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Anthem cataclysm mission guide

Anthem Cataclysm event was supposed to be just that - an event. A time-limited thing that comes and goes and replaced with other events. Well, last week BioWare announced that it was abandoning its previous plans for post-launch content, which would have consisted of three great acts, in favor of basic gameplay patches and small seasonal events. A launch window for the first of these seasonal events has not yet been revealed, leaving the remaining Anthem players with little to do, but fortunately BioWare has a solution! They turned over the Cataclysm switch. Yes, for the foreseeable future, Anthem players can continue to dive into cataclysm and gain crystal to buy cosmetics, although some features, such as daily missions and Freeplay events are no longer available. Here's what BioWare had to say about moving... Many of you may have noticed that the cataclysm content is... Ok... not completely gone. Technically, the Cataclysm event is officially over, as planned. However, the team decided to leave some of the items for you to play until the next version of the content. With that in mind, here's what we decided to leave open until the next seasonal update: The Echoes of the Reality part of Cataclysm will remain open for you to enjoy You'll always keep and win crystals in EoR races With that said, we know we have some different user interface bugs that we didn't anticipate. The team is working to solve these problems. Here are the details you need to know: We'll bring back the seasonal store later this week, so you can spend the remaining crystals you have, while you keep earning them in the content still in the live game. Secondly (and this one is important), your crystals do not refer to the next seasonal event. Finally, daily cataclysm challenges, history missions and freeplay events will not remain. The rankings will be visible for now, but will not be updated and will remain blank before the next event. Let's be honest, this is just a band-aid, but hey, if you were in Cataclysm, there's more of it for you to enjoy. Here's the hope BioWare can get their act together and get the first seasonal event without too much delay. Anthem is now available on PC, Xbox One and PS4. This post is designed to do exactly as the title says and help you get the most out of the Cataclysm event. (Please ignore the typo, I don't know how I didn't catch this!) I'll provide some links to guides I've done, which are optional to see, but can be very helpful if you don't spoil you as well as some tips, which are pretty good to know. Edit: Thanks for the gold, kind freelancer. That should go without saying. Find out how events work so you don't unintentionally delay the completion of an event. If someone else seems to know what they are doing, you agree to follow their example. Once you have confidence in your own understanding of events, you can take the lead instead. There are many secrets hidden in the cataclysm. All are worth learning, because they Higher score means more crystals at the end. There are also useful things like teleporters to help you get around and Time Runes that allow you to stay a little longer. The main point being Exploring the map, don't rush directly to Vara. There are guides out there. In fact, I made my own guides and helped me adapt. Use them if you're completely lost and don't understand them! Cataclysm: A Complete Guide, as published on Vulk: Text, Images and Videos for all Cataclysm. A big thank you to them for giving my guide more or less a permanent home. Video playlist My own recordings of each event in the Cataclysm, with enemies killed in most places to reduce the clutter and chaos they can bring to the occasion. No comment, just subtitles. For those who don't know the term, a static is a group with which you run regularly. You are always free to do public shopping, but I highly recommend trying to find a good group from the start. It is much easier to make use of other tips in this way. This helps significantly because it reduces people's chances of doing events and heading straight for Vara. It will also allow you to manage the higher difficulties with less risk involved. In addition, it plays in the next step ... Plan a route or strategy before your race. Experience what works best for your team. For such things, I also made a detailed map with the help of some of the Anthem Archive people providing the basic map. Thanks again to you people for helping with this.) This map really lacks only vertical positions of things, but everything is marked. Each. Known. Secret. It's really great for planning itineraries. After taking your group and planning your itinerary, it's time to run the event! It can also be done solo while just performing public, but the results might not be as great. After a while, you can build your knowledge of the cataclysm. Finally, you won't even need a map or guide outside of planning. You'll know where things are. It will help significantly in the long run. There are daily newspapers specific to the event and every week. These all provide war chests, crystals and some even give coins. Be sure to try to make them! The daily newspapers specific to the javelin in particular. The javelin-specific ones are worth a full run to stay alive. Going for the score, they can also hinder you just as much. Playing around the Cataclysm DoT can have a decent impact on the score. Finding a balance between living and getting bonus points with Rifts can take some time to adjust, but worth learning your limits! Then, performing events increases your multiplier, while giving more time. Secrets being a big part of your score are worth a lot more after they are over! So be sure to clear all events before claiming secrets or other extra points. I mean, if you're just doing public shopping, Communication is essential. The first few times, although some puzzles, some people may not understand. So turn on VOIP, and communicate or listen to those who do! As a small bonus tip, help people with story quests if they need them. Every quest, no matter how many times you execute, it will provide you with enough money for a war chest! For those of you who want a TL;DR, just read the steps, and all that is greasy. Good luck out there fellow freelancers.)Page 2Posted by: an comments This is a massive guide covering absolutely everything from the Cataclysm anthem. Here you will learn more about the event and its new features, the instance and all the arenas with their own respective goals and challenges, notation, calendar, hidden mechanics and more. Let's not forget the secret items, the passages and the bonuses spread all over the place! It's a fairly long guide that will prepare you for the storm raging inside the Cataclysm! Each section of the guide also has a video step-by-step procedure attached at the end! If you're looking for a specific area or challenge, use the Content Table to find exactly what you're looking for! This guide was created VULKX.com by xJvlayhem (Origyn: RubyJavelin!) READ - ANTHEM Cataclysm Guide for Season of Skulls Event CATACLYSM BASICS To play The Cataclysm, you must have completed the CrnPth mission called Incursion. Before detailing the Cataclysm and its events, it is worth explaining some of the basic mechanics behind the Cataclysm. Inversions Inversions are new and currently exclusive to Origyn. This is a pair of bonuses that are active for each Cataclysm race and run in and out on a weekly basis. They tend to be very interesting to build around, and can often end up completing some javelins or constructions. These are also fully listed in a section under tutorials in the cortex. As an example of such a pair: Turbo Gear and Ultimate Boost. Turbo Gear allows your capabilities to recharge faster. Ultimate Boost grants have increased the ultimate load of capacity kits. STABILITY Stability is a central and important mechanism for Cataclysm. It runs out over time during the storm and not a safe area. There are safe bubbles around the map, as well as faults that you can hit in every event area that you can use to restore and protect your stability. The notes, which are scattered around and can fall enemies as well will also restore some The amount restored depends on the grade level. Each event you complete adds 30 seconds to the duration of your stability bar. NOTES Notes are a collection in the Cataclysm. Each level is in different ways. So here's a quick understanding of each note, their score value and their stability value. The orange notes are limited to Secrets. These are worth 500 points, and will fully restore stability. The purple notes are usually from secrets, but also found in some places around the Cataclysm. These are worth 200 points each and restore a moderate amount of stability. The blue notes are found in some secrets, but are most often scattered around the map. These are worth 50 points each, and restoring a small amount of green stability notes are limited to Kills. These reward only one point each and restore a small amount of stability (close to blue but slightly less). NOTATION In addition to notes, you can increase and affect your score in different ways. The score is also influenced by a multiplier. This basic multiplier is doubled in the storm. Thus, the more you kill or collect under a higher multiplier leads to a higher score. Clearing events also provides the score, as well as increasing your basic multiplier for the score. Events increase your basic multiplier by \$1. By beating Vara, your final base score is doubled. You also receive another bonus multiplier to your score based on difficulty, the scale of these multipliers looks like this: Easy: 1x Normal: 1.5x Dur: 2.25x GM1: 3.3x GM2: 5x GM3: 7.6x These multipliers are rounded for simplicity. All GM difficulty multipliers are slightly higher. Kills will provide points based on what is killed. Here are the values by enemy type and level. Keep in mind that these are base points per kill, regardless of multipliers. Normal Elites Trooper: 20 Brute points: 100 Hound points: 20 Turret points: 50 Valkyrie points: 100 Legendaries Trooper points: 10 points (probably currently bugged) Brute: 150 Valkyrie points: 150 Thunder Fangs points: 100 Riftmaster points: 400 CRYSTALS Crystals points come in two variants, Minor and Major. It has allocated money for the content related to the Cataclysm. You'll get the most out of the cataclysm event, but crystals in Freeplay, The Freeplay Crystal Events and Storm Gate Freeplay event (Conjunctions) will also reward minor crystals in small quantities. You can also get a mixture of minor and major Cataclysm crystals related daily and challenges. Crystals are used as currency in the seasonal store. The Seasonal Store offers rotating weekly offers. The offer ranges from war chests, which hold only new gear/weapons at a higher power level than what is currently available; A selection of cosmetics; as well as the possibility of converting major and minor crystals between them. Both currencies are generally used for most purchases. RELATED: How to find players to regroup with THE CATACLYSM CART This is the complete cataclysm map with all its areas Arenas. In the following segments is all the information you need in order to complete the Cataclysm event with all its objectives, the final pattern and all the secret objects and mechanics in the instance map. At the end of the guide, you will find two versions of the same map with two different styles of brands. THE APPROCHE The approach is one of the largest sections of the map, map, Dawn and Dominion Foothold. It contains the Ring of Magnus event, as well as a good amount of secrets. CATACLYSM EVENT: RING OF MAGNUS The Magnus Ring is a simple and simple event. Inside the arena are seven control bars. Once the seven control rods are active, the crystal is exposed and can be destroyed to complete the event. These rods are on an insulator and will start resetting if not all are active within 90 seconds. If this starts, it's usually best to wait for a full reset and start over, or you may take longer than necessary to clear the event. When you're on a time limit, all the extra time you can hold to make your job easier. Now, this event can also spawn two different high-priority monsters; Magnus, the legendary Valkyrie and a fury. Magnus himself will only appear if you crush the Crystal within 55 seconds of the start of the event. Fury will, however, last if you kill enough monsters. There is room and potential to spawn both in a single race, but it takes a lot of coordination and good equipment if you try to do it in a higher difficulty. Here's a quick summary of the event: activate the control rods to expose the crystal (optional) Kill enemies for points and/or fury spawn. Smash the Crystal to complete the event. Complete in less than 55 seconds for spawn Magnus THE SECRETS The approach contains 3 major secrets, and 7 minor secrets. The major secrets are the ones you always want to hit in each race as they give a significant amount of points. Minor secrets are those that are worth less points, but usually reward at least one orange note (or equivalent points) which always makes them interesting if they can do so. The main secrets here are the shaper sphere, which grants equal points to 6 orange notes; The Beach Relic, which grants an Orange and a mess of purple and blue banknotes totaling 2250 points; and the Circle of Relics, which grants the same mess of notes for the same value. All these elements are found along the eastern beach, opposite the water of the Ring of Magnus event. The Echoes of the Shaper Spheres are scattered, but we will sail to above the western exit of Britaheim. READ - ANTHEM Cataclysm: The Approach Secret Challenges Guide Minor secrets include 2 Crystal/Bomb pairs, which give an orange note; a statue and a pressure plate, which also gives an orange note; and 2 Time Runes, which gives equal points to an orange note while increasing your timer by a timer. In addition, this area holds 4 Teleporters. One of the time Runes can be found on the piece of eastern metal construction that rests in the water. It's on the closest side of Britaheim. The second Rune Time is on the way to Vara, near the top of the stone coming from the bottom, just past the security zone outside the Casja Forge. The statue is located northwest of the Ring of Magnus, on the cliff just past the small security zone in this direction. A bomb and crystal pairing can be found Magnus Oval, along the outer edge of the metal construction. The second bomb is located just northwest of magnus Oval, along the cliff. The crystal is a bit of a trek though, forcing you to go north and climb the cliff with the statue on it, where it rests just northeast of the statue. These teleports are among the most useful of them honestly. There's the one just west of the Ring of Magnus event, which takes you to New Dawn; near a shaper sphere, near the majority of Echo spawning rooms. There is one under water, just south of the shaper sphere on the beach, which takes you near Vara's Arena. Finally, there is one on the other side of the building that the sphere shaper (on the grassy cliff) that will take you to the trials of night zone, in the south cave of the main tunnel. HOPE SHATTERED Hope Shattered is a small arena northeast of the starting area that contains only Britaheim and some minor secrets. CATACLYSM EVENT: BRITAHEIM Britaheim is a simple puzzle, but without communication, there can be a lot of problems here. Especially turn around getting the Echoes and not getting trapped with echoes underwater by another player. It is highly recommended to designate 1-2 players to handle the echoes/puzzle for this event! Britaheim contains a total of five Echoes, which must be placed in the devices near the door at the front of the arena. However, such an echo is enclosed in the underwater passage and requires the use of all four to remove the barrier and recover safety. To access these barrier echoes, you need to activate the pressure plates. These pressure plates must be held by another player to recover the Echoes safely. To find which panel fits which barrier, follow the wires (It's just the closest in any case). However, Storm and Interceptor javelins may be able to get some or all echoes with the right timing and use of their mobility. It should be noted that this solo method can be considered a bug by developers, so it could potentially be patched at a later time. The first step is to take two of these echoes and place them in the devices near the underwater deletion field. This will disable the deletion field allowing echoes to move freely in and out of this room. Otherwise, they will reset on contact! If this fails, the deletion field has broken down, take the other two echoes and place them in the empty devices to free the Echo in the middle of this underwater room. Collect one from the middle and remember the other two, then safely escort them from the underwater area and place them in the devices outside. Collect the other two Echoes underwater and get the echo to expose the crystal and complete the event. Britaheim is also home to valkyrie Brita. To spawn it, simply remove any echo from one of the 5 devices once all are placed. The barrier on the crystal will remain down independently, however. Once it is broken, the Depawn Echoes, with your chances of killing this Valkyrie! So to recap here's a quick summary of the event: Get the echoes: Find Echo Follow wire along the ground to protect the plate from crippling pressure. Have a player standing on the button. Let a second player collect the Echo. Resolution britaheim. (optional) Clear Enemies Recover 2 Echoes, place Underwater to disable deletion field. (The two arrows on the wall above the deletion field will be lit in green when turned off) Collect 2 others, place in the Echo room underwater to remove the echo barrier. Collect the 3 echoes of this piece and place them in the devices on the surface Take the other two for the deletion field and do the same (optional) Remove an Echo to spawn Valkyrie Brita once all 5 are placed. Smash the Crystal THE SECRETS Despite the small area that this area covers, there are a couple of minor secrets. There's only one bomb-crystal pairing, and a teleporter. The crystal can be found on the eastern beach, just after the circle of relics, with its respective bomb on the cliff above. Both are outside the southwest exit of Britaheim. The Teleporter is located in the lower part of this region, called the Lava/Magma Room for its appearance. This teleporter will take you just outside the entrance to the map's maze area. THE LABYRINTH The Labyrinth is home to the Event known as casja Forge. There is also a good amount of secrets for such a small area of the map. CATACLYSM EVENT: CASJA FORGE By all accounts, Casja's Forge is your standard mission to recover relic fragments, with a few deletion fields added for good measure. Before the event is explained in its entirety, it is important to take note of the state of Valkyrie for this room. Frayer Valkyrie Casja requires your party to actually spoil the planned mechanic of the room, avoiding the deletion fields. You must have four fragments are reset to spawn it, it can be a relic four times if necessary. The best way to do this in a static group (e with friends, not public) is to have all four players grab a fragment and run to the nearest deletion field. That being explained, let's briefly explain the event because it's simple. You are responsible for recovering four fragments of relics and bringing them to the relic at the front of the room. Again, there are removal fields here, but they are on a cycle, and have or require no manipulation at all by the player. Once all the fragments are delivered, the relic will release the Crystal Barrier, allowing it to be destroyed. Quick Event Summary: (optional) Kill Enemies. (optional) Reset fragments to spawn Casja Deliver the four fragments to expose the Crystal Smash the Crystal. THE SECRETS The Labyrinth manages to pack 4 major secrets in this rather small area. Two statues, two teleporters and a rune of time. The statues are on either side of the Casja Forge event. The pressure plate for the nearest one is on the opposite wall, in the direction of the faces of the statue. The plate on the other side is just above the teleporter, between the teleporter and the statue. The first teleporter in this region just outside the Casja Forge will take you to Trophy Hill, a small area with a glimpse of the Grabbits Hall (see New Dawn Secrets) and some blue and purple notes in this room and underwater. The second teleporter is just past the Vertical section, just before entering the Castle Kelrik event. At the top of the vertical flight section, as you walk into the next area there is a hole in the wall to your right (left if you come from the Kelrik Castle event) which contains this teleporter. This will put you near the middle of the dominion anchor area of the map. The Time Rune in this area is located in the vertical flight section just before the Castle Kelrik NEW DAWN New Dawn event is easily the largest area on the map and contains the Castle Kelrik event and a large amount of secrets due to its size, including the largest secret increase available on the map! CATACLYSM EVENT: CASTLE KELRIK Castle Kelrik is another simple puzzle, also provided that communication is used and only 1-3 players are handling the puzzle. Personally, I recommend for learning purposes, that one person call the necessary symbols for each stage of the event and the other place the Arcanist Orbs. This ends up being a matching puzzle, with a few steps to it. You start with two Arcanist Orbs and work your way up to four. All four are required to complete the race. Two of the orbs begin locked behind a solid barrier. To remove this barrier, you must take the two orbs you have access to and place them on pedestals with symbols that match those above either door. Once the two are paired for either door, the barrier will fall allowing you to catch your third orb. Repeat the same process for the fourth orb. Once all four are obtained, repeat the process again, but matching the images around the base of the pillar on the crystal is on. Once all four are paired, the crystal is exposed! To spawn Valkyrie Kelrik uses the same process here. However, the symbols you need to match to are the one high on the southeast wall. They do not have indicators for them. Once all three are paired, Kelrik spawns. Quick Event Summary: (optional) Kill Enemies Enter Accessible Orbs. Match them to the pair of symbols above either gate door. Get the new Orb. Using two orbs, repeat steps 2 and 3 for the other gate holder. (optional) three orbs to match the symbols high on the southeast wall to spawn Valkyrie Kelrik. Use the four Orbs and match the base of the pillar on the crystal is on. Break the crystal. SECRETS The New Dawn area is home to a number of secrets, including 2 major secrets and 5 minor secrets. The main secrets consist of the sphere shaper on the southeast beach in this region (near the section of the map), and the Grabbits Room. The Hall of Grabbits involves a series of events, which are probably easier to understand through images or videos, but will be detailed first. This Secret begins in the northwest part of this region, near the Great Crystal. Near this crystal, there is a machine and a door, both hidden under water. Activating this machine is the first step. This machine then activates three switches in the area. There is no order or time limit to activate them. These switches are located in the north-west part of the castle, across the Rune time bridge, outside the Eastern Castle Kelrik exit and a little further west, near the beach under a crystal. This crystal must be removed before the button can be pressed. The bomb for it is in the same area as the Time Rune as well. Once these three have been activated, you can enter the Hall of Grabbits via teleporter on the other side of the newly opened underwater door. Once in this room The last step is simple. Kill the Grabbits, but fast. Each grabbit you kill will give an orange note, and does it pretty quickly, open a cache that drops several orange orbs as well as complete the hidden challenge Gold You Die. In total, the completion of this secret awards a total of 15 orange tickets worth points and an additional 5 points per grabbit kill (total of 45) This room also has a statue, as the pressure plate is located on the stone pillar directly in front of the statue. Turn it on for an extra orange note. The other four minor secrets are formed three crystals and a Time Rune. The Time Rune is located on a slightly lower level of the castle, just a little north of the western exit of Kelrik Castle. The first pairing of crystals and bombs can be found in southwest water, near a small metal construction. The second can be in the northeast part of the castle, with the bomb being in the castle in a small room with a balcony, with the crystal on the cliff below. The third and final crystal and bomb pairing here can be found right in front of the large crystal, used to locate the Hall of Grabbits. DOMINION FOOTHOLD Despite the largest section of the map that is Dominion Foothold, it is limited to the Diana's Landing event and a handful of secrets. CATACLYSM EVENT: DIANNA'S LANDING Events are no simpler than this one. All you have to do here is kill. As stated, this event is simply killing spawning. This eventually results in the Riftmaster, which drops a key that will activate the three panels around the area. Two are used to disable the crystal and the third hidden on the north side of the area will spawn Valkyrie Diana. Quick summary of Kill enemies until Riftmaster spawns. Kill the Riftmaster for Key. (optional) Turn on the North Panel to spawn Valkyrie Diana. Turn on the two marked panels to expose the crystal. Break the crystal. LES SECRETS Dominion Dominion harbors two major secrets and two minor secrets. The first of these major secrets that I call the Dominion Vault. It takes three arcanist orbs to open and claim the mess of the notes it drops. Same value as The Approach's Beach Relic and Relic Circle, 2250. The first orb is located to the west of the vault, on the other side of the nearby cliff, in the light-coloured stone pile. The second is northwest, at the top of the cliff across the water. The third is also to the northwest, this time at the bottom of the cliff, near the water. RELATED: ANTHEM Cataclysm: Dominion Vault Secret Challenge Guide The second major secret is the third and final shaper sphere. Minor secrets consist of a teleporter and a time rune. The Teleporter is near the center of the area, just north of the small security bubble found here, near the descended mini-Strider. This leads to the area behind the hole in the wall, near the kerik castle. The Time Rune is just east of the security bubble mentioned above, in the small room behind the Kerik castle. CATACLYSM EVENT: TAKARO MER This event consists of a relic that requires three echoes around the area to be delivered to it to expose the crystal. This event can be done solo quite quickly, but can also be done a little faster by a coordinated group. Solo relies on the use of weights around the arena. For those who go solo or wish to use the weights, they are located in the small room slightly east of the most accessible echo, and the other weights are in the other echo rooms, along the center main wall. Each of the pressure plates controls a specific deletion field. They control the one closest to them, outside the north, which controls the two inner suppression fields. Those in the East and West specifically control those outside. With all three activated, collect and deliver the Echoes to the top of the waterfall in the center of the arena to expose the crystal. Once the crystal is destroyed, the Echoes can be delivered again, either back on the waterfall, but more often than not at another location just east of the waterfall to spawn Valkyrie Takaro. Quick Event Summary: Activate pressure plates, either with teamwork or by using weights to disable deletion fields. Collect the Echoes deliver them to the relic up to the waterfall in the center of the arena to expose the crystal. Smash the crystal! (optional) remember and redeliver the Echoes at the designated place to spawn Valkyrie Takaro. SECRETS As far as secrets go, this area has only four minor secrets. Two crystals, a statue and a teleporter. The Statue and its pressure along the eastern wall just outside the event. The first crystal and bomb pairing can be found to the west of the event, with the bomb being on the small broken bridge, and the bomb being on the opposite wall, behind a wooden structure. Lia Lia The pairing of crystals and bombs is to the east of the event. The bomb is located near the teleporter. The crystal is further east in the cave towards Vara. The Teleporter is located in the Eastern Tunnel, in a small area along the south wall. As mentioned a bomb is also found here behind this teleporter. THIS area contains the crucible of the Astrid event and a handful of minor secrets. CATACLYSM EVENT: ASTRID CREUSET This event is like a slightly more complex version of Britaheim, without the underwater part. The puzzle here is essentially an sas, which will require 2 people to solve at least. At the beginning of the event, there is only one echo in the camera for the airlock at the back of the arena. This must be moved and placed in the device that is closer to the middle of the arena. This redirects a laser to a location that will drop a deletion field. This field has four Echoes behind it, sending two players to collect them. These Echoes must be delivered to the back of the airlock. On the way back to the airlock, take out the echo of the device that controls the deletion field that held the echoes, you will need it to control the airlock and get the other four echoes at the back of the room. The airlock has two states (Echo inside) and Off (no Echo). In the On state, the first barrier is in place, while the second barrier at the back is off and the deletion field is also off. In the off state, only the first barrier is extinguished. There are also weights that can be used on the pressure plates at the back of the airlock. They are found around the area, mainly on the outer edges. To get things in the back, put the airlock in position off. Have a player carrying echoes and/or weight in the first section of the salook, beyond the first barrier, but before the deletion field. Once they are there, the player controlling the airlock and the cycle to the On state, allowing all weights & Echoes to be deposited. Pedal as needed until all necessary weights and echoes are delivered to the back of the airlock. If you need an extra player at the back of the airlock, for example for a duo. The player who rides a bike in the sas can also go back. After taking out the echo and putting the airlock in the off state, just fly backwards. The Echo will be put back into the airlock and the player will do so until the end. To limit the need for cycling, there is also a one-way teleporter at the back of the airlock for an easy outing. This will drop you off in the north side of the room. Once all the pressure plates are activated and activated, a laser will shoot, disabling all barriers and the removal field, allowing two panels. The first, just outside the tunnel, will expose the crystal. The second just a little to the northwest will give birth to Astrid. Quick Event Summary: Enter Echo from the airlock. Place it in laser device north of the center of the event. Collect the four echoes from behind the now disabled off Field. (optional) Take all the necessary weights. Remove Echo from the laser and return to the airlock. Players holding weights or echoes enter the first section of the salook. The player controlling the airlock places his echo in the airlock. Sas players deliver the items they carry. Repeat steps 4-7 until all devices have an Echo and all pressure plates can be activated. Turn on the pressure plates to reveal both panels. (optional) activate western panel to spawn Valkyrie Astrid. Turn on the panel outside the airlock to expose the crystal. Break the crystal. SECRETS This area contains only 5 minor secrets. A crystal, a statue, two teleporters and a time rune. The Crystal is located near the beginning of the tunnel, at the bottom of the ledges near Vara. The bomb for her is located south of the metal constructions found in the tunnel (right towards Astrid Creuset), which are just outside Astrid's crucible. The statue and the pressure plate are near the middle of this tunnel. With the statue being on the north edge and the pressure plate on a stone pillar just to the south in the middle of the tunnel. The middle of these tunnels is divided into two smaller tunnels, each of which has a teleporter. The Teleporter to the North connects to the one near the Takaro Sea. The teleporter to the south connects to the teleporter on the grassy cliff in The Approach. In this area teleporter south of this tunnel is also a Time Rune. It can be found on the metal construction, just above the entrance. There is a bit of wind shaper here, so approach this Rune slowly and carefully. The Wind will force you to the ground. THE HEART OF THE ECHOS This area is mainly home to the Vara Boss Fight, but also has a little secret. THE VARA BOSS FIGHT Vara is a boss who has two distinct phases, which she switches between 66% and 33% health. Below 33%, it can also cycle between phases from time to time, but is not guaranteed. The Rift in the middle of the Arena must be active to cause damage to Vara. PHASE VALKYRIE This is its basic phase - more than 66% and less than 33%. It is almost an oversized Valkyrie, with a variety of attacks by a force shield. Attack List: Flame waves: Vara targets all players in the arena with small waves of fire. These are similar to those the lightning the monitor uses, but much smaller and will cover the Ring of Fire: Vara creates a ring of fire at the edge of the arena that slowly closes towards the center. This attack is an instant murder on all difficulties. Stand in the blue area in the center of the arena to avoid. Ice Dam: Works like the attack of a frozen Valkyrie, but is more likely to freeze. Getting frozen will trigger the charged fire beam as an attack followed. Loaded Fire Beam: This is a powerful beam that Vara will shoot if you get frozen by ice dam. This attack can cause very high damage, and because of the damage caused by the ice dam can often result in death. FLOOR IS LAVIA PHASE Good The soil is lava phase is exactly as it seems. Vara sets fire to the majority of the arena, leaving only the pillars as a safe zone. Whereas in this phase, it has only one attack, which it uses frequently, forcing players to reposition themselves. Instead of being in the middle of the arena, she will move between the three outer pillars of the arena. Most classes will not be able to melee, leaving remote skills and weapons to do damage. Attack List: Stационаry Fireballs: Similar to attacking an Ash Titan where it can cause a fireball on your location. However, Vara's version persists a little, which forces more repositioning on top of the pillars. Flaming Floor: Coming into contact with the ground will set you on fire. Can drain health very quickly on higher difficulties, but not too much of a threat. SECRETS The heart of the Echoes contains only one minor secret, a Crystal. However, this crystal is rather destroyed by a laser device. Both are located south of the arena from here, closer to The Approach. The device should be directed towards the crystal by standing on the eastern pressure plate (right side facing the crystal) and activating the panel here twice. To trigger the laser, walk on the other pad. Wait a second for it to destroy the crystal and collect the orange note. SECRET CHALLENGES When you open your Cataclysm Challenges category, you'll notice a few challenges at the bottom of the list, marked as ????. These are actually completed automatically if you follow the guide to secrets in each region. Here's a list to aid: Dominion Vault (Dominion Foothold) - Door Knocker Shaper Spheres (All 3 - The Approach, New Dawn and Dominion Foothold) - Beach Relic For Science (Near Inlet Sphere, The Approach) - Grounded Use Any Teleporter - Travel Advisory Relic Circle (The Approach, south from the Sphere) - Perfect Alignment Grabbit Hall (New Dawn) - Or You Die Missions: Clean Sweep - one of the last two remaining ????. The challenges can be completed in Week 7 of the Cataclysm by simply defeating Vara. There is a mission for her with a short conversation with Harkon before and after you enter the Cataclysm. Missions: All Clear - This is the second and final ??? Challenge that everyone had until week 7. Now it can be completed by simply beating Vara and watching the final cinematic after that. CONCLUSIONS A few last words before you let yourself into the Storm! RUBY'S COLOR-BLIND FRIENDLY CATACLYSM MAP Now that you've gone through incredibly detailed descriptions, images and step-by-step video procedures, check out what I like to call RubyJavelin's masterpiece - the full map of the Cataclysm Anthem every place and item of interest marked on it. The high-resolution version can be found on this link. Please keep in mind that this is not a permanent link. If this doesn't work for you, ask in the comments and I'll see if I can get it updated. VULK'S COLOR-FULL CATACLYSM MAP The map below is a reworked/revised version Ruby's original map (in the paragraph above). It is also based on the same guide you've read. It's your choice to use any card you prefer and find it more useful. A NOTE OF REMERCIEMENT I approached RubyJavelin with a request to expand and upgrade a bit of her own quick guide to the Cataclysm in Anthem over at the EA Forums. It did a lot more and not only expanded, but completely blew my expectations. With nearly 200 images, a ton of short videos and an incredibly detailed presentation in written form as well as video steps, I am very proud and honored to present its complete Guide to the Anthem Cataclysm event! READ MORE - The Cataclysm: Full coverage! I hope you find this article useful and if so, be sure to spread the word and share it with all your friends, guild members and all the freelancers you think could benefit from the knowledge of xJvlayhem and this guide! Guide!