



ALEXANDER THE HEART OF THE CREATOR (SAVAGE) RAID GUIDE

Disclaimer: This is a work in progress. If you find an error in the document please let me know at mtqcapture@gmail.com and it will be reviewed as soon as possible. Thank you!

Note from the Author: This guide is intended to suit a wide variety of audiences. **YOU DO NOT HAVE TO READ THE WHOLE THING.** Please use the outline on the left to quickly jump to your preferred section/style of guide.

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SECTION 1 - ABILITY BREAKDOWN

Abilities listed in rough order of appearance. For ability timings and phase breakdown please see Section 2.

LEFT LASER SWORD - 180 degree attack on left side. High damage. Raid must move to the boss's right side to avoid. Places a stacking Vulnerability Up debuff (2min duration) on players hit.

RIGHT LASER SWORD - 180 degree attack on right side. High damage. Raid must move to the boss's left side to avoid. Places a stacking Vulnerability Up debuff (2min duration) on players hit.

NOTES:

- Will occur throughout the entire fight
- Can be out-ranged (behind or sides)

OPTICAL SIGHT - "Tell" cast for incoming Hawk Blaster attacks. Orbs will appear, indicating what pattern of attack to expect. Pre-positioning in the very middle can facilitate dodging most of these.

Hawk Blaster: AoE blasts, no telegraphs. Moderate to high damage. Places a Vulnerability Up Debuff (2min duration) on players hit. Each hit obviously makes healing/survival of mechanics harder. Goal: do not get hit!

Possible attack patterns are as follows:

- A. **Two Big Orbs - "Spread":** Huge Hawk Blaster in the center, run to the edge to avoid. (Same diameter as the telegraphed attack on normal). *To practice later iterations of this pattern, it might be worth assigning each player a spot on the edge to run to.*



- B. **Uneven Small Orbs - “Shiva pattern”**: Four sets of 2 AoEs will blast around the platform in clockwise motion before one last blast in the center. Slightly overlap. Start in the middle and run into safe zone created by first or second blasts, “chase” blasts to ensure maximum safety. Move back into middle once middle AoE blast goes out.

Note: For melee (as orbs can be difficult to see) boss crouches and the orbs will go up and down before flying upwards. Thanks for the tip, Ace!



- C. **Aligned Small Orbs - “Stack n’ Spread”**: Unmarked/telegraphed meteors drop on the location of random targets (except the main tank). If raid is already stacked in the center, they will need to move to the outer edge to avoid getting hit. *Can be baited in any specific spot and then dodged by moving away.*

Note: For melee (as orbs can be difficult to see) boss stretches up and the orbs fly outwards. Thanks for the tip, Ace!



SUPER HAWK BLASTER - Green/yellow markers on random players. Will eventually be hit by moderate to high damage. Places a Magic Vulnerability Up debuff on players - this means a player cannot be hit by more than one of these blasts. Affected players must spread to avoid overlap. Can overlap on **unmarked** players, as long as no single player takes more than one hit of Super Hawk Blaster.

- D. **Uneven Small Orbs + SHB:** Same as above, but now 2 people are marked for Super Hawk Blaster (green markers). Players will stay in the middle, then move out into safe zones, while marked players avoid overlapping. Green Markers hit after the middle AoE blast.



- E. **Two Big orbs + SHB:** Same as above, but now ALL players are marked for Super Hawk Blaster (green markers). Raid runs from their middle positions to their assigned positions to avoid overlapping green markers. In later phases, only 4 players may be marked green; same principle applies.



E.D.D. - Add. Spawns in middle. Knocks back. Spawns with destructible Armored Pauldron. Picked up by OT, can be tanked right behind boss, facing boss or beside boss - players will have to watch out for R/L Laser Swords as appropriate.

Overboost: Attempts to cast, interrupted when Armored Pauldron is destroyed. Applies Damage Up buff - severely increases his damage, will probably wipe if allowed to cast. Assign 1 or 2 players to destroy the Pauldron while everyone else focuses down E.D.D.

Self Destruct: Will explode and wipe the raid after a set amount of time. Must be destroyed before this happens.

Note: Subsequent spawns of the E.D.D. add a line attack that OT should watch out for. It can be avoided by looking out for the "spear twirl" that occurs right before it and dodging to the side/behind.

WHIRLWIND - Raid-wide AoE. Moderate to high damage.

SPIN CRUSHER - Fixed frontal cone. Can be dodged by MT.

LASER X SWORD - Cast frontal cone; tankbuster. Far knockback if not split between two tanks or fully mitigated (immunity). Damage must be shared by both tanks with cooldowns or solo tanked with Immunity.

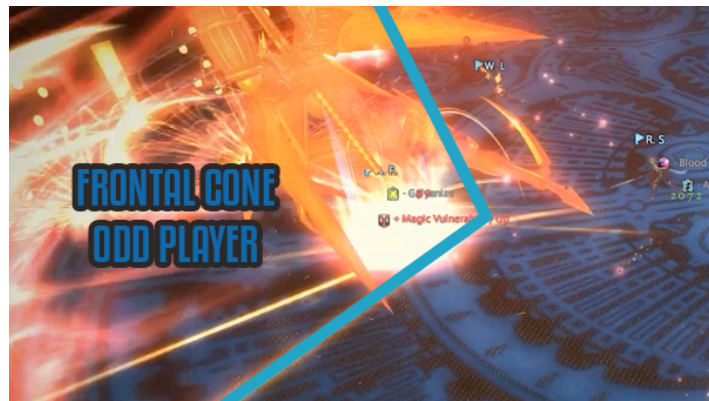
LIMIT CUT (A) - Grants the boss +1 stack of Damage Done Up. Boss disappears and players are marked in succession from 1-8. Blue markers show **ODD** numbers, Red markers show **EVEN** numbers. Boss will then reappear to do horrible things to each player in turn. Invulnerable during this time.



Players will need to position themselves in odd and even pairs to handle each combo of attacks. General positioning looks like this:



ODD PLAYER: Boss appears behind player and casts **Alpha Sword**. Huge frontal cone. Moderate damage, knockback, debuffs with Magic Vulnerability Up.



EVEN PLAYER: **Super Blassty Charge**. Moderate damage, debuffs with Magic Vulnerability Up. Divebomb/Line charge all the way across platform from location of Odd partner to Even partner. Knocks back if player is hit from behind. If player is facing their partner/the attack, no knockback.



This pattern of attacks will repeat for each Odd and Even numbered players in order. Assign 2 waymarks to avoid overlapping attacks onto others.



NOTE: This combo of mechanics can be handled with any positioning/placement/angle that you choose as long as the basic guidelines are met. In later phases, your positioning will have to be very controlled so find out what works best for your group early on!

PHOTON - Cast that will target specific players and bring them down to critical HP levels. Will not kill anyone, but creates danger with incoming mechanic damage. Pre-cast heals and shields and get ready to top off affected players.

Photon 1: Hits OT, 1 Healer, 2 DPS. Immediately followed by Whirlwind. Healers will need to top everyone off.

Photon 2: Hits OT. Immediately followed by Laser X Sword. To avoid healer stress, this tankbuster can be solo'd with an immunity while the OT is healed up for the next E.D.D. spawn. Occurs during Pyretic debuff (see below), OT must ensure they don't kill themselves.

Photon 3: Hits all 4 Damage Dealers. During EDD spawn.

Photon 4: Hits 1 Healer. Immediately followed by Whirlwind. The unaffected healer will need to begin topping them off. Occurs during Pyretic debuff, affected healer must not kill themselves and only help with healing once they're at sufficient HP level.

Photon 5: Hits all 4 Damage Dealers. Eventually followed by a second Photon cast.

Photon 6: Hits 1 Healer. Immediately followed by Whirlwind.

BLAST OFF/ACTIVE TIME MANEUVER - Boss disappears and reappears in the center with a knockback, mild damage. Four Open Ducts appear. Players must immediately click on them to be moved onto the boss's back. No limit to how many players can use a duct, but there is a very small window of opportunity (5s). Boss will then destroy the platform. Any players left behind will die.

Occurs at <65% & <45%

- **During the 65% ATM**, platform will reform with an outer edge of electricity - first tick applies electrocution, second tick applies death. Avoid as necessary. Beware knockbacks.
- **During the ~45% ATM**, platform reforms smaller, with no edge barriers and an additional 3 Multifield pillars around the platform (See [Multifield Pillars](#) for additional info)

Click the button/Press E to eject and return to the platform when available.

LIMIT CUT (B) - directly after first ATM, becomes invulnerable, gains +1 stack of Damage Done Up. Still casts basic attacks (Whirlwind, Swords, Tankbuster) Spawns 4 Lapis Lazuli.

Lapis Lazuli: 4 orbs spawn around the room. Must be destroyed. DPS check. Raid wipe if alive during Eternal Darkness cast.

Aetheroplasm: Player(s) tethered, and eventually an orb spawns that chases them. Orb will diminish in size over time and does damage inversely proportional to the distance it's traveled. Creates large AoE bubble once it reaches its player, cannot be popped by others. Persists through the phase. AoE bubble will inflict Heavy on players inside but deals no damage. AoE bubbles cannot be overlapped as they will explode and deal high damage (**Electromagnetic Burst**).

- 1st orb tethers to OT
- Next 2 orbs are either on 2 healers or 2 DPS
- Last 2 orbs are either 2 healers or 2 DPS (opposite players types of second orb set)

Assign areas of the platform where each player needs to "drop off" their AoE bubble to avoid overlapping with others.

Assault Cannons: Small, invulnerable robots will spawn around the room. Long column AoE in direction of random players. Avoid as necessary.

Eternal Darkness: Marks end of phase. High damage raid-wide AoE. Will wipe the raid if any Lapis Lazuli are left alive. Removes Aetheroplasm AoEs from the platform. Afflicts entire raid with Pyretic debuff.

PYRETIC - Debuff applied by Eternal Darkness. Reflects/deals ~500 damage anytime you deal damage/move. No timer, will be removed during the next Blast Off/Active Time Maneuver.

NOTE: Players will need to be ESPECIALLY careful during Photon casts.

DO NOT KILL YOURSELF.

LIMIT CUT (C): Rendered invulnerable. +1 stack of Damage Done Up.

Plasma Shield: Forms a shield in front of him that must be destroyed.

Blassty: Will target a random player for a charge. Applies bleed (15s). Spread out to avoid stacking bleeds on more than one player.

MULTIFIELD PILLARS: Form when platform is reformed after <45% Blast Off. Maintain platform integrity. If all are destroyed, the platform will fall and you will die. All boss attacks will damage pillars. Multifield "HP" can be seen in the objectives list.

NOTES:

- *Essentially acts as a "soft enrage" mechanic. Unavoidable damage (whirlwinds) will slowly chip away at their HP. Eventually you run out of time/HP, they die, you die.*
- *GA-100, Blassty, and Super Hawk Blasters, Limit Cut Combos deal SEVERE damage to pillars. Avoid hitting pillars with these mechanics as much as possible.*
- *Whirlwind applies a set amount of damage split between all pillars. This means 2 pillars will take more damage each than 3 pillars from the same cast of Whirlwind.*

GA-100 - Targets OT. Proximity damage - must move away from raid and boss. Cooldown appropriately.

PROPELLER WIND: Raid wide AoE, applies confusion on anyone hit. Players must Line of Sight behind the Multifield pillars on the platform.

NOTE: The pillars have weird "borders" and players will have to be LoS well before the cast goes off or they will still be Confused. Foolproof method is ensuring you are directly behind the "skinny middle" portion of the barrier before the cast ends.

SECTION 2 - PHASE BREAKDOWN

List of abilities as they appear throughout each phase. For detailed ability breakdown, please see Section 1.

Note: Many abilities can be skipped if raid damage is high enough. Since this varies per group, ability timings will “reset” to [00:00] at set mechanics throughout each phase to maintain as high accuracy of timings as possible. Abilities that are italicized and underlined can be skipped.

PHASE ONE: 100% - <65% (ATM #1)

[00:00] Encounter initiated.

[00:05] Left/Right Laser Sword

[00:14] Optical Sight

This first Optical Sight will be one of three options (without Super Hawk Blaster markers). Raid will ideally be stacked in the center and able to quickly reposition as necessary. MT will need to be ready to move to avoid stacks - tanking the boss in the centre can help here.

[00:27] E.D.D. spawns

[00:32] Left/Right Laser Sword

[00:36] E.D.D. Overboost cast

[00:41] Spin Crusher

This next whirlwind can be skipped if the boss reaches 85% early.

[01:05] Whirlwind

[00:00] Optical Sight

This is the second Optical Sight. Stack in the middle in anticipation of mechanic, then move appropriately.

[00:15] Optical Sight

This third Optical Sight also introduces Super Hawk Blaster. Wait in the middle, identify the appropriate mechanic and move. Marked players will have to spread away from one another as necessary.

[00:30] Optical Sight

Stack (if necessary), identify, move. Ez pz. Any ability after the 4th Optical Sight can be skipped if the boss is below 75%.

[00:44] Whirlwind

[00:44] Left/Right Laser Sword

[00:00] GA-100

Confirmed: GA-100 can happen in the first phase before the first push. Thank for the tip, DrWilySC2! Unfortunately if you see this you might not have the raid damage to complete the encounter.

[00:00] Limit Cut cast
[00:10] All players marked
[00:16] Limit Cut attacks begin
[00:28] Limit Cut attacks end

[00:00] Boss Returns
[00:07] Photon
[00:13] Whirlwind

Healers need to be ready to top off affected players before Whirlwind to avoid deaths.

[00:21] Left/Right Laser Sword
[00:30] Blast off
[00:34] Open Ducts Appear

----- **ActiveTime Maneuver #1** -----

PHASE TWO: Lapis Lazuli

[00:00] Boss returns
[00:01] Limit Cut cast

You can probably get one hit in, but remember that the boss goes immune. Save CDs for Lapis Lazulis.

[00:08] Lapis Lazulis spawn
[00:10] Tether #1

First orb will tether to the OT. Drop this off in assigned spot, then return to MT for incoming tankbuster share.

[00:12] Whirlwind
[00:26] Assault Cannons spawn

Players will need to dodge AoEs as necessary.

[00:29] Tethers x2
[00:35] Laser X Sword

Both tanks are sharing this with appropriate cooldowns. Other players need to ensure they're not in cleave range here.

[00:48] Tethers x2
[00:54] Left/Right Laser Sword
[01:05] Whirlwind

Phase pushes once all Lapis Lazuli are destroyed. Theoretically you can skip any mechanics, including aetheroplasm orbs/tethers if you push dps fast enough.

[01:12] Eternal Darkness

Cooldowns, shields, heals etc. MT will have one second or so to reposition boss before next cast if desired.

PHASE THREE: <65% - <45%

[00:00] Boss loses Invuln. Pyretic applied to all players.

[00:03] Left/Right Laser Sword

[00:10] Whirlwind

[00:19] Spin Crusher

[00:29] Photon

This photon targets OT. Healers will need to top him off as necessary.

[00:35] Laser X Sword

This tankbuster is a good one to Immunity through as OT has just been hit by Photon and healers are trying to top them off before the next E.D.D. spawn.

[00:48] Photon + E.D.D. spawns

This Photon will affect all DPS. Players will have to ensure they DO NOT KILL THEMSELVES trying to burn down the E.D.D. Pre-shield and time heals to minimize danger.

[00:55] Whirlwind

[01:06] Left/Right Laser Sword

[01:12] Photon

This Photon targets one Healer. Be careful!

[01:20] Whirlwind

[00:00] Limit Cut

[00:08] Plasma Shield spawns

[00:16] Blassty Charge

Plasma Shield will spawn. Destroy it then spread for Blassty hit. Blassty begins cast once Shield is down, so timing is relative.

Phase might push at 42%, not 45%? Whirlwind and Limit Break/Shield can be skipped. Author's note: need to verify exact %.

[01:30] Blast Off

[01:34] Open Ducts appear

----- **ActiveTime Maneuver #2** -----

PHASE FOUR: <45% - Victory!

[00:00] Boss Returns

[00:10] GA-100

Marked player will need to run to one side of the platform while others run opposite. GA-100 will also one-shot any nearby pillar and can be used to

strategically remove a pillar for more room to deal with future mechanics. I would recommend this strat only if your group has the raid dps necessary to destroy the boss before incidental damage destroys your remaining two pillars.

[00:23] Optical Sight

Moving into the center here in anticipation for this first Sight can help positioning. Identify and move as necessary. Remember: Super Hawk Blaster players need to separate and avoid Multifield pillars as much as possible.

[00:38] Optical Sight

Preposition in the center again, move out as necessary.

[00:49] Whirlwind

[00:59] Whirlwind

[01:07] Laser X Sword

[01:16] Optical Sight

Unmarked, baited meteors here with 4 players marked for Super Hawk Blaster. Bait should be far away from pillars and marked players will need to spread away from pillars.

[01:31] Photon + Assault Cannons spawn

While there is no Pyretic danger, Photon players still need to make sure they avoid Assault Cannon AoE or they will die. Healers top off as necessary.

[01:38] Whirlwind

[01:52] Propeller Wind

There are 3 total Assault Cannons AoEs that players will need to dodge. The last one spawns just as Propeller Wind begins to cast. Prepositioning can help avoiding being boxed in by AoEs while running to LoS. Remember to be right behind before the cast ends!

[00:00] Limit Cut cast

[00:10] All players marked

[00:16] Limit Cut attacks begin

[00:28] Limit Cut attacks end

This is essentially the same as the original numbered Limit Cut, however, players will need to ensure they are not hitting pillars with any of these attacks. Appropriate waymark placement and positioning can help here.

[00:00] Boss Returns

[00:05] Laser X Sword

[00:18] Photon + E.D.D. Spawns

This Photon will affect all DPS. Players will have to ensure they DO NOT KILL THEMSELVES trying to burn down the E.D.D. Pre-shield and time heals to minimize danger.

[00:27] Left/Right Laser Sword

[00:36] Photon

This Photon will target 1 Healer. Heal as necessary before next whirlwind.

[00:43] Whirlwind

[00:00] Limit Cut

[00:08] Plasma Shield spawns

[00:16] Blassty Charge

Plasma Shield will spawn. Destroy it then spread for Blassty hit. Blassty begins cast once Shield is down, so timing is relative. Do not stand in front/near pillar to avoid cleaving it with Blassty.

[00:00] Boss returns

[00:05] Left/Right Laser Sword or Spin Crusher

[00:13] Whirlwind

[00:21] Left/Right Laser Sword or Spin Crusher

The opposite of what cast when the boss returned.

[00:28] Laser X Sword

[00:48] GA-100

How many of these mechanic rotations you see in this last phase depends on the available HP of your pillars and time. After a certain point you WILL die to pillars being destroyed by incidental damage. Avoiding extra damage on pillars early on allows for a longer stretch of time if raid dps is low. Keep practicing and you'll get it!

SECTION 3 - USEFUL ACT TRIGGERS

Will update as more information becomes available.

TANKS

PUNCHY PUNCH MOFOS. Tankbuster Alert:

```
<Trigger R="readies Laser X Sword" SD="shared tank buster" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

Announces Spin Crusher Attack incoming:

```
<Trigger R="readies Spin Crusher" SD="Spin Crusher" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

HEALERS

Announces Eternal Darkness cast:

```
<Trigger R="readies Eternal Darkness" SD="Heavy AOE damage" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

Announces Photon attack incoming:

```
<Trigger R="readies Photon" SD="Photon" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

Announces Whirlwind attack incoming:

```
<Trigger R="readies Whirlwind" SD="whirlwind" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

ALL PLAYERS

Announces GA-100 cast:

```
<Trigger R="readies GA-100" SD="AOE ON Tank GA 100" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

Announces which way to move for Laser Swords:

```
<Trigger R="readies Left Laser Sword" SD="move Right" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

```
<Trigger R="readies Right Laser Sword" SD="move Left" ST="3" CR="F" C="A11s" T="F" TN="" Ta="F" />
```

Announces Optical Attack incoming:

<Trigger R="readies Optical" SD="Optical Mechanic" ST="3" CR="F" C="A11s" T="F" TN=""
Ta="F" />

SECTION 4 - VIDEO GUIDE TRANSCRIPT

Transcript of the mtqcapture visual guide. You'll find that this guide relies heavily on visual aides to describe the general idea behind the fight in a quick and easy format. For best results, supplement the visual guide with details from the written portion!

[<CLICK FOR MTQCAPTURE VIDEO GUIDE>](#)

Hi everyone. Welcome to the visual guide for the Heart of the Creator Savage, also known as A11S. <PUN SPOILERS>

My name is Mizzteq and I'll be your raid guide.

We begin by pulling Cruise Chaser in to the centre of the platform. Everyone will need to watch out for either Left or Right Laser Swords. This is a 180 degree attack on either his left or right side. Players will have to move to the other side of him to avoid high damage and debuffs.

Up next, you'll see Optical Sight. This cast acts as a tell to indicate what pattern of abilities you'll see next. Essentially, each pattern involves players dodging Hawk Blaster AoE attacks.

The first type of tell involves two big orbs spawning around the boss. This tell indicates that the very centre of the room will be hit by Hawk Blaster. All players must move to the outer edges of the platform to avoid high damage and debuffs.

The second pattern involves a number of small orbs spawning around the boss in perfect alignment. This indicates that random players will be targeted for Hawk Blaster. As this attack is not telegraphed in any way, players will have to stack in an area to bait the hawk blaster, then run away to dodge it.

The last pattern involves a number of small orbs spawning in an uneven pattern around the boss. This indicates the Hawk Blasters will follow a Shiva-style pattern with sets of 2 AoEs blasting around the room in a clockwise motion before one final blast in the very center. To dodge this, players will wait in the centre and then enter the zones left behind the first two blaster Aoes to dodge the middle attack.

These three patterns will be repeated throughout the encounter with a few twists here and there. As long as you understand the basic tells and respective movement, you'll be golden.

Eventually, the boss will spawn an E.D.D. add that will be picked up by the OT. This add is wearing an armored pauldron that can be destroyed to interrupt his Overboost cast. If allowed to

cast, this buff will severely increase his damage done. Destroy the pauldron, then destroy the add as quickly as possible.

During this time, the boss casts Spin Crusher, a fixed frontal cleave that should be dodged by anyone in front of the boss.

Next, Whirlwind is a raid-wide AoE blast. Healers will need to be ready for heals and shields.

Another Optical Sight will cast. Look out for the orb pattern and then move appropriately.

This third Optical Sight introduces Super Hawk Blasters on random players. These players will be marked by these large green circles and targeted for additional damage during the Optical Sight pattern. This damage also places a Magic Vulnerability Up debuff on affected players. As such, these players will have to make sure they're not overlapping on one another.

This phase will continue until the boss reaches around 75%. At this point, he will cast his first Limit Cut. This cast will render him invulnerable and lead into a specific combo of mechanics.

This first combo involves all players being marked up from 1-8, with odd numbers as blue markers and even numbers as red. Players will have to pair up in order to handle the next set of attacks. Each odd numbered player will be targeted for a frontal cone, while each even number player will be targeted for a line charge from the position of their partner through them.

To handle this, we have players position in very specific orders around assigned waymarks. The odd player will stand at the waymark, facing outwards, with their even numbered partner facing them right behind them. The next pair of players will be doing the same thing at the other waymark, while the remaining 4 players are waiting their turn.

The boss will appear behind the odd player in first pair and begin the combo attack, then fly away and target the next two. During this time, players 5-8 can get ready to enter the same position.

Once all 4 combos are out, Cruise Chaser will return to the center and the fight continues.

Here he'll cast Photon, an aoe blast that will bring specific players down to critical HP levels. Each photon cast follows a set pattern of affected players, so players can learn to anticipate this damage and react accordingly. Whirlwind will cast next and players should be topped off to survive the blast.

Another laser sword to dodge and then the boss will cast blast off, knocking back players and opening up ducts.

Players will have to quickly click on these ducts to be thrown onto the bosses back. Any player left on the platform will die. The boss will blast the platform, destroying it. It will reform with a few changes. Players will then need to dismount to return the platform. You'll now notice a rim of electricity running around the edge. Avoid this as necessary.

As soon as the boss returns to the platform, he will cast limit cut and become invulnerable again. At this point, 4 lapis lazuli will spawn around the platform. These must be destroyed before the boss casts Eternal Darkness or you will die.

While the raid is focusing these orbs down, the Boss will continue with his regular attacks.

Laser X Sword is a tankbuster that must be shared between both tanks with cooldowns. This can also be solo'd by a tank with immunities.

Players will also be tethered to these green aetherplasm orbs that will spawn and follow them. The longer it takes to reach their player, the less damage they'll do on impact. Once they reach their tethered player, they will explode and place down an AoE bubble. This bubble does no damage, but will explode and wipe the raid if another bubble is placed on top of it. As such, tethered players will have to ensure their orbs are dropped in appropriate places. Assign players specific areas to drop of their orbs if necessary.

Small assault cannons will also spawn around the room at this time and throw out long column aoes. Avoid these as necessary.

Once time is up or you kill all the lapis lazuli, the boss will cast Eternal Darkness. This will do moderate to high damage and place a pyretic debuff on all players. Any movement or damage done with this debuff will hit the player for 500 damage. While this is incidental damage, it can be very dangerous after specific mechanics, so all players need to be careful if their HP is low. Pyretic will last until the next Blast off and Active time maneuver at around 45%.

Mechanics will repeat here with another whirlwind, a spin crusher and another optical sight. In this optical sight, 4 players will be marked for Super Hawk Blaster. Spread out as necessary. Photon is next and affected players will have to be especially careful not to kill themselves with pyretic. Another tankbuster and then the next EDD spawns. Since the offtank is still affected by pyretic here, strategic use of immunities and cooldowns is key.

More photon and whirlwind casts to heal through and laser swords to dodge.

Depending on your raid damage, another Limit Cut is possible here. The boss will become invulnerable and return to the center of the platform where he will spawn a shield. This shield can only be destroyed from the front and players will need to reposition accordingly. Once the shield is down, Cruise Chaser will cast Blassty Charge at a random player. Blassty will apply a

heavy bleed debuff on players hit by the charge and it's important that all players spread apart to avoid getting more than one bleed debuff.

At around 45%, the boss will again cast blast off and players will need to be ready to click the ducts to jump on his back. This time, when the platform is reformed, you'll notice it is much smaller and now has 3 multifield pillars on it.

You'll notice under the objective list that each pillar has a specific amount of HP. These pillars can be destroyed by any damage done to them. If all 3 pillars are destroyed, the platform will fall and you will wipe. These also act as a bit of a soft enrage, as incidental damage from boss attacks will chip away at the pillars and eventually you'll run out of health and die. This last phase relies heavily on proper mechanic dodging and minimizing damage to the pillars.

First up, the boss will mark the OT with GA-100. This will do proximity based damage and the affected player will need to run to one end of the platform while everyone else goes to the other end.

Two more optical sights here. Players will need to be very careful not to hit pillars with Hawk Blasters while spreading out appropriately.

Another tankbuster and you'll notice Assault cannons spawn. Avoid their Aoes as necessary. Another photon and whirlwind combo to heal through before the boss casts Propeller Wind. This will confuse any player hit and all players must line of sight behind a pillar to avoid this.

Eventually the boss will cast Limit Cut and mark up players 1-8 again. This is essentially the same as the original numbered limit cut, only players need to be extra careful not to cleave any of the pillars. Handle each number pair appropriately and then return to the boss.

Another tankbuster into the next E.D.D. spawn. Heal through photon and whirlwind casts and make sure you're dodging Laser swords correctly. The next limit cut spawns his shield in front of him. Destroy the shield and then spread appropriately for blassty charge. Be super careful not to spread in front of or near a pillar as one hit of blassty is sure to destroy it.

At this point, you've essentially seen all the mechanics. Keep an eye out on your pillar health to see how many more attacks you'll be able to survive. If you're having difficulty maintaining pillar health it's often due to avoidable damage on the pillars. With more practice and precise positioning you'll notice the pillars surviving longer.

If you have any questions or comments please let me know. If you're prefer a more indepth analysis of the fight, please be sure to check out the text guide linked in the description below. Up next, we'll head into the Soul of the Creator. As always, thanks for watching. Til next time!

SECTION 5 - PoV VIDEO ARCHIVE

**If you would like your PoV video added to the list, please add a comment with your YouTube link!*

DAMAGE DEALERS

BLM PoV:

BRD PoV:

DRG PoV:

<https://youtu.be/CkyKTuSQmbA>

MNK PoV:

MCH PoV:

NIN PoV:

SMN PoV:

HEALERS

AST PoV:

<https://youtu.be/4XO-qx9f9Uc> (warning: incomplete)

SCH PoV:

WHM PoV:

TANKS

DRK PoV:

PLD PoV: <https://www.youtube.com/watch?v=MIGGXGEcboc>

WAR PoV:

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The' Doctor

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Rioszz Isamu
Valkyrie Bellveil
Zaes Vi'narra
Zreo Alskavanch