

Eden's Promise: Eternity (Savage)
Major mechanics from the first half

March 4, 2021

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Chapter 1

Junction Shiva

1.1 Initial positioning

The party splits up into the usual tank-healer-DPS-DPS groups. Healer 1's group (G1) will tend slightly southeast of the boss, and Healer 2's group (G2) will be opposite them to the northwest (figure 1.1). In the next step of the mechanic, the inner circle and six of the outer circles will be marked with AOEEs. Each group will go to the safe spot on their side of the dotted line.

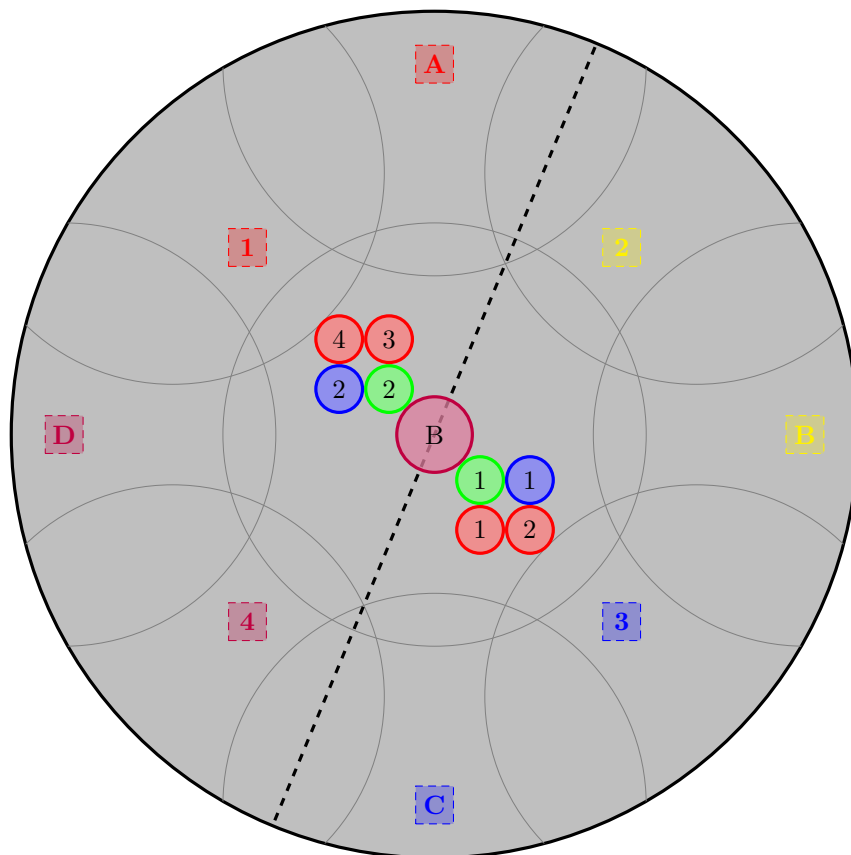


Figure 1.1: The initial position; the dotted line across the arena indicates each group's possible position assignments for the next step

1.2 First slide

The platform freezes. Each party member identifies the safe spot on their side of the arena and slides into it (figure 1.2), waiting for the stack marker on the healer to resolve.

In this example, the safe spots are at 2 and 4, but they can be at any pair of locations opposite each other.

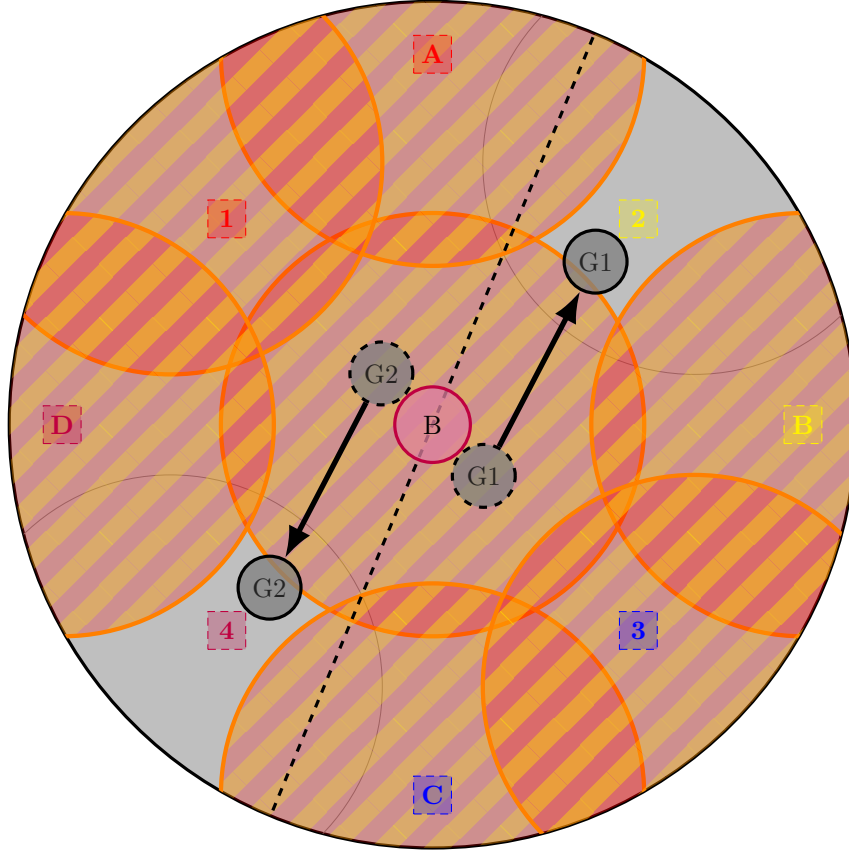


Figure 1.2: Sliding to the safe spot and stacking to resolve the marker

1.3 Second slide

The platform remains frozen. All the current AOE's resolve and the final two circles are now targeted for AOE's. Each group fans out from their current position (figure 1.3). Each player will be targeted with an icicle that deals PBAOE damage at the beginning of the next step, so it is required that no two players end up close enough to overlap.

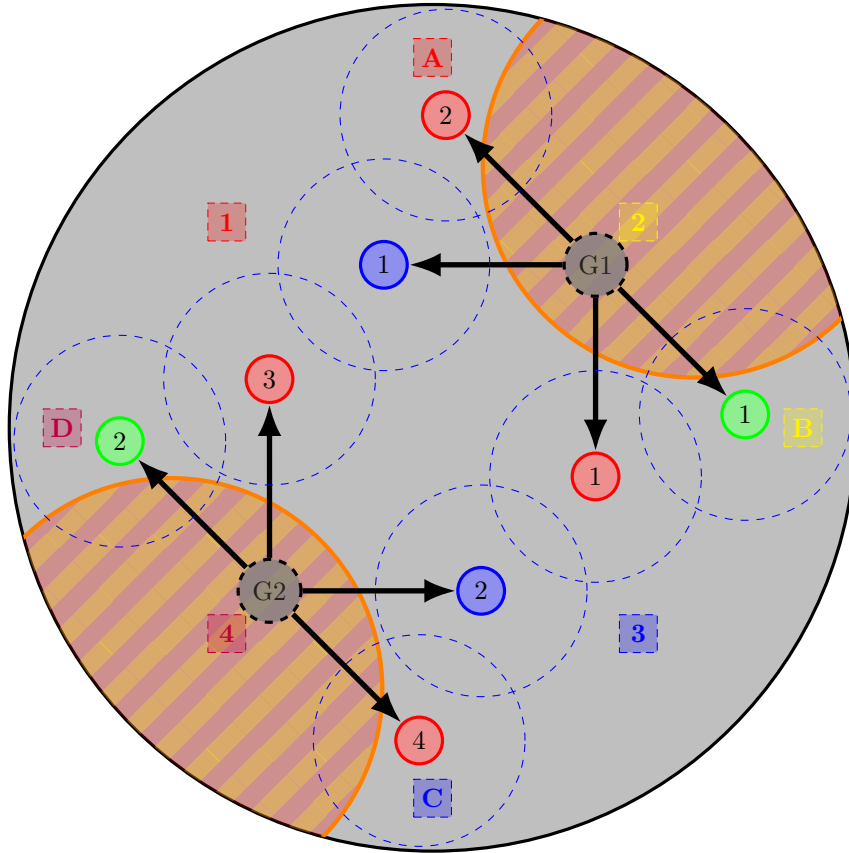


Figure 1.3: Fanning out to avoid the AOE that's appeared over the stack position

1.4 Icicles drop, arena thaws

An icicle drops onto each player's current position, and every player is tethered to a random tether (figure 1.4). Each tethered player needs to be beyond a certain distance away from the icicle when the tether resolves.

The Deep Freeze effect ends, making it possible to move without sliding again. Six outside AOE circles and the inner AOE circle reappear, leaving two new safe spots. Move to one of the safe spots, preparing to move to the center when the AOE's resolve (figure 1.5 on the following page).

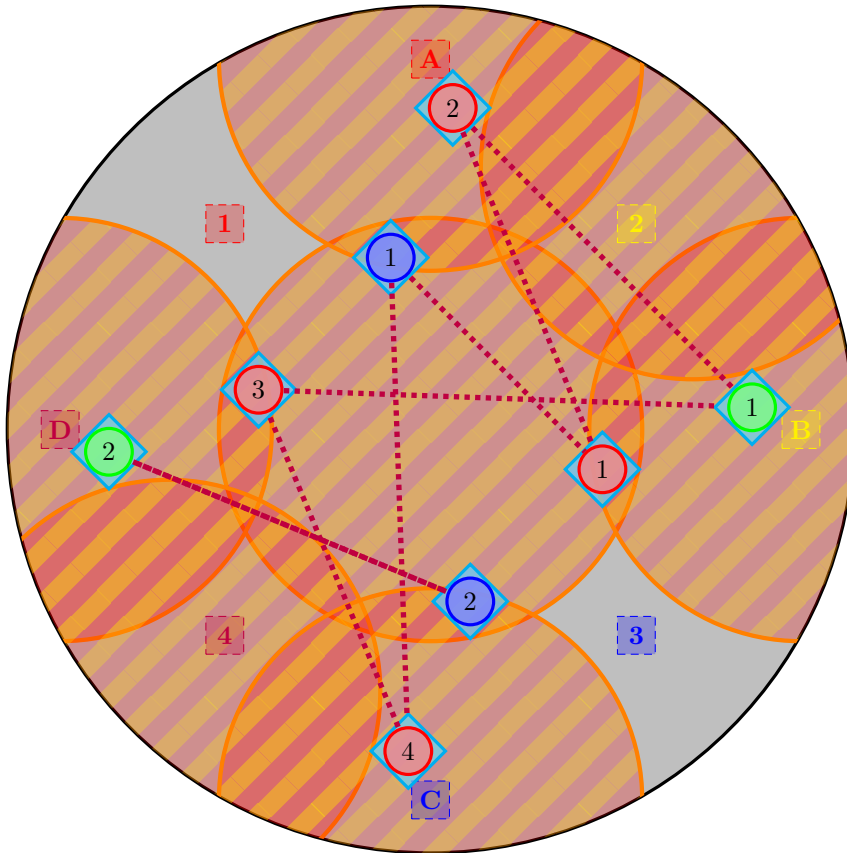


Figure 1.4: Icicles drop, tethers are assigned, and a new safe spot appears

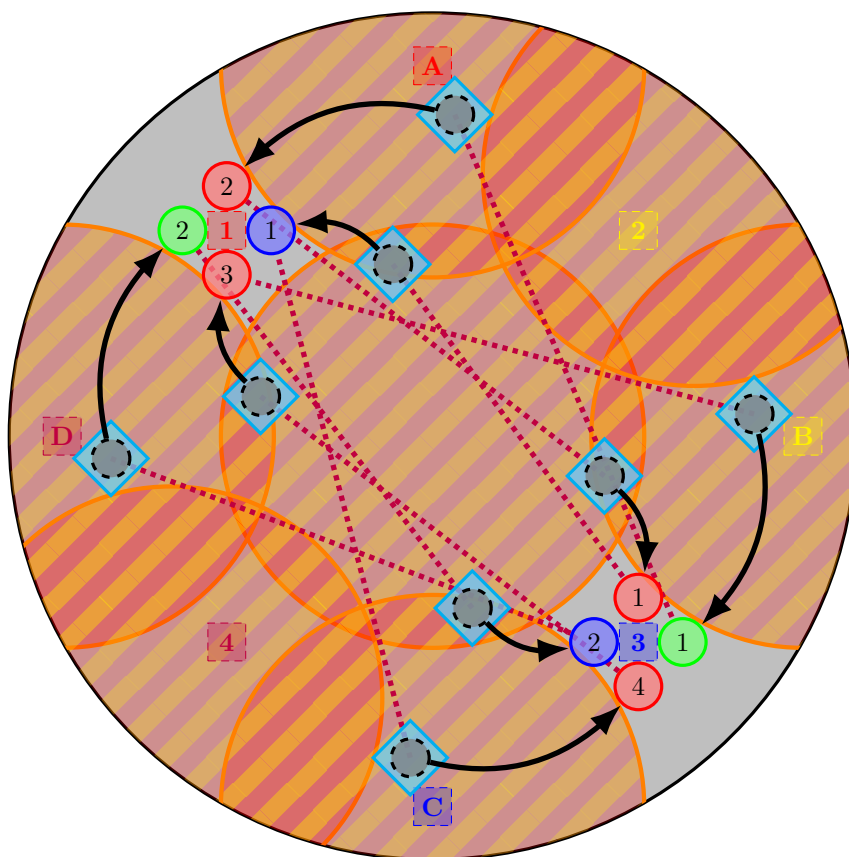


Figure 1.5: Tethered players move to the safe spots

1.5 Preparing to resolve the tethers

Once all the current AOEs are resolved, all players move to the center of the arena, arranging themselves around the center point so that the center is between them and their tethered icicle. All players need to use knockback mitigation here.

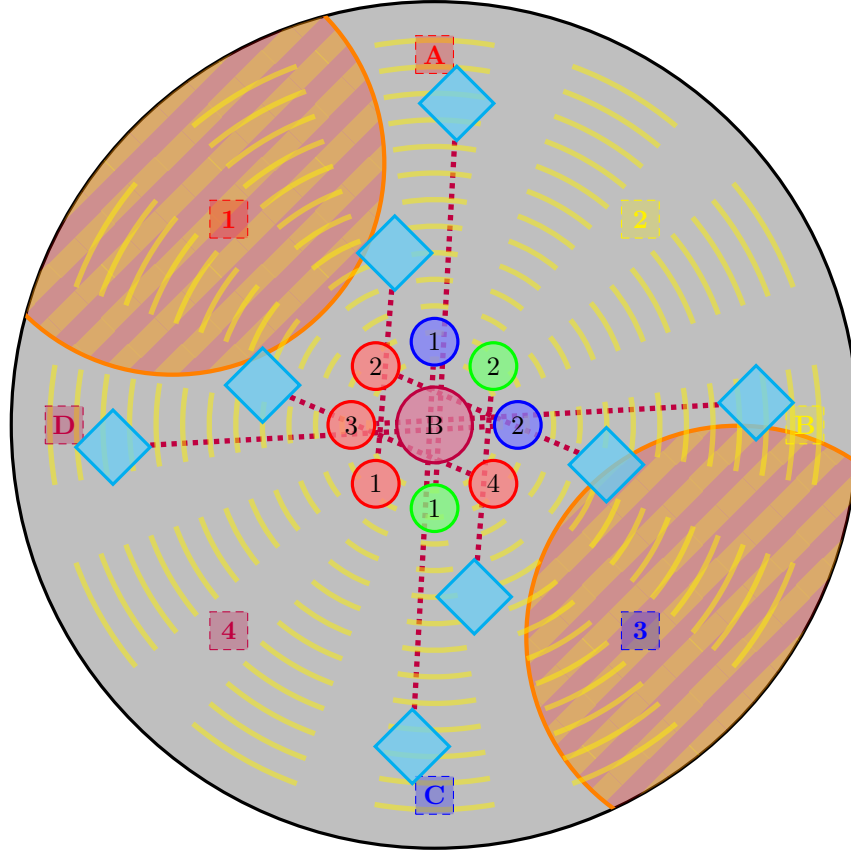


Figure 1.6: Players gather in the center, getting ready to resolve their tethers while avoiding the remaining two AOEs

1.6 Clean up and resolve tethers

After the final two AOE's resolve, players move to the outside edge of the arena. There is enough time for players to adjust to make sure that they are not in the path of other tethered icicles, or that their icicles do not hit other players. After the tethers resolve, this completes the *Junction Shiva* phase.

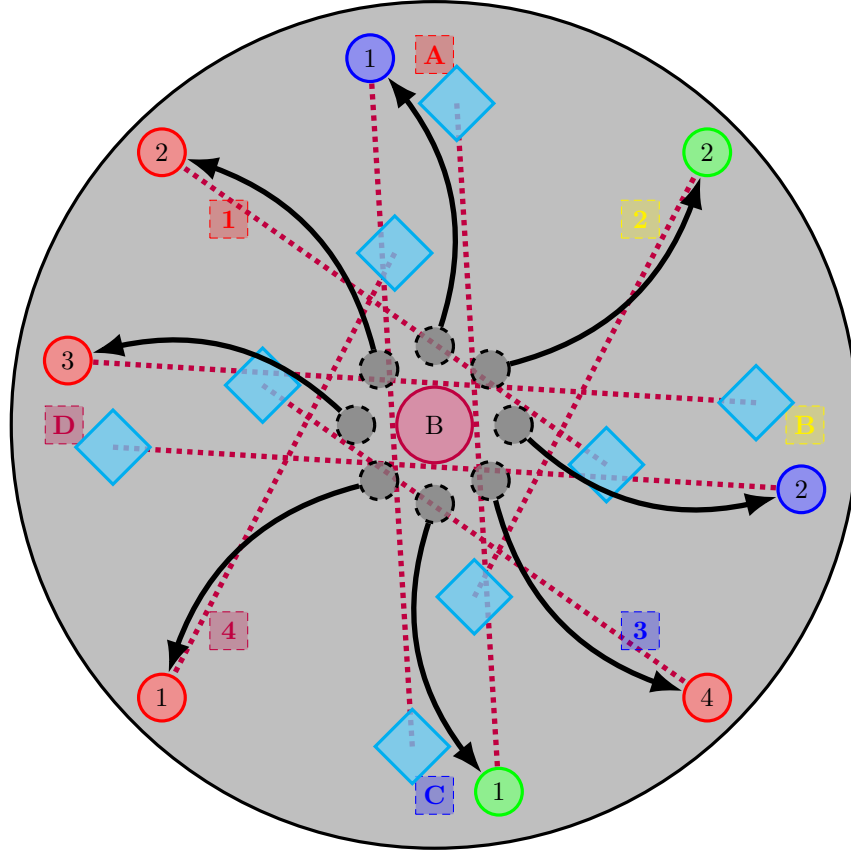


Figure 1.7: Players move to the outside edge of the arena and adjust so that everybody is hit by only one icicle

Chapter 2

Junction Titan

2.1 Definitions

The player markers in this phase are the same as the ones in *Eden's Gate: Sepulture* (O4S):

Blue pyramids detonate the current area and all neighboring areas.

Yellow pyramids detonate the current area.

Orange cubes detonate the current area, sharing damage between all other players with the orange cube marker in the same area. At least two players are needed to split the incoming damage.

All effects apply a magic damage vulnerability debuff, so no player can be hit by more than one effect. Every area contains one bomb boulder that will be destroyed when the area is detonated. If any area is not detonated by a player's marker effect, the bomb boulder explodes and wipes the raid.

2.2 First arrangement

The first arrangement requires the placement of three yellow markers, four orange markers, and one blue marker. In this arrangement, tanks and healers do not get the blue marker.

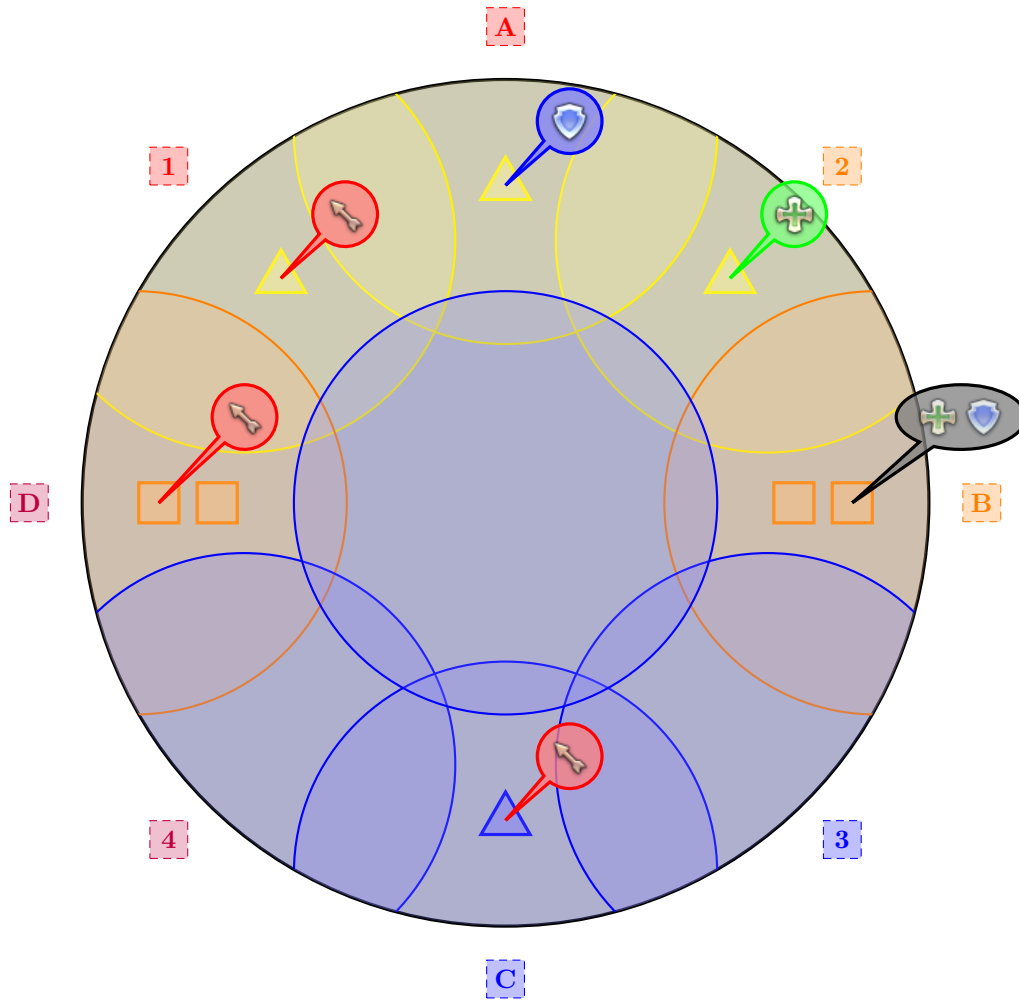


Figure 2.1: The first Junction Titan arrangement

2.3 Second arrangement

The second arrangement has two blue markers and six orange markers. The two blue markers can be anybody without role restriction, so this has to be called out quickly. The east or west side may end up with only two people in the circle because of this.

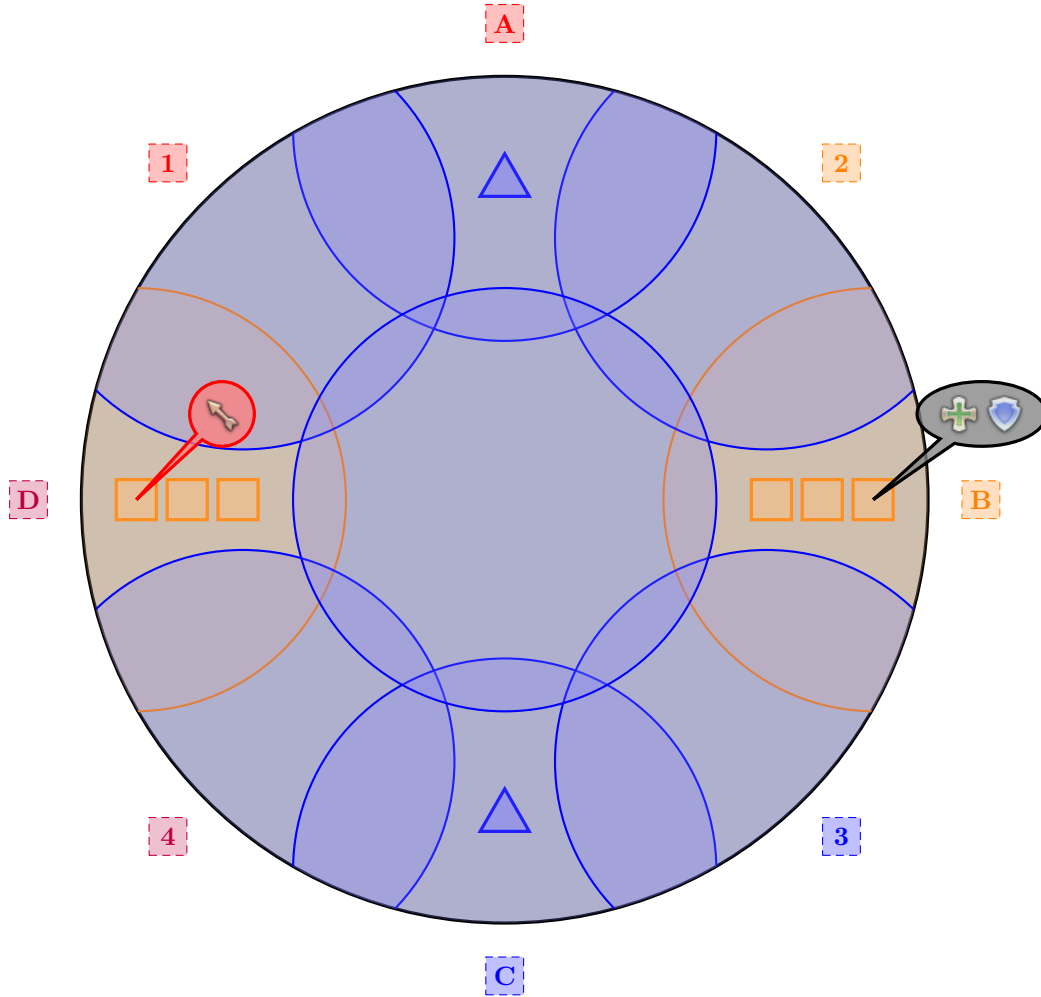


Figure 2.2: The second Junction Titan arrangement

2.4 Third arrangement

The third and final arrangement has two blue markers, two yellow markers and four orange markers.

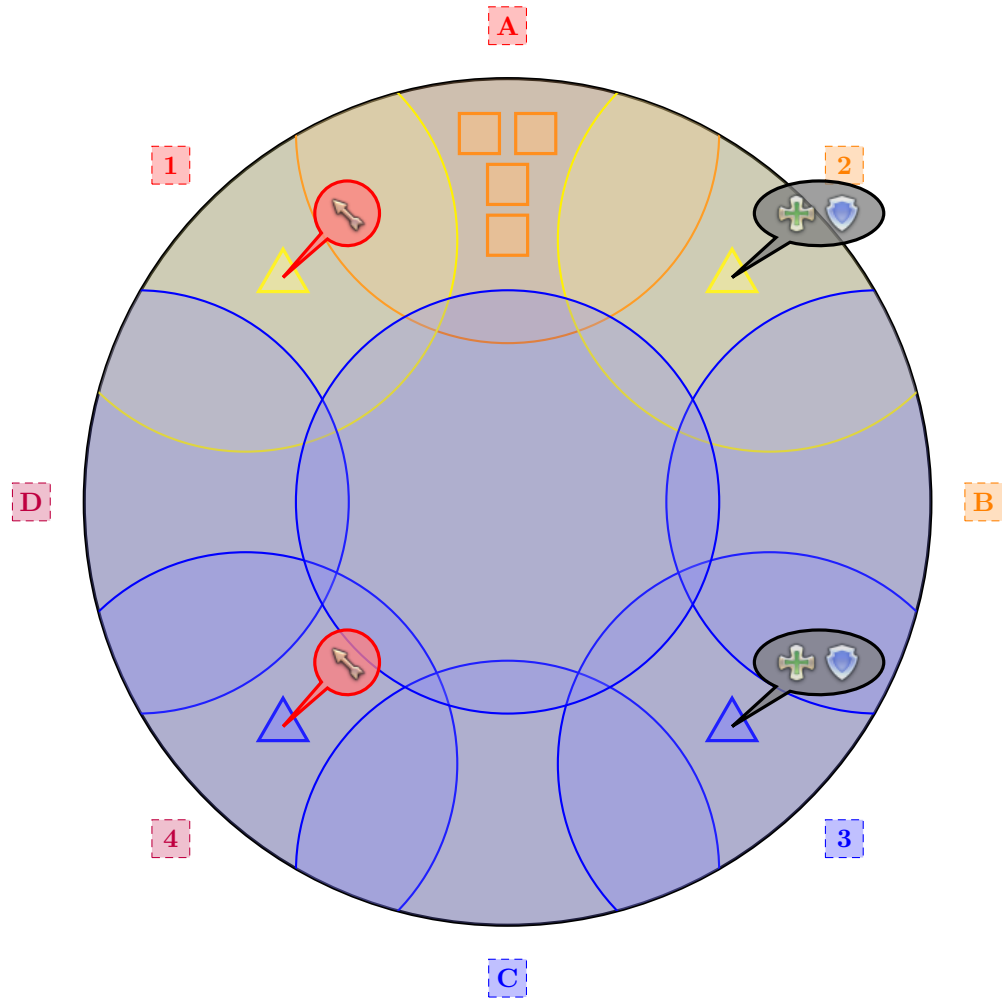


Figure 2.3: The third Junction Titan arrangement

Chapter 3

Classical Sculptures

3.1 Starting position

Eden stocks two primal attacks which will not be used immediately. Bring Eden's Promise to the south edge of the arena, with enough room for one group to stand south of her and the other to stand on her opposite side. Each healer gets a stack marker.

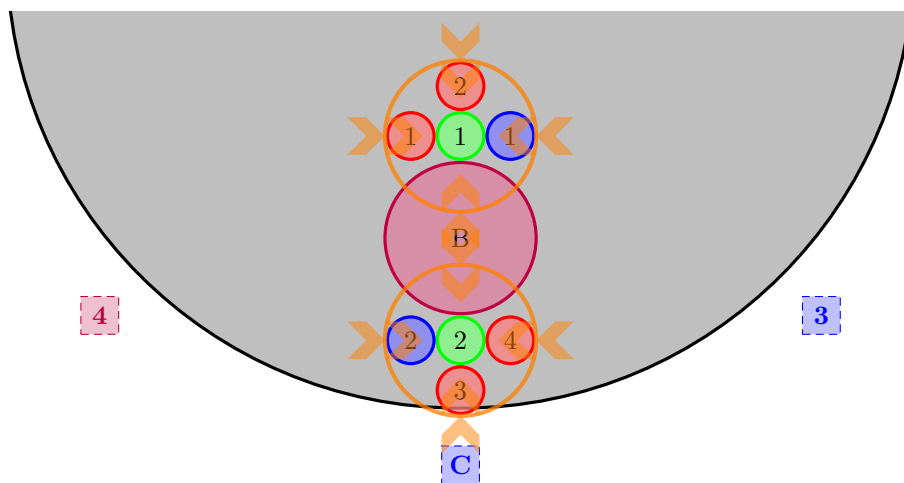


Figure 3.1: The starting position after bringing the boss south

3.2 Laser assignments

A statue lands on each of the two healers. Every player is tethered to one of the two statues and assigned a number from 1 to 4.

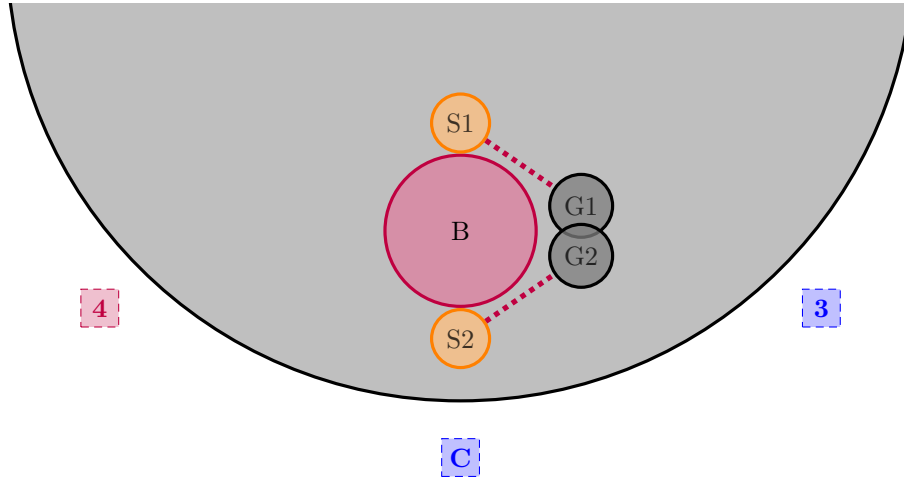


Figure 3.2: Statues drop and tethers are assigned

3.3 *Rapturous Reach* and the first three tethers

Eden uses *Rapturous Reach*, covering one half of the arena. Everybody moves to the safe side, with the players with the **1** marker aiming the gaze of the statues away from the other six players, then falling back into the group once the laser fires. The second and third marked players step out, aim the laser and fall back in turn.

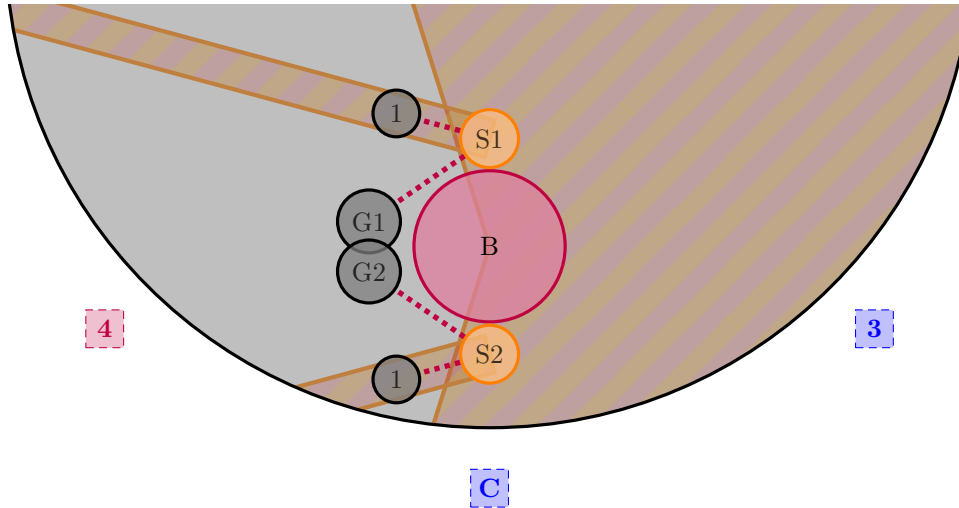


Figure 3.3: Statues drop and tethers are assigned; lasers are fired at the first player in each group

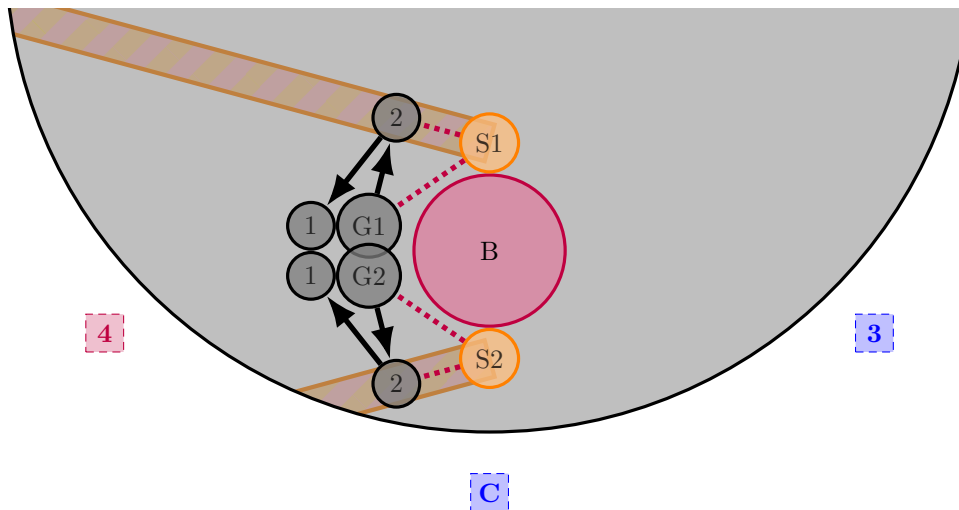


Figure 3.4: The second players rotate in as the first returns to the group; the third players' arrangement is similar

3.4 Final tether, knockback and stocked attack

The giant Eden on the south side of the arena will hit either the southwest or southeast side of the arena immediately after the laser is fired at the fourth marked players. The other six players wait near the impact point to be knocked back.

After the knockback, Eden uses her stocked combination attack from the beginning of the phase, completing the phase.

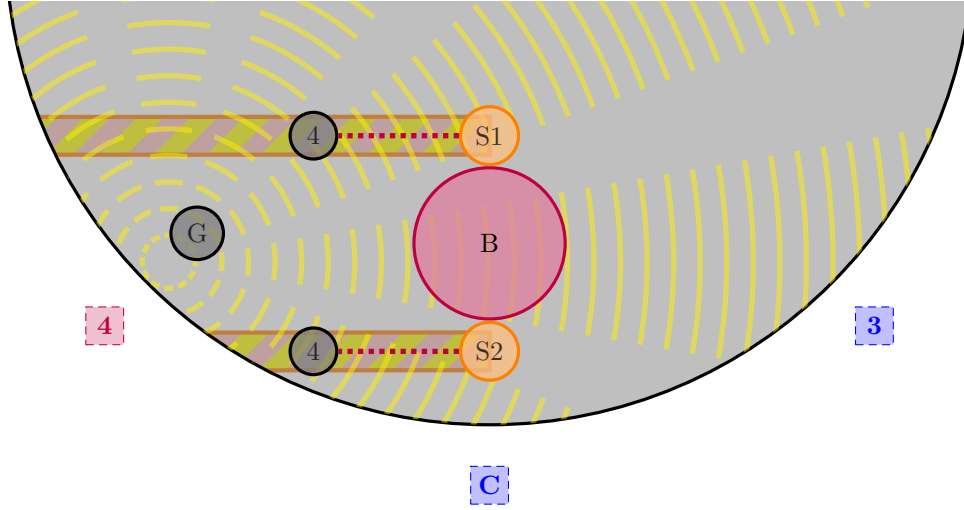


Figure 3.5: The fourth players bait their lasers while the rest of the party waits for the knockback

Chapter 4

Lions

4.1 Starting position

For this phase, the party will be split up into two groups. One group will be tethered to the small lions to the east and west, while the other group will be baiting the large lions to the north and south. The tanks and healers are one group and the DPS are the other; it's random which group is assigned which task.

In the following examples, the tanks and healers have the tethers.

Eden begins the phase with *Rapturous Reach*.

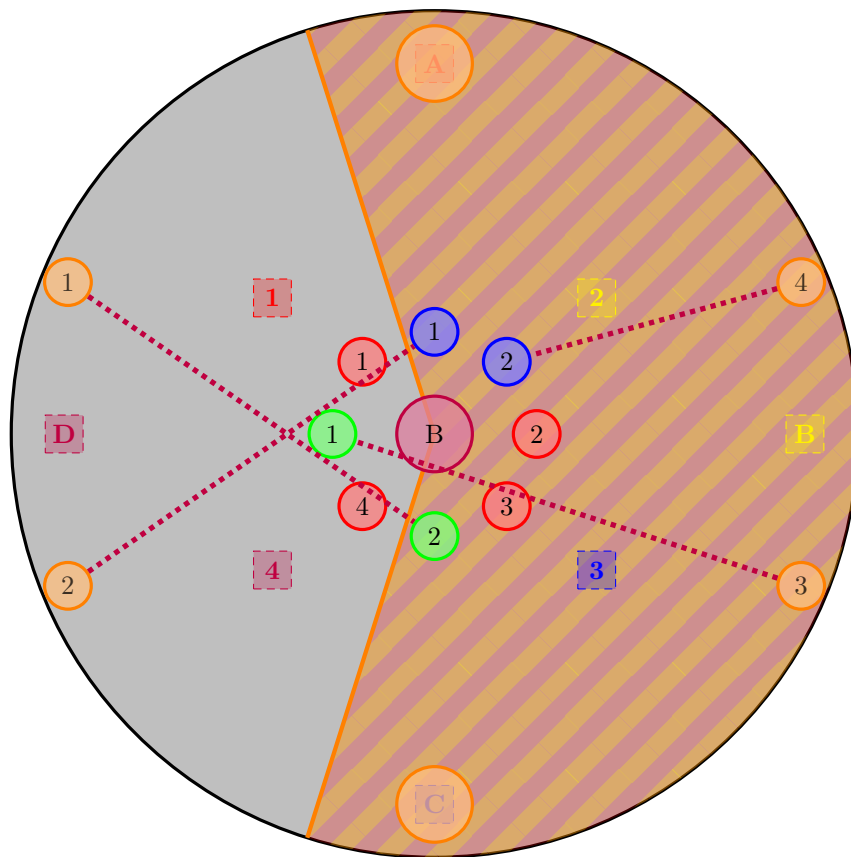


Figure 4.1: Tasks are assigned to the two groups

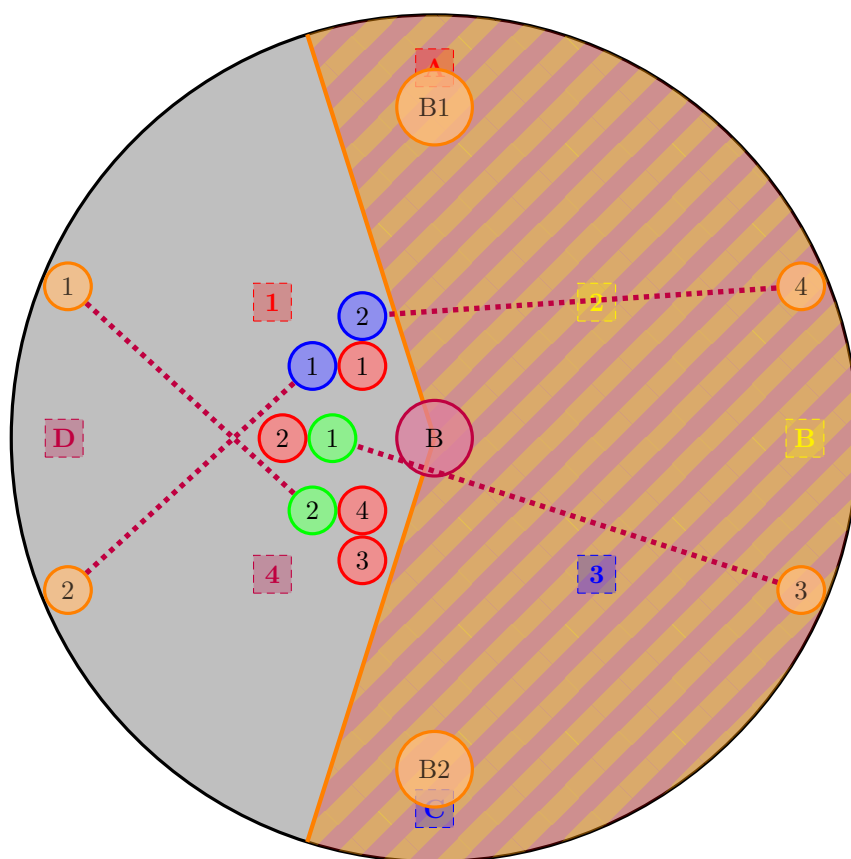
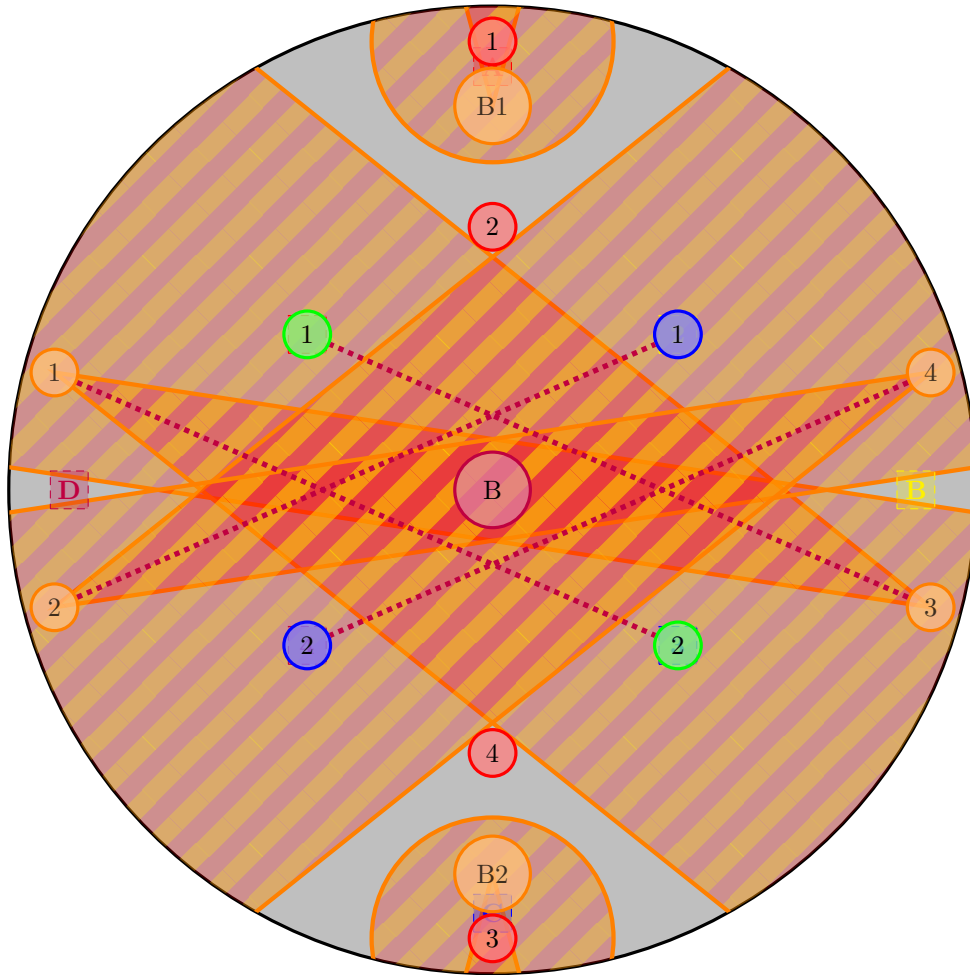


Figure 4.2: The party dodges *Rapturous Reach*



4.3 Second fire breaths, second baits, knockback

The players who baited the first puddles move in to the safe spot, and the players in the safe spot move to the west of the puddle their partner left. Tethered players stay put. Everyone uses knockback protection to avoid the knockback, then moves to the safe spot for the attacks that were stocked at the beginning of the phase (not shown).

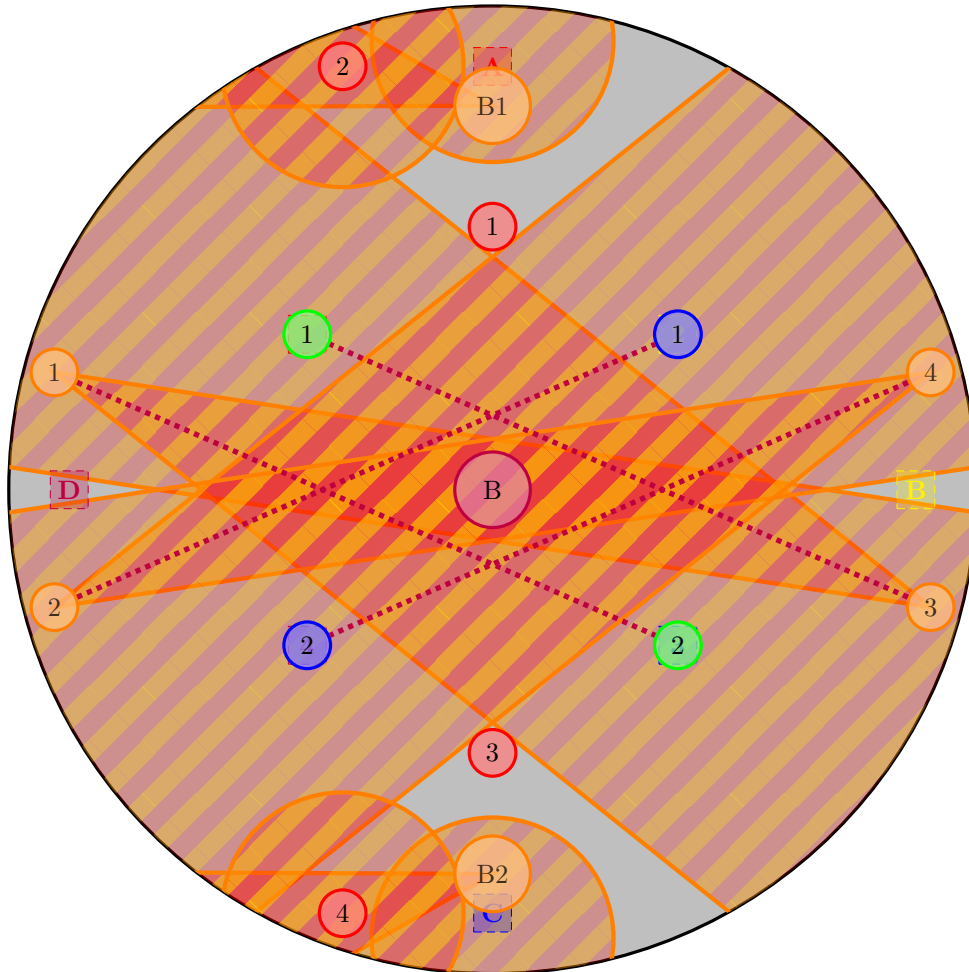


Figure 4.4: The second fire breaths and puddle are baited

4.4 Third fire breaths, third baits, *Rapturous Reach*

After resolving the stocked attacks, the baiting players swap positions again, this time baiting the puddle to the right of the big lion. Tethered players return to their positions.

After the third round of baiting, Eden finishes off the phase with another *Rapturous Reach*.

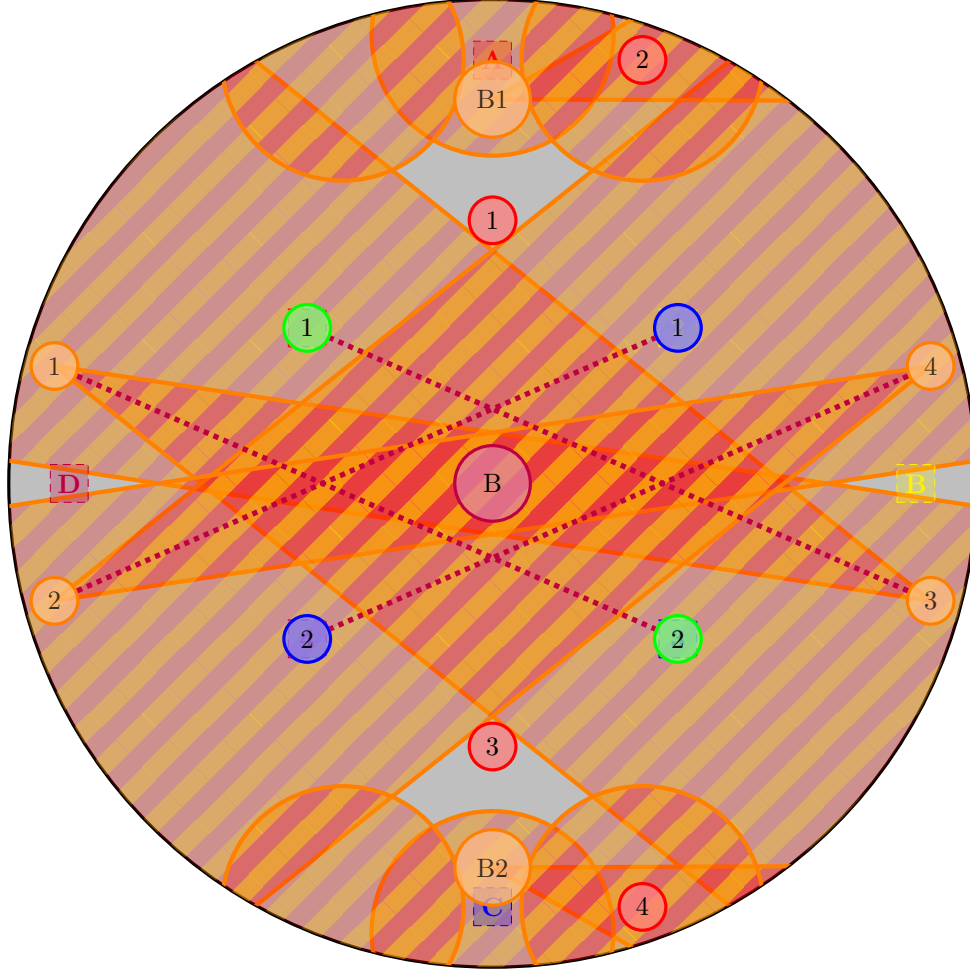


Figure 4.5: The third fire breaths and puddle are baited

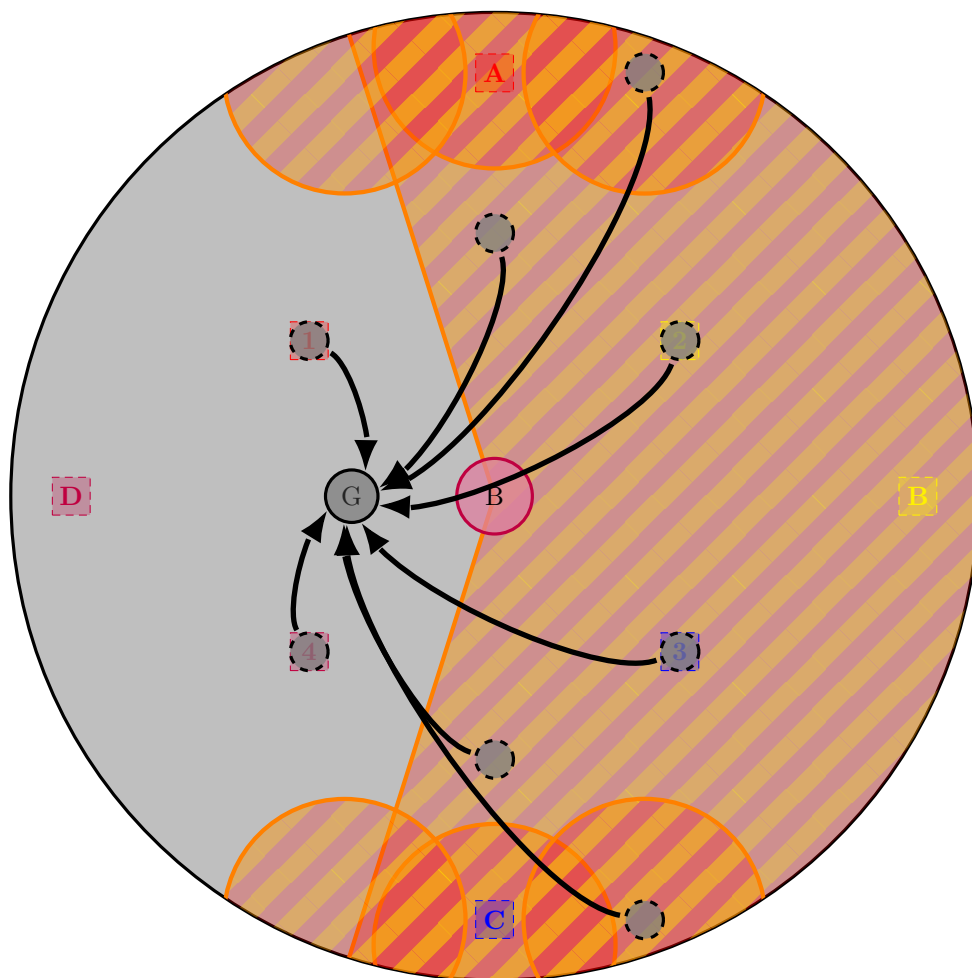


Figure 4.6: The party dodges *Rapturous Reach* a second time