

Dark Sun Gwyndolin



Dark Sun

Gwyndolin (■■■■■■■■■) is an optional Boss encountered in Anor Londo.

Description

Gwyndolin is Gwyn's youngest child and is the only god who remains in Anor Londo. Because Gwyndolin was born with an affinity of the moon, Gwyn raised his youngest child as a daughter. Gwyndolin executes sinners with the help of his followers, the Blades of the Darkmoon. Gwyndolin guards the honorary tomb of Gwyn, created an illusion of Gwynevere, and is the source of sunlight over all Anor Londo. If Gwynevere's illusion is destroyed, the sunlight dispels, leaving Anor Londo in twilight.

You can join the Blade of the Darkmoon covenant by kneeling in the center of the candles near the fog door. If you enter the fog door (thus trespassing the tomb), a boss battle commences.

Location

Darkmoon Tomb

Behind the illusory wall near the Darkmoon Tomb bonfire in Anor Londo, equip the Darkmoon Seance Ring to make the statue disappear. Alternately, the statue automatically disappears if the illusion of Gwynevere is destroyed.

NG	2,011	40,000
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NG+	3,520	120,000
NG+6	4,400	150,000

Drops

Soul of Gwyndolin

Resistances

Physical resistances

Regular	Strike	Slash	Thrust
251	251	251	251

Elemental resistances

Magic	Fire	Lightning
251	155	251

Auxiliary resistances

Poison	Toxic	Bleed
318	318	160

Notes

- Other than weapons in Occult upgrade paths, three unique weapons have Occult property as well and therefore do bonus damage against Gwyndolin. These weapons are:
 - Dark Hand (130 Occult aux.)
 - Priscilla's Dagger (110 Occult aux.)
 - Velka's Rapier (110 Occult aux.)
- By entering the fog, you make Gwyndolin hostile, therefore breaking the Blade of the Darkmoon covenant, although you can request absolution to revert hostility. When Gwyndolin is hostile:
 - You are kicked out of the covenant if you are currently a member.

- You cannot kneel in front of the fog door to access the covenant.
 - The Lady of the Darkling becomes hostile too and attacks you on sight.
- When Gywindolin is defeated, Domhnall of Zena starts selling Moonlight Set.

Attack patterns

Upon entering the fog, the corridor stretches far ahead of you, seemingly infinite owing to an illusion cast by Gwyndolin. In reality, the hallway is not as long. Gwyndolin constantly teleports backward during the fight, but the hallway does not stretch on forever, and Gwyndolin can be boxed in if the fight goes on long enough.

- Stretches upwards and shoots a chain of arrows at you. Zigzagging can easily avoid this, as does hiding behind the columns.
- Summons many soul arrows/magic missiles to then home in on you. These curve toward the player in mid-flight. Hiding behind the pillars will protect you from them.
- Charges up a powerful energy ball and fires it in a straight direction. This ball doesn't curve while in flight and is avoidable, but it's fast and not blockable. When you see Gwyndolin's weapon move, and blue smoke appears, start zigzagging and get ready to roll. Columns will not protect you; the attack passes straight through them. The ball does a lot of damage.
- Gywindolin teleports away once you get close.

Strategies

Gwyndolin teleports away once you get too close, so you have to attack before that happens (preferably after Gwyndolin uses the darts while levitating and needs to descend, giving you more time) or not get too close.

Dodging and Blocking

In the tomb, pillars stand on the sides of the hallway. These pillars can shield you from all of Gwyndolin's attacks except for the charged magic attack. Any kind of magic resist helps during this fight, i.e., Crest Shield. The Great Magic Barrier can allow you to take Gwyndolin's magic attacks point-blank.

Dodging is easy enough. Hide behind a pillar during the tracking magic ball attacks, and roll out for the charged magic ball. There is a slight delay that lets you run to the next pillar on the other side of the room. Once Gwyndolin rises to attack with arrows, zigzag to avoid them.

With enough running and Gwyndolin's teleports, you eventually reach the end of the extended hall, allowing you to attack without Gwyndolin running away. Note that Gwyndolin still attacks you so be

prepared to dodge. You can watch a video [here](#).

Melee

Equip your best weapon, a slow weapon is good with a jumping attack to deal a large amount in one hit, and a light weapon is useful to keep dealing damage as long as the boss is targetable. Under 25% Equip Burden is recommended.

Wait until Gwyndolin starts firing arrows, then run up and attack. You can watch a video [here](#).

Ranged

You can use a Greatbow without any response, upon entering the fog gate move forward to at closest 6 pillars away from Gwyndolin and fire away. The Hawk Ring will help deal more damage. For other Bows, Poison Arrows may be necessary. It will take 7-8 shots to poison Gwyndolin and will require several rounds. Bring lots of arrows.

For any magic, you will need to get closer. You can either get close enough to trigger a teleport, giving you a few free attacks, or you can sit far back enough and dodge attacks. Homing Soulmass is great for getting some extra damage in as you can cast it before you run up and cannot be dodged. You can watch a video [here](#)..

If fast enough, you can use Dark Bead to stagger him, allowing you to cast up to three spells before the boss teleports.

Dialogue

When you approach the fog gate

“

Halt!

This is the tomb of the Great Lord Gwyn.

Tarnished, it shall not be, by the feet of men.

*If thou art a true disciple of the Dark Sun, cast aside thine ire,
hear the voice of mineself, Gwyndolin, and kneel before me.*

Greeting (kneeling in front of the fog door) if you are not a member of the Blade of the Darkmoon

*O, Disciple of the Dark Sun.
Thou hast journeyed far; hear my voice.
If thou shalt swear by the Covenant, to become
A shadow of Father Gwyn and Sister Gwynevere,
A blade that shall hunt the foes of our Lords;
Then I shalt protect thee, safeguarding thy person with the power of the
Darkmoon.*

Answer "yes"/Joining the covenant

*“ Very well. Now thou art a Blade of the Darkmoon.
Hunteth the enemies of the Lords, by the power of the Dark Sun.*

Answer "no"

*“ Very well.
We shall not need speech.
Exit here, and follow thine own design.*

Greeting if you are a member of the covenant

*“ Welcome back, Blade of the Darkmoon.
If mine power be need'st, I shall assist thee.*

*Very well, Blade of the Darkmoon.
Please state thy wish.*

After killing Gwynevere

*“ Thou that tarnisheth the Godmother's image.
I am Gwyndolin.
And thy transgression shall not go unpunished.
Thou shalt perish in the twilight of Anor Londo.*

If you enter the white fog gate as a non-Darkmoon member

What foolishness...
Why trespasseth upon the Great Lord's tomb, whilst thou art a disciple of the
Dark Sun?
Mark the words of mineself, Gwyndolin!
Thou shalt not go unpunished!

If you enter the white fog gate as a Darkmoon member

“
What foolishness...
Why would a Blade of the Darkmoon trespasseth upon the Great Lord's tomb?
Mark the words of mineself, Gwyndolin!
Thou shalt not go unpunished!

If you enter the fog gate after killing Gwynevere

“
Heretic...
First thou offendeth the Godmother, and now thou see fit to trample upon the
tomb of the Great Lord.
I am the Dark Sun, Gwyndolin!
Let the atonement for thy felonies commenceth!

When killed

“
O Heretic, swathed in Dark...
An eternal curse upon thee...

Voiced by: Harry Lister Smith

Information

Strategies

Drops

Lore

Notes

Trivia

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