

[BLU POV](#) (link)

[MTQ Guide](#) (link)

Comp + Required Spells:

4 dps

-N/A

2 healers

-N/A

1 tank

-frog legs #62

1 ot dps (bring dps mimic)

-mighty guard #30

-frog legs #62

Notes:

RED IS IMPORTANT, READ STUFF IN RED
ASSIGN ONE PERSON TO MAN EACH
DRAGONKILLER/MAGITEK FIELD GENERATOR

-The person manning the field generator should watch for when bismarck slams into the island and activate the generator when necessary

-You'll know when bismarck is about to slam into the island when he starts to move backwards and down away from the island

-The generator goes away after the first whaleback

YOU CAN WALK OFF THE ISLAND!!!

-Be careful where you walk.....

DON'T STAND IN FRONT OF SANUWA ADDS

-Frontal cleaves

DON'T FINAL STING THE CHITIN CARAPACE?? (FINAL STING THE CORONA)

- Corona spawns during the 2nd whaleback sequence
- Similarly to ifrit you can probably get away with just stinging the corona as soon as it appears as it doesn't seem to have much hp

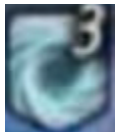
Mechs:

VUNDU ADDS

- Burn the adds down, they die pretty fast with BLU damage
- Make sure the magitek field generator is being used to protect the raid and the island integrity

WHALEBACK & TURBULENCE (debuffs)

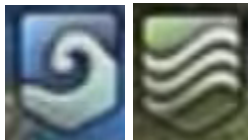
- Turbulence is a stacking vuln and bleed debuff you get from whaleback
- It's recommended to step off of bismarck once you acquire 3 stacks of turbulence
- Healers watch party's health bars, especially the tanks
- The turbulence debuff may linger until the next whaleback sequence
- Debuff pictured below



SANUWA ADDS

- Adds will cast "**Dead Wind**" and "**Dead Water**" placing "**Will of the Wind**" and "**Will of the Water**" debuffs on players
- Attack the add opposite of the buff you receive (e.g. Will of the Water attacks the wind sanuwa and vice versa)
- AOEs and tornados will spawn throughout the sanuwa adds phase

- MT pick up one add and face it away from the party
- OT pick up the other and face it away from the party
- Adds gain buffs from being near each other, so keep them away from each other
- If you find yourself with the wrong debuff, the adds will stand still for a bit right after casting Dead Wind/Water giving you some time to swap adds if need be
- Will of the Water and Wind debuffs will be reapplied every 50s and you may get a different debuff once they're reapplied, pay attention to when this happens
- Attacking the wrong add will reflect the damage back to you, so ideally we don't kill ourselves guys (your healers will thank you)
- Will of the Water (left), Will of the Wind (right)



MORE VUNDU ADDS

- Burn down the adds again
- Be wary of when bismarck slams into the island so you don't get caught out in the large add's point blank AOE
- Healers get ready to top players up as it's easy to get caught out in AOE's as bismarck slams into the island staggering players and turbulence bleeds are still occurring

WEATHERS (WIND, WATER, THUNDER)

- During the 2nd set of vundu adds, bismarck will "take control of the clouds" changing the weather and spawning vapor bubble adds
- LIGHTNING WEATHER**
 - Sky will turn purple and lightning will cover the screen
 - IGNORE THE VAPOR BUBBLE ADDS

- Spread to prevent overlapping the random thunder AOE's
- Don't stand near the vapor bubble adds

-WIND WEATHER

- Sky will turn piss yellow (gross)
- KILL THE VAPOR BUBBLE ADDS
- Stack in center to avoid being knocked off the island
- Move back to the center after being knocked back (donut AOE)

-WATER WEATHER

- Sky will turn gray (it's GREY google docs)
- KILL THE VAPOR BUBBLE ADDS
- Stay out of the center

END OF GUIDE

Ping or dm @snoweye if you find something wrong with the guide or have questions