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Ffxiv akh afah amphitheatre hard guide

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That Ice-Hearted and her followers intend to summon Shiva with the crystals they've stolen is simple. But is this unprecedented act even possible? If so, then Ishgard is not the whole empire in great danger. Duty Finderdescript Extreme[edit] House Durendaire's attempts to establish an outpost in Snowcloak met with a disaster due to a surprise attack by Iceheart's followers. Now owned by their former stronghold, as well as a huge supply of crystals, the keticians are sure to summon Saint Shiva again. If previous experience is any indication, this new incarnation will be stronger than the last. Regardless, it doesn't change anything. Iceheart's campaign cannot continue, and only you have the power to stop her. Duty Finder description Unreal [edit] The faux commander demands you to tear a story in the heart and grab the soul, and for this there is definitely no better inspiration than your fateful confrontation with Shiva. Turn your mind to that is the most tragic of primals, and find what dreams of ice can come... Duty Finder Description Progression[edit] Hard[edit] Absolute Zero, Diamond Dust, Dreams of Ice, Glacier Bash, Hailstorm, Heavenly Strike, Icebrand, Icicle Impact, Permafrost Shiva varies between two stands throughout the fight: a staff who increases her damage output, and sword that grants her passengers She uses certain capabilities in every mode, before she has her Dreams of Ice Capability to swap to another The assault pattern therefore follows: Staff: Hailstorm → Icicle Drop → Dreams of Ice Sword: Icebrand → Heavenly Strike → Glacier Bash → Dreams of Ice Hailstorm targets three players, and inflicts of ice damage on anyone standing near them makes it important to prevent them from avoiding The Icicles appearing over the arena at set points, and players trapped in it receive damage as well as Vulnerability Up (stacking up in concentric icicles), making them more vulnerable to later attacks. Ice fire is used when encrossing sword attitude, causing heavy damage in a cone in front of her. Since it can easily destroy any non-tank class, it is important that DPS and healers remain behind or on the side of Shiva. Heavenly strike struck everyone in arena with slight setback. Glacier Bash hits the tank before his attitude changes. Once her health drops to below 65%, she sues four ice soldiers in the fight. It should be eliminated before preparing her Diamond Dust attack. This attack was written in advance by an Absolute Zero arena wide attack. Finally, she teleports above and starts covering the arena with ice as she slides around, eventually freezing the party. When she slaps her fingers for Diamond Dust, the party takes damage based on how many ice soldiers remain (if at all), with damage minimal if all four are killed. It eliminates the battle to the second phase and changes the battle music. In the second round a ring of ice exists on the edge of the arena, which will freeze any player who contacts it in an Ice Boulder. Her icicle attacks now appear in overlapping rings around the edge of the arena before the final appears in the center. Players must now look carefully at the pattern to sidestep the rainfall. She can also cover the arena with Permafrost, making the ground very slippery and risk causing players to slide into the ice ring as they move while the floor is icy. In addition, she also started using Absolute Zero during her staff phase. Extreme / Unreal [edit] 50 (Extreme), 80 (Unreal) Absolute Zero, Avalanche, Diamond Dust, Dreams of Ice, Glacier Bash, Glass Dance, Hailstorm, Heavenly Strike, Ice Fire, Icicle Impact, Permafrost, Whiteout In this battle, Shiva's attacks can reduce resistance to melee attacks, making tank exchange recommended depending on set-up. She now has an arch attitude in addition to her sword and personnel conditions, which are only used to Diamond Dust. Phase One[edit] The first phase plays out similar to hard mode, but there are two major changes in her views: When she takes out a Sword, her opening movement Icebrand now splits 18000 damage evenly among those that have been hit. So, the main tank must now move so she aims the attack at the whole party to survive it. It is always followed by Heavenly Strike and then Glacier Bash. When she undunders a Staff, the Hailstorm targets every player. To avoid overlapping damage in potentially fatal amounts, the party must spread. After this she will use Absolute Zero. Every time her stance ends and she uses Dreams of Ice, Icicles will appear. In the first phase, several overlapping icicles will appear, with one edge leaving a small gap. If a player cannot identify the safe safe, they must remain in the centre to cause damage Once her health drops to 80%, phase two begins. Phase Two[edit] Shiva goes to center and sue four ice soldiers. Regardless of what she has done before, she will switch to sword keeping for the duration of this phase, and so must be handled Ice Fire, Heavenly Strike and Glacier Bash as the ice soldiers are fought. It is important that the soldiers be killed quickly. If more than one still lives if Diamond Dust activates, the party will be wiped out. Soon Shiva will begin to prepare Diamond Dust, which marks the start of phase three. Phase Three[edit] Once the party changes Diamond Dust and the music, Shiva now changes to her final and main phase. The outer edge of the arena forms an ice wall that freezes anyone who touches it. She will summon four icicles in the corner of the arena before she threw out either sword or staff. These viewpoints have changed as follows: Sword: Ice fire + Icicles --- > Heavenly Strike ---> Glacier Bash --- > Whiteout Staff: Hailstorm + Icicles --- > Absolute Zero (several times) Whiteout is now her final move in sword attitude, dealing with ice damage in a doughnut form AOE, so players need to evade close to evade damage completely. Hailstorm now only affects three players as in Akh Afah Amphitheatre (Hard), but the icons make up for this. In addition, she will use absolute Zero several times after this, which requires healers to be diligent in stopting the party. Once either attitude ends, she uses Icicles in an alternating pattern starting at the center and works its way around the edge. Players need to move to the division with the last icicles, and then move in the center to avoid damage. She then uses Dreams of Ice and now brings out her new archholding. Upon taking out her bow, she uses Glass Dance, which acquires 12k+ damage to anyone who has not been placed in a cone behind her. It goes without saying that every party member must hide behind her as she reads the bow. Her attacks are fast and relentless, so tanks should be ready to use what defensive capabilities they have to soften the ice arrows. Halfway through this attitude, she targets a single player (marked by an icon), and uses Avalanche to beat them (and anyone in the road) to the ice wall. The main tank must move her close to the edge of the arena during this view as it ensures that players hit by the attack will stop short being frozen. Note that if several players are beaten back, she will likely use Permafrost to shake up those trying to move back into position. Once the arc phase ends, its cycles back to the beginning of the phase, the summons of four ibisicles, using Dreams of creams, and then taking out either sword or staff, and eventually used arc standout again, etc. Note that every time his Dreams of Ice use, Shiva receives a passive Damage Up buff that stacks up stacks, making the battle more difficult than it drags on. If she reaches 12 stacks, she will use Diamond Dust again to Enemies[edit] Achievements [edit] This section is empty or needs to be expanded. Be. can help the Final Fantasy Wiki by expanding it. Musical Themes[edit] Gallery[edit] Add a photo to this Gallery Gallery