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In AoE, players must stand inside as it becomes a safe place with the rest of the unmarked arena becoming AoE. Hyper Drive Tankbuster. Blizzard Blitz Lare doughnut AoE centered on Brush. A safe place is in the melee range. Being hit applies a stack vulnerability. He can be cheated. Flagrant fire marks multiple players with red headed markers. After a few seconds, it explodes in a large AoE fire around the player. Players should be diced in such a way that they do not smoud or overlap and cause excessive damage. Thrumming Thunder Two big lines of AoEs will be rubbing all over the room. Stand between or on both sides to avoid. Being hit applies a stack vulnerability. He can be cheated. Advice and tips make sure you stand in Tricked AoEs so you don't get hit by AoEs that are in safe spots. Phase 2 Tower rises (or platform falls?) and players will now have to keep an eye out for more attacks from the tower. It uses phase 1 capabilities. Image copyright Graven Image caption Tower capabilities. Spawns multiple lines of AoEs on random tower orbs tower player abilities. Massive balls appear in the hands of the tower. Whatever side they are on suggests that half the arena is about to be included in AoE, which deals with moderate damage. Shockwave tower capability. On one side of the arena appears a massive light blue orb, held by a huge clawed hand. Players have to move towards it because it will do knockback ability shortly after that pushes players about halfway through the arena. Ultima Upsurge Raid-wide AoE damage. Early Teleport Brush will teleport from the center to the outer edge, appearing in black AoE. Immediately after reappearing, it will use either Rays or Aero Assault. Rays Instant cast upon re-arrival from Early Teleport. He has a massive conal AoE in front of Brush. Aero Assault ~ 3 seconds cast time capability upon re-arrival from Teleport. He has a knockback centered on Brush, which pushes players back about 30% of the arena. Advice and Tips Stands next to the early Teleport AoE instead of in front of it. If there are no beams immediately, move in front for the upcoming Aero Assault. Phase 3 Tower will rise again (or the platform is falling?) and players will now have to keep an eye out for more attacks from the tower. It uses phase 1 capabilities and all non tower capabilities from Phase 2. Attack Name Description Ave Maria Eye appears on the tower, signaling players to look away from it. It deals with severe damage and applies a vulnerability to the stack if missed. He can be cheated. Advice and Tips If Any? In the eye of the tower for Ave Maria, be sure to look towards the tower to prevent further damage. Item Type iLvI Requirements Statistics Dancing Mad - Movement III Orchestra Roll Orchestra Roll &0000000000000000010000001&00000000000000000000010000000000000001 Level 1 Musical Roles for Dancing Mad - Movement III. Used to add to the list of orchestras. Dancing Mad - Movement II Orchestra Roll Orchestra Roll &0000000000000000000000010000001&0000000000000000000001 Level 1 Music roll for Dancing Mad - Movement II. Used to add to the list of orchestras. Dancing Mad - Movement I Orchestra Roll Orchestrion Roll &0000000000000000000001000001&000000000000010000000000000001 Level 1 Music roll for Dancing Mad - Movement I. Use to add to your orchestral list. Sigmascape Handle Miscellany &0000000000000000010000001&000000000000000000000000010000001. Level 1 Uniquely crafted crank discovered in Sigmascape. Two handles can be traded for special arm equipment. Sigmascape Shaft Miscellany &0000000000000000010000001&0000000000000000000001000000001. Level 1 Uniquely crafted shaft discovered in Sigmascape. Four shafts can be traded for special bodywork equipment. Sigmascape Spring Miscellany &0000000000000000010000001&000000000000000000000100000001. Level 1 Uniquely crafted spring discovered in Sigmascape. Four springs can be traded for special foot equipment. Wind-up Brush Minion &00000000000000000001000001&00000000000000010000000 Req. Level 1 I just can't believe it? Believe it! Use the item to get a wind-up brush minions. Alpha Feather Cloth &0000000000000350000000350&0000000000000000010000000000 Req. Level 1 The only yellow feathers fell from the Alpha chocobo. Sigmascape God Brush Savage Text Guide! You are so close to cleaning up the level. All you have to do is wind through the mechanics of God Kefka. The mechanics are, all in all, not difficult to understand individually, but can get overwhelming when you don't understand your role. Related: FFXIV: Sigmascape Brush Savage Text GuideList of AttacksDPS Requirement: 32.5k minimum Before starting a fight, you can set the brand as such (please excuse the lopsided-ness):P re-fight creators (Image via Angel – An attack that reduces everyone's hp to 1. Heartless Archangel – Reduces HP to 1 and cause you to be untreatable, a debuff that prevents you from being healed. If you are not in full HP after occupancy, Incurable will be 12 seconds long instead of 3 seconds. Ultima - Raid-wide AoE. Magical damage. Hyperdrive - Tankbuster, which gives you bleeding. Light judgment - a very hard hitting raid-wide AoE needs to be greatly mitigated. Magical damage. Wings of Destruction (Double) – This step will focus on the nearest and furthest player from Kefka. Tanks must accept this with mitigation. MT stay just inside the Kefka hitbox and OT run to the edge before the casting bar finishes. The rest of the players have to be on a max melee from the boss or you get pinned. Wings of Destruction (Single) - One of the Kefka wings will shine and he will cleave either half the space on which side of his wings shine. Futures Numbered – Brush will charge a random player and then split in front of him, so players will have to stack together a bait fee and then pass brush immediately. Pasts Forgotten – Brush will charge a random player and then cleave behind him so players will have to stack together a bait charge and stay put until they split behind him. Ultimate Embraced – A very heavy hitting AoE tank buster that must either be shared by both tanks or taken into one tank with an Invuln CD. Small Trine - Triangles appear on the arena in turn. They will fall in pairs and those that fall first explodes first. So the strategy is to find the last set of triangles to fall and stand on it, then move immediately after the first set explodes. Keep in mind that an explosion occurs at the tip of the triangles. Big Trine: There are two variants of this. There will be a large triangle that appears on the arena. If the large triangle has a smaller triangle in the middle, you will need to look for an edge that is empty and stack firmly there because it occurs in conjunction with the number of the future / Pasts Forgotten.Celestriad: Celestriad is a combination of Blizzard, Thunder, and Fire Attacks. But every change happens at the same time. Don't worry, it sounds harder than it seems. Strategy: So the strategy is to pull Brush north, but didn't go too far up. As a tank, you want to sit in marker A after pull and Brush should sit where you want it. Before starting the fight, each PCB should call the position (NE, NW, W, SW). And depending on which place you're called, that's where you'll go before celestriad manning the bar fills up it's to spread the damage to the fire. The tank and healers will need to be stacked on the SE chief to share the damage to the stack marker fire. Keep in mind that if one person is It's almost always a napkin. At the same time, Blizzard will go away. So position just outside the circle around brush then, as soon as it goes out, move immediately to avoid the second Blizzard sequence. But be careful not to become too close to the other person, because the fires overlap and kill you both. Celestriad Diagram (Image via MS Paint)Celestriad happens twice. So for the first time it always happens on the Northside and the second time will be right after the second Forsaken so just position brush in the same way, but in the east or west, depending on which side your group assigns as a tank tower. Thunder lines are always solid, so just make sure Brush sits in the middle of the line. Forsaken: A move that indicates the course of the fight. The move itself is raid-wide AoE, so it will have to be healed through. But what makes Forsaken important is that there are three variants of this attack, so once you were up to the third Forsaken, you almost saw the whole fight. So let's look at the strategies for all three variants. First Forsaken: Brush will cast the Heartless Archangel right after the forsaken cast so healers will have to do some hard healing to top everyone off. Pay close attention to the main tank because they are getting car-attacked. Four skulls appear and strapped to the PCB and three towers appear. Each tower must have two players in it to absorb, otherwise it will explode and grant a stack of Damage Down debuffs. The simplest method, in my opinion, is the cross skull method. When skull screed, like a PCB, you should position yourself as follows: The first Forsaken Diagram (Image via MS Paint) Mad Head will move toward the PCB, so healers need to make sure they have at least 14k HP in order to have a skull. Healers, make sure you're in the middle of the tower because Mad Heads explode in little AoE. Because there can't be more than two players in the tower, the tanks have to wait just before the middle tower and wait for it to run out before they run in immediately, otherwise they'll be hit by skulls. Second Forsaken: Starstrafe is perhaps the most daunting part of the fight. There are many things that happen at the same time, but all you need to focus on is your own mechanics. I'm going to mess it up by every class. Moved DPS: determine which of you will be east and west, so that either B or C. During the cast of Forsaken, position yourself from the side. As long as you're not near Kefka, before the Forsaken cast ends because you need to bait the Loot marker to place meteors. After the marker appears on the head, head over to the far east and west arenas and wait for each meteor to drop. Do not stay in the pool too long because you will be affected by dirt, it is the debuff that immediately kills you. Slowly to get to the north, should be A. There will be a tower there that you need to absorb all four PCAs, or you will get damage for every missing PCB. After the tower goes out, run towards Brush, because the stack marker will focus on the PCB. Be careful to avoid running through the tank towers because you will go away. Melee DPS: You need to be right under brush during the Forsaken cast to make sure you two are the closest PCB players to Brush. So you get targeted with AoEs. You two need to find out how you want the AoEs bait. To maximize uptime, you can start North > NW > SW> SE > NO and then run to the tower in the north. After the tower goes out, run towards Brush, because the stack marker will focus on the PCB. Be careful to avoid running through the tank towers because you will go away. Tank: Before this, tanks and healers will have to figure out which side they will have. Two towers will appear on the east and west sides of the arena, but before that, you will be focused on the clones of Kefka. So let's just say the tanks are assigned to the east. So you'll want to bait it towards the SE side of the arena, all the way to the edge. Because you are both tanks, you can stack them together on the side of the SE. Brush will either cast The End of the Future or The End of the Past. If this is the end of the future, you have to wait a while for the clones to lock the position before they run after them. If it's the end of the past, you have to go through immediately after the clones charge to turn it around, otherwise they will cleave the entire arena. After it goes out, you both have to head to the tower that spawned the first, which should be the tower in the far east and then the one further inch to curl up for the stack marker. Healer: Exactly the same as the tanks' except on the west side and you have to decide with your co-healer how you want to spread the clones out because the charge will stack the damage and instantly kill you both. And strengthen this mechanic because you'll wipe the party if you don't get it right. Brush will either cast The End of the Future or The End of the Past. If this is the end of the future, you have to wait a while for the clones to lock the position before they run after them. If it's the end of the past, you have to go through immediately after the clones charge to turn it around, otherwise they will cleave the entire arena. Don't forget to tank the towers in front of you to group with rest.3rd Forsaken: After an abandoned cast, players will be randomly strapped with a knockback strap. At the same time, three towers will appear in the arena. One from the east and the west and one in the middle. The one in the middle has to be absorbed by four players, all the PCAs should be in this. Tanks and healers can go west or east, it doesn't matter. But just to be in line with The 2nd So just like DPS - Medium Tanks - East Healers - West If you have a knockback strap, just run up north or use knockback prevention skills. To avoid reflection. After knockbacks comes sleep and confused straps. That's just like the ones in the Kefka fight. If you are strapped to the left, go to the assigned letters that you had seated in the door brush. If you're strapped to the right, go to the innermost side of the tower. So for sleep straps: healer / Ranged - West Tower Melee / Tank - East Tower * Be sure to move in after the tower drops to the dragon a little differently people with confusion will one-shot you. Note: When Mad Heads come out a second time before the last abandoned, there will be a PCA tower facing south. So after you bump into the skull, you have to run into the tower to absorb it. You need at least four people there. So if one of the PCA dies from their skull, the healer can go there. Also last abandoned is basically a repeat of the third abandoned, but without sleep and confusion straps. Straps.

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