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Ffxiv labyrinth of the ancients tank guide

06 Feb 2014 by DinDeen at Eorzean Sprite Apple Tags: Reborn Domain, Crystal Tower, Crystal Tower Guide, CT, Dare, eorzea, ffxiv, ffxiv arr, Final Fantasy, Final Fantasy xiv, Labyrinth of ancients, iPhone, square enix, important note squeeze (April 25, 2015): This content has been out for some time. I won't update it anymore. Everything below this line was written in February 2014 and has not changed. - Author's Note: Bear with my terrible handwriting paintings. I got a good time and drew it by hand instead of using a doutscape. Also, the scanner I used is old so the color is a bit weird (supposed to be orange, black and green). Update 02/07/2014: Full list of Acheron's skills. Update 02/09/2013: Information point creeps giant iron edited. Added skill there and Asago. Map of the ancient maze The players start in the southernmost region. There are three tracks in the maze. Start by going into the left lane and into the pools (A). Then go the right way into Atmos and Thanatos (b). Then, run into the fiery middle lane (C). Finally, jump into an abyss (walking of the canals) that appears at the intersection of the lanes (D). Legend: Start, B-start, C-start: The positions in which the teams should be at the beginning. A, B, C or A1, B1, C1: The location of the main tank for each battle. It's going to be called a tank. A2, B2, C2 : The location of the sub-tank for each battle. It's going to be called a sub-tank. Other numbers in black: party members. Orange-Red Triangles: Direction of some boss attacks. Green Circle : A point of the iron giant in the wild hall (Battle of the King behemoth). — Area A — A-1) Folly Pool. four platforms; The bottom of the platforms get submerged in toxic water as the battle progresses. Tank take Valefor One to the top left platform. C-Tank, take one Valfur to the upper right platform. B-Tank takes all of Homancolos to any lower platform. A and C need to position the valley properly. The Valfour has to deal with a face, because he has a wide-ranging rear attack that causes a bleeding state for anyone caught in it. A-2) The pool of his passing. One platform in the shape of a cross; The floor outside the dock is submerged in toxic water as the battle progresses. B-Tank, take all of Vallar to the middle of the dock. A-tank take one big demon and make it face away from the platform. C-tank, take a bigger demon and do it at a distance from the dock. A and C should place the greater demon properly. He's got a frontal attack that's going to knock back anyone who's caught in it. A-3) Abyss Pool : 4 platforms; The bottom of the platforms get submerged in toxic water as the battle progresses. Tank take one apartment to the upper left platform. Sub-tank Take one cursed eye to the upper left platform. B-Tank, take one apartment per lower platform. B-subtank take one cursed eye per lower platform. C-Tank, take one apartment to the upper right platform. Take one cursed eye to the upper right platform. The pound has an AoE fire attack that will target some DPS or healer. Just get away with it. Cursed eye has fossilized attack AoE. Don't sub-it. Sabatnek needs to make a cursed eye away from the main tank. A-4 (Boss) Hall of The Filthy: Bone Dragon: This boss is usually tackled by a B-tank. He's got three stages. In the first two stages, he'll summon platinum. Platinum must be continued by every tank (except the one that angry the dragon) and is killed at the end of each platform. Preferably, only one platinum per platform. It'll last until the bone dragon dies. While the dragon was falling, the platinum would be resurrected and try to run towards it. It has to be killed quickly. If Platinum reaches the Bone Dragon, AoE will harm all alliance members. Once all the platinum is dead, the bone dragon will rise again and the cycle will repeat itself. In the third stage, the bone dragon will summon rotten eyes instead of platinum. Eyes owe them to be pushed away by the tanks, away from the bone dragon, healers and DPS. DPS should focus on bone dragon just because it is the final step. The eyes have a gruesome attack, like the cursed eye in the amnesia pool. — Area B — B-1) Kina Walk : Four players of each team must stand on the glamorous platform in front of Atomos. Team A's platform locks down Team B's ethos; Team B's platform locks down team C's ethomus; Team C's platform locks down Team A's ethomus. If there aren't enough players on every platform, Ecomos can't get hurt and after a while, it will summon undefeated iron giants that will wipe out all the teams. Typically, DPS and range healers stand on glowing platforms. Instead of the healer going to heal the other players, the players have to go to the healers to heal. The tanks have to pull all the mobs (Dira, Valefor, Big Demon) summoned by Atomos into the middle of the trail so that it can be killed by range DPS. Even if your team's Atomos is killed, stay on your platform if it's still glowing so another team can kill their Atomos. B-2 (Boss) Hall of Pervert: Thanatos: Usually dissolved by the first A-tank, followed by B-tank, then C-tank. It needs to continue towards the entrance of the area because it has an attack that knocks back the tank. Thanatos cannot be harmed unless the player has a staged dabbab. Magic pots provide Phased debuffs which weaken attacks (healers are not affected) but allows players to harm Thanatos. Phasing takes place by team: Team A is in the first stages, then Team B, then Team C... Unless the magic pots die. A staged container should leave Thanatos at the entrance. Reasoned tanks need to attract all the enemies that appear so phase's team can focus on Thanatos. Abesis has fire and fear attacks. Sandman appears in the middle of the room; They are weak but need to be killed quickly because they will try specifically Kill the magic pots. The pots can be cured and polished with Stoneskin/Galvanize. — Area C — C-1) Walk of Fire : Team B can run under the Allagan bomb because it is not aggressive; It also can't be killed until all of Vasco is killed. Team A and Team C have to stay in the entrance until the battle begins, and then the appropriate tanks will have their Vassago to the edge of the area. Don't step into the fire because it causes massive burns. Ideally, DPS and healer should stay behind Vassago. Kill the allegan balloon and the dud allegan as they look, because they will cause explosions and strengthen the Allagan bomb once they reach it. If enough balloons and p'll hit the bomb, the bomb will go off. If Vassago places an AoE (burst flame) fire on stage, the tank should pull the Vassago clockwise along the edge of the map. Kill the Allegan bomb as soon as all of Asgos calms down. C-2 (Boss) WildEmess Hall: King Behemoth: This is a complicated battle, so please read carefully. Here are the typical roles of each team, but they are interchangeable. If one team cannot perform its duties, ask another group to switch roles. Tanks don't have to pull any mobs near the towers, because the towers can be hit by the AoE mob. Role team: Reset towers on the left, kill bomb mobs, help kill iron giants and behemoths. Team B role: Main tank of behemoths; Make the behemoths stay away from the rest of the alliance. One healer should focus on the main tank. DPS may help kill behemoth bombs. More information about The Wild Hall: Towers <== Keep the electric field in minimal damage. If a tower is destroyed, the damage of the electric field will increase. Reset a tower by right-clicking it. A star <== a green rock will float above the target of a comet. A player with a comet target should stay away from the battlefield, either on the outer circle or along the edge of the inner circle. A comet will fall on the player (minimal damage); Comets are necessary to survive the meteor attack of behemoths, so they must be carefully placed. < Very tough and there are also strong attack attackers. One appears at every stage of the battle of the behemoth. It squirts clockwise at the beginning of each stage; That is, the first appears north of the map, the second appears east of the map (after the meteor is cast), the third appears south of the map (after a meteor is cast), and so on. Usually, they're pulled towards the entrance and killed there. If he doesn't pull and get killed, they're going to destroy towers and beats. Bomb What is it (Puroboros?) <== They appear in the middle of the room and cast an AoE burn on a comet. They'll also attack towers. Easy to kill. Players should not stand too close to bits, because burni is a painful debuff that makes healing It can be cleared with Esuna or scaly (which costs a lot of MP). King Behemoth <== It will cast an ecliptic meteor (unstoppable, instant KO) if its HP gets low enough. It's before a shout-out that all actors can see on their screen (Graaaaagh!). Players have to hide behind a comet because it's the only thing that can protect against a meteor. After the first meteor, the behemoth will begin to randomly cast Cerbadis on stage. Charbadis will create a permanent temporary tornado (like gruda's tornado). D-Last Unforgivable Hall Boss: Acheron : Usually broken down by B-tank. Keep it close to the middle of the stage, otherwise iron birds will grab the tank. Stay away from the Dührer circle when it has lava. When the heart disappears, the iron birds will appear. Kill him to free the player he caught. The emergence of iron claws are warnings: Acheron will be imposing an ancient flare soon. Jump on your team's platform after killing the iron claw. After an ancient flare is cast, an iron giant will appear followed by an iron peddit. Kill them quickly and go back to hitting Acheron once the main tank pulls it up again. As the battle progresses, the amount of AoE that Escheron throws will increase. Acheron's skills: Slash <== red-black cuts on the ground. Get out of it. Vacuum <== green cone on the ground. Get out of it. Monopoly <== Con Ao vs. Acheron. Quake <= unblockable attack filled with glitter. Acheron stabs the ground. Heal through it. Megiddo < on the ground. Get out of it. 100 <== The soil turns red and sedated. Get out of the red parts. Flare < == Like the meteor of a behemoth, it cannot be evaded or blocked. Players must go to their platforms (where they started) and run the shield. Four players on each of the three main platforms will activate the shield. Shield.

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