

# Serpent Mage


## Description

Half man, half cobra, with four arms quad-wielding spiral swords. They can do melee and ranged lightning attacks. In Sen's Fortress they make it difficult to navigate the small pathways while trying to avoid the swinging blades.

## Location

### Sen's Fortress

At strategic locations inside the fortress. Mostly facing narrow bridges so that they can harass you while you're on the bridge.

Playthrough	HP	Souls
New Game	290	500
NG+	530	1,500
NG+6	663	1,875

### The Duke's Archives

At the floor with the alarm mechanism (a floor above the Pisacas), with the two Serpent Soldiers.

Playthrough	HP	Souls
New Game	362	2,000
NG+	569	4,000
NG+6	711	5,000

## Drops

Flamberge (2% drop rate)

## Attacks

- Devour - a devastating attack that deals massive damage. The serpent mage raises her head and lashes forward to devour the player's head.
- Lightning projectile - mostly used when at a distance. Throws lightning bolt at the player. Slow and easily avoided as long as you have room to dodge. Deals purely magic damage.
- Attack frenzy - attack with all four weapons. Build up bleed when hit. Try to dodge, but can be deflected with a medium shield.
- Spit attack- rare use and only if the player is at mid to close range.

## Weakness

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Lightning, even though they themselves use lightning attacks. Note that though these appear as lightning, they do magic damage.

## Strategy

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### Melee

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Rush them before they fire lightning bolts at you. Dodge their attacks, then hit hard with a lightning weapon. In New Game Plus, four quick stabs with a Lightning Spear +5 take these down. They stagger if you land enough attacks in a row.

### Ranged (Bow & Arrow)

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The size of their heads makes it easy to headshot them continuously and put them in a stun-lock until they die.

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