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Eternity vault story mode

Container minimized. Expand There are no birthdays today. Birthday at Thu 05 Nov, 2020 Birthday on Sat 07 Nov, 2020 Birthday Wed 11 Nov, 2020 Birthday on Fri 13 Nov, 2020 Birthday on Sat Nov 14, 2020 [O] Swarleimon CelestialCouncillorMember Birthday on Sat 14 Nov, 2020 Birthday on Sun 15 Nov, 2020 Birthday on Sun 15 Nov, 2020 Birthday on Sun 22 Nov, 2020 Birthday on Wed 25 Nov, 2020 Birthday at Sun 29 Nov, 2020 Guild hosting by © 2020 Enjin The Eternity Vault is a prison constructed by Rakatan Infinite Empire, the same race that built Star Forge in Knights of the Old Republic. Now it seems that after thousands of years a dark power is emerging from the depths of prison. In normal mode, the first boss is a dps contest. Your group needs to be aware of the ground so they don't stand where he's firing rockets on the floor. The boss will also periodically hunker down and enter something about having 23 different weapon systems. When it does this, it will start firing missiles everywhere doing massive damage to your entire group. When this starts, your group should rush to the tower to the right and use the line of sight to avoid the damage. Ranged dps can stay out to the side and DPS if a healer can heal them through it. After some time it will enrage, so if it is very low on HP and starts using missiles just heal through it and burn it down. 2. Boss is also pretty simple on normal and hardcore. Tank him with his back to the rest of the group on the platform he starts on, as he has a forward facing the AoE attack. In addition, the tank should be refueling on the edge of the platform as he knocks back into lava at random intervals. He will also regularly throw doing AoE damage in his immediate vicinity. Throughout the fight he will also stomp the platform you are on causing stalactites to fall from the ceiling of lava. Your platform will start to disappear and your party will need to load to the newly formed platform that the stalactites lead to. Once there, stack up and use AoE heals to the top of. Make your way over to it and put him up there and carry on as before. At about 50% and then about every 10% after that he will play a group lays on the platform at the same time he destroys the platform. Have your off-tank AoE taunt and drive to the next platform. Once there group them up and AoE down them, while healing topped. At 6:30 the boss will excite, and he deals with 12K damage throws that you can not outrun, therefore you need to burn him down as quickly as possible. Video Guide SM: 3rd Boss is puzzle boss. On the normal note, you need to split half your operation up, and just press one of the buttons until the row of colors lines up, when your row and the row on the opposite, that line has done, it will move on to the 2nd row and so on. When you do this, adding will spawn, so it's a good idea to have two thoughts and at least two healers in your group, with one going to each puzzle station. Initially are just three regular additions that don't do much damage (but do disable), burn them quickly. There are heroic additions towards the end, so be aware of it, although it may be CC'd. The 3rd Boss on hard and nightmare mode though is a little different... You need to make sure you do it in the least possible turns... Otherwise, it will lock out and you'll have to reset, reclear the trash can, and start all over again. The easiest way to figure out which way to turn them, is to place them in this order: Blue Green Red Purple White Yellow. White is the icon with a dot in the middle and a dot on each corner, blue is the icon with only the blue vortex in the middle. It should be between 9-10 moves to make the whole puzzle. Also – in hard and nightmare mode, when someone uses the role of tanks with about 38/40k hp, and the rest have about 78k for dps. Take one each, make sure you're all in position, and get someone to use the console to start the fight. Once you hit your target it will engage you, and you are left fighting like until its dead. When a person's goal dies, you can help others with 1 injury hit, then you get a debuff stopping you from helping someone for a certain amount of time, so if you need to help someone with their addition, use your highest single target malicious attack (not an injury over time ability) to help. The 5th Boss has, effectively, 5 stages and is the most complex of the bosses in EV. The difference between normal and hard is his hp and the amount of damage he does. Phase 1Phase 1 is just to set the basic mechanics. Make sure to let the tank pick him up in the middle, and start DPSING when he has aggro. The manager will spawn void zone as areas around 2 of the pylons on the floor towards the edge of the platform. If you are in them, because they do a lot of damage. It may be easier to just stand in the inner circles of the platform to completely avoid this. Soa will play Ball Lightnings who will follow a random player around the room then explode as they get close to their target. The easiest way to deal with this is to figure out who its following, get them to dragon it to somewhere empty in space and let it detonate there. The more people nearby, the more damage the flash the ball does. He plays these throughout the phases. When he hits 70%ish he will give himself an invulnerability shield, everyone must run back to the entrance edge of the room in a group, as the ground in the center will fall away. Phase 2Once the center of the room falls away, there will be a small platform to jump down to. Descend on the often falling platforms and kill generators on the way. You only have to kill 5 to remove the bosses damage buff, if you don't kill 5, he will do aoe burst damage for each one you missed (there are plenty on the way down to kill, and they have low hp). Stop with a few levels to heal fall injuries, and then stick down to the middle level. Phase 3Phase 3 is very similar to Phase 1, except that he doesn't call the invalid zones anymore, and calls more lightning balls; he also introduce 2 new skills. He will target a random player in the room and cage them in a Mind Trap as the rest of the group must dps down to release the player. When in the cage the player will be placed in a small room with a miniature version of Soa. The player should DPS the mini-Soa and kill it (it has very little HP). You will play back in the room once its down. The 2nd mechanic who gets laid, is a random person will be picked up and thrown around the room in 6 seconds, during this time there is nothing anyone can do to help, and you just have to deal with it. Apart from that phase is similar to phase 1, and when he hits 30%, he will go invulnerable again. At this point you need to pile on the edge again as phase 2 will happen again, as you make your way down to the bottom of the room. Be sure to stop dps on the boss if you have someone still encased or someone being thrown around the room! Make sure none of this happens then push him to 30%, otherwise the people who are stuck will either get stuck forever, or the people who are thrown around will fall to their death. Phase 4Sam as phase 2. Phase 5When you get to the floor, Phase 5 will start. The boss is coming down, but this time with his shield still on. The only way to get rid of it is for the idea to move him under the spinning structures that move out of the walls, because they will fall on him, making him vulnerable for 12 seconds. When this happens, DPS should break off what they do and dps the boss with everything they have. The only exception to this is if a healer is placed in a Mind Trap, they still have to be broken out ASAP. Healers beware of the thought in this phase, because the falling structures do major spike damage to the tank. This can do great damage, potentially one-shooting a tank if Soa enrages. At this stage players will still be enclosed in the cages, people will still be thrown around and there will still be the ball flash going around, just much faster now. If you can't kill him in 3 structures that fall on him he will close up. If this happens, your business group will receive one or two more DPS phases before the damage becomes too much for handles. In this phase dps have to be on their game dpsing down the cages the players are in, while still being fast enough to switch to the boss when his shields down. Keeping players out of the cages is the key to having dps to kill this boss. Schematic: Tionese Combat Medic's Relaytic: Dalarian Enforcer's BeltAll All this last fight is the enjoyable by all the fights, and I hope these tutorials help :)By:Meta - The Swiftsure Server - Empire Empire

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