

Shiva of the East

Shiva is never alone

Description

Shiva is the captain of a clan in the Forest Hunter. A collector of rare weapons, he's willing to sell some of his collection to the player for a cost. He hails from the East, as is his ninja bodyguard that's always with him. Although his bodyguard never speaks, he's always ready to act when Shiva is in danger.

Location

Darkroot Garden

Near the ruins where Alvina is sitting in the window. You must be in the Forest Hunter covenant for him to appear. He'll tell you some background information on the Forest hunter covenant (Nothing that Alvina hasn't already mentioned). He won't sell you weapons until meet him in Blighttown.

His bodyguard is right behind him, in the little pocket between the cliff and the wall.

Blighttown

As a merchant. His location will be in the swamp, in front of the waterwheel elevator.

- Player must still be in the Forest Hunter covenant.
- Player must speak to Shiva in the forest before he will appear in Blighttown

His bodyguard is behind the wall where Shiva is leaning against.

Shiva of the east Blighttown location

Use

- Sells unique weapons, some are rare weapons.
- Teaches "Look Skyward" Gesture.

Sells

Item	Soul Cost	Description
Flamberge	10,000	This weapon is designed to flay the skin and causes heavy bleeding
Stone Greatsword	15,000	The same magic which created the stone knights is imbued in the sword. Unleash this power by wielding the sword with two hands (Darkroot Garden Giant Stone Knights sword)
Demon Great Machete	10,000	The sword is imbued with no particular magic, but for those who have the strength, its weight will smash foes mercilessly
Shotel	10,000	Requires great skill to wield, but evades shield defence to sneak in damage
Uchigatana	5,000	The Uchigatana cuts beautifully and causes bleeding, but its blade is easily nicked
Washing Pole	20,000	The blade is extremely long, but as a result, quite easily broken
Demon's Greataxe	10,000	This axe is flashy, but can beat foes to a pulp with ease, provided you have the strength to wield it
Claw	5,000	Attacks cause bleeding, and the wounds inflicted are not easily mended. Preferred weapon of the spooks of an Eastern land
Demon's Spear	15,000	The weapon of these chaos demons wandering Anor Londo are different from those of other chaos demons, and are imbued with lightning
East Wood Grain Ring x1	10,000	Slows the loss of weapon durability, and is particularly useful to bearers of delicate swords crafted in the East.

Stats

Shiva

Playthrough	HP	Souls
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New Game	719	3,000
NG+	1,215	9,000
NG+6	1,518	11,250

Shiva's Bodyguard

Playthrough	HP	Souls
New Game	742	2,000
NG+	1,253	6,000
NG+6	1,567	7,500

Equipment

- Shiva
 - Murakumo
 - Iron Round Shield
 - Eastern Set
- Shiva's Bodyguard
 - Uchigatana
 - Target Shield
 - Dark Wood Grain Ring
 - Ring of Fog
 - Shadow Set
 - Fire Surge

Drops

- Shiva
 - Humanity (x2)
 - Murakumo
 - Iron Round Shield
- Shiva's Bodyguard
 - Humanity (x1)
 - Dark Wood Grain Ring

Notes

- Shiva will stop selling you his wares if you abandon or break your bond with the Forest Hunter Covenant.
- If you make him hostile either by breaking the covenant or by attacking him without getting him killed (or you lose), he will relocate to Darkroot Garden and attack you on sight. If you absolve your sin and rejoin the Forest Hunter, he'll be back in Blighttown.
 - However, kicking the ninja bodyguard off the cliff, then reloading the game and looting the Dark Wood Grain Ring will still make him hostile and break the covenant, but he will not relocate to Blighttown, even after absolving your sin and rejoining the covenant.
- Shiva was originally meant to betray the player, in the same fashion as Satsuki from Demon's Souls. You can listen to his cut dialogues here. This is why Alvina has a dialogue where she says she doesn't trust him and Patches warns you to be careful around Shiva.
- Shiva's ninja bodyguard will also occasionally use pyromancy like Fire Surge.
- As with any other PvP situations in Darkroot Garden, Shiva and his bodyguard's entire costume can be used as a disguise by the host, which can sometimes fool the invading Dark Spirits. If you are one of these Dark Spirits and can't seem to find the host, try hitting every enemy here. As you're "allied" with the host's enemies, your attacks won't even connect with the real ones, but it will connect if it hits the host.

Dialogue

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+ show Dialogue - hide Dialogue

In Darkroot Garden

- **First time speaking to him**

1. I've heard all about you.

I'm Shiva of the East, captain of the brigade.

Let's teach you the clan basic now,

as there is no time to chat in the midst of fighting.

Except there's little in the form of rules, you hear?

Fight and hunt as you like. Whoever's fastest gets the prey. That's the way we do it.

Only... Don't forget what Alvina said. Traitors aren't given a second chance, for any reason.

That's about it, then.

Don't worry, it's a good old time, isn't it?

Great to have you with us. Good hunting to you.

2. Don't worry, now.
You'll be called in soon enough.
Hunters with patience score the best kills.

- **After speaking to his bodyguard**

Ah, did you notice that one? Sharp eyes!
He's one of the clan. From the East, like myself.
Always slinking in the shadows, but he's a tough one.
You'll see what I mean.
Hah hah hah hah!

- **When attacked without made hostile**

- Hrg!
- Mnph!
- Why, you dirty...!
- Have you lost it?

- **When attacked and made hostile immediately after joining Forest Hunter**

Turning on us from the very start?
Have a look at my sword, for it's the last thing you'll see!

In Blighttown

- **First time speaking to him**

Hello again.
Strange to meet away from the clan and the forest.
But while you're here, how about some equipment?
I love collecting there things, but I can only keep so many.
And, you know, you are a friend. I'll sell them cheap.

- **Greeting**

- We meet again.
I have the equipment, if you have the need.
- Well, there you are again.
I've culled my best picks from my last summoning.
Have a look, will you?

- **Leaving**

- I see you have a sharp eye for trinkets.
Suits me fine. I'll be seeing you.
- Right then. I'll see you in the forest.

- **When attacked and made hostile**

You have some guts, to turn on us!
Have a look at my sword, for it's the last thing you'll see!

- **Sometimes when fighting you**

- Hiiayah!
- Haaah!

- **When he kills the player**

You sick Hollow...

Don't you ever come round again.

- **When killed**

You poor fool...

You won't be able to run far enough...

Video: Shiva of the East's Dialogues

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