

THE BALDESION ARSENAL

a visual guide by ffxiv-eureka.com

requirements

- ✓ obtain elemental level **60**
 - ✓ complete story quests
 - ✓ unlock from **Expedition Scholar**
 - ✓ obtain **gold** in Ovni fate
 - ✓ enter a **blue** or **red** aetherial node
- FATE: "I don't want to believe"

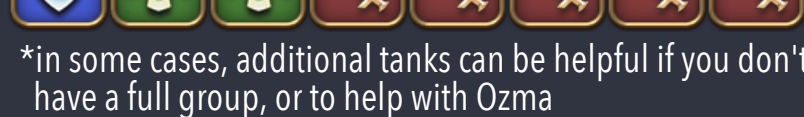
Umbral Turbulence weather

unstable aetherial node 3m

stable aetherial node 4m

ideal setup

party setup x6 + support:



*in some cases, additional tanks can be helpful if you don't have a full group, or to help with Ozma

portals map:

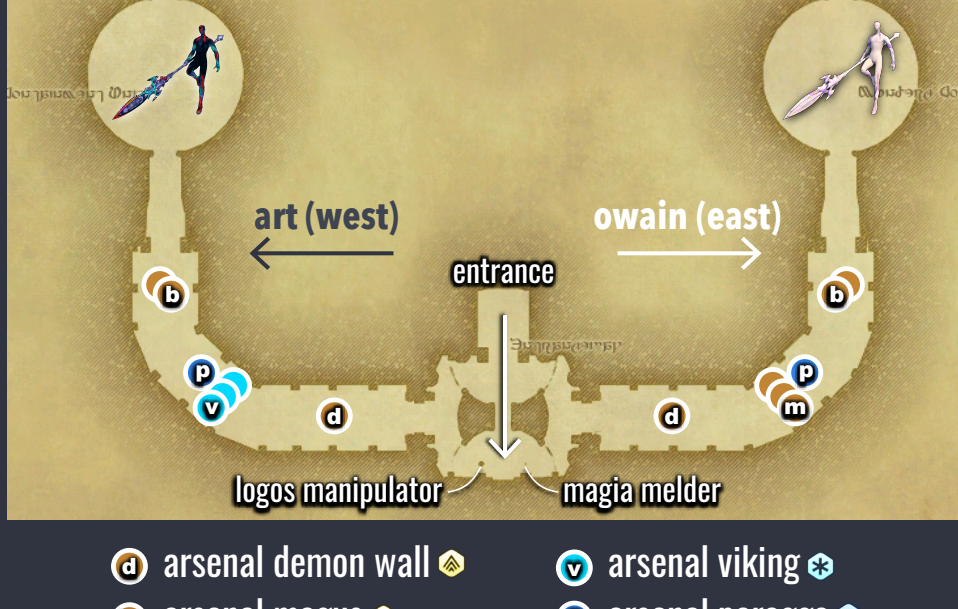
<https://ffxiv-eureka.com/maps/BA-portals.jpg>

useful logos actions: <https://ffxiv-eureka.com/logograms>

*support action **totals** are for the group



trash and twin spears



- arsenal demon wall
- arsenal magus
- arsenal byblös
- arsenal viking
- arsenal poroggo

art/owain loot: **3** eureka fragments
1 damascene cloth (rare)
1 cryptic seal (rare)

tips:
- will remain at 1hp until the other boss is killed

art (west) tips:

- spears will copy the last legend move
- use sprint or elusive jump if necessary

owain (east) tips:

- have 1 tank in fire and 1 in ice defense
- switch tanks and elements when boss element changes
- only spears matching owain's element will have an aoe during 'elemental magicks'

art (west) video:

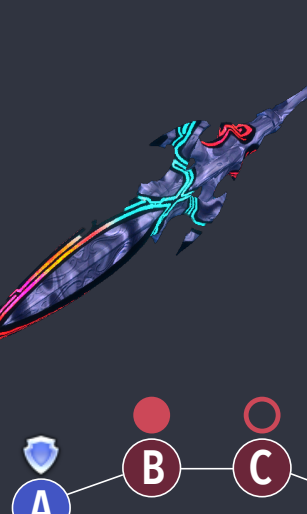
<https://www.twitch.tv/videos/392873159>

owain (east) video:

<https://www.twitch.tv/videos/381350967>

ART (west)

- tankbuster
- aoe
- raid-wide dmg



abilities

- A thriceull
- B legendcarver
- C legendspinner
- D acallum na senorach
- E mythcall
- F legendary geas
- G piercing dark
- H pitfall
- I gravity ball

callout

- "tankbuster"
- "get out - aoe"
- "go in - donut"
- "raid-wide damage"
- "spears"
- "don't move"
- "marked aoes"
- "proximity aoe"
- "move away"



OWAIN (east)

- tankbuster
- aoe
- raid-wide dmg

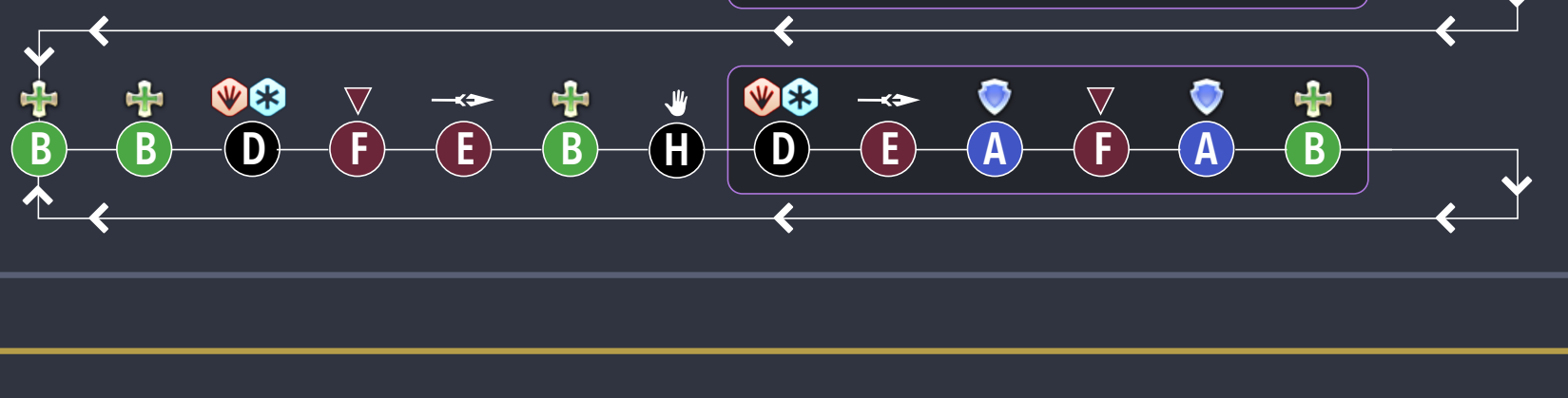


abilities

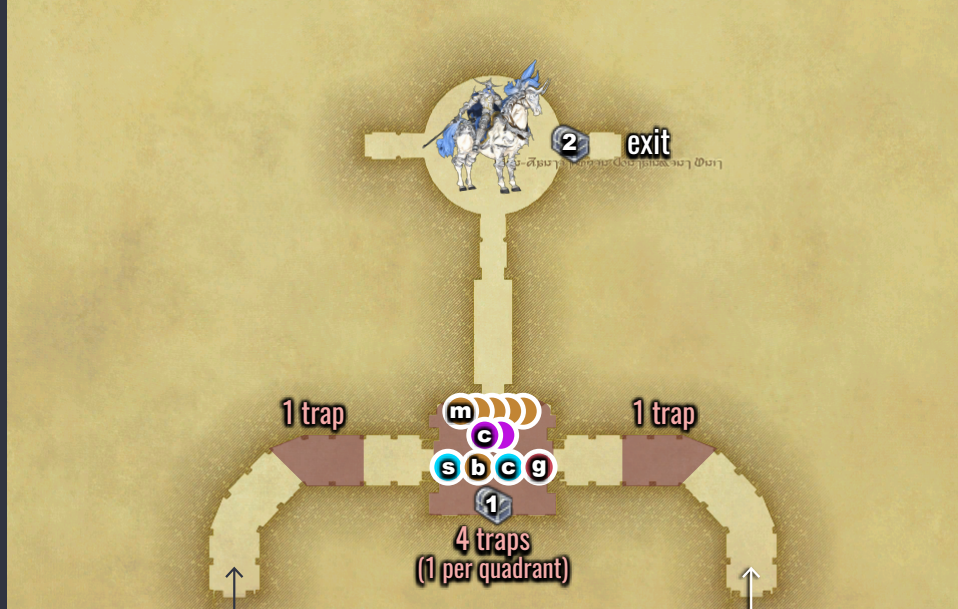
- A thriceull
- B acallum na senorach
- C mythcall
- D elemental shift
- E elemental magicks
- F spiritcull
- G pitfall
- H hands

callout

- "tankbuster"
- "raid-wide damage"
- "spears"
- "ice" or "fire"
- "opposite element spear"
- "stack triangles, aoes out"
- "aoe:center, lights:SE/SW, rest:N"
- "look & move to hands"



traps, trash, and raiden



- arsenal magus
- arsenal byblös
- arsenal sprite (silence/stun)
- arsenal calcabrina
- arsenal geshumpest
- arsenal centaur (dispel/sleep)
- art/owain treasure coffer
- raiden treasure coffer

raiden loot: **6** eureka fragments
1 damascene cloth (rare)
1 cryptic seal (rare)
1 great shin-zantetsuken (rare)
1 shin-zantetsuken (rare)

tips:
- tank at the edge of the arena
- pull with caster LB (on "4" for LB2, "3" for LB1)
- sword up = get in, sword down = get out
- will enrage with (A) (repeated) if dps too low

raiden video:

<https://www.twitch.tv/videos/381348315>

RAIDEN

- tankbuster
- aoe
- raid-wide dmg

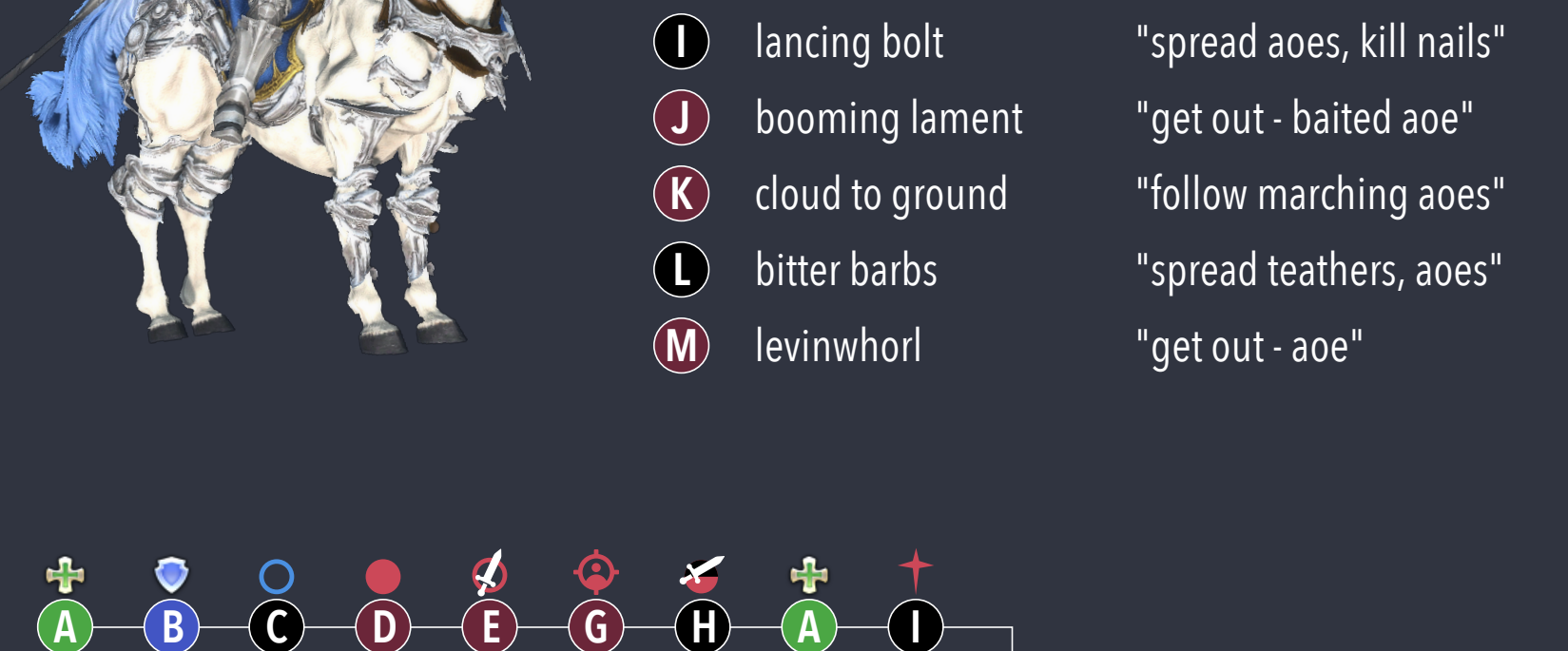


abilities

- A spirits of the fallen
- B shingan
- C thundercall
- D ame-no-sakahoko
- E whirling zantetsuken
- F for honor
- G ball lightning
- H lateral zantetsuken
- I lancing bolt
- J booming lament
- K cloud to ground
- L bitter barbs
- M levinwhorl

callout

- "raid-wide damage"
- "tankbuster"
- "stay off the edge"
- "get out - aoe"
- "go inside - donut"
- "get out - aoe"
- "middle, after aoes go to him"
- "dash - move opposite sword"
- "spread aoes, kill nails"
- "get out - baited aoe"
- "follow marching aoes"
- "spread teathers, aoes"
- "get out - aoe"



traps, trash, and absolute virtue



- arsenal scribe
- arsenal eye
- arsenal fan
- arsenal skalene
- arsenal poroggo
- arsenal calca
- arsenal magus
- arsenal bibliotaph
- trash treasure coffer
- AV treasure coffer
- arsenal calcabrina (patrol)
- arsenal tome
- arsenal sprite (patrol)
- arsenal viking
- arsenal brina
- arsenal geshumpest (patrol)
- arsenal centaur
- arsenal vodoriga
- arsenal logos (patrol)

trash loot (3): **1** eureka fragment
1 obscure logograms
1 damascene cloth (rare)
1 cryptic seal (rare)

AV loot: **6** eureka fragments
1 damascene cloth (rare)
1 cryptic seal (rare)
1 conditional virtue minion (rare)

AV video:

<https://www.twitch.tv/videos/380495137>

ABSOLUTE VIRTUE

- tankbuster
- aoe
- raid-wide dmg

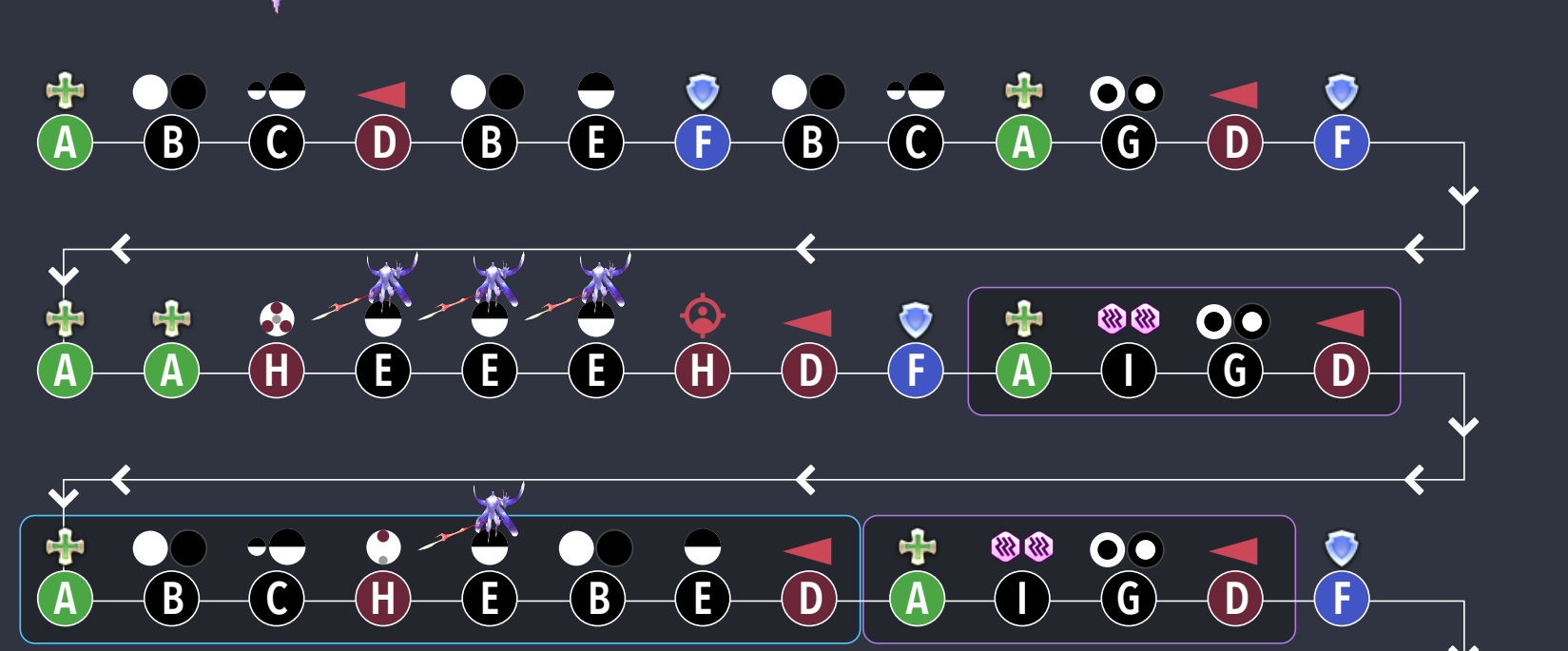


abilities

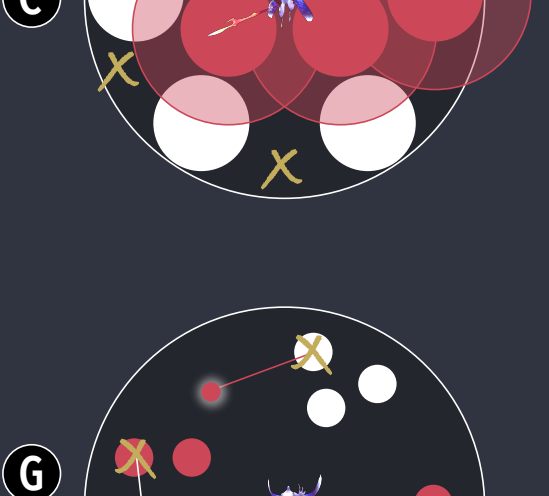
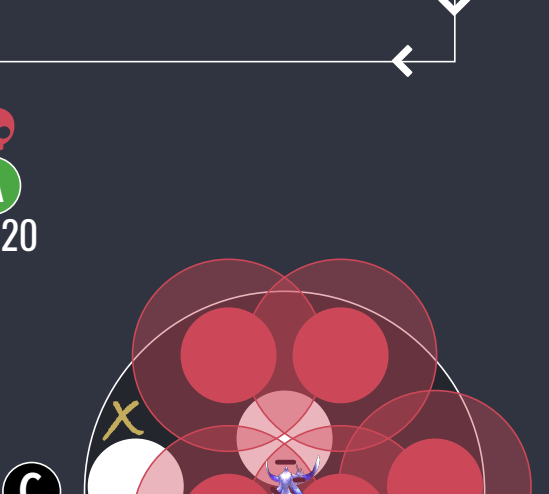
- A meteor
- B eidos
- C hostile aspect
- D medusa javelin
- E impact stream
- F auroral wind
- G turbulent aether
- H explosive impulse
- I call wyvern

callout

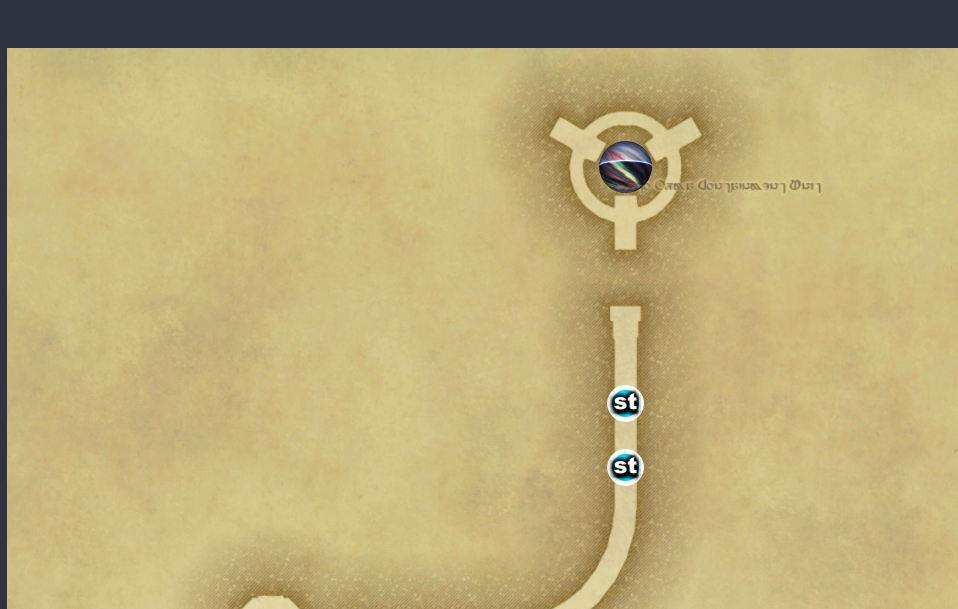
- "raid-wide damage"
- "bracelets - light/dark"
- "puddles - same colors grow"
- "conal cleave aoe"
- "stand in opposite color"
- "tankbuster"
- "orbs to opposite colors"
- "proximity aoe"
- "adds"



tips:
- to remove AV's buff, the Tristitia Fate must be spawned (from trigger portals) and completed
- split up parties to clear all 6 rooms after portal
- once at AV, no longer need trash-related logos
- AV will enrage at 7:20, so use offensive logos and magia elements
- pull with caster LB (on "4" for LB2, "3" for LB1)
- feint should be used continually
- swap elements for adds and burn down quickly before they explode for raid-wide damage
- stay close to AV if possible to avoid his cleave aoe



trash and proto ozma

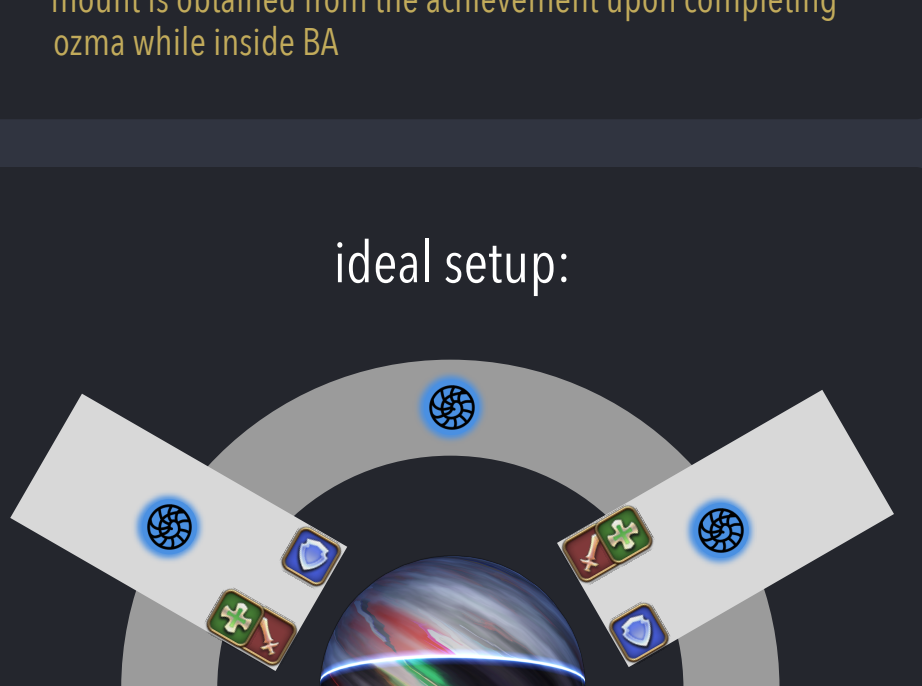


- arsenal strix (stun/silence)

ozma loot: **10** eureka fragments
1 damascene cloth
1 cryptic seal
1 turmoil orchestration roll

* mount is obtained from the achievement upon completing ozma while inside BA

ideal setup:



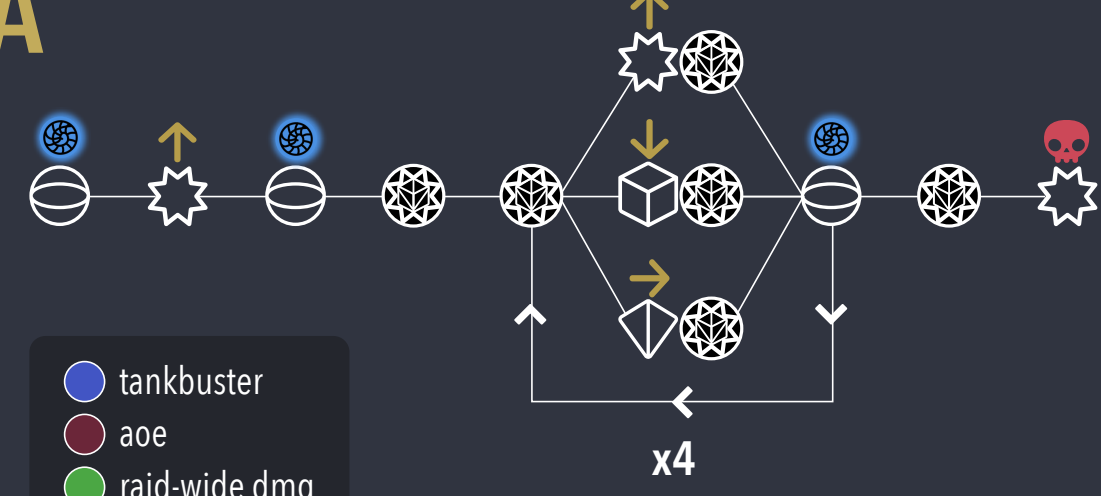
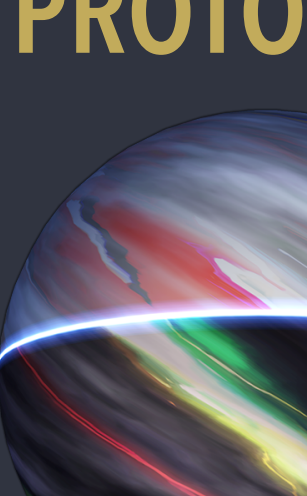
tips:

- be careful not to fall to your death from the bridges and platforms (if you do, your body will appear on the south platform)
- ozmashades will appear at the back of each platform and perform the phase change move for that shape (see sequences)
- do not pull with caster LBs here as Ozma's sphere attack will kill you quick - let tanks establish hate
- this fight is mostly trying to stay alive - follow caller cues and master each move to complete

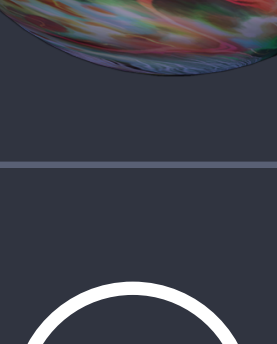
proto ozma video:

<https://www.twitch.tv/videos/380730726>

PROTO OZMA



* shades after random phase changes are part of phase rotation (see below)



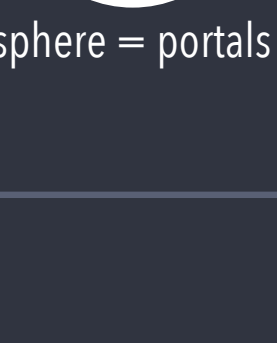
sphere = portals

abilities

- A black hole
- B attack

callout

- "go to a blue portal and stay (1+ each)"
- "magical damage to top enemy target"



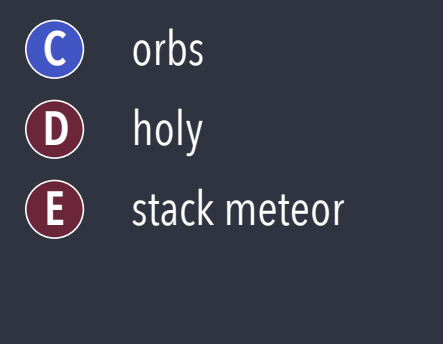
cube = get close

abilities

- A flare star
- B attack
- C orbs
- D holy
- E stack meteor

callout

- "donut aoe - get close"
- "tank laser - stay to the right"
- "orbs - off tank to detonate"
- "knockback"
- "stack for aoe except main tank"



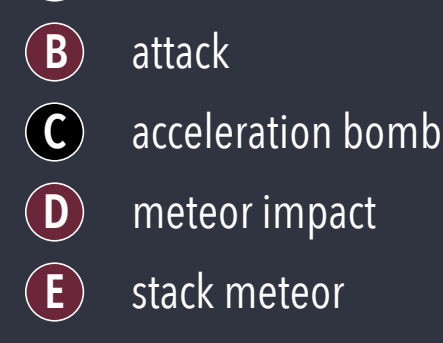
pyramid = get off

abilities

- A execration
- B attack
- C acceleration bomb
- D meteor impact
- E stack meteor

callout

- "line aoe - get off the platform"
- "stacking aoe bleed - bait behind"
- "do not move or cast"
- "spread meteors & kill adds"
- "stack for aoe except main tank"



star = get far

abilities

- A mourning star
- B attack
- C attack star
- D meteor impact

callout

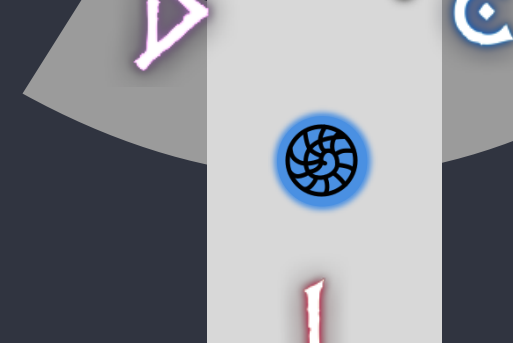
- "large aoe - get far"
- "stack together"
- "go to a blue portal and stay (1+ each)"
- "spread meteors & kill adds"



suggested markers:



- A Main tanks stand here for all moves except phase change aoes, knockbacks, and black hole
- B Everyone else stack here when not moving for other mechanics
- C DPS and healers stack here for pyramid's execration move to be safe from star's attack and cube's holy moves
- D Main tanks stack here for pyramid's execration move to be safe from cube's holy move
- E Place meteor 1 here (tanks have priority) & healers bait pyramid's attack bleed here
- F Place meteor 2 here & ranged DPS move to this portal for black hole



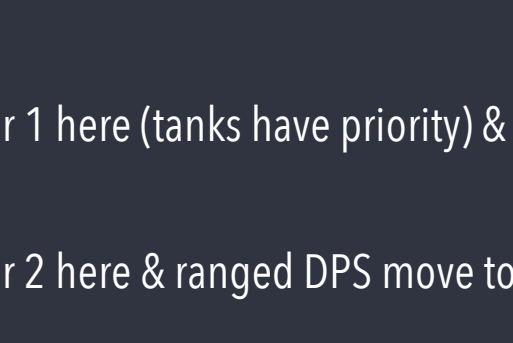
meteor impact

- place meteors on 1 and 2
- CCW placement (NA/EU)
- give tanks and those with acceleration bomb priority for 1
- burn down adds near ozma



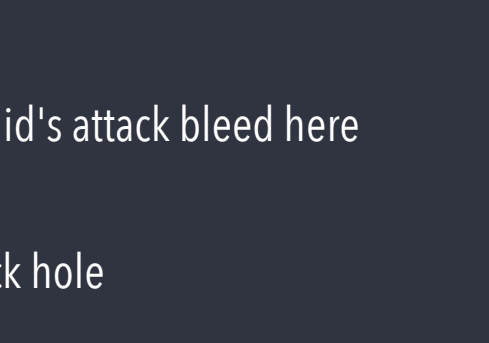
acceleration bomb

- random players will be targeted with acceleration bomb which counts down to zero
- when it hits zero, if you are **moving**, casting, or auto-attacking, the bomb will **aoe explode** around you
- before it hits 1, stop moving and sheathe your weapon until it resolves



acceleration bomb + meteor impact

- STEP 1: - place meteor
- STEP 2: - sprint to group
- STEP 3: - before your acceleration bomb timer hits 1, stop moving and sheathe your weapon until it resolves

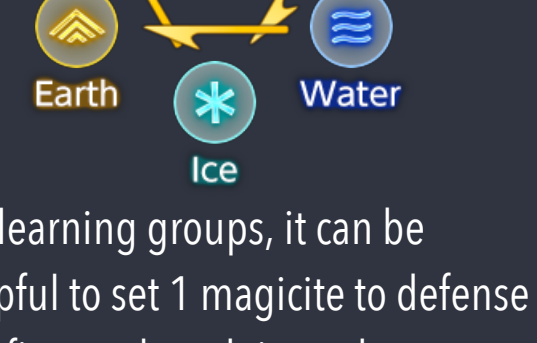


orbs

- off tanks run into orbs off the platform to burst
- be sure to **go full defensive** including defensive magia

other useful information

magia board



- for learning groups, it can be helpful to set 1 magicite to defense
- the first trash mob is earth, so set your board to water and then reset back to 5 before you drop down
- can use **magiaauto** to auto switch

portals

<https://ffxiv-eureka.com/maps/BA-portals.jpg>



* your DC may be using a different portal map

text guides

BA Guide by Kalina Skysong of Leviathan
<https://tinyurl.com/ba-guide-skysong>

BA Primer Guide by Elysium
<http://elysium.gg/guides/baldesion-arsenal-primer/>

BA Raid Guide by Elysium
<http://elysium.gg/guides/baldesion-arsenal-raid-guide/>

BA Trash Mob Guide by Sasazi Sazi of Balmung
<https://tinyurl.com/ba-trash-guide>



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Created by Noranda La'Luna of Excalibur, www.ffxiv-eureka.com
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