



Does FFXIV A Realm Reborn dungeon changes actually improve them?

In the latest 6.1 patch of FFXIV, all the ARR dungeons received a graphical and lighting upgrade. Main story dungeons have been changed to make them engaging and included mechanics to bring them more in line with the later content. The only optional dungeon to see changes is Dzemael Darkhold. Some of the fights are now solo instances, and the two big dungeons are now four player experiences. With the addition of Duty support, all main story content can be done with AI.



They'll get more confident.

Duty support

The duty support team are a massive improvement on Adventurer squadron, the original attempt. The duty support will always be made up of the same four people. The duty support characters say small things during dungeons, changing as they grow into their dungeon roles.



Look at that fancy Tankbuster marker!

Markers

During boss fight FFXIV uses markers to let players know what to expect. Often these moves are telegraphed, so they have tells with the markers. There are occasions, especially end game, where tells are less common. ARR had their markers all over the place, but with patch 6.1 they're more in line with the most recent expansions.

Below are the phrases this article uses

Adds: Short for additional enemies

AOE: Area of attack. These can be circles, cones, lines and doughnuts. Their placement is independent of the player and will either be in the same place each time, or whichever way the enemy is facing.

Tank buster: The tank uses a cooldown to mitigate damage.

Party wide AOE: This has no tell and cannot be avoided. It is the healer's job to repair the damage done.

Targeted AOE: This is an AOE that will target one player.

Party target AOE: This targets every member of the party where they stand when it was cast. Players need to move out of the area.

Pushback/pull in AOE: Does no or little damage, but will push players so if they're badly placed they will end up falling off edges or into AOE's.

Two phase AOE/Sequential AOE: Usually there will be one AOE, and then another AOE. The first will explode and then the second. Standing where the second AOE is and then moving into the first when it becomes safe if it's arena wide. Three phase is when there are three phases to the AOE.

Waterfall AOE: This is a series of AOE's that will often cross the arena in overlapping circles. There will be a slight time gap between the AOE's exploding.

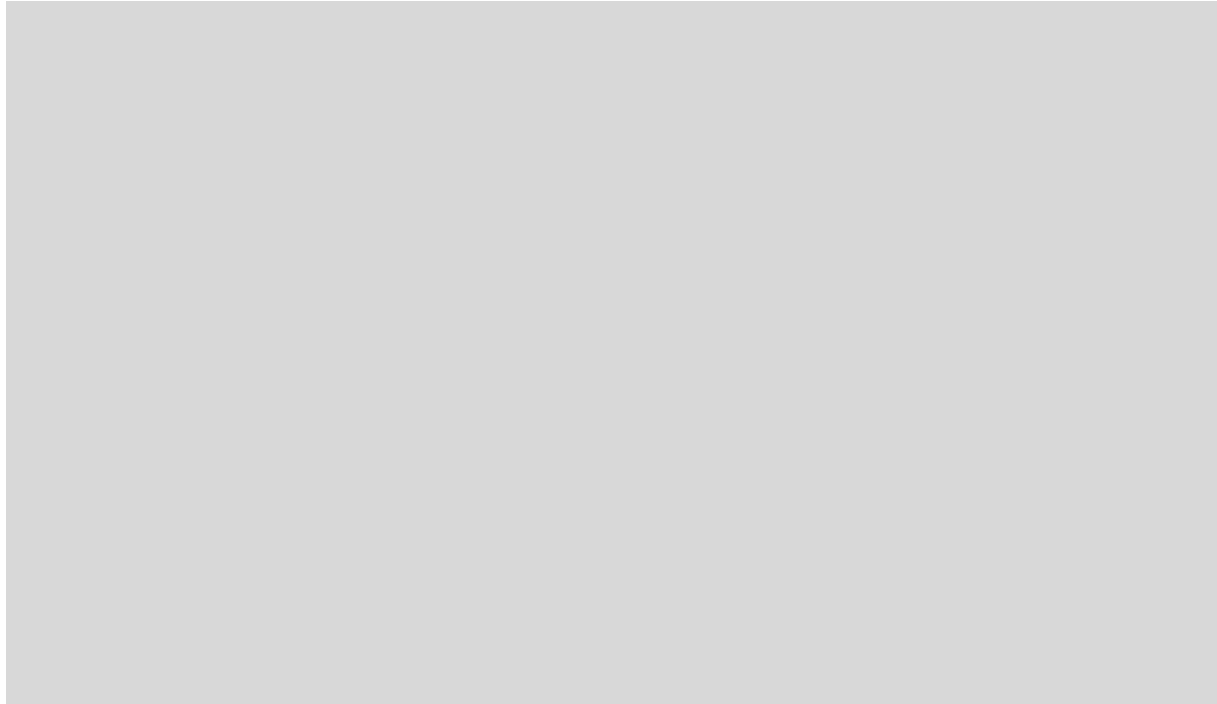
Continuous AOE: A continuous AOE is one that stays active for a duration. Often ice AOE's have this feature.

Gaze AOE: Either a cone or room wide, an eye marker will appear above an enemy's head. Players must look away to avoid the effects.

Prey marker: The prey marker means that player is going to be targeted for an attack. The attack will chase them for the duration it's around.

Stack marker: Every other marker up to this point has meant marker = bad, so stack markers are notorious for confusing new players. Unlike the previous markers, players need to stack on the person with the marker so they can share the damage, otherwise the marked player will die.

[When a sprout gets a stack marker for the first time.](#)



Satasha

Satasha has very minor changes. They have added a few scurvy dog enemies in the corridor after the first boss and removed a table in the captain's quarters. This table was annoying and would often block line of sight, preventing attacks. Players could get stuck on it too.

Bosses

None of the bosses have been changed.

Tam-tara deepcroft

No gameplay changes.



Copper copper copper.

Copperbell mines

Some spriggans are called Spriggan Copper Copper. This is supposed to say Spriggan Copper Carrier, but someone made a boo boo. Enemies on the wooden boardwalks are spaced out better and all the fire sand is in the room that requires it.

No more waiting for Kottos to spawn while killing waves of mobs. He has his own arena now, with mechanics. The next area has had its lighting changed in a drastic way. They've also removed an open steel door. Just before the last boss was two enemies which could not be avoided. These are now gone.

Bosses

Kottos

Tank buster: Grand slam

Sequential AOE: Lumbering leap. Three large circular AOE's that covers the north, south and either the east or west of the arena. Best tactic is to wait until the second AOE shows up to know whether it's going to be east or west. The AOE's will go off in the order they appeared.

Targeted Cone AOE: Colossal slam. After the third Lumbering leap AOE, Kottos will target a player and unleash a cone shaped AOE.

Target AOE: Catapult. Kottos will target a player and throw a rock at them. It's usually a DPS

Icherous Ire

Tank buster: Fluid spread

AOE: Divide. Icherous Ire will cover two parts of the arena in bits of slime. They will become a bunch of AOE's that will explode.

Targeted AOE: Syrup.

Gyges the great

Tank buster: Grand slam

Doughnut AOE: Gigantic swing. Move close to Gyges to avoid.

Sequential AOE: Gigantic smash. Move away from Gyges to avoid it, but watch out of the four AOE's that will show up after the centre one. The centre one will go off first, followed by the four others.

Targeted cone AOE: Colossal slam



It's uh, very green.

Thousand maws of Totorak

The dungeon is now linear so it's impossible to get lost or end up facing the wrong direction, heading towards the start. There are no offshoots anymore and chests are now dotted along the main path in plain sight. The exploding pods and the annoying green goop are gone, existing only during the Grafias fight.

Bosses

Coeurl o' nine tails

Unchanged beyond that poison can no longer be Esuna'd off.

Coeurl o' nine tails

Same as the previous fight, but with adds.

Grafias

AOE (no tell): Realm shaker

Line AOE: Silkscreen



Haukke Manor

Lady Amandine no longer has void lamps in her arena. This removes the frustration of trying to turn them off only to be interrupted, trying again only for her to activate them again. Higher levelled player often chose to ignore it if the healer was willing to heal through the damage.

Bosses

Manor Claviger

Unchanged

Manor steward and manor jester

Unchanged

Lady Amandine

Tank buster: Void lightning III

Call adds: Void call. The add will either be a Manor Sentry or Manor maid servant. If it's a Manor Maid servant, they will use the terror attack. If it is a Manor Sentry, it will use a gaze AOE.

Combo attack: Beguiling mist + manor sentry. Lady Amandine will seduce the player with beguiling mist. This will make players move towards her. At the same time, the Manor sentry will use its gaze AOE. The Seduce wears off just before the gaze goes off, so players need to turn as soon as they can.



This will only stay safe for so long...

Brayflox's longstop

There hasn't been a lot of changes to Brayflox's Longstop. The main change is that at Mudstop Watergush players can no longer cut through the middle of the water area. They must stick to the path or outer area. The only other change is that Aitar's Arena is now round.

Bosses

Great yellow pelican

Unchanged

Inferno drake

Unchanged

Hellbender

Unchanged

Aitar

Tank buster: Salivous Snap.

Sequential AOE: Toxic vomit. Toxic vomit will create four AOE's. After the first attack, Aitar will create two lots of AOE's, the first lot going off before the second.

Target Line AOE: Dragon breath.



Where's all the enemies?

Stone Vigil

The Stone Vigil is an important story dungeon that had a difficulty spike. Players were unprepared for the larger amounts of enemies and it wasn't uncommon to wipe. To combat this spike, the patrolling Aegis have been removed from the dungeon. Side rooms no longer have enemies either, preventing enemies from joining the fray.

The koshchei fight used to be annoying as one player would always be required to man the cannons to prevent partywide damage. This is a thing of the past.

Isgebind's sheet of ice is no longer a continuous AOE. It just goes off the once. Isgebind will always land in the middle of the arena now, instead of on the tank.

Bosses

Chudo-Yudo

No changes

Koshchei

Tank buster: Spiked tail

AOE: Typhoon. Koshchei will create two typhoons in the north of the arena. They will slowly move south. The next time he uses the attack, it'll be three and then four, covering the entire arena. Two will descend before the others, allowing players to dodge them.

Targeted AOE: Sonic storm.

Isgebind

Targeted AOE: Frost breath (front of boss)

Party wide AOE: Rime wreath

AOE: Touchdown

Targeted AOE (used to be continuous): Sheet of ice

AOE: Caulterise. Caulterise covers one third of the arena in an ice AOE. After the first attack, he'll do it twice in a row. To make things difficult he'll also add in two targeted AOE's as well.

Castrum Meridianum

One of the most noticeable things is the spotlights of Castrum Meridianum have been removed. There are gates blocking players from grabbing all enemies in the first area. These gates continue into the second area as well. The only cutscene is before the last boss.

Bosses

Black eft

Party wide AOE: Incendiary support

Targeted AOE: Magitek Cannon

AOE (no tell): High-powered Magitek ray

Adds: Request assistance

Vanguard F-1

Tank buster: Cermet drill

AOE: Thermobaric strike. Players must move as far away from this as possible to take the least amount of damage.

Combo Doughnut and Circle AOE: Hypercharge. There will be a small safe doughnut surrounding the Vanguard F-1.

Cone AOE: Overcharge

Party target AOE: Targeted support

[Livia sas Junius](#)

Tank buster: Aglaia climb

Party wide AOE: Artificial plasma

Sequential AOE: Roundhouse. Livia will move the centre of the arena and drop an AOE. AOE's will surround the circular one. The middle AOE will go off first, allowing players to move there for safety.

Sequential AOE combo: thermobaric strike followed by stunning sweep. Six circles cover the arena leaving two safe spaces. The safe spaces will then have an AOE drop on them.

Sequential AOE combo: thermobaric strike followed by angry salamander. This sets off several line AOE's with four more appearing on the edge.

Limit break: Infinite Reach. Line AOE followed by six circle AOE's. Livia will do this four times before finishing with her move Angry Salamander.



Maggie!

[Praetorium](#)

This can be run with Duty support. The good news is that there are less cutscenes in Praetorium. The bad news is that they are still cannot be skipped. They have been reduced somewhat though. More good news is that players no longer have to run the massive gauntlet down to a teleporter where one tank will often be sacrificed in the name of continuing onward. Instead, it's a few groups of enemies until the first boss, the Mark II Colossus.

After a short cutscene the party heads straight to Maggie, the Black Eft nicked from Castrum Centri. There's no longer any need to interact with the authorisation console. Many a new player has missed this important part of the dungeon, leading them to become lost and unable to unlock the Black Eft mount until they had done it.

The entire Black Eft ride is still the same. The arms still exist and they still knock players back. If done with the Duty support, only the player gets the armour, so it's worth doing it with four players. All the cutscenes seem to show the Warrior of Light with many more facial expressions, bringing it more in line with later expansion. Gaius' battle is now similar to other empire battles from Heavensward, stormblood and Shadowbringers as his attacks include cross shapes.

Bosses

Mark II colossus

AOE: prototype laser Alpha. This has 5 circle AOE's forming an X shape.

Party Target AOE: Prototype laser beta.

Cone AOE: Grand sword

Party wide AOE: Ceruleum vent

Nero Tol Scaeva

Pushback: Augmented suffering

Target cone AOE: Iron uprising

Targeted AOE: Wheel of suffering

Cone AOE: Augmented uprising

Adds: Activate.

Stack marker: Augmented shatter

[\[FFXIV\] - Sprouts & Stack Markers](#)



Gaius van Baelsar

Tank buster: Innocence

Party wide AOE: Horrida Bella

Targeted party AOE: Hand of the empire.

Stack: Festina Lente

Target AOE: Heirsbane

Line AOE: Terminus Est. Gaius creates blue Xs. These shoot forward, creating line AOE's.

Combo AOE: Phantasmata. Gaius creates copies of himself and they position on two sides of the arena. They will use Terminus Est which creates a grid pattern.

Waterfall AOE: Ductus. Circle AOE's cover the arena, with the middle one starting on the opposite side to the other two. These move across the arena until they reach the opposing side.

Limit break: Veni, Vici, Vidi. If the power level is allowed to go to 100, it's an insta-wipe.



This is gonna hurt...Just kidding, I'm a tank!

The porta Decumana

Porta Decumana is when players finally get to fight the ultimate weapon. Similar to how summoners now use the primals abilities as their own, so does Ultima. It starts off with Titan's attacks. Ultima moves through the phases as Hydaelyn pulls each primal from the machine.

Bosses

Titan

Party wide AOE: Earthen Fury

Line AOE: Landslide

AOE: Geocrush. This is the same as the Titan fight where you want to be standing as far away from titan as possible, but no chance of falling to death here. Titan will always cast Landslide after this.

Sequential AOE: Weight of the land. Either the outer part of the arena will be covered in AOES, or the inner part. Move to avoid them.

Garuda

Party wide AOE: Aerial blast

AOE: Mistral shriek. Garuda uses an AOE which does not have a long tell. Whatever side of the arena she teleports to is where it will appear.

Doughnut AOE: Eye of the storm. Usually followed by Mistral shriek

Ifrit

Party wide AOE: Hellfire

Sequential AOE: Radiant plume.

Pushback AOE: Vulcan burst. Usually followed by a Radiant Plume.

At 20% an unskippable cutscene will play. This is the cutscene between Gaius, Lahabrea and the warrior of light.

Ultima

Target AOE (Tank): Homing Lasers

Line AOE: Magitek ray. There's three lines at once with this AOE.

Target party AOE: Homing ray.

Target AOE: Tank purge

Pushback AOE: Aetheric boom.

Soak mechanic: Aetheroplasm. Run into the orbs so they don't cause large amounts of damage.

Line AOE: Citadel buster

Line AOE: Magitek bits

AOE: Explosion. Move as far away from the AOE as possible to reduce damage taken.

Ultima is the last attack. It's an insta-wipe if not defeated before it finishes casting it.

And that's most of the changes in the ARR Main Story Quest dungeons! I would have liked to have seen Brayflox tweaked a bit more, and maybe something more done to Aurum Vale. What do you think? Are they an improvement? Let us know down in the comments below.