

Guardian Dragon

Lore

Soul of a dragon that guards the path to the shrine.

Do the dragons watch over the land of their own will, or are they in the grip of one of Aldia's spells?

— Description of the Guardian Dragon Soul

Location

Aldia's Keep:

At the end of the keep.

| Bonfire Intensity | Health | Souls |
|-------------------|--------|---------|
| 1 (NG) | 5,270 | 37,000 |
| 2 (NG+) | 6,851 | 74,000 |
| 8 (NG+7) | 13,017 | 148,000 |

Bonfire Ascetic respawn: Ritual Site bonfire.

Dragon Aerie:

Non-boss version.

| Bonfire Intensity | Health | Souls |
|-------------------|--------|--------|
| 1 (NG) | ~5,300 | 4,000 |
| 2 (NG+) | - | 8,000 |
| 8 (NG+7) | - | 16,000 |

Heide's Tower of Flame:

Non-boss version. *Dark Souls II: Scholar of the First Sin only.*

| Bonfire Intensity | Health | Souls |
|-------------------|--------|-------|
| 1 (NG) | ~1653 | 4,000 |
| 2 (NG+) | 3660 | 8,000 |

| | | |
|----------|------|--------|
| 8 (NG+7) | 6612 | 16,000 |
|----------|------|--------|

Summons

- Sellsword Luet
 - Found on the first floor near the dragon skeleton. *Dark Souls II: Scholar of the First Sin* only.

Drops

Aldia's Keep:

- Guardian Dragon Soul

Dragon Aerie: *Dark Souls II* only.

- Petrified Something
- Petrified Dragon Bone
- Twinkling Titanite
- Flame Quartz Ring +2 (rare)
- Fire Tempest (rare)

Dragon Aerie: *Dark Souls II: Scholar of the First Sin* only.

All drops are guaranteed

- First Dragon - Flame Quartz Ring +2
- Second Dragon - Fire Tempest
- Third Dragon - Twinkling Titanite, Petrified Dragon Bone, and Petrified Something

Moveset

Breath of Fire:

Conic attack at the ground that spreads out as it comes towards the player.

Flying Fireball:

Mid-air area of effect attack.

Tail Whip:

This attack has a wide radius of effect, try to stay away from the tail.

Bite:

Swings its head while biting.

Stomp:

Stomps with either leg.

Strategies

This boss is relatively easy, as long as your dodging is good.

Try to stay close to the back legs, but not too close to its tail.

Melee Strategy:

Stay between the dragon's legs as much as possible, attack its legs and watch your stamina.

When the dragon stomps, roll towards the dragon's other side, providing an opening for attack on its other foot.

If the dragon flies up to rain fire on you, just strafe to his side, or attempt to sprint directly under the dragon.

Sorcery Strategy:

When you enter the boss arena, walk a few steps to the left then lock-on to the boss and start casting spells. Your second and third cast should hit its head, causing massive damage.

Keep your distance while the dragon is waking up. Once it notices you, begin by strafing in front of it to bait out its straightforward fire breath (its head will rear up for 1-2 seconds) then roll under it and start casting spells. Move back in front once the attack finishes, and repeat.

You'll also have a good opportunity to hit the dragon with one or two casts of Soul Spear while it's perched on the side of the cage, as well as immediately after its airborne flame breath attack.

Notes

- You can cut off the dragon's tail, preventing the use of tail attacks for the rest of the fight.
- In Dragon Aerie, the fire breath attack can go through solid rock.
- If you kill the dragon during one of its fire breath attacks, the fire itself will persist for the duration of the attack even after the dragon is dead. This can hurt you, so watch out.

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