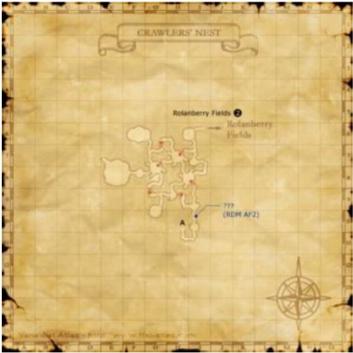


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Open

Ffxi return to delkutt's tower

Epiates



Ffxi cancel mission. Ffxi return to delkutt's tower ii. Ffxi damage formula. Final fantasy 13 completion time. Ffxi customer support.

We must be missing something :) Please post your advice, they will be welcome.outside BRD SV MARCH MIN MIN, color chaos + fighters, Sam X4 SMN WHM = Profit admittedly, was very confusing near the end when the Great wheel spam started to get too out of control and 2 DD died, but Meh, it worked. Rotir causes, but actually with 3 DD using is improbable that moves long before another DD WS and recovers the domium after the wheel. [+] Server: Leviathan Game: FFXI Posts: 6052 by Leviathan.comatmeBro 2014-06-17 07:08:10 Made in vd but it was just out of stubbornness (wanted to win without cheating), lost a good duit before I won And even now that I'm accustomed to the fight I'd rather do D Great wheel usually does 500-800 on that set on the VD (with Sushi No Koft, Needs the ACC), but there is the occasional 1800+ and once A RNG dies, you are boned into VD D not a shot with a great wheel, and even if you die in some way, there is enough free time to recover using the shadowbinds and / or pd [+] carbuncle. Sisko Server: Carbuncle Game: FFXI Posts: 192 by carbuncle.sisko 2014-06-18 02:34:33 We have tried normal to test your 3rng SMN RDM BRD Strat and worked like a charm. Server: Leviathan Game: FFXI Posts: 6052 by Leviathan. Grinding, flume belt, TUTTL gloves) Stay in a triagle with at least 18' between RNGs, then the spells only reach an RNG, there is space for the magicians to be outside the AOE Spells also (although you have to run a little to heal the most distant RNG) Prelude Prelude Scherzo [Minuet 5] with harp in the center to reach all RNGs together every 3 min to reapply the armor clay, immediately return to its points, since the light spring and + scherzo is less than 200, the good Aa Aa rop onnerroc assap ale / ele euq opmet oa odived sougata sod airoiam a racsip edop 9Acov e .otnemapiuge etsen uorita mu acnun ensures that the hate reset never reaches more than one touch at a time, should never go to your image, unless you suck smn / sch can handle all the supplements by yourself s', but if you don't bring a rdm they can give the breath sppa playing t4s if smn eats to fall to you faster clear I did with this mA 15-16 min, varies at 22-23 depending on what shit i'm 6boxing. Our good gifts, damage cannot be the main problem. Next 3, I'll try two monks and one guard. SAM SAM WAR BRD WHM SMN - you can vary DD jobs with what to play for the strengths of your groups, but SAM A 6 the safest DD for this fight. Server: Leviathan Game: FFXI Posts: 6052 By Leviathan.Commencement 2014-06-17 06:50:13 A screenshot and times are D, but you can't win VD with it if you don't screw by big wheel I would advise just sticking to D though, big wheel in VD can a shot or almost a shot and once an RNG dies it descends very quickly [+] A Carbuncle.Sisko Server: Carbuncle Game FFXI Posts: 192 By Carbuncle.Sisko 2014-06-17 06:50:36 A nvm A 6 D. 2x march/mad/scherzo. It seems to me impossible. as for D/melee eat @OP, whm, brd, nuker (such blm geo etc.), 3x dd/min (preferably mnk/nin x2+thf/min, BUT other combinations would work well), 2nin 1 rng also 6m should be very good. The worst thing about this fight... the cursed TP moves that restarts 3 (big wheel), once you don't get it down, the fights should be smooth and be 20m+. PD + 3 DDs 1hour It's just enough to put the remaining nm @60-70% hp. A Quetzalcoatl.Elysien Server: Quetzalcoatl game: FFXI Posts: 452 By Quetzalcoatl.Elysien 2014-06-17 06:59:43 it's really very smart. It seems that your biggest problem A 6 dio restarts+1 firing. We try to kill runes as quickly as possible, we try to ignore them, we try with PLD + DDs. I just can't find a way ratsop ratsop rop odagirbo otium .m 6Abmat oduf sorem 6An son as 6Anerfid ednary amu za etnemlaer 07+ euq maS maS arreug 6A

ofÅsAanugifnoc aus eS .ossi rezaf ed start. Mighty Strikes is very strong for this fight, but also, a 5/5 warrior of savagery and reinforce +1 Mascara Reliable Give a +70 TP BÃnus for everyone in the party. I really did the fight in D once with a zero melee setting: Sam / War, MNK / WARX2, BRD, WHM, SMN / BLM if they evade or are absorbed by Utsusemi there will be a rebuk hatred. Great wheel will make go to Ranger. It looks like a Zerg fight, and in fact one of our LS members won it in VD with a high number of external buffs, perfect defense and complete attack. It should be much easier after the WS patch, the external buffers obviously make it even easier. Looking for a strat out of all RNG Strat, such as war or the Fair DRK in this BC too? The big wheel just restarted if she reached you. So, even if the nins are not dying of will, the nm will go to the mages. Gear should not be a big problem here, besides PDT. is just a question of keeping everything working smoothly [+] ã. carbuncle.sisko server: carbuncle game ffxi posts: 192 by carbuncle.sisko 2014-06-17 06:49:11 ã, I will try. Server: Game Odin: FFXI Postings: 2254 by odin.llewelyn 2014-06-18 05:08:45 ã, it is only a recommency of hate if the damage lands. And you should only do ~ 400-500 in PDT. If Silencia is off, Shield Bash, Echo Drop / Silena, then Utsu ASAP. Espionage to avoid a spelling> big wheel. With marches and rod they should be able to keep UTSU full time to avoid redefining hatred. But is it for D? I'll add everything we've tested to now and please add everything you know about the fight. Thank you again :) ã, Asura.PyLo Server: Game Asura: FFXI Posts: 446 by Asura.PSylo 2014-06-18 04:52:04 ã, the best get in D, and lose @ 20% Life was: PLD + 2 RNG + Color + WHM + RDM Runes will not be a T4 + T3 problem as RDM in D to kill it, then 10s Max. Turn back Delkfutt's Tower II - Strategy ã Carbuncle.Sisko Servidor: Carbuncle Game FFXI Postagens: 192 Por Carbuncle.Sisko 2014-06-17 06:16:12 ã Eu sou sou Looking for help with this ð. We ð't try the Ranger route unsuccessfully. It will now eat the POP Runes / Clones, DDS / NIs at once with lightblade. Nin Sub or anything, just PD after engaging in 100%. Sam SP2 when It's off, then astral conduct around 30% ish. WHM with a cure set of -50 Enmity, also @m can be performed in the interval shortly after a feitiÃsõ to obtain a ð wheel. The reset effect of the ð of the big wheel was not very important, since the DD would usually do enough damage to get the ð before it ends its animation and eats to move. Carbuncle.killkenny server: carbuncle game: ffxi posts: 190 by carbuncle.killkenny 2014-06-18 08:39:58 'Made in prefacting without any external buffs using a PD strategy in D. Light blade should not kill anyone unless *RE caught without PDT (Gear Qaxxo A® Ãtino with PDT / ACC path.) Images occasionally take a ð wheel to get their ð reset. A good thing should be a ninth/war x3 + brd + whm + rdm, the alternative ð with miga up, and each focus mage erasure => hurry because it spam too slow. Many / if bent to you for 6 boxing that in d though. Almost impossible to avoid all big wheels, but I will make a strategy of PLD + RNG much less stressful. 'Asura.natenn Server: Asura Game: FFXI Posts: 1956 by asura.natenn 2014-07-06 08:30:25 I am really looking for help with this ðpeak. Nuker tries to stun Dispelga until he starts speeding / adds. Server: SHIVA Game: FFXI Posts: 102 by shiva.afetiction 2014-07-06 05:24:10 Did anyone ever try this post wskill? We must be missing something :) Please post your advice, they will be welcome. Ningû @m must die for it in PDT sets. By phasaga 2014-07-06 06:28:08 You don't have much experience in bringing drs, but they wouldn't be as helpful as war or Lightblade can be denied via Scherzo + PDT or just bring an SMN to EA + Scherzo and that will reduce the light blade for 200IST. Mns kept the mantra to give breathing space for Curagas, and BRD/SMN kept Scherzo/Earthen Armor to mitigate the damage of the Light Blade, SMN surprised for the first 50 % of the fight and then focused on shackles the last 50 %. With only six, even D is hell. Thanks again:) Server: Leviathan Game: FFXI Posts: 6052 By Leviathan.Comeatmebro 2014-06-17 06:52:46 oh, another detail I forgot is don't use coronach or excessive enmity gear- since you're trying to keep the hate as close to capped as possible (as this results in kam flipping every shot) [+] ã Carbuncle.Sisko Server: Carbuncle Game FFXI Posts: 192 By Carbuncle.Sisko 2014-06-17 06:54:00 It is understood. I can't wait to try that. Server: Odin Game: FFXI Posts: 2254 By Odin.llewelyn 2014-06-18 05:03:28 ã If you want to bring a PLD just have them sub NIN. Hybrid gear sets after your defensive players wear out. With minimum error without stress. Did you make it on DVD? IMO if your zerging have at least one war is very beneficial. Personally, I would like to experience the start of 3 RNG, but specific people are never connected at the same time! ÅÅ's Carbuncle.Sisko Server: Carbuncle Game FFXI Posts: 192 By Carbuncle.Sisko 2014-06-18 05:06:46 ã The melee problem is that the Great Wheel is an AOE audio reset. redefine.

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