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What order should you fight the bosses in dark souls 3

Dark Souls 3 has been out for more than two years now. From Software may be hard at work in creating its brand new LP, Elden Ring, but fans of the Souls series are still spending an unsettling amount of time in Dark Souls 3 and Bloodborne. Whether it be challenge runs, PVP events, or good old PVE runs, the Dark Souls universe always finds something new to draw its players in. Let's take a closer look at all the Dark Souls 3 bosses in order. In this article we will discuss their individual difficulty, stats, immunities, weaknesses or strengths, and share a few lore tidbits about the most interesting Dark Souls 3 encounters. Warning: This article contains spoilers for the Dark Souls 3 game. If you haven't completed the game yet, you might want to postpone reading this article. 1. Iudex Gundyr Difficulty: Easy when you get used to his rotations Location: Cemetery of Ash Health on NG: 1,037Health on NG+: 3,561Weakness: fire and frostResistances: dark and bleedImmunities: poison In classic Dark Souls fashion, the player is plunged into an unforgiving world and forced to fight the first boss, Iudex Gundyr, within 60 minutes of starting the game. Iudex is the latin word for "judge," a fitting name considering that Gundyr's purpose is to protect the coiled sword until the Chosen Ash rises to claim it. According to Dark Souls lore, Iudex Gundyr was once a champion that returned to Firelink Shrine only to find its flame extinguished. Despite his duty, the champion was eventually corrupted by the Pus of Man, which can be seen seeping through his back, and eventually consumes him in the second phase of the fight. Drops: Coiled sword + 3,000 souls (NG), 15,000 souls (NG+1) 2. Vordt of the Boreal Valley Difficulty: Super easy if you stick close to his phat butt Location: High Wall of Lothric Health on NG: 1,328Health on NG+: 4,146Weakness: fire and dark Resistances: physicalImmunities: frost, bleed, poison According to an in-game description, "Vordt served as an outrider knight, never far from the fleeting dancer." This man-turned-beast is the second boss encounter in Dark Souls 3 and can be found on the High Wall of Lothric, in the huge building opposite the church. Vordt's lore is as fascinating as it is sad. He is connected to Pontiff Sulyvahn, one of the game's most challenging late stage Dark Souls 3 bosses. Former warrior of Irithyll, together with the Dancer of the Boreal Valley, he was granted one of the Pontiff's eyes, a magical object that bestows visions of endless combat on the wearer and eventually breaks their sanity. During their adventures players will encounter a couple of minibosses (Boreal Outrider Knights) with behaviour similar to that of Vordt. As servants of Sulyvahn, the Dancer, Vordt, and Outrider Knights protect important access points or objects. Drops: 3,000 souls 3. Curse-rotted Greatwood **OPTIONAL BOSS** Difficulty: Probably the first difficult boss in the game. Just… hit it in the potato sack. Location: Undead Settlement Health on NG: 5,400Health on NG+: 15,000+Weakness: physical, fireResistances: N/AImmunities: poison, bleed, frost Goddamn, this is one ugly boss. I remember fighting it for the first time. Went straight for the ballsack. Although there's nothing pretty about the Curse-rotted Greatwood, it played an important role in the Undead Settlement, protecting it and its inhabitants. The Greatwood was initially a spirit tree that sealed away all manner of curses before being consumed. There are many theories as to who, or WHAT, lies within the tree. During the second stage of the boss fight you can see a creepy white hand coming out of his belly, eerily similar to that of the Clawed Curses in the Grand Archives. The Curse-rotted Greatwood may be an optional boss, but it drops an invaluable item: the Transposing Kiln, which can be offered to Ludleth, one of the Lords of Cinder, at the Firelink Shrine to forge weapons from boss souls If you can't beat the Greatwood during your first encounter, you can always come back to it. Tip: If you are trying to join the Mound-makers covenant I suggest you do so before killing the Curse-rotted Greatwood. During the second phase of the boss fight the floor collapses, killing the NPC responsible for inducting the player into this Dark Souls 3 covenant. Drops: Transposing Kiln, Soul of the Rotted Greatwood, 7,000 souls (NG), 35,000 (NG+). 4. Crystal Sage Difficulty: Difficult if you can't time your rolls or are running around naked Location: Road of Sacrifices Health on NG: 2,723Health on NG+: 6,413Weakness: physical, lightning, poison, frostResistances: magicImmunities: N/A There are two Crystal Sages in the game. One appears as a Dark Souls 3 boss, while the other is simply a mini-boss that can be found in the Grand Archives. Heavily reminiscent of "Big Hat" Logan, the sages wear flowing robes and huge wizard hats that obscure most of their body. They also wield a rapier and orb that serves as a catalyst for their spells. The first Crystal Sage can be found in an exterior court of a ruined keep on the Road of Sacrifices. What makes the Crystal Sage more difficult than other boss fights in Dark Souls 3 is the fact that it spawns clones that are capable of casting spells during the fight. So, if you're running around naked or with no magical protection, this boss encounter will be difficult. The good news is that the Crystal Sage is very weak to melee damage and can be bested easily, provided you are quick on your feet. Under the direction of the Crystal Sages, the scholars of the Grand Archives accumulated a dangerous store of knowledge. The Undead Legion of Farron had an unknown accord with the Crystal sages, who taught them practical and fast spells that required a very special talent. Drops: Soul of a Crystal Sage, 8,000 souls (NG), 40,000 (NG+) 5. Deacons of the Deep Difficulty: I'd say they're pathetic but they might push me into a corner and poke me with their shticks. Location: Cathedral of the Deep Health on NG: 4,099 (292 per deacon)Health on NG+: 13,000Weakness: physical, frostResistances: magic, dark, bleed, poisonImmunities: N/A The fourth mandatory boss in Dark Souls 3 is actually a group boss, consisting of multiple Deacons, led by Archdeacon Royce. This group of fanatical priests can be found in the innermost chamber of the Cathedral of the Deep, next to Aldrich's tomb. "After Aldrich left for the Boreal Valley, Archdeacon Royce remained in the cathedral with the high priests, to keep eternal watch over their master's coffin." Source: In-game description The Deacons of the Deep are among the weakest bosses in Dark Souls 3. As a matter of fact, many members of the Souls community have expressed their disappointment with how easy the fight is. The mechanics of this boss are pretty simple: during the various phases of the fight, Deacons will spawn to attack the player. To do damage to the boss, players must constantly attack the Deacon with the red light. The light dissipates after a target's death and finds another host. After five red-eyed deacons die, the Archdeacon himself will make an appearance, flanked by two large blue-robed Deacons and four heavyset Deacons. Drops: Souls of the Deacons of the Deep & Small doll, 13,000 souls (NG), 52,000 souls (NG+) 6. Abyss Watchers Difficulty: Very hard. The first real Fight in Dark Souls 3 Location: Farron Keep Health on NG: 1,548 per phaseHealth on NG+: 3,250 per phaseWeakness: frost, lightningResistances: fire, dark, bleedImmunities: poison Excuse my fangirl moment, but the Abyss Watchers are one of my favorite Dark Souls 3 bosses. So much so that I have dedicated over 200 hours of my life creating my very own Watcher cosplay. Those moves, that huge-ass sword, pointy helmet, and blood-red cloak just ooze sexyness. Of course, that's not the reason I like them. It's obviously the lore, that memorable soundtrack, and adrenaline pumping through my veins as I attempt to land my next backstab. The Abyss Watchers is actually a collective boss and the first Lord of Cinder that players will encounter in their playthrough. This radical group of warriors was once the main component of the Undead Legion of Farron. Inspired by the Abyss Walker, Artorias, and strengthened by the wolf blood, the watchers utilize a lightning fast and unpredictable fighting style, characterized by flipping maneuvers and constant offense. Recommended Read: Abyss Watchers Lore & Strategy Guide Lore-wise, the Abyss Watchers were tasked with ridding the land of the taint of the abyss. At even the faintest whiff of corruption they would raze an entire kingdom to the ground. At some point, the Watchers linked the fire collectively and became Lords of Cinder. Upon returning to their ruined home, in Farron Keep, with nothing left to live for, they went mad or fell to the Abyss. Or maybe both. Now they are locked in endless combat with each other, cursed to rise over and over again. Drops: 18,000 souls (NG), 72,000 souls (NG+) 7. High Lord Wolnir Difficulty: Relatively easy Location: Catacombs of Carthus Health on NG: 15,041Health on NG+: 27,752Weakness: strike, blessed weapons, braceletsResistances: poison, dark, toxicImmunities: bleed, frost Upon defeating the Abyss Watchers players will gain access to the Catacombs of Carthus, a gruesome dungeon that holds within it an unspeakable horror: High Lord Wolnir. At the end of the catacombs players will come across a grim chalice. Interacting with it will transport the player to the Abyss, where he must face the one High Lord. According to the lore, a long time ago, the lords of Carthus received their crowns judiciously. Wolnir conquered these kingdoms and took the crown for himself. Keen to outlive everyone through any means necessary, Wolnir eventually succumbed to the Abyss. He is now trapped on the precipice between the abyss and Carthus, with only a holy sword and three armlets as comfort. This Dark Souls 3 boss fight may not be very difficult, but it had an emotional impact on me. Seeing a high lord desperate to escape his grim destiny was touching, and reminded me of the Abyss-touched bosses of Dark Souls 1 (yes, I am talking about Artorias). Unlike other boss fights, where the player has to down the opponent's HP to 0, here players must destroy the boss's bracelets and dispatch him to the Abyss. Lying on the ground, next to the boss, players will also find the Grave Warden Pyromancy tome. Drops: Soul of High Lord Wolnir, 22,000 souls (NG), 88,000 souls (NG+) 8. Old Demon King **OPTIONAL BOSS** Difficulty: moderately difficult romp with fireworks at the end Location: Smouldering Lake Health on NG: 5,301Health on NG+: 7,745Weakness: fire and frostResistances: dark and bleedImmunities: poison The Smouldering Lake is a living testament to the Chaos of Izalith. As is the Old Demon King, an optional boss that will pummel your face in like it's nobody's business. This Dark Souls 3 boss was born from the Chaos Flame and is among the last of its dying kind. Going into the boss room you will notice a staggering amount of corpses of Capra, Stray, and Centipede demons. You can notice right away that, while still powerful, with the Chaos flame extinguished, the Old Demon King is slowly withering again. Without going too much into the details of the fight I will say that the Old Demon King is a bit of a challenge, especially since it is scripted to feign a powerful AOE attack at the end that lures most of the players to their death. Drops: Soul of the Old Demon King and 25,000 souls (NG), 56,250 souls (NG+) 9. Pontiff Sulyvahn Difficulty: Rage-inducingly hard until you nail down his moveset Location: Irithyll of the Boreal Valley Health on NG: 5,106Health on NG+: 7,777Weakness: fire and frostResistances: dark and bleedImmunities: poison I have a bit of a history with Pontiff Sulyvahn. Many years ago I decided to do a drunk stream while fighting him. You know, just to calm the nerves. It was my first drunk stream, which also unceremoniously ended with me trying to beat him barefisted and with eyes closed. Even fully equipped and wide-awake, Pontiff Sulyvahn was one of the hardest, most magnificent bosses for me in Dark Souls 3. Dual-wielding the profaned ultra greatsword and the greatsword of judgement, the Pontiff will come at the player like a swarm of enraged paparazzi. The fight feels more like a duel, with Pontiff attacking in relentless, graceful swings. Parrying is incredibly hard due to his fast movements, but equally satisfying. Although it is uncertain, it is believed that Sulyvahn was born in the Painted World of Ariandel, but never experienced the same loss and despair as its inhabitants. In the end he left the painting and arrived at the Profaned Capital, from which he retrieved the greatsword. The young frost sorcerer then set out to claim Irithyll, which he controlled with the help of his Pontiff Knights. But even this did not satiate his ambition, so he dispatched Outrider Knights to conquer new lands. Drops: Soul of Pontiff Sulyvahn and 28,000 souls (NG), 63,000 souls (NG+) 10. Aldrich, Devourer of Gods Difficulty: *Insert Vietnam flashbacks gif* Location: Anor Londo Health on NG: 4,727Health on NG+: 6,100+Weakness: fire and lightningResistances: magic, bleed, dark, frost Immunities: poison Aldrich, Devourer of Gods, Lord of Cinder, and Saint of the Deep, is Dark Souls 3's very own TRAP. In the cinematic he appears as a disgusting sludge of dregs and rotten flesh, writhing with the remains of those he consumed. By the time the player finds him on his journey he takes on the image of a deformed Gwyndolin, no doubt having consumed the god. For veterans of the series, the way to Aldrich is a walk past memory lane. The Aldrich boss fight actually takes place in the same hall as the Ornstein and Smough fight, which, coincidentally, was MY MOST DIFFICULT encounter in Dark Souls 1. According to an in-game description, ""When Aldrich ruminated on the fading of the fire, it inspired visions of a coming age of the deep sea. He knew the path would be arduous, but he had no fear. He would devour the gods himself." Source: In-game description Through his visions Aldrich discovered a darkness far stronger than that known to man. He named it THE DEEP. He soon founded the Church of the Deep, through which he sought to bring about the stagnation of souls. Protected by Archdeacons Royce and McDonnel, Aldrich received a steady stream of human sacrifices, of which he partook happily. Unlike his other followers, who fell to madness, Aldrich managed to retain his sanity. It is still unknown why Aldrich chose to link the flame, but he was likely forced by others. Drops: Cinders of a Lord, Soul of Aldrich, 50,000 souls (NG), 150,000 souls (NG+) 11. Yhorm the Giant Difficulty: Very easy if you use the right weapon and are able to fight the tears Location: Profaned Capital Health on NG: 27,882Health on NG+: 41,149Weakness: lightningResistances: slash damage, thrust damageImmunities: fire, bleed, poison, frost I remember seeing Yhorm for the first time in the trailer of Dark Souls 3. He is, without a doubt, the most impressive figure of the trailer, and oddly enough, a tragic character that I couldn't help but like. The third Lord of Cinder once served as the weighty blade and stone-hard shield of a kingdom conquered by his own predecessors (possibly Wolnir). A truly heroic figure, he fought as a one man vanguard and even gave his people the means to defeat him (his first Storm Ruler). Tragedy befell him first, as he lost a loved one, and later as the hellish Profaned flame was unleashed on the Capital and wiped out any trace of humanity from it. Yhorm linked the first flame and became of Lord of Cinder, hoping to put the profaned flame to rest. Unfortunately he failed, and now he rules the Profaned Capital alone, with nothing but the burnt corpses of his non-believers as comfort. Oh, and the flame. So, basically, his sacrifice was in vain. If you want to learn more about Yhorm's tragic story, I strongly recommend checking out VaatiVidya's lore breakthrough. Drops: 36,000 souls (NG), 108,000 (NG+) 12. Dancer of the Boreal Valley Difficulty: Her dancing is a lot like mine at a nightclub: ungainly and likely to kill anyone nearby Location: High Wall of Lothric Health on NG: 5,111Health on NG+: 6,625Weakness: strike damage, lightning, and darkResistances: N/AImmunities: poison, frost Up next in our list of Dark Souls 3 bosses is the Dancer of the Boreal Valley, which could have been placed closer to the beginning for players that have a tendency to attack helpless old ladies. The Dancer is a mandatory boss, which must be killed to gain access to Lothric Castle. In terms of design, this is among my favorite bosses. The Dancer, with her nimble form and unusual gait, closely resembles her master, Pontiff Sulyvahn. Under normal circumstances, the dancer reveals herself after the player has defeated three lords of Cinder. Masochists can also summon her prematurely by attacking Emma, the High Priestess of Lothric Castle. The Dancer is believed to have been a royal inhabitant of Irithyll, before it was conquered by Sulyvahn. She was eventually forced to become an Outrider Knight and bestowed blades of power similar to those of the Pontiff. There is a truly fascinating detail in Irithyll that reminds us of Vordt and the Dancer: two uniquely shaped ghosts, that fit their description, are seen departing the cathedral. Drops: Soul of the Dancer, 60,000 souls (NG), 180,000 (NG+) 13. Oceiros the Consumed King **OPTIONAL BOSS** Difficulty: Easy if you turn off the horrible sounds Location: The Consumed King's Gardens Health on NG: 8,000Health on NG+: 9,600Weakness: lightning, frostResistances: bleed, magicImmunities: poison Oceiros, the Consumed King, is another optional boss in Dark Souls 3 that can be found guarding a shrine in the gardens below Lothric Castle. Oceiros is a truly disturbing experience that I somehow managed to completely miss during my first playthrough. His appearance is that of a sickly, decaying dragon with translucent skin, and no scales, similar to Seath. Like many bosses in Dark Souls 3, Oceiros is also mad. He was actually driven insane by the Plaedrake's writings. Oceiros also has (or thinks he has) a child called Ocelotte, which he keeps calling out to during the fight. The cries of a child can be heard during the fight, but the source remains unknown. Maybe Ocelotte can turn invisible, like the Crossbreed Priscilla. Maybe his father killed him. Or maybe it is all a delusion. During the fight Oceiros is driven to the edge and he enters a state of utter frenzy, smashing everything around him, possibly also his child. Drops: 58,000 souls 14. Champion Gundyr **OPTIONAL BOSS** Difficulty: Difficult and a great testament at how far you will come as a player. Location: Cemetery of Ash Health on NG: 4,950Health on NG+: 6,250Weakness: lightning and frostResistances: dark, poison, and bleedImmunities: N/A No, this is not a mistake. Gundyr appears as a boss two times in Dark Souls 3. In the second encounter, which is completely optional, players will have to defeat a faster, buffed up version of the original boss. Champion Gundyr is the same as Iudex Gundyr. He simply exists in a different time, possibly before the Pus of Man corrupted him. Hint: parry is bae Drops: 60,000 souls 15. Dragonslayer Armour Difficulty: Difficult and unpredictable Location: Lothric Castle Health on NG: 4,581Health on NG+: 3,561Weakness: fire and frostResistances: dark and bleedImmunities: poison This Dark Souls 3 boss is quite unusual. As the name suggests, during this encounter you will be fighting a suit of armor that once belonged to a powerful dragon slayer and is now controlled by the Pilgrim Butterflies above Lothric Castle. Players must defeat the armour to gain access to the Grand Archives. This was one of the harder boss fights for me, due to the opponent's powerful blows and tendency to throw me off the bridge. Before any trolls decide to leave a comment telling me to git gud, I would like to remind everyone that boss difficulty differs from player to player. Regardless, the Dragon Slayer Armour is a fun and memorable experience in the Souls series. Drops: Soul of the Dragonslayer Armour, 64,000 souls (NG), 105,600 (NG+) 16. Lorian, Elder Prince & Lothric, Younger Prince Difficulty: Super hard and punishing encounter Location: Grand Archives Health on NG: 7,730 (4,200+ in the first phase and 3,400+ in the second phase),Weakness: lightning, magic, frostResistances: DarkImmunities: poison What made so many Lords of Cinder abandon their duty? We will probably never know. according to an in-game description "the two princes rejected their duty to become Lords of Cinder, and settled down far, far away to watch the fire fade from a distance." The game also tells us that the two princes, along with Ocelotte, are the sons of the queen of Lothric and King Oceiros. The Twin Princes, Lorian and Lothric, are the final of the five Lords of Cinder and the 16th boss of Dark Souls 3 (optional bosses included). Physically, the brothers are very much alike. They have long silver hair, pale skin, and nimble frames. Lorian, the elder prince, is crippled and mute. Long ago, he defeated the Prince of Demons in combat, thus earning the power of fire. Now, he is unable to stand on his feet for more than one second, while Lothric remained strong of mind and able to wield high level sorceries. Drops: Cinders of a Lord, Soul of the Twin Princes, 85,000 souls 17. Ancient Wyvern **OPTIONAL BOSS** Difficulty: A poor excuse for a boss Location: Archdragon Peak Health on NG: 7,873Health on NG+: 70,000Weakness: lightning, frostResistances: thrust attacks, bleed, poisonImmunities: N/A Probably one of the strangest fights in Dark Souls 3, the Ancient Wyvern requires players to perform a unique set of actions to destroy it. Although I rated it as a poor excuse for a boss, mainly because you can one-shot it with a plunge attack, it should be noted that the Man Serpents you have to fight along the way can be difficult to overcome. Furthermore, if they really want a challenge, players can attempt to defeat the Ancient Wyvern through conventional means, by chipping away at its HP. Were it not for the plunge attack option and weak AI, the Ancient Wyvern could have been one of the most challenging bosses in Dark Souls 3. Drops: Dragon Head Stone, 70,000 souls (NG), 140,000 souls (NG+) 18. Nameless King **OPTIONAL BOSS** Difficulty: Soul crushingly hard. You might need therapy after this encounter. Location: Cemetery of Ash Health on NG: 4,577 in the first phase and 7,100 in the second phaseHealth on NG+: 4,582 in the first phase and 7,108 in the second phase King of Storm (first phase)Nameless King (second phase)Weakness: lightning, frost Weakness: fire, darkResistances: poison, bleed, fireResistances: lightning, frost, bleed Immunities: N/AImmunities: poison Thank God the Nameless King is an optional boss, because he is soul crushingly difficult. It took me three days of attempts to best him, and apparently I am not the only one. Almost 6,000 people voted this hulking, lightning-imbued badass as the hardest boss in Dark Souls 3. I think it's worth mentioning that I NEVER used summons during my first playthrough of Dark Souls 3. The reason why the King of Storm is so difficult is partly due to the wonky camera in the first phase combined with his relentless one-hit attacks in the second phase. Enough with the QQ, let's discuss the lore of the Nameless King. Little is known about him, apart from the fact that he used to be a dragon-slaying god of war, until he allied himself with the dragons and tamed a Stormdrake that he now uses as his mount. Although it was never confirmed, it is believed that the Nameless King was Gwyn's first born, and the figure that the Warriors of Sunlight worship. All in all, despite being an optional boss, The Nameless King is one of the most memorable and brutal bosses of the Dark Souls 3 universe. Drops: Soul of the Nameless King, 80,000 souls (NG), 160,000 souls (NG+) 19. Soul of Cinder, Kiln of the First Flame Difficulty: Ridiculous, especially since he has four completely different phases Location: Kiln of the First Flame Health on NG: 6,557 in the first phase, 4,209 in the second phaseHealth on NG+: almost the same as NGWeakness: magic, lightning, dark, frostResistances: bleed and fireImmunities: poison Congratulations, you've almost made it to the end… of the MAIN game's bosses! The last obstacle you have to face is the Soul of Cinder, the embodiment of all the Lords of Cinder and Chosen Undeads that came before, and one of the most unique encounters in the entire series. What makes this fight so cool is the fact that the boss uses an amalgamation of weapon techniques, abilities, and magic. Maybe I am reading too much into it, but I believe the developers wanted to thank the Dark Soul 3 community in their own way, but creating a boss that showcases the most popular fighting styles used by players. Drops: 100,000 souls This concludes our guide to all Dark Souls 3 bosses. For more detailed info on how to beat them make sure to read our individual guides or head over to Fextralife or Fandom. Image Sources: Iudex Gundyr, Vordt, Curse Rotted Greatwood, Crystal Sage, Deacons of the Deep, Wolnir, Old Demon King, Pontiff Sulyvahn, Aldrich, Yhorm, Dancer, Oceiros, Champion Gundyr, Dragonslayer Armour, Ancient Wyvern, Nameless King, Soul of Cinder.

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