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Ffxiv rabanastre guide

PageDiscussionEditHistory Royal City of Rabanastre Raid Recently, residents of Kugane woke up to find floating over their city airship unlike ever seen. However, with a garlean design, the ship clearly lacked the bleak setup of the common Empire's warmachina. No, it was Prima Vista, a private stage of the Majestic Imperial Theater Company , the troupe has won acclaim throughout Garlemald for their timeless work, Zodiac Brave Story. Which raises the question... Why are they here? The answer to that question and more lies in the same legend they sing about. Ivalice legend. Requirements: 1-8 players (3 parties 1 Tanks, 2 Healers, 5 DPS) Undersized Parties Not Allowed Class: Disciples of War or Magic Level: 70 Additional Loot Rules Available Minimum IL Available Alliance Registration - Roll and Record Level Restrictions Are Lifted by a 24-Member Union. Restrictions: 120 minutes 3 6 15 Tomestones 100 goals arrive at crumbling Bridge Defeat Mateus, Corrupt arrive at Palace Square Defeat Hashmal, Bringer of Order Arrive Garamsythe Waterway Clear Garamsythe Waterway Defeat Rofocale arrive Iesalia Temple Ruins Slay Argath Thadals Attack Name Description Ice Azer Adds to spawn with boss. They explode to death, causing damage to & Sleep (Status Effect). Open spawns ice spiral, watery orbs, aquaspheres, & Water spouts. It also spawns a targetable skater included. Freezes players soaked with debuff when he touches them. Spawns ice slave added when it touches The Watery Orb. You have to kill them if they spawn. Spawns Blizzard III Crystal when it touches the water spout. You have to kill them if they spawn. When it touches the Aqua Sphere, it becomes a block of ice that does extra damage at the end of the stage. Watery Orbs players must pass them to pop them; they do minor damage. Implements a soaked debuff. If the skater is left alone, turns them into an Ice Slave, it adds that you have to kill. Aqua Spheres Three targeted sphere spawn around the arena. They must be killed before the skater reaches them, or they will be converted into ice blocks that deal with additional damage at the end of the phase. The Skater reaches them in the following order: SW (Alliance A Pool) SE (Alliance C Pool) N (Alliance B Pool) Water Spouts Untargetable tilad water. To remove, 3 players must stand at the same time. When the skater reaches them before them, it becomes a Blizzard III Crystal. Blizzard III Crystal spawned a water slide that the skater touched. The thriers are five random players and throws white whispers. If not killed before it explodes, the tethered players turn into a Hoary Snowman. The snowman wanders around the arena, stops to do aoe damage. Rebind Removes all Unbind elements left. Blizzard IV Comes after Dualcast. Characters 2. proximity-based injury markers + extra damage based on anything left when Mateus cast Rebind. Run to safe corners, which are generally against the walls. Just look for the part without the orange proximity marker. Breathless Debuff stacking debuff, which increases over time. If it reaches 10 stacks, you die. You can remove chimneys while standing in bubbles spawned by dead Flume Toads. Flume Toads Kill these adds spawn bubbles that can stand to reset your breathless stacks. Snowpierce Line AoEs that spawn during the 2. They follow the player, grow longer or shorter. If they attack the bubble, it will explode. When all the bubbles pop, players have no way to reset their Breathless Debuff until the next set of Flume Toads spawns. Blizzard Spheres Marks 3. Random players are tethered to un directional ice spheres. After a short time, the ice can be shed on a long cone of ice attack. Since all the players have soaked the debuff from being submerged, everyone caught AoE is frozen. Tethered players should move so that the cones do not stand in front of the Alliance. Adds 4. Mateus moves to the center and becomes invulnerable. Three Azure guards are thinginging. They need to be refueled and kept separate from each other, or they tether together and get the vulnerability down to the buff. Additional Ize Azer adds spawn that must be killed. Avoid point-blank AOE in the event of death, which may cause Sleep. If Azure guards aren't killed until the Maetus Ether Gauge reaches 100%, the union will wipe frostwave. Frostwave If azure guards are killed or Mateus's ether meter reaches 100%, Mateus will give his last. The damage is based on how full the Eeegi gauge is. Gather together for the shield and the healing. Phases recur from the beginning. Tips and advice While there is quite a lot happening in this fight, many mechanics are quite obvious or easy to avoid. During Phase 1, make sure that 3 players stand in the Water Spout so you don't have to kill extra inserts when the skater reaches it. Be careful with your bubbles during 2 so people can still breathe. Also make sure you're resetting your breathless stacks while standing in bubbles! Hashmal, Tooja Order Before starting, it is recommended to apply directional signs left and right exit and one directly in front of the entrance. It helps the tower phases. Attack Name Description Quake IV Moderate the entire alliance of AoE damage. The sled Edge Large AoEs spawn random players. Players have to run away from them because they follow the players with a few hits. Keep them out of the rest of the union. Standing in all of them will kill you without a dedicated healer. Control Tower 1-3 large towers spawn, more towers spawning lower boss health. Finally, it falls in the direction that the Sanctions will slice them. The towers slide in the direction they fall before they completely fall seconds later. Players caught under a falling tower will be killed. There is no AoE marker under them until the last second, so keep an eye on the towers to determine where they fall. Allow union-wide damage. It also damages Control Towers by slicing them, causing them to eventually overturn. The Extreme Edge boss jumps off the east or west side of the arena and start casting it. One of his hands must be glowing. Players should move to the side of the arena that does not have a glowing hand (either north or south). In a few seconds, he'll be loading the arena. Once you are hit by the flaming side, it will take moderate damage and get hard hitting dot, which can be dissipated. Rockcutter Tankbuster. The earth's hammer spawns 1-3 floating hammers floating in a cloud of dust. When dust dispells, a hammer coalition and a big shadow appear on the ground. Players have to move away from them because they deal with proximity damage when they catch them. Command Tower spawns a massive tower in the middle that the boss stands for while dealing with a slight alliance of all damage and knockback. It must be killed before Mana Gauge reaches 100%. It also casts Sand Cones, Red Circles, Jacle Edge, Falling Boulders and Sandspheres. When the tower is dead, the boss will cast Landwaster. Sand cones 3 massive cone AoEs covers the 1/6th arena, 1/6th between safe spot. Later, the second set of sand cones spawn these safe spots a few moments after the first set. To cope with this, players should stand on the edge of the second set of Sand cones, moving where the first set was after they go out. Red Circles Multiple red circles of AoEs spawn. Avoid as needed. Sand Spheres Three spheres spawn and start casting dust. Every alliance should move into its sphere and kill it quickly. If it stops pouring, the Alliance will wipe it out. During this time, every member of the Alliance is targeted by falling boulders. Falling Boulders Obvious chimney mechanic during Sandspheres. Stand with your union to share the damage. Players should make sure they have the right group of two of them in one group likely to kill them and wipe out the raid when the Sandball explodes. The maaraster comes after the control tower dies. Is the damage based on how big Mana Gauge is. Golems Two Golem adds spawn that must be refuelled and must be killed as quickly as possible. They shed demolition, which makes the entire alliance aoe and grows bigger and does more damage to each successful cast. The submission of the Tower The Great line of the AoEs spawn, dividing the space into three areas. Each group should make sure they have their own Waymark. Sitting in the OE will kill you. After landing leaves a big blue puddle that deals with severe damage and leaves dot to anyone who touches it, so moving your group is difficult. Includes sandspheres and falling boulders. Tips and Tips Keep An Eye on Control if they get sliced and be sure to move out of the way. If you're not sure exactly where they're landing, move far to either side of where it slips, so you can avoid it easily. Make sure you go to the marked location of your group for the sandspheres so you can burn them down. If they don't die in time, it will wipe out the Alliance. Before you begin, it is recommended that you apply directional marks to the left and right of the entrance, and one directly opposite it, placed in the center of more space. This will help the archaeodemon stage. Attack Name Description Crush Helm Attack, which hits MT five times. The first four hits harness the physical vulnerability up each time that lasts 3 seconds, just in time for the fifth hit to the ground, taking 4 vulnerability up the stacks. Shield if necessary. The gig targets a random player line aoE that moves with them. A targeted player should move to the boss, and other players should make sure they do not stand for AoE. Followed by Cry of Victory Cry of Victory the boss turns to the casual player and cast 180° AoE, covering all the arena in front of him. Deals with moderate damage and implements stacking vulnerability debuff. Crush Gun Large AoEs are spawn random players. Players have to run from them because they follow the players' ~3 hits. Keep them out of the rest of the union. Standing in all of them will kill you without a dedicated healer. Trample He makes a large number of 8 in his position. Players need to move out of the way, either standing very far, against his sides, or slightly in front/behind him to ensure you don't hit an unmarked AoE when he moves. Just as he finishes the cast, you can see the way he takes a moment. The players hit knocked back and become a vulnerability stack. He always moves to the right to start drawing 8. Maverick Multiple clones boss spawn along the outer edges of the arena and charge throughout. There are two small safe spots next to where a line of clones begins and ends. Standing in ooes causes immense damage or death. Archeoid three archaeologists diskuss spawn in the center of a large hexagonal AoE. Each group should move to its marked location when the hexagon closes, trapping players inside and preventing players from outside the aid. It must be refueled. Uses massive fats that should be placed outside the arena. Be aware when the boss loads around the room, knocking someone from the outer side of the hexagon in the middle, potentially targeting the AoEs for the rest of the union. You have to kill before the Aetherial Acceleration Meter reaches 100% or the Alliance wipes. Celestial subtly comes after the death of the archeodeemons. Is the damage based on how big the Aetherial Acceleration Gauge is. Embrace the obvious big blue AoEs spawn around the arena before becoming invisible after a moment, although they pulse from time to time so players can see When incremental, they bind all players in a large radius around them. The bind can be dispersed if necessary. Pomp and the fact of proximity is based on injury focused on the boss. Clones Clones charge the entire arena at times, leaving small spaces on either side of the long line of GaoEd. Dark Geas Room goes dark, players can bleed debuff and a small purple Dark Circles appears throughout the room. Players must communicate with the Dark Circles to break them. If this is not done in time, the Alliance will wipe it out. Casts Maverick right after, 1 less clone each time. Tips and advice It's best to stay close to the boss, so it's easier to avoid Cry of Victory. Players marked by the Chariot should bring it to a nearby boss so that others do not have to sprint across the space to dodge Cry of Victory. Look embraced as they can snare you when you dodge clones, leaving you to make your own line of AoEs. The trample is deceptively large and moves quite quickly. Make sure you're in place to avoid or quickly dodge out of the way of AoE. Attack name Description Sant Blow Tankbuster. Crush Gun Large AoEs are spawn random players. Players have to run from them because they follow the players' ~3 hits. Keep them out of the rest of the union. Standing in all of them will kill you without a dedicated healer. Soulfix The Great AoE focused on the boss. A large angel or demon face appears on the screen, followed by an order to either turn around or disperse. Basically, Simon says. If you're a mechanic wrong, you get a stack of Unnerved. Turn it off: Look away from the boss, if you had an angel face, look at the boss if you had a demon face. Scatter: Move on, if you had an angel's face, stand still if you had a demon face. Nerveless Stacking Debuff derived from various mechanics. Three stacks makes it an Graven debuff, where you turn you into a chicken and run to the edge of the platform. Trepidation Large green rings appear on the ground as the meteor falls towards the center. At least one player must stand around to avoid a heavy stable of total AoE damage, which will turn the ring into a slightly brighter and glowing version. One player must stand on every comet. Instead, only the player takes a small amount of damage. Relentless series conal AoEs spawn in front of the boss. Verdict Blade Marks players glowing with blue swords and spawns a large square of AoEs around the arena. Marked players eventually drop a huge cross-shaped line from AoE to their position. The square ooes gives a bleed debuff. Marked players should drop their AoEs in the middle of the room so that they AoEs stack and allow players to move to every corner of the room to avoid Coldblood. Cold blood occurs during the blade of the judgment. The boss disappears and throws a sign of proximity to the platform. Players must dodge judgment on Blade AoEs moving from this marker. Royal Blood spawns several inserts tethered to players. You have to kill before they cast an Unholy sacrifice that does great Union-wide damage and gives a nervous stack. Empty soul Several fragments of spoofing are spawned on the ground by the purple AoE. They must be killed quickly if they are his emptiness gauge. If the Gauge reaches 100%, the Alliance will wipe out. On the outer edge after an empty hinge, the outer edge of the arena begins to glow. Touching it will turn you into an armored monster that attacks random players before finally killing you. Gnawing Dread pointing to the hand appears over each player's head and spin quickly. Every step you take stops the direction of your hand and forces you to work only in that direction. Usually followed by different AoEs. Fire IV Moderate Union-wide damage. For advice and advice during divine commandments, make sure to do as you are told when you see an angel's face, and do not obey when you see the face of a demon. Keep away from the edge of the arena after the empty soul that you were not killed on the outer edge. Chewing dread, you can touch your movement keys for a moment until you get in the direction you want (or as close as you're going to get), so you can dodge AoEs. Item Type iLvl Claims Stats Argath Thadalfus Card Triple Triad Card

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