

Ettrian's EzPz Intemperance Guide

The following strat is designed to completely ignore the need to see which hand is illuminated for simplicity. Additionally, with exception of 1 DPS and the tanks everyone will only need to worry about resolving their own square.

Before the fight starts, select one DPS to be the CHOSEN ONE. They will be adjusting to resolve mechanics simply for everyone else. Boss will cast Intemperance, spawn a 3x3 grid, and teleport to the middle square. Use this time to get into your clock spot (Tanks north and south, Healers east and west, DPS corners).

Healers

Check your square. It will either be SAME (FIRE-purple-FIRE) or DIFFERENT (FIRE-purple-ICE).

SAME: First hit, clock spot. Second hit, north/south to opposite debuff. Third hit, clock spot.

DIFFERENT: First hit, clock spot. Second hit, middle square. Third hit, clock spot.

DPS

Check your square. It will either be SAME (FIRE-purple-FIRE) or DIFFERENT (FIRE-purple-ICE).

SAME: First hit, clock spot. Second hit, north/south for opposite debuff. Third hit, clock spot.

DIFFERENT: First hit, clock spot. Second hit, middle square. Third hit, clock spot..

CHOSEN ONE'S DIFFERENT: First hit, clock spot. Second hit, north/south for opposite debuff. Third hit, same square as second.

Tanks

Check the SOUTH square. It will either be SAME (Ice-Ice-Ice) or DIFFERENT (Ice-Ice-Fire).

SAME: First hit, clock spot. Second hit, north for opposite debuff. Third hit, clock spot.

DIFFERENT: First hit, clock spot and then look at the remaining two crystals in your square. If they are the SAME COLOR, center square for second hit and return to clock spot for third hit. If they are DIFFERENT COLORS, go across to the other tank's square to soak second hit and go to the CHOSEN DPS's square to soak third hit.