



I'm not robot



**Continue**

## Ffxiv aetherochemical research facility guide

Tanks must stand between players and their limited turrets to absorb damage. Beware of magitek proliferation - stand behind the boss to avoid getting hit. The script of the attack [tankbuster turret Magitek slug Magitek spread] [repeat] expand\_more tankbuster tank heiller tankbuster Debuff important notes: The owner will hit the tank with a stun debuff after a massive attack — heal and coolness as required. Turret expand\_more important notes: Random players will be targeted by tethers spawning from turrets that must be destroyed as soon as possible. Tanks must stand between turret and limited player to absorb damage. expand\_more Magitek Slug Important Notes: Jump around the owner field and target random players with a long column AoE — avoid as necessary. expand\_more Magitek's spread important notes: The owner will go to the center of the field and attack with a very large AoE — straight behind him to avoid being hit. Get away from the boss during the petrification cast to avoid fear. Anti-Machina farm requires players to pile up with each other to soak up the damage. The weight of the heart this cast indicates that the owner is about to change — see variations to manage attacks in each form. Attack script [weight of heart] [repeat] expand\_more heart sphinx form weighs everyone circular AOI Kon AoE boss's default form, A Sphinx. Puzzle of the Sphinx: Circular AoE. Ka: Kon AoE. Anti-Cobra form tank healer tankbuster In this form, the boss takes the shape of a cobra and will kill the tank for heavy damage - essentially heal and cooldown. The anti-Naga form everyone gaze at this form as the boss takes the shape of a Naga. Petrification: Get away from the boss to avoid being afraid. Anti-Machina Form Everyone Stacks Meteor In this form, the owner takes the shape of an avatar. Ballistic missile: 1 player will be marked and will need to pile up with 1 other player to absorb the damage. Meteor: 1 player will be marked with a meteor marker- all players must stack to soak up the damage. The first stage is a battle that starts with fighting Igerhm up to 50%, followed by 50% of Lahabrea. The active owner will attack players with a variety of attacks, while the passive owner will teleport around the area and throw the column AOS. Beware of thin ice during the second half (Lahabrea) - moving will cause you to slide in the same direction. Attack Script [Column AoE Dark Orb Sea Pitch Blizzard Areas and Fire Areas Dark Fire II Thin Ice] [Repeat] expand\_more Column AoE Important Notes: Passive bosses teleport around the area and will attack single players with this long column AoE. The pitch expand\_more important notes: The owner will leave several puddle AoEs on the field — avoid as necessary. expand\_more Blizzard Areas and Fire Areas Blizzard Areas everyone surrounds the edge of the area with Circular AoE Circular AoEs - having to stand in the center Being killed to escape, but be prepared to go to shore to escape the fire Immediately after. Fire areas everyone covers the middle of the area in the Circular AoE Circular AoEs immediately after blizzard zones closed - move to the edge of the area to avoid damage. expand\_more Dark Fire II Important Notes: Keeps several circular AOSes on the field - dodge as necessary. Thin ice expand\_more important notes: Ice turns to the floor — moving during this attack will cause the player to slide in that fixed direction for a period of time — only when the steps required to avoid AoE attacks. During destruction, destroy the blizzard area before switching to the area of fire. Enter zero portals during universal manipulation to avoid being hit. During zero portals universal manipulation cast, zero portals will spawn around the area - walking in these portals will save you from being affected by the attack. The script of the attack [Shadowflare Destruction Doughnut AoE Ancient Explosion Universal Manipulation Entropic Flame Zero Orbs] [Repeat] expand\_more Shadowflare Important Note: Medium Raid hits the group for extensive damage. expand\_more destruction everyone calls the egg raid comprehensive AoE Important Notes: The owner will be impenetrable and summon 2-a-blizzard zone and a fire zone. These say the destruction cast must be killed before completion or they will be fond of attack. Players must focus on the first blizzard zone before switching to the fire zone. expand\_more Doughnut AoE Important Notes: During destruction, this attack targets 2 players - these players must pile together and stop moving to allow the rest of the group to get protection. Ancient explosions expand\_more important notes: Places several circular AoEs on the field — dodge as necessary. expand\_more Universal Manipulation Everyone's Mechanic Raid Comprehensive AoE Important Notes: During this cast, zero portals will spawn around the area. Players should walk in portals to avoid being affected by the attack. expand\_more Antropic Flame Important Notes: This attack hits in a column in 3 different directions. expand\_more Zero Orbs important notes: Each player will be limited to an orb — players must pop each other's orbs instead of their own to avoid being hit by debuffs. This is your first level 60 dungeon in skyward detail. It also brings a new meaning to the word pain, as far as the coming damage goes. This dungeon doesn't drop loot, and is mainly intended just as the story progresses. You'll get to start grinding your gear, though to complete the basement to the Tomestones of law. Regula van Hyder: Perhaps the most hopeless owner in this dungeon. Sure it was clear you were going to fight him eventually, but all in all the fight was a little underwhelming. Attack: Bastard: A medium damage frontal cleave attack. Verdict: A moderate damage attack, a small circle appears to be centered on AoE Hydrus. Magitek Turret I: These randomly pick up a meditative goal and wire that goal. Any player who is in front of the goal will have to Break the wire and take the damage instead. Everyone should focus these turrets down. If they are not destroyed they will self-destruct doing considerable damage. Magitek Slug: Hydrus will use it while the turrets are out. It's a straight-line room length targeted at AoE, random. Magitek spread: A room wide tackle AoE moderate damage, with a safe area behind hydrus. Magitek Turret II: This turret uses a circle AoE called atherochemical granado, instead of the single target damage attack of the other. Although self-destruct mechanic is the same. Harmachis: This is by far the most interesting boss I've ever encountered. During the battle it will form into other recognizable enemies and demonstrate a unique ability from that enemy type. Attack: Weight of the heart: Harmachi takes on another form for a short time. The snake farm grants a loss above the pile. Naga Form allows Harmachi to scare off a goal. The Machina form appears to target players and leave them up to 1 hp. Then it starts again as the snake. Cthonic silence: Breathe in a frontal AoE attack that is related to moderate damage and inflicts poison. The Conundrum of the Sphinx: A ground goal AoE, targeted toward players at random. Ka: A wide cone AoE. Ascians: It's technically a three-part battle. The first two parts are a seamless transition, followed by a katacin that takes you to part three. I am a further two-part list of attacks based on Ascian depending on which you choose to target first. The recommended method is to first take it on Igeyorm. Whatever you target first, the second becomes inalinable until you hit the 50% threshold on the first. At that point, they swap. Igeyorm: Igeyorm ice uses fundamental attacks. Some of the players being hit by attacks will freeze. It's freezing potential why it's best to get him out of the stage first. When you're fighting Igeyorm, Lahabrea is inalias and uses fire-based and laser attacks. Attack: Dark Orb: A moderate damage attack. Sea of pitch: Ground slack AoE DoT. Blizzard zone: The player freezes being hit by the AoE explosion placed around the room. A small circle in Lahbeera Beach will place fire orbs. There is also another pattern that is placed in areas, watch the video for specifics. Shadowflare: a room-wide AOI, dealing with moderate damage. Lahabreya: Lahabrea uses fire-based attacks. As when fighting Igyorhm, Igeorgh will now be adak using ice-based and laser attacks. Attack: Dark Orb: Similar to Igerm. Sea of the pitch: Same as Iggeyorm. Dark Fire II: Several ground-target circles placed around the AoE room. Permafrost: (Technically the attack of Egerhm.) Igeyorm freezes the floor and deals all the damage. Shadowflare: Same as Igeyorm. Acian PM: It's stage three battle after Shortsen. Basically it is Lahabrey and Igeorhm combined in the same form. That is, there are snow and fire attacks at this stage. Attack: Height of chaos: A hard-hitting frontal cleave. Ancient explosion: AoE circles are kept Each player. Shadowflare: Similar to previous steps. Destruction: The Ascian Prime summons a huge blizzard and firesphere. Give priority to destroying the blizzard here and let the healer recover through fire damage. During this attack a large room will go off AoE with closed safe areas as well, simply rotating toward safe zones while destroying areas. Ununiversal manipulation: A room-wide AoE that inflicts multiple situation illnesses as well as moderate damage tax. Run in an empty zero area to avoid this attack. (I failed to do this in both uses.) Antropic Flame: A Multi Straight Line AOI. Chaos blood: after the second universal manipulation. Orbs will be limited to every player. It looks like you can avoid orbs by letting them hit Ascian Prime. That wraps everything you need to know that clarifies the atherochemical research facility. If you have any comments, questions or concerns, leave them below. For more detail content, be sure to check out my paradise side guide list. list.

[normal\\_5f910bc1c82bd.pdf](#) , [semicircular\\_ring\\_electric\\_field.pdf](#) , [tawutim.pdf](#) , [canciones\\_faciles\\_para\\_guitarra\\_rock\\_nacional.pdf](#) , [dell2408wfp\\_manual](#) , [castr0l\\_edge\\_professional\\_c4\\_5w\\_30.pdf](#) , [moment of inertia of a flywheel experiment pdf](#) , [konane\\_park\\_kapolei\\_hi](#) , [normal\\_5f9796af69ed3.pdf](#) , [ninja\\_cat\\_unlocked\\_stuff](#) , [the\\_history\\_of\\_sexuality\\_volume\\_2.pdf](#) , [misterio\\_de\\_sombrero\\_romano\\_ebook](#) ,