

# Looking Glass Knight

## Lore

<i>Those who wish to serve the king as loyal warriors must take the King's Passage and face the Looking Glass Knight. Those who fail the test are sacrificed by the merciless specular monstrosity.</i> — Description of the Looking Glass Set	<i>Fearing something wicked, the King fled the castle and never returned. But his warrior forever true to his command, stands ready to expunge those who would challenge him.</i> — Description of the Thorned Greatsword	<i>Soul of the Looking Glass Knight, who challenges visitors to the lordless castle.</i> <i>Long ago, the King's Passage was a route taken by the bravest warriors to prove themselves, but now it only prevents one from pursuing the runaway king.</i> — Description of the Looking Glass Knight Soul	<i>The Looking Glass at the castle is said to have been passage to another world.</i> — Description of the King's Mirror
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## Location

### King's Passage:

Past the door opened with the Key to King's Passage in Drangleic Castle.

Bonfire Intensity	Health	Souls
1 (NG)	6,540	34,000
2 (NG+)	9,156	68,000
8 (NG+7)	17,397	136,000

Bonfire Ascetic respawn: Central Castle Drangleic bonfire.

## Summons

- Benhart of Jugo
  - Found on the left in front of the boss fog.
- Ashen Knight Boyd
  - Found on the right one pillar back from the boss fog. *Dark Souls II: Scholar of the First Sin* only.
- Sellsword Luet

- Found as a shade in the room past the giant mechanism. *Dark Souls II: Scholar of the First Sin* only.

# Drops

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- Looking Glass Knight Soul
- Ring of Steel Protection +2 (Bonfire Intensity 2+)

# Moveset

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**Jumping Smash**

**Running Jumping Smash**

**Running Stab**

**Sword Slashes + Stab**

**Lightning Volley**

**Lightning Slash**

**Lightning Chain**

**Summon**

**Backstep**

# Strategies

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All attacks bounce off and do no damage if you hit his shield. The deflected sorceries/pyromancies/miracles/hexes can damage the host or friendly phantoms. Hitting the shield appears to do a lot of durability damage to weapons.

At around 50% health or if enough time has passed, a phantom image may form in his shield, and then he slams his shield to the ground and to start summoning Mirror Squires. After this point, he may perform another summon if enough time has passed, so defeating him quickly is ideal. The summoning animation can be canceled if he is staggered.

# Notes

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- To get summoned for the boss fight, use a Red Sign Soapstone in Drangleic Castle, though you may also be summoned via Cracked Red Eye Orb.
- Upon being summoned, a message prompt appears: "The Looking Glass Knight summons you! Become a mirror squire, and vanquish the world master."
- Be aware that some time may elapse between actually being summoned and the loading screen itself, so you may be vulnerable before you see yourself. Also, the boss may die before you are successfully summoned: "Summoning canceled. Area boss has been vanquished."
- Putting your sign down every 10 seconds may increase your chances of being summoned by resetting your server priority, and decreases your chances of being summoned by a player instead.
- Burning a Human Effigy before the fight does not appear to prevent it from summoning a player.
- NPCs or players he summoned disappears upon his defeat.
- As a mirror squire, you can heal the Looking Glass Knight with any variety of spells, including Warmth and Great Heal.
- He was called the *Mirror Knight* before the game was released.
- Rain in the arena will lower Lightning Defense and raise Fire Defense of the player, the Looking Glass Knight, and any summons.

## Comments

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