

Giant's Mountaintop

Dungeons

Easiest to Hardest Order (Approximate)

- Giants' Mountaintop Catacombs (West Mountaintops, near Zamor Ruins)
 - Boss: Ulcerated Tree Spirit.
- Giant-Conquering Hero's Grave (Northeast, after progressing in the area)
 - Boss: Ancient Hero of Zamor.
- Spiritcaller's Cave (Freezing Lake area)
 - Boss: Spirit-Caller Snail (summons Godskin Apostle then Godskin Noble).
- Cave of the Forlorn (Along the river in the east)
 - Boss: Misbegotten Crusader.
- Yelough Anix Tunnel (Consecrated Snowfield / western part)
 - Boss: Astel, Stars of Darkness.
 - Mining tunnel with miners, lords, and a tough Astel variant. Requires more preparation due to the boss.
- Consecrated Snowfield Catacombs
 - Boss: Putrid Grave Warden Duelist.
- Castle Sol (Northeast Mountaintops)
 - Boss: Commander Niall (with dual knights).
 - Large castle dungeon with tough enemies (Zamor warriors, etc.). Commander Niall is notoriously difficult for many players due to his summons and frost attacks. Often one of the hardest minor dungeons in the region.

Legacy Dungeons (End-Game/Optional)

- Hidden Path to the Haligtree
 - Consecrated Snowfield; involves a puzzle.
- Miquella's Haligtree / Elphael, Brace of the Haligtree
 - Very challenging legacy dungeon with Malenia as the ultimate boss; significantly harder than most others.

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Last update: **2026/06/05 15:08**

