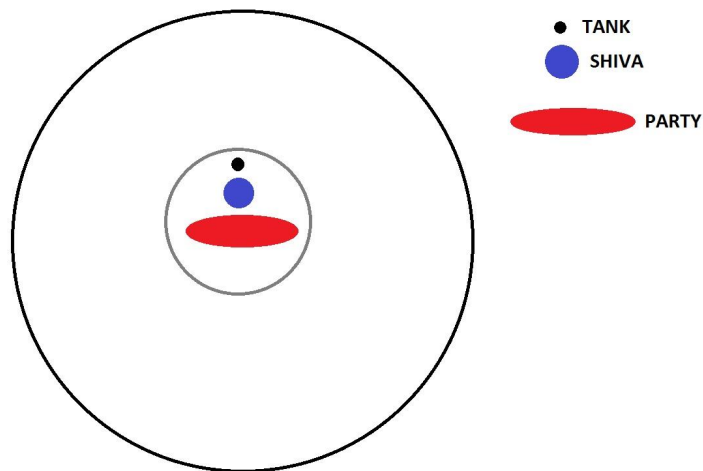


Shiva Extreme Guide

Hey guys, Mrhappy here and welcome to my guide for Shiva Extreme, the new primal in Patch 2.4. Keep in mind that this not the only strategy for defeating Shiva, just the one we saw the most success with. Should another, more effective strategy be discovered, I will be sure to update this guide.. Before attempting this fight I recommend an average item level of 110 for each party member, though having some members at less than this is fine if they know the fight.

This fight is broken up into 3 phases, as listed on the screen right now. If you would like to skip to a specific phase, please click the phase you'd like to skip to now, or use the index at the top left of the video at any time.

Phase 1 takes place from 100-80% of Shiva's Health. For this phase, and the majority of the fight, the tank should hold Shiva in the center circle, facing her towards the North side of the room. The rest of the raid should loosely stack behind her, reacting to her attacks as they come out.



Shiva's main mechanic is what I like to call "Shiva's Arms". Shiva has access to three different weapons she can switch between throughout the fight, and each type of weapon causes her to use different attacks. The order in which she uses these forms is semi-random, with only a few switches being the same every time. For Phase 1, she only has access to two of these weapons: her sword and her Staff, as well as her unarmed mode.



When Shiva is using her sword, she will gain the buff Frost Blade . During this time her



attacks will occasionally decrease the blunt resistance  of her target, causing them to take more damage from her attacks while in Staff form. She will also gain access to the following moves.

- The first ability she gains access to is Icebrand: a conal attack that deals very high damage split between everyone it hits. The entire party should be hit by this to ensure minimum damage. Whenever she switches to Sword form, the tank should immediately turn Shiva to face the party and split the damage, before returning to normal tanking position.
- The second ability is Glacier Bash. This move is exactly the same as Slipstream: it is a conal attack that does high damage and stuns. When the tank sees this casting, they should run through Shiva until the attack goes off, then return to standard tanking position.
- Her third ability is Heavenly Strike, which summons ice pillars in random spots near Shiva that deal damage and knock players back. If everyone has succor this attack should do 0 damage and knock no one back. Even if people do get knocked back they can just move back into position.
- Her final ability is Whiteout, which will do an AoE that hits the entire room except right next to her. Due to everyone being closely stacked around Shiva most of the fight anyway, this move shouldn't pose any sort of threat.
- For this form her rotation will be Icebrand -> Glacier Bash -> Whiteout. The timing of Heavenly Strike can vary depending on phase and dps. During Phase 1, she always uses it right after Icebrand. During phase 2 she uses it after Glacier Bash. During phase 3 it is usually after Whiteout, but this can vary.



When Shiva is using a Staff, she will gain the buff Frost Brand . During this time, her auto



attacks may occasionally decrease the slashing resistance  of her target, causing them to take more damage from her attacks while in Sword form. She will also use the following abilities

- The first ability she gains in this form is Hailstorm. When Shiva starts casting Hailstorm she will place a blue Ice mark above several players heads. When the cast finishes, each player will be hit by the Hailstorm for moderate damage, and deal damage to anyone nearby. As soon as she switches to her staff in Phase 1, everyone needs to spread out.
- Shiva's other attack in this phase is Absolute Zero, which does unavoidable raid wide damage.

- For this form she will always start with Hailstorm, and cast Absolute Zero several times before switching to unarmed. At lower HP she can use Absolute Zero up to 4 times.

After Shiva is done using a weapon, she will become unarmed and use two attacks before equipping another weapon.



- The first attack is Dreams of Ice, which gives Shiva a permanent damage buff that stacks. This acts as a soft-enrage for the encounter, as Shiva will do more and more damage as the fight progresses.
- The second attack is Icicle Impact, which will summon several ice circles on the ground in various patterns. When the circles disappear, icicles come crashing down, dealing high damage and inflicting Vulnerability Up on anyone hit. In phase 1 the pattern she summons will be similar to this diagram. The middle circle will always be hit, but one of the circles along the outside will randomly be a safe zone. If your party members can't find the safe zone, it is ok for them to stay in the middle and be hit by a single Icicle impact.

Now that we have discussed her abilities, lets discuss how to handle phase 1.

Due to the different debuffs from Shiva's Sword and Staff, you'll want to assign each tank a form to tank her in. So you will have a Sword tank and a Staff tank. For the entirety of the first two phases it should be fine to let the Sword tank hold Shiva, but if you're having trouble with the damage feel free to tank swap for each form.

Shiva will randomly change to either sword or staff form at the start of the phase. Depending on which one she uses first determines whether you'll be dealing with Icebrand or Hailstorm first. Just be ready to react to whichever one she uses first. She will either go Staff -> Unarmed -> Sword or vice versa. She will keep alternating between the two until Phase 2.

Phase 2 will begin @ 79%. At the start of the phase, Shiva will summon 4 Ice Soldiers and go into Sword Form. The Staff tank will want to gather all 4 Ice Soldiers near the center of the room and the DPS will AoE them down. This DPS check can be very tight for less experienced groups, but should grow easier as people obtain more gear in this patch. The soldiers don't have any special abilities and don't hit very hard.

The tank on shiva should hit the party with Icebrand before facing Shiva way from the party. Just keep him alive while the DPS kill the soldiers.

At around 70% or after 1 minute has passed, Shiva will begin preparing Diamond Dust. Just AoE down the soldiers before Shiva Deep Freezes everyone or it will be an instant wipe. If you kill them all before then, Shiva's Diamond Dust will do about 2-3000 damage and the final phase will begin.

Phase 3 will make up the final 70-75% of Shiva's HP, and is mostly a race against her damage stacks becoming too much for the party to handle. You have to react to the semi-random order of her weapon choices until she dies.

In this phase, touching the wall of the arena will cause players to be frozen in an Ice Boulder and take damage over time. Frozen players can be freed by killing the Boulder, but if you are frozen at a bad time, or multiple players are frozen, it can be difficult to free them before they die.



Shiva will also gain access to a new weapon, her Bow. This weapon isn't affected by the slashing or blunt resistance debuffs, and doesn't have a debuff of its own.

While in Bow form, Shiva appears to hit harder and faster, as well as crit far more often. It's recommended to use Awareness in this phase. She also gains access to 2 new attacks:

- The first is Glass Dance, which she will do as soon as she equips her bow. She will shoot icicles in a 270 degree cone around her dealing about 10000 damage to anyone she hits. The only safe place to stand during this is behind her, so the entire party should get to her backside at the start of the bow phase.
- The other attack is Avalanche, which she will do about 20s after equipping her bow. This will place a mark above a random player.



When the mark expires, Shiva will hit them and anyone in the line AoE around them with Avalanche, dealing damage and knocking them back. For this attack, before Shiva uses

Avalanche, move her closer to the North wall of the arena. When someone is marked for Avalanche, have them remain behind Shiva while everyone else moves away from them. This will cause them to be knocked back, but not so far that they hit the south wall and get frozen.

- The current tank CAN be targeted by Avalanche. If this happens, either Holmgang or Tempered Will the knockback to maintain position. If there aren't available, have the tank move to the normal spot for marked players and reposition after the hit.
- After someone is hit by Avalanche, you should move Shiva back to the center of the room.

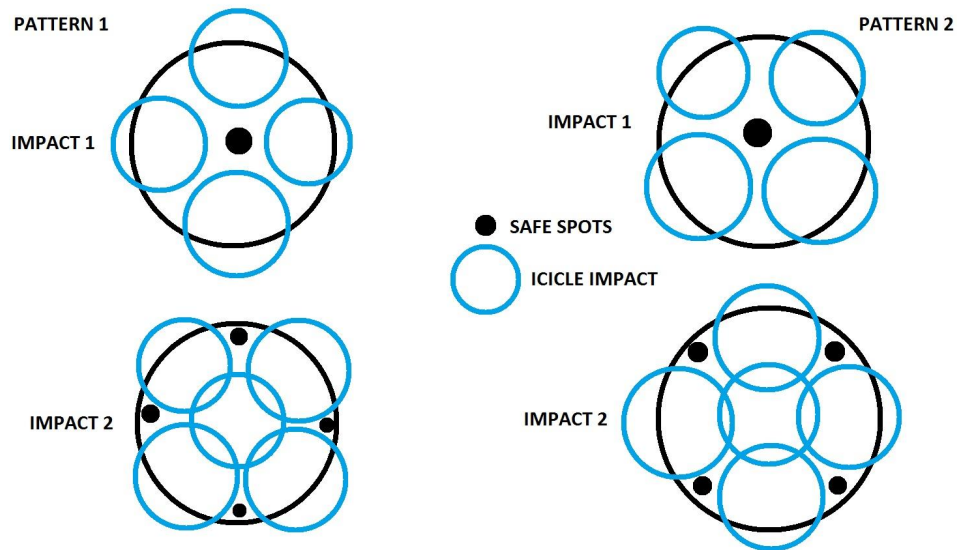
Shiva also has a brand new move she can perform in any form called Permafrost. This attack places a weak DoT on the entire party and coats the ground in ice for a short time, giving



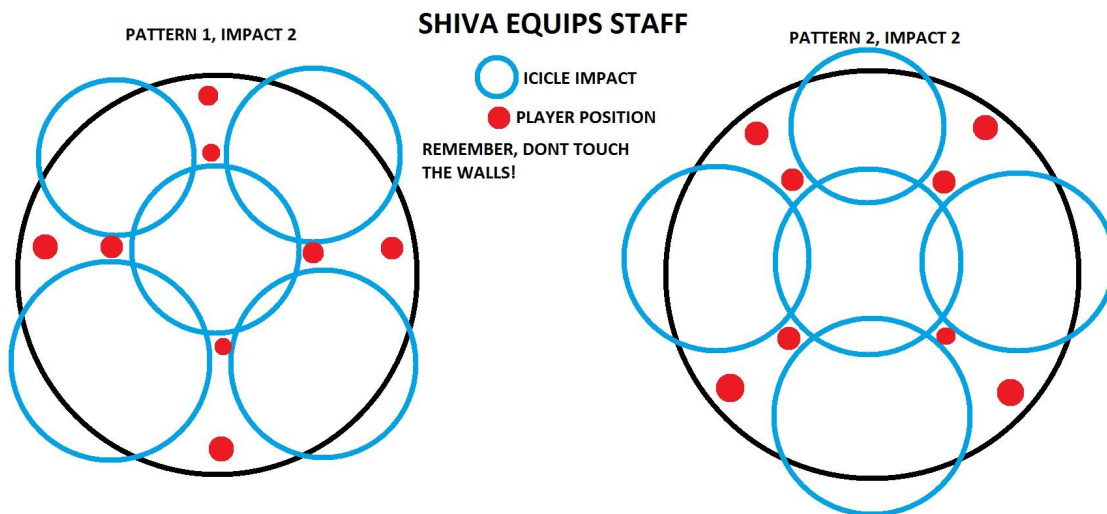
everyone the Thin Ice Debuff. If a player moves while affected by Thin Ice, they will slide uncontrollably in that direction. This can quickly lead to players sliding into the wall and being frozen, so everyone needs to stand still for a few seconds until Thin Ice wears off. You can still attack during this time. The first use of this move can vary depending on DPS, but it usually occurs every 30-50s.

Finally, Shiva has several new Icicle Impact patterns. Shiva always starts this phase with a one of two new patterns, which I will show on the screen now. Both patterns involve two different sets of Icicle Impacts appearing one at a time. The easiest way to identify them is to locate the four icicles from the first impact. The safe spots for the second impact will be where the first icicle impacts hit. These safe spots are always in either Cardinal or Intercardinal parts of the arena. Heres a diagram of both possible patterns. Additionally, Shiva will equip either her Staff or Sword before the second impact hits. The movements of the party change depending on

which weapon she pulls out.



Regardless of weapon, remain in the middle for the first impact. If Shiva equips her Staff, for the second impact, you will want to assign 2 players to each of the 4 safe spots, with one player close to the middle and the other close to the wall. This helps ensure that Hailstorm never hits more than 1 person while you're avoiding the Icicles. I recommend sending both tanks North/Northwest, both Healers South/Southeast, and 2 DPS on each of the remaining two sides. Feel free to adjust this for melee DPS or healers if need be. We will call this pattern Icicle (Staff).



If Shiva is equipping her sword, the tank can quickly hit the party with Icebrand before everyone runs to their quadrants. There's plenty of time to get hit and move to a safe spot before Icicle Impact hits. We will call this pattern Icicle (Sword).

Shiva's final new Icicle pattern in this phase is always done when she removes her sword or staff and is preparing her bow. These act like reverse Titan Bombs, Icicle circles will appear one at a time, starting in the center before rotating around the outside. You want everyone to move to the spot where the last Icicle circle will appear, then move back to the center after the Icicles Impact hits there. Or, if your group is confident in dodging Icicle Sword/Staff, everyone can stand in the center and get hit by one Icicle Impact to help maintain positioning. Since this pattern always precedes Shiva equipping her bow, we will call this attack Icicle (Bow).

Now with all of her new abilities out of the way, you'll basically be dealing with them in a somewhat random pattern.

She will always start Phase 3 with Icicle (Staff) -> Staff Abilities -> Icicle (Bow) -> Bow Abilities. Every other Weapon change after the first Staff form will randomly be Sword or Staff, so your party has to react to whichever one it is. Every other Weapon change after the first Bow form will definitely be Bow form. And don't forget Permafrost timing can change every single time you fight her, so this entire fight is all about reacting quickly.