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O12s unsync guide 90

That sounds a lot but the movement to avoid this is quite easy. First hour? For those who've already done it, I'd like to know which mechanics are skipped and what's the minimum number of people you need (or do you need all 8?). For example always group the DRG and BRD/MCH together on the same add. If you managed to get both bosses to 1HP by this point, the fight will transition into its next phase. Assign positions around the Optimized Blizzard III which we will also use as orientation as where to spread after the stack. Shortly after this player will be hit by a circular AoE tank buster which afflicts him with Magic Vulnerability Up. Following that up, he will be hit by name needed, a linear magic AoE tank buster, that deals less damage to the later targets hit. So all that to say: idk what the right answer is. They served their purpose exactly. At the same time the Advanced Suppression goes off. Next Omega-F will use Optimized Blizzard III as an instant cast without indication, but it covers less area than in the Blades Pattern. The fight is split in the Adam and Eve fight, followed by the Final Omega encounter. Mantra, Addles, Shake it off, Divine Veil, and all those will be very much appreciated! Blade Pattern: The Blades Pattern works as follows: First, Omega-F is going to cast name needed, which hits the area to her left and right with a big AoE. Players would rather die than do the mechanic properly and it's not even that hard! Either that or please start adding unskippable mechanics like Light Rampant Raiders like me care about the hard work and effort that square puts into the fights, players who do fights unsync'd don't care about the effort the devs put into the fights at all, they just care about the rewards. That's also more because SE designed then promptly broke a feature than fight design itself. Suppression goes off at about the same time as Beyond Defense. 06-19-2020 10:58 PM #2 You still need 8 because of mechanics. Things you absolutely need to prepare is "Numbers-Dash (Fundamental Synergy)" on Phase 1 and "Patch"/"Hallo World I" on Phase 2. People already pay money for savage/ultimate there are multiple pf's everyday, so anyone who openly boasts about is pretty suspicious anyways. After the stack markers there will be a need for healing. In the process of this the tether of the tank and DPS with Local Regression will explode, damaging the party. Important to note here: If you as a DPS still have a green Local Regression tether at this point, you have to pay attention not to detonate it too soon, as not to stack Magic Vulnerability Up or kill the tanks, which are receiving a magic tank buster after Omegas cast finished. Once again, pull both bosses to the cardinal marker adjacent to the eye. At the same time as the limit breaks go out, the Suppression will render everything but the sides of the platform unsafe. Another double Cosmal Memory, another double Laser Shower and another double Optimized Blade Dance. The eye moves during this. However you will lose all Packet Filter debuffs, enabling the whole party to attack the remaining enemy. We place Omega-M on the east side of the platform and turn him to the NE because that will save a little bit of space when spreading the melees around him. Another tier of exclusive rewards there? However if you place the two groups close to the boss that spawned from their assigned stack marker, they will be able to damage this boss. Separate macros were made to describe everybody’s movement for each strategy, but it’s easier to just use a diagram instead. Following this he will instantly cast Efficient Bladeworks, so go in and out right after. (We chose the one that is rotated clockwise from where the eye is.) Both bosses will cast Suppression. Alternatively, you might want to use invulnerability on Target Analysis whenever they are up, let one tank absorb the Magic Vulnerability and just soak up the following tank buster. 05-22-2021 02:55 AM #4 Old content should all be unsynced jobs are not balanced around old level caps and with the stat squish coming who knows how these fights will be and it's a waste of dev time going back to tune all these fights. For both, after the tank busters, we pull Omega-F into the middle, and Omega-M somewhat south-west from her. After that, Omega-F hits every player with an Optimized Fire III, forcing everyone to spread. Getting hit by both will definitely kill you. Phase 2 (Final Omega): pictures incoming The first step to victory has been done! Now you will be facing Final Omega. XIVLauncher WaymarkPresetPlugin positions { "Name":"O12S (134)", "MapID":594, "A":{"X":100.0,"Y":0.0,"Z":81.5,"ID":0,"Active":true}, "B":{"X":117.595,"Y":0.0,"Z":94.283,"ID":1,"Active":true}, "C":{"X":100.0,"Y":0.0,"Z":118.5,"ID":2,"Active":true}, "D":{"X":82.405,"Y":0.0,"Z":94.283,"ID":3,"Active":true}, "One":{"X":89.126,"Y":0.0,"Z":114.967,"ID":4,"Active":true}, "Two":{"X":110.874,"Y":0.0,"Z":114.967,"ID":5,"Active":true}, "Three":{"X":0.0,"Y":0.0,"Z":0.0,"ID":6,"Active":false}, "Four":{"X":0.0,"Y":0.0,"Z":0.0,"ID":7,"Active":false} } Timeline (Credit: u/Syldris) Back to top Final Fantasy XIV Elemental DC Raid Macros Reddit and its partners use cookies and similar technologies to provide you with a better experience. But it works. Keep an eye out for Omega-M, run towards him and immediately out after the name needed hits. 05-22-2021 04:50 AM #10 I remember when unsync first came out and this was an issue raised. It will restore about two and a half limit break bars and the next LB3 will be available for the next meteor/arrow combo. (Some kind of proximity-shenanigans? I think after an expansion or two has passed, Savage rewards should be much easier to farm. What about the first day? Skills like Surecast nullify this knockback, but for some reason Cover does not seem to work. This Pattern is easier than the Shield Pattern, and we handle it like this: The tank on Omega-F keeps her facing “North”, so that the line will go through the platform. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. The people with red markers stand slightly next to the cardinal marker, in the direction of where the eye is, those with blue markers a bit further away from the marker in the direction of where the eye is not.. 05-22-2021 02:48 AM #2 People who just run content when it's released don't care about the time and energy the developers put into the rewards from the Savage fights. For this, both healers will get marked with a stack marker, that deals heavy physical damage and applies Physical Vulnerability Down. I do appreciate the glamour dresser, however with it's limited capacity I think it doesn't go far enough. Since the healer and his DPS need to be on the same side of the boss for Oversampled Wave Canon, we moved the healer a little to the north, the dps to the south. While both strategies were used, 1313 eventually took over and became the default once Savage lockouts were removed. Shield up and mitigate if you think it necessary. Said healer will go to the north side as not to detonate his green tether. The sides with the blue floating orbs will be the safe sides. For example take a look at that disgusting "good bye world" strat for o12s. In case it gets patched out this note will be removed. Just after the cast the tanks will need to grab aggro on the boss they were not tanking, keep that in mind. Next up, the eye will move and Omega-M will cast Subject Simulation-F, transforming him into his female counterpart, Omega-F. Those named mechanics will most likely wipe you if you do them wrong or if not all 8 are alive at this point. Pepsis Eorzea-Tagebuch: 116 Alphascape V4 (Savage) – A comprehensive text guide by Fennek F’ox Hello and welcome to the comprehensive text guide for Alphascape V4 (Savage). After the first AoE hits, the other tank moves in front of the marked one. The latter will target the two closest players on the side of the boss that has the blue screens during the cast animation and hit both of them with a magic AoE tank buster. Shield Pattern: The Shield Pattern works as follows: First, Omega-F will jump in the middle and hit the platform in cardinal directions with Optimized Blizzard III. Once you have executed the other pattern, pull both bosses to an adjacent cardinal marker next to where the eye is. 45k if only 6. Shorty after both bosses will cast Resonance, which gives them either the Local Resonance or Remote Resonance buff. Before becoming attackable, Omega-F will cast Discharger and Omega-M Efficient Bladeworks, an AoE around him. The offtank will have to provoke Omega at about the fourth global cooldown. Move into the safe zone of Superliminal Motion, which will be pointing south because we made Omega-F face north. This hurts a lot on the tank, so mitigate it properly. Now for the first real mechanic of this fight: Omega-M will use Beyond Defense which will make it dash towards a random player, damaging and applying Magic Vulnerability Up to all players close to the target. This leaves a safe line to stand on in her front and back. This skill is an instant cast and targets another random player. Getting hit by two is lethal. Reason: 同じ意見の方がいたので追記 09-29-2017 08:57 AM #10 4.0の案件ではないけど最近の影響を受けてると思われるので、ここにまとめちゃう。 50～60台の戦士、暗黒クエのソロバトルで結構きついのがある気がします。 丁度「ブラッドバスと内丹のアディショナルがなくなった分程度きつくなってる？」と思う程度にソロバトルがきついのがあった気がする。 私は逃げながら遠隔して打開したけど、「それは遠隔や魔導士の戦い方であって、戦士の戦い方ではないだろう」と。 上げたばっかで不慣れな人は詰む可能性があるなと思いました。 ちなみにナイトは特に苦労してないです。 06-27-2017 11:02 AM #1 アーリーから毎日、調達任務をこなしつつ、ギャザクラのレベルを満遍なく上げているのですが、たまに難易度が今のレベルに見合っていない物が含まれてきます まだ途中ですし、全部が全部気づいた訳では無いのですが、 今日納品に指定されている【Lv64 ドマアイアン・ロングソード】はLv70素材を使う中間素材が混ざっている為、 自前での素材調達がLv64では出来ません（ 納品物として指定されるかどうか分かりませんが、ドマアイアンシリーズには同様の中間素材が含まれる物がいくつかあります ） 勿論、買う事で解決はするのですが、ギャザクラのレベルを満遍なく上げていくプレイスタイルは、開発側からは想定外なのでしょうか？ もしレシピ見直しが出来るのであれば、是非お願いします 他気になった事 まだ70になっていないので、そこでは逆転するのかもですが、 今回、HQ完成品を作るより、HQ素材を作るほうが難しく感じています これも腑には落ちませんが、HQで作りやすい物をHQにして製作しています 今回はこういうバランス取りで調整されたんですかね 06-27-2017 02:31 PM #2 ドマアイアン・ロングソードにレベル７０の素材は必要ありませんよ？ ドマアイアン・ロングソードに必要な素材は ・卸し鉄：レベル６４ ・ダリウムナゲット：レベル６４ ・ガガナレザー：レベル６１ ・カブトにかわ：レベル６４ の４つで、 完成品より高いレベルを要求する中間素材はないので、クラフターを均等にレベルを上げているなら全く問題なく作れます。 他のドマアイアンシリーズも似たり寄ったりだと思いますが、具体的にどの素材がレベル７０なのでしょうか？ 完成品より高いレベルが要求される素材は ・卸し鉄の素材になる餅鉄（ レベル６５ ） ・ダリウムナゲットの素材になる翠銀砂（ レベル６６ ） の２つしかありません。 問題になるとするなら採集場所の解放レベルが一段高い「翠銀砂（ レベル６６ ）」だけでしょう。 それでも採集場所さえ解放できれば高レベルでも問題なく取れるので問題視する必要はないと思いますけど。 06-27-2017 04:49 PM #3 多分ギャザクラを均一に上げてる人なんじゃないかな(´・ω・｀) 65になったら64の職を65にしていく感じなら翠銀砂は65？ からじゃないと取れない･･･？からじゃないかな･･･。 採掘師は70にしてしまったので70採取場所が何時からなのか分からないので･･･。 06-27-2017 08:47 PM #4 Originally Posted by gintaro ドマアイアン・ロングソードにレベル７０の素材は必要ありませんよ？ ドマアイアン・ロングソードに必要な素材は ・卸し鉄：レベル６４ ・ダリウムナゲット：レベル６４ ・ガガナレザー：レベル６１ ・カブトにかわ：レベル６４ の４つで、 完成品より高いレベルを要求する中間素材はないので、クラフターを均等にレベルを上げているなら全く問題なく作れます。 他のドマアイアンシリーズも似たり寄ったりだと思いますが、具体的にどの素材がレベル７０なのでしょうか？ 完成品より高いレベルが要求される素材は ・卸し鉄の素材になる餅鉄（ レベル６５ ） ・ダリウムナゲットの素材になる翠銀砂（ レベル６６ ） の２つしかありません。 問題になるとするなら採集場所の解放レベルが一段高い「翠銀砂（ レベル６６ ）」だけでしょう。 それでも採集場所さえ解放できれば高レベルでも問題なく取れるので問題視する必要はないと思いますけど。 調べ方が悪かったのかな、すいません 素材に使う翠銀砂、Lv70の採掘ポイントになっているので、 自分みたいに満遍なくギャザクラ上げてると掘りに行けないんですよね 今見ると完全に自分の書き方悪いですね、申し訳ない やはり満遍なく上げるんじゃなく、マケボで買うか、どれかを上げきってからやれってスタイルみたいですね 06-27-2017 11:57 PM #5 私もまんべんなく上げて、もうそろそろ漁師以外７０いくな～ってところまで来てますが、気持ちはわかりますけど仕方がない部分もあると思います。 イシュガルドの時もそうでしたし、そういう仕様だと捉えるしか無いかと。 少なくともここまで上げてきて、私は不便は特に感じていませんね。素材はほぼ自給自足ですが、革素材はちょっと狩り面倒なので買ったことがありますけどね。 06-28-2017 12:31 AM #6 Originally Posted by Amyota 私もまんべんなく上げて、もうそろそろ漁師以外７０いくな～ってところまで来てますが、気持ちはわかりますけど仕方がない部分もあると思います。 イシュガルドの時もそうでしたし、そういう仕様だと捉えるしか無いかと。 少なくともここまで上げてきて、私は不便は特に感じていませんね。素材はほぼ自給自足ですが、革素材はちょっと狩り面倒なので買ったことがありますけどね。 蒼天時もスクリップやら素材目当てで調達やってたんですけど、 60になってからは、ジョブによってしょっちゅう秘伝書レシピを要求されたりでバランス悪いなとは思ってました とりあえず今調達をやっててキツいのは、HQ素材を作る方が、HQ完成品より難しかったり、 今の段階では自分からHQを狙い幸い刺突漁の魚貝類を通常より多く要求されるとこですね レベルが上がれば楽になると思いたいので、今調達しない方が良いのかもですが 06-28-2017 01:22 AM #7 レベル66になったら倹約加工様のおかげで素材HQ楽になるよ ちょっと装備更新でCP増やす必要あるけど 07-01-2017 04:28 PM #8 翠銀砂の取れる採掘ポイントのレベルを65にしてください 07-02-2017 09:24 AM #9 全部自分で完結しようとしなくていいんじゃないかなと僕は思ってます。 開発側としても採掘を上げてから鍛冶やれってわけじゃなく、採掘を上げてる人から買ったりして経済を回そうと考えているんじゃないでしょうか。 例えば、鍛冶64で作れる装備に鍛冶68で作る素材が必要というのであればおかしいなとは思いますけどね。 今回挙げられてる翠銀砂についても、鍛冶をやってててそういった状況になったのなら、逆に自分が採掘を上げた時は金策チャンスになるなと僕は捉えます。 08-06-2017 12:59 PM #10 トピ主さんと似たような状況に陥り調べてたら辿り着きました。ダリウムナゲット（ 制作LV64、必要素材：翠銀砂x4、銀鉱x1 ）は制作レベル64に設定されていますが必要素材の翠銀砂はLV70の採取ポイントで採掘師LVで66からしか採取できません。 自分で採ってきたアイテムでGC納品対象アイテムを作ったりリーブまわしたり自前で装備作るのが楽しい私（ 必然的にギャザクラ平均あげになります ）としては、このような「ズレ」はすごくモヤモヤします。できれば開発側の意図を示してほしいです。 05-22-2021 02:30 AM #1 People who just run content unsync'd clearly don't care about all the hard work and effort the developers put into the savage fights. 05-22-2021 02:56 AM #5 Guys, please. Omega-F will use Subject Simulation-M, this time splitting into two entities that need to be fought separately. First, both bosses will cast Firewall, granting the party Packet Filter: F/M, preventing players with Packet Filter: F from damaging Omega-F, and Packet Filter-M from damaging Omega-M. Throughout the encounter the eye will be used to indicate a number of mechanics, so keep an *eye* (pun intended) on where it is. And it’s broken. Pull Omega-F to the side opposite of the eye and make her look outwards. For more information, please see our Cookie Notice and our Privacy Policy. Upon taking shape, after a short delay, Omega-F will hit the party with Discharger, damaging all players and knocking them away from her ⅚ the distance of the platform. Each boss will dash with Electric Slide towards their respective markers in ascending order, dealing damage based on distance travelled to every player they hit. You absolutely shouldn't see Fundamental Synergy 2 (phase 1) or Hello World 2 (phase 2) anymore these days unless something goes very wrong or you are all undergeared. Next up, Omega will cast Suppression, which causes the eye to hit the platform with a large linear AoE after a couple of seconds. Help appreciated!) Take under consideration which players you are grouping up together. We run to the middle, and after Pile Pitch right out again. 06-19-2020 09:28 PM #1 Me and a few of my friends are planning to get the Omega mount by doing that fight unsynced. Next, both bosses will use Fundamental Synergy and shortly after Advanced Suppression, marking each player with a marker for the boss they can attack. And yeah i just want to farm anima man and get good glam fast. She will first cast Synthetic Blades, turning her legs into blades and indicating an upcoming Superliminal Motion. 07-05-2017 12:39 AM #3 Merci ca semble plus logic Reddit and its partners use cookies and similar technologies to provide you with a better experience. Shortly after, she will use Superliminal Motion, an AoE with a 340° angle, leaving only a small cone of a safe zone at her rear. Definitely shield and mitigate this. 05-22-2021 02:49 AM #3 Though they worked on them, they were made to be done with strategies in mind to complete it with full knowledge that unsync exists. I would err on the side of "If you unsync, the rewards become rare as opposed to guaranteed" that way you do it synced or you farm it all afternoon. This hits fairly hard compared to Solar Flare, mitigate or invuln this as possible. If DPS is lacking, also look up "Archive all" for phase 2. Next up is Patch. It also seems that, if you got an odd number marker before, you’ll get an even one The eye will move during this. You can determine which one of these it will be by looking at his cast animation. Make sure that Omega-F looks north, this will be important for the upcoming mechanics. Personally, I'd love to see FF XIV raids get some sort of Legacy buff like WoW does with certain raids, in that one's stats and damage ridiculously overpower content to make farming things much easier and basically painless. The other tank makes Omega-M shoot the arrow towards the eye, while the rest of the party stands behind him. If Omega-M uses Synthetic Shield, the bosses will execute the Shield Pattern next. 07-05-2017 12:32 AM #1 Salut Je vien de lire le patch note et pour le guerrier il es indiqué Une modification de swing brutal skill que nous ne possédons pas pourriez-vous me dire si c'est moi qui me trompe ou si c'est une erreur de votre part 07-05-2017 12:34 AM #2 Je pense qu'il s'agit en fait de Coup Puissant, Heavy Swing en anglais. At the same time the line Aoe from This is almost immediately followed by Pile Pitch, a small AoE skill, dealing heavy magic damage that needs to be shared in a small area around the target. Right after this Omega-F will use Optimized Fire III, hitting every player with a small AoE that deals high damage. After these dashes, another double Laser Shower, another double Solar Ray, and next the bosses will execute the Shield / Blades Pattern they didn’t execute the first time. For this pull them back next to each other. Thanks for helping out with creating, correcting and optimising this guide: Ashe Iceblood Piaro Introduction: o12s will be your last challenge in the 4.4 raid tier. Next the boss will start casting Oversampled Wave Canon. During this last part Omega-F will hit the entire party with one Laser Shower. But one healer, in our case the WHM, gets to stay in the middle and heals the party back up as best he can. Just...don't. Players like me care about looking good, and it's hard to do that when things such as dyeable armor is gated behind such difficult content, and we'd rather spend our time enjoying what the developers do elsewhere. But as long as the sides chosen side of the platform Another Fundamental Synergy, marking people for Electric Slides. The eye will move. Since the boss is on the opposite side facing out you should not have any trouble avoiding both of those zones. At the same time, a cast will indicate a Pile Pitch from Omega-M, which can be soaked by the whole party since he did not use Beyond Defense before. This is followed by a double Laser Shower. Position the bosses accordingly relative to where the eye is located at this point. A good way to do this is to have one tank provoke the add of the Oversampled Wave Canon.【Patch】 Far T → Near T → H2 → H1【Oversampled Wave Cannon】 MT:Front　OT:Side【Index + Archive】|【Delta Attack】　MT　ST　|　MTOT　D3　D4　|　D3　D4　D1　D2　|　D1　D2　H1　H2　| H1　●　H2　※Use True North |※Stack where AoEs went【エンバグ】ファー青T→ニア緑T→H2→H1【検知式波動砲】MT:正面側　ST:背面側　【アームX】|　【デルタアタック】　MT　ST　|　MTST　D3　D4 |　D3　D4　D1　D2 |　D1　D2　H1　H2　| H1　●　H2　※12時A基準 |※AoE消えた場所で頭割り There are two main ways of doing this: TTHH (Far tank → Near tank → H2 → H1) HTHT (Near healer → Far tank → Far healer → Near tank) Each tether is broken in between Patch mechanics in the chosen order above: 1st: ASAP 2nd: After Diffuse Wave Cannon 3rd: After Oversampled Wave Cannon 4th: After debuffs from 3rd break wear off Hello, World The “big” mechanic for O12S-2 is “Hello, World”. The higher number waits behind the lower number for the dash, and after the boss dashed away again they change to have the higher number in front. Stay close together behind Omega-F and bait the Efficient Bladeworks, then spread out towards the assigned positions. Remember not to jump off of the platform before the limit gauge resets, else you will have to start the fight all over. Depending on the buff they get, the tank that is at the cardinal marker with the eye (or the opposite side) will have to move his boss either to the offtank or to the opposite side of him. Everything else is easy going. If Omega-F uses Synthetic Blades they will execute the Blades Pattern. Reddit and its partners use cookies and similar technologies to provide you with a better experience. The healers and casters move a little closer to the eye and spread out in the distance. Right after this, Optimized Fire III will hit each player with an AoE. This is followed by Optimized Blade Dance, a melee limit break, which each boss will cast on their respective tank. The only thing more "difficult" about UCoB now is that you can't change markers to mark dragons but that's easy to adapt to. stand away from Omega-M, and if you cannot nullify the knockback get close to Omega-F and let her knock you around the platform. Proceed as usual. After the debuff wore off again, the last tethered DPS detonates his Remote Regression. We handle this as follows: After Patch finishes its cast, all players but the healer with Local Regression stack south of the boss. 05-22-2021 03:50 AM #6 But unsyncing A9S is a great way to farm aetheric density for the anima weapons. Note for the healers: healing in this phase can be hard because the two groups of people are too far away from the middle to all be healed with AoE heals. Following the charges, both bosses will cast Laser Shower hitting the party with heavy raid wide damage. 08-27-2017 11:33 PM #1 見当たらなかったので立ててみました（ 重複してたらすみません ）。 4.0のジョブクエストは暗黒騎士が素晴らしいだけに他のジョブクエストはあまり話題になりませんが、とても面白いものが多いと思います。 特に、クラスクエストのキャラクターが再登場するのがとてもイイ。 彼らと共闘できるのは懐かしくもあり、新鮮です。 演出なんかもすごく凝っていて、この調子で5.0も頑張って欲しいと思いました。 ただ、やっぱり尺が短くて語り足りないというか、もうちょっと話が長ければもっと愛着をもてるキャラクターがいたのになあ（ 竜騎士クエの子竜とか ）というちょっと残念な所もありました。 あと、宿屋で愛用の紀行録で全ジョブクエストのコンプリートしたものを見せて下さい…… 面白いのに二度と見られないのは悲しいです。 通常クエストは相変わらずお使いだなあという印象ですが、 連続クエストはとても考えられて作られているものが多く、印象に残るNPC（ オバチャンとか ）も出てきました。 こんな風に、印象に残るNPCを5.0にも積極的に絡ませて、人と人との繋がりを作って行けたら最高だと思います。 イイ部分ばかり書きましたが、不満点があるかたもいらっしゃると思います。 この場でフィードバックをして、もっといいものを作ってもらいましょう！ 08-29-2017 10:36 PM #2 占白学召暗と70までクリアした感想として 3.x振り返りから王道を貫いた暗、今後に繋がりそうな占、熱い展開の召は面白かった 召はタイタン弱くなっててちょい大変でしたが…w 白と学も面白かったけどちょっと淡白な感じ もう少し濃いめな話にしても良かったかなーと思った まぁあくまで個人的な感想として 09-10-2017 07:29 PM #3 クラスクエストもこちらのスレッドが適当でしょうか？ とりあえず、70にしたものにつきまして。 あと素材を調達せずに済む仕組みは良いと思います。 ただクラフトにはランダム要素がからむだけに、ごく稀とは言え失敗することもあり、予備の素材を渡される時のセリフが、失敗を意識させる様なものですと、わたしのせいじゃないのにと、神経を逆なでされた様に感じてしまいました。 またギルドを離れた場所でオファーするものが多くなり、どこで続きをオファーするのかが分かり辛くなりました。 いちおうジャーナルの一番下には書いてあるのですけれども、ちょっと手間ですね。 ジョブ / クラスクエストはLvを満たした時点で、目的リストかクエストガイドに表示してしまって良いのではないかと考えます。 09-10-2017 10:08 PM #4 09-10-2017 11:01 PM #5 自分は逆で、７０まで放置しちゃったから装備整えて感動もなにもないバトルになってしまったのがちと残念だった ILをもうちょっと縛れないだろうか。 任意で縛れるだけでいいんだけど 09-19-2017 12:36 AM #6 09-19-2017 08:20 AM #7 連続サブクエストも扱うようなので、こちらに。 石川さんがGAMESCONだったか、ダグをつけて流して下さい、と仰ったお祭りに乗じてそちらでも書き込みしたのと同じ内容になるのですが 紅蓮の新エリアごとで発生する2種類の連続サブクエストが、その地域での冒険が終わる頃に1本に収束し、普段英雄とは縁遠い彼らの問題を光の戦士が解決すると同時に良いご縁を繋ぎ、そして少なくとも彼らを一時的にでも幸せに出来たことを体感出来る小さな物語たちが大変楽しかったです。 何気にその場に根ざされた彼らの暮らしが微かに透けて見えるような色合いもあり、見ている限りでは風土による価値観が特殊なアジムステップのクエストが好評ですが、紅玉海もギラバニア側も僕は大層楽しめました。 こちらの方の意見にとても共感を覚えました。 やっていることはお使いではありますが、こうしてお手伝いの結果が身近な誰かの幸せにつながるのを見るのは、「英雄」ではなく一介の冒険者としてのお手伝いとして感じます。 アジムステップの連続サブクエが一番好きですが、紅玉海、ヤンサもよかったです！ギラバニアもなかなか濃いと噂に聞いていますので、楽しみです。 以上の感想を踏まえて、1点要望が…！ Yazannさんも指摘しておられますが、 連続サブクエスト・ジョブクエストのNPCが、現状、クエストが完了してしまうとどこかにいなくなってしまうので、いつでも会える状態になっていたらなぁ、と思います。 もちろんクエスト後に死亡したり旅立ったりしてしまうキャラは無理ですが…せっかく仲良くなれたのに、影も形もなくなってしまうのは寂しいです。 占星術など一部ジョブクエでもクリア後にもNPCが健在の場合がありますし、出来る範囲で残っていてくれると嬉しいです…！ スレ主さんの言う、「紀行録ですべて見返せる仕様」は別スレでも前々から熱望していますので、こちらもぜひ…なにとぞ…！ Last edited by Esteem; 09-28-2017 at 08:55 PM. One group stays where Omega-F liquified, the other group goes to the next cardinal marker in clockwise direction. Hello, World #1 (1313 strat): Hello, World #2 (1313 strat): Hello, World #1 (134 strat): Hello, World #2 (134 strat): Markers These are for the 134 strat. We found it the simplest to have the same groups of players stay on the side of the marker that is close to the eye as before, no matter where they end up. 05-22-2021 04:02 AM #7 Yeah nothing can go wrong. Spread the tanks and melees in max melee range around the bosses front/flanks/rear, with the directional assignment you also used for Pile Pitch. Intended: The tank with the proximity marker makes his way to the opposite side of the arena to reduce meteor damage. The tanks will need to pay close attention to where the eye is, as one of them will have to move their boss to an adjacent cardinal marker soon. We move the odd numbers to the opposite side. If all other 7 people stacked this should deal about 30k damage. Last edited by OdrN; 07-05-2017 at 12:37 AM. Next up they will cast Resonance again, applying the other variant of the buff from the first time. Handle it just like the first one, with the meteor marker going to the opposite side, while the arrow tank turns him towards the eye. The further they dash, the less damage they deal. Cheese:At the moment it is possible to completely ignore these last two series of mechanics by using the tank lb 3 on the meteor and arrow, and just soaking up this damage as a stacked party. In case the party is on the side of the boss with the screens, everyone changes sides. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. If two players tethered by Local Regression come too close, they will get hit by small AoE’s, damaging the raid to them for about 20k of damage and applying a stacking Magic Vulnerability Up (3s). Tbh i'd like it if ppl who go in without unsync get a better reward after the clear (glowy weapon, better mount, wtf you can imagine) but idk if doing a lvl 70 raid will still be good in endwalkers. 05-22-2021 04:26 AM #9 Originally Posted by Juzjuzz Yeah nothing can go wrong. You will have a number of one to to four symbols over your head. This mechanic will tether four pairs of players together, a DPS and a tank/healer in each, with Remote / Local Regression (25s). After the Shield / Blade Pattern, both bosses will cast Laser Shower. Once you “killed” the first boss, its HP will remain at 1 and it will still execute mechanics normally. What about people who get better gear and make it easier than when it first came out? For the two tank busters we have the main tank stay on the front (NE/NW when boss is true north), and the off tank stay in the back (SE/SW) of the boss as not to overlap them. Afterwards Omega-M will target one tank with Optimized Sagittarius Arrow, basically the ranged DPS limit break, a huge line AoE, while Omega-F targets the other tank with Optimized Meteor, which deals proximity damage to all players. First off, Omega-M will cast Synthetic Shield, which equips it with a shield equipping him with a shield and indicates an upcoming Beyond Defense. In case his front and rear are not safe, everyone rotates 90° around the boss in a clockwise manner. Phase 1 (Adam and Eve): At the beginning of the fight you will face Omega-M with the eye in the north of the platform. Local grants both bosses massive offensive and defensive buffs when the two are close together, Remote when they are afar. This could go on to pretty silly proportions. When Beyond Defense lands, all players but the one that got hit will stack up at the bosses rear for Pile Pitch. Next they will both cast Cosmo Memory, dealing heavy raid wide damage. You may or may not skip Shield/Blade Pattern on Phase 1 if Adam&Eve aren't down for the count after Fundamental Synergy. As soon as the Diffuse Wave Canon has gone off, the tanks move back to the opposite side of the boss.This will detonate the second tank tethers, the ones with Remote Regression. Getting hit by this will heavily damage the player and apply a Damage Down, Vulnerability Up and Healing Received Down debuff. Between the blizzard, pile pitch and fire, the party takes heavy damage on all of these skills, so healers be prepared, and help them out as good as you can by mitigating and boosting them. The first is a conal AoE that will cleave the either the front and rear of the boss, or his two flanks. During the duration of theses debuffs, the boss will first cast Diffuse Wave Canon, then Oversampled Wave Canon. If for example the side east of the boss is safe, the healer would stand on NE, the tethered DPS on SE. Thanks in advance. I do appreciate square squashing stats which will make unsync'd content harder, but I don't believe that's enough. The AoE reaches the center of the platform, but it is slightly curved, so that the cardinal waypoints to the left and right of the eye are still safe. The damage will need to be healed back up before the next set of tethers is exploded. Fight should be over after "Patch 2" (same as patch 1) before "Archive all". How exactly firewall assigns the debuffs is a mystery to us at the moment. The extra reward is having the reward all that time before people can unsync it. Next up is Diffuse Wave Canon. About the time of the first dash the Advanced Suppression hits the platform. Does M or F have priority? Then shirk the main tank back (or keep the enmity so the main tank will get the blue marker. Hence, if they had Local Resonance before they will now have Remote Resonance and vice versa. Then they will cast another Firewall, this time changing the Package Filter debuff on each player to the other variant. Tank lb this one as well, and use the melee limit break as soon as it comes up again. Following this is Solar Ray, a magic tank buster that deals approximately 100k unmitigated damage. Last edited by Pepsi_Plunge; 06-19-2020 at 11:15 PM. For example look at people still using Day 1 strats in party finder! Players would rather race to completion than enjoy the time they're paying to enjoy the game! Either that or just add in a turn-in for normal mode raids to get dyeable armor, like the Omicron set. Shortly after, Omega-M will hit different random player with Pile Pitch which needs to be shared. The digits refer to the number of Critical Overflows that were being resolved in each stage. at the same time, a random player will get hit with Beyond Defense. Next up, during a couple of auto attacks, one of the bosses will cast their stance mechanic. The same thing happens with Remote Regression should the players be too far from each other, or should the debuff timer of either debuffs run out. This is followed up by Advanced Suppression, ordering the eye to execute a huge AoE on the side close to it after a delay. This is probably not how the mechanic is supposed to be handled. Then, Omega-F will use Superliminal Motion, and after that Omega-M will dash to a random player and cast Efficient Bladeworks. If you made it through o11s, I am almost certain you can make it through o12s as well! The fight honestly looks more difficult than it is, and if every party member plays their part correctly this won’t be too much trouble. Well take that one step further. After the Oversampled Wave Canon hit the tanks and the Magic Vulnerability Up has worn off, first the DPS with Local Regression left detonates his tether by going to the healer. The fight starts off with Target Analysis, a tank mechanic that targets the player with the highest or second highest enmity with a blue marker. If you spot any mistakes i made, or have ideas for optimisation, please let me know either on reddit or on discord @ Fennek#7777. Omega-M will jump to another random player and cast Superliminal Steel, rendering the entire platform except for the area underneath him unsafe. The ranged dps / healers stay a little further north/south of the boss. They will cast Advanced Suppression this time and execute the same Optimized Meteor / Sagittarius Arrow mechanic once again, but with the Advanced Suppression. There were two main strategies, 1313 (also referred to as the “One-Ace”, or “1A” strat) and 134. There doesn't need to be anything else. 05-22-2021 04:20 AM #8 Well, we all know MPK's intentions, but there's actually something to discuss here. Move bosses to the side according to their buff.Odd markers on the opposite side.Lower numbers on the inside.(Advanced Suppression here hits more south of the markers than it actually will for clarity’s sake)First Charge, 3 and 1 change.Second Charge, 2 and 4 change.Third and last charge. After this, we dodge away and to the side where Omega-M is to avoid the blizzard and stack for Pile Pitch. We split the party in two groups with a tank, a healer and two dps in each. There's some definite nuance to the topic, since classes regularly get broken at old lv caps, so no matter what the fight as originally intended is dead--and yes this affects UCoB and UWU too, on my reclears of UCoB in ShB, DPS checks were comparatively a joke compared to StB UCoB because, even though we're still synced, we're hitting a bunch of previously impossible statcaps and now that but is defaulted into gear vit melds no longer are a factor, not to mention the changes to potency, tank damage, healer damage, and mitigation (I do kinda miss hitting the tank with apocatastasis but alas).

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