

Old Dragonslayer

Lore

The Old Dragonslayer is reminiscent of a certain knight that appears in old legends.

— Description of the Old Dragonslayer Soul

Location

Cathedral of Blue:
In the cathedral at the end of Heide's Tower of Flame.

Bonfire Intensity	Health	Souls
1 (NG)	2,880	20,000
2 (NG+)	5,760	40,000
8 (NG+7)	10,944	80,000

Bonfire Ascetic respawn: The Blue Cathedral bonfire.

Summons

- Devotee Scarlett
 - Found near the staircase on the route to the Cathedral. *Dark Souls II: Scholar of the First Sin* only.

Drops

- Old Dragonslayer Soul
- Old Leo Ring

Moveset

Spear Stab:

Stabs his spear towards the player. Can occur whilst jumping. Parryable and blockable.

Upwards Slash:

Follows a Spear Stab. Parryable and blockable.

Horizontal Slash:

Follows a Spear Stab. Parryable and blockable.

Spear Slash:

Slashes his spear across the player. Can occur twice. Unparryable and blockable.

Crush:

Drops down to the ground, attempting to crush the player. Can occur whilst jumping. Unparryable and not blockable.

Charge:

Dashes forward with his spear pointed towards the player. Unparryable and blockable.

Impale:

When close, he will attempt a stab with a longer windup. If he hits the player is skewered and electrocuted. Unparryable and not blockable.

Dark Slam:

Jumps into the air, emanating with Dark. Once he lands the Dark is released. Unparryable and not blockable.

Dark Bolt:

Raises his spear, imbues it with Dark and throws the a Dark Bolt at the player. Spell Parry and not blockable.

Strategies

Dodging and Blocking:

With a high physical resist and stability shield you can stick close to the Dragonslayer and circle him counterclockwise.

You can easily block all of his normal attacks and the only thing you'll need to run away from is his area of effect Dark attack.

Pay close attention to his opening lunge strike with the spear as it does tremendous damage to low level characters.

Melee:

Most of his attacks can be dodged by rolling behind him. Staying as close as you can to him is

usually the best course of action due to the fact that he likes to lunge at the player if you're far.

The only attack that you have to watch out for from close is when he begins charging his Dark AoE attack. He will jump into the air and land on the ground releasing an energy wave that can damage you from a good distance. Roll away when you see him doing this.

Notes

- Some of his attacks can be parried, but not riposted. His stun from the initial parry is extremely short and has a very quick recovery.

Videos

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