

Giant

Description

Huge colossi that tower over the player, acting as minibosses throughout Sen's Fortress. They pack a real punch but get exhausted after their frenzy attack, leaving themselves vulnerable to the player during that time.

Only the Boulder Giant will respawn if killed.

Location

Sen's Fortress

Three giants can be found in Sen's Fortress, each with a different role:

A Gatekeeper Giant opens the portcullis after ringing both Bells of Awakening, and can be found by hitting an illusory wall by the top of the ladder that exits the tar-pit area.

A second giant drops boulders that act as an obstacle and trap in the interior of Sen's Fortress. The Boulder Giant can be accessed by making a running jump onto the rooftop, near the entrance to the Crestfallen Merchant's tower.

The third giant throws large firebombs at the player in the final area of Sen's Fortress. The Firebomb Giant is found on the highest rooftop and will make the boss fight more difficult if not killed first.

Gatekeeper and Firebomb Giant

Playthrough	HP	Souls
New Game	1,726	3,000
NG+	3,158	9,000
NG+6	3,948	11,250

Boulder Giant

Playthrough	HP	Souls
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New Game	1,726	1,000
NG+	3,158	3,000
NG+6	3,948	3,750

Drops

Titanite Chunk - 100% drop from Gatekeeper and Firebomb Giants, also occasionally dropped by the Boulder Giant

Attacks

Attack	Damage	Damage Type	Parry	Tracking (left/right)	Speed
Giant Pound	589/0/0	Strike	No	Neither	Slow
Giant Uppercut	580/0/0	Strike	No	Left	Medium
Giant Frenzy	371/0/0	Strike	No	Both	Medium
Front Kick	532/0/0	Strike	No	Neither	Fast
Double Stomp	418/0/0	Strike	No	Both	Fast
Cannon Ball Stomp	333 (Fire)	Normal	No	AOE	Fast

Strategy

Melee

All can be easily killed off with melee (you can reach the stone feeding Giant by jumping from the bridge), with the firebomb one being a requirement or your boss fight in Sen's Fortress will become extremely hard (he bombs that area as long as he is alive). Just approach them and wait till they start their gound-pounding frenzy and move away. Once it's over they're totally exhausted and will get down to their knees for roughly 5~10 seconds, leaving them open for your attacks with no way of defense. Rinse and repeat until they're dead.

Ranged

Bring some Poison Arrows and let them do their job. Pretty easy, but note that especially on a New Game Plus they have lots of health and high resistance, so it may take a long time for them to get killed by the poison effect.

Distraction

Giants can be distracted with Aural Decoy, though this only works during melee combat. Aural Decoy will not have effect on the tracking of thrown firebombs or the boulder pathing.

Notes:

- Entering the fortress from either the Undead Parish or Anor Londo will sometimes cause the Boulder Giant to disappear. Resting at the bonfire seems to fix this (but does not prevent it from re-occurring).
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Revision #1

Created 16 December 2024 14:42:24 by jade

Updated 16 December 2024 14:42:24 by jade