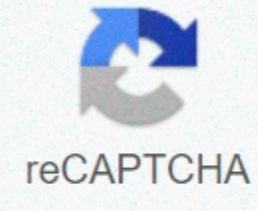




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Ff14 leviathan hard guide

I can't seem to find any beyond general tips and there is plenty for extreme mode. North a fan of video guides either, I prefer to be able to read one. Page 2Posted byu / [deleted] 6 years ago comments Page 2 Page 3 Page 4 Page 5 Page 5 Overall this match is mostly common sense. First of all, designate a switch pusher. The shield must be activated for the Tidal Wave. Once you have appointed someone to push the switch, designate the thought. One must refuel the head, and the other tanks the tail when it spawns. Things of note: Kill Adds: The Sahagin is pretty easy to kill, the yellow balls seem to take longer though. From what I understand in the fight, the yellow balls depleted the shield energy. Make sure you kill these bullets quickly. Group Mid: When Leviathan goes under, it's best to group the middle to avoid deckflops. I didn't really see a way to decipher between Spinning Dive and flops though, so be aware of your surroundings. As you can see in the video, spinning Dive didn't do much damage, I took about 1300 injuries from the one that hit me. Aqua Breath: This attack is really strange, but only did about 450 injuries. I'm not sure if there's a way to avoid this attack, but as I said it did little damage. Hysteria: Leviathan adds a debuff to players, forcing them to run away. I only got it put on me once, because of the deckflop dragging me through a ground AoE circle. Avoid the blue circle and make sure you position to avoid being pulled through. Tidal Wave: In this battle he made the tidal wave with an awkward interval. Leviathan was below 50% and over 33% HP. I'm not sure what the trigger is for the Tidal Wave I might need to run a few more to get a clear understanding of it. Be sure to press the Tidal Wave button yourself. As you can see in the video, there really wasn't any warning it just kind of happened. Just watch the video for a good understanding of the match. Ignore my taunts and follow Leviathan. I tried to capture every detail of the fight, even as a frontline, which is why I went Dragoon instead of Warrior. For more Patch 2.2 guides, check out my FFXIV library. Trial x4 x2 x2 x2 x2 The Whorleater is a trial in Final Fantasy XIV: A Realm Reborn, introduced in patch 2.2, Through Maelstrom. It sees the players battle against Sahagin primal, Leviathan. Hard[edit | edit source] Body Slam, Dive, Tidal Roar, Tidal Wave, Whirlpool Leviathan has two measurable body parts, the head and tail (both labeled as Leviathan) that appear on opposite edges of the Whorleater. Leviathan's head reflects varied projectiles, while the tail reflects magical damage. Leviathan's health is shared by both ends. Throughout the fight, he will retreat into the water, performing one across the deck of the ship, or body slamming into the deck causing it to tilt. Players will slide towards him during a body slam. Eventually, four Gyre Spumes will be displayed in four corners of the deck, must be killed to ensure the Elemental Converter can be used against his Tidal Wave attack. Unlike the extreme fight, this fight is purely for story progression and contains no treasure troes. But there is a chance a player can get a Leviathan Barb, which is used to craft special Leviathan barding for Companion Chocobos. Extreme[edit | edit source] Body Slam, Dive, Tidal Roar, Tidal Wave, Whirlpool In this match, off-tank will get a Briny Veil effect that causes any healers to have reduced healing range every time they heal them. It is important to look for splashing water every time he takes to the water as it heralds where he will dive or slam into the barge. At first, Leviathan remains at the northern end. When he takes a certain amount of damage, he will retreat into the water and slam into either the northern or southern end of the Whorleater, sending players sliding in that direction. At this point, the tail appears on the opposite side of the head. After a set time, he will use a Whirlpool attack on both healers in the match, so try not to crowd near them. Eventually he uses Tidal Roar to injure everyone before retreating into the water, followed by two lateral over the deck, ending with a sludge along the north or south end. This sequence repeats itself throughout the match. The dives occur either along a north-south axis or east-west axis, and the location of his will be indicated by a waterspout. Any player who gets hit with one will suffer major damage and reduced water resistance. When his health reaches 85%, two Wavespine Sahagin jumps on board and must be eliminated. It is best to ensure that they are not on board while he dives over the deck. After his first diving sequence, a single Wavetooth Sahagin will emerge. This one is far more dangerous as it can cast spells that inflict hysteria on party members, including through a persistent black puddle effect on the ground, which is an extreme responsibility in this fight. It's best to keep it stun-locked. After his second diving sequence, he will summon four Gyre Spumes. These light brown elementals will siphon energy from elemental converter until they are destroyed. Since each one causes moderate AoE damage by defeat, it is best to remove them one at a time. Elemental Converter must have at least 30% power to properly shield against the Tidal Wave, so the spumes must be eradicated quickly with time to spare. He does at least one regular diving sequence during this interval, leaving little time to remove the spumes and let the converter recharge. Eventually, Leviathan will make a single, followed by his signature attack, Tidal Wave. The converter must be activated during or soon after the dive. As long as the converter has at least 30% power, Tidal Wave will not wipe out the lot (with a higher rating further mitigating the damage). But the railings of the Whorleater are torn by this attack, meaning the players can now fall into the sea and will be removed from the match. This is important as he shortly after using a slam attack (even then the barrier is still up) and someone not far enough will fall into the abyss. From now on, the fight repeats itself as earlier stages, except now he uses Tidal Roar twice, and the diving sequences bear the danger of being thrown off the ship. Two more Wavespine Sahagin will seem to be harassing the party. When he reaches 40% health, he summons a new set of Gyre Spumes in preparation for another Tidal Wave. At this point, the boundary breaker must be at least two rods full (if not three) so that any Black Mage or Summoner present can use them to remove multiple spumes. A common strategy is to just aim it at the two near Leviathan's head, to avoid too much damage from rapidly exploding spumes and to injure Leviathan in the process. As long as the spumes are destroyed quickly, the converter should have enough time to protect against the tidal wave. But he has another trick: As soon as the last Gyre Spume is destroyed, four Wave Spumes appear in the middle. Instead of draining the convert, they will tie themselves to the player who has the highest threat rating, dealing with injuries-over-time before eventually exploding. When the second Tidal Wave is used, another Wavetooth Sahagin. It is important to stun-lock and get rid of it as soon as possible before Hysteria causes a player to jump overboard. The rest of the fight consists just of evading his usual attacks until Leviathan is killed. When the Lord of the Whorl is killed, a treasure trove with two Wave weapons is displayed. In rare cases, a Mirror of the Whorl or elusive Enbarr mount may be in the chest. A player can randomly get a Barb of Whorl used for crafting furniture. PageDiscussionEditHistory The Whorleater (Hard) Trial The Sahagin, the mocked beast tribe native to indigo deep, has managed to summon their ravenous god, the primal Leviathan. Should the mighty snake be allowed to trigger a tidal wave, the entire town of Limsa Lominsa will be swept into the sea. Faced with watery oblivion, the leaders of Maelstrom have devised a desperate plan: by lashing together two warships and filling their cargo holds with corrupt crystals, they hope to pierce the Lord of the Whorl's defense and give a select few the chance to send the primal with courage and steel. Whorleater sits in the bay with his towing vessel, Triumph, waiting, but the command to throw out. Enemies: Leviathan, Wavespine Sahagin, Wavetooth Sahagin, Gyre Spume Requirements: For eight players (2 tanks, 2 healers, 4 dps) ✖The above composition requirements are not imposed on prefabricated parties. Disciples of War & Magic Level 50. Limitations: 60 minutes 2 2 4 Tomestones 15 Blue Mage Log: 300 10 30 Attack Name Description Water plumes Every time Leviathan disappears, water feathers appear in 1 of 8 locations around the platform. Charging: Each time a plume of smoke appears along one of the short edges, the boss will make a charge from the direction out of the water that covers platform in a large AoE. Always followed by Slam. Sludge: every time a plume of smoke appears along one of the long edges (always towards one of the coners) the boss will jump out of the water and slam his body into the platform, depositing it and forcing players to slide towards him (about ~80% the length of the arena). Head & Tail Both Leviathan's head and tail will attack players, each appearing on both sides of the boat. Both need to be refueled. They share HP, so it's not important to burn them down at the same time. Head: Reflects all varied physical injuries. Any varied DPS should avoid attacking it. Does not affect melee players. Tail: Reflects all magical injuries. Any wheel should avoid attacking it. Adds Players will have to kill several waves of adds the whole match. Wavespine Sahagin: Usually spawns in groups of two. Just kill fast. Wavetooth Sahagin: Spawn alone. Should be focused down ASAP. Applies Player Fear, forces them to run around, and also uses the power dreadstorm. Dreadstorm Used by Wavetooth Sahagin. Leaves a large AoE puddle on the ground, to fear players who enter it in 10 seconds. Possible to drive through it several times while dreaded, reset the timer on the debuff. Can't be sedated (but can be sedated). Gyre Spume Alleys 4 at a time, one in every corner of the boat. Breaks down elemental conversion meter while it's alive. Elementary conversion meter is used to enable the element converter and avoid tidal wave. Must be at least 30 to enable Elemental Converter. Tidal wave Leviathan's ultimate. Without Elemental Converter, the group dries. Generally used about ~40%. Elementary convert contraction on the south side of the platform. Used to avoid Tidal Wave as long as Elemental Conversion Guage has enough charging. Only active when the message appears, where it says The elementary conversion reds are now functionally diverged! Waterspout Inevitable AoE, which targets a random healer for multiple hits. Other players should avoid standing on them, and healers should not stack. Advice and tips Just because Elemental Converter is functionally different, that doesn't mean you need to activate it. With better gears and levels, it can occasionally activate early. Wait instead of Leviathan to jump away so it's not wasted. Be sure to kill Gyre Spumes ASAP. DPS must ensure that they attack the right body part for Head & Tail. (Blue Mage Spell Acquisition) Item Type iLv1 Requirements Stats Leviathan Card Triple Triade Card &0000000000000000 An epic (★★★★) card used in the game Triple Triad. Leviathan's Barb Bone &000000000000007000000000&000000001000000001 Req. Level 1 Screwed from the maw by Lord of the Whorl himself, this razor-sharp barb is constantly smooth with brine. FFXIV Whorleater (Hard) Fail ! Don't forget to use elementary converter! FFXIV The Whorleater (Hard) as The Dark Knight Knight