping Raid. This increases gradually when Ultima sheds some abilities by 4, and also increases by 4 with each death. Ultima: Massive raidbuster dealing with extremely heavy magical damage. It must be relieved by using a level 3 tank limit break. Tank Cleanse: Raidbuster dealing with severe magical damage. Rolling lasers: Very heavy tankbuster (~125k unmixed) targeting players with the second highest enmity, in a small circle around them. Viscous Atheroplasma: Attack the use of viscous aetheroplasm debuff, which explodes after a short time for severe magical damage that can be soaked aside. It's a small circle of AoE, so all players close to the target (including pets!) will get a viscous Aetheroplasm debuff if they are also hit. Diffraction laser: Tankbuster without occupying time dealing with moderate magical damage. Cleaves. Aetheric Boom: Knockback coming from Ultima hitting all players. It is accompanied by 4 sets of Aetheroplasms. This phase consists of alternating between breaks and active phases. somewhat similar to Bahamut Prime in the never-ending plot bahamut (Ultimate). After Ultima, the Ultima gun will devour all the primaries in a rather lengthy in-fight cutscene, and proceed to use tank cleansing, followed closely by guidance lasers, before casting Ultimate Predation. Break I: Ultimate Predation Garuda reproduces in a random guadrant near the center of the arena. Ifrit and Ultima multiply in random intercarinale. Titan reproduces in a random cardinal, shifted to the right or to the left of a straight cardinal. Garuda starts using the woke Wicked Wheel, which means it follows the Wicked Tornado. This bad tornado can be called. Ifrit will use the woke Crimson Cyclone, left behind by afterburns covering the Cardinals. Titan will use a woke landslide, which is a double hit. Ultima will use Ceruleum Vent, covering the entire quadrant. Once all is resolved, Garuda will use Feather Rain. Just count 4 from the edge and you're in a safe place! While this mechanic seems daunting at first, it's actually very simple. There are these little runes around the arena that completely trivialize the mechanic. Find Garuda and Ifrit, and make sure you're positioned opposite Garuda's quadrant (i.e. if it reproduces northwest of downtown, go to either the east, southeast, or southern edge of the arena), and make sure you're dodging Ifrit's Crimson Cyclone. The place where you avoid can't have Titan or Ultima near you. After the Crimson Cyclone tackles, count 4 runs from both sides, and stand at this point. This should be a safe place from everything that happens in the second half of this break. You may have to avoid a landslide during the first half, but simply avoid the runes and you're golden. Below is an example of the theoretical worst case scenario and how to deal with it. Be sure to stay together for the lure of coming Rain, and move toward the center to scream. Ultima will teleport back to the center of the arena, starting the first active phase. Active Phase I Ultima will teleport to the center of the arena, starting the first active phase. rubbing three primaries out to do different abilities. All right: Ifrit reproduces on the northern edge of the arena and casts the bait of the eruption. Ultima casts a shining cloud along the edges. Titan reproduces far from Ultima, so this position is baitable. Once the Radiant Cloud resolves, Titan throws rocks along the center of the arena, clockwise. Ultima and Titan both used a landslide to random player. Only Titan uses a woke landslide. Titan will start using Tumults, while Ultima uses Viscous Aetheroplasm on the current tank. The sisters multiply in the east and west of the arena and use the Wicked Wheel. Garuda reproduces in the middle of the arena and uses Mistral Shriek. At the same time, the sisters will jump and use Feather Rain. Ultima will cast Homing Lasers on players with the second highest nuness. Garuda jumps and uses Feather Rain. While this seems like a lot, many of these mechanics are relatively easy to avoid pulling the boss near the south, baiting Titan from the side. Below is a diagram that shows my recommended strategy. You're basically sitting in the south of the arena, and most mechanics should sort it out for themselves. Alternatively, you can have the final Aetheroplasm stack with the party to split the damage, and have the oT take the put-away racket itself. Just be careful that viscous application Aetheroplasm is cleavage, so be careful. After all is over, Ultima will begin casting Ultimate Annihilation. Break II: Ultimate Destruction While marked as a break, Ultimate Destruction is different in that you can still aim and hit ultima gun throughout this stage. The stage goes like this: Ultima teleports on the northern edge of the arena, Garuda friction in the south, Ifrit and Titan as friction in either the southeast or southwest arena. Titan uses Mass Earth, while Ifrit brands a random non-tank for Burning Crush (Fireball). Garuda uses the Eye of the Storm. A second mass of ground puddles appears, and Garuda straps a random player with a Mesohigh rope. A third mass of ground puddles appears, and aetheroplasm orb friction near the southeast of its hitbox. A random healer gets labeled Searing Wind, and Garuda uses Feather Rain. Scecond Aetheroplasm ploughs near the southeast of his hitbox. Titan uses woke landslide, and Ifrit dashes in a straight line through the intercardinal. The Titan used his second landslide hit, and Ifrit leaves afterburns in a cross over the Cardinal points arena. A third Aetheroplasm orb friction near southeast of his hitbox. Garuda uses Eye of the Storm and ties a random player with Mesohigh. Ultima will start using tank wipe. A Aetheroplasm orb friction near the southeast of his hitbox (about halfway through the cast). Garuda uses Feather Rain. Tank Cleanse cast ends. What is critical for Ultimate Annihilation is the aetheroplasm balls that multiply throughout the stage. When a player is inside orb AoE, they will have inferioable damage and be strapped to Ultima, increasing his Ultima Aether scale by 1 per player. The more people who take Aetheroplam balls, the bigger the rope between the two balls will be during the Aetheric Boom phase, which means the more time you have to take said balls in the Aetheric Boom stage. Each orb that reproduces corresponds to the orb in the Aetheric Boom phase, the first orb being northwest and continuing clockwise. More information can be found in the Aetheric Boom section of this guide. The most optimal way to prepare for these balls during Ultimate Annihilation is to have 3 players dunk the first and second orb, and 1 player (preferably tank) dunk the last two (3-3-1-1 ball settings, if you will). This will give you enough time to be knocked back into the first set of balls, heal up to full, and take the second set. If you are confident in your damage and want to have some extra breathing space, consider a 6-3-1-1 strategy for some extra time when taking the final plough, but it shouldn't be necessary. The recommended strategy can be seen below. You basically bait the weights of the ground near the Ultima hitbox, in order to maintain uptime. Make sure you stay stacked as a burning Crush marker appears above the player. They have pre-assigned a player (I would recommend a tank) to move out of the tray after the second weight of the ground to mesohigh strap. Have your Scorching Wind Healer move south to prepare to make a second Mesohigh strap, dodge Feather Rains as it appears to dodge Ifrit charges/afterburns and Titan landslides, and the stage will end with Ultima using a tank cleanse. After the final Purge tank, Ultima will teleport to the center of the arena. Searing Wind will still be active for a while after the stage is over, so be careful. Active Phase II Eye Storm Radiant Clouds Diffraction Laser Vulcan Burst + Eye Storm Loading Lasers Eye Storm Loading Lasers Eye Storm Radiant Clouds Diffraction Laser Vulcan Burst + Eye Storm Loading Lasers Vulcan Burst + Eye Storm Diffraction Laser When the phase begins, the searing wind will still be active on the healer. Position your page as below screenshot shown to make it easier to carry to this stage. You may want to drag Ultima closer to the north, into the eye of the storm, just in case the Vulcan Burst is not properly shielded. A key part of this active phase is shielding Vulcan Bursts, which will regularly come out. Make sure your tank that is ready to take Homing Lasers is second in danger as it arrives in the shortest time possible. Then, Ultima will use the eye of the storm into a radiant Cloud combo. Stand near the edge of the eye of the storm, and move into it as soon as it is dodging radiant clouds. I would recommend taking this opportunity to drag Ultima into the eye of the cyclone, just in case the upcoming Vulcan Burst is not properly shielded. Ultima is split in the form of a diffraction laser. Get ready for the upcoming Vulcan Burst Shielding now. An ultima will follow with the Vulcan bursting into the eye of the storm. If the shields are not timed correctly, your tank will need to use the knockback capability, as will be tempered here. Ultima will then follow with the Homing Laser, followed once more by a Vulcan Burst into the eye of the storm. The shielding here is guite simple, outside the tank with Homing Lasers, which is guite tight. When Ultima reaches 49.9%, it will start casting Ultimate Suppression. It can be pushed soon, so be careful. Break III: Ultimate Garuda friction suppression in the northwest, Ultima friction in the northeast, Titan friction in the southwest, and Ifrit friction in the southeast. The sisters reproduce near the center of the arena, slightly northwest and southeast of the center. Featherlances start circling around the arena, going counterclockwise. 3 Eruptions go to 3 random party members. On the second eruption marker, 2 random non-eruption players get labeled Mistral Song. On the third eruption marker, a random eruption target gets marked granite gaol. On the fourth eruption marker, Mistral Songs solved, Gaol's marker becomes fettered, and Garuda uses a large AoE fan targeting a random player. After the fourth eruption, the sisters use Feather Rain, and Mistral Song Tornadoes appear. Gaol begins casting granite influence. The second Feather Rain uses Garuda. Light Pillar begins to

chase a random player (a non-tank that has not been selected either eruption, Mistral Song, or Gaol). Ultima uses the Aetherochemical Laser, randomly firing through the center, toward left and right. A mesothigh strap appears, Titan uses a landslide on a random player, and Ifrit brands a random PCB with Burning Crush. Titan is the second landslide hit at the same time Burning Crush and Mesohigh straps resolve. Garuda uses another Feather Rain. Ultima uses tank cleaning and phase ends. Ultimate Suppression is probably the biggest wall of combat, with the mechanics seemingly rapid-firing. The stage is quite simple to digest, however, once it is separated into its main components. The main thing to note is that each player (except tanks) will be marked with at least 1 mechanic, which means that your goal is to find out who is designated as soon as possible to see what player will be directed to Light Pillar, who will chase a party member around with a series of pillars of light dealing magical damage to all the players underneath when he falls. Start by starting free-range near Garuda to see who the eruption target is. You should have pre-allocated positions Bait a second eruption moving toward the center, and have players marked Mistral Song move behind the tanks. It's possible to have one tank take both of mistral song's initial hits, by popping some cooldowns if you have any replacements. The rest of the party should continue to move forward, preferably baiting the third eruption forward sisters, as shown in the image below. A random player will be marked for Gaol, which means that at this point you will know who will be focused on the light pillar. A gaoled player can safely stand inside a fourth eruption and not die because they will be fettered before the damage resolves. Dodge out of the AoEs, avoid feather rain, and smash granite gaol as soon as possible. Keep in mind you will be dodging two Feather Rains in guick succession. Make sure the players not in the party stack don't happen to be a Feather Rain party stack. After all is completed, they have the whole page stacked in one position, as shown below, to bait the landslide. A random player will be labeled Flaming Crush, and another player will be strapped mesohigh. Move along as a group to avoid a landslide (out and back), with a pre-assigned player (preferably a tank) separating and with a Mesohigh strap. Dodge the last feathers of rain and get ready for the tank cleanse, so they are all stacked and shielded. After this stage is over, Ultima will teleport back to the middle. Aetheric Boom Since then, all the damage is vital to give you more time to infuriate, so push as much damage as you can. Ultima will start casting Ultima. This must again be mitigated by heavy shielding and a limit break on the Level 3 tank. Ultima will immediately follow up on the Aetheric Boom, which will knockback all players, regardless of whether they get damage from it or not. However, knockback cancellation capabilities like Surecast do the job. This is where the balls from Ultimate Annihilation come out into play. The more players who take the balls, the longer the rope between the two respective balls is. The first orb corresponds to the northwest orb, the second orb corresponds to the northeast orb, and the fourth orb corresponds to the southwest orb. You can split your group to be 4-4, or 6-2, having the tanks take the balls yourself with some cooldowns, and the side taking the rest. Sprint here is nice, take the second set of balls once you're healed. Primals After balls resolve, Ultima will use AoE Viscous Aetheroplasm, which 3 random players Viscous Aetheroplasm debuff. Ultima then summons all 3 primaries (Garuda, Ifrit and Titan) in one of three orders: Garuda, Ifrit, Titan; Ifrit, Garuda, Titan; and Titan, Ifrit, Garuda, This means that you will be able to accurately predict the last two primaries after identifying the first one. Each initial rotation is set, their ultimate raidbuster, and will immediately follow the next primal. During each primal phase, one viscous Aetheroplasm explodes, so your side must be stacked while dodging all these mechanics. Since Primals are not targeted, targeted mitigation such as Addle or Repressive will be impossible during primal final. Make sure people are topped and shielded after each eruption of Viscous Atheroscopy, plus an extra form of mitigation (keep in mind primals are unattainable, so abilities that affect the enemy, such as the saddle, won't work). Make sure your party has two set safe seats (ideally near the center of the arena, and on the intercardinal) to stay stacked. I would recommend using waymarks for this. Putting markers similar to these will help immensely in coordinating stacked together. Garuda starts using the Wicked Wheel, followed by the Wicked Tornado. Viscous atheroscopy explodes when a tornado goes off. Garuda will then follow with an aerial blast, followed by Feather Rain. It's a pretty safe LB, once you throw yourself into the Wicked Wheel, you'll have about 2-3s of space to avoid Feather Rain. Ifrit begins using one set of 2 eruptions, followed by by a set of Crimson Cyclones to go through the Cardinals. I would recommend stacking together either cardinal as soon as possible. Viscous Aetheroplasm explodes after the Crimson Cyclones resolve, and will guickly build up with Hellfire, so make sure everyone is finished right after Viscous Aetheroplasm explodes. It's a pretty safe LB during Ifrit, just press the button once you avoid the Crimson Cyclone. Titan will start using the triple weight ground, followed by his Clay Fury. Viscous atherosplasma explodes after the second weight of the earth resolves, so it is essential that your party is dodging in the same direction in all 3 weight countries. You can simply use dodging right-left-to-right from a set position and you should be fine. I wouldn't recommend LBing during Titan. After all 3 primaries are finished, Ultima will teleport north of the arena and start charging its remaining Ultima Aether. Once Ultima reaches 100 Ultima Aether, it starts it's fairly elaborate enraged. Ultima gains damage and slowly begins to stun players one by one, pulling them into the middle of the arena, and raising them into the air before killing them in a citadel siege, dealing with 999,999 damages. It will continue pulling everyone into the middle, starting with the players who have done the least total damage to Ultima, and ending with the player who did the most damage (usually ending up pulling healers, tanks, and then eventually the PCB). There's a bit of a long animation even after all the players are beaten, so be sure to restore the dots for those last seconds of damage. If defeated ultima gun, congratulations! You will be rewarded with an Ultima Totem that can be exchanged in Reach Rhalgr for the i375 Ultima weapon of your choice. If you have any guestions, thoughts or concerns, please feel free to leave a comment below. If you would like to encourage the creation of this guide, and future guides, feel free to donate by clicking below. Special thanks to the & team, and everyone else involved in collecting information/proofreading for this guide as possible. Possible.

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