

Ranalie, the Mythril Dragon Lunar Guide by [Gamu](#)
Good job, you made it to Ranalie. Now the hard part begins!

Like every final boss of an area, Ranalie, the Mythril Dragon is a 2 phase boss with extremely difficult mechanics and a very large pool of HP.

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Mechanic 9

Enrage (I think)

recommendations for ffxiv related mechanic names are welcome :)

Mechanic 1

Two large circle stacks will confine the players to the center of the arena. An expanding circle aoe will force players to the opposite side of the safe area, and the two expanding line aoes at the edge of the arena will force players into the center on the edge of the safe area. One expanding line aoe, however, only expands 3 times. Players should be slightly closer to this aoe to avoid being hit.



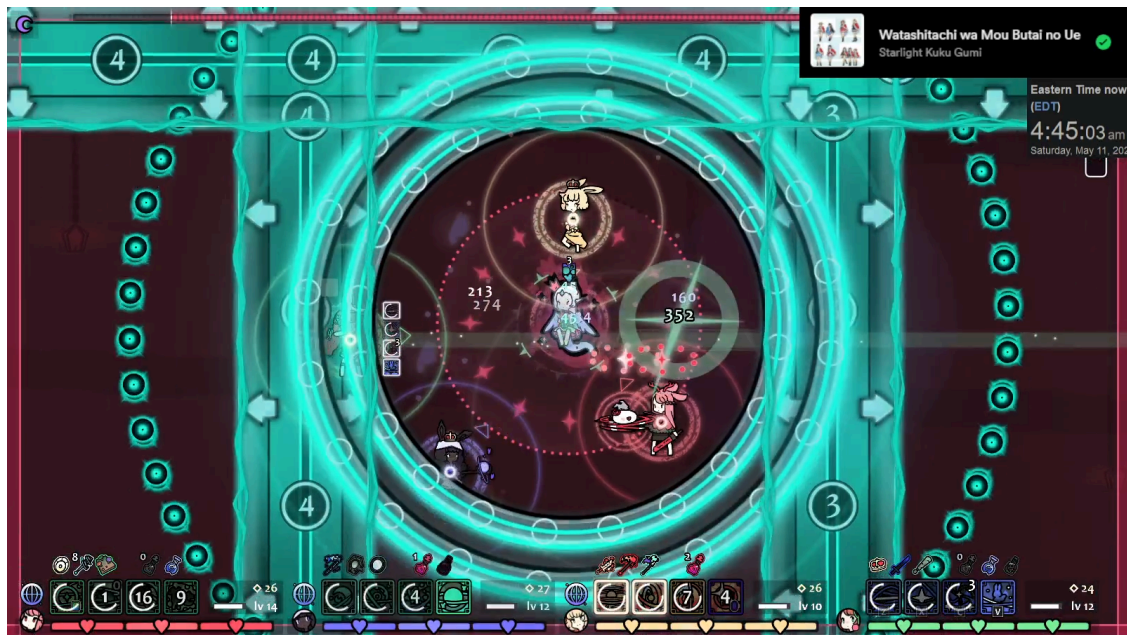
(mechanic first appears)



(Example of safe spot)

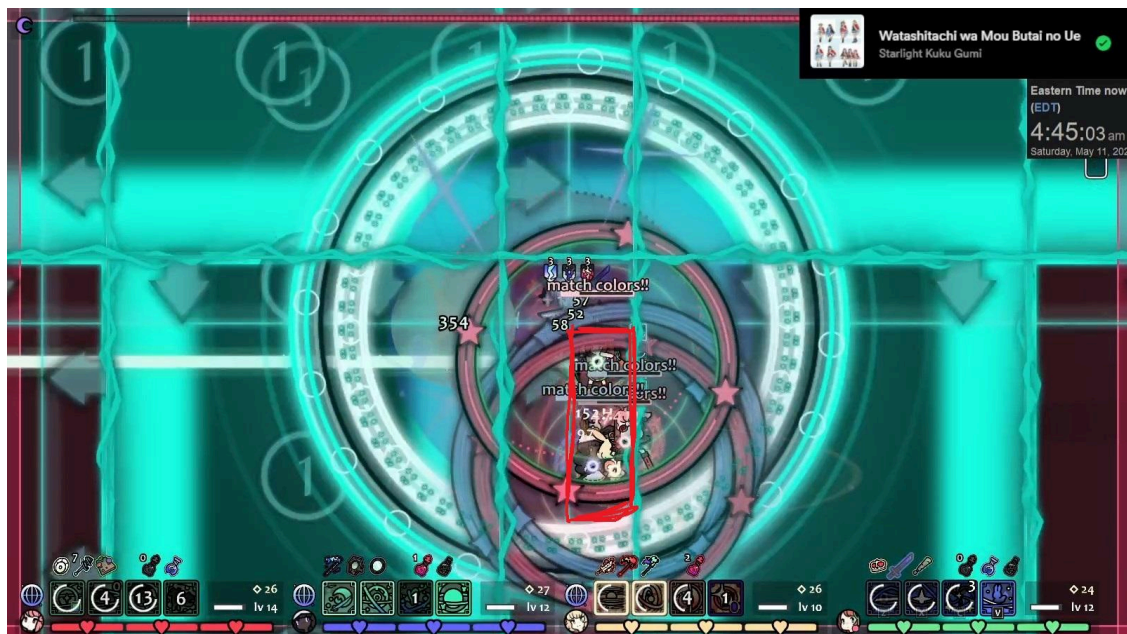
Resolve spread markers anywhere in the big circle after these aoes.

Essentially the same thing happens again, but instead of an expanding circle aoe, it's a third expanding line aoe to force the players into a safe spot which has about the same amount of space as the last one.



(mechanic first appears)

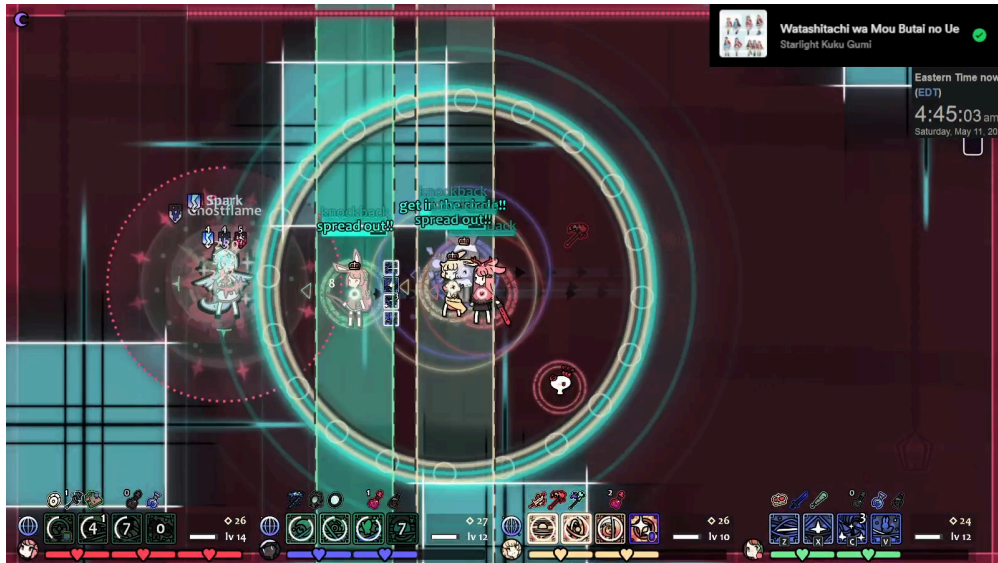
Instead of 4 spread markers, players will have two color matches this time. We choose to have red/star colors move into the center after the aoes clear.



(safe spot outlined in red)

Mechanic 2

Ranalie will move to the edge of the arena and prepare a knockback. One player will be marked with a large stack marker, and two players will have a vertical spread marker. Four cross aoes will appear, leaving a single safe spot to resolve the mechanic.



(Where we stand when the knockback happens)

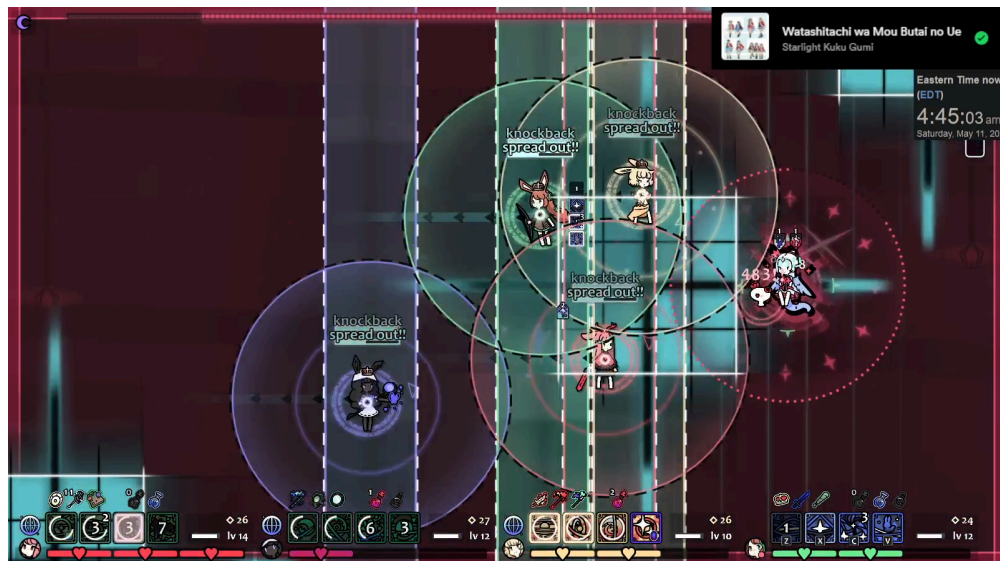
We choose to have the circle stack player in the center, and the other players adjust accordingly. Players should remember which marker they got, in order to resolve the next mechanic without issue.

All aoes and markers will resolve at the same time, **slightly** after the knockback finishes.



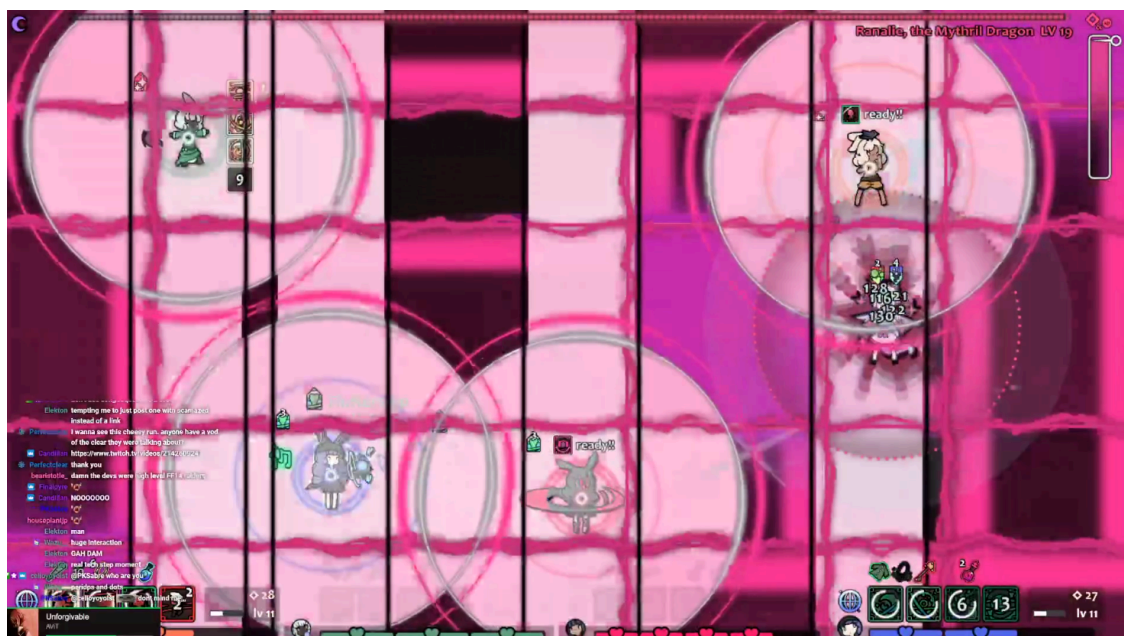
(Horizontal location of the safe spot varies by a bit)

Immediately after, three cross aoes will appear, which create two safe zones. Ranalie will knockback players again in the opposite direction towards these safe zones. All players will have a vertical line spread, and a large circle spread.



We choose to have the players which got the vertical line spreads initially, go North, and the other two players go South.

In the north safe spot, the players move as far to the left as possible, while in the South safe spot, the player with the stack marker goes as far to the right as possible, with the non marked player behind them.



(many variations work, as there is a lot of safe space.)

Mechanic 3

This one is simple, but looks complex and gives *very* little time to figure out what's going on. For this mechanic, all players must match their color, and stand on the correct corner of the cross laser rotation to be standing completely North or South when the vertical line stack resolves.

YOU MUST STAND ON THE CORNER OF THE LASER THAT PUTS YOU DIRECTLY NORTH OR SOUTH, OR THE VERTICAL LINE STACK WILL NOT LINE UP WITH ALL PLAYERS.

Be sure to avoid the cross axes at the edges of the arena at the same time.



(for this pattern, the starting location and direction of the players are marked in color)



(This is almost what it should look like, aside from the dead raider)

This mechanic will repeat one more time before moving onto the next one.

Mechanic 4

Ranalie will use a laser to cleave either the top half or bottom half of the arena. Stand on the safe side. This safe portion will also be divided by the numbered cross aoes. After each cross aoe, you should check the next number. If the cross will hit you, move vertically to the next safe spot. If the cross will cleave the same place as before, stay where you are. A total of 4 sets will appear.



(Ranalie will knockback before “1” detonates. Be sure to avoid it.)

For every cross aoe that detonates, players will also have either a color match or vertical line aoe that detonates as well. Ranalie will cleave the arena again with a laser when “3” detonates.

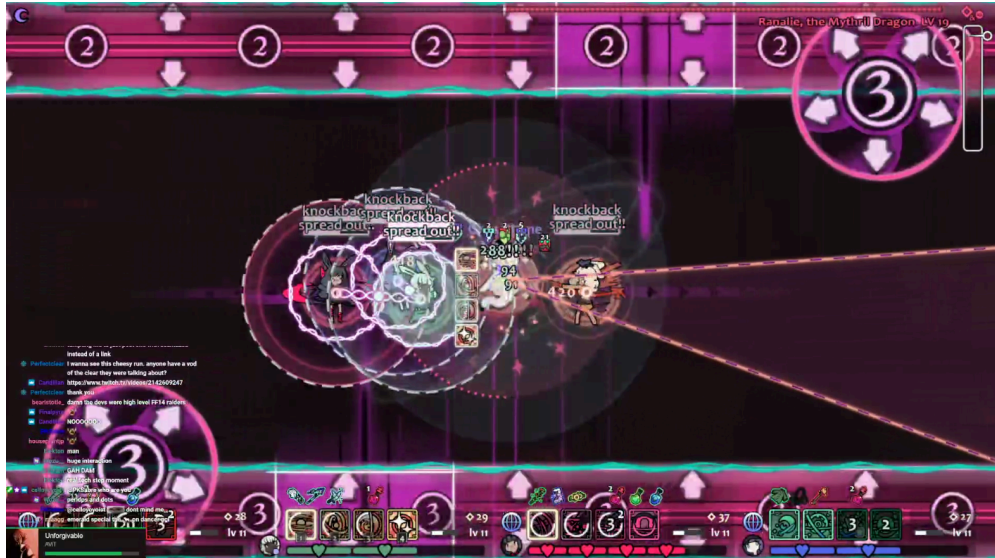


(player targeted mechanics resolve at just about the same time)

Mechanic 5

Lots of aoes will appear. Two expanding line aoes at the top and bottom of the arena, two expanding circle aoes in opposite corners, and two cross aoes.

Three players will be chained together with circle spread markers, and the last unchained player will have an earth shaker. Ranalie will knockback players away from the center before mechanics resolve.



Chained players will look for the “2” expanding line aoe that doesn’t have an expanding circle aoe, and get knocked back there. The earth shaker player will be knocked to the other side of the arena. Avoid each other’s aoes accordingly.



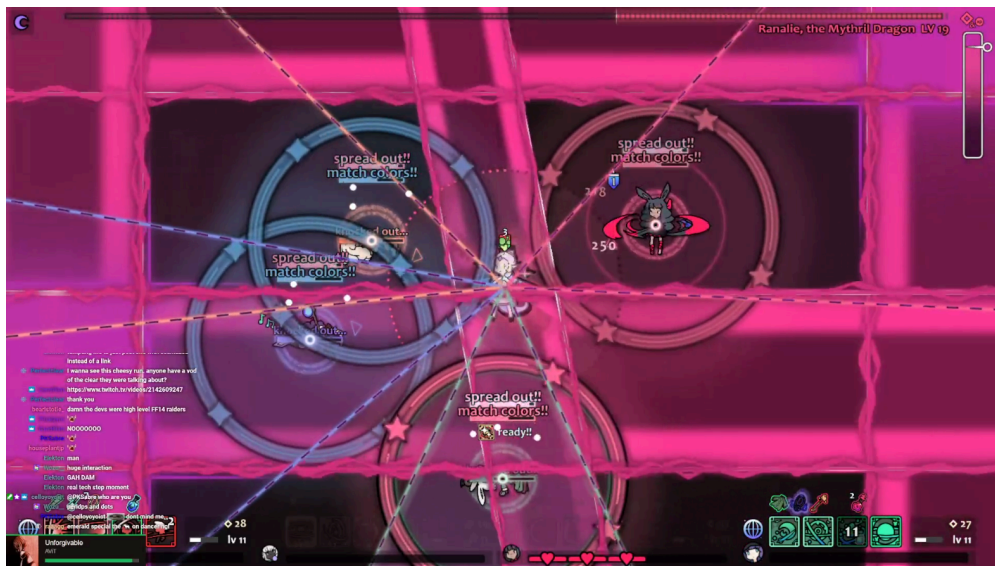
This mechanic will repeat one more time before moving onto the next mechanic.

Mechanic 6

Players will be marked “Group 1” and Group 2”, with color matches+earth shakers. Two cross aoes will appear, and Ranalie will create a spinning laser in the center of the arena.



Split your two groups onto opposite side of the lasers and resolve the mechanics while avoiding the cross aoes. Color matches resolve *after* the earth shakers.



(Each mechanic resolves sequentially, so it is very lenient)

Mechanic 7

Ranalie will spawn a rotating laser, while earth shakers from both sides of the arena target all players a total of three times. All players should follow the laser and spread vertically on the safe side of the arena.



Players should move and spread vertically on the other side of the arena afterwards, minding the laser.



(execution is a bit improper due to a dead body)

Phase 2 Transition

As long as you meet the DPS check, Ranalie will transform into a dragon instead of enraging. There is a lot of time given with almost nothing happening in order for your party to hopefully recover.



Mechanic 8

Players will be forced into a circle to resolve this mechanic. Two expanding line aoes will appear on opposite sides of the circle.



One random player will have a stack aoe, and two random players will have a line aoe. A player can get the stack *and* the line aoe. As difficult as it is, we always keep the circle stack in the exact center no matter what, and the other players must adjust.



The same pattern will happen again 3 more times, but rotated 90 degrees each time.

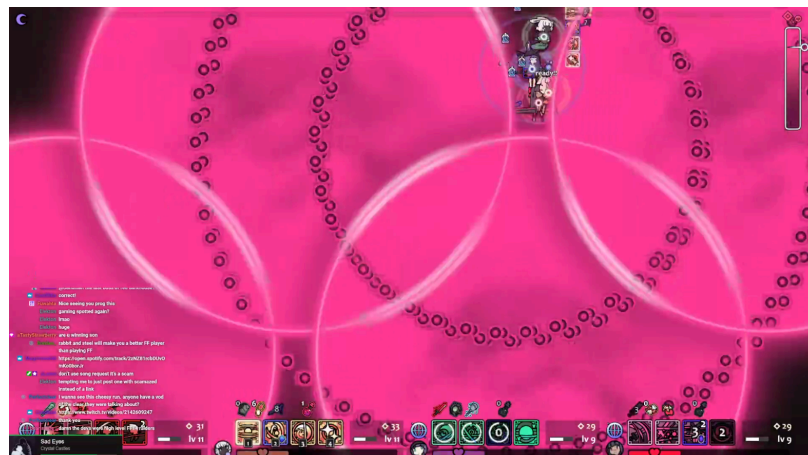
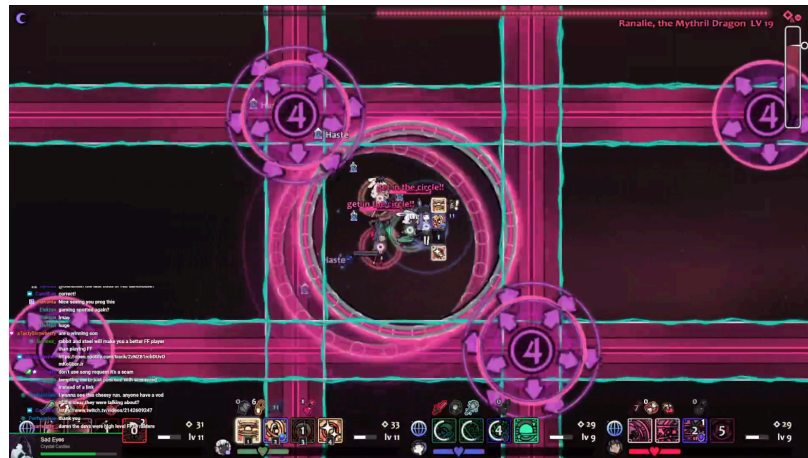
Mechanic 9

(As this is a day 2 guide, information/strats beyond this point may be inaccurate/suboptimal)

Ranalie will charge a knockback in the direction she's facing. Place yourself to be knocked back to the center of the arena while avoiding the obvious aoes.

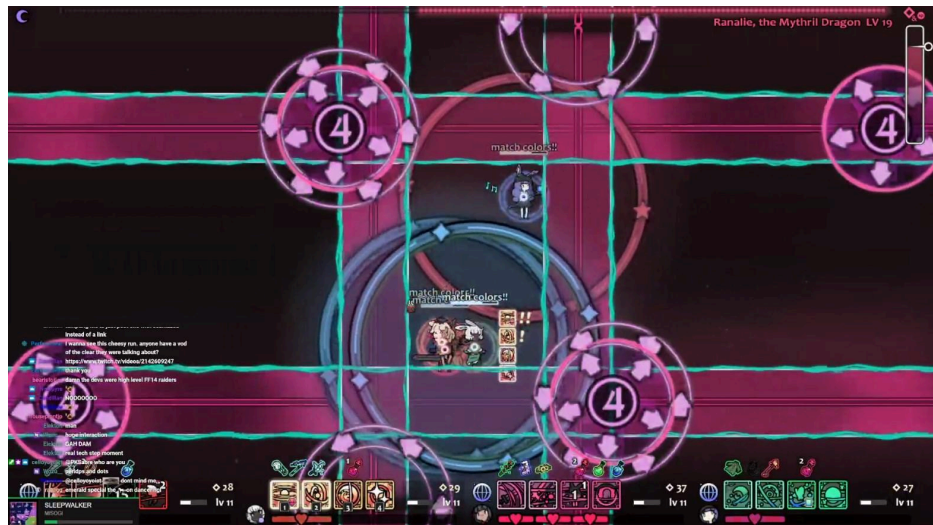


Stack your party together and follow the rotation of the lasers to a safe corner.

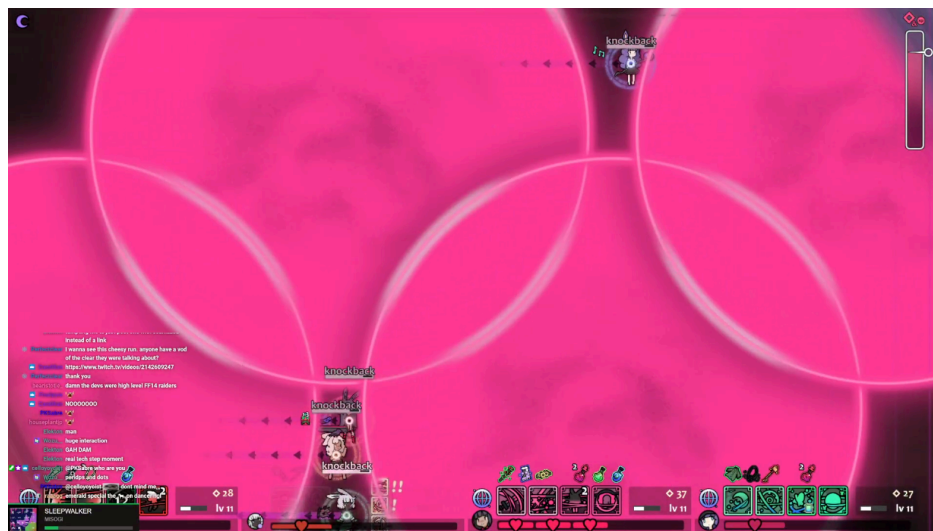


Ranalie will knockback all players again in the opposite direction. Try your best to be as close to the center as possible after the knockback.

This time, three players will get a color match, and one player will get a different color match, forcing them to stay away from everyone else.



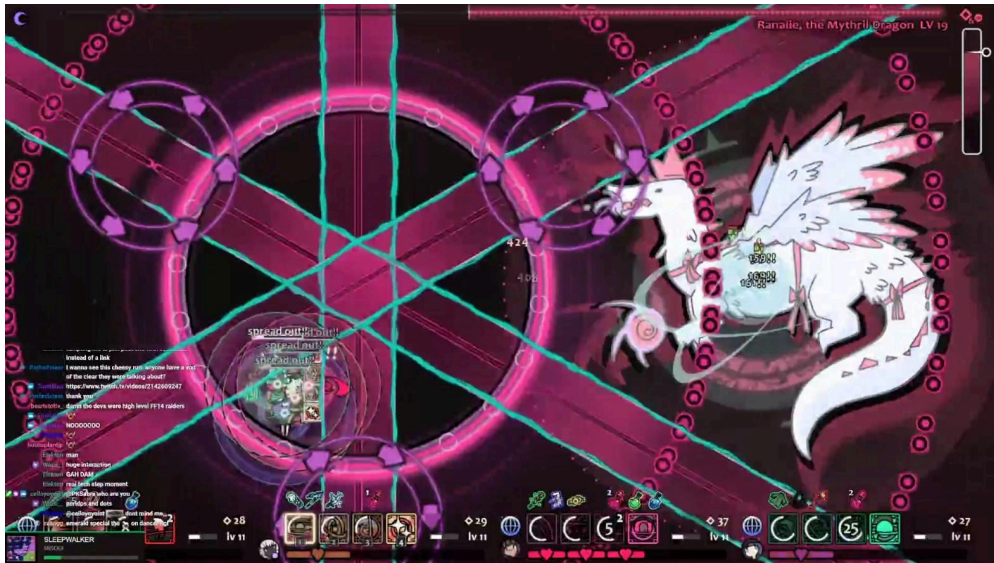
From the center, follow the lasers again to a safe spot, while splitting the separate color matches.



Ranalie will finish with one last knockback, before moving onto the next mechanic.

Mechanic 10

Ranalie will confine all players to a circle again, and spawn three rotation lasers around the circle. There will only be one safe spot, out of the six available.



Spread out after each laser to resolve spread aoes.

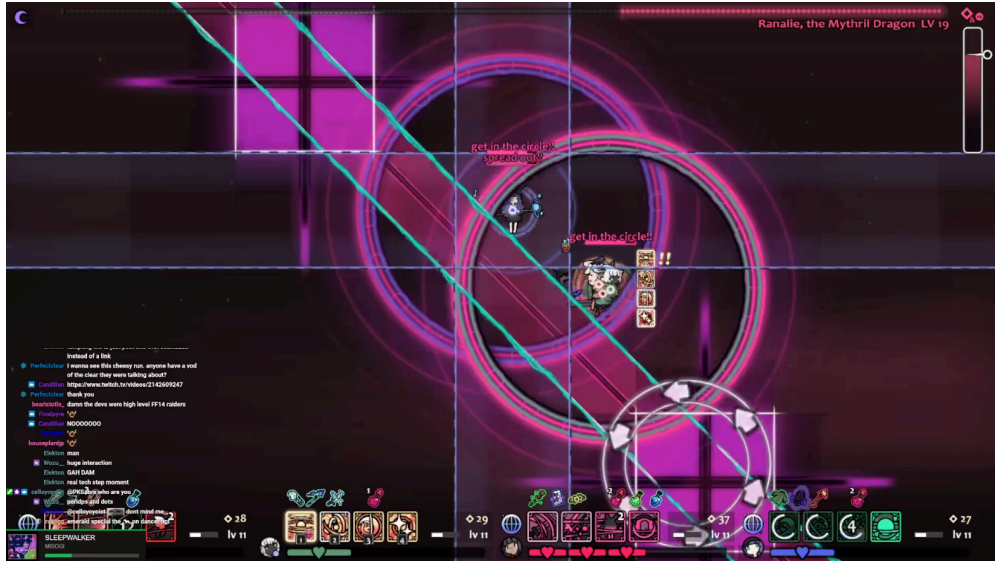


This mechanic will execute a total of 3 times.

Mechanic 11

Ranalie will prepare a knockback in the direction she's facing, place yourself to be knocked back to the center of the arena once again.

A rotating laser and two cross aoes will appear. Two players will be marked with a stack aoe, and one player will have a cross aoe. Spread out in the proper formation behind the laser, with the cross aoe going far up, and everyone else stacking in the opposite corner.



All players will be knocked back again in the opposite direction. Aim for the center of the stage. Three cross aoes will leave four safe spots in the arena. Two vertical expanding aoes will make these spots smaller. A laser will cleave either the North or South two safe spots. Players will be split between the remaining two safe spots by color matches. Star/Red goes right, the others go left.

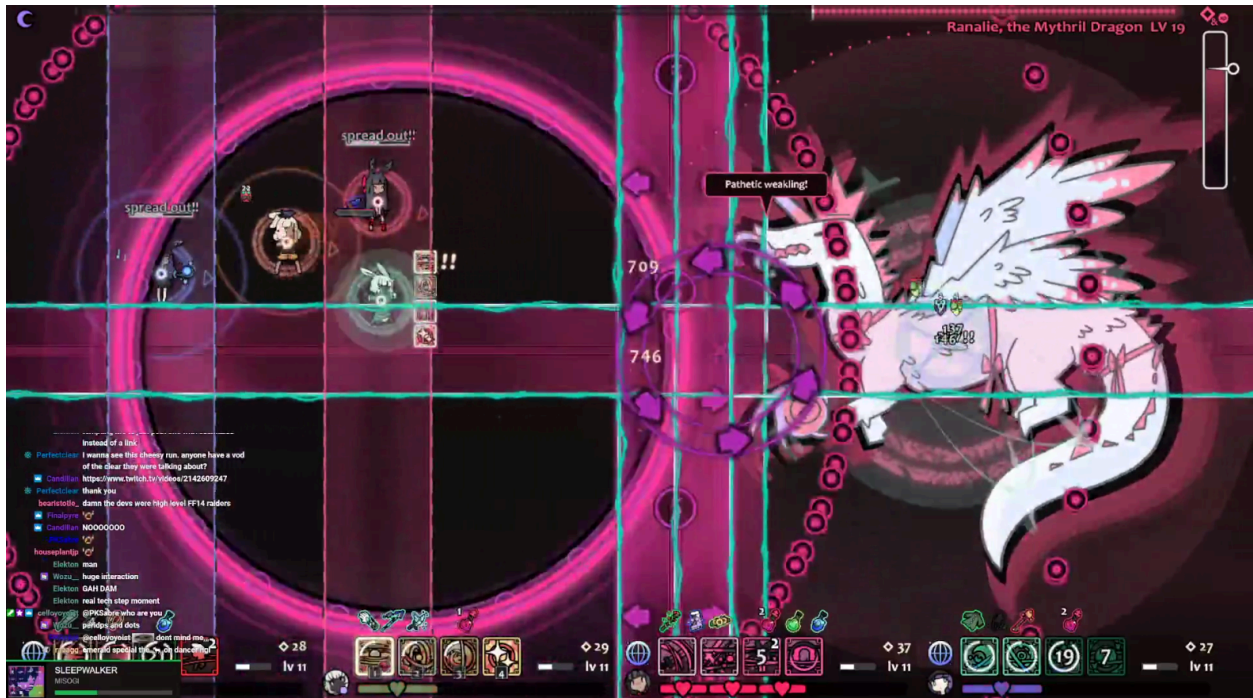


Ranalie will knockback players again one last time before moving onto the next mechanic.

Mechanic 12

Ranalie will confine all players to a circle once again. A laser will cleave half the circle, rotating 360 degrees to cleave the other half, while an expanding vertical line aoe will cleave another half of the circle. Two players will repeatedly get a vertical line aoe during this time. Follow the laser while spreading vertical line aoes.

Remember which players got the vertical line aoes, as it will be used for coordination in the next mechanic.



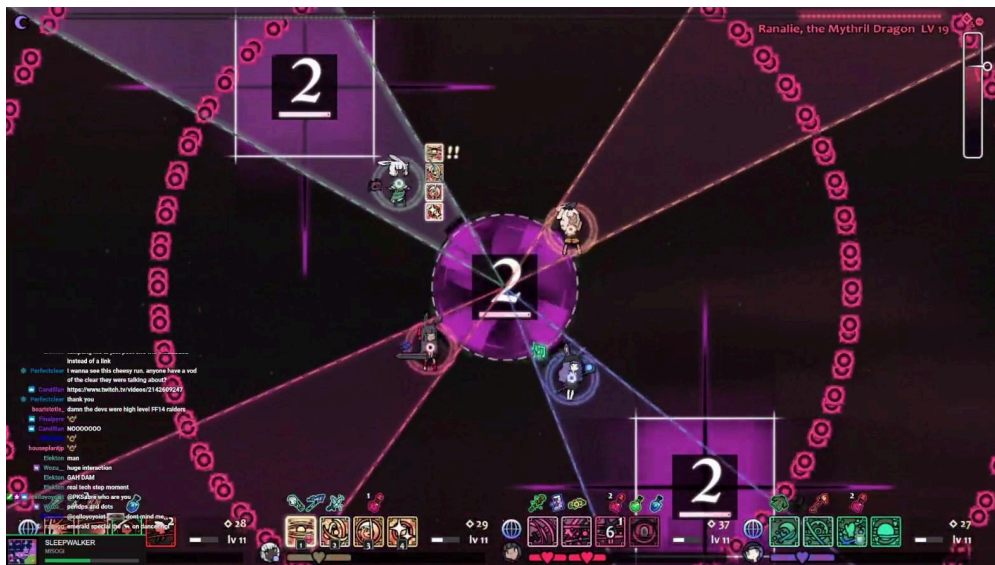
These aoes and lasers will appear and detonate a total of 3 times.

Mechanic 13

Ranalie will knockback all players in the direction she is facing. Once again, aim for the center. All players will be targeted with an earth shaker radiating from the center.



After avoiding the laser which cleaves half the arena, all players must spread their earth shakers apart. The players which got the vertical line aoes in the previous mechanic will stay North, and on the sides they were in the previous mechanic.



Ranalie will knockback all players in the opposite direction after this. Aim for the center.

A rotating laser will appear in the center, all players must stand within the circle.
 Double earth shakers will target all players after the laser in the center rotates 90 degrees.
 The two players that stood North previously will stand North behind the laser, while the previous South players will stay South behind the laser. Spread vertically to not clip any other players with double earth shakers from the edges of the arena.



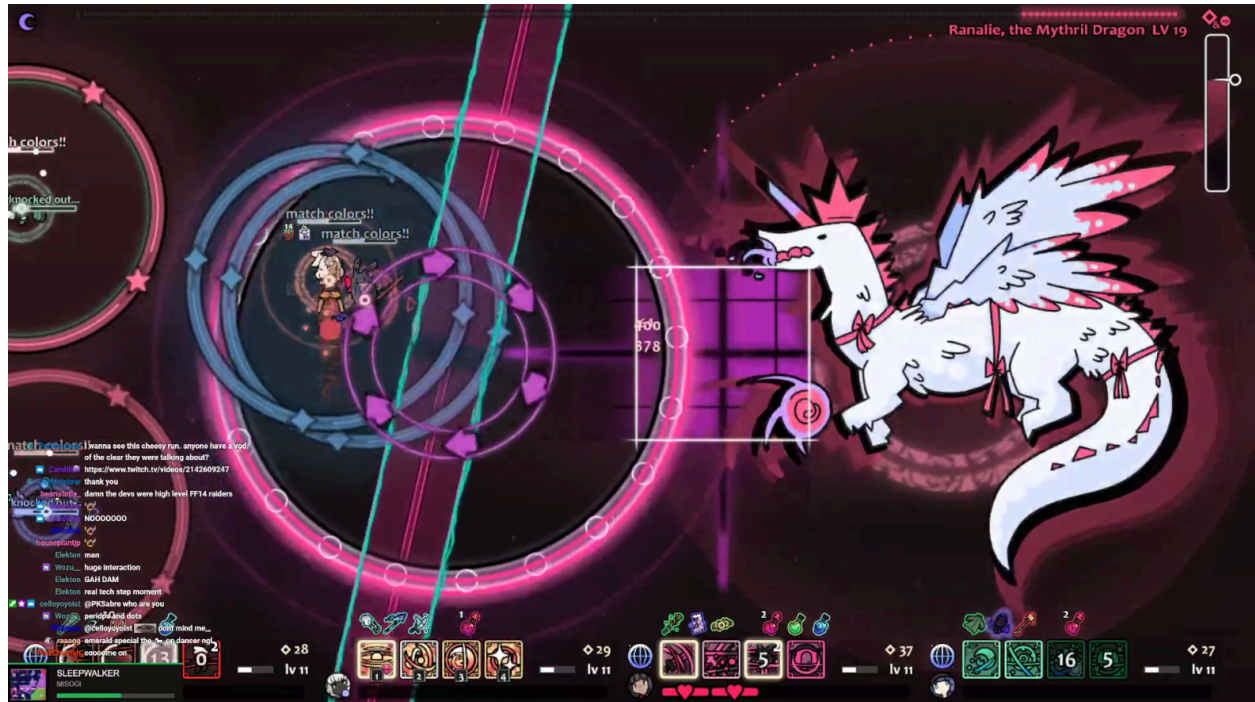
After the mechanic resolves, all players must stack in the center of the stage to avoid the final expanding circle aoes.



Ranalie will knockback players one last time before the next mechanic.

Mechanic 14

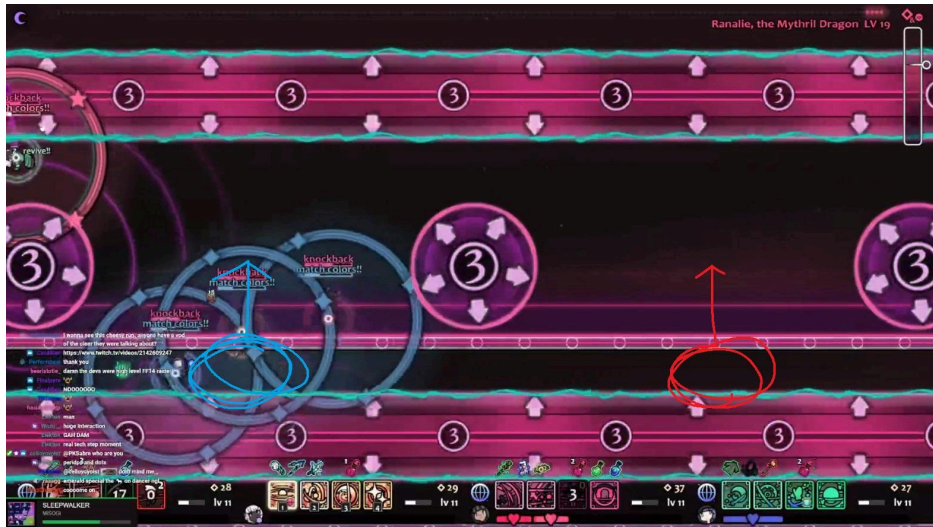
Ranalie will confine players to a circle once again, and spawn a rotating laser in the center. Players will be split into two groups on either side of the laser. These groups will have a color match, followed by one of the two players having a line aoe, and another color match. Each time, a cross aoe will also appear and detonate at the same time for a total of 3. Resolve and avoid aoes.



Mechanic 15

Ranalie will knockback all players again. Aim for the center.

Players will either have a blue or red color match. Star/red color match goes right. Stand within the line stack, and move to the middle of the stage to avoid the expanding horizontal line aoes.



(Location and direction are circled for this pattern)



(Example of safe spots)

Ranalie will knockback all players *again* from the other direction, and this mechanic will one more time. Ranalie will knockback everyone one last time before moving onto the next mechanic.

Ranalie will repeat Mechanic 9. After this, you should defeat her or face enrage!