

# Flexile Sentry

## Lore

*Soul of the Flexile Sentry.*

*The Flexile Sentry is a merciless creature whose purpose is to punish the Undead.*

— Description of the Flexile Sentry Soul

*The sentry crammed inmates of the overflowing Bastille onto a rickety ship, and cast them out to the open sea.*

*The majority of them drowned or starved, but a few hardy survivors made land o the south, and imparted their knowledge of sorcery to the people there.*

— Description of the Warped Sword/Arced Sword/Barbed Club

## Location

### No Man's Wharf:

Boss fight inside the ship.

Bonfire Intensity	Health	Souls
1 (NG)	3,150	14,000
2 (NG+)	6,000	28,000
8 (NG+7)	11,970	56,000

Bonfire Ascetic respawn: Unseen Path to Heide bonfire.

### Shaded Woods:

Mini-boss near the Shrine of Winter. *Only in Dark Souls II.*

Bonfire Intensity	Health	Souls
1 (NG)	3,150	2,800
2 (NG+)	6,000	5,600
8 (NG+7)	11,970	11,200

### Sinner's Rise:

At the bottom of the elevator, in the second, leftmost room. *Only in Dark Souls II: Scholar of the First Sin.*

Bonfire Intensity	Health	Souls
-------------------	--------	-------

1 (NG)	3,150	2,500
2 (NG+)	6,000	5,600
8 (NG+7)	11,970	11,200

### Frozen Eleum Loyce:

Two inside the same area as the Bone Fist.

Bonfire Intensity	Health	Souls
1 (NG)	???	???
2 (NG+)	???	???
8 (NG+7)	???	???

## Summons

---

- Lucatiel of Mirrah
  - She can be found near the shortcut portcullis in No-man's Wharf. In *Dark Souls II: Scholar of the First Sin*, her sign is found on the dock near the ship instead.
- Bradley of the Old Guard
  - Found near the Hollow Infantry who fires flaming arrows as you enter No-man's Wharf. *Only in Dark Souls II: Scholar of the First Sin.*

## Drops

---

### No Man's Wharf:

- Flexile Sentry Soul

## Moveset

---

## Strategies

---

This fight is quite simple: block or dodge his attacks, then attack him while he's recovering. Use the large pillar in the middle of the room to block his advances and force him to attack.

It's recommended to finish this fight quickly. Two minutes into the fight (or after the boss is at 50% health), the water in the room starts to rise. The water will only rise to just below the shoulders, but once it gets that far, you will have an exceptionally difficult time maneuvering.

After the boss is dead, continue through the next doorway and make sure to open the chest for a Pyromancy Flame. You can then use the ship's compass to sail yourself over to the Lost Bastille.

You can buy some Poison Arrows from Lonesome Gavlan to make the fight even easier.

## Notes

---

- There are two Suspicious Shadows with unique drops in the boss arena in NG+ and beyond.
- Circling around to its "back" (non-active side) is a sane method of attack - if you time it with its cool-down period after its attack.
- While on the docks, if you have Lucatiel summoned, make sure her path is clear and that you stay out of her way - she may fall into the water otherwise, depriving you of your phantom before you even reach the boss fog.
- Water in the arena will lower Lightning Defense and raise Fire Defense of the player, the Flexile Sentry, and any Suspicious Shadows.
  - Suspicious Shadows use NORMAL-TIER.

## Comments

---

[Show comments](#) [Hide comments](#) [Show Comments](#) [Add a New Comment](#) [Permanent Link](#) [Edit](#) [Delete](#)

---

Revision #1

Created 17 December 2024 07:31:42 by jade

Updated 17 December 2024 07:31:42 by jade