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## Shara ishvalda solo guide

Last Updated: 28.01.2020 03:24Monster Hunter World: Iceborne guide on how to beat Shara Ishvalda! These include its movements, weaknesses, drops, recommended loadout, armor, tips on how to get tenderplate & more! Check out the All Monster list here! Shara Ishvalda Fighting TipsPreparing for Shara IshvaldaHas A weakness to IceShara Ishvalda is prone to ice. Since it has a huge health pool, it is recommended that you equip an ice weapon along with the ice attack to deal more damage per hit. Partbreaker ability is very effectiveThis fight is divided into 2 parts; against the armored state of the monster and against the unarmed state of the monster. You'll be able to move faster to the second phase of the battle by using the Partbreaker stake to quickly destroy the monster's armor! SandFalls will hinder movement During the 2nd phase of the Shara Ishvalda fight it will create sand falls on the ground. Be sure to avoid them or stay away from them as they will hinder your movement, making you incredibly vulnerable to the monster's attacks. Stun Negate is RecommendedSharas attacks, even his specific roars, you can stun. You can also have the ability without the decorations by the coral orchestra Palico Gadget or a hunting horn effect. In the first phase of the fight, the Shara Ishvalda is weak in 2 parts: head and chest. Both parts are fragile together with the front legs. The fight then goes into the second phase as soon as they are broken. Effective Damage Type Per Vulnerability Part Sever Blunt Ammo Head★★★★★★Chest★★★★★★-Reference-ChartFireWaterIce★★★★ThunderDragon-x★---Status Effect-Resistance-DiagramPoisonSleepParalysisBlast★★-x-★★-★★StunExhaustMount-★-TBCTBC- Effective Damage Type Per Weak SpotPartSeverBluntAmmoHead★★★★★★-Wings★★★★★★-Reference-Reference-ChartFireWaterIce★★★★ThunderDragon-x★--- Status Effect Resistance ChartPoisonParalysisBlast★★-x-★★-★★StunExhaustMount-★-TBCTBC-ElementsDescriptionIce ★★Ice is the most effective element against the Shara IshvaldaWater★★ water is also a useful element against the Shara IshvaldaSkillRecommendation Criteria[Recommended]PartbreakerIncreases the partial damage to quickly destroy different parts of the monster during the first phase[Recommended]Weakness ExploitIncrease the affinity of attacks, taking advantage of a monster weak pointIce AttackIncreases the ice element damage yield. Must have an ice gun equipped for most effectivenessHaveHealth BoostAllows you to have more before you are mapped CriteriaTemporal coatrecommended to bring this mantle, as it can allow you to avoid potentially deadly attacksRocksteady MantleEliminates damage responses, prevents wind effects, protects your hearing and grants trembling resistance. You'll also get less damage from AttacksEvasion MantleIncreases the Invulnerability Window when Dodging and grants a temporary attack boost to escape a monster attack at the very last momentVitality MantleIncrease the chance of survival by not firing in. MoveDescriptionRush AttackThe monster will stand briefly on its hind legs and then rush forward on all fours. The monster will then turn around and hurry back where it came fromBody SlamThe monster will jump up and use his body to hit the ground, crush everything under himWing AttackShara Ishvalda will use his wings and hit them on the ground. He will then pull his wings forward to the ground, causing damage over a wide palette headbuttWill stand briefly on his hind legs and hit his head on the ground. Can be done several times in a wide rangeBurrowThe monster will begin to dive under the sand, leaving only a few of its body parts exposed in this state. Attack will damage a wide rangeExpect that the first phase of the fight will be long and exhausting. Although the monster has relatively slow-moving attacks, it deals very high damage. Focus your fire primarily on the monster's head and denhull to break its parts quickly! Use Clutch Claw to weaken monster partsIn this phase it is incredibly important to break the outer shell of the Shara. Use your clutch claw to soften the monster's body parts so you can deal more damage to them. Check out how to use Clutch Claw! Attack when it burrowsWhen the monster dives underground, it will leave its head exposed. This is a great opportunity for you to get the damage to the monster's torso and head as it will be easy to achieve with a melee weapon. Use boulders to damage outer shell There are 2 boulder traps in the first phase that you should use to deal more damage to the outer shell of Shara Ishvalda. Lead the monster to these places and shrug the shot at the wall below. Moves into the second phase when The Shell is broken After you have done enough damage, you will crush the outer shell of the monster. This will then move on to the second phase of the battle. Expect the monster to deal much more damage and get a speed boost. Nevertheless, its elemental weaknesses remain the same. MoveDescriptionSonic BlastFocuses Wing spikes into a single point, and then a sound explosion fires forward. The explosion will push the monster back due to the power of attackWide Range Sonic BlastThe monster wing tips will be directed downwards. Each tip then fires a sound explosion and then distances itself from the monsterOne-Shot Attack 1The monster liquefies the ground and then dives into it. As soon as it reappears, it will destroy the entire liquefied soil, immediately Each in itOne-Shot Attack 2After reappearing, the monster will make a throwing attack in the middle of the field When Shara begins to dive into the ground. Be sure to put on stable soil as soon as possible. When it reappears, it will destroy everything within the liquefied land. Get on firm ground (cracked ground) to avoid being hit! For the throwing attack, immediately run to the top of the card. Avoid sand pitfalls in Air Stream attacks If Shara Ishvalda goes through his airflow attacks and there are sand falls, make sure you avoid them. These explode and cause damage when you stand in them. Flinch Shots are best among boulder trapsThere is a boulder trap that you can use against Shara during the second phase. Flinch Shot it there to bring it down. Flinch Shotting Shara to just one wall it will not stagnate. Check out the clutch claw here! Focus on forelegs to bring it downCreate a huge opening by breaking Shara Ishvalda's front legs. Every time you do this, it will sway and stay on the ground, giving you the opportunity to attack his head. Guaranteed way, Shara Ishvalda TenderplateBreak Head TwiceA Tenderplate is always guaranteed if you break Shara Ishvalda's head twice. A piece of his scalp falls out, which you can then carve to get the tender plate. Although it is best to carve it after it is defeated. Check out how to make the tender plate here check out the All Monsters list here! Shara Ishvalda is a big monster in Monster Hunter World (MHW). ㄱ in 啼龍 Japanese .ㄱ. It was added with the Iceborne expansion on September 6, 2019 and acts as its last boss. A mysterious older dragon capable of manipulating the Earth itself. Vibrations from its wing tips reshape the earth and deny the hunters the foundation. Shara Ishvalda Details & Locations Shara Ishvalda Combat Info Kinsect Extracts: Red: Head/Wings Orange: Torso/Tail

White: Legs Both steps can be mounted. You can use your clutch claw to lock yourself on his head and knock it into the rock traps (trap icons on the mini card) to deal massive damage. After it is liberated, avoid being in front of it and use your temporal coat, health booster or vitality coat. Bringlifepowder or use the Wide Range skill so you can heal your allies. Stun Resistance is helpful during this fight. You can get shiny drops by attacking and breaking their legs, head and chest. Hunters must begin to build their robust rock armor Bombs and falling rocks are two best practices. Skills to counter tremors are a boon against his wingtip attacks. Armored shape: Very slow, but immensely strong. Be careful when standing underneath, as it occasionally jumps to crush all hunters with their feet. It will wipe on hunters with its wings, or use them as a racket to hammer the ground. Sometimes he will dig his body underground and only expose his back, head and wings. When this happens should stay right in front of his face, which is 90% safe from all his attacks in this mode. It will also harp its wing tips from one side of the arena to the other, for 1 to 3 times. If you attack at close range and it starts to move backwards, it is about to use the plough movement. It can also create pools of sand around it with its wing tips. Unarmed Shape: Faster and heavily reliant on using its wings to attack with vibrated air. It will continue to use its wings as melee weapons, along with the occasional bite. It can shoot a single air jet at a time, or several with all its wing tips. It can shoot a massive air jet by centering its wing tips in front of its face. Occasionally it will dig to the edge of the arena, create a large air ball and then launch it as a broad AOE attack towards the center of the arena. The sand basins it creates vibrate with its sound/airstrikes and explode after one of them touches it. Easy hunting Make sure to eat in the canteen before you go into this quest or Farcaster to do this. For Shara Ishvalda's rock shape, make sure wall hit it twice in the falling wall trap. This can be easily set up by standing next to it to lure Shara to it. You can also trigger the trap with bombs. When Shara Ishvalda sheds his rock armor, you can stay on the stern and weaken it with a clutch claw. Just attack the back of the body and you should be very safe. In the rockless state, there will be 3 wall traps into which Shara Ishvalda can strike, but if Shara Ishvalda triggers them (shoot with air), they will not do her any harm. Again, you can trigger these traps with bombs, but make sure Shara is close enough. Going for the Scalp You need two Shara Ishvalda tenderplates (and a jewel) for each Shara-Ishvalda weapon that are good for the middle master rank. Obtaining the tender plate can be difficult as it cannot be carved from the head of his corpse, Shara Ishvalda can be broken twice to drop the scalp. Carving the scalp give you two tenderplate To avoid killing Shara Ishvalda before you get the scalp fall, you need to go for the head as much as possible Partbreaker 3 is a must as it reduces the total damage you give to the head A Great Sword is a very good choice as it has a long range, high damage and a hidden Partbreaker bonus on the slashes. The Beo Slasher II is a good choice as it will do decent damage without charms or gemstones and easy to manufacture. In Phase 1, you should focus on not dying to keep your fainting for Phase 2. In phase two (Closed Eyes), go for the head exclusively. If done properly, you can get the scalp before phase three begins. Attack the head as quickly as possible with a handle. Keep it tender at all times. Shara Ishvalda usually leaves his head open after each attack. Priority to avoiding attacks by sprinting sprint upside down for draw attacks. Avoid hitting anything else. Some of his attacks leave Shara Ishvalda's head unprotected for longer, so you get a strong charge strike. Don't go for a True Charge Slash or Shara Ishvalda will hit you. With the Slinger Square to hit Shara Ishvalda into a wall, is counted as damage to the head. If phase three (eyes open) starts and you have not broken your head twice, go for the front legs. If you break one of the front legs, Shara Ishvalda will overturn long enough to get a True Charge Slash on your head. Use this to eventually break off the scalp. The goal of breaking Shara Ishvalda's head can lead to a very protracted fight. Three parts of The Tigrex armor allow you to stack three free meals, which greatly increases your healing supplies. Wear a Farcaster to return to your warehouse if you ever get by with supplies. Bring Dash Juice as you do a lot of sprinting. Health Boost 3 is pretty good considering that Shara Ishvalda extreme damage performance easily two shots you without it. Once the scalp breaks, your first priority should be to carve it. Blast attacks are a great opportunity to go for the carving. Shara Ishvalda Weaknesses Every \*star shown below is more weakness for each disease weakness level \*\* X \* \*\*\* (armored) \*\* (unarmed) \* Each \* star shown below represents more weakness for each type of damage weak point head \*\* (armored) \*\*\* (unarmed) \*\* (unarmed) \*\*\* \*\*\* (unarmored) \*\* (Unarmed) Front Legs (Breakable) \* \* \* \* \* Wings (Breakable) \*\*\* (Armored) \*\* (Unarmored) \*\*\* (Armored) \*\* (Unarmed) \*\*\* (Armored) \*\*\* (Unarmored) In-game Weaknesses Shara Ishvalda Low and High Rank Carves Defeating Defeating the player to carve the following items: Shara Ishvalda Weapons & Armor and Weapons related to the Shara Ishvalda Monster. These are unconfirmed and upfront information for now! Weapons Armor Set Bonus: Shara Ishvalda Divinity Set Bonus: Shara Ishvalda Divinity Notes & Trivia It is known as The Earth Singing Dragon or Old Everwyrn. It is the first big monster to have the Switch Display option in its Hunter's Notes entry. It is the first monster to have an alternative form for its physiology and reward pages. When the eyes open, they track the camera instead of the hunter. The reason for this, as theorized by the fans, is that Shara stares directly into the soul of a hunter who is actually the player who controls the hunter, making this a fourth wall break. Even if it is in multiplayer fight, every player takes the eyes of them, ignores everyone else. Although the hunter's notes do not mark the wings as fragile in their unarmed form, they are still fragile; they are simply harder to hit properly. Right. Right.

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