

Eden's Promise: Eternity (Savage)

Junction Shiva

February 18, 2021

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). In the next step of the mechanic, the inner circle and six of the outer circles will be marked with AOE's. Each group will go to the safe spot on their side of the dotted line.

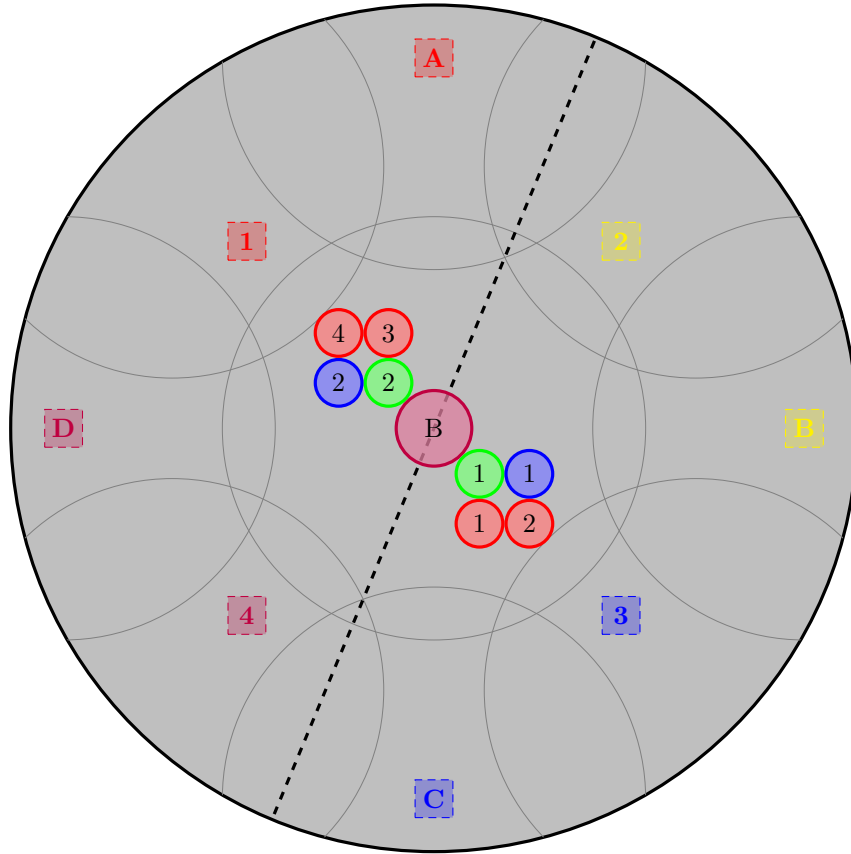


Figure 1: The initial position; the dotted line across the arena indicates each group's possible position assignments for the next step

2 First slide

The platform freezes. Each party member identifies the safe spot on their side of the arena and slides into it (figure 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.

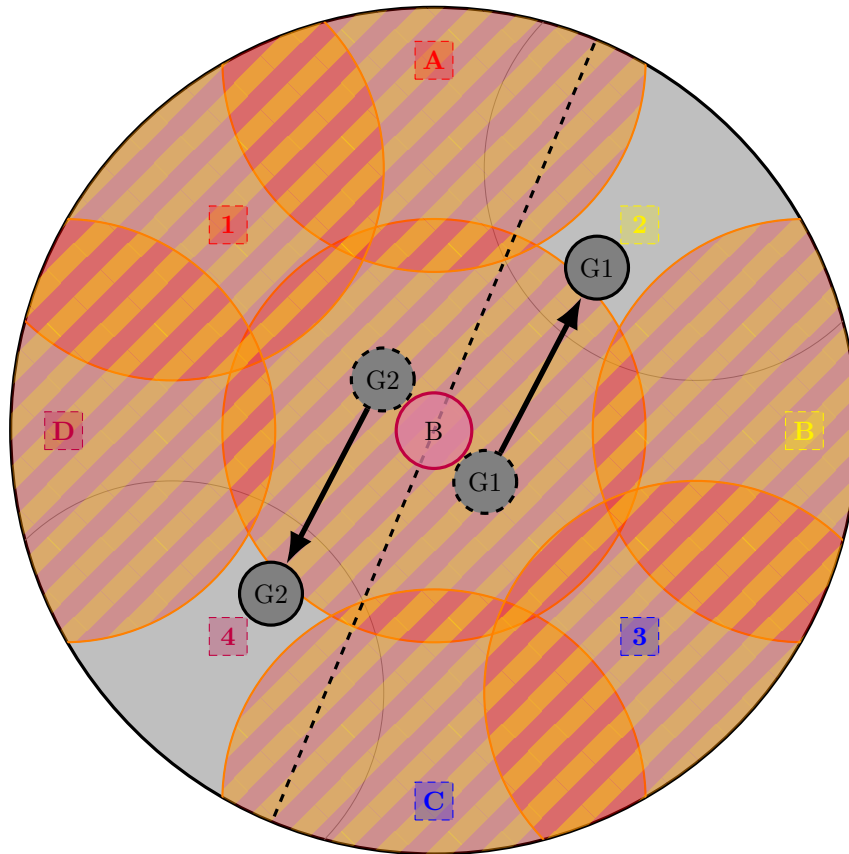


Figure 2: Sliding to the safe spot and stacking to resolve the marker

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 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.

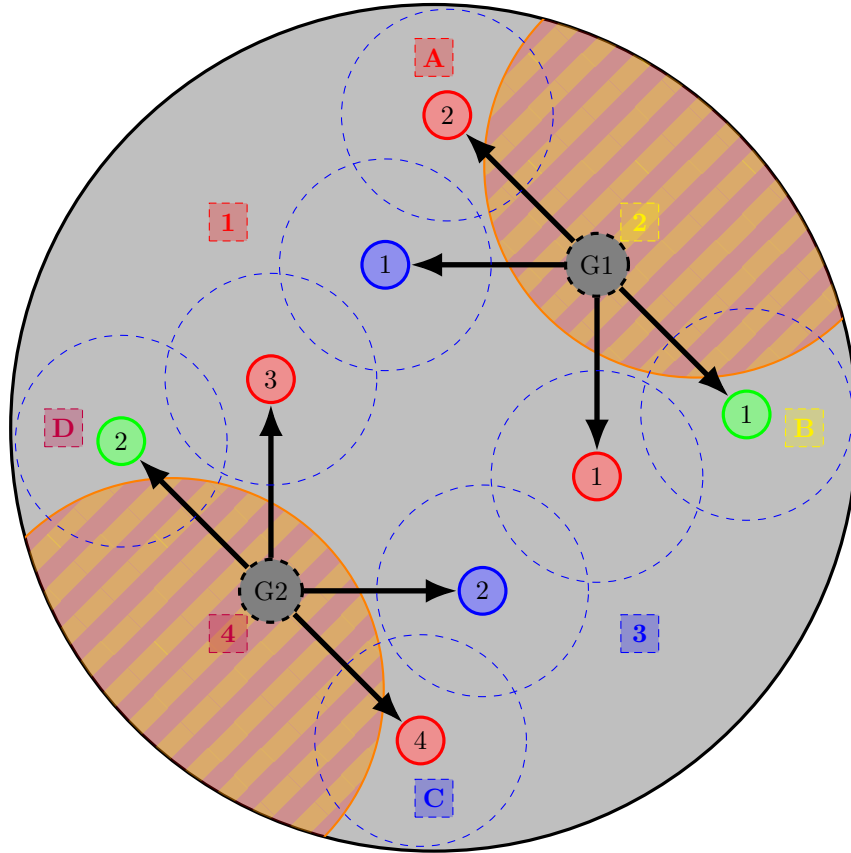


Figure 3: Fanning out to avoid the AOE that's appeared over the stack position

4 Icicles drop, arena thaws

An icicle drops onto each player's current position, and every player is tethered to a random tether (figure 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 5 on the following page).

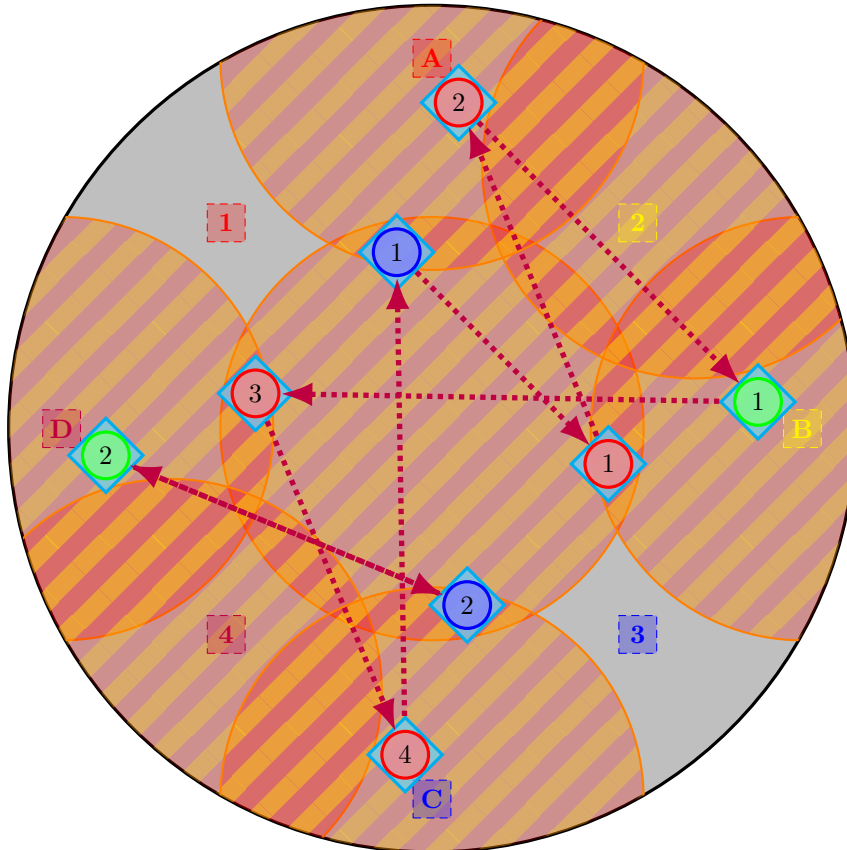


Figure 4: Icicles drop, tethers are assigned, and a new safe spot appears

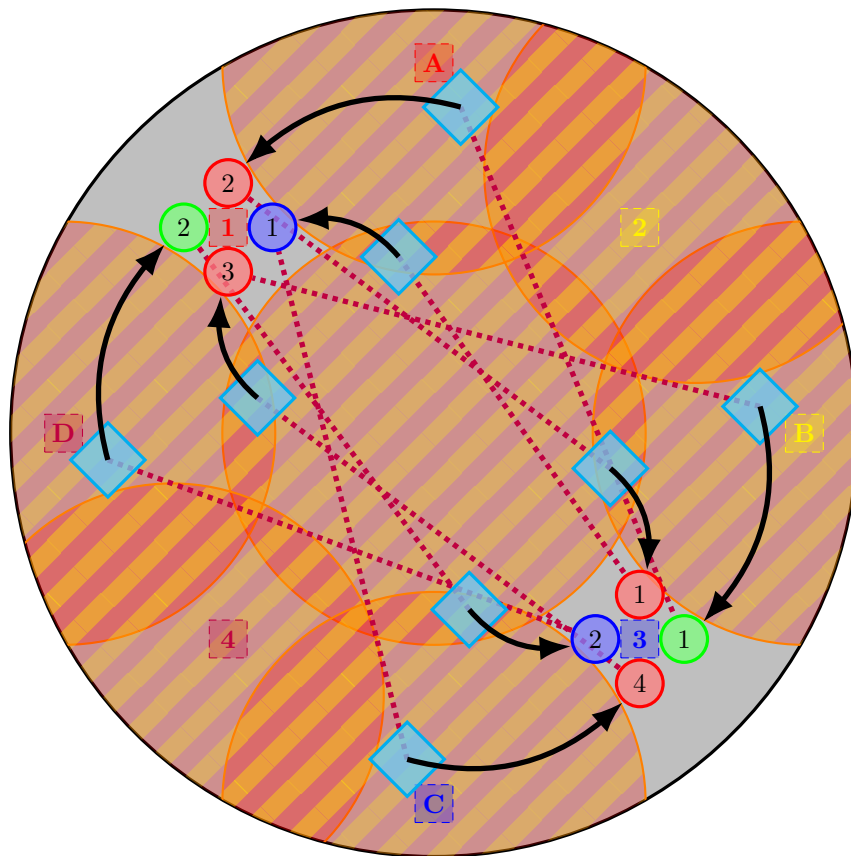


Figure 5: Tethered players move to the safe spots

5 Lining up for the knockback

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.

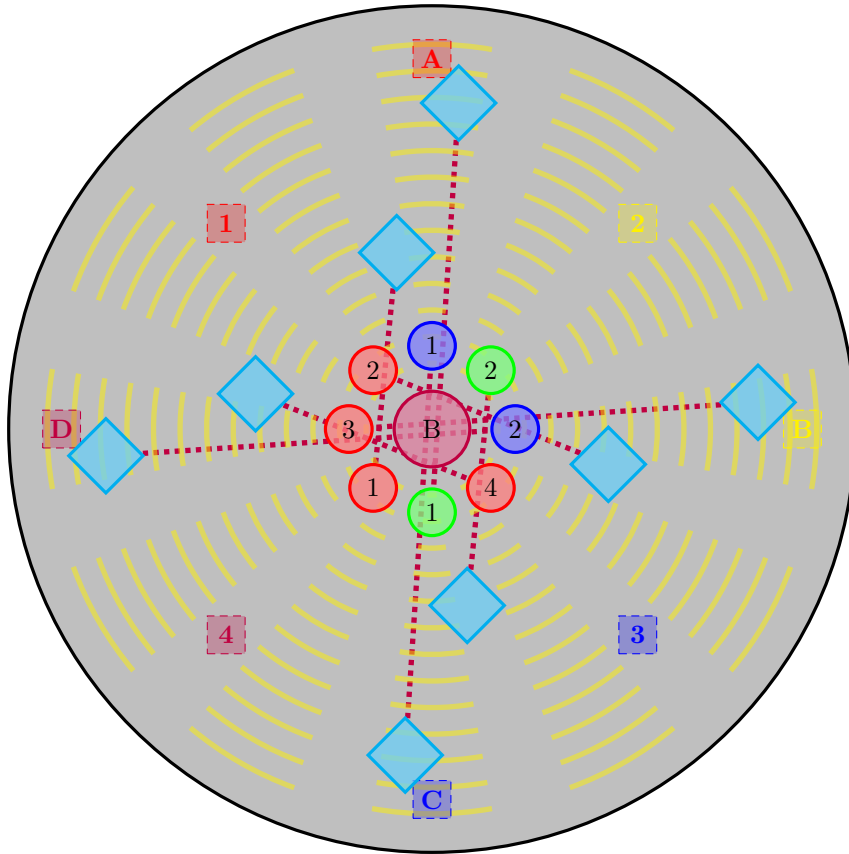


Figure 6: Players set up the knockback to be knocked away from their icicles

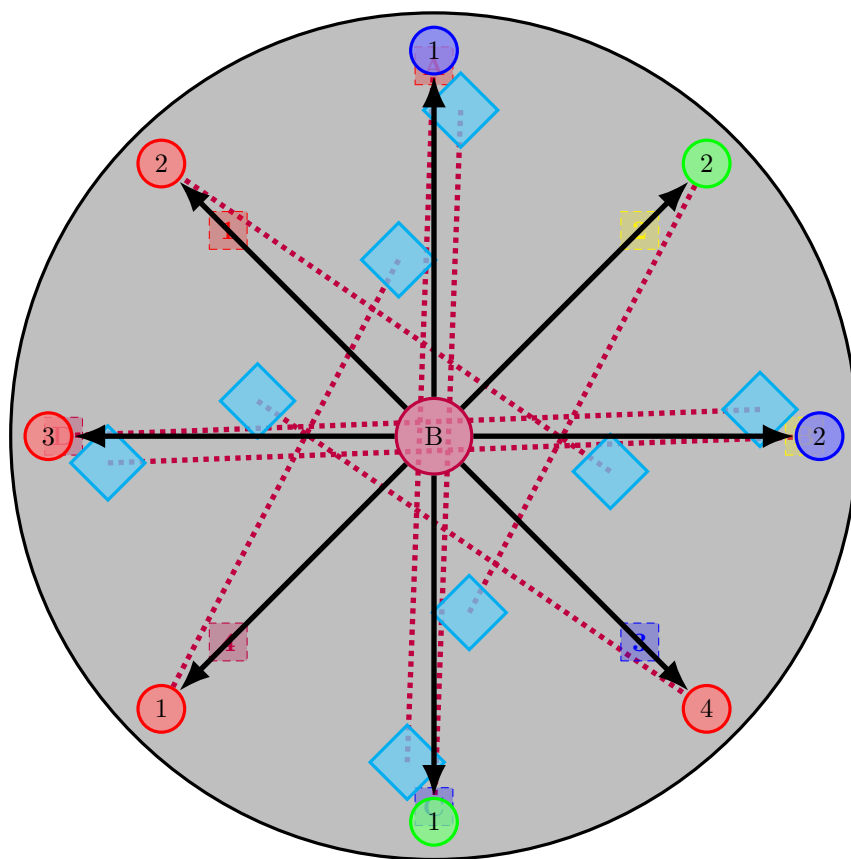


Figure 7: Players get knocked back

6 Clean up and resolve tethers

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.

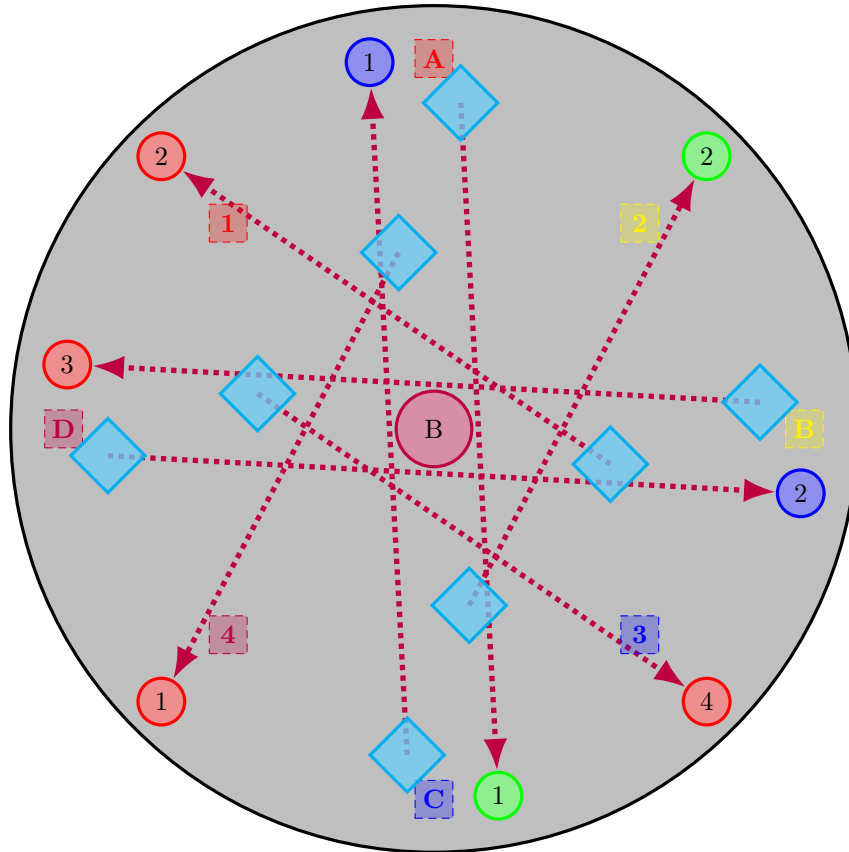


Figure 8: Players adjust so that everybody is hit by only one icicle