

?,? ...

Attack Name Description Wave 1: Three Execrated Threw adds will spawn at the North end of the arena. Tank should pick up and group should burn them down. Wave 2??? (Should be a few ...

1 to 8 players (2 Tanks, 2 Healers, 4 DPS) Class: Disciples of War or Magic ? Limited jobs can participate only in a preformed party meeting party size requirements or an unrestricted party, ...

Many trials can be beaten solo in Final Fantasy 14 (Image via Square Enix) ... Containment Bay P1T6; Containment Bay Z1T9; Stormblood trials. Expand Tweet. Ad.

I hunger for conflict!Zurvan Containment Bay Z1T9 is the Trial where you battle Zurvan the last member of the Warring Triad in Final Fantasy XIV: Heavensward. Only one ...

?Containment Bay Z1T9 can be accessed via the Duty Finder. You have felled the monstrous Zurvan. Make your way back to the Flagship. With the fall of Zurvan, the cataclysmic threat of ...

Containment Bay Z1T9; The Echo: Applied on total party incapacitation; Requirements. 1-8 Players (2 Tanks, 2 Healers, 4 DPS) Class: Disciples of War or Magic * Limited jobs can ...

Tanks should be sure to keep Zurvan facing away from the raid as he has a heavy cleave. Players can fall off when Zurvan destroys each quadrant of the platform - mind the telegraphs to avoid this. Zurvan will eventually knock ...

Stone, Sky, Sea is a type of solo combat duty first introduced with Patch 3.2 of Heavensward. ... Containment Bay Z1T9 (Extreme) [1] Has a level sync of 60 and an item level sync of 160. [2] Stone, Sky, Sea - Basic Training ...

Before Zurvan breaks free from imprisonment, you will need to enter Containment Bay Z1T9 and defeat him. Below, we'll take a look at everything you need to know about this ...

Containment Bay Z1T9 (Unreal) : 6.4 : Z1T9 : 60 : 2 2 4 : 20 10 : 90 ...

Containment Bay Z1T9 (Extreme) : 3.5 : Z1T9 : 60 : 2 2 4 : 5%(5) ...

Containment Bay Z1T9 (Extreme) is a level 60 trial introduced in patch 3.5 with Heavensward. (boss does auto attack cleaves all the time. Should always be facing away from party members) East Platform falls + Red

Circle ...

Containment Bay Z1T9 (Extreme) Zenit der Götter - Zurvan Unité de contention Z1P9 (extrême) ?????? ?? ??? ??? (Extrem)

This guide provides a walkthrough for the Zurvan (Unreal) fight in Final Fantasy XIV Containment Bay Z1T9. Please note that this guide is based on the extreme version of the fight, and there may be slight differences between ...

You can't have a Warring Triad without your third big bad, so I present to you my BLU Basic Instinct solo clear of The Containment Bay Z1T9 (Extreme), aka Zurvan EX, with ...

Containment Bay Z1T9 (Extreme) Soar (spread) (N) MT+ST ? Tanks stack together D3 D4 ? Healers can share 1 AoE with DPS D1 D2 Adds #1: MT->Will ST->Thews Adds #2: Kill Wit -> Wile -> Wills (MT->N, ST->S) ...

Zurvan is a level 60 trial fight. You unlock the Containment Bay Z1T9 duty by progressing through Heavensward's Warring Triad questline. You can start the questline by accepting the sidequest "Gods of Eld" by talking to Torsefers in ...

Containment Bay Z1T9 (Extreme) Sturdy (64) ... you can steamroll through this Raid solo in a couple of minutes with ease, even with the much lower iLvl Anima weapon equipped. ...

Containment Bay S1T7 o Containment Bay P1T6 o Containment Bay Z1T9 Stormblood (Lv. 63-70) The Pool of Tribute o Emanation o The Royal Menagerie (The ...

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Containment bay z1t9 solo

