

How to Trigger a Casul

By Redgrave of Adamantoise



Takanashi Rikka, Waifu Warrior, Micheal Lowell, Avix Sunpuncher of Adamantoise;
Yitsy Bitsy of Brynhildr
Logo by [Rage Studios](#)

Introduction	5
How to Trigger	6
Triggers	7
General Triggers	7
Group Buffs	7
Current Content (5.0)	8
5.0 Shadowbringers	8
Titania Extreme “The Dancing Plague Extreme”	8
4.5 Requiem for Heroes	10
Seiryu Extreme “The Wreath of Snakes Extreme”	10
Bastion Arsenal	10
Art	10
Owain	11
Raiden	11
Absolute Virtue	11
Ozma	12
4.4 Prelude in Violet	13
Suzaku Extreme “Hells’ Kier Extreme”	13
O9S “Alphascape V1.0 (Savage)”	14
O10S “Alphascape V2.0 (Savage)”	14
O11S “Alphascape V3.0 (Savage)”	15
O12S “Alphascape V4.0 (Savage)”	16
Old Content (4.3 to 2.0 descending)	17
4.3 Under the Moonlight	17
Tsukuyomi Extreme “Minstrel's Ballad: Tsukuyomi's Pain”	17
4.2 Rise of a New Sun	18
Byakko Extreme “The Jade Stoa (Extreme)”	18
O5S “Sigmascape V1.0 (Savage)”	18
O6S “Sigmascape V2.0 (Savage)”	18
O7S “Sigmascape V3.0 (Savage)”	19
O8S “Sigmascape V4.0 (Savage)”	20
4.1 The Legend Returns	21
Shinryu Extreme “The Minstrel’s Ballad: Shinryu’s Domain”	21
UCOB “The Unending Coil of Bahamut (Ultimate)”	22
4.0 Stormblood	23
Susano Extreme “The Pool of Tribute (Extreme)”	23
Lakshmi Extreme “Emanation (Extreme)”	23

O1S "Deltascape V1.0 (Savage)"	23
O2S "Deltascape V2.0 (Savage)"	23
O3S "Deltascape V3.0 (Savage)"	24
O4S "Deltascape V4.0 (Savage)"	25
3.5 The Far Edge of Fate	26
Zurvan Extreme "Containment Bay Z1T9 (Extreme)"	26
3.4 Soul Surrender	27
Sophia Extreme "Containment Bay P1T6 (Extreme)"	27
A9S "Alexander - The Eyes of the Creator (Savage)"	27
A10S "Alexander - The Breath of the Creator (Savage)"	27
A11S "Alexander - The Heart of the Creator (Savage)"	27
A12S "Alexander - The Soul of the Creator (Savage)"	28
3.3 Revenge of the Horde	28
Nidhogg Extreme "The Minstrel's Ballad: Nidhogg's Rage"	28
3.2 The Gears of Change	28
Sephirirot Extreme "Containment Bay S1T7 (Extreme)"	28
Midas General	28
A5S "Alexander - The Fist of The Son (Savage)"	29
A6S "Alexander - The Cuff of The Son (Savage)"	29
A7S "Alexander - The Arm of The Son (Savage)"	29
A8S "Alexander - The Burden of The Son (Savage)"	30
3.1 As Goes Light so Goes Darkness	30
Thordan Extreme "The Minstrel's Ballad: Thordan's Reign"	30
3.0 Heavensward	30
Bismark Extreme "The Limitless Blue (Extreme)"	30
Ravana Extreme "Thok ast Thok (Extreme)"	30
A1S "Alexander - The Fist of the Father (Savage)"	31
A2S "Alexander - The Cuff of the Father (Savage)"	31
A3S "Alexander - The Arm of the Father (Savage)"	31
A4S "Alexander - The Burden of the Father (Savage)"	31
2.5 Before the Fall	31
Urth's Fount	31
2.4 Dreams of Ice	31
Shiva Extreme "Akh Afah Amphitheatre (Extreme)"	31
T10 "The Final Coil of Bahamut - Turn 1"	31
T11 "The Final Coil of Bahamut - Turn 2"	31
T12 "The Final Coil of Bahamut - Turn 3"	32
T13 "The Final Coil of Bahamut - Turn 4"	32
2.3 Defenders of Eorzea	33

Ramuh Extreme “The Striking Tree (Extreme)”	33
2.2 Through the Maelstrom	33
Leviathan Extreme “The Whorleater (Extreme)”	
Mog Extreme “Thornmarch (Extreme)”	33
T6 “The Second Coil of Bahamut - Turn 1”	33
T7 “The Second Coil of Bahamut - Turn 2”	33
T8 “The Second Coil of Bahamut - Turn 3”	33
T9 “The Second Coil of Bahamut - Turn 4”	33
2.1 A Realm Awoken	34
Ultima Extreme “The Minstrel’s Ballad: Ultima’s Bane”	34
Garuda Extreme “The Howling Eye (Extreme)”	34
Titan Extreme “The Navel (Extreme)”	34
Ifrit Extreme “The Bowl of Embers (Extreme)”	34
2.0 A Realm Reborn	34
T1 “The Binding Coil of Bahamut - Turn 1”	34
T2 “The Binding Coil of Bahamut - Turn 2”	34
T4 “The Binding Coil of Bahamut - Turn 4”	34
T5 “The Binding Coil of Bahamut - Turn 5”	34
Supplementary Information and Add-ins	34
Advanced Combat Tracker	34
FFXIV Parsing Plugin	34
Configuring ACT for FFLogs uploading	34
FF Logs Uploader	36
Discord Call-out Plugin	36
ACT Timeline Plugin (has timelines in the thread)	36
Triggernometry (trigger creation/modification extension)	37
Enmity Plugin	37
MopiMopi Overlay (for fullscreen play, and streaming)	37
Kagerou Overlay	37
FFXIV Overlay Plugin	37
Wav files	37
Yukkuri TTS	37
How to get an API Key	39
How to Set Up Spell Timers	40
Credits	41

Introduction

Hello and welcome to Redgrave of Adamantoise's trigger collection. We're all bad, and choose to disrespect the content, so we try to get as many triggers as we can (not the kind that makes you shake and get angry unless for think ACT is a sin). For new users, check out the [How to Trigger](#) section.

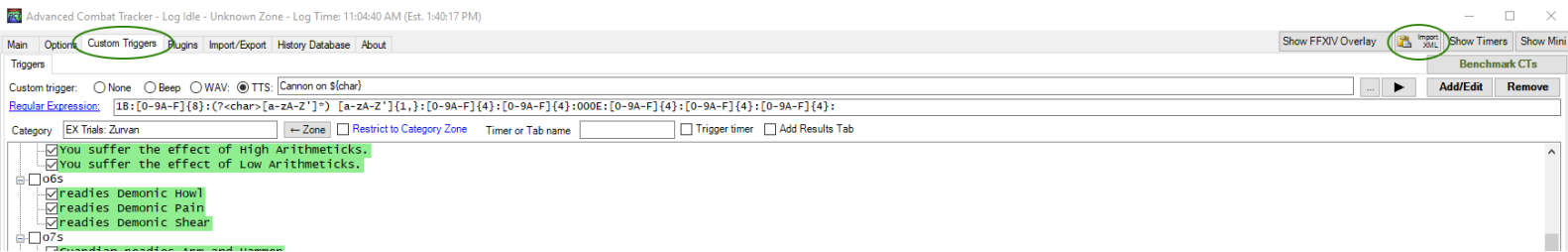
Many of these triggers are sourced from other posts and years of other people's work. This document was created with the intent to gather all of these triggers in one place, so you don't have to skim through tons of old posts trying to find old triggers (and God forbid you to have to try to search Reddit). All of the triggers pulled from another's work are sourced in the credits section, some may have been forgotten so if you find one that had an original source let us know via PM at [/u/thatoneguyyouknow3](#) or [/u/yitsy](#) on Reddit! The same goes for if you have some triggers for old content or some really cool ones that can help in fights, let us know so we can add them.

All of these triggers have been slightly modified to be consistent across fights, and ACT trigger groups to keep things tidy in Advanced Combat Tracker. They also all, by default, use a consistent TTS readout for similar/identical mechanics across all fights. If you want some fun .wav files for spicing it up (or weeb TTS, and maybe even some add-ins), see the [Supplementary Information](#) section.

Some triggers are specific to certain methods of doing a mechanic and will be tagged with a **yellow highlight**, modify these as needed to match your strategy. Triggers that are a work in progress, or are untested are marked with a red **highlight**.

How to Trigger

- 1) Install ACT from the [Supplementary Information and Add-ins](#) section
 - a) Install the [FFXIV parsing plugin](#), and optionally configure it for [FFLogs uploading](#) guidelines
- 2) Copy one of the triggers, and open up ACT
- 3) Once ACT is open, navigate to the “Custom Triggers” tab and hit “Import XML”
 - a) It’s recommended to disable triggers for content you don’t intend to be running by unchecking the group for it. Having too many (in my anecdotal experience) has sometimes caused triggers to not fire.



Triggers

General Triggers

Ready Check (use food scrubs)

<Trigger R="a ready check" SD="Food Check" ST="3" CR="F" C="General" T="F" TN="" Ta="F" />

Pull Countdown (tab back in bro)

<Trigger R="Battle commencing in" SD="Pulling" ST="3" CR="F" C="General" T="F" TN="" Ta="F" />

Group Buffs

Chain Stratagem

<Trigger R="15.:1D0C:Chain Stratagem:" SD="Chain Stratagem" ST="3" CR="F" C="Buffs" T="F" TN="ChainStratagem" Ta="F" />

Embolden

<Trigger R="(use|uses) Embolden." SD="Embolden" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Battle Litany

<Trigger R="(use|uses) Battle Litany." SD="Litany" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Dragon Sight

<Trigger R="You gain the effect of Left Eye." SD="Dragon Sight" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Battle Voice

<Trigger R="(use|uses) Battle Voice." SD="Battle Voice" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Hyper Charge

<Trigger R="(use|uses) Hypercharge." SD="Hypercharge" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Trick Attack (!!!)

<Trigger R="15.:8D2:Trick Attack.:28.{6}:" SD="Trick Attack" ST="3" CR="F" C="Buffs" T="F" TN="TrickAttack" Ta="F" />

Contagion

<Trigger R="Garuda-Egi uses Contagion." SD="Contagion" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Balance

<Trigger R="00:08ae:⇒ You gain the effect of =◆The Balance." SD="Balance" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Spear

<Trigger R="(use|uses) The Spear." SD="Spear" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Arrow

<Trigger R="(use|uses) The Arrow." SD="Arrow" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Fey Wind

<Trigger R="Selene uses Fey Wind." SD="Fey Wind" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />

Foe's Requiem - Deprecated

~~<Trigger R="(begin casting|begins casting) Foe Requiem." SD="Foe" ST="3" CR="F" C="Buffs" T="F" TN="" Ta="F" />~~

Current Content (5.1)

5.1 Vows of Virtue, Deeds of Cruelty

Hades' Extreme "The Minstrel's Ballad: Hades Elegy"

<Trigger R="Hades begins casting Shadow Spread." SD="Spread, Safe" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Bad Faith." SD="Safe wall, move in" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Ravenous Assault." SD="Tank Buster, Swap" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Arcane Utterance." SD="Orbs open, Panels opposite open" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Broken Faith." SD="Avoid circles" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Quake III." SD="Tanks Meteors, aim cones out..... Next Red Debuff attack Ice Shade" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Universal Manipulation." SD="Debuffs - Positions - Face away" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Doom." SD="Full Heal - Tank Heal Sides, DPS corners" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Blight." SD="Stack - Heal" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Height of Chaos." SD="Tank buster" ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Megiddo Flame." SD="Lines." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Shadow Flare." SD="AOE." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Against the Majestic." SD="Tank Comets." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Captivity." SD="Healer Jail." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Against the Martyr." SD="Stack 1, Tank Heal East West, Dps Inter-cardinals." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Against the Abyssal Celebrant." SD="Outside Lines." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Dark Seal." SD="Watch Puddles." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Polydegmon's Purgation." SD="Center." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Shadow Stream." SD="Outside." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Life in Captivity."
SD="C:\\\\Users\\\\(USERNAME)\\\\AppData\\\\Roaming\\\\Advanced Combat
Tracker\\\\Config\\\\Shooting Stars.wav" ST="2" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Dark Current." SD="West side, safe 2 puddles, move safe. Repeat." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Gigantomachy." SD="AOE." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

<Trigger R="Hades begins casting Quadstrike." SD="2 AOE, Tank Tower, AOE and Big Bleed." ST="3" CR="F" C="Hades Ex" T="F" TN="" Ta="F" />

5.0 Shadowbringers

Eden's Gate: Resurrection (Savage)

<Trigger R="14:3D78:Eden Prime starts using" SD="Line AOE" ST="3" CR="F" C="Eden\'s Gate: Resurrection (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3D7A:Eden Prime starts using" SD="Pairs" ST="3" CR="F" C="Eden\'s Gate: Resurrection (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3D7D:Eden Prime starts using" SD="Debuff to anyone but healers" ST="3" CR="F" C="Eden\'s Gate: Resurrection (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:44EE:Eden Prime starts using" SD="Tank Buster" ST="3" CR="F" C="Eden\'s Gate: Resurrection (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:44EF:Eden Prime starts using" SD="DPS Cardinals" ST="3" CR="F" C="Eden\'s Gate: Resurrection (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:44F0:Eden Prime starts using" SD="Debuff to Tanks" ST="3" CR="F" C="Eden\'s Gate: Resurrection (Savage)" T="F" TN="" Ta="F" />

Eden's Gate: Descent (Savage)

<Trigger R="14:3E4F:Voidwalker starts using" SD="Sides" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3E50:Voidwalker starts using" SD="Inside" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3E59:The Hand Of Erebus starts using" SD="Knockback" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3E63:Voidwalker starts using" SD="Clock Positions" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3E6BB:The Hand Of Erebos starts using" SD="Away from hand" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3E6F:Voidwalker starts using" SD="AOE" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

<Trigger R="Voidwalker begins casting Unholy Darkness." SD="Stack" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

E2S, Voidwalker's Cycle of Retribution: <Trigger R="Voidwalker readies Cycle of Retribution." SD="In, Spread, Side" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

E2S, Voidwalker's Cycle of Chaos:

<Trigger R="Voidwalker readies Cycle of Chaos." SD="Sides, In, Spread" ST="3" CR="F" C="Eden\'s Gate: Descent (Savage)" T="F" TN="" Ta="F" />

Eden's Gate: Inundation (Savage)

<Trigger R="14:3FDC:Leviathan starts using" SD="AOE" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FDE:Leviathan starts using" SD="AOE" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FE2:Leviathan starts using Drenching Pulse" SD="Stack, bait puddles" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FE4:Leviathan starts using Roiling Pulse" SD="Stack, Bait Puddles, Drop Flare at outside corner" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FE9:Leviathan starts using Stormy Horizon" SD="Panto Puddles 5 times" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FEB:Leviathan starts using Temporary Current" SD="Front left or back right" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FEE:Leviathan starts using Undersea Quake" SD="Go Outside" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FEF:Leviathan starts using Undersea Quake" SD="Go Middle" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

<Trigger R="14:3FF1:Leviathan starts using" SD="Look for wave" ST="3" CR="F" C="Eden\'s Gate: Inundation (Savage)" T="F" TN="" Ta="F" />

Eden's Gate: Sepulture (Savage)

<Trigger R="14:4125:" SD="Front Right" ST="3" CR="F" C="Eden" T="F" TN="" Ta="F" />

<Trigger R="14:4126:" SD="Back Right" ST="3" CR="F" C="Eden" T="F" TN="" Ta="F" />

<Trigger R="14:4127:" SD="Back Left" ST="3" CR="F" C="Eden" T="F" TN="" Ta="F" />

<Trigger R="14:4128:" SD="Front Left" ST="3" CR="F" C="Eden" T="F" TN="" Ta="F" />

Titania Extreme "The Dancing Plague Extreme"

Mist Rune -

<Trigger R="Titania begins casting Mist Rune." SD="Puddle Positions " ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Flame Rune -

<Trigger R="Titania begins casting Flame Rune." SD="Fire Fist " ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

TBD -

<Trigger R="This may tingle a bit!" SD="Tethers in order " ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Fae Light - Frontal Damage

<Trigger R="Titania begins casting Fae Light." SD="Get Behind" ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Growth Rune -

<Trigger R="Titania begins casting Growth Rune." SD="Bushes" ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Chain of Brambles - Tethers

<Trigger R="Titania begins casting Chain of Brambles." SD="De-tether" ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Divination Rune - Front Damage

<Trigger R="Titania begins casting Divination Rune." SD="Get Behind" ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Frost Rune -

<Trigger R="Titania begins casting Frost Rune." SD="Ice" ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

TBD

<Trigger R="The more the merrier! Join us, my children!" SD="Mustard First" ST="3" CR="F"
C="Titania EX" T="F" TN="" Ta="F" />

Fae Light - Shared Tank Buster

<Trigger R="Titania begins casting Fae Light." SD="Shared Tank Buster" ST="3" CR="F"
C="Titania EX" T="F" TN="" Ta="F" />

Divination Rune - Tank Buster

<Trigger R="Titania begins casting Divination Rune." SD="Tank Buster" ST="3" CR="F"
C="Titania EX" T="F" TN="" Ta="F" />

Phantom Rune-

<Trigger R="14:3D4D:Titania starts using Phantom Rune on Titania" SD=" Get in" ST="3"
CR="F" C="Titania EX" T="F" TN="" Ta="F" />

<Trigger R="14:3D4C:Titania starts using Phantom Rune on Titania" SD=" Get Out" ST="3"
CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Thorny Vine-

<Trigger R="You suffer the effect of Thorny Vine." SD="Run" ST="3" CR="F" C="Titania EX"
T="F" TN="" Ta="F" />

<Trigger R="You suffer the effect of Thorny Vine." SD="Run" ST="3" CR="F" C="Titania EX"
T="F" TN="" Ta="F" />

Pummel -

<Trigger R="Puck starts using Pummel on (?<char>[a-zA-Z]*)" SD="Pummel on \${char}"
ST="3" CR="F" C="Titania EX" T="F" TN="" Ta="F" />

Innocence Extreme "The Crown of the Immaculate (Extreme)"

Winged Reporbation

<Trigger R="Innocence readies Winged Reporbation." SD="Winged" ST="3" CR="F" C="Crown
EX" T="F" TN="" Ta="F" />

Righteous Bolt - Tank Swap

<Trigger R="Innocence readies Righteous Bolt." SD="Tank Swap" ST="3" CR="F" C="Crown
EX" T="F" TN="" Ta="F" />

Rightful Reporbation - Move to the side

<Trigger R="Innocence readiesg Rightful Reporbation." SD="Sides" ST="3" CR="F" C="Crown EX" T="F" TN="" Ta="F" />

Shame First -

<Trigger R="Your reckoning comes" SD="Shame first" ST="3" CR="F" C="Crown EX" T="F" TN="" Ta="F" />

Starbirth -

<Trigger R="Innocence readies Starbirth." SD="Stars" ST="3" CR="F" C="Crown EX" T="F" TN="" Ta="F" />

Beatific Vision-

<Trigger R="Innocence readies Beatific Vision." SD="Lazer" ST="3" CR="F" C="Crown EX" T="F" TN="" Ta="F" />

God Ray-

<Trigger R="Innocence readies God Ray." SD="Lazer" ST="3" CR="F" C="Crown EX" T="F" TN="" Ta="F" />

4.5 Requiem for Heroes

Seiryu Extreme "The Wreath of Snakes Extreme"

Cursekeeper - Tank Swap/Tank Buster

<Trigger R="Seiryu readies Cursekeeper." SD="Tank Swap" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Summon Shiki - Adds

<Trigger R="Seiryu uses Summon Shiki." SD="Adds" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Coursing River - Tentacles/Push

<Trigger R="The blue orochi readies Coursing River" SD="snakes, knockback" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Kuji-Kiri - Line AOE

<Trigger R="Seiryu readies Kuji-kiri" SD="Lines" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Serpent Ascending - Stack on Boss/AOE

<Trigger R="Seiryu readies Serpent Ascending" SD="towers" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Yin/Yang - In/out Mechanic

<Trigger R="Seiryu:37D5" SD="in or out" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Yama-no-shiki dodging

<Trigger R="Yama-no-shiki:37E6" SD="left" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

<Trigger R="Yama-no-shiki:37E5" SD="right" ST="3" CR="F" C="Seiryu" T="F" TN="" Ta="F" />

Bastion Arsenal

Visual Guide

Art

<Trigger R="Art (readies|begins casting) Legendary Geas" SD="dont move" ST="3" CR="F" C="Arsenal" T="F" TN="" Ta="F" />

<Trigger R="Art (readies|begins casting) Legendcarver" SD="circle" ST="3" CR="F" C="Arsenal" T="F" TN="" Ta="F" />

<Trigger R="Art (readies|begins casting) Legendspinner" SD="donut" ST="3" CR="F" C="Arsenal" T="F" TN="" Ta="F" />

<Trigger R="Art uses Mythcall" SD="copy spears" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

Owain

<Trigger R="Owain (readies|begins casting) Acallam Na Senorach" SD="A O E" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Owain (readies|begins casting) Thricecull" SD="Tank Buster" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Owain starts using Unknown_393A on Owain" SD="ICE" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Owain starts using Unknown_393B on Owain" SD="Fire" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

Raiden

<Trigger R="Raiden readies Ame-no-Sakahoko" SD="get outside" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Raiden readies Cloud to Ground" SD="exaflares" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Raiden readies For Honor" SD="run away" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Raiden readies Lancing Bolt" SD="spread spears" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Raiden readies Shingan" SD="tank buster" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

<Trigger R="Raiden readies Whirling Zantetsuken" SD="inside hitbox" ST="3" CR="F" C="Arsenal" T="T" TN="Arsenal" Ta="F" />

Absolute Virtue

<Trigger R="Absolute Virtue readies Call Wyvern" SD="wyvern adds" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="Absolute Virtue readies Impact Stream" SD="split floor" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="gains the effect of Astral Essence" SD="go dark" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="gains the effect of Umbral Essence" SD="go light" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="Virtue (readies|begins casting|starts using) Auroral Wind" SD="tank buster" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="Virtue (readies|begins casting|starts using|uses) Eidos" SD="bracelets" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="Virtue (readies|begins casting|starts using|uses) Hostile Aspect" SD="growing puddles" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="Virtue (readies|begins casting|starts using|uses) Medusa Javelin" SD="cone" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

<Trigger R="Virtue (readies|begins casting|starts using|uses) Turbulent Aether" SD="tethers go opposite" ST="3" CR="F" C="AV" T="F" TN="" Ta="F" />

Ozma

<Trigger R="You suffer the effect of Acceleration Bomb" SD="stop moving soon" ST="3" CR="F" C="BA" T="F" TN="" Ta="F" />

<Trigger R="1A:Ozmashade gains the effect of Cube" SD="Back" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="1A:Ozmashade gains the effect of Pyramid" SD="Sides" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="1A:Ozmashade gains the effect of Unknown_6D0" SD="Front" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="1A:Proto Ozma gains the effect of Cube" SD="Front" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="1A:Proto Ozma gains the effect of Pyramid" SD="Sides" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="1A:Proto Ozma gains the effect of Unknown_6D0" SD="Back" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="Proto Ozma (starts using|readies|begins casting) Shooting Star" SD="knockback" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="Proto Ozma loses the effect of (Unknown_6D0|Cube|Pyramid|Stellation)" SD="black hole" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="Proto Ozma readies Shooting Star" SD="Knockback" ST="3" CR="F" C="Eureka BA" T="F" TN="" Ta="F" />

<Trigger R="Added new combatant (Khalamari|Stegodon|Molech|Piasa|Frostmane|Daphne|King Goldemar|Leuke|Barong|Ceto|Ovni|Provenance Watcher|Phuabo|Tristitia)\..+Level: 70 Max HP: \d{7,10}" SD="\$1" ST="3" CR="F" C="Eureka" T="T" TN="NM" Ta="T" />

4.4 Prelude in Violet

Suzaku Extreme “Hells’ Kier Extreme”

Close-quarter Crescendo

<Trigger R="Suzaku begins casting Close-quarter Crescendo." SD="Teathers" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Cremate

<Trigger R="Suzaku begins casting Cremate." SD="Tank buster" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Incandescent Interlude

<Trigger R="Suzaku begins casting Incandescent Interlude." SD="Meteors spread" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Mesmerizing Melody

<Trigger R="Suzaku begins casting Mesmerizing Melody." SD="run out" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Ruthless Refrain

<Trigger R="Suzaku begins casting Ruthless Refrain." SD="run in" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Screams of the Damned

<Trigger R="Suzaku begins casting Screams of the Damned." SD="AoE" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Southron Star

<Trigger R="Suzaku begins casting Southron Star." SD="AoE" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Well of Flame

<Trigger R="Suzaku begins casting Well of Flame." SD="Spread then stack" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Phantom Flurry (tank buster)

<Trigger R="Suzaku readies Phantom Flurry" SD="Tank buster, cleave" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

Phoenix Down (add phase transition?)

<Trigger R="Suzaku readies Phoenix Down" SD="Feathers Birbs" ST="3" CR="F" C="Suzaku" T="F" TN="" Ta="F" />

O9S "Alphascape V1.0 (Savage)"

Big Bang (AOE left by stacks/meteors)

<Trigger R="Chaos readies Big Bang." SD="Massive AoE" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Chaotic Dispersion (tank buster)

<Trigger R="Chaos readies Chaotic Dispersion." SD="Tank Buster" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Damning Edict (large 180 cleave)

<Trigger R="Chaos readies Damning Edict." SD="Get behind" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Earthquake (trigger seems to be written for a tank/healer, maybe change to your liking)

<Trigger R="Chaos readies Earthquake" SD="AoE, hug wall, move after " ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Knock Down

<Trigger R="Chaos readies Knock Down" SD="Partner up, Soak, DPS stay" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Tsunami (AoE, starts water phase)

<Trigger R="Chaos readies Tsunami" SD="AoE" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Umbra Smash (meteors in Tsunami)

<Trigger R="Chaos readies umbra smash" SD="AoE then move to boss" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

Latitude/Longitude (git gud)

<Trigger R="Chaos readies Latitudinal Implosion." SD="front Back then side, reset" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

<Trigger R="Chaos readies Longitudinal Implosion." SD="Sides then front back, reset" ST="3" CR="F" C="O9S" T="F" TN="" Ta="F" />

O10S "Alphascape V2.0 (Savage)"

Akh Morn (How many times do we have to see it for you to remember it's a buster)

<Trigger R="Midgardsormr readies Akh Morn." SD="Stack" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

Akh Rhai (YoshiSmug)

<Trigger R="Midgardsormr readies Akh Rhai." SD="Akh Rhai" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

Spins/Flips (Change callouts as needed for you)

<Trigger R="[0-9,a-f,A-F]{8}[:\]]Midgardsormr[:\]]31AC[:\]]Coil[:\]]" SD="In or Out" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

<Trigger R="[0-9,a-f,A-F]{8}[:\]]Midgardsormr[:\]]31AD[:\]]Coil[:\]]" SD="Cross or X" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

<Trigger R="[0-9,a-f,A-F]{8}[:\]]Midgardsormr[:\]]31AE[:\]]Azure Wings[:\]]" SD="Second Spin" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

<Trigger R="[0-9,a-f,A-F]{8}[:\]]Midgardsormr[:\]]31B0[:\]]Stygian Maw[:\]]" SD="Second Flip" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

Tail End (buster)

<Trigger R="Midgardsormr readies Tail End." SD="Tank Buster" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

Time Immemorial (tank colors)

<Trigger R="Midgardsormr readies Time Immemorial." SD="Tanks watch colors" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

Rime Wreath (dragon add aoe)

<Trigger R="The ancient dragon readies Rime Wreath." SD="Aoe" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

Frost Breath (dragon add buster)

<Trigger R="The ancient dragon uses Frost Breath." SD="Tank Buster" ST="3" CR="F" C="O10S" T="F" TN="" Ta="F" />

O11S “Alphascape V3.0 (Savage)”

Starboard/Larboard (git gud, change based on how you like it called)

<Trigger R="Omega readies Larboard Wave Cannon" SD="Right Side" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

<Trigger R="Omega readies Starboard Wave Cannon" SD="Left Side" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Atomic Ray (raid aoe)

<Trigger R="Omega readies Atomic Ray" SD="AoE" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Delta Attack (final move, tank lb)

<Trigger R="Omega readies Delta Attack." SD="jam the orb" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Electric Slide (stack)

<Trigger R="Omega readies Electric Slide." SD="stack" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Flamethrower (protein wave)

<Trigger R="Omega readies Flamethrower." SD="flames, directions" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Mustard Bomb (tank buster)

<Trigger R="Omega readies Mustard Bomb." SD="tank buster" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Peripheral Synthesis (small or big fists)

<Trigger R="Omega readies Peripheral Synthesis." SD="fists" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

Program Loop (add phase)

<Trigger R="Omega readies Program Loop." SD="add phase" ST="3" CR="F" C="O11S" T="F" TN="" Ta="F" />

O12S “Alphascape V4.0 (Savage)”

Critical Synchronization Bug (Short Stack)

<Trigger R="1A:(?<FirstName>[a-zA-Z'\-]*) (?<LastName>[a-zA-Z'\-]*) gains the effect of (?Unknown_680|Critical Underflow Bug) from (?.*) for 8\00 Seconds\." SD="{FirstName}, short stack" ST="3" CR="F" C="O12s" T="F" TN="" Ta="F" />

<Trigger R="Omega-M uses Pile Pitch." SD="Spread" ST="3" CR="F" C="o12s" T="F" TN="" Ta="F" />

<Trigger R="Omega-. readies Optimized Saggitarius Arrow" SD="line tankbuster" ST="3"

CR="F" C="o12s" T="F" TN="" Ta="F" />

<Trigger R=":Omega-. readies Solar Ray" SD="tank buster cleave and reposition" ST="3"
CR="F" C="o12s" T="F" TN="" Ta="F" />

<Trigger R=":Omega-. gains the effect of Local Resonance" SD="Far" ST="3" CR="F" C="o12s"
T="F" TN="" Ta="F" />

<Trigger R=":Omega-. gains the effect of Remote Resonance" SD="Near" ST="3" CR="F"
C="o12s" T="F" TN="" Ta="F" />

<Trigger R=":Omega-. readies Advanced Suppression" SD="conal damage from eye" ST="3"
CR="F" C="o12s" T="F" TN="" Ta="F" />

<Trigger R="Omega-M readies Synthetic Shield." SD="Shield" ST="3" CR="F" C="o12s" T="F"
TN="" Ta="F" />

<Trigger R="Omega-F readies Synthetic Blades." SD="Blades" ST="3" CR="F" C="o12s" T="F"
TN="" Ta="F" />

Old Content (4.3 to 2.0 descending)

4.3 Under the Moonlight

Tsukuyomi Extreme “Minstrel's Ballad: Tsukuyomi's Pain”

Reprimand (raid AoE)

<Trigger R="Tsukuyomi readies Reprimand." SD="AoE" ST="3" CR="F" C="Tsukuyomi" T="F"
TN="" Ta="F" />

Nightfall (die roll for gun/spear [I only killed it twice, need to verify])

<Trigger R="starts using Nightfall on Tsukuyomi." SD="Stack" ST="3" CR="F" C="Tsukuyomi"
T="F" TN="" Ta="F" />

Gun (shared laser beam)

<Trigger R="Tsukuyomi:2BBC:" SD="Gun" ST="3" CR="F" C="Tsukuyomi" T="F" TN="" Ta="F"
/>

Spear (Stack groups)

<Trigger R="Tsukuyomi:2BBD:" SD="Spear" ST="3" CR="F" C="Tsukuyomi" T="F" TN="" Ta="F"
/>

Moonlit/Moonshadowed (light/dark debuffs)

<Trigger R="You suffer the effect of Moonlit." SD="To dark side" ST="3" CR="F" C="Tsukuyomi"
T="F" TN="" Ta="F" />

<Trigger R="You suffer the effect of Moonshadowed." SD="To light side" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

Meteor markers (be sure to change YOUR NAME)

For tanks: <Trigger R="1B:10257544:YOUR NAME" SD="Meteor" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

For healers: <Trigger R="1B:1016240B:YOUR NAME" SD="Meteor" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

For DPS: <Trigger R="1B:1002BFF6:YOUR NAME" SD="Meteor" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

New Moon (Lunar Dynamo, get inside)

<Trigger R="new moon infuses Tsukuyomi!" SD="Inside" ST="3" CR="F" C="Tsukuyomi" T="F"
TN="" Ta="F" />

Full Moon (get out)

<Trigger R="full moon infuses Tsukuyomi!" SD="Outside" ST="3" CR="F" C="Tsukuyomi" T="F"
TN="" Ta="F" />

Torment Unto Death (tank buster, forces swap)

<Trigger R="Tsukuyomi readies Torment Unto Death." SD="Tank buster" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

Bright/Dark Blade (left/right blades)

<Trigger R="starts using Bright Blade on Tsukuyomi." SD="Southeast" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

<Trigger R="starts using Dark Blade on Tsukuyomi." SD="Southwest" ST="3" CR="F"
C="Tsukuyomi" T="F" TN="" Ta="F" />

Zashiki-asobi (fans)

<Trigger R="Tsukuyomi readies Zashiki-asobi." SD="Fans" ST="3" CR="F" C="Tsukuyomi"
T="F" TN="" Ta="F" />

4.2 Rise of a New Sun

Byakko Extreme “The Jade Stoa (Extreme)”

Heavenly Strike (tank buster)

<Trigger R="readies Heavenly Strike" SD="tank buster" ST="3" CR="F" C="Byakko" T="F"
TN="" Ta="F" />

Sweep the Leg (270 frontal cleave)

<Trigger R="readies Sweep the Leg" SD="Get Behind" ST="3" CR="F" C="Byakko" T="F" TN=""
Ta="F" />

Highest Stakes(Tank Swap)

<Trigger R="readies Highest Stakes" SD="Highest Stakes" ST="3" CR="F" C="Byakko" T="F"
TN="" Ta="F" />

Unrelenting Anguish (avoid red balls, debuff applied)

<Trigger R="readies Unrelenting Anguish" SD="Don't Touch Balls" ST="3" CR="F" C="Byakko"
T="F" TN="" Ta="F" />

O5S “Sigmascape V1.0 (Savage)”

Knockback Ghost

<Trigger R="^03:Added new combatant Remorse" SD="Knockback" ST="3" CR="F" C="O5S" T="F" TN="" Ta="F" />

Acid Rain (raid-wide AoE)

<Trigger R="readies Acid Rain" SD="A O E" ST="3" CR="F" C="O5S" T="F" TN="" Ta="F" />

Doom Strike (tank buster)

<Trigger R="readies Doom Strike" SD="Tank Buster" ST="3" CR="F" C="O5S" T="F" TN="" Ta="F" />

O6S “Sigmascape V2.0 (Savage)”

Demonic Pain (buddy tethers)

<Trigger R="readies Demonic Pain" SD="Chains" ST="3" CR="F" C="O6S" T="F" TN="" Ta="F" />

Demonic Shear (Demon tank buster)

<Trigger R="readies Demonic Shear" SD="Tank Buster" ST="3" CR="F" C="O6S" T="F" TN="" Ta="F" />

Demonic Howl (raid-wide AoE)

<Trigger R="readies Demonic Howl" SD="A O E" ST="3" CR="F" C="O6S" T="F" TN="" Ta="F" />

Prey (pass to OT)

<Trigger R="00:312f:(?<char>[a-zA-Z]*) [a-zA-Z]{1,} suffers the effect of Last Kiss." SD="Prey on \${char}" ST="3" CR="F" C="O6S" T="F" TN="" Ta="F" />

O7S “Sigmascape V3.0 (Savage)”

Arm and Hammer (tank buster)

<Trigger R="Guardian readies Arm and Hammer" SD="Tank Buster" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

SizzleBeam (reads out the target of the Sizzlebeam)

<Trigger R="1B:[0-9A-F]{8}:(?<char>[a-zA-Z]*) [a-zA-Z]{1,}:[0-9A-F]{4}:[0-9A-F]{4}:000E:[0-9A-F]{4}:[0-9A-F]{4}:[0-9A-F]{4}:" SD="Cannon on \${char}" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Prey (shield this player)

<Trigger R="1B:[0-9A-F]{8}:(?<char>[a-zA-Z]*) [a-zA-Z]{1,}:[0-9A-F]{4}:[0-9A-F]{4}:001E:[0-9A-F]{4}:[0-9A-F]{4}:[0-9A-F]{4}:" SD="Prey on \${char}" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Diffraction Plasma (raid-wide AoE)

<Trigger R="00:282b:The Guardian uses Diffraction Laser." SD="Stop Moving" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Atomic Ray (DPS bombs)

<Trigger R="Guardian readies Atomic Ray" SD="DPS drop bombs" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Magitek Ray (line AoE from boss)

<Trigger R="Guardian readies Magitek Ray" SD="Beam" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Missile Simulation (slow missiles)

<Trigger R="Guardian readies Missile Simulation" SD="Missiles" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Air Force Simulation (point-blank AoE)

<Trigger R="00:2aae:The Guardian gains the effect of Air Force Simulation." SD="Stay Away" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Dadaluma Simulation (knockback)

<Trigger R="00:2aae:The Guardian gains the effect of Dadaluma Simulation." SD="Knockback" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Demon Simulation (four stack pads, calls pretty late, might not be useful)

<Trigger R="14:2B36:Guardian starts using Demon Simulation on Guardian." SD="Stack Pads" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Ink (Does not work right yet, calls way too late, player targeted AoE)

<Trigger R="16:[0-9A-F]{8}:Guardian:277D:Ink:" SD="Spread Out" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Run Program (add spawn)

<Trigger R="Guardian readies Run Program" SD="Adds" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Ultros Stoneskin (must silence this)

<Trigger R="Ultros begins casting Stoneskin." SD="Silence" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Abandonment (stack with a buddy)

<Trigger R="You suffer the effect of Abandonment" SD="Abandonment South West. Stay together" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Rot (pass)

<Trigger R="00:112f:(?<char>[a-zA-Z]*) [a-zA-Z]{1,} suffers the effect of Aether Rot." SD="Rot on \${char}" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

This trigger will not say when you receive the rot so here is the supplementary trigger.

<Trigger R="You suffer the effect of Aether Rot." SD="Rot on YOURFIRSTNAME" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

Searing Wind (split up from party)

<Trigger R="You suffer the effect of Searing Wind" SD="Searing Wind North East.Stay apart" ST="3" CR="F" C="O7S" T="F" TN="" Ta="F" />

O8S "Sigmascape V4.0 (Savage)"

Indolent Will / Ave Maria (look away / look at Graven Image)

<Trigger R="Graven Image starts using Indolent Will on Graven Image" SD="look away" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

<Trigger R="Graven Image starts using Ave Maria" SD="look towards" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

Hyperdrive (tank buster)

<Trigger R="readies Hyperdrive" SD="Tank Buster" ST="3" CR="F" C="o8s" T="F" TN="" Ta="F" />

Indulgent Will (Confusion, sub in DPS/Tank names in the appropriate trigger, also change the callout if you're a tank/healer if you want)

<Trigger R="Graven Image starts using Indulgent Will on ONEOFYOURDPSNAMES" SD="dps edges" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

<Trigger R="Graven Image starts using Indulgent Will on ONEOFYOURTANKNAMES" SD="dps center" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

Pulse Wave (Graven Image knockback, sub in your name to have it trigger on you)

<Trigger R="Graven Image starts using Pulse Wave on YOURNAME" SD="knockback" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

Aero Assault (unavoidable knockback)

<Trigger R="readies Aero Assault" SD="Knockback" ST="3" CR="F" C="o8s" T="F" TN="" Ta="F" />

Pasts Forgotten / Futures Numbered

<Trigger R="Kefka starts using Pasts Forgotten on Kefka" SD="Stack and stay" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

<Trigger R="Kefka starts using Futures Numbered on Kefka" SD="Stack and through" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

Tank/Healer 2nd Forsaken

<Trigger R="Kefka starts using Future's End." SD="Stay stay stay" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

<Trigger R="Kefka starts using Past's End." SD="Run run run" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

Wings of Destruction (For now only the max melee tank buster, if you're primarily playing OT, consider changing the TTS)

<Trigger R="14:2900:Kefka starts using Wings Of Destruction on Kefka" SD="Max melee" ST="3" CR="F" C="O8S" T="F" TN="" Ta="F" />

4.1 The Legend Returns

Shinryu Extreme "The Minstrel's Ballad: Shinryu's Domain"

Ahk Morn (tank buster, shared)

<Trigger R="Shinryu readies Akh Morn" SD="Tank buster" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Atomic Ray

<Trigger R="Shinryu readies Atomic Ray" SD="Magic Stack" ST="3" CR="F" C="Shinryu" T="F"

TN="" Ta="F" />

Judgement Bolt (raid-wide AoE, don't be in water)

<Trigger R="Shinryu readies Judgment Bolt" SD="Judgement" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Tidal Wave (pushback from a side)

<Trigger R="Shinryu readies Tidal Wave" SD="Tidals" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Tera Slash (tank buster)

<Trigger R="Shinryu uses Tera Slash" SD="Tank Buster" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Hypernova

<Trigger R="readies Hypernova" SD="Stack in water" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Levinbolt

<Trigger R="The right wing readies Levinbolt" SD="Spread" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Heart (break it or else)

<Trigger R="The heart has fully regenerated." SD="heart" ST="3" CR="F" C="The Minstrel's Ballad: Shinryu's Domain" T="F" TN="" Ta="F" />

Earthshaker

<Trigger R="1B:[0-9A-F]{8}:YOUR NAME:[0-9A-F]{4}:[0-9A-F]{4}:0028:[0-9A-F]{4}:[0-9A-F]{4}:[0-9A-F]{4}:" SD="Earthshaker on you" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Hellfire (raid-wide AoE)

<Trigger R="Shinryu readies Hellfire" SD="Hellfire" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Wyrmwail

<Trigger R="readies Wyrmwail" SD="Wyrmwail get in doom" ST="3" CR="F" C="Shinryu" T="F" TN="" Ta="F" />

Tail Maker on Target (drop on target, target needs to move)

<Trigger R="1B:[0-9A-F]{8}:(?<char>[a-zA-Z]*) [a-zA-Z]{1,}:[0-9A-F]{4}:[0-9A-F]{4}:007E:[0-9A-F]{4}:[0-9A-F]{4}:[0-9A-F]{4}:" SD="Tail Marker on \${char}" ST="3" CR="F" C="Tail Shinryu" T="F" TN="" Ta="F" />

UCOB "The Unending Coil of Bahamut (Ultimate)"

Thunderstruck (fuck off from party, this one calls the man who gets it)

<Trigger R="(?(<first>.lw+) (?(<last>.lw+) suffers the effect of Thunderstruck" SD="\${first} \${last}" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

Thunderstruck (fuck off from party, only calls if you get it)

<Trigger R="You suffer the effect of Thunderstruck." SD="Thunder" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

Nael Doom

<Trigger R=":(?<fname>.\w+) (?<lname>.\w+) gains the effect of Doom from for 6.00 Seconds" SD="{fname} First doom" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

Nael and Tri-Phase text lines (Reading in 2k18)

<Trigger R="Blazing path, lead me to conquest!" SD="Thermo + Chariot" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="Fleeting light, outshine the stars for the moon!" SD="Meteor + Dive" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="Fleeting light, score the earth with a fiery kiss!" SD="Dive + Thermo" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="From on high I descend, a hail of stars to bring!" SD="Dive + Dynamo + Meteor" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="From on high I descend, in blessed light to bask!" SD="Dive + Dynamo" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="From on high I descend, mine enemies to smite!" SD="Dive + Chariot" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="From red moon I descend, a hail of stars to bring!" SD="Dynamo + Dive + Stream" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="From red moon I descend, upon burning earth to tread!" SD="Dynamo + Dive + Thermo" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="From red moon I draw steel, in my descent to bare!" SD="Dynamo + Chariot + Dive" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="Gleaming steel, plunge and take fiery edge!" SD="Chariot + Dive + Thermo" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="Gleaming steel, take fire and descend!" SD="Chariot + Thermo + Dive" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="O red moon, scorch mine enemies!" SD="Dynamo + Thermo" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="O red moon, shine the path to conquest!" SD="Dynamo + Chariot" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

<Trigger R="O refulgent moon, shine down your light!" SD="Thermo + Dynamo" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

Nael Thunderstruck

<Trigger R="You suffer the effect of Thunderstruck." SD="Thunder" ST="3" CR="F" C="UCOB" T="F" TN="" Ta="F" />

4.0 Stormblood

Susano Extreme “The Pool of Tribute (Extreme)”

Lakshmi Extreme “Emanation (Extreme)”

O1S “Deltascape V1.0 (Savage)”

Twin Bolt (tank buster, shared)

<Trigger R="Alte Roite readies Twin Bolt" SD="Twin Bolt" ST="3" CR="F" C="o1s" T="F" TN="" Ta="F" />

Clamp (frontal rectangle AoE)

<Trigger R="Alte Roite readies Clamp" SD="Clamp" ST="3" CR="F" C="o1s" T="F" TN="" Ta="F" />

Charybdis (party to 1HP)

<Trigger R="Alte Roite readies Charybdis" SD="Photon" ST="3" CR="F" C="o1s" T="F" TN="" Ta="F" />

O2S “Deltascape V2.0 (Savage)”

Evilsphere (tank buster)

<Trigger R="Catastrophe readies Evilsphere" SD="Tank Buster" ST="3" CR="F" C="O2S" T="F" TN="" Ta="F" />

Gravitational Wave (raid-wide AoE)

<Trigger R="Catastrophe readies Gravitational Wave" SD="A O E" ST="3" CR="F" C="O2S" T="F" TN="" Ta="F" />

Probe (item that needs to be dropped)

<Trigger R="Catastrophe readies Maniacal Probe" SD="Tentacles" ST="3" CR="F" C="O2S" T="F" TN="" Ta="F" />

Gravitational Manipulation (low/high stack groups)

<Trigger R="Catastrophe readies Gravitational Manipulation." SD="Up Up and Away" ST="3" CR="F" C="O2S" T="F" TN="" Ta="F" />

Death's Gaze (look away)

<Trigger R="Catastrophe readies Death's Gaze" SD="Gaze" ST="3" CR="F" C="O2S" T="F" TN="" Ta="F" />

O3S “Deltascape V3.0 (Savage)”

Critical Hit (tank buster)

<Trigger R="Halicarnassus readies Critical Hit" SD="Buster" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Dimensional Wave (raid-wide)

<Trigger R="Halicarnassus readies Dimensional Wave" SD="A O E" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Oink (changes you into a pig, used in animal farm phase)

<Trigger R="Halicarnassus readies Oink" SD="Stack Pig" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Ribbit (changes you to a frog, used in animal farm phase)

<Trigger R="Halicarnassus readies Ribbit" SD="Frog Cone" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Squelch (changes you into an imp)

<Trigger R="Halicarnassus readies Squelch" SD="Gaze Imp" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Pole Shift (magnets bitch)

<Trigger R="Halicarnassus readies Pole Shift." SD="Stack and Spread Out" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Place Token (additional enemies spawn)

<Trigger R="Halicarnassus readies Place Token." SD="Add Spawn" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

The Game (be in the correct tile for your role)

<Trigger R="Halicarnassus readies The Game" SD="The Game" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

Walking Debuffs (Will call out what Debuff you have)

<Trigger R="You suffer the effect of (About Face|Forward March|Left Face|Right Face)" SD="\$1" ST="3" CR="F" C="O3S" T="F" TN="" Ta="F" />

The Queen's Waltz (calls the correct pattern)

<Trigger R="14:2306:Halicarnassus" SD="Clock Spots" ST="3" CR="F" C=" O3S" T="F" TN="" Ta="F" />

<Trigger R="14:2308:Halicarnassus" SD="Vines" ST="3" CR="F" C=" O3S" T="F" TN="" Ta="F" />

<Trigger R="14:230A:Halicarnassus" SD="Blue Box" ST="3" CR="F" C=" O3S" T="F" TN="" Ta="F" />

<Trigger R="14:230E:Halicarnassus" SD="Folio" ST="3" CR="F" C=" O3S" T="F" TN="" Ta="F" />

O4S "Deltascape V4.0 (Savage)"

Blizzard (ground aoes that need to be avoided)

<Trigger R="Exdeath begins casting Blizzard III." SD="Blizz " ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Fire (spread out)

<Trigger R="Exdeath begins casting Fire III" SD="Fire" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Holy (stack)

<Trigger R="Exdeath begins casting Holy." SD="Stack" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Thunder (tank buster)

<Trigger R="Exdeath begins casting Thunder III." SD="Thunder " ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

White Hole (raid-wide AoE, stones or kills if too low)

<Trigger R="Exdeath begins casting White Hole." SD="Top Off" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Vacuum (pushback)

<Trigger R="Exdeath readies Vacuum Wave." SD="Knock Back" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Aero (tank buster)

<Trigger R="Neo Exdeath begins casting Aero III." SD="Buster" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Delta (raid wide damage)

<Trigger R="Neo Exdeath begins casting Delta Attack." SD="Bait then Spread" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Meteors (additional enemy spawns)

<Trigger R="Neo Exdeath begins casting Meteor." SD="Meteors" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Almagest (raid wide AoE dot)

<Trigger R="Neo Exdeath readies Almagest." SD="Ow Ow Ow" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Double Attack (single point physical tank buster)

<Trigger R="Neo Exdeath readies Double Attack." SD="Tank Mid Stack" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Earthshaker (targets top two in aggro list, physical tankbuster)

<Trigger R="Neo Exdeath readies Earth Shaker." SD="Shakers" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Emptiness (floor damage marker, must be avoided)

<Trigger R="Neo Exdeath readies Emptiness." SD="Floor Things" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Flood of Naught

<Trigger R="Neo Exdeath readies Flood of Naught." SD="Boss Lazars" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Grand Alpha

<Trigger R="Neo Exdeath readies Grand Cross Alpha." SD="Middle" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Grand Delta

<Trigger R="Neo Exdeath readies Grand Cross Delta." SD="Debuffs" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Grand Omega

<Trigger R="Neo Exdeath readies Grand Cross Omega." SD="Cluster Fuck" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Grand Omega debuffs (reads to you the debuffs you gain)

<Trigger R="You suffer the effect of (Beyond Death|Allagan Field|Cursed Shriek|Compressed Water|Forked Lightning)" SD="\$1" ST="3" CR="F" C="V4S" T="F" TN="" Ta="F" />

Light and Darkness

<Trigger R="Neo Exdeath readies Light and Darkness" SD="Flare and Stack" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

Charybdis (reduces group's hp to 1)

<Trigger R="Neo Exdeath readies Charybdis." SD="Photon" ST="3" CR="F" C="O4S" T="F" TN="" Ta="F" />

3.5 The Far Edge of Fate

Zurvan Extreme "Containment Bay Z1T9 (Extreme)"

Wave Cannon (I think that's the name, calls on the character it's on)

<Trigger R="1B:[0-9A-F]{8}:(?<char>[a-zA-Z]*)
[a-zA-Z]{1,}:[0-9A-F]{4}:[0-9A-F]{4}:000E:[0-9A-F]{4}:[0-9A-F]{4}:[0-9A-F]{4}:" SD="Cannon on
\${char}" ST="3" CR="F" C="Zurvan Extreme" T="F" TN="" Ta="F" />

Biting Halberd (frontal 270 aoe)

<Trigger R="Zurvan readies Biting Halberd" SD="get behind" ST="3" CR="F" C="Zurvan
Extreme" T="F" TN="" Ta="F" />

Ciclicle

<Trigger R="Zurvan readies Ciclicle" SD="get close to the boss" ST="3" CR="F" C="Zurvan
Extreme" T="F" TN="" Ta="F" />

Soar (not skipping in 2k18)

<Trigger R="Zurvan readies Soar" SD="Soar is incoming" ST="3" CR="F" C="Zurvan Extreme"
T="F" TN="" Ta="F" />

Southern Cross

<Trigger R="Zurvan readies Southern Cross" SD="stack & spread" ST="3" CR="F" C="Zurvan
Extreme" T="F" TN="" Ta="F" />

Tail End

<Trigger R="Zurvan readies Tail End" SD="get away from the boss" ST="3" CR="F" C="Zurvan
Extreme" T="F" TN="" Ta="F" />

Demon's Claw (tank buster, and knockback mechanics)

<Trigger R="Zurvan readies The Demon's Claw" SD="main tank knockback" ST="3" CR="F"
C="Zurvan Extreme" T="F" TN="" Ta="F" />

3.4 Soul Surrender

Sophia Extreme “Containment Bay P1T6 (Extreme)”

A9S “Alexander - The Eyes of the Creator (Savage)”

A10S “Alexander - The Breath of the Creator (Savage)”

Single Charge (calls the pattern)

<Trigger R="*.Lamebrix Strikebocks:1AB8:.*" SD="in" ST="3" CR="F" C="A10S" T="F" TN="" Ta="F" />

<Trigger R="*.Lamebrix Strikebocks:1AB9:.*" SD="out" ST="3" CR="F" C="A10S" T="F" TN="" Ta="F" />

<Trigger R="*.Lamebrix Strikebocks:1ABA:.*" SD="spread" ST="3" CR="F" C="A10S" T="F" TN="" Ta="F" />

<Trigger R="*.Lamebrix Strikebocks:1ABB:.*" SD="stack" ST="3" CR="F" C="A10S" T="F" TN="" Ta="F" />

A11S “Alexander - The Heart of the Creator (Savage)”

Optical Sight (calls the pattern)

<Trigger R="14:1A6C:Cruise Chaser starts using Optical Sight" SD="Shiva" ST="3" CR="F" C="A11S" T="F" TN="" Ta="F" />

<Trigger R="14:1A6E:Cruise Chaser starts using Optical Sight" SD="Spread" ST="3" CR="F" C="A11S" T="F" TN="" Ta="F" />

<Trigger R="14:1A6D:Cruise Chaser starts using Optical Sight" SD="Edge" ST="3" CR="F" C="A11S" T="F" TN="" Ta="F" />

Laser Sword (calls the safe side)

<Trigger R="readies Left Laser Sword" SD="Right" ST="3" CR="F" C="A11S" T="F" TN="" Ta="F" />

<Trigger R="readies Right Laser Sword" SD="Left" ST="3" CR="F" C="A11S" T="F" TN="" Ta="F" />

A12S “Alexander - The Soul of the Creator (Savage)”

Sacraments (calls for Radial or normal)

<Trigger R="Alexander Prime readies Radiant Sacrament." SD="Move In" ST="3" CR="F" C="A12S" T="F" TN="" Ta="F" />

<Trigger R="Alexander Prime readies Sacrament." SD="Move Out" ST="3" CR="F" C="A12S" T="F" TN="" Ta="F" />

3.3 Revenge of the Horde

Nidhogg Extreme “The Minstrel’s Ballad: Nidhogg’s Rage”

Hot Tail (calls where it’s safe)

<Trigger R="Nidhogg readies Hot Tail." SD="Flank" ST="3" CR="F" C="Nidhogg Extreme" T="F" TN="" Ta="F" />

Hot Wing (calls where it’s safe)

<Trigger R="Nidhogg readies Hot Wing." SD="Rear" ST="3" CR="F" C="Nidhogg Extreme" T="F" TN="" Ta="F" />

Fireball (targets furthest memeber)

<Trigger R="Shadow Dragon readies Fireball" SD="Fireball" ST="3" CR="F" C="Nidhogg Extreme" T="F" TN="" Ta="F" />

Ripper claw (don’t be in front!)

<Trigger R="Shadow Dragon readies Ripper Claw" SD="Ripper Claw" ST="3" CR="F" C="Nidhogg Extreme" T="F" TN="" Ta="F" />

Clawbound (red tether)

<Trigger R="You suffer the effect of Clawbound" SD="Red" ST="3" CR="F" C="Nidhogg Extreme" T="F" TN="" Ta="F" />

Fangbound (blue tether)

<Trigger R="You suffer the effect of Fangbound" SD="Blue" ST="3" CR="F" C="Nidhogg Extreme" T="F" TN="" Ta="F" />

3.2 The Gears of Change

Sephirot Extreme “Containment Bay S1T7 (Extreme)”

Midas General

Height (go where the TTS calls)

<Trigger R="You suffer the effect of High Arithmeticks." SD="Low" ST="3" CR="F" C="Midas General" T="F" TN="" Ta="F" />

<Trigger R="You suffer the effect of Low Arithmeticks." SD="High" ST="3" CR="F" C="Midas General" T="F" TN="" Ta="F" />

Compressed Lightning

<Trigger R="You suffer the effect of Compressed Lightning." SD="Lightning" ST="3" CR="F" C="Midas General" T="F" TN="" Ta="F" />

Compressed Water

<Trigger R="You suffer the effect of Compressed Water." SD="Water" ST="3" CR="F" C="Midas General" T="F" TN="" Ta="F" />

A5S “Alexander - The Fist of The Son (Savage)”

Prey (calls out who gets it)

<Trigger R="(?!<first>.\w+) (?!<last>.\w+) suffers the effect of Prey" SD="\$first} \$last} Prey" ST="3" CR="F" C="A5S" T="F" TN="" Ta="F" />

Prey (only calls if you get it)

<Trigger R="You suffer the effect of Prey" SD="Prey" ST="3" CR="F" C="A5S" T="F" TN="" Ta="F" />

A6S “Alexander - The Cuff of The Son (Savage)”

A7S “Alexander - The Arm of The Son (Savage)”

Kill the Padlocks

<Trigger R="Added new combatant Padlock" SD="Padlock" ST="3" CR="F" C="A7S" T="F" TN="" Ta="F" />

Kugelblitz (stun it!)

<Trigger R="Sturm Doll readies Kugelblitz" SD="Stun" ST="3" CR="F" C="A7S" T="F" TN="" Ta="F" />

Uplander Doom (tank buster)

<Trigger R="Quickthinx Allthoughts starts using Uplander Doom" SD="Buster" ST="3" CR="F" C="A7S" T="F" TN="" Ta="F" />

Zoomdoom (move away from boss)

<Trigger R="Quickthinx Allthoughts starts using Zoomdoom on Quickthinx Allthoughts" SD="Go Away" ST="3" CR="F" C="A7S" T="F" TN="" Ta="F" />

Undying Affection (this fight was really gay)

<Trigger R="Shanoa readies Undying Affection" SD="Shanoa meowed" ST="3" CR="F" C="A7S" T="F" TN="" Ta="F" />

A8S “Alexander - The Burden of The Son (Savage)”

3.1 As Goes Light so Goes Darkness

Thordan Extreme “The Minstrel’s Ballad: Thordan’s Reign”

3.0 Heavensward

Bismark Extreme “The Limitless Blue (Extreme)”

Ravana Extreme “Thok ast Thok (Extreme)”

The seeing XX (Calls which side you need to be on in order to hit)

<Trigger R="The Seeing Left." SD="Right" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

<Trigger R="The Seeing Right." SD="Left" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

<Trigger R="The Seeing Wings." SD="Front" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Offensive Optimization (he takes more damage)

<Trigger R="Ravana gains the effect of Offensive Optimization" SD="Ravana takes increased damage" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Defensive Optimization (he takes less damage)

<Trigger R="Ravana gains the effect of Defensive Optimization" SD="Ravana takes decreased damage" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Liberation (get behind)

<Trigger R="Ravana readies Liberation" SD="Get behind" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Pillars of Heaven (to the wall, if you're a pussy)

<Trigger R="Ravana readies Pillars of Heaven" SD="Get against a wall" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Prelude to Liberation

<Trigger R="Ravana readies Prelude to Liberation" SD="Make your way to the back" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Swift Liberation (Swords)

<Trigger R="Ravana readies Swift Liberation" SD="swords" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

Rose of Hate (run from orbs)

<Trigger R="Ravana readies The Rose of Hate" SD="run from orbs" ST="3" CR="F" C="Ravana Extreme" T="F" TN="" Ta="F" />

A1S "Alexander - The Fist of the Father (Savage)"

A2S "Alexander - The Cuff of the Father (Savage)"

A3S "Alexander - The Arm of the Father (Savage)"

Throttle (calls out who has it)

<Trigger R="(?<first>.\w+) (?<last>.\w+) suffers the effect of Throttle" SD="{first} {last}" ST="3" CR="F" C=" A3S" T="F" TN="" Ta="F" />

Throttle (only calls if you have it)

<Trigger R="You suffer the effect of Throttle" SD="throttle" ST="3" CR="F" C="A3S" T="F" TN="" Ta="F" />

A4S “Alexander - The Burden of the Father (Savage)”

Stun the correct leg (each trigger is watching for one leg to lose it's resist, need all triggers for this to work. Also reliant on marking the legs, adjust as needed))

<Trigger R="The left foreleg loses the effect of Stun Resistance." SD="Stun 2" ST="3" CR="F" C="A4S" T="F" TN="" Ta="F" />

<Trigger R="The left hindleg loses the effect of Stun Resistance." SD="Stun 1" ST="3" CR="F" C="A4S" T="F" TN="" Ta="F" />

<Trigger R="The right foreleg loses the effect of Stun Resistance." SD="Stun 3" ST="3" CR="F" C="A4S" T="F" TN="" Ta="F" />

<Trigger R="The right hindleg loses the effect of Stun Resistance." SD="Stun 4" ST="3" CR="F" C="A4S" T="F" TN="" Ta="F" />

2.5 Before the Fall

Urth's Fount

2.4 Dreams of Ice

Shiva Extreme “Akh Afah Amphitheatre (Extreme)”

T10 “The Final Coil of Bahamut - Turn 1”

T11 “The Final Coil of Bahamut - Turn 2”

Nanospore Jet (pie slices)

<Trigger R="Kaliya readies Nanospore Jet" SD="Nanospore" ST="3" CR="F" C="T11" T="F" TN="" Ta="F" />

Secondary Head (tank buster)

<Trigger R="Kaliya readies Secondary Head" SD="buster" ST="3" CR="F" C="T11" T="F" TN="" Ta="F" />

Forked Lightning (pbaoc on the receiver, fuck off from party)

<Trigger R="You suffer the effect of Forked Lightning" SD="Lightning" ST="3" CR="F" C="T11" T="F" TN="" Ta="F" />

T12 “The Final Coil of Bahamut - Turn 3”

Blackfire (drop in the right place)

<Trigger R="Phoenix readies Blackfire" SD="Blackfire" ST="3" CR="F" C="T12" T="F" TN="" Ta="F" />

Flames of Unforgiveness

<Trigger R="Phoenix readies Flames of Unforgiveness" SD="Flames" ST="3" CR="F" C="T12" T="F" TN="" Ta="F" />

Revelation (tank buster/swap)

<Trigger R="Phoenix readies Revelation" SD="Buster" ST="3" CR="F" C="T12" T="F" TN=""
Ta="F" />

T13 “The Final Coil of Bahamut - Turn 4”**Akh Morn (tank buster, shared)**

<Trigger R="Bahamut Prime readies Akh Morn" SD="Akh Morn" ST="3" CR="F" C="T13" T="F"
TN="" Ta="F" />

Flare Star (numbers, bitch)

<Trigger R="Bahamut Prime readies Flare Star" SD="Flare Star" ST="3" CR="F" C="T13" T="F"
TN="" Ta="F" />

Rage of Bahamut (resolution of Flare Star, rai-wide AoE)

<Trigger R="Bahamut Prime readies Rage of Bahamut" SD="Rage" ST="3" CR="F" C="T13"
T="F" TN="" Ta="F" />

Flatten (tank buster)

<Trigger R="Bahamut Prime readies Flatten" SD="Flattten" ST="3" CR="F" C="T13" T="F"
TN="" Ta="F" />

Gigaflare (raid-wide AoE)

<Trigger R="Bahamut Prime readies Gigaflare" SD="Gigaflare" ST="3" CR="F" C="T13" T="F"
TN="" Ta="F" />

Megaflare (place things right, stack at end)

<Trigger R="Bahamut Prime readies Megaflare." SD="Megaflare" ST="3" CR="F" C="T13"
T="F" TN="" Ta="F" />

2.3 Defenders of Eorzea***Ramuh Extreme “The Striking Tree (Extreme)”******2.2 Through the Maelstrom******Leviathan Extreme “The Whorleater (Extreme)”******Mog Extreme “Thornmarch (Extreme)”******T6 “The Second Coil of Bahamut - Turn 1”*****Blighted Bouquet (don’t do anything)**

<Trigger R="The rafflesia readies Blighted Bouquet." SD="" ST="3" CR="F" C="T6" T="F" TN=""
Ta="F" />

T7 “The Second Coil of Bahamut - Turn 2”**Cursed Shriek**

<Trigger R="Melusine readies Cursed Shriek" SD="Shriek" ST="3" CR="F" C="T7" T="F" TN="" Ta="F" />

Cursed Voice (don't hit people)

<Trigger R="You suffer the effect of Cursed Voice." SD="Voice" ST="3" CR="F" C="T7" T="F" TN="" Ta="F" />

Petrifaction

<Trigger R="readies Petrifaction" SD="Petrifaction" ST="3" CR="F" C="T7" T="F" TN="" Ta="F" />

T8 "The Second Coil of Bahamut - Turn 3"

T9 "The Second Coil of Bahamut - Turn 4"

Thunderstruck (fuck off from party, this one calls the man who gets it)

<Trigger R="(?(<first>.\w+) (?(<last>.\w+)) suffers the effect of Thunderstruck" SD="\${first} \${last}" ST="3" CR="F" C="T9" T="F" TN="" Ta="F" />

Thunderstruck (fuck off from party, only calls if you get it)

<Trigger R="You suffer the effect of Thunderstruck." SD="Thunder" ST="3" CR="F" C="T9" T="F" TN="" Ta="F" />

2.1 A Realm Awoken

Ultima Extreme “The Minstrel’s Ballad: Ultima’s Bane”

Garuda Extreme “The Howling Eye (Extreme)”

Titan Extreme “The Navel (Extreme)”

Ifrit Extreme “The Bowl of Embers (Extreme)”

2.0 A Realm Reborn

T1 “The Binding Coil of Bahamut - Turn 1”

T2 “The Binding Coil of Bahamut - Turn 2”

T4 “The Binding Coil of Bahamut - Turn 4”

T5 “The Binding Coil of Bahamut - Turn 5”

Supplementary Information and Add-ins

Advanced Combat Tracker

<http://advancedcombattracker.com/>

FFXIV Parsing Plugin

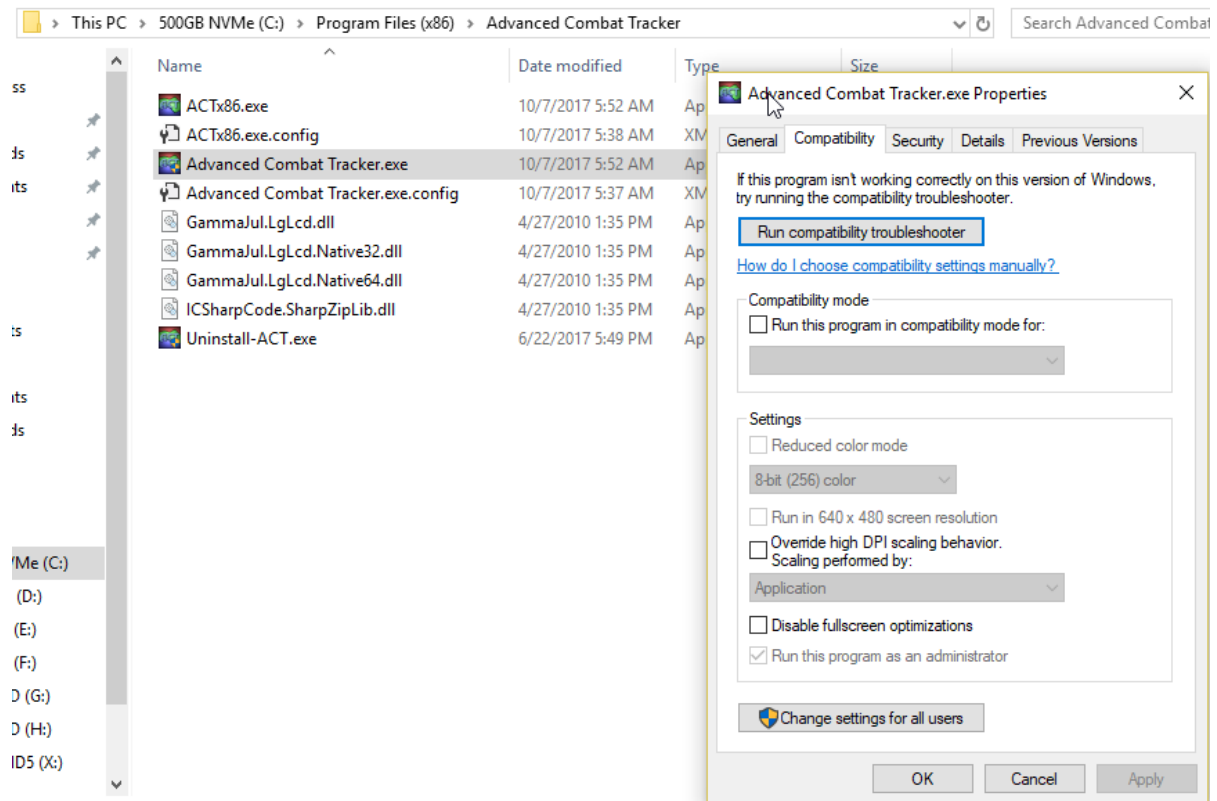
https://github.com/ravahn/FFXIV_ACT_Plugin

Configuring ACT for FFLogs uploading

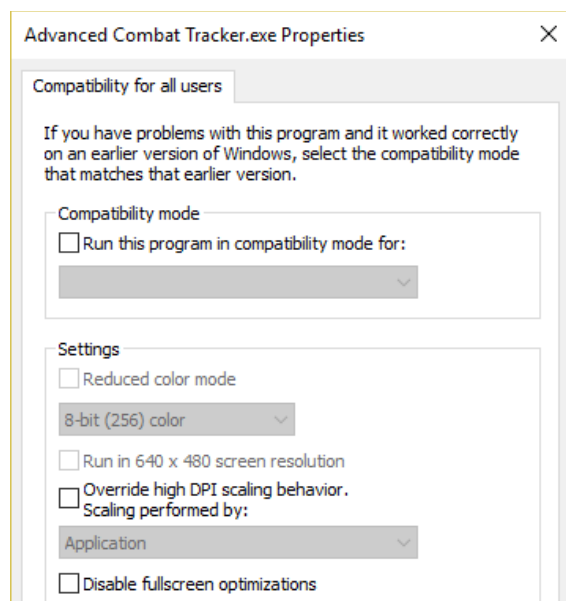
Find your ACT executable, usually at "C:\Program Files (x86)\Advanced Combat Tracker\Advanced Combat Tracker.exe"

Right click, properties

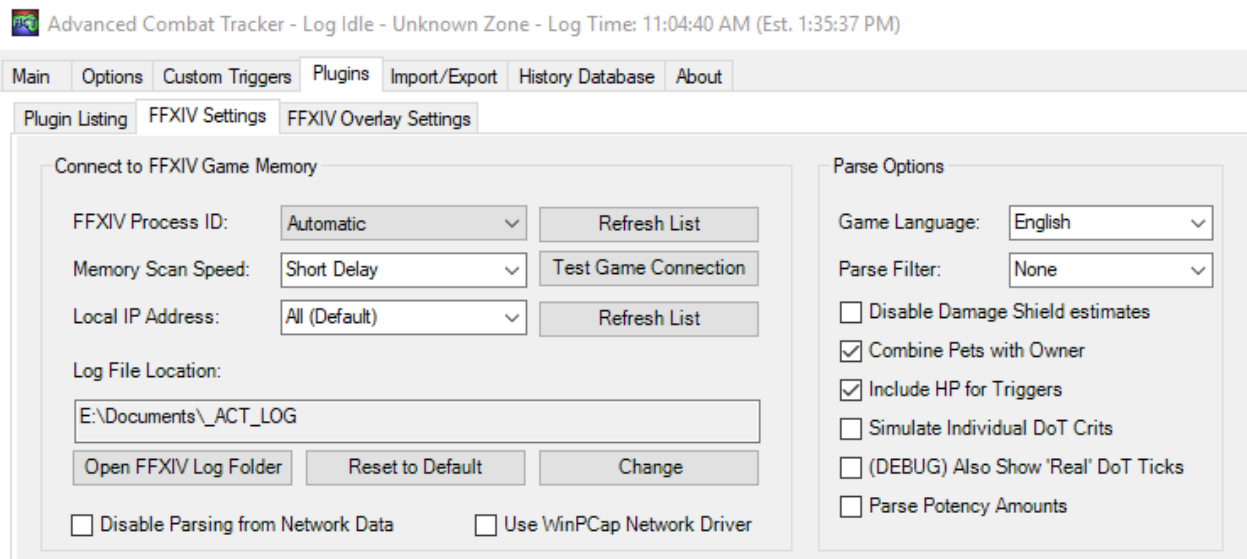
Navigate to the Compatibility tab, and click “Change settings for all users” at the bottom



Select “Run this program as an administrator” and hit OK a few times to close all your dialogue boxes



Make sure the FFXIV parsing plugin is configured as pictured below. The log file location can be changed to wherever you want to keep them. You can configure “Parse Filter” as you want to exclude people outside your party/alliance/you.



FF Logs Uploader

<https://www.fflogs.com/client/download>

Discord Call-out Plugin

https://www.reddit.com/r/ffxiv/comments/6nd4j9/act_triggers_plugin_for_discord/

ACT Timeline Plugin (has timelines in the thread)

<http://dtguilds.enjin.com/forum/m/37032836/viewthread/26353492-act-timeline-plugin>

Triggernometry (trigger creation/modification extension)

http://solitude.guildwork.com/_/triggernometry

Enmity Plugin

https://github.com/xtuaok/ACT_EnmityPlugin

MopiMopi Overlay (for fullscreen play, and streaming)

<https://docs.google.com/presentation/d/1yoNujDgTTGK2ILDD2BnQX0NsaM1MHDQNw8OaMYvgo2w/edit?usp=sharing>

The difficult part (capturing with OBS) is on slide 31.

Kagerou Overlay

<https://github.com/hibiyasleep/kagerou>

FFXIV Overlay Plugin

<https://github.com/hibiyasleep/OverlayPlugin/>

Wav files

“Mega Beamu” from Arthars’ Twitch (His channel info has way more fun ones, check him out)

<https://www.dropbox.com/s/ifhza9btzq3rht9/megabeam.wav?dl=0>

Yukkuri TTS

Yukkuri is an ACT plugin that gives you multiple options for a weeb tts voice. Go to the link below and follow the screenshots below.

<https://github.com/anoyetta/ACT.Hojoring/blob/master/README.md>

インストール

ALL-IN-ONE インストール

ALL-IN-ONEインストーラ「**Actor**」を使用してACT本体ごと簡単に導入できます。設定も引き継がれますのでこの方法でのインストールをお勧めします。

Click This thing

1. 最新版の Actor を [こちら](#) からダウンロードする
2. Actor の [README](#) を読む。
3. Actor.exe を実行する

v1.0.4



eai04191 released this on Nov 14, 2017 · 4 commits to master since this release

Assets



Actor_v1.0.4.zip

Click This thing

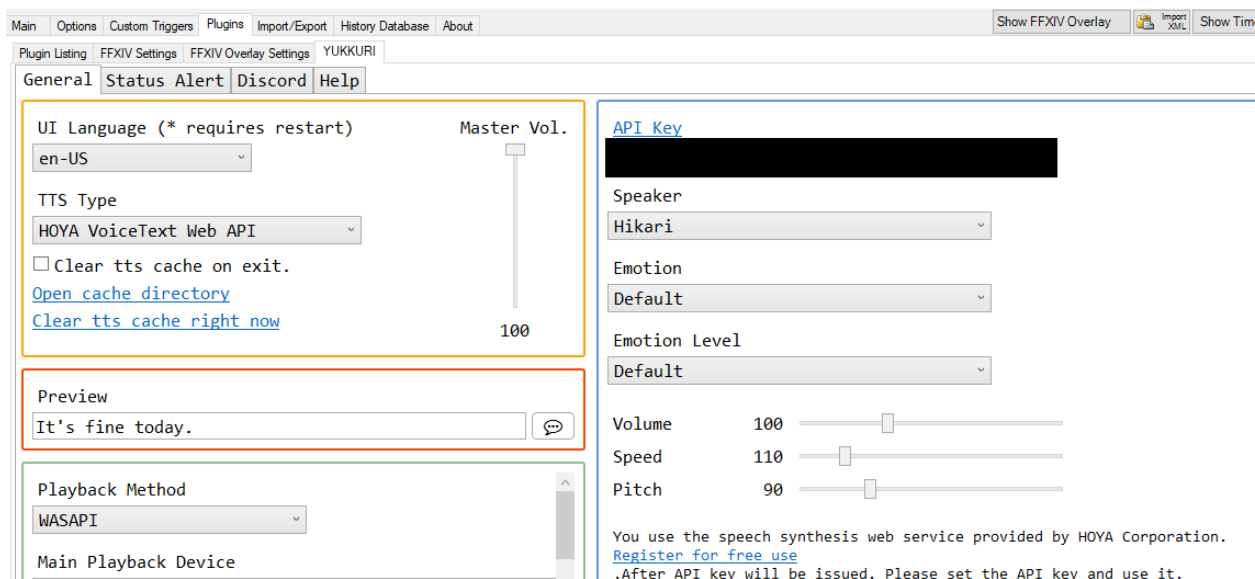


Source code (zip)



Source code (tar.gz)

Extract the file you downloaded. The “ACT” folder in the extracted location has everything you should need to run ACT and some extra plugins you may find useful, like Yukkuri (If you already have ACT installed then you will need to move the plugins from the extracted “ACT” folder to your directory where you installed ACT or just delete your old ACT install and run ACT from the extracted folder from now on). Except the FFXIV plugin is probably outdated. Make sure you get the latest one. Run the “Actor.exe” application to have all the prerequisites installed that you need in order to run the Yukkuri TTS plugin. Waifu Warrior recommends using the “HOYA VoiceText Web API” option (screenshot below) because Hikari is best TTS waifu.



You can get a free API key easily by clicking on that blue text that says “Register for free use” and filling out the stuff you need to on the web page that pops up (more detailed instructions below). Now your ACT triggers will play with a web voice when the “TTS” radio button is selected.

How to get an API Key

1. Start by visiting this website https://cloud.voicetext.jp/webapi/api_keys/new or clicking API Key



2. Fill out 3 out of the 4 boxes. You must use a real email address in order to obtain an API key!

API無料利用登録

1 個のエラーがあります。
• 企業／部署名を入力してください

名前
your name

メールアドレス
peter.r.lord@gmail.com

電話番号 (任意)

企業／部署名 (個人の方は個人と記入してください)
Enter fake company here
を入力してください

利用目的
☐ アプリ(Web)
☐ アプリ(Android)
☐ アプリ(iOS)
☒ その他

→ ☒ 利用規約・プライバシーポリシーに同意する。
(曜日、入力していただいたメールアドレス宛に本APIについてのアンケートをお送りすることがございます。)

THIS SUBMITS THE FORM → 確認画面へ

3. Once you have finished this, you will be forwarded to a confirmation screen. Confirm it by pressing the blue confirmation button.

以下の内容で登録します。よろしいですか？

名前	your name
メールアドレス	fake@email.address
電話番号	
企業／部署名	Enter fake company here
利用目的	その他

戻る → 登録する

4. The next screen will advise you to check your email for your API Key. Feel free to close this window.

登録完了

ご登録いただいたメールアドレスへ API キーを送信しました。

戻る

5. Go to your email inbox, you will receive an email from noreply@voicetext.jp your API key will be under “p様の API キーは”

p様

VoiceText Web API へようこそ。

p様の API キーは

17c1z73lyu0va

です。

API キーは、弊社サービスをご利用いただくために重要な情報となりますので、大切に保管してください。

Web API の利用方法については <https://cloud.voicetext.jp/webapi/docs/> をご覧ください。

お問い合わせ先: cloud.voice@hoya.com

※このメールに心当たりのない方はお手数ですが本メールを破棄して下さい。
※このメールはシステムが自動的に配信しています。返信することは出来ません。

--

VoiceText Web API
<https://cloud.voicetext.jp/>

VoiceText
<http://voicetext.jp/>

6. Insert API Key into Yukkuri and you're all set!

How to Set Up Spell Timers

This is an excellent feature for bards that forget when to cast their next song. If you can't keep 100% uptime with your music, this may help!

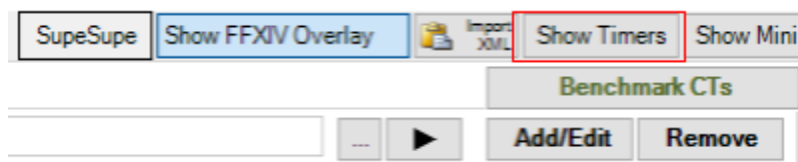
1. In your battle menu on Final Fantasy XIV, look at the cast line. Example: You Cast The Wanderer's Minuet



2. In Advanced Combat Tracker, add the cast phrase to Regular Expressions. In the Timer or Tab Name, give it a short, recognizable name, and check the trigger timer.

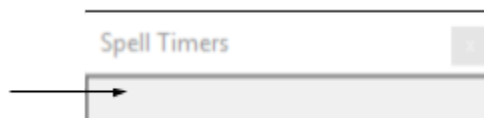


3. Go to Show Timers:

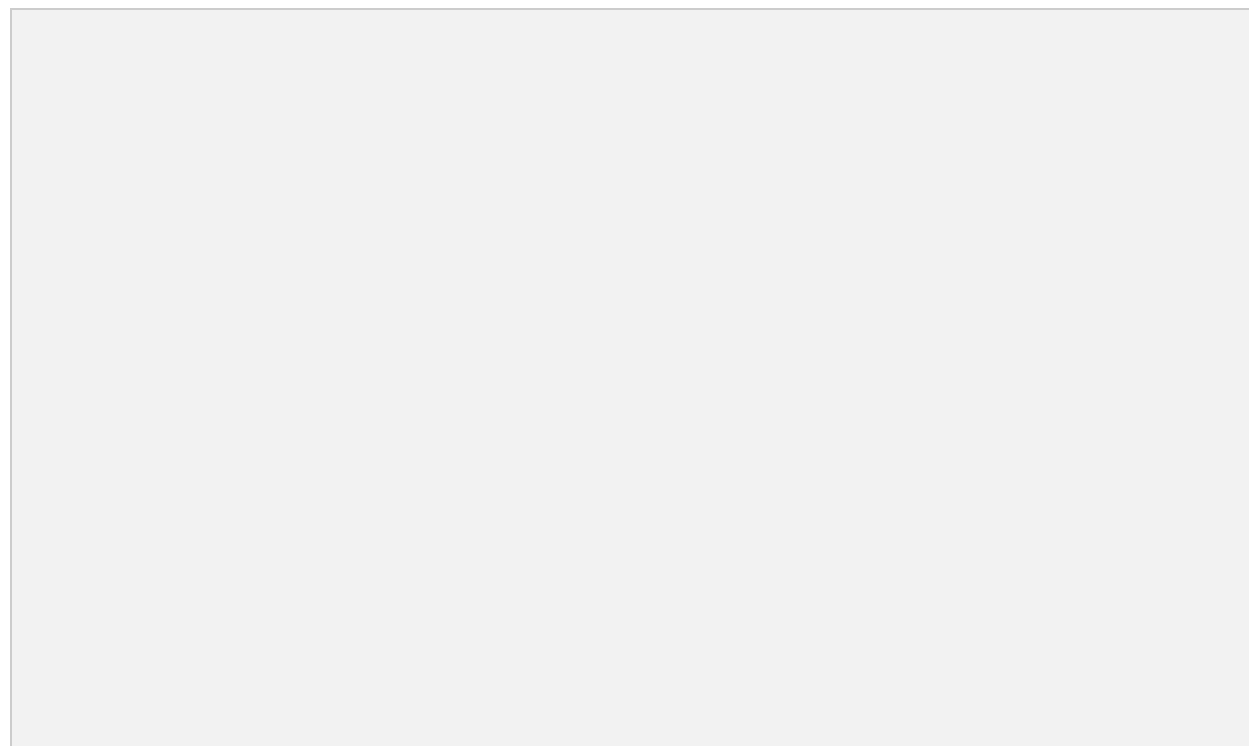


4. You will have to right click this box to open Spell Timer (Options):

Right click
Here



5. In the Spell Timers Menu you will need to change these things:
 - a. **AE/SKILL/XXX** - This refers to the Timer or Tab Name you made earlier
 - b. **Timer/Warning/Remove Timer** - How long the timer trigger is (bard songs are 30 seconds), When you want to be notified to cast the spell again/next spell, and when to remove the timer (I have this set at 0)
 - c. **For the checkboxes** - We suggest using Restrict Timers, Allow Timer Mods to Effect, and Display in Panel A
 - d. **Restricted Timer Whitelist** - We suggest adding either Player or You and Your character Name
 - e. **Custom Warning Sound** - Press the [...] and select text to speech and then fill in what you would like the trigger to state.
 - f. **Custom Tooltip** - This should be auto-populated if not make it the same name as the AE/Skill field
 - g. **Add/Edit** - Don't forget to save your hard earned work!
 - h. **Remove** - Allows you to remove if you messed up!



Congratulations! You will never forget to play the next song again.

Credits

General work, modifications, formatting, testing, and triggers:

Takanashi Rikka, Waifu Warrior, Michael Lowell, Avix Sunpuncher of Adamantoise; Yitsy Bitsy of Brynhildr

Titania

[/u/DecTech92](#)

Seiryu

[/u/Sethi12345](#)

O12S

[/u/egolds01](#)

[/u/TobioOkuma1](#)

O10S

[/u/Tinyburritos \(again\)](#)

https://www.reddit.com/r/ffxiv/comments/9i946x/start_of_act_o10s_triggers/

[/u/KhitCat](#)

https://www.reddit.com/r/ffxiv/comments/9i5bvv/alphascape_savage_o10s_flip_spin_triggers/

O9S

[/u/Tinyburritos](#)

https://www.reddit.com/r/ffxiv/comments/9hkmih/act_o9s_triggers/

Hells' Kier Ex

[/u/PallyCecil](#)

https://www.reddit.com/r/ffxiv/comments/9h9w2a/suzaku_act_triggers/

Tsukuyomi EX:

[/u/LodronSaraastro](#)

https://www.reddit.com/r/ffxiv/comments/8ltt99/new_extreme_primal_act_triggers/

O8S:

[/u/Fatedz](#) Nota Furi'irl on Sargatanas

https://www.reddit.com/r/ffxiv/comments/7v3tz6/v8so8s_kefaust_and_kefka_triggers/

O7S:

[/u/stefencarson](#) Private Parts of Adamantoise

https://www.reddit.com/r/ffxiv/comments/7uo6ur/o7s_act_triggers/

Various Wav sound effects:

<https://www.twitch.tv/arthars>

Group Buffs, Omega 1-4:

[/u/Saik1992](#) Saik Areus of Cerberus

https://www.reddit.com/r/ffxiv/comments/6ovm2a/act_trigger_collection_for_any_purpose/

Deltascape:

[/u/GoofyBrah](#) Goofy Brah of Famfrit

https://docs.google.com/document/d/1ssnUadXd4NP3PtD776HAq_4GGAOe0VLtLyy4BYB5OWk/edit

SCOB, FCOB, Alex, Ravana, Zurvan:

<http://dtguilds.enjin.com/forum/page/1/m/37032836/viewthread/26353539-act-custom-triggers-compilation>

Yukkuri:

<https://github.com/anoyetta/ACT.TTSYukkuri> & <https://github.com/anoyetta/ACT.Hojoring>