Immortal Fleet
Operation Guide

Eternity Vault

An ancient vault on the prison world of Belsavis, housing a deadly entity, has been uncovered. The threat must be ended.

The Eternity Vault is the first Operation in Star Wars: The Old Republic. It is a fairly easy Operation, even on Hard Mode.

While having a Hard Mode, the mechanics for all fights are all nearly the same. The only difference between Story Mode and Hard Mode is the bosses dealing more damage and having more health.

The Operation can be completed with only one tank.

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The Eternity Vault no longer has a Nightmare Mode.

1 Annihilation Droid XRR-3

The *Annihilation Droid* is the first boss in the Eternity Vault and mainly a tank and spank.

The boss will spawn shortly after two turrets at the entrance have been destroyed and should be tanked towards the gate. The rest positions themselves behind the boss.

The *Annihilation Droid* has three notable mechanics.

The first one is a combination of 🔥 *Shockwave*, stunning everyone within 16 metres, and 🗡 *Overwhelming Swipe*, a knockback. 🗡 *Overwhelming Swipe* can also happen alone; the combination however always happens when the boss reaches 95%, 75%, 40% and 10% health, respectively.

The second one is 🚀 *Missile Salvo*, a raid wide AoE which cannot be avoided. The group should stand together for AoE healing. The attack is announced by the message "I have been armed with twenty-four weapons technologies." After the last 🔥 *Shockwave* – 🗡 *Overwhelming Swipe* combination, the boss will channel 🚀 *Missile Salvo* until he dies.

The *Annihilation Droid* will regularly engage *STORM Protocols*, placing small red circles on the floor for 11 seconds and firing 🚀 *Groundfire* missiles, dealing damage. The group should keep moving not to get hit. The mechanic is announced by the boss saying "Enemy tactics analysed. Engaging *STORM Protocols*."

Enrage Timers

The timers start when the encounter starts. Once expired, the boss will receive 🔴 *Enrage*, increasing damage dealt by 200% for the rest of the fight.

	8-person	16-person
Story Mode	7:00min (420s)	8:00min (480s)
Hard Mode	6:05min (365s)	7:05min (425s)

2 Gharj

Gharj is the second encounter in the Eternity Vault.

His main mechanic is *Frenzy*:

During *Frenzy*, which is announced as "*Gharj* is entering a Frenzy", the platform the group is currently on will shake; at the same time, a new platform will appear. When *Frenzy* ends, the old platform will disappear; the group must therefore move to the new platform in time. Standing in Lava should be avoided since it deals damage. When the tank is on the new platform, *Gharj* will 🔵 *Leap* to them, stunning them for 2 seconds. *Frenzy* happens when the boss' health falls below 95%, 70%, 50%, 30% and 10%, respectively. Below 50%, adds will spawn as well. They can be killed easily; the priority however is to get to the new platform.

It can happen that the mechanic not working properly, and the new appearing platform is not connected to the group's or is already shaking itself. In that case, the platform on which the group is located does normally not disappear, meaning that the group can simply stay where it is.

Another ability is 🔥 *Pulverizing Slam*, an AoE knocking back everyone except the tank. The closer players stand to *Gharj*, the smaller the knockback.

Enrage Timers

The timers start when the encounter starts. Once expired, the boss will receive 🔴 *Enrage*, increasing damage dealt by 200% for the rest of the fight.

	8-person	16-person
Story Mode	6:20min (380s)	8:00min (480s)
Hard Mode	6:20min (380s)	7:20min (440s)

3 The Ancient Pylons

The Ancient Pylons are the puzzle boss of the Eternity Vault. The encounter features two pylons, one in the North, one in the South. In order to complete this encounter, the group must split up and solve both pylons simultaneously.

A pylon is solved if the symbols on the central wheel of the pylon match the ones on the sides. This can be achieved by clicking on the *Rotate Right / Left Consoles* which will rotate the wheel. Once the symbol on the central wheel matches the one on the sides, the *Confirmation Console* must be clicked. As soon as the *Confirmations Consoles* on both pylons are clicked, the next wheel can be rotated. This happens until the puzzle is solved.

During the encounter, waves of adds spawn. They can be killed easily, however there are two mechanics to keep in mind.

Rakata Eternal Guardians cast a 👤 *Force Barrier* on themselves, reflecting all incoming damage.

Rakata Eternal Wardens stun their targets.

The puzzle must be completed in under 3:55 minutes, else the pylons will reset. Shortly before the reset, waves of *Acklays* will spawn dealing considerable damage. There is a pylon solver online which tells the fastest way to solve the puzzle.

Hard Mode

The only change in Hard Mode is that everyone who clicks the *Rotate Left / Right Consoles* will receive the debuff 🔴 *Pylon Ward*, preventing them from interacting with those consoles for 30 seconds. Therefore, the group on each pylon must rotate with clicking. At least two members per group are required for this rotation, it is however smoother with three.

4 The Infernal Council

The *Infernal Council* is the fourth encounter in the Eternity Vault and is a series of duels.

Before the fight, every player must choose an opponent. In general, tanks should take *Lords*, DPS *Marauders* and Healers *Assassins*. The encounter can be started by clicking on the console in the room. Do not click on that console until everyone is assigned to a boss.


When a player attacks a boss, the boss will lock onto them, indicated by a green beam.

It is important that the battles must be 1 vs. 1 battles. Other players may not intervene in any battle except their own. Therefore, no healing or guarding others, no raid buffs should be used, etc. After a player killed their own boss, they can do one single attack which then applies the debuff *Penalty of Destiny*, reducing all outgoing damage and healing, as well as any incoming healing by 100%.

If the group is incomplete, somebody has to take two bosses. This is done by letting the spare boss roam around the room until said player finished their first duel who then engages the second boss.

The duels themselves are basically dummy parses. The *Assassins* regularly channel *Rapid Attack*, dealing high damage and should therefore be interrupted.

Enrage Timers

The timers start when the bosses enter combat. Once expired, they will receive *Enrage*, increasing damage dealt by 200% for the rest of the fight. Shortly afterwards, the encounter is marked as failed and resets.

	8-person	16-person
Story / Hard Mode	2:10min (130s)	2:05min (125s)

5 Soa

Soa, an ancient Rakatan warlord, is the last boss in the Eternity Vault. He is the most difficult encounter in the Operation with his main mechanic that lets the inner rings of the platform disappear when his health reaches certain percentages.

Pre-fight

Sometimes, the encounter starts as soon as a players enters *Soa's* chamber. Therefore, the group should wait in front of the entrance of the chamber until everyone is ready.

Phase 1: Top Floor, *Soa* 100% - 75%

Soa will start shielded; the shield will remove itself after a few seconds. The only noteable mechanic on the top floor is ⚔ *Force Torrent*, "activating" one of the nodes on the outer ring. The node will start to glow green, damaging anyone standing in the green area.


At 75%, *Soa* will shield again and soon after, all rings of the platform, except the outer one, will fall down. While this is usually announced by *Soa* saying "I have waited twenty thousand years, but I will wait no longer!", it can happen that DPS is so high that he has not even finished his introduction speech.

Everyone should stand near the entrance of the room when the inner rings collapse. Else they will die from fall damage and my land somewhere where they cannot be revived.

Transistion Phase

The group has to jump down the platforms to get to the middle floor. New platforms to jump on will appear little by little. The platforms will fall down after a certain time, so the group should not waste too many time on a platform.
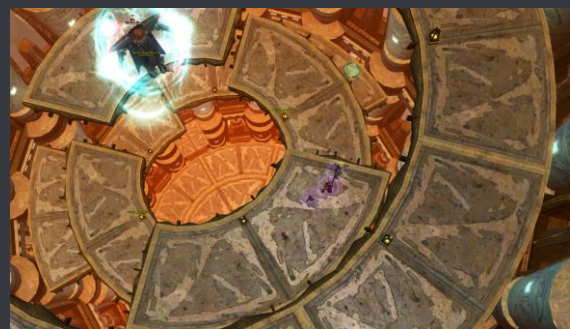
Soa will gain 5 stacks of the buff 🔵 *Power Orbs* at the beginning of the Transistion Phase. The stacks increase his damage dealt by 5% and for each stack that is still present in the next phase, he will cast 🔮 *Power Orb Detonation*, dealing high raid wide damage in the beginning of the phase until the stacks are gone. To remove stacks, the group must destroy five of the *Ancient Power Sources* on the platforms while jumping down; each destroyed *Ancient Power Source* removes one 🔵 *Power Orbs* stack. It can happen that this mechanic bugs and destroyed *Ancient Power Sources* no longer remove 🔵 *Power Orbs* stacks.

Phase 2: Middle Floor, *Soa* 75% - 30%

On the middle floor, there are three notable mechanics.

Soa will periodically cast 🏰 *Mind Trap* which will then spawn and trap a player in it. The player can only be released by others destroying the *Mind Trap*.

Two 🏰 *Ball Lightnings* will regularly be summoned by the boss. Each *Ball Lightning* targets a random player, as announced on the screen, and moves towards its respective target When they collide with their target, they explode, dealing AoE damage. Therefore, the two players should intercept the *Ball Lightnings* before they reach the group.

Soa will regularly cast 🌀 *Force Cyclone* on a random DPS or healer. The affected will be teleported around the room for some time.

At 30%, *Soa* will shield again, and the inner rings of the platform will collapse again. Once again, the group should move to where they started the fight.

Transition Phase

Same procedure as in the first transition phase.

Phase 3: Bottom Floor, *Soa* 30% - 0%

The mechanics of the middle floor are also on the bottom floor.

In addition to that, *Soa* remains shielded. The only way to remove the shield is to position him under the objects that he regularly hurls on the ground with 🪨 *Final Hurl*. On Story Mode, the location is indicated by a blue circle on the floor. On Hard Mode, the falling object must be tracked by looking at it or using its shadow. Players getting hit receive damage and are knocked back. Once *Soa* gets hit by the object, his shield is removed. He will cast 🐸 *Recovering* for 12 seconds, during which he can be damaged. After that he shields again. This repeats until *Soa* is dead.

After 3:12 minutes, *Soa* enrages, dealing 200% more damage for the rest of the encounter.