Dragon Knight

aka Dragon Bone

General

A knight wearing the full Black Dragon set.

Warpick and Shield		
Bonfire Intensity	HP	Souls
1	2,300	3,000
2	2,750	6,000
8	3,600	12,000

Dual Greataxes		
Bonfire Intensity	HP	Souls
1	2,300	2,000
2	2,750	4,000
8	3,600	6,000

Sword and Shield		
Bonfire Intensity	HP	Souls
1	2,300	3,000
2	2,750	6,000
8	3,600	12,000

- Drop rate of items is extremely low, so players may need to join the Company of Champions or use several Bonfire Ascetics once they despawn in order to collect each item.
- They can parry, guard break, roll, jump attack, and heal themselves.
- In *Dark Souls II: Scholar of the First Sin*, they bow to you and remain neutral unless you avoid killing the Drakekeepers or run past the glowing Dragon Knight near the end of the

shrine. They do not turn hostile if you summon NPCs like Bashful Ray. They also turn hostile if they receive any sort of damage.
- The Dragon Knights only turn hostile in groups, as in if you run past or attack only one group, the next group of Dragon Knights will not attack you unless you also run past or attack them.
- Their hostility resets to neutral when the area reloads.
- In *Dark Souls II: Scholar of the First Sin*, they turn hostile if you summon a player phantom or shade, or use a Seed of a Tree of Giants.
- In *Dark Souls II: Scholar of the First Sin*, they do not turn hostile if you challenge or kill the Ancient Dragon.
- In *Dark Souls II: Scholar of the First Sin*, they do not turn hostile if you take the Petrified Egg.

Location

Dragon Shrine
Three on the long set of stairs leading to the Ancient Dragon.

- SotFS: Several throughout Dragon Shrine:
  - Dual Greataxe knights: Ten. One next to the first Drakekeeper. Two by the second. Two more by the third. Four on the long stairs. One in the last hallway.
  - Sword and shield knights: Nine. Two on the high platform reached from behind the second Drakekeeper. Another by the underground Drakekeeper. Four on the long stairs. Two in the last hallway.
  - Warpick and shield knights: Only one. After the first Drakekeeper, on the stairs.
  - Non-respawning glowing knight: On the long staircase at the end. Already hostile at the beginning. Uses two swords in powerstance.

Drops

- Black Dragon Sword (Sword, Very Rare)
- Black Dragon Greataxe (Dual Greataxe, Very Rare)
- Black Dragon Warpick (Warpick, Very Rare)
- Black Dragon Shield (Warpick or Sword, Very Rare)
- Dragon Scale (Rare)
- Awestone (if a member of Company of Champions)

Weakness

Weakness	Effectiveness
Strike	?
Thrust	?

Slash	?
Projectile	100%

Resistance

Resistance	Reduction
Fire	30%
Magic	30%
Lightning	30%
Dark	30%
Poison	Susceptible
Bleed	Susceptible

Attacks

Attack	Description
Move	Description
Move	Description

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