

# Asylum Demon

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The Asylum Demon (アサラムデモン) is the first boss encountered in *Dark Souls*, serving as an introductory challenge that familiarizes players with the game's mechanics and combat system.

## Information

The Asylum Demon is a greater demon spawned from the Bed of Chaos, the source of all demons in the game's lore. It wields the formidable Demon's Great Hammer and resides in the Northern Undead Asylum, acting as a guardian to prevent the imprisoned undead from escaping. Its presence underscores the perilous world players are about to explore.

## Strategy

### *First Encounter:*

- **Escape Option:** Upon first encountering the Asylum Demon, players are equipped only with a broken weapon, making direct confrontation challenging. It's advisable to evade the demon by sprinting to the left and exiting through the gate, which allows players to acquire proper equipment before re-engaging.
- **Early Defeat:** For those seeking an early challenge, defeating the Asylum Demon during this initial encounter is possible. Choosing Black Firebombs as the starting gift enables players to inflict significant damage, potentially defeating the demon with approximately five bombs. Success in this encounter rewards the Demon's Great Hammer.

### *Second Encounter:*

- **Plunging Attack:** Re-entering the arena from an elevated platform provides an opportunity to perform a plunging attack, dealing substantial damage to the demon at the outset. To execute this, step off the ledge and press the attack button mid-fall.
- **Close-Quarters Combat:** Staying close to the demon, particularly near its legs, can mitigate the impact of its wide swings. Circling around and attacking from behind reduces the risk of being hit. Be cautious of its ground pound attack; when the demon leaps into the air, move away to avoid the area-of-effect damage upon landing.
- **Ranged Attacks:** For players with access to ranged weapons or spells, maintaining distance and attacking from afar is a viable strategy. However, ensure ample space to

dodge the demon's leaping hammer smash, which can cover significant ground.

## Drops

- **Souls:**
  - New Game (NG): 2,000 souls
  - New Game Plus (NG+): 10,000 souls
- **Items:**
  - Big Pilgrim's Key: Dropped upon defeat, allowing progression to the next area.
  - Demon's Great Hammer: Awarded if the demon is defeated during the first encounter.
  - Humanity: A consumable item that can be used to restore human form or kindle bonfires.

## Video Guides

[https://www.youtube.com/embed/gRNW\\_UDtmaU](https://www.youtube.com/embed/gRNW_UDtmaU)

<https://www.youtube.com/embed/Px0EnvvhN84>

<https://www.youtube.com/embed/tNnmuu-9Q8M>

## Lore

The Asylum Demon is one of the greater demons born from the Bed of Chaos, the progenitor of all demons in the *Dark Souls* universe. After the war against Gwyn's Silver Knights, it survived and eventually took residence in the Northern Undead Asylum. Its role as a guardian emphasizes the Asylum's purpose: to confine the undead and prevent them from threatening the world outside.

## Notes

- If the Asylum Demon is defeated during the first encounter, the Big Pilgrim's Key is instead obtained from Oscar of Astora, an NPC found later in the Asylum.
- The demon's attacks are slow and telegraphed, providing opportunities for players to learn dodge timing and attack patterns early in the game.

# Trivia

- The Asylum Demon shares similarities with the Vanguard Demon from *Demon's Souls*, both in design and function as an introductory boss.
- The boss theme for the Asylum Demon is reused for other bosses in the game, such as the Taurus Demon and the Demon Firesage.
- Defeating the Asylum Demon during the first encounter is a challenging feat for new players, often serving as a rite of passage for those seeking to master the game's mechanics early on.

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Revision #8

Created 20 November 2024 03:59:01 by jade

Updated 20 November 2024 05:16:58 by jade