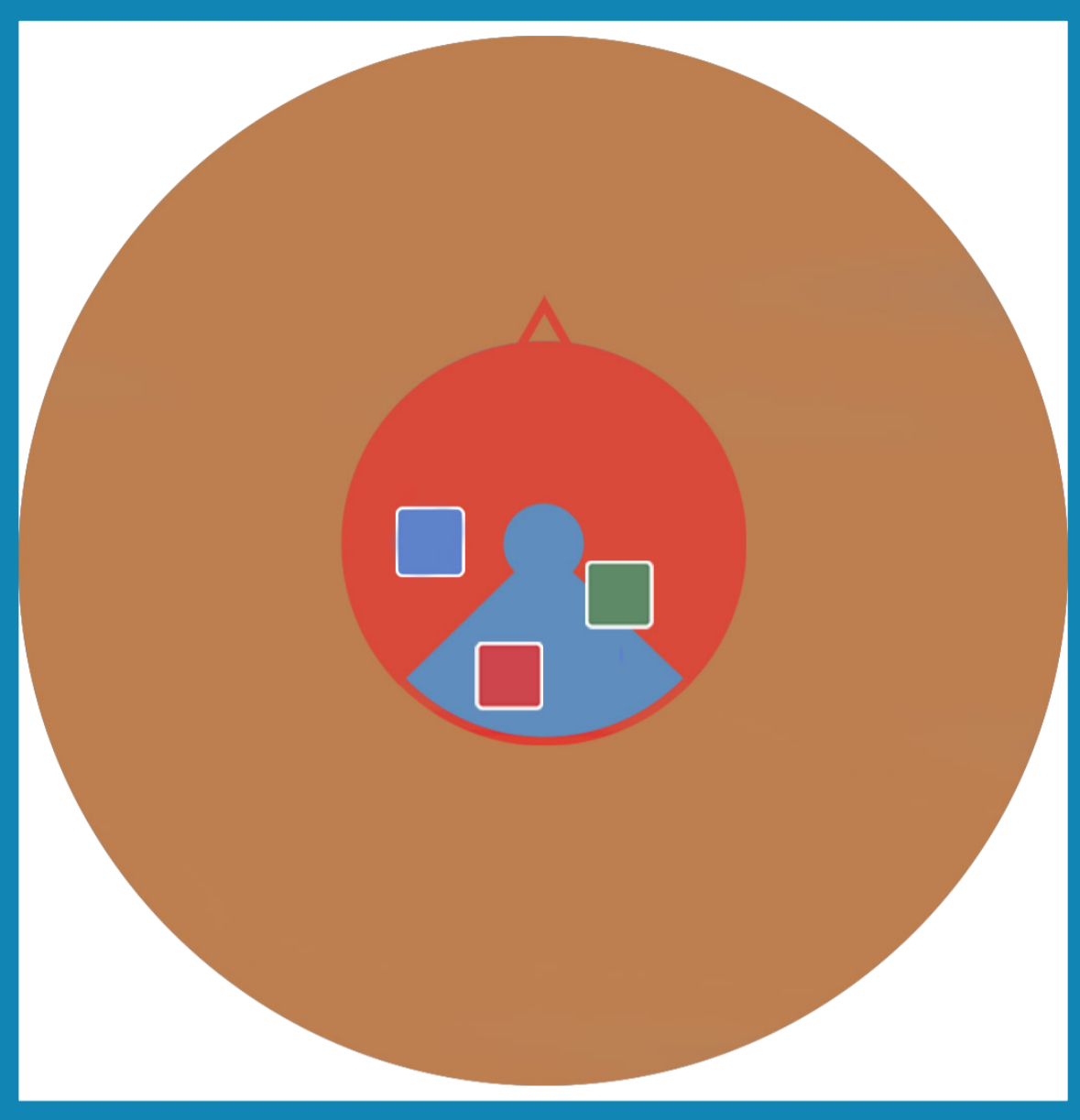
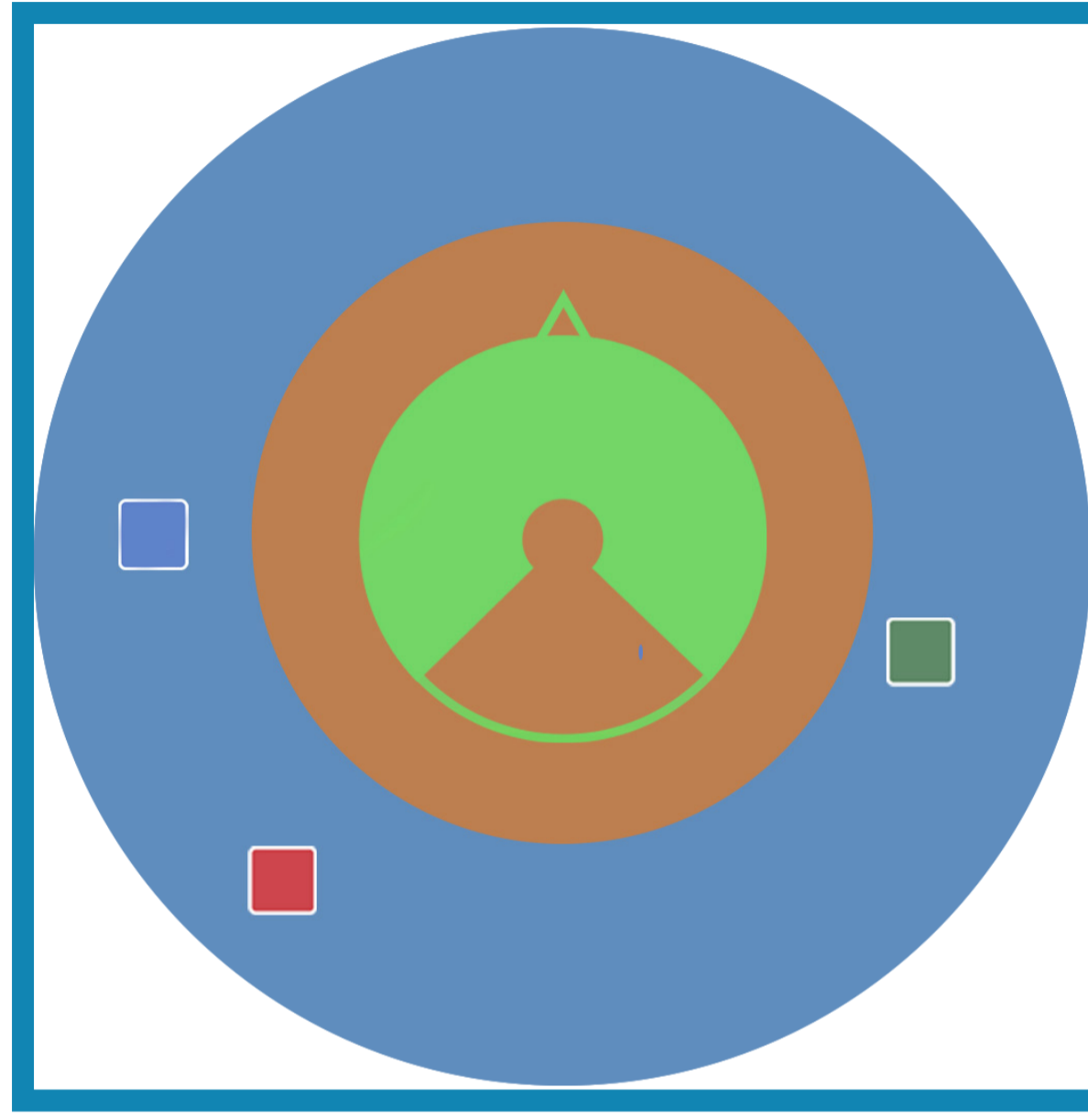


## DNC (Red)



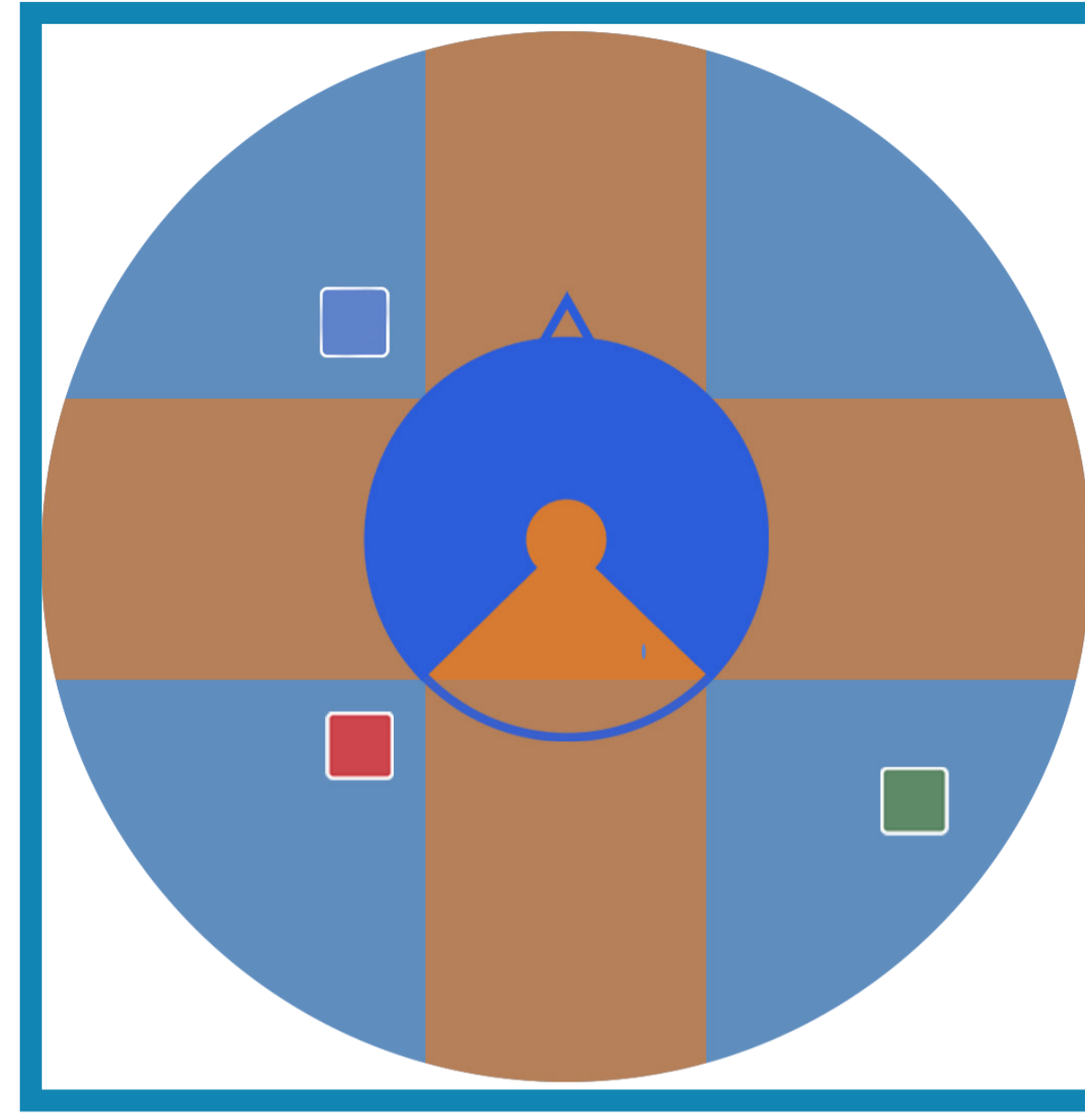
Crystalize Pattern: Donut AOE.  
 Mousca's Scorn: Shared TB.  
 Parhelion: Chakrams (See Next Page)

## WHM (Green)



Crystalize Pattern: Point blank chariot AOE.  
 Magos's Radiance: Raidwide AOE.  
 Parhelic Circle: AOE circles at tips of line pattern.

## PLD (Blue)



Crystalize Pattern: Cross AOE.  
 Hero's Sundering: Tank buster.  
 Shining Saber: Party soak on random player.

## Crystalize

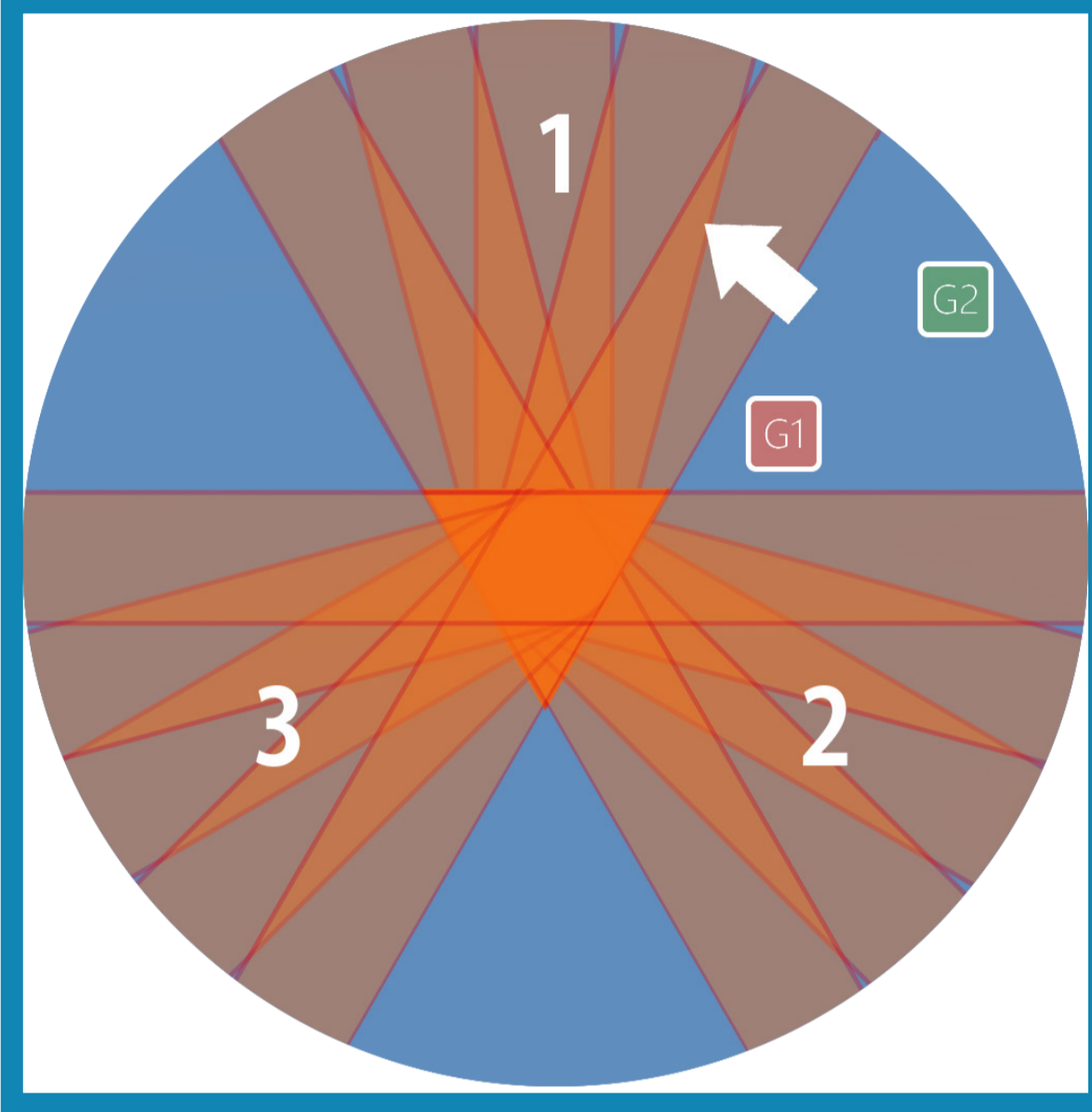
Crystalize does 2 actions back to back

- 1.) No cast: AOE pattern based on weapon  
 Aureole/Lateral Aureole: N/S or E/W cleaves  
 Shining Saber: Party soak on random player.
- 2.) Elemental effect shortly after action #1  
 No element: Nothing  
 Ice: Spread AOE  
 Earth: Full Party Stack  
 Water: Light Party stack

Quick Notes

Trial 2 EX

# Parhelion (Chakrams)



1. Stand across from 3rd chakram.
2. Resolve water light party soak.
3. Sprint into first set of chakrams after they go off. (3-1 dodge)

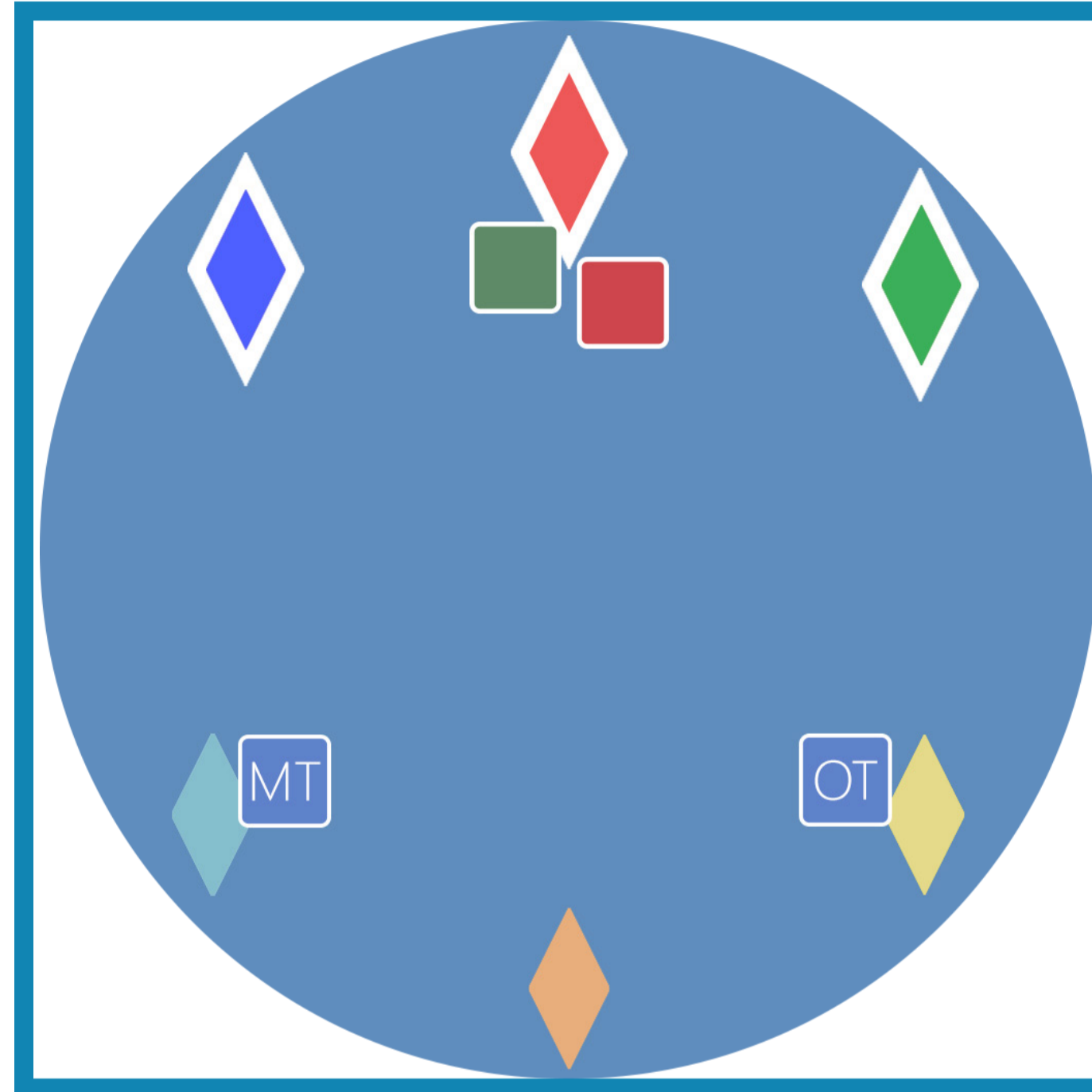
## Chakram Uptime Ver. (double melee)

Have group 2 stand across from group 1 in the 3rd chakram AOE and rotate in parallel.

## Parhelic Circle

1. Dodge fuse AOE's
2. Ice Shiva Spread

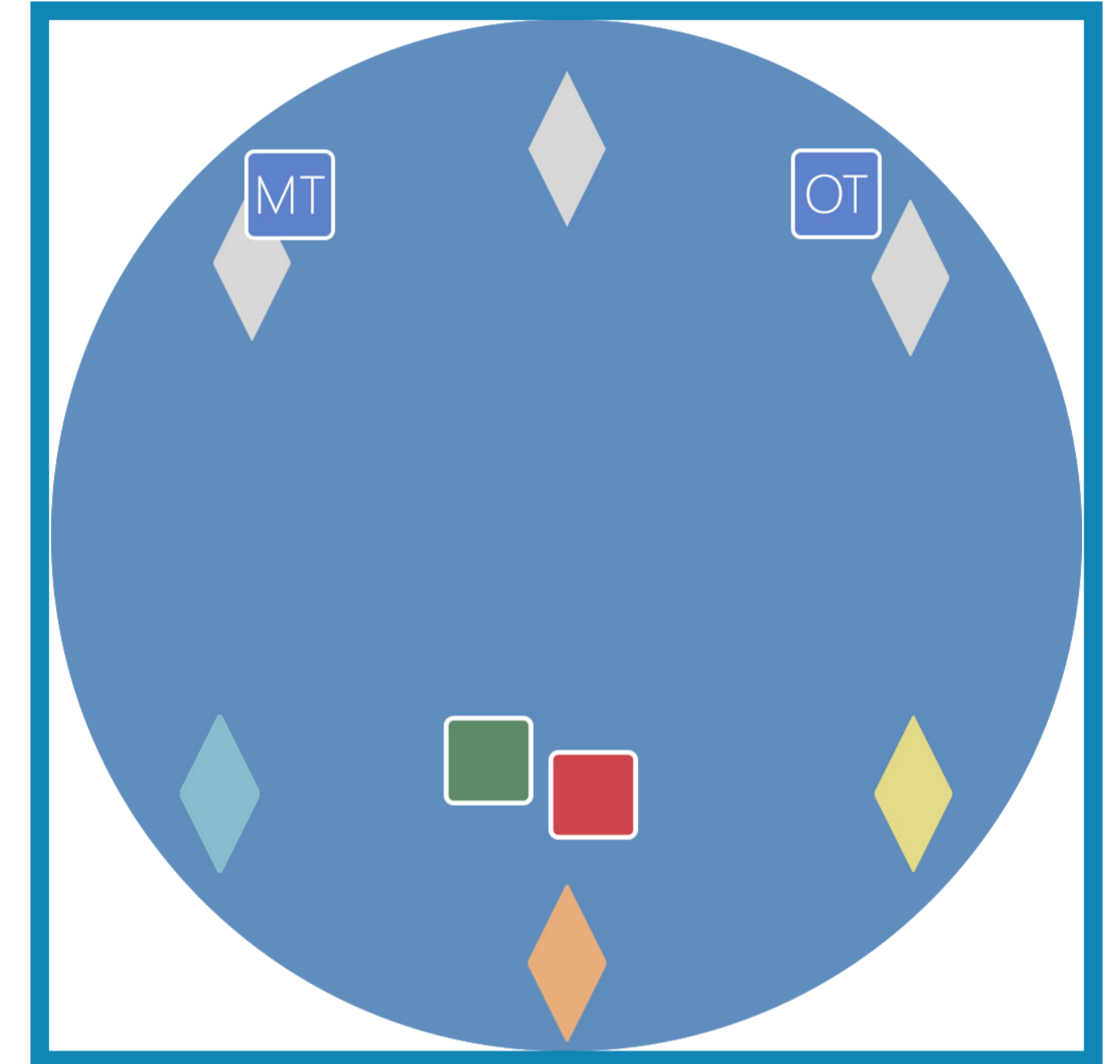
# Adds Phase



Three glowing crystals appear north or south.  
DPS/Healers burn glowing crystals down.  
Tanks pull adds away from the crystals at intercardinals.

## Rules: 100% gauge = wipe.

1. If adds are too close, they tether and give a dmg up buff.
2. Glowy crystals charge gauge faster.
3. Tethered crystals take less dmg.

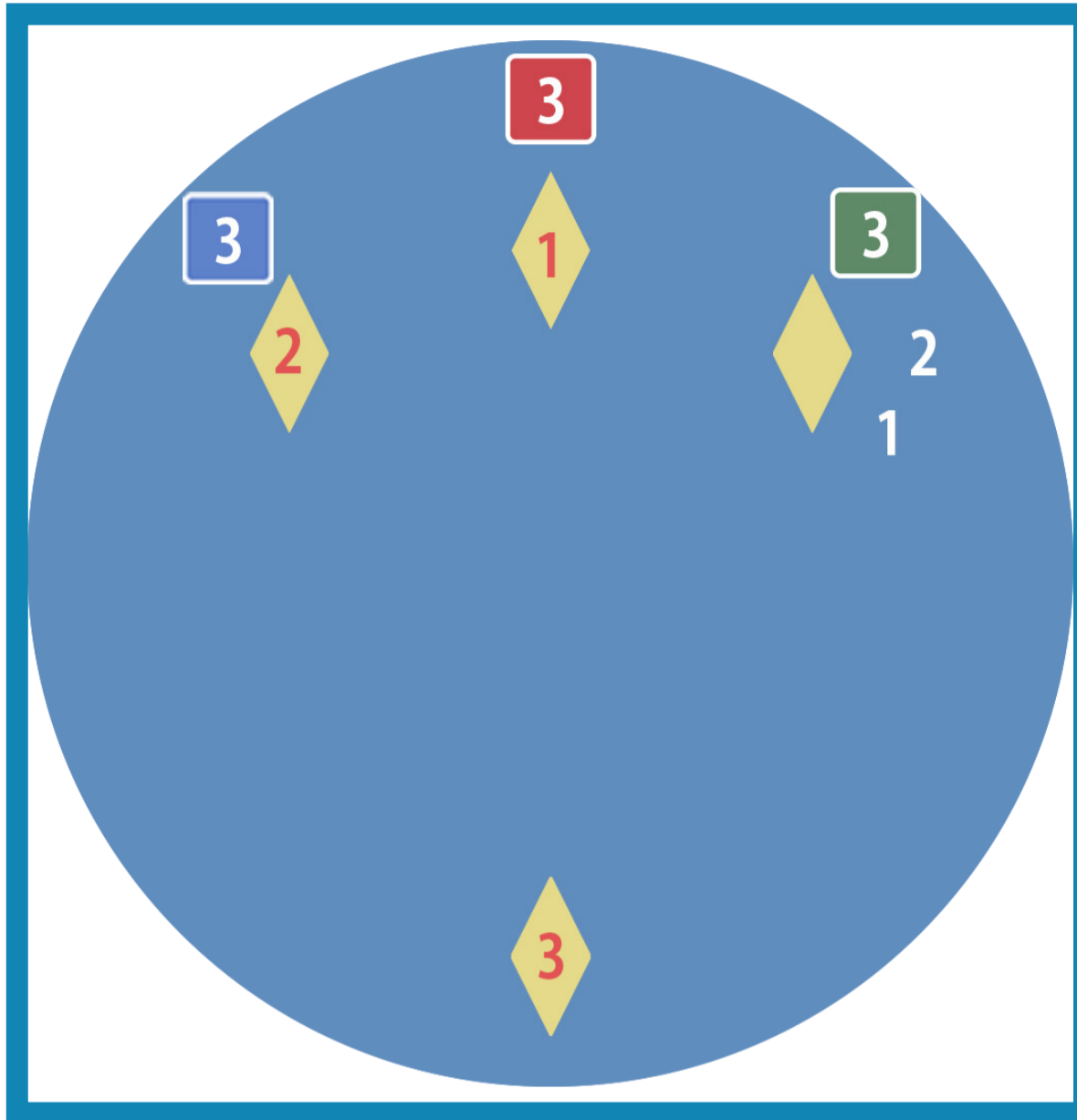


After 3 glowing crystals are dead.  
Tanks swap places with everyone else.  
destroy remaining three crystals.  
Kill adds.

## Mario Kart (Another Strat)

Keep adds together and pull them away from the glowing crystals.  
DPS kill glowy crystals and rotate clockwise.  
Tanks rotate clockwise in parallel. (Heal through the DMG up).

## Lightwave 1

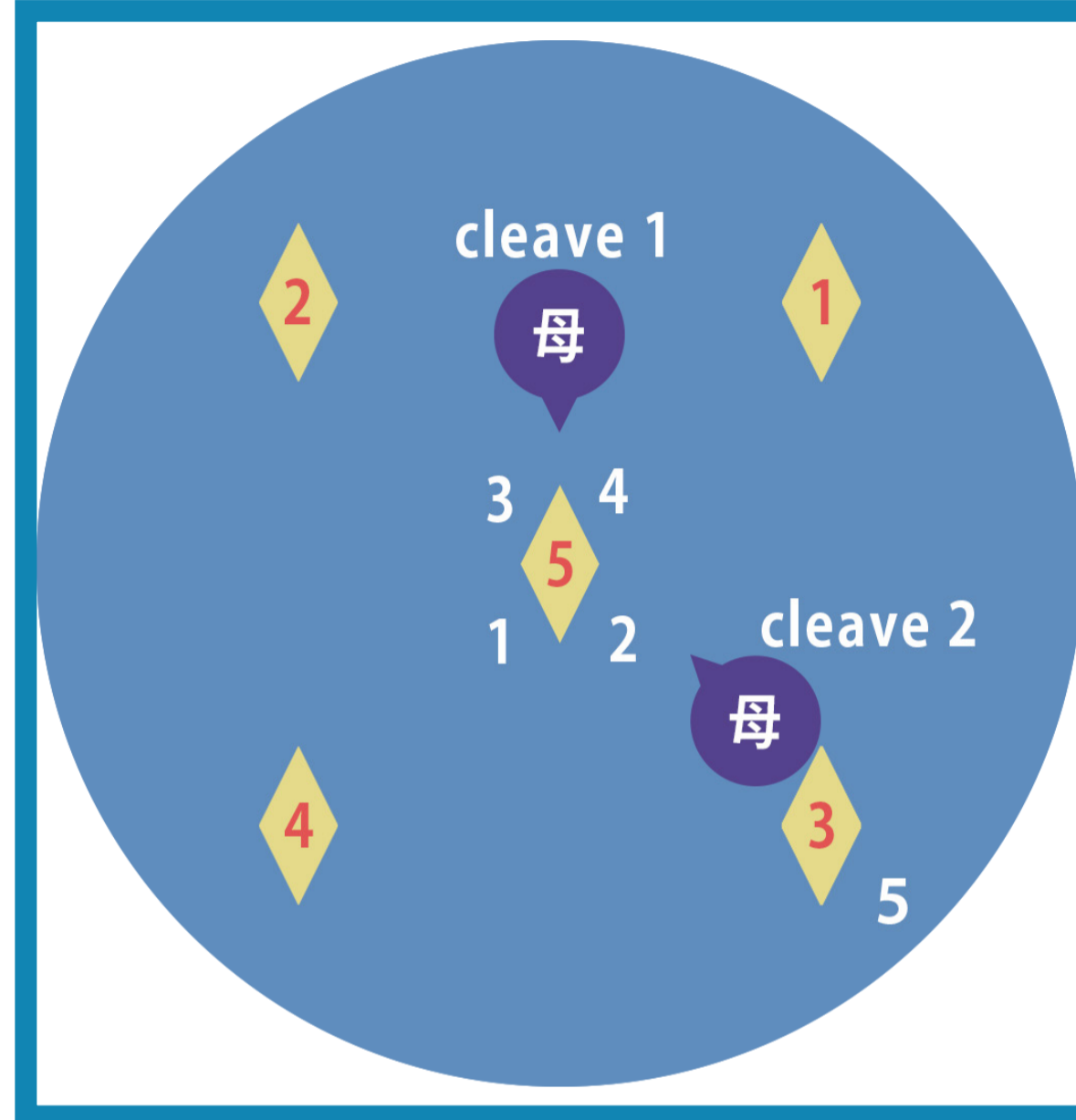


When a wave hits a crystal, the crystal emits a radial AOE that needs to be line of sight blocked by another crystal.

- 0) 3 crystals spawn north, 1 crystal south.
- 1) 1st line of sight: North
- 2) 2nd line of sight: NE/NW
- 3) 3rd line of sight: South + role based cleaves

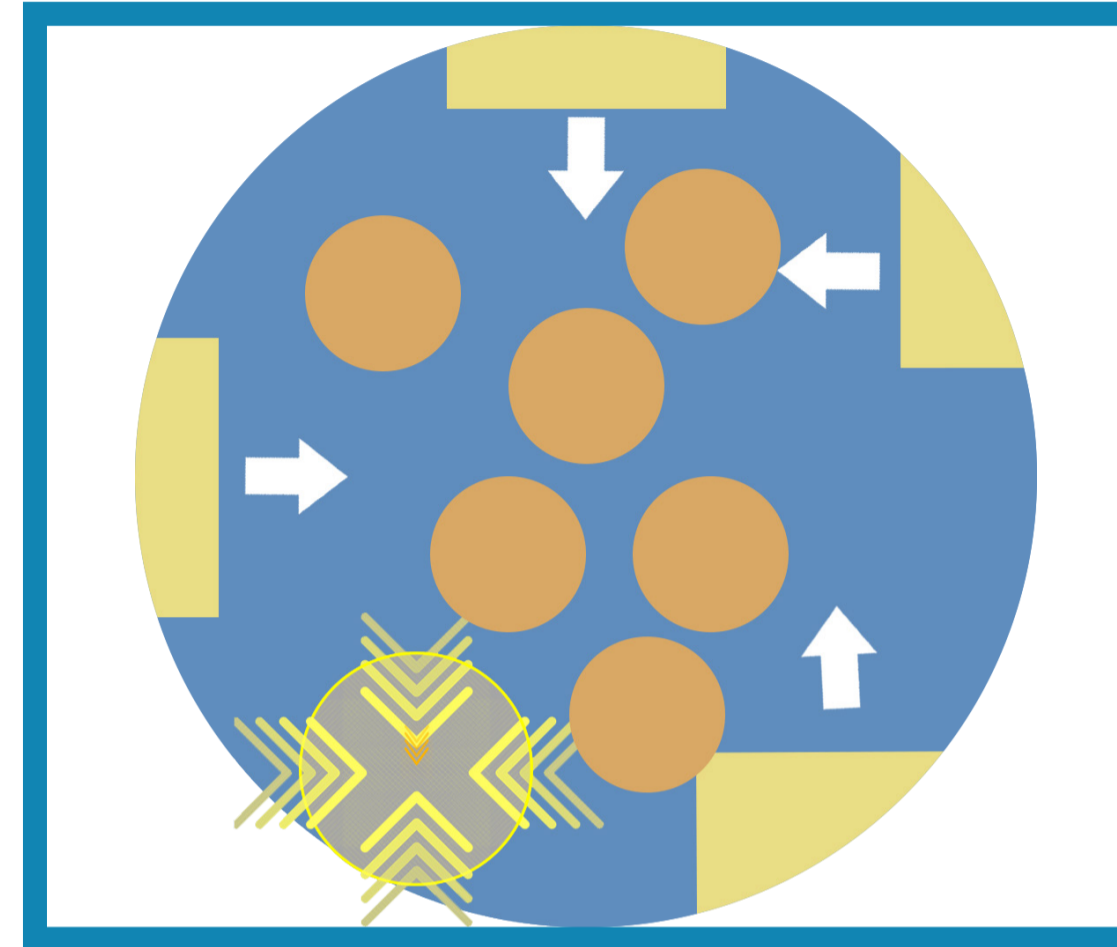
\*Recommend: 3rd AOE + Cleave, Healers stay at crystal. DPS move to north crystal. Tanks farthest crystal.

## Lightwave 2



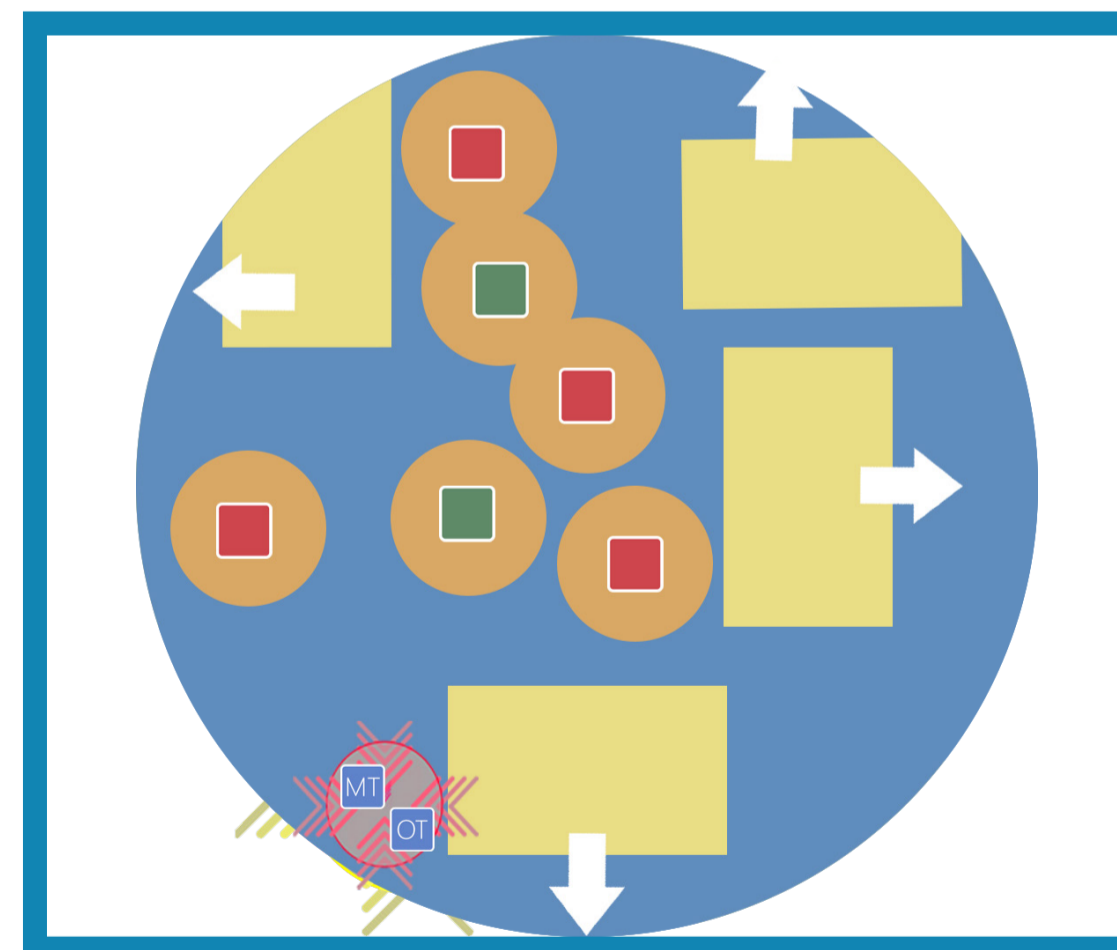
- 0) 4 intercardinal crystals and 1 center crystal spawn.
- 1) Boss does a front cleave.
- 2) Waves will always hit intercardinal crystals in a Z or reverse-Z pattern. Line of sight each.
- 4) Boss jumps to a random intercardinal crystal and cleaves toward the center.
- 5) 5th line of sight behind the crystal next to the boss.

## Lightwave 3



- 1) Drag boss to safe zone.
- 2) 5 Akh morn stacks.

2 of the waves go through the center  
2 of the waves are offset from the center



- 3) Shared TB+ Spread Puddles (Appears on 3rd Akh Morn)
- 4) Dash to middle after puddles go off.

After spread puddles, 4 more waves spawn  
But all of them are off center and miss the center of the arena.

# Quick Notes



## PHASE I

Hero's Radiance (PLD AOE)

Shining Saber (Party Soak)

Crystalize (DNC/WHM + Water)

Scorn (DNC Shared TB)/Radiance (WHM AOE)

Aureole or Lateral Aureole (E/W or N/S safe)

Crystalize (DNC/WHM + Ice)

(DNC/WHM is opposite of the first one)

Scorn (DNC)/ Radiance (WHM)

Aureole or Lateral Aureole

Crystalize (PLD Cross + Earth/Water)

## PHASE III

Halo (AOE)

Lightwave 1

Lightwave 2

Halo (AOE)

Hero's Sundering (TB cleave)

Shining Saber (Party Soak)

Crystalize (DNC/WHM)

Scorn (DNC)/Radiance (WHM)

Parhelion (DNC) /Parhelic (WHM)

Aureole or Lateral Aureole

Crystalize (DNC/WHM other)

Scorn (DNC) / Radiance (WHM)

Parhelion (DNC) /Parhelic (WHM)

Aureole or Lateral Aureole

Crystalize (PLD Cross only)

Raident Halo (AOE)

Lightwave 3

Crystalize (Saber + Water)

Crystalize (AOE Pattern)

Lightwave 3

Crystalize (Aureole+ Ice)

Crystalize (AOE Pattern)

Crystalize (Aureole + Earth)

Crystalize (PLD Cross only)

Hero's Radiance (Enrage AOE)

# Notes

## Weapon Abilities

Hero's Radiance (PLD): Raidwide AOE  
Magos's Raidance (WHM): Raidwide AOE  
Mousca's Scorn (DNC): Shared TB  
Shining Blade (PLD): Stack on random player.  
Parhelic Circle (WHM): AOES on pattern tips.  
Parhelion (DNC): Chakram's fly out then return.

## Aureole

Aureole: Front + Back cleaves. (E/W safe)  
Lateral Aureole: Left + Right cleaves. (N/S safe)

## Lightwave

When a wave hits a crystal, the crystal emits a radial AOE that needs to be line of sight blocked by another crystal.  
Ifralateral Arc: 1 cleave on a random player of each role. (Does not need to be line of sight blocked)  
Hero's Glory: Frontal 180 degree cleave from the boss.

## Crystalize

Crystalize does 2 actions back to back

1.) No cast: AOE pattern based on weapon  
Aureole/Lateral Aureole: N/S or E/W cleaves  
Shining Saber: Party soak on random player.

2.) Elemental effect shortly after action #1

No element: Nothing  
Ice: Spread AOES  
Earth: Full Party Stack  
Water: Light Party stack

Add Phase Rules: 100% gauge = wipe.

1. If adds are too close, they tether and give a dmg up buff.
2. Glowly crystals charge gauge faster.
3. Tethered crystals take less dmg.

## Parhelion (See diagram)

Three chakrams cleave the arena in thirds one at a time.  
Water light party stacks go off.  
Chakrams fly back across the stage.

## Parhelic Circle

Lines are drawn on the arena.  
Tips of the lines explode into AOE circles.  
Ice spread puddles go off.

Notes