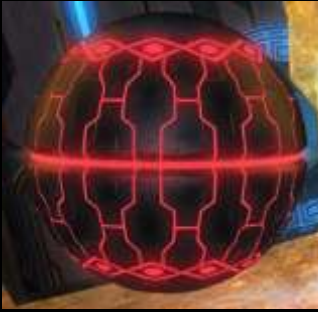


# The Binding Coil of Bahamut: 1



## ADS (Allagan Defense System)

### Quick Guide:

- ✓ Silence the move High Voltage.
- ✓ Watch out for adds that spawn near the entrance.

Explanation: You fight this mini-boss in a corridor. The main tank holds ADS where it starts at the far end of the room. Sometimes ADS moves to the middle to do an attack, but it will then return to the player who has enmity.

The off tank waits at the opposite end (where you entered) and holds adds that spawn to keep them away from the group. Everyone else is in the middle of the room. DPS should just burn down ADS and ignore the adds.

The most troubling attack ADS uses is High Voltage, which paralyzes everyone, and is first used immediately at the start of the battle. This can be silenced. You can alternate the silencing duty between two Bards/Paladins, or a single Monk can silence often enough to solo it, but won't be quick enough to catch the very first one.

## Caduceus

### Quick Guide:

- ✓ Keep both snakes far apart.
- ✓ Aim to kill both at the same time.
- ✓ Standing on a platform when it lights up will spawn an add on you.
- ✓ Hurt but don't kill the adds, kite them into a snake to lower its damage buff.

Explanation: The fight takes place on a series of hexagonal platforms. Every so often a random formation of them will light up. Staying on a glowing platform makes a slime add spawn there which only ever focuses on you.

Running too far away from your slime causes it to explode and do major damage. Carefully kite it into the boss, who then eats it. The boss' health is recovered by the amount of remaining health the slime had, but it also lowers the damage the boss deals out (minus one to its damage stacks).

So, healers never want to be on a glowing platform, they must focus on healing. The group can pick one or two non-healers to do feeding. Feeders should take care to avoid front and rear attacks when nearing the snake boss.

As for the boss itself, it begins with just one snake. Every so often its damage buff increases by 1, to a maximum of 8, but can be reduced by eating a slime. Once about a third of its health is down, the boss divides into two snakes, with the clone inheriting the number of stacks the original has.

Tanks must keep both snakes far apart. If they get too close together, they merge back into one but its damage stack rapidly rises to the maximum. Same thing happens when one is killed, so you want to keep both snakes alive and keep hurting them until they are nearly finished, then kill both of them around the same time to avoid its massive damage buff.

Each healer should choose one of the tanks to focus on. At this point you can designate a feeder for each snake, or more simply just stop feeding altogether and try to DPS the snakes down asap before the damage stacks rise too high. Save a DPS limit break for the last surviving snake to end the battle.

