

# Delubrum Reginae Normal Mode (24 man) Guide

Added in the 5.45 update, Delubrum Reginae is the new alliance raid. To unlock it, you must have completed the bozja questline up to and including clearing Castrum Lacus Litorae.

**This is not a guide for savage!** No doubt there will be better guides, and yes as this is normal mode it's expected you can stumble through it blindly. But forewarned is forearmed, and the less mettle you can lose in a run the better...

You can queue for this raid freely from Gangos, either solo or as part of a party. /alliance chat does not work (for some reason - I assume BA was the same?) so use /shout if you need to coordinate

[more info]

## Preparations

The raid itself should take around **40 mins to a full hour** if you play it well. My first run, with everyone running blind, took 80 minutes and 2 wipes. Expect a long run, there's **6** bosses here! You don't *need* any lost actions for this. You may find the following generally useful:

**Resistance Phoenix** - Especially for non-raising classes, this can save a fight from wiping. Carry as many of these as you can! You can use them during combat.

**+Damage Essence/Deep Essence** - The three that give a flat increase to damage for their roles (**Aetherweaver**, **Martialist**, **Skirmisher**) are very potent. Tanks may find the Bloodsucker essence useful, especially if you want to MT. Keep in mind they will only last the length of the raid (but they don't disappear on death!)

**Lost Shell/Lost Protect** - bolsters everyone's survivability a bit. Most deaths here will be from OHKOs, though.

**Cure I thru IV** - Since party comp is random, you may not always have enough healing. It'd be worth holding onto one just in case you need to panic heal a tank.

**Lost Perception** - This is a new action which reveals traps on the floor. Some traps are an instant KO, so whoever has this should run slightly ahead of the group. Traps are only between bosses. Just chuck this out as you guys move through suspiciously empty corridors.

Feel free to bring any other lost actions you find fun or useful, though. These are just basic ideas that'll work for anyone.

## Special Loot

1-6? Silver Bozjan Coins from every coffer

[Orchestrion Rolls]

[Furnishings]

[Level 15 Forgotten Fragments]

[Field Notes]

[Other? Hairstyles???

**Throughout every fight**, getting hit by most attacks will give you a stack of **Twice-come Ruin**. Getting a second stack will kill you.

## Trinity Seeker

*hi ravana*

Walls are death. Note the rings on the arena and the barriers in the corners.

**Verdant Tempest**: Raidwide hit.

**Tankbuster?**: Hits in a small frontal cone. Stay away from tank.

**First/Second/Third/Fourth Mercy**: Boss charges up its four swords. Take note of the order. - they will cleave the half of the room they're pointing to, in the order they charge up.

**Fourfold Mercy**: 4 half-room cleaves that hit according to the order the swords were charged. Easiest to dodge if you stand right inside the boss's hitbox.

**Baleful Blade**: Will either be a large AoE or a heavy knockback. If it's a knockback, stand near the boss and angle yourself to be hit into the barriers. Otherwise, hide behind barriers.

**Chains?**: Tethers random players together. Run apart to avoid. Often happens alongside Baleful Blade. Break *before* the blade hits.

**Baleful Swathe**: AoE with safezone vertically through the boss. Easy enough to avoid.

**Act of Mercy**: Thin cross-shaped AoE from Boss. Can avoid at max melee range.

**Iron Splitter**: Has two versions:

**Line Stack Marker**: handle as normal

**Rings**: Boss will jump to a point on the arena, and then will hit its ring and *all other rings of that kind* with an AoE. So if the boss is on a blue brick ring, be on the brown dirt ring, and vice versa. Will do this twice, with the second being the opposite ring to the first.

**Dead Iron**: Earthshaker markers, conal attack from boss towards players. Spread them out (*but not next to the tank please~*)

**Seasons of Mercy**: Three things to watch out for.

**White Sphere**: Gaze attack. Look away or be petrified

**Purple ground marker**: Expands massively. Stay away from it.

**Criss-Cross Line AoEs**: like similar attack in Seiryu, or vs Gilgamesh. Happens twice, with second set's safe zones being the intersections of first set - so move diagonally.

In other words, stand next to white sphere, look away from it, and dodge the white line AoEs accordingly.

All other castbars seem to just indicate boss changing form, presumably you can tell what attack happens next from it.

## Dahu

Second boss is really rude. Some attacks have no cast bar and are indicated here by what the boss does, in italics.

**Firebreathe:** Huge telegraphed conal attack in random direction. Hits roughly  $\frac{1}{4}$  of the arena. Might be worth popping sprint to dodge.

**Feral Howl:** Knockback to edges, staggering everyone

*Boss lowers head, facing a random direction:* Boss will charge until it hits a wall, then turn around and dash to the opposite side, *then* cast a huge Firebreathe cone. Don't get baited.

*Boss roars, tilting head back:* Several sets of small, player targeted ground AoEs. Keep moving to avoid.

*Boss winds up a swing of its claws?:* Unmarked frontal cleave attack. Get behind boss.

*Marchosias spawn on edges of arena:* These untargetable adds do two things.

**Head Down:** Thin line AoEs across the arena. Adds will move accordingly. Happens several times in a row.

**Hunter's Claw:** Point blank AoE on each add. Combined with Dahu's **Feral Howl**. Find the edges of the arena with no adds, and aim to be knocked into these empty spots.

**[Left/Right]-sided Shockwave:** small semi-circle AoE on the indicated side. Is immediately followed by a very quick cast of the opposite (*rude*) so stand close to or very far away from boss in preparation to dodge the second cast.

**Firebreathe (rotating):** Will cast firebreathe five times, turning 90 degrees after each cast in the direction indicated. Just run around the boss as needed.

## Queen's Guard

Four bosses at once! Nah, just kidding. You will need to hold aggro on all of them to start, though. One tank can probably take 2 at once, maybe 3 or 4, but you probably have 4+ tanks across all three parties, so just have one tank per boss. After a little bit, they'll all disappear and you'll fight each one in a random order. Damage dealt to them in the first part carries over.

## Queen's Gunner

Summons four turrets facing random directions. Will then shoot line AoEs towards two turrets. These line AoEs will then fire from the turrets in the direction they're pointing. These angles are often slightly off center, staying in melee range of the boss is fine.

**Shot in the Dark:** Tankbuster

**Queen's Shot:** Raidwide attack

## Queen's Soldier

Summons four clones, then tethers to two of them. All four of these clones will show a large circle AoE indicator, but only the two tethered will actually do damage. Identify the tethered clones and move far away from them before the **Pawn Off** cast finishes.

After the first time, the clones will jump around the arena. Keep an eye on where the tethered ones end up (It seems like they jump in pairs, and the tethered will always jump together?)

**Rapid Sever:** Tankbuster

**Blood and Bone:** Raidwide attack

## Queen's Knight

Will cast either **Shield Oath** or **Sword Oath**, followed by **Optimal Play**. If Sword Oath was cast, the attack will be a small AoE centered on the boss. For Shield Oath, a donut AoE with a safe zone centered on the boss.

**Sword = Out, Shield = In**

**Rapid Sever:** Tankbuster

**Blood and Bone:** Raidwide attack

## Queen's Warrior

Summons bombs around the arena, then makes everyone float up into the air as the bombs explode. The larger bombs are heavier, so they don't float as much- so hug the big bombs. If the boss casts **Reversal of Forces**, the weights will be swapped - so hug the small bombs.

**No tether = Stand with Big bombs. Tether = Stand with Small bombs.**

**Rapid Sever:** Tankbuster

**Blood and Bone:** Raidwide attack

Once all four are defeated, they will reappear. **DPS check!** When they cast **Coat of Arms**, *stop attacking*. They will each get a parrying shield on two sides (front & back or left & right) which stuns and knocks back if you hit it. Wait for the cast to finish, and attack the open sides. The DPS check is simple so long as you don't all get parried. No need to kill in a specific order.

# Bozjan Phantom

[\*what the.. a ghost?\*](#)

Note the 4 lines on the floor, and the dots along them.

**Weave Miasma:** On first cast, makes the north and south walls death. On the first and every subsequent cast, creates some markers on the north side.

**Manipulate Miasma** activates the markers, doing stuff according to the symbols.

**Square:** Fires a line AoE in front of it. Hits about  $\frac{1}{4}$  of the arena.

**Circle:** Creates a marching donut AoE. **The safe spots are the dots along the line!**

Simply stand on the first one, and as soon as the circle attack appears, run to the next dot in the line. Follow it all the way to the south edge. Sadly, there is probably no time to cast between hits.

**Summon:** Summons a spooky ghost on the south side, which will knock everyone north.

This will eventually be combined with Manipulate Miasma - I found the best way to handle this is to stand in line with one of the circle markers, on the 2nd dot from the south. This will push you cleanly into the safe zone for Manipulate Miasma. You do have some time to adjust after being knocked back, however.

**Vile Wave:** Wide conal attack in random direction.

**Malediction of Agony:** Raidwide

Tankbuster?

# Trinity Avowed

*Mario Party crossed with Shiva crossed with Katy Perry*

Walls are death.

The main gimmick here is your temperature. Every so often you will get a marker above your head indicating how hot or cold you are. You will also be given the *Intemperate* debuff which will instantly kill if you are not balanced heat-wise when it wears off. Several of the boss's attacks affect your temperature if you're hit by them. So if you have 1 bar of cold, you need to be hit by an attack that has 1 bar of hot. It'll make sense when you see it, I promise.

**Glory of Bozja:** Raidwide

**Wrath of Bozja:** Tankbuster. Hits in a huge cone in the direction of the tank. Stay away.

**Allegiant Arsenal:** The boss pulls out a weapon (hi Shiva) and performs an attack based off of the weapon.

SWORD AND SHIELD - **Infernal Slash:** 270 degree cleave BEHIND (seems to always be safe north?)

STAFF: small point blank AoE. Move out of melee range.

BOW - **Flashvane:** 270 degree cleave IN FRONT (facing random direction). Get behind.

**Hot and Cold:** Raidwide. Alters your temperature and applies the Intemperate debuff. Make note of your current temperature and what you need to do to balance it. Will be followed by one of three temperature affecting attacks.

Take note that some attacks may have 2 bars whereas you only have one. If you have 1 bar of cold and get hit by an attack with 2 bars of hot, you will be left with 1 bar of hot and then die.

**Freedom of Bozja:** Meteor markers in each of the four corners. Stack in the middle to soak damage. Markers leave four glowing hot/cold rocks which will explode in large AoEs. Find the rock that will balance your temperature and stand in its AoE.

**Blade of Entropy:** Boss cleaves the half of the arena that the sword is drawing energy from. This will happen 4 times and each cleave is either hot or cold. As this happens immediately after a **Hot and Cold** cast, you will need to be hit by one to adjust your temperature to normal.

**Flames of Bozja:** Huge AoE covering most of the arena. Run to the safe side. **DO NOT MOVE BACK WHEN THE MARKER DISAPPEARS.** It leaves a lingering instakill zone - we have another mechanic to do first. Boss will cast Hot and Cold, and then

**Shimmering Shot:** Arrows appear on the far side of the instakill zone, and will follow the lines formed within it [like that one Mario DS minigame](#). If you can't follow it, the paths they take will briefly appear. Make sure you're in line with the arrow that has the bars opposite to your temperature.

**Unseen Eye:** Summons adds along the north and east sides of the arena, which will shoot line AoEs after their casts finish. Use the squares on the arena as a grid to spot the safe zones.

# The Queen

*toot toot*

Walls are death.

**Empyrean Iniquity:** Raidwide

**Cleansing Slash:** Tankbuster that applies Doom and bleed. Doom must be esuna'd (*please*).

**Northswain's Glow:** Three dots appear on the floor that slowly expand into thin lines. When these lines touch each other, they will create a large circle AoE from the point of intersection. Basically, just move away from the lines.

**Heaven's Wrath:** Blue line AoE that will explode and knock players far back. Stand close.

*Boss untargetable, jumps to the edge of the arena:* Boss will hit the middle column of squares in front of them, AND hit the side that has a glowing claw (think Hashmal from Rabanastre).

**Relentless Play:** Summons two of the Queen's Guard that will perform their respective attacks. Two variations:

**Gunner and Warrior:** Gunner attacks first, spawning turrets. Dodge them as before. Warrior will then spawn its bombs, and **Heaven's Wrath** will appear. Use the knockback to knock you next to a safe bomb (you have time to adjust). Remember, if the Warrior tethers then the Small bombs are safe. If the Warrior does not tether, the Big bombs are safe.

**Soldier and Knight:** Soldier attacks first, tethering to two of four clones. They don't seem to jump around, so simply position away from the two. Boss will *jump to the edge and cleave* so identify the safe half of the arena. After the boss jumps, the knight will make its play. Remember that sword = out and shield = in.

**Queen's Will:** The arena becomes a chess board (don't worry, at least in normal mode you don't need to understand chess. I sure don't) and two untargetable guards appear.

**Beck and Call to Arms:** Boss tethers to the knights. They will move forward a number of spaces indicated by the number of red dots on them. At the end of their march, they will cast a cross AoE, hitting all squares vertically and horizontally from their end position. Identify their finishing spot and move accordingly.

Casts past the first Queen's Will will include Queen's Edict, and possibly other mechanics.

**Queen's Edict:** You will be given a set of dots above your head. After the countdown ends, the square you are currently in will be marked. You must move that many squares away from your starting position to survive the mechanic. You can move horizontally and vertically, but the game will check the *shortest path* between your starting and finishing square. For that reason, **it's easiest to just find a square and move in a straight line**. A quick MSPaint illustration: <https://i.imgur.com/xszfF5Y.png>. In the pic, if our hapless namazu marked with 4 dots moves along the red arrow, although they will have moved 4 squares, they are only two squares away from where they started, and will thus die. If they move along the green arrow, they are four away, and will live. You must be exactly the number of spaces away! No more, no less.

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thanks for reading :) time to shill

bother me ingame @ Vic Seiber on Famfrit (Primal), or bother me on discord @ papaya#3860. If you would like to (for some reason) host my guide anywhere else, feel free, just make sure you credit me with my ingame name somehow (and let me know! It'd be cool to know this is helpful)

also while you're here, check out my other guide, my handbook to unsyncing old EX/Savage content:

<https://docs.google.com/document/d/1d8LB0s2lhZOq9c2RvwBJLuuvroSZlJL13LzQfgzYxl0/edit?usp=sharing>