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Ffxiv o4s text guide

To access Omega: Deltascape (Savage), players must connect to Magitek's Rhalgr's Reach (X:13.5 Y:12.4). Players must first complete their search for Anomaly. Treasure box office that appears after completing Omega: Deltascape (Savage) will yield gear. In addition to tools, players will receive a Deltascape datalog from each area that you can exchange tools of your choice when talking to Gelfradus in Rhalgr's Reach (X:13.7 Y:12.0). Mechanics Review Original Source After you kill Exdeath, for the rest of the lockout you will start Neo Exdeath. You have to wipe out after Neo Exdeath is reachable to make this happen. Neo Exdeath is not a car attack, and will leave aggro completely periodically. Before the start, assign players to lose spread positions in Dualcast Fire III and Delta Attack. Melee should be inside the box's hitbox, the tanks should be very left and right, and ranged to be in the middle and back of the arena. Exdeath is hardly outraged at about 4:50 pm, with RAID DPS claiming at least ~21,585. It counts downtime, so dps requirement is closer to Neo Exdeath. Neo Exdeath is hardly outraged ~ 12:45 with RAID DPS claim of at least ~ 24000. The next mechanic will strike twice. Fire III Targets 4 DPS with a splash of AoE, then 2 Healers and 2 tanks with a splash of AoE. Spread out to avoid clipping other players with AoE. Blizzard III Targets several players to land in the AoE, then land the AoE again. Stack and then dodge. Thunder III magic tank buster that strikes twice and applies lightning vuln debuff. Offtank understood during the cast to take a second hit. Alternatively you can use invulns for it. All players don't max HP when this mechanic solves will be petrified. Anyone under the age of 50% of HP will be killed immediately. Healers should top all players off to avoid dps loss from petrification. Calls down the pillar in the middle of the arena and the tentacle that spawns. Move as a group to avoid tentacle attacks, then behind the pillar to avoid a breathless attack. Stand on the last tentacle to spawn and then move in the direction they spawn. After Exdeath returns, he spawns to a random party member. All players should stand on the sidelines to make the Vacuum Wave easier. Aim the healer with a stack of markers. Stack to share damage. Target the healer, tank and DPS with proximity marker. I spread out to reduce the damage done. Knocks back all party members long distance. There are many ways to prevent a knockback to stack up in the White Hole afterwards. PLD is tempered will, and can Cover another player. DRK and WAR are the plunge and attack respectively. All melee is Arm's Length (you can switch roles in the action between Exdeath and Neo Exdeath), as well as gap closers – SAM's Hissatsu: Gyoten, NIN's Shukuchi, MNK's Shoulder Solving, and DRG's Spineshatter Dive/Dragonfire Dive, should give surecast. Cast Surecast before the castbar settles, but hasn't cast anything before because it consumes the Surecast buff. After knockback resolve, you can use GCD. RDM and BLM are corps-à-corps and Aetherial Manipulation respectively. BRD, MCH, and SMN are not something Exdeath reaches into the void and creates elementary skills. Fire III inflicts pyretic debuff for 3 seconds, dealing a massive injury if the player does not have any action. Blizzard III Deep freezes any player that does not move for a few seconds after the cast bar settles. Thunder III is a major AoE around Exdeath that paralyzes and deals with massive damage. Move away to dodge. Call the black holes around the arena and four links to the tanks and healers. Kite these around until the Holy or Flare that causes it to disappear. Great damage to AoE, which must be mitigated by shields and mitigation. The chief mechanic, which takes place in various iterations throughout the fight. The type of flood is shown with the animation Neo Exdeath is not, but the cast bar is going off. Terminal Antilight Similar to the Wild Charge of the T10 or Spear of fury from Thordan EX. Offers massive damage and knocks back the player closest to the boss, but deals less damage to the players behind the stack. It's with Allagan Field debuffs most of the time. Sparkling diamonds around Neo Exdeath show this. White and black Antilight Similar colors from Sephirot EX, however you have to stand on the opposite debuff that you have. The best way to think about it is that if you take the same color as your debuff, you will die. This is indicated by two large polyhedrones Neo Exdeath on the left and right sides, showing on which side to stand. To remove Beyond Death with White and Black Antilight, stand the same color as your debuff. The internal and external antilight shoots lethal light down either the inner area of the platform or down the outer area of the platform. This is indicated by a large orb in the middle or two smaller orbs neo exdeath side. Raid Buster crunch a maximum of 3,000, dealing very severe unusable magical damage and loading a very heavy DoT on the side. It must be fully reduced using all possible tools including Addle, Soil, Covenant, Collective, Reprisal and Shields, and the DOT must be healed through afterwards. Magic tank buster on who is currently aggro. It doesn't have to do AoE damage, despite the animation, making it look like this. Neo Exdeath casts Dualcast versions of Thunder III, Fire III, and Blizzard III at the same time. They act just like Exdeath. Or all party members, but the main tank stack in front of the boss. Spread out so that the assigned positions don't overlap Fire III and neither clip anyone with Thunder III. Dodge second Blizzard III. OT should lead during castbar to take second to Thunder III Alternatively, invuln it. Mechanics solved as such Blizzard III MT Thunder III + DPS Fire III Blizzard III + OT Thunder III + Heal / Tank Fire III Resets aggro. All players are created by the hysteria debuff, causing them to move in a random direction as the cast bar settles. All players are also harmed by the debuff Acceleration Ball – if they move while the debuff settles, they will be knocked into the air for a few seconds and get the damage down/healing down the debuff. Three players (one DPS, one healer, one Tank) are created by the Allagan Field debuff – all losses the player takes will be dealt with as a raid-wide injury when the debuff ends or the player dies. Grand Cross Alpha is accompanied by a flood of Naught Terminal Antilight right thereafter. Stand in the middle when the cast bar decides not to fall off the edge of the hysteria. A tank without Allagan Field should stand in front of the party and use a CD. Healer and DPS with Allagan Field must stand behind. The tank with Allagan Field should stand behind the first tank, but in the front half, and use the CD. First of all, aim for the enisu with proximity to the lad. It should be shared with another tank or invulned (no need to share if so). Hit back all targets corrupted. This damage cannot be mitigated by the boss debuffs. Stand to the very north if you invuln, so as not to lose uptime. All the other players get out of the Neo Exdeath hitbox. If you soak it, the two tanks move to the center and everyone else stand inside the hitbox. Three markers with directional arrows appear, and after a short time black puddles spawn in the direction indicated by the specified markers. Standing in one of these, when they solve the sewer side of your TP and MP, clog the damage down the debuff, and do minimal damage. Emptiness is often accompanied by a flood of Naught Inner/Outer Antilight, so dodge accordingly. Resets aggro. Inflicts several debuffs on the party. They must be resolved in such a way as to meet the debuff conditions so as not to kill the party. One tank is created by the cursed Shriek and forked Lightning All players have to look away from players with the cursed Shriek when the debuffs settle to avoid petrification. Forked Lightning emits a donut AoE around a player who paralyzes and deals with damage when hit when the debuff settles. One healer has been inflicted by Forked Lightning. The other healer is inflicted by the Death Wave – a stack of markers – and the cursed Shriek. Two DPS are afflicted with the Acceleration Ball. The rest of DPS, as well as other tanks, are afflicted with Beyond Death and off-balance. If Beyond Death is not removed, getting hit by the Antilight from the flood of Naught, the player will die when the debuff settles. Off-balance will make the next case an injury that's taken knock the player back long distance. To deal with Grand Cross Delta: A tank with a cursed shriek should move South-west. Healer with Forked Lightning should move southeast. Players with the Acceleration Ball should not stack with the Death Wave and should be at the boss. A healer who is not forked lightning should go directly south because they will receive the Death Wave. The rest of the players must go directly south of the boss to get knocked against him because of the stacking of the Death Wave. You may only have a tank in the Beyond Death stack with a healer – the healer will take about 32k damage, but otherwise it is alright, and the head of the head can get uptime for the boss. For safety, you should have all the other players in the stack. All players should look to the boss not to get petrified, right before Death Wave settles. All players with Beyond Death would then be hit by whoever Antilight does, causing it to drop down to HP 1, but remove the Beyond Death debuff. The #1 and #2 the incarnation of the Earth shaker, which deals with severe physical damage. OT always provoke (no aggro combo, no shirk) to get 2 roof on Aero III before Earth Shaker. Appropriately mitigate. This damage cannot be mitigated by the boss debuffs. Offers damage and blows back anyone standing in the AoE with the boss's hitbox. Apply the damage down debuff if hit. Neo Exdeath casts the Holy And Flare from the first stage. Assign every role to the site to go to Flare, east, west and south (we tank W, DPS E, Healer S) Anyone who doesn't debuff a pile of North share holy damage. Immediately afterwards, look for a flood of Naught Inner/Outer Antilight and dodge it. Call four Arcane Sphere meteors add that they must be killed before they reach the ground. Boss teleports to a random place while following the cast finish. Drops all players at HP critical level. Resets aggro. Inflicts hysteria, and several debuffs on the side. They must be resolved in such a way as to meet the debuff conditions so as not to kill the party. Tanks can be afflicted with: 1x forked Lightning, Acceleration Bomb, and Allagan Field 1x Off-balance, Beyond Death, and Acceleration Bomb Healers can be afflicted with: 1x Forked Lightning, Beyond Death, and Acceleration Bomb 1x Death Wave, Acceleration Bomb, and Allagan Field DPS can be afflicted with: 1x Forked Lightning, Acceleration Bomb, and Allagan Field 1x Off-balance, Acceleration Bomb, and Beyond Death 2x Off-balance, Beyond Death, and the Cursed Shriek Final Battle teleports Neo Exdeath cardinal heading around the arena. He cast Flood Naught, and teleport again. It repeats twice, and the first teleport will always be just south of where he originally was. Naughts floods will be 3 of 4 internal Antilight, Outer Antilight. White and Black Antilight, or Black and White Antilight. To deal with Grand Cross Omega + Ultimate Battle: Stand in the middle when the cast bar decides not to fall off the edge of Players without forked lightning to run under the boss stack of death wave. Players with forks lightning spread out in the center of the arena, making sure not to clip each other. Forked Lightning settles, and Death Wave settles a moment later, knocking back all the players in the stack. Neo Exdeath teleports around the arena (the first will always be just south of where the boss started) and brings three random floods to Naughts. They can be repeated, although unlikely. Players should move as close to Neo Exdeath as possible, so don't get knocked off if the naught floods in a white or black antilight. Players with Beyond Death must stand in antilight to prevent debuff. Spot heals are needed if the next mechanic is White or Black Antilight. After three floods naughts are solved, the Acceleration Ball and the cursed Shriek will solve. DPS with the cursed Shriek must stand in the back of the arena relative to the boss and look away from each other. Everyone else stays calm and look at the boss. Immediately afterwards, Neo Exdeath will cast a flood at Naught Terminal Antilight. Do it the way Grand Cross Alpha would. Allagan Field settles a moment before Almagest goes off. Healers must be on top of them for everyone from the inevitable raidwide damage that will take place. Indicates the beginning of the soft skering phase. Boss gets stacking damage debuff every 5 seconds, passing up to 16 chimneys. Physical injury attack that recurs in a row. This damage cannot be mitigated by the boss debuffs. Physical raid buster. This damage cannot be mitigated by the boss debuffs. Video Guides Authors: Kiri Kotone /Yume (text guide) m1s3r1 (timestamps) Graehl Gaming

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