

[Click Here](#)















## Ffxiv the wind rises guide

This guide aims to provide tips and strategies for defeating Barbariccia in Storm's Crown (Extreme).Barbariccia is the first trial encounter in the Buried Memory main scenario questline, available August 23, 2022 in Patch 6.2. Players must have completed the Main Scenario Quest "The Wind Rises" to unlock this duty. Players must be item level 600 or above to challenge this fight in a non-premade group.LocationEquipment:Random i615 Windswept Weapon Windswept Weapon CoffinToken (two per kill per player):Windswept Archfiend TotemTen totems can be traded for a Windswept weapon of your choice by talking to Nesvaaz in Rad-at-Han (x10.6, y10.0).Other:Pearl of Winds Faded Copy of Battle with the Four Fiends (Buried Memory) Barbariccia Card Lynx of Imperious Wind FluteVideo GuideIf you would prefer to learn the fight from a visual perspective, our very own Dragonoo Mentor, Hope, has created a video guide. Pair this with our text guide to ensure your prog is smooth!MechanicsAll players require clock positions for spreads, with tanks north and south, healers east and west, and DPS on intercardinals. Additionally, split the party into two light parties with one tank, one healer, and two DPS in each. During the Wind Phase, the outside of the arena will be engulfed in a storm. Players who move into it will receive a windburn DoT.Normal PhaseVoid Aero IVModerate raid-wide magical damage.Raging StormBarbariccia jumps to the middle of the arena, dealing light raid-wide magical damage.Savage BarbberyBarbariccia begins to throw her sword, doing a large AoE at a random cardinal. She also does a mechanic beforehand based on how she is holding her sword.If the sword is held up, the mechanic is a line AoE through the front and back of her hitbox.If the sword is held down, the mechanic is a donut AoE around her.Hair RaidBarbariccia tethers to the sword once it's thrown and does another mechanic based on how she is standing.If she is raised in the air, she will do a donut AoE around her.If she is crouched down, she will jump to the sword and do a cone AoE toward the inside of the arena.Deadly TwistTwo stack markers appear on healers.Hair SprayAoE markers appear on all players.Void Aero IIA magical tank buster on the main tank that inflicts a Wind Resistance Down debuff. This forces a tank swap.Teasing TanglesBarbariccia will tether all players and tether one support and do a four tangle circles that appear at cardinals. This tether will decrease player movement speed, and players cannot leave their tether or else they will be forcibly dragged back in the middle and take a DoT.Secret BreezeA cone AoE toward all four cardinals. After the first hit, all players are targeted with an invisible physical cone AoE that inflicts a physical vulnerability debuff.Hair FlayA large AoE marker appears on one player from each tangle.UpbraidA two-player stack marker.Curling IronThe transition to the wind phase. Players in the middle will be knocked out of her hitbox by Voidstrom, and both attacks do light magical damage.EntanglementStarting from the second normal phase, Barbariccia will tether players together in tangles. This works the same way as Teasing Tangles: players cannot leave the circle and their movement speed is reduced. Players with the same Playstation mark above their head are tethered together.CatabasisBarbariccia's ultimate attack, dealing massive raid-wide magical damage.Wind PhaseBrutal RushBarbariccia tethers to four players of one role. She will jump to them, deal light damage, and quickly fire a line AoE at them.Windig GaleCurved and straight line AoEs that collide in the center.Boulder BreakA magical tank buster on the main tank that should be shared by both tanks or invulned.Brittle BoulderBarbariccia marks all players with a rock. This indicates that a large AoE will appear on the ground underneath them when the marker disappears. Afterward, AoE markers appear on all players.Tornado ChainThree sets of ring AoEs that spawn from the middle and fan out.Knuckle DrumA multi-hit, raid-wide attack that deals ten hits of light magical damage and finishes with one hit of moderate magical damage.Blow AwaySmall AoEs appear on the ground underneath four players.Bold BoulderProximity tank busters on both tanks.ImpactAn instant death AoE from the middle of the room that knocks all players back from the center.TrampleA random healer is targeted with a physical stack marker.Blustery RulerA circular AoE in the center. Small tornadoes will fan out from this AoE, which are essentially AoEs that need to be dodged.Dry BlowsSmall ground AoEs randomly appear on the arena.Iron OutThe transition to the normal phase. Players in the middle will be knocked out of her hitbox by Voidstrom, and both attacks do light magical damage.Flurry MechanicsPhase OneVoid Aero IVRaging StormSavage BarbberyHair RaidHair Spray or Deadly TwistRaging StormSavage BarbberyHair RaidDeadly Twist or Hair SprayVoid Aero IIVoid Aero IIITeasing TanglesHair Flay + UpbraidSecret BreezeVoid Aero IVCurling IronCatabasisPhase TwoBrutal Rush (supports)Winding GaleBoulder BreakBrittle BoulderTornado ChainUpbraidBrutal Rush (DPS)Knuckle DrumBlow AwayBrutal Rush (supports)Trample + Impact + Bold BoulderBrutal Rush (DPS)Teasing TanglesBlustery Ruler + Dry Blows + Tornado ChainUpbraidSecret BreezeKnuckle DrumIron OutPhase ThreeRaging StormEntanglementSecret BreezeSavage BarbberyHair RaidHair Spray or Deadly TwistVoid Aero IIVoid Aero IIEntanglementUpbraidSavage BarbberyHair RaidHair Spray or Deadly TwistVoid Aero IVRaging StormCurling IronPhase FourBrutal Rush (supports)Knuckle DrumBlow AwayBrittle BoulderBrutal Rush (DPS)Tornado Chain + Impact + Hair SprayBrutal Rush (supports)Blustery Ruler + Dry Blows + Tornado ChainWinding Gale + Drum and to begin baits for Blow Away.Move clockwise around the boss to bait the AoEs. After this Blow Away, all players are targeted with Brittle Boulder, so after the fourth set of AoEs move to the center of the arena, then head to clock spots after AoEs are baited.Right as the marked AoEs come out, DPS are targeted with Brutal Rush, so they need to dodge while not clipping other players with their AoE.Barbariccia then casts multiple combinations of AoE moves. She begins with Tornado Chain, Impact, and Hair Spray. Players need to dodge the rings and then stay in their clock spots. Use knockback prevention or get knocked back properly and stay spread for the AoEs.Next, Brutal Rush is cast on supports.Afterward, players need to dodge Blustery Ruler tornadoes and Dry Blows AoEs. The OT should move north to stack with the MT for Boulder Break. Do this while dodging the AoEs and Winding Gale.Tornado Chain is accompanied with the line AoEs from Winding Gale. Have the party stay south and the tanks go north. This is because tanks will receive proximity busters and a random healer will get Trample, the stack marker. There is no knockback during this part.Stack together to mitigate for Knuckle Drum as well as the transition back into the final normal phase of the fight.Phase FiveThe final phase is all previously seen mechanics. She does Entanglement into Secret Breeze, so head to intercardinals and spread after while staying inside the circle.She then does a random Savage Barbery, Hair Raid, and spread / stack set.After a raid-wide, she will begin to cast Maelstrom, the engage. Kill the boss before she kills you!Party Finder StrategiesTN and Boss Relative refer to how players spread for clock spot mechanics for Hair Spray and Brittle Boulder.Enumeration 1/3 refers to Upbraid: players with Upbraid or no marker head closer to the 1 and 3 markers.Mario Kart N refers to Blow Away baits. Players will start north and head clockwise to bait these AoEs.DPS CW refers to how DPS move clockwise to stack for Upbraid.Playstation colors refers to Entanglement: pairs will head to their respective colors indicated by the intercardinal markers on the arena. Zero has a word of warning before you go to face Barbariccia. — In-game description Rewards Unlocks Storm's Crown Unending Codex: Azem's Crystal Steps Journal Zero has a word of warning before you go to face Barbariccia. Despite Barbariccia's vague promise of answers regarding Adzaja, on Zero's advice you resolve to seal the archfiend away at the earliest opportunity. With luck, her memoria will yield to the knowledge you seek. The strategy thus decided, you go to mount the nisroch on your way to what promises to be a turbulent struggle with the archfiend of wind. As you approach Barbariccia's domain, you meet with heavy resistance from her minions. While your comrades tend to them, you press on to confront the waiting archfiend. The time has come to lay low Barbariccia, in the hopes that her memories will lead you to Varshahn's sister. But what tricks the archfiend has in store for you remain to be seen...\*Storm's Crown can be accessed via the Duty Finder. Barbariccia brings her considerable might to bear against you, but you weather the storm and subdue the archfiend. Before she regains her strength, you must move quickly and see her imprisoned. Seizing her moment, Zero descends from on high to seal Barbariccia in memoria. To your disappointment, the resulting crystal does not grant you a vision, but you take heart from your victory over one of Golbez's champions. Having fulfilled her part of the bargain, Zero demands the aether she is owed...only to collapse from exhaustion before she can receive it. Eager though Varshahn is to continue your mission, he bids you suspend it in favor of tending to your ailing companion, and you begin by carrying her back to her domain. Though Zero remains unconscious, she is otherwise in no danger—save from other voidsent, perhaps. Thus do you decide to observe her as you consider your next course of action. Dialogue Zero: A word of warning. Barbariccia spoke as if she would give us answers if we were to defeat her. Zero: But even assuming she'll talk—which I doubt—I trust I needn't tell you how foolish it is to give an archfiend a second chance. Best to seal her away at the earliest opportunity. Zero: If you wish to peer into her past, the memoria will suffice. What will you say? > I can't wield the power at will. > I'll try, but I make no guarantees. Zero: Well then, you had better hope it favors you when the time comes. Y'shtola: Rest assured this won't be our last opportunity to learn about Adzaja. Y'shtola: If another archfiend were to fall, Golbez would surely be compelled to respond. Y'shtola: We need only wait for our quarry to come to us. Varshahn: Indeed. If our struggles with Scarmiglione taught us aught, 'tis that we must hold nothing back when facing an archfiend. Varshahn: Let us heed Zero's advice and seal her away at the earliest opportunity. Zero: If we're all in agreement, then let us be off. We travel by nisroch. "The Wind Rises" accepted. Varshahn: This is not the first trial we have faced since coming to this world. Nor will it be the last. But with you all beside me, I am confident we will prevail. So come, let us rally forth! Y'shtola: Scarmiglione was the archfiend of earth, while Barbariccia is of the wind. In this world given to Darkness, I wonder what significance their elemental titles hold. Zero: To transform a voidsent into memoria, we must first drain them of their aether. To wit, we must wound her gravely. Estinien: Barbariccia will use every advantage she has. Traps, ambushes—we must be prepared for all that and more. [Voiced cutscene START] Orchestrion: Now playing Battle with the Four Fiends (Buried Memory). Estinien: You're not the only ones who can ride the wind! Varshahn: >) Leave these ones to us! (< Y'shtola: >) Aye! See to Barbariccia! (< You jump from the nisroch and land on a nearby platform, taking out Azem's stone. It glows and a summoning circle appears. [Voiced cutscene END] The Duty Finder has been updated with a new regular duty. "The Wind Rises" objective fulfilled! Duty pop: Storm's Crown Orchestrion: Now playing Battle with the Four Fiends (Buried Memory). Storm's Crown has begun. One or more party members have yet to complete this duty. A bonus of 20 Allagan tomesstones of astronomy will be awarded upon completion. Barbariccia: Such rich, exquisite aether... Barbariccia: My hair shimmers with anticipation! Barbariccia: On your guard! Barbariccia: Have at you! Barbariccia: My locks are as the wind... Barbariccia: Supple, strong, and free! Barbariccia: Ah, a fair wind blows! Barbariccia: You feel it too, do you not? Barbariccia: You've done well to last this long... Barbariccia: But the battle has only just begun! Barbariccia: I'll slaughter you all! Barbariccia: Dodge this if you can! Barbariccia: I'll make it quick! Barbariccia: Don't underestimate me! Barbariccia: Feel my fury! Barbariccia: Know your place! Barbariccia: You can't escape the storm! Barbariccia: I'll break your every bone! Barbariccia: Begone from my sight! Barbariccia: The insolence! Barbariccia: Dodge this if you can! Barbariccia: I'll make it quick! Barbariccia: Don't underestimate me! Barbariccia: Feel my fury! Barbariccia: Know your place! A lock of hair wraps around you! One or more party members completed this duty for the first time. A bonus has been awarded to all members. One or more party members have yet to complete this duty. Second Chance points added to your journal. (9/9) Orchestrion: Now playing None. Orchestrion: Now playing Victory!. Storm's Crown has ended. You received a player commendation! You are now in the instanced area Zero's Domain . Current instance can be confirmed at any time using the /instance text command. Orchestrion: Now playing None. Barbariccia: There's still time... With more of the dragon's aether, I can yet... Zero: You're finished. Barbariccia: Damn it aaaaaa! Y'shtola: I see you've bested Barbariccia. Well done. Orchestrion: Now playing Unspoken. Estinien: Her minions, too, are all crystallized or scattered. The day is ours. Varshahn: What of my sister? Tell me you learned something about Adzaja! Varshahn: So the archfiend and her crystal yielded naught... Estinien: Our efforts have not been entirely fruitless. Estinien: We have deprived your sister's captor of another powerful champion. With Zero, we may yet challenge Golbez and his minions. Varshahn: Indeed, we could not have come this far without your aid. Thank you, Zero. Zero: I but fulfilled my part of the bargain. And now I will have my...my... Orchestrion: Now playing Fever Dream. Y'shtola: Her aether is nearly spent. Perhaps unsurprising given how much power she used. Estinien: I wouldn't want to face another archfiend without her. We should hurry back to Zero's domain. Varshahn: Agreed. Eager though I am to continue, 't would be unwise to risk our lives for the sake of haste. Varshahn: Let us suspend the mission and tend to Zero. "The Wind Rises" objective fulfilled! Orchestrion: Now playing ????. Varshahn: Zero hasn't so much as stirred. Such power she must have expended... Estinien: In her present state, Zero is easy prey for other voidsent. We must be on our guard. Though so slow as to be nearly imperceptible, Zero's chest rises and falls in a steady rhythm... Y'shtola: Though Zero remains unconscious, she appears otherwise fine. Y'shtola: ...Insofar as I can discern, at any rate. Being part voidsent, her physiology may be rather different from ours. Let us observe her for a while as we discuss our next move. "The Wind Rises" complete! "Azem's Crystal" has been added to the Unending Codex. Speaking to present NPCs immediately afterwards. Y'shtola: Even those part voidsent require rest, I imagine. And her own abode seems as good a place as any. Y'shtola: Unlike the Source, however, there is scant ambient aether for her to draw upon here... Though so slow as to be nearly imperceptible, Zero's chest rises and falls in a steady rhythm... Estinien: In her present state, Zero is easy prey for other voidsent. We must be on our guard. This page explains how to complete the level 90 post-Endwalker duty, Storm's Crown. How to Unlock Storm's Crown, an 8-player trial, is unlocked by the level 90 Main Scenario Quest The Wind Rises. Phase 1 Void Aero IV damages all players. Savage Barbery will place a curved arrow indicator from the boss to a location on the floor, and will also display an arcing blade indicator above the boss. There will be a line attack across the area, as wide as the boss's target ring, in the direction indicated by the blades above the boss's head, and then there will be a circle attack centered on the location that the curved arrow pointed to. When the boss casts Hair Raid, she will place her sword near the edge of the area. She will then rush to her sword and turn around and perform a very large cone attack in the direction that she is facing, so to avoid the attack, go to the sword and stand at the edge of the area to the left or right of the sword. Void Aero III targets a random tank with a dual stack marker. The other tank should stack together with the marked tank. This is a high-damage attack, so all other players should avoid standing in the stack marker. The boss will cast Savage Barbbery, but this time she will have a spinning blade indicator around herself in addition to the curved arrow indicator. Instead of a line attack, there will be a donut attack where the only safe area is under the boss, and players will need to stay on the far side of the safe area away from where the curved arrow was pointing to avoid the circle attack that will occur there. Teasing Tangles will place four circle attack markers on the floor. Cones of hair will appear where each circle attack was. Players will be tangled in strands of hair originating from the cones, and will not be able to leave the circle around their respective areas. Don't try to go past the edge of the circle, or the hair will pull you back. You can otherwise move freely (but slowly) while you are trapped by the hair. Secret Breeze is a set of cone attack markers originating from the boss, followed by another set of cone attacks that partly overlap the first. Move to the safe area between the first set of cone attacks, then when the first set of cone attacks is gone, move to where they used to be so you can avoid the second set of cone attacks. Deadly Twist targets a random player with a stack marker. Unmarked players should stack together with the marked player to reduce the damage of the attack. Hair Spray marks all players with circle attack markers that follow them. Players should spread apart from each other to avoid overlapping each other with their circles. At the same time, you need to move behind the sword that the boss has placed at an edge of the area while keeping your distance from other players' circles. Void Aero places circle attack markers under players. Curling Iron is a high damage attack on all players that knocks players away from the center. It signals the beginning of the second phase. Phase 2 Brutal Gust will target random players with line attack markers. The boss will have a red circle marker centered on herself, with wavy line attack markers extending outward from the center. Avoid standing on these attack markers. The wavy lines will create untargetable copies of the boss around the edge that will cast alternating patterns of line attacks. Avoid the first set of line attacks, then move if necessary to avoid the second set of line attacks. The boss will then have another red circle attack marker centered on herself, with wavy line attack markers extending outward from the center. Avoid standing on these attack markers. The copies of the boss will disappear when these attacks occur. Boulder Marker targets a random player with a very large circle attack marker. The boss will target another random player with a stack marker. Unmarked players should stack together with the marked player to reduce the damage of the attack. This is soon followed by Boulder Break, a high-damage attack that targets both of the two players highest in the enmity list. Each of the Boulder Break attacks also includes a circle attack marker that follows each targeted player, so other players should avoid standing near the targeted players. Knuckle Drum is a repeated attack that damages all players. Bold Boulder targets a random player with a stack marker, and targets a random tank with a spreading marker. The tank with the spreading marker should move to the opposite side of the area from the player with the stack marker, and unmarked players should stack together with the player who has the stack marker to reduce the damage of the attack. The closer a player is to the player with the spreading marker, the more damage the player will take when the attack occurs. Before the spread attack and stack attack finish casting, the boss will also place a circle attack marker beneath her. Move as far away from the boss at you can at this time, because it is followed by Touse Tornadoes: circular whirlwinds that slowly move outward away from the boss. Don't allow the whirlwinds to hit you, or you will be knocked into the wind and be inflicted Vulnerably Up status. While the whirlwinds are moving through the area, the boss will cast Tornado Chain, placing a large circle attack marker around herself, followed by a donut attack marker around the circle. Stand on the donut marker until the circle attack marker disappears, then move into the safe area where the circle was. Toward the end of this attack, the boss will cast Hair Spray, which marks all players with circle attack markers that follow them. Players should spread apart from each other to avoid overlapping each other with their circles. Touchdown will place a knockback marker at an edge of the area. Move toward it without touching the edge of the circle that you are trapped in, or you will be pulled toward the center of your circle and may be more likely to get knocked into the damaging outer ring from there. Alternatively, you can use a knockback-prevention move. Completing the Quest Defeating the boss will complete one of the quest objectives for the Main Scenario Quest The Wind Rises. Home/Final Fantasy XIV/Endwalker/Endwalker Trials/Storm's Crown Last updated on Aug 24, 2022 at 12:00 by Lyla 1 comment Welcome to our guide to Storm's Crown, the fourth trial of Endwalker. This guide aims to prepare players for the encounter so they will know what to expect, with simple mechanic instructions and notes on what to watch out for. Need any help? Check out our General Discussion Forum! 1 comment

Wind rises ff14. Wind rises ffxiv. Ffxiv expansion jobs.