

Giant Basilisk

aka Great Basilisk

General

A giant version of the Basilisk.

Shaded Woods / Huntsman's Copse

Bonfire Intensity	HP	Souls
1	3,200	3,000
2	5,750	6,000
8	?	12,000

Aldia's Keep

Bonfire Intensity	HP	Souls
1	4,600	3,000
2	6,340	6,000
8	?	12,000

- Only spawns once in the Shaded Woods

Location

Shaded Woods

After the Shaded Ruins bonfire in the open field with Lion Clan Warriors. Only in *Dark Souls II*.

Huntsman's Copse

Just before the Undead Refuge bonfire, found in the pit that contains Ricard's Rapier. Only in *Dark Souls II: Scholar of the First Sin*.

Aldia's Keep

In a cage at the top of the staircase, just past the petrified Ogre.

Drops

- Petrified Dragon Bone (*Dark Souls 2*, Shaded Woods) (100%)
- Large Titanite Shard x3 (*Scholar of the First Sin*, Huntsman's Copse) (100% and respawns with 100%)
- Dragon Sage Hood (Aldia's Keep) (Rare)
- Magic Stone (Aldia's Keep) (Rare)

Weakness

Resistance

- Medium Magic, Lightning and Dark Resistance
- Low Fire Resistance

Attacks

Petrification Cloud - Similar to regular Basilisks. Raises on its hind legs, then releases a cloud that will build up your petrification meter if you stay in it.

Claw Swipe - Does a single claw swipe in a wide arc, which can be followed by another in an opposite direction. Has good initial tracing, it can quickly turn towards you to initiate this attack.

Tail Swing - Uses this attack if you stay behind it for too long. Swings its tail in a left-right-downward pattern.

Strategies

- Melee - Wait for the petrification cloud, then go and attack it from behind. Stay there, and block or dodge its claw and tail attacks, getting a hit or two in afterwards.
- Ranged - Both Basilisks can be killed from range with little risk.

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