

Getting Started With Dark Souls III

This guide will help you with some of the basics of getting ahead in the new, super-popular game Dark Souls III.

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How to Beat the First Boss

First bosses are a rite of passage in the *Dark Souls* series, and the first boss in *Dark Souls 3* is no different. Here's how to get the latest instalment started right.

Iudex Gundyr, aside from having a name as difficult to pronounce as *Dark Souls 3* is to play in its later stages, is not the most challenging boss players will encounter over their adventure into the Kingdom of Lothric. Not everyone is capable of [beating Iudex Gundyr using only their fists](#), however, and for many gamers *Dark Souls 3* will mark their first entry into a series that has grown much more popular in recent years since its humble beginnings. For those new to the series or needing a refresher course on the fundamental mechanics of *Dark Souls 3*, Iudex Gundyr can be a surprisingly frustrating challenge.

While not being a proper boss battle in the *Souls* series sense of scale and difficulty, Iudex Gundyr is a big enough challenge that he warrants discussion as a potential roadblock for *Dark Souls 3* beginners. Adventurers should employ what has become the standard approach to big dude fights in the *Souls* series and circle Gundyr, rolling towards and behind him as he swings

his impossibly large weapon. This tactic will allow gamers to survive most of Gundyr's attacks unscathed while also leaving the boss vulnerable to a few quick attacks from behind before he is ready to swing again. Of course, those players experiencing a [poor framerate in *Dark Souls 3*](#) will find these timing-based mechanics a little more frustrating, but luckily this fight takes place away from the area most affected by these problems.

Gamers who have to use an Estus Flask or two will need to be wary of Gundyr's leaping attack, as it has a fairly long range but a relatively small hitbox – dodging to the left or right is usually enough to prevent taking any damage, but players need to give themselves enough time to do so. Get familiar with dodging in *Dark Souls 3*, as it is a skill just as important now as it has been in past *Souls* games, and will be necessary in making sure gamers who decide to [purchase the "You Died" *Dark Souls 3* gear](#) that was recently announced are doing so ironically.

Once players have whittled down Gundyr's HP to about one-third, the already hulking brute will transform into his even more grotesque second form. Gamers who find they've been doing solid chunks of damage in bursts will find this phase relatively simple, as they should be able to kill Gundyr before any of his new abilities come into play. Those who have been taking a slower approach will need to be wary of his suddenly increased range, which will make Estus breaks that much more difficult to attempt safely.



Overall, the most important thing to keep in mind while fighting Iudex Gundyr is that he's a boss designed explicitly to hammer home how important the basics of *Dark Souls 3* combat are. Players willing to take the extra time to manage their stamina, learn when to roll or block, and enact patience during each stage of a boss fight will be rewarded with a relatively easy start to their *Dark Souls 3* campaign.

Once gamers have vanquished Gundyr, they'll be rewarded with the Coiled Sword key item and the sense that maybe, just maybe, they'll survive the [harrowing yet enjoyable *Dark Souls 3* experience](#).

How to Get Each Ending

From Software's *Dark Souls 3* has multiple different endings. Here's Game Rant's guide to ensure a difficult and lengthy campaign doesn't end in bitter disappointment.

As gamers have come to expect from the *Dark Souls* series, *Dark Souls 3* has multiple endings on offer that unlock after fans follow a specific number of steps. Some of these endings are much rarer than others, however, and for those adventurers looking for the best possible conclusion a guide is likely necessary. Here, below, Game Rant details each of the possible endings in [Dark Souls 3](#) and how to obtain them. Although it likely goes without saying, there are **huge spoilers** after this paragraph – gamers who want to preserve their experience with the *Dark Souls 3* story beware.

Ending 1: To Link the First Flame

This ending is the vanilla conclusion to the *Dark Souls 3* story, and is thus the easiest one to unlock. All players need to do to get To Link the First Flame as an ending is to reach the Soul of Cinder, *Dark Souls 3*'s final boss. Beating the Soul of Cinder and interacting with the bonfire that appears near the edge of the boss area after he dies is enough to trigger the ending cutscene.

Ending 2: The End of Fire



Ending 2 has a cooler name, so obviously it's going to be a bit more difficult to get. To trigger this ending, gamers need to do a bit of pre-planning prior to the game's final boss fight: they'll need to obtain an item called the Eyes of a Firekeeper. Here's how:

1. First, gamers will need to find and defeat Oseirios, the Consumed King. To find him, head back to where players encounter the Dancer of Boreal Valley and place the small basin she drops on the statue in that room. This causes a ladder to reveal itself. Climb down the ladder and head left when there's a fork to find the Consumed King.
2. Defeat the Consumed King. It's *Dark Souls 3*, so it's never that easy, but Oseirios is weak to lightning damage and his two phases require a similar sort of defensive, patient style. After he's dead, a hallway will open up leading towards what appears to be a dead end. Hit the wall with a melee attack to reveal a passage that leads to an area called the Unintended Graves.
3. Proceed through the dungeon until coming across Champion Gundyr, an uncorrupted version of [Dark Souls 3's first boss](#). Defeating him opens up a path to a dark version of the Firelink Shrine. Heading towards where the Firekeeper usually stands and hitting the wall there will reveal the Eyes of a Firekeeper.
4. Head back to the normal version of the Firelink Shrine and give the Firekeeper the Eyes of a Firekeeper. While it seems weird and kind of threatening to present someone with the eyes of somebody else in their profession, all that happens during this exchange is that the background music will change to signify gamers have unlocked the Usurping the Fire ending.
5. Progress to the end of the game and defeat the Soul of Cinder. Instead of interacting with the bonfire that appears, look to the left of the area and use the Summon Sign for the Firekeeper over there. Summon her to trigger the ending cutscene for The End of Fire.

Ending 2: The End of Fire (Alternate Version)

It is possible to trigger an alternate, much more violent version of the The End of Fire ending. Complete all the steps listed above, but instead of doing nothing after summoning the Firekeeper after defeating the Soul of Cinder, kill her. After the initial ending cutscene there is a small window of time where players can attack the Firekeeper as the fire begins to fade from her hands. It might seem a little underhanded, so gamers could always attempt to [kill the Firekeeper with just their fists](#) to lighten the mood before her death triggers the alternate version of The End of Fire.

Ending 3: Usurpation of Fire



This “Lord of Hollows” ending is about as good an ending as one can expect when playing through a game as unforgiving and bleak as *Dark Souls 3*. Because of that, however, [From Software isn't going to make it easy for *Dark Souls 3* players](#). Here are the many steps necessary to unlock what many fans believe to be the best ending in *Dark Souls 3*.

1. When gamers first enter the Undead Settlement, they meet a NPC named Yoel of Londor. After speaking with him, players must accept his offer to help them. Upon returning to the Firelink Shrine for the first time since accepting Yoel's offer, he will be located in the lower tunnel to the right of the main entrance.
2. Speak to Yoel in the Firelink Shrine. Yoel will offer to unlock the player character's true power by branding them with a Dark Sigil item. Accept this proposition – it nets gamers a free skill point, although doing so turns them into a Hollow. Hollows permanently lose hit points every time they die, so it's important to be wary of this during a playthrough

attempting to get this ending. Yoel can give gamers up to five “free” skill points during this process, although players need to die twice prior to each instance of getting a new skill point – do this as soon as possible and take all of the skill points and Dark Sigils Yoel has to offer, as he can potentially die later in the game.

3. After obtaining all 5 Dark Sigils, the next time players visit Yoel at the Firelink Shrine he will die. A new NPC called Yuria of Londor will arrive to take his place at the shrine.
4. Speak with Yuria and then head to the encouragingly-named Road of Sacrifices to meet up with NPCs named Anri and Horace. Speak with them and exhaust all of their dialogue options. Proceed as normal through the rest of the *Dark Souls 3* story until reaching the Catacombs of Carthus.
5. Once inside the catacombs, head down the staircase before the main stairs where a large skeleton ball is waiting. Anri is waiting here, and will ask gamers if they’ve seen Horace. Gamers have to be honest here, and inform Anri they haven’t seen Horace. Players will then encounter Anri on the way to fighting High Lord Wolnir on the path to the right of the rope bridge – once again, inform Anri that Horace is nowhere to be found.
6. Locate and talk to Anri again at the Church of Yorshka in the Irithyll of the Boreal Valley region – she/he’s located near a bonfire there. Make sure to defeat Pontiff Sulyvahn while in the area as well, as he’s a short distance from Anri, down the set of stairs that appears after unlocking the gate shortcut in the area.
7. Find Horace at the bottom of the catacombs in the Smouldering Lake. He’ll be hostile, so players will be forced to kill him or flee – make certain he’s dead before leaving the area.
8. Return to the Firelink Shrine and talk to Yuria. She’ll inform gamers that preparations for their bride – or husband, if gamers play as a female character – are nearly complete.
9. Head back to Boreal Valley, and near the lever that helps players get to Anor Londo there will be a room with a statue of a king.
10. Walk through the king statue like it’s a brick wall in a London train station and gamers will find a secret passageway that leads to the Darkmoon Tomb. Players will eventually encounter a pilgrim there that will give them the Sword of Avowal.
11. Take the sword to Anri and interact with him/her to initiate the marriage.
12. Proceed through the story until defeating the Soul of Cinder. Approach the bonfire near the edge of the area to obtain the Usurpation of Fire ending.

While many players won’t necessarily make it to the end of the game at all, those who do might be [disappointed with the initial ending](#). Following these guides will help improve the [experience of *Dark Souls 3*](#), a game that’s already the same kind of brutal success its predecessors were.

Dark Souls 3 Lets Players Turn Into a [SPOILER]; Here’s How to Do It

Developer From Software gives players a leg-up in their fight for *Dark Souls 3* victory in the form of a truly epic transformation. Here’s exactly how to pull it off.

If there was ever a game series that pushed players to their absolute limit, it's the *Dark Souls* franchise. From Software's action RPG titles are already renowned for their extreme difficulty, and gamers were chomping at the bit to get their hands on the third – [and final](#) – part of the trilogy in the form of *Dark Souls 3*. As it stands, however, the game's developer has given users a helping hand in the form of a fantastic transformation.

Players of [Dark Souls 3](#) will have already found out that many of the characters in-game have a somewhat obscure obsession – wanting to become dragons. As it turns out, this dream is not just limited to NPCs, but is very much a feasible reality for the player character too. Those interested in finding out just how to become a dragon in *Dark Souls 3* should read on, but be warned – many spoilers lie ahead.

There are a number of items in *Dark Souls 3* that allow the owner to turn specific body parts into those of a dragon. The first of these is the Dragon Torso Stone, and this item is perhaps the easiest to get hold of, at least in [Dark Souls 3's difficult world](#). The player will find a statue of a meditating dragon in a large, outside area of the Irithyll Dungeon, which is simply holding the Dragon Torso Stone in place for the player to pick up.



To receive the second item, the Dragon Head Stone, the player must also begin in this area – however, they must already have unlocked the Path of the Dragon emote. This can only be done by defeating the optional boss Oceiros, the Consumed King, who can be found in the Consumed King's Garden. After beating Oceiros (we recommend not [only using fists](#)), open the door at the back of the chamber, and continue until an altar is visible. Here, a fallen Drakeblood Knight is holding the Path of the Dragon emote.

Once this gesture has been taken, head back to the spot in Irithyll Dungeon and perform the emote. This will allow the gamer to reach Archdragon Peak, although be warned – the player will be set upon by a new boss, an Ancient Wyvern. After taking down this foe, however, the gamer will be awarded the Dragon Head Stone. To use both the Dragon Head Stone and Dragon Torso Stone, users need to simply take off their armor and use the stones in their inventory. The character will then be turned into a dragon form, and will continue to be so until they die, being able to breathe fire on foes.



Those after more impressive dragon effects, however, will want the Twinkling variants of the stones that [From Software](#) included. The Twinkling Dragon Torso Stone is found near the end of Archdragon Peak, after a climb up the peak that eventually leads to a stone altar. If the player performs the Path of the Dragon emote here, they will be rewarded with the Twinkling variant.

Its Head Stone counterpart, however, requires a little more dedication. Players need to go to Firelink Shrine and speak with Hawkwood the Deserter, making sure to go through all dialogue options. After this, Andre the blacksmith will give the player character a cryptic message from Hawkwood, asking to travel to the Abyss Watchers bonfire. There, Hawkwood will attack the player, and if he is defeated, then the prize is the Twinkling Dragon Head Stone. Using these Twinkling versions awards the player with dragon limb attacks as well as a different fire breath.

This dragon transformation is a double-edged sword, however, as although the player in question is given some rather striking attacks, the lack of armor is certainly a hindrance. Then again, if gamers were not [up for a challenge](#), then *Dark Souls 3* would not be the title of choice anyway.

Where to Find Every Optional Boss

From Software's *Dark Souls 3* is a complex, unforgiving game, and its optional bosses aren't any different – here's where to find them and some tips on how to beat them down.

Dark Souls 3 has a lot of grueling and terrifying boss fights. Of course, that's [part of the charm of a series that has made its reputation on gamer tears](#) and broken controllers, so it should no surprise that *Dark Souls 3* has optional bosses and that some players, eager for more punishment, actually want to find them. Although a few of the optional bosses are actually fairly easy to stumble upon, many of them are not, and gamers might miss out on some of the additional challenges that has made [Dark Souls 3 one of the best entries in the franchise](#).

For those who want a bit of assistance in finding these optional bosses, Game Rant has provided this handy guide that explains where to find each enemy while also offering some brief pointers on how best to beat them. Obviously, there are **massive spoilers** ahead, so those who want to make their way through the [fastest selling Dark Souls title](#) on their own should likely not read any further.

Curse Rotted-Greatwood



To find what some fans have affectionately referred to as “that giant tree thing”, gamers need to make their way to the large courtyard near the end of the Undead Settlement. The area where the Curse Rotted-Greatwood is waiting is pretty easy to spot, as it will have a bunch of violet flowers

suddenly sprouting up all over the place to break up the doom and gloom that characterizes the series.

To beat the Curse-Rotted Greatwood, focus on the different egg sacs that are found on various parts of its body. Once they're all gone, attack its white hand whenever the chance arises, and the fight will be over relatively quickly. Defeating the Curse Rotted-Greatwood grants *Dark Souls 3* players the Transposing Kiln, a useful special item that lets gamers transpose boss souls into special weapons and armor. It's a must-have item for completionists and players who want maximum customization control over their playstyle and character.

Old Demon King



Sometimes, it feels like From Software isn't really trying when it comes to naming bosses. Gamers looking to find the Old Demon King, who is in fact an old demon although his qualifications as king are suspect, will want to head to the Smouldering Lake. The Smouldering Lake is a secret area that can only be accessed by destroying the wooden bridge in the Catacombs of Carthus that leads to High Lord Wolnir.

The Old Demon King is weak to Black Knight weapons, and attacks with Fire damage, so gamers should be prepared to deal with both Fire and Poison/Toxic damage. Old Demon King is susceptible to toxic damage himself, however, and an easy method of putting him down is just to cast Toxic Mist on him roughly four times, dodging his attacks while the mist does its work. Beating the Old Demon King grants gamers the Soul of the Demon King.

Oceiros, the Consumed King



Oceiros, the Consumed King is a key part of getting [one of the alternate *Dark Souls 3* endings](#), and is really a mandatory boss for anyone who wants to achieve a better conclusion to the *Dark Souls* series. To find Oceiros, players will first have to defeat the Dancer of the Boreal Valley and collect the small basin she drops upon her defeat. Placing that basin on the statue in the room she's beaten in will trigger a ladder to descend, leading to two paths – taking the left leads gamers directly to Oceiros.

Sticking close to Oceiros' hind legs and being patient are the only two tools *Dark Souls 3* players really need to beat this boss. Doing this will allow warriors to evade all of his attacks and chip away at him until he dies. Defeating this boss rewards gamers with the Soul of Consumed Oceiros.

Champion Gundyr



Champion Gundyr is the uncorrupted version of [Dark Souls 3's first boss, Iundex Gundyr](#), and is a great deal more difficult to slay. After defeating Oceiros, gamers must proceed down the hallway that opens up for them until reaching a dead end. Hitting the wall there will reveal a secret passage that leads to the Unintended Graves and to Champion Gundyr.

Defeating Champion Gundyr requires near-perfect timing, as his incredibly aggressive AI makes it likely players will be hit by him multiple times over the course of the fight and will have to heal during the small windows of time where it is safe to do so. Defeating Champion Gundyr rewards gamers with the Soul of Champion Gundyr.

Ancient Wyvern



The Ancient Wyvern is found in the Archdragon Peak, a hidden area players can only access by using an emote gesture called the Path of the Dragon. That gesture is found on a corpse in a hallway near the area where gamers slew Oceiros, the Consumed King. After acquiring the gesture, players must then find a small Dragon statue in Irithyll Dungeon. Standing beside that statute and using the gesture will teleport players to Archdragon Peak, where the Ancient Wyvern awaits.

The Ancient Wyvern is weak to Lightning and Frost damage, but gamers willing to sprint through much of the location they find the Wyvern will be able to 1-shot kill it by dropping on top of its head and stabbing through it. Look for a broken bridge and wait for the Wyvern to be directly under it. Defeating the Ancient Wyvern rewards gamers with the Dragon Head Stone, which will allow [*Dark Souls 3* fans to transform into a dragon](#).

The Nameless King



The Nameless King is also located on Archdragon Peak. Players must find a giant bell and pull the lever beside it, which will trigger a cutscene that then grants players access to the Nameless King.

The Nameless King is a very difficult boss fight, and there's no easy fix that makes it more simple. If players are able to wield the Dragonslayer Greatshield, that equipment makes the fight much easier in terms of survival, but it will still take a lot of skill to defeat the Nameless King. After he dies, he rewards players with the Soul of the Nameless King, which transposes into some of the most powerful weapons in the game.

Well, *Dark Souls 3* players – are you up for the challenge of all the optional bosses? Have you already found some of them on your own? Let us know in the comments below.

How to Beat the Abyss Watchers

Having trouble trying to beat the Abyss Watchers in *Dark Souls 3*? Use the tips and tricks found in this guide to stand a better chance at conquering the boss.

Now that From Software's *Dark Souls III* is out in the wild, more players are braving the game's various hazards and monsters. However, due to the difficult nature of [Dark Souls III](#), some players may be having trouble beating a few of the [game's bosses](#). One particular boss

fight that could be giving players trouble is the battle against the Abyss Watchers, but fear not – we're here to help.

The Abyss Watchers boss fight in *Dark Souls III* is separated into two distinct phases. The first phase has players going up against two sword-wielding enemies. Run away from them to avoid their attacks instead of rolling, and try to stay as far away from them as possible. Eventually, they should bump into each other and start infighting. When one dies, the other should be easy-pickings, but wait for an opening before going in for the kill. Alternatively, ranged attacks will help get rid of the remaining enemy from a much safer distance.

For the second phase of the Abyss Watchers boss fight, fire-resistant armor will come in handy. That's because the enemy that appears next has a flaming sword and a variety of fire attacks at his disposal which can prove deadly to unprepared players.



In the second phase of the Abyss Watchers boss fight, patience is key to success. When the boss misses his slam attack, that's a good time to heal. When he misses his long-range swipe attack, that leaves him open for a hit. Hit him with two hits if ranged attacks are an option, otherwise only go for one and then flee. Distance is important, but be aware that his long-range swipe attack will let him close that distance pretty quick.

Something else to be aware of in the second phase is the trail of fire that the boss leaves in his wake. This fire can be a nuisance when dodging attacks, so just try to stay aware of where the fire is at all times.

With these tips, and a little bit of luck, felling the Abyss Watchers boss shouldn't take too long. In fact, the fight may even be a bit easier than [Dark Souls III's first boss](#), though it's still no walk in the park by any means. Those playing a mage class will probably have the easiest go-about it, but it's definitely possible with any other *Dark Souls III* play style as well.

Since [Dark Souls III is the fastest-selling game in Bandai Namco history](#), it's a safe bet that many new *Dark Souls* players are discovering the series for the first time. Hopefully this guide will make sure they avoid too much frustration when taking on one of the game's tougher required boss fights, and help them to stick with [Dark Souls III long enough to see one of its many endings](#).

How to Beat the Nameless King Boss

One of the toughest and most memorable boss fights in all of *Dark Souls 3* is the battle against the Nameless King. Use this guide to learn how to defeat him.

[Dark Souls III has broken sales records](#), and it's a safe bet that it's also broken the spirits of many gamers trying to best the game's tougher boss battles. One of the toughest (and most memorable) boss fights in [Dark Souls III](#) is the fight against the Nameless King, and luckily for anyone having troubles defeating him, we've got a few tips and tricks to share.

In the first phase of the Nameless King boss fight, the goal is to kill the his dragon, known by the intimidating title of "The King of the Storm." To deal damage to the dragon, stay close to its head and attack it as much as possible. The dragon will sometimes spit fire, so roll through the flames and start attacking it from the other side of its head when it does this. It will also attempt to stab and swipe at the player, so be ready to roll out of the way of those attacks.

After about a quarter of the dragon's health is gone, the beast will take flight. Unlike the [Abyss Watchers boss fight](#), it's smart to keep rolling in the battle against the Nameless King to avoid his next two attacks, which include a lightning spear and a charge. When the dragon returns to the ground, be sure to stay as close to its head as possible during the rest of the fight, otherwise it will fly high enough to scorch the entire arena with fire. Keep attacking the dragon in this manner until it is dead.

[CLICK TO WATCH VIDEO](#)

With the first phase of the boss fight complete, it's time to take the battle straight to the Nameless King himself. As stated earlier, this is one of the toughest boss fights in the entire game, so as the franchise slogan states, be prepared to die. It will probably take a few practice tries to learn the exact timing necessary to roll out of the way of his various wipes and stabs.

Really the key to this phase of the battle, as it is with [Dark Souls 3's first boss fight](#) and many other [boss fights](#) in the game, is patience. Roll to avoid his attacks, and then get in a couple of

hits on the Nameless King, but don't get too greedy. Keep this pattern up until the Nameless King has his health bar reduced by half.

At this stage, the Nameless King's attacks become a little more complicated. He adds some more lightning-focused moves that are especially deadly, but can be dodged with the right timing. His most dangerous new attack is where he charges his sword and slams it on the ground, sending a shockwave of lightning across the playing field. To dodge this attack, roll right after the screen flashes, and that should be sufficient enough.

With enough persistence and patience, the Nameless King will be defeated with this strategy. Again, he is one of the tougher bosses in *Dark Souls III*, so go in expecting a stiff challenge.

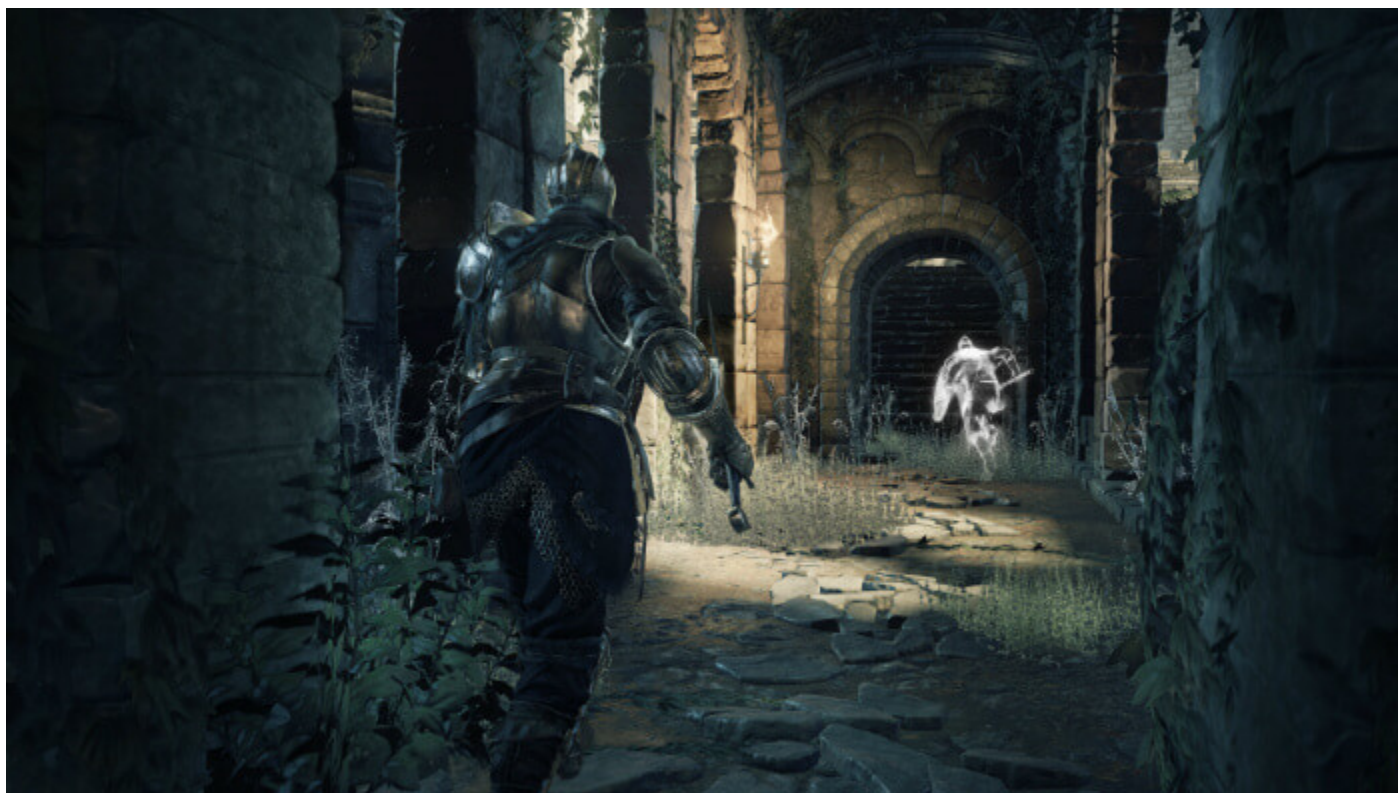
How to Beat Yhorm the Giant

Players needing a helping hand with the Yhorm the Giant boss battle from *Dark Souls 3* need look no further than this guide on how to beat the Lord of Cinder.

When it comes to the *Dark Souls* series, one of the most alluring parts of the action RPG franchise is the expectation of thrilling and difficult boss battles. *Dark Souls III* is no different, with a huge variety of boss battles that have been teased in the [tantalizing trailers](#) that appeared before the game's release. When it comes to actually fighting these bosses, however, some players may need to have a particular strategy in mind to be successful.

Whether it be the intimidating [Nameless King](#) or the mysterious [Abyss Watchers](#), thankfully Game Rant has you covered when it comes to strategy guides for these boss fights. Here is another guide to one of the bosses in [Dark Souls III](#): Yhorm the Giant. As one of the three Lords of Cinder, Yhorm the Giant is a required boss battle in order to progress through the game, so taking on this boss is essential.

Reaching Yhorm could prove taxing in itself, however, as the journey to the boss is a treacherous one. The player will need to go to the Profaned Capital bonfire, and then take the long ladder down which can be found on the edge of the tower. The player then has two options, to either follow the stone walkway forwards, making sure to avoid the attacks of a gargoyle, or drop off a walkway to the right and follow ledges down before running up some stairs into the boss arena. Players will need to look out for fireballs, however, as a group of casters by a burning altar will spot the hero.



When in Yhorm the Giant's arena, the first step to take is to lose any sentimentality of the player character's equipment build. No matter how strong the character's set-up, or if the player has decided to take on yet another boss [using only fists](#), the player will want to pick up an item in the arena itself – Storm Ruler. This sword's skill does a tremendous amount of damage to Yhorm, which makes this boss fight much easier.

The item orb can be found at the opposite end of the entrance to Yhorm's throne room, at the foot of the throne itself. Thankfully, Storm Ruler can be used by any player, as it does not have any stat requirements. The item's skill will take a little while to charge, so be sure to avoid any of Yhorm's devastating attacks. The weapon's charge does not dissipate over time, so be patient and wait for the right moment to strike – particularly after Yhorm has attempted a heavy overhead smash.



With this in mind, Yhorm the Giant's attacks hit with a lot of power, so try to avoid being hit at all cost. Yhorm has a longer reach than most of the other giants in the game due to his razor weapon, but it's best to stick slightly behind him at his feet. Yhorm's second form will not attack in much of a different manner, aside from the fact that the giant will be on fire – it may be intimidating, but [that's what makes hard games fun](#).

There is also an alternative way to defeat Yhorm the Giant, which requires the player to have followed the storyline of Siegwald of Catarina. If the player has defeated the fire demon at the Undead Settlement, freed Siegwald from the Cathedral of the Deep well, talked to him at Irithyll of the Boreal Valley's kitchen, and unlocked his cell at Irithyll Dungeon, then Siegwald will join the player in the Yhorm boss fight. Since Siegwald also has a Storm Ruler sword, this makes the boss battle much easier.

So there we have it – how to take down this Lord of Cinder with ease. Although this particular boss is essential for the player's continuation of *Dark Souls III*'s story, there are also plenty of [optional bosses](#) that the player can take on. With combat as [incredible as this](#), those extra boss fights are no doubt a tempting choice.

How to Beat the Dancer of the Boreal Valley Boss

Gamers having trouble with the Dancer of Boreal Valley boss from *Dark Souls 3* should look no further than this guide, which includes a handy exploit to reach the boss early.

Dark Souls III is full to the brim with bosses, be they ones that are essential for the story or ones that players can take on [at their own discretion](#). Some of these bosses are harder than others, however, and some gamers may want a little helping hand with some of the later bosses in the game. Those *Dark Souls* fans are in luck, however, as an exploit has been discovered that allows access to Lothric Castle much earlier than From Software planned.

There is, however, one catch with this strategy – the Dancer of Boreal Valley boss needs to be beaten. In a normal playthrough, the player would first beat the intimidating Lords of Cinder trio, which includes [Yhorm the Giant](#). However, there is a way to take on the Dancer of Boreal Valley before this *Dark Souls III* feat has been accomplished, and defeated with much more ease than would be expected.

There are a few conditions, however. First, the player must have defeated the Sword Master, who can be found at Firelink Shrine. However, Vordt of the Boreal Valley must still be alive in order for this exploit to work properly. As long as these steps have been taken, then the player can proceed with the rest of this walkthrough. If not, skip to the end to find a walkthrough on how to beat the Dancer in [the old-fashioned hard way](#).



Next up, go to the High Wall of Lothric location, and summon the Sword Master. The player character needs to make their way to the cathedral, making sure that the Sword Master is not defeated. To help with this, they may wish to also summon Lion Knight Alfred – although Alfred will then not be available when taking on Vordt later in the game.

Once inside the cathedral, go and speak to Emma, High Priestess of Lothric. Run through the dialogue options with her, and then kill Emma. The High Priestess will drop the Basin of Vows, which should then be taken to the altar behind Emma's chair. This will trigger the boss fight with the Dancer of the Boreal Valley.



Because the player character will no doubt be at a very low level at this point, it's important to steer clear of the Dancer's attacks. Instead, allow the Sword Master to get into combat with the boss, which will detract attention away from the player. Keep out of range, and get the menu loaded up; as soon as the Sword Master phantom dies from the Dancer's attacks, quit out of the game and reload.

Once more return to the High Wall of Lothric and summon the Sword Master, and then run straight for the cathedral to take on the boss again. This time around, however, the exploit will have taken effect. It may not be as flashy as this [Diablo III-esque camera glitch](#), but it's certainly a lot more helpful, as now the player's phantom companion will take hardly any damage from the Dancer of the Boreal Valley.

Once again, stay out of range of the Dancer's sweeping attacks. Allow the Sword Master to get into a one-on-one fight with the boss, and simply sit back and watch as the phantom takes down the Dancer, chipping away at the health of the boss. Once the Dancer has been defeated, access to Lothric Castle is granted, meaning that this low level player character can get access to much better gear than usually seen at this point in the game. Those interested in seeing this exploit in action can do so by checking out [Roxivido on YouTube](#).



Those who don't want to use this glitch, however, can also find a way to take on the Dancer with ease. When reaching the boss after taking down the Lords of Cinder, the player may be a higher level, but the same rules still apply – be patient and cautious. The Dancer does not pull out any extremely fast moves, and in general her attacks are easy to spot in advance. Roll behind the boss, aiming for its right leg, and take advantage of the slow time of recovery after attacking.

Watch out, though, as the boss becomes a touch faster in its second phase, gaining a second sword in the process. Once again be patient, hitting a couple of times with each chance to deal damage, and making sure to get out before the Dancer pulls off an area of effect attack. Dodging is much more effective than blocking with a shield, so the player needs to be light on their feet. The Dancer is susceptible to Lightning damage, and also bleeds, so using the Dorhy's Gnawing miracle may be useful.

How to Beat Pontiff Sulyvahn

By [Dalton Cooper](#) | 2 weeks ago

Having trouble defeating one of *Dark Souls III*'s tougher boss fights against Pontiff Sulyvahn? Use this strategy guide to defeat him without breaking any controllers.

From the [Nameless King](#) to [Yhorm the Giant](#), *Dark Souls III* has no shortage of challenging boss battles. However, one of the toughest battles in the game is against Pontiff Sulyvahn – a dual-wielding boss that is relentless with his swift, devastating attacks against any players unlucky enough to cross his path.

What makes the Pontiff Sulyvahn fight in *Dark Souls III* so difficult is that the boss's attacks in the first phase are random. He will unleash a variety of combos against the player, and there doesn't seem to be a set pattern to which combo he uses. To prepare themselves for this chaotic battle, players should be sure to equip a fire-resistant shield, as that will be paramount to success in this particular *Dark Souls III* boss encounter.

The best way to avoid taking damage from Pontiff Sulyvahn is to circle him clockwise, rolling as much as possible. The only time one should block instead of roll is when Pontiff Sulyvahn goes for his jab attack. After unleashing one of his many combos, Pontiff Sulyvahn will briefly pause, which leaves him open to a couple of hits, but don't get too greedy.

The constant rolling required in this fight means that stamina will be an issue. Having any items that regenerate stamina will make things a little bit easier, but otherwise, try to get away from Pontiff Sulyvahn long enough to regenerate stamina and get back into the fight.

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When Pontiff Sulyvahn has had his health bar reduced by half, he will kneel. It may be tempting to run up and smack him around a bit, but instead hold back. Pontiff Sulyvahn will sprout wings and stand back up, and being too close to him when this happens is not a good idea.

In this second phase of the fight, the strategy remains largely the same as before, except the boss has some new attacks up his sleeve. These include ranged beams that he fires with his blue sword, as well as a move where he first ascends with his wings, and then slams back to the ground. Thankfully, both of these attacks are easy to dodge.

Pontiff Sulyvahn's second phase attack that will prove to be the most troublesome is his ability to spawn a clone. Players that have battled the [Abyss Watchers](#) know that taking on two enemies at once in a boss fight is not ideal, so stopping Pontiff Sulyvahn from creating the clone is very important. To accomplish this, simply run up and slash away when he raises his sword.

With enough persistence and patience, another [Boreal Valley boss](#) will be defeated. Felling Pontiff Sulyvahn will be no easy task, but it's an accomplishment that will get players one step closer to conquering the rest of the game and seeing one of [Dark Souls III's endings](#).

How to Beat the Twin Princes Easily

Having difficulty taking down the twin princes Lorian and Lothric in *Dark Souls III*? Then look no further than this guide on how to defeat this troublesome duo.

Although some gamers are already able to sleepwalk through From Software's *Dark Souls III*, with one persistent player [beating the game in one hour](#) to take the world record, the title is still a major challenge for many. In particular, the action RPG holds host to a number of the most fearsome boss fights imaginable. Indeed, with bosses such as the [Dancer of the Boreal Valley](#), gamers would be forgiven for still treating the game as a serious challenge.

This is definitely true when, to make matters even more tough, *Dark Souls III* decides to throw two bosses at the player instead of just the one. That's the case with the twin princes, Lorian, Elder Prince and Lothric, Younger Prince. This pair will have no qualms about taking on any comers, and that includes the player character.

However, in spite of the intimidating appearance of Lorian in particular, there is a way to take down this duo with little pain – at least for the player, anyway. In fact, following this handy guide will put the user in good stead to attempt the nigh-on impossible task of beating the game [without ever taking a hit](#). Read on to find out how to beat the Twin Princes with ease.



First up, head to where Lorian and Lothric hang out. The bosses can be found at the top of Lothric Castle, after the player has cleared out the Grand Archives. The player can reach the boss

fight via two shortcut elevators; one is found right next to the Grand Archives bonfire, and the other is in the room with the Dragonslayer Armor boss fight. The elevator next to the Grand Archives bonfire is perhaps the most obvious, and will require the player to avoid the attacks of a few enemies before ending up at the boss fight location itself.

When inside, the player will immediately face off against the first of the brothers, Lorian. Wielding a huge sword, this prince immediately appears to be a real threat to the player's survival. However, it's not long before the player character's main advantage truly comes to the fore – Lorian is extremely slow.



This actually makes the first part of the boss fight quite easy. Although Lorian's attacks can take off a chunk of health, avoiding these attacks is a fairly simple process. The strokes of the sword are very well telegraphed, meaning that the player should get a good indication of exactly when to move out of the way.

Although some have unsuccessfully attempted to find some hidden meaning in [the crabs from the Catacombs of Carthus or in the Smouldering Lake](#), there is something that the crustaceans can certainly teach the player in this fight. Crab walk methodically around Lorian, steering clear of the sweeping strikes of his blade by sticking tight to his back. Get in hits here and there, and it won't be long before the prince's health has been whittled down.

When Lorian has reached half health, the boss fight will switch up a little bit. Rather than the extremely slow attacks that the player has had to contend with up to this point, Lorian will now add teleportation to his repertoire, jumping from place to place. Again, however, this should not

prove to be too much trouble for the player, simply needing to be aware of a longer range attack that is equally as obvious to spot – simply roll out of the way when Lorian holds his sword high in the air.



Once the player has taken all of the Elder Prince's health, however, things become a little more interesting. Lothric, the Younger Prince, will enter the fray, being carried on the back of his brother. Rather than the melee focus of Lorian, Lothric instead attacks with magic, and uses small, homing projectiles. When Lothric has cast this attack, keep a little distance from the pair, so that it is easier to focus on dodging the projectiles.

Keeping track of Lorian's ranged attack is also much more important now, as Lothric will follow up with a special attack of his own. Getting hit with both of these attacks could prove costly, so be sure to dodge out of the way swiftly. Nonetheless, continue chipping away at the health of the duo, attacking when it is safe to do so.

Should the player bring Lorian's health down to zero before Lothric's, move quickly away from the defeated prince. The younger of the pair will cast an area of effect spell that not only damages the player, but also brings Lorian back at half health. The newly-revived Lorian will not attack differently, however, and the player should then once more be able to bring the pair down.

This duo may not be quite as intimidating as the now-notorious fight with [Pontiff Sulyvahn](#), but the challenge will nonetheless still require a little bit of care and attention. Hopefully, this guide will have made things a little bit easier for players taking on this boss battle. Now, all that remains is the more difficult task of avoiding [getting punished as an innocent player](#).