

Demon Of Song

Lore

<i>Soul of the Demon of Song at the Shrine of Amana.</i> <i>When this demon developed a taste for human flesh, it was contained within the Shrine of Amana, but the line of priestesses who looked after the shrine and appeased the creature have died off.</i> — Description of the Demon of Song Soul	<i>The Demon's sonorous voice, in stark contrast to its hideous form, is surely intended to lure people close so that it may devour them.</i> — Description of the Spotted Whip
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Location

Shrine of Amana:

From the Rhoy's Resting Place bonfire, follow the voice of the Song.

Bonfire Intensity	Health	Souls
1 (NG)	6,180	26,000
2 (NG+)	8,034	52,000
8 (NG+7)	15,265	104,000

Bonfire Ascetic respawn: Rhoy's Resting Place bonfire.

Summons

- Felicia the Brave
 - Found inside a hut before the Rhoy's Resting Place bonfire.
 - Found directly near the Rhoy's Resting Place bonfire. *Dark Souls II: Scholar of the First Sin only.*
- Lone Hunter Schmidt
 - Found inside a hut before the Rhoy's Resting Place bonfire. *Dark Souls II: Scholar of the First Sin only.*

Drops

- Demon of Song Soul
- Key to the Embedded

Moveset

Leap:

Leaps high up and crashes down.

Charge:

Visibly prepares both legs and charges the length of the battle area in a straight line.

Grab:

Opens arms wide and attempts to grab player, smashing them repeatedly into the ground if successful.

Arm Swings:

Attacks once with each arm, then executes two wide-ranged sweeping attacks. This attack may be followed up by a fast downward smash.

Strategies

The boss can only be damaged by attacking the demon in its mouth. Wait until the mouth opens to attack.

Bring a lightning weapon or a lighting buff. Stay close to the boss and circle left around him. His basic attacks should not hit you, but be aware of the body slam. When he finishes his attacks, hit him in the face or heal. Rinse and repeat.

Bring light armor, under 70% weight. Most attacks can be easily dodged with rolling as the water in this area is not as deep as in the rest of the Shrine. Strafe and keep out of his reach. When he tries to body slam, you can easily avoid it by backing up, as with his two hit attack. Best times to attack are after his body slam and after his two hit attack but be sure to only hit two or three times as his random water bolts can deal high damage quickly. When you see him prepare his charge, sprint to the left or right and roll right before he reaches you, this should avoid the attack completely. His charge will not give you any openings so keep your distance.

Melee players should keep their distance and avoid locking on to the Demon as a target. Wait for the face to appear and just circle back for a few hits before backing off again. Don't try to guard or run in too fast after his two slap combo, because he can extend it up to 5 hits.

Caster builds should aim to stay within medium (melee) range to avoid triggering his charge attack, and follow the same strategy as above.

Additionally, the pyromancy Toxic Mist can be used to deal significant damage to it. While it takes several casts for the poison to take effect, use of a summoned ally and a Wilted Dusk Herb or two will make the fight much easier, as Toxic Mist will poison it regardless of where it hits; the Demon of Song's skin cannot defend against it.

Notes

- Water in the arena will lower Lightning Defense and raise Fire Defense of the player and the Demon of Song.

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Revision #1

Created 17 December 2024 07:31:32 by jade

Updated 17 December 2024 07:31:32 by jade