

The Last Giant

Lore

<i>Soul of the surviving giant, who was bound below the Forest of the Giants.</i> <i>The lord of the Giants, who had brought wrack and ruin to the entire kingdom, was said to have been felled by an unknown warrior.</i> <i>His beaten and broken remains were then dragged beneath the stronghold, where he was sealed away.</i> — Description of the Soul of the Last Giant	<i>Drangleic's been a pile o' rubble since the war fought long, long ago.</i> <i>When the Giants crossed the sea.</i> <i>Seemed like the battles would never end.</i> — Merchant Hag Melentia Dialogue
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Location

Forest of Fallen Giants:

At the Cardinal Tower bonfire, climb down the ladder and head left through the formerly locked door, take the elevator down and walk on through the fog wall.

Bonfire Intensity	Health	Souls
1 (NG)	2,530	10,000
2 (NG+)	5,313	20,000
8 (NG+7)	10,095	40,000

Bonfire Ascetic respawn: Cardinal Tower bonfire.

Summons

- Mild Mannered Pate
 - Found by the fog gate. Appears only if you have completed his gauntlet in the Forest of Fallen Giants.
- Sellsword Luet
 - Found by the fog gate. *Dark Souls II: Scholar of the First Sin* only.

Drops

- Soul of the Last Giant
- Soldier Key

Moveset

Left Foot Stomp:

A stomp from above with his left foot. Unparryable and not blockable.

Right Foot Stomp:

A stomp from above with his right foot. Unparryable and not blockable.

Alternating Foot Stomp:

Multiple stomps switching from left to right. Unparryable and not blockable.

Arm Swipe:

Swipes across the room with his arm. Unparryable and blockable.

Forward Fall:

Falls towards the player, whilst facing forwards. Unparryable and not blockable.

Desperate Arm Swipe:

Once below 50% health, he will rip his left hand off and use it as a club whilst swiping. This gives it greater range. Unparryable and blockable.

Strategies

Dodging and Blocking:

Watch out for his stomps. Sometimes he does it only once, but he can do three stomps in rapid succession, alternating the leg that he uses. These can one shot you if you have low Vitality or are at 50% HP due to hollowing.

Melee:

The sweet spot is behind the left leg. Wait for him to stomp and dodge towards the right leg; it is safely out of range of the left leg stomp. After, return to the left leg quickly and land a couple hits. Be wary of his arm attacks. Sometimes if you're on the outside of either of his legs, he'll swing his arm and send you flying. If you see him about to try this attack, dodge inwards, aiming towards his opposite side.

The trick is dodging or maneuvering around his leg stomps. Generally, when he lifts his leg, moving across to his other side is safe. If you stay under him, you should be able to avoid his falling attack rather easily. If you stand behind him and attack his left leg, he will do almost nothing except stomp with his left leg and backstep. This allows you to do large amounts of damage in relative safety.

Ranged:

He is slow enough that you can target his chest and simply backpedal around the room to kite him. Doing this you will mostly only have to deal with his sweeping arm attack and can get off one to three bow attacks, consumable throws, or spell casts per swing.

Firebombs:

Stockpile thirty or so Firebombs. This gives you an excellent ranged advantage. Stay away from him and aim for his chest. Keep chucking the bombs at him until he dies.

Notes

- Doing enough damage to the left arm can cause it to fall. This prevents him from using it as a club.
- Oddly, the Last Giant resembles the Giant Lord more than any other giant. With the new description gained from the Soul of the Last Giant it is very likely that the Last Giant is what remains of the Giant Lord which would explain his anger at seeing the player.
- Despite his name there are two other giants left, residing in Black Gulch.

Videos

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