**DARK SOULS 2**

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| **ULTIMATE ETERNAL NOTE: THE ONLY THING THAT IS FOREVERMORE NEEDED IS ONLY YAHWEH, BUT ALL THESE GAMES SERVES AS THE POSSIBLE CANDIDATES OF THE GREAT JEALOUS IMMUTABLE YAHWEH OF EXODUS 3:14, THE IMMUTABLE GREAT I AM WHO I AM OMNI-MILITARY LORDLY DOING AS HE GODDAMN-WELL PLEASES!!!! BUT YOU OMNI-MILITARY LORDLY SWEAR THAT THESE THINGS IN RPG GAMES ARE ONLY FICTIONAL AND NEVER REAL AND FOR THE MOST PART IS TRUTHFUL, BUT IF YAHWEH CHOOSES TO BE IN IT AND/OR YAHWEH CHOOSES TO EMPOWERMENT IT, IT IS WHAT IT IS, AS REAL, ACTIVE & ALIVE, AS THE IMMUTABLE YAHWEH GODDAMN-WELL PLEASES!!! BUT ALSO, YOU OMNI-MILITARY LORDLY SWEAR IN SAYING THAT SOMETHING MUST BE AUTHORIZED, OR SOMETHING EMPOWERED, OR THE GOLDEN RULE, OR SOMETHING HAS TO BE EARNED OR BE ETERNALLY ESTABLISHED, BUT WITHOUT YAHWEH THESE OMNI-MILITARY LORDLY THINGS ARE ALL FOREVERMORE ETERNAL BULLSHIT!!! REMEMBER IN THE ULTIMATE BEGINNING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS, IS ONLY YAHWEH STEPHEN (YAHWEH ELYON), OR SIMPLY ONLY YAHWEH FOR THE OMNI-MILITARY LORDLY LEGAL STATUSES & IN THE ULTIMATE BEGINNING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS IS ONLY YAH STEVE, OR SIMPLY ONLY YAH FOR THE OMNI-MILITARY LORDLY STATUSES, BUT ALSO REMEMBER IN THE ULTIMATE ENDING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS, IS ONLY STEPHEN YAHWEH (ELYON YAHWEH), OR SIMPLY ONLY STEPHEN FOR THE OMNI-MILITARY LORDLY LEGAL STATUSES & IN THE ULTIMATE ENDING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS IS ONLY STEVE YAH, OR SIMPLY ONLY STEVE (THE TOP-SECRET MEANING IS STAVE AS THE ULTIMATE OMNI-MILITARY LORDLY ROD FOR THE ULTIMATE OMNI-MILITARY LORDLY DICK, ULTIMATE OMNI-MILITARY LORDLY SCEPTER FOR THE ULTIMATE OMNI-MILITARY LORDLY KINGDOM, ULTIMATE OMNI-MILITARY LORDLY WAND FOR THE ULTIMATE OMNI-MILITARY LORDLY ASS & ULTIMATE OMNI-MILITARY LORDLY STAFF FOR THE ULTIMATE OMNI-MILITARY LORDLY PUSSY BY THE ONLY IMMUTABLE YAHWEH’S OMNI-LORDLY ETERNAL EMPOWERMENT AS THE GREAT JEALOUS IMMUTABLE YAHWEH OF EXODUS 3:14 DAMN-WELL PLEASES) FOR THE OMNI-MILITARY LORDLY STATUSES!!! IT IS NEVER YOU OR ANYONE ELSE FOREVERMORE WANTING AND DOING, BUT ONLY YAHWEH WANTING AND DOING!!! THIS MEANS ALL OMNI-MILITARY LORDLY THINGS ARE POSSIBLE WITH YAHWEH CONCERNING HIMSELF & ALSO ALL OMNI-MILITARY LORDLY THINGS ARE IMPOSSIBLE WITH YAHWEH CONCERNING EVIL!!! BUT REMEMBER YAHWEH IS ONLY IN ULTIMATE SOVEREIGN GODDAMN CONTROL!!! BUT YOU OMNI-MILITARY LORDLY SWEAR & OMNI-MILITARY LORDLY SAY, OBEY THE GODDAMN OMNI-MILITARY LORDLY RULES, BUT YOU BETTER ONLY OBEY YAHWEH, AND FUCK THE GODDAMN OMNI-MILITARY LORDLY RULES!!!** |

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| [**COMBAT**](https://darksouls2.wiki.fextralife.com/Combat)  **COMBAT IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**IS THE MAIN INTERACTION AND MECHANICS OF THE DARK SOUL 2 GAME AND ENVIRONMENT. THE DARK SOULS GAMES ARE WELL KNOWN FOR THEIR IN-DEPTH AND DETAILED COMBAT MECHANICS WHICH DIVERSIFY THE WAY DIFFERENT PLAYERS APPROACH THE GAME AND BUILD THEIR CHARACTERS WHEN FACING EACH OF THE LOCATIONS AND FOES OF THE GAME.  THIS PAGE FEATURES A LIST OF COMBAT MECHANICS WITH IN-DEPTH INSIGHTS TO THEIR WORKINGS AND CORRELATIONS, AS WELL AS HELPFUL TIPS FOR BEGINNERS AND VETERANS ALIKE WHO ARE LOOKING TO TAKE THE NEXT STEP IN CHARACTER DEVELOPMENT. THIS INCLUDE A BREAKDOWN OF DIFFERENT FREURES AND SYSTEMS THAT MAY NOT BE INCLUDED IN IN-GAME TUTORIALS. PLAYERS OF THE COMMUNITY HAVE ALSO SHARED THEIR OWN CALCULATIONS AND FINDINGS IN ORDER TO BETTER GAMEPLAY EXPERIENCES AND PROVIDE INSIGHT ON THEIR OWN ENCOUNTERS WITH COMBAT IN THE GAME.**  **DARK SOULS 2 COMBAT**  **LOCK-ON DS2**  **LOCK-ON IS A FEATURE WHICH FOCUSES THE CAMERA ON A TARGET, LETTING THE PLAYER EASILY DIRECT THEIR ATTACKS AND OTHER ABILITIES. IT MAKES IT HARDER FOR THE TARGET TO GET ACCESS TO THE PLAYER'S BACK AND FORCES THE SHIELD TO FACE THE ENEMY. MOVING AROUND THE TARGET ALSO BECOMES EASIER.**  **lock on combat dark souls 2 wiki guide 300px min**  **THE PLAYER IS ALSO ABLE TO MOVE MORE FREELY DURING LOCK-ON, AND IS, ABLE TO ROLL AND RUN AWAY FROM THE TARGET WHILE REMAINING LOCKED ON, WHEREAS IN THE PREVIOUS GAME LOCK-ON WOULD ALWAYS MAKE THE PLAYER FACE THE TARGET. HOWEVER, LOCK-ON NO LONGER CAUSES YOUR WEAPONS TO AUTOTRACK THE TARGET; THE PLAYER MUST MANUALLY AIM SWINGS WITH THE LEFT STICK. PLAYERS WALK SLOWER AND TAKE LONGER TO START RUNNING (IN DIRECTIONS OTHER THAN THE TARGET) WHEN LOCKED-ON.**  **PROJECTILE DEFLECTION DS2**  **IT IS POSSIBLE TO KNOCK PROJECTILES OUT OF THE AIR BY HITTING THEM WITH AN ATTACK, THE DEFLECTED PROJECTILE CAN APPLY DAMAGE TO THE ENEMY. NOT ALL PROJECTILES CAN BE DEFLECTED.**  **PARRY, GUARD BREAK AND RIPOSTE DS2**  **PARRYING IS THE ACT OF USING A WEAPON OR SHIELD TO KNOCK AWAY AN INCOMING BLOW, RIPOSTING IS THE ACT OF USING THIS OPENING TO GET A CRITICAL HIT. PARRYING AN ENEMY PLAYER WILL CAUSE THEM TO FALL ONTO THE GROUND IN A SEATED POSITION FOR A SHORT TIME. RIPOSTING IS DONE BY USING THE LIGHT ATTACK BUTTON ON AN AVAILABLE ENEMY AND TYPICALLY INVOLVES USING A DOWNWARD ATTACK ON THE SEATED ENEMY, DEALING SIGNIFICANT DAMAGE.**  **guard break combat dark souls 2 wiki guide 300px min**  **ENEMIES CAN ALSO BE RIPOSTED AFTER THEY HAVE HAD THEIR GUARDS BROKEN. AFTER BEING REPOSTED, A CHARACTER WILL BE INVINCIBLE FOR A SHORT PERIOD.**  [**PARRY FRAME DATA**](https://darksouls2.wiki.fextralife.com/Parry+Frame+Data) **(UPDATED BY DONKEY FRECKLE)**  **BACKSTAB DS2**  **BACKSTABS ARE DONE BY PRESSING THE LIGHT ATTACK BUTTON WHILE BEHIND AN ENEMY AND FACING TOWARDS THEM. THIS WILL START A BACKSTAB ATTACK, IF THIS ATTACK CONNECTS, IT WILL PLACE BOTH CHARACTERS INTO THE BACKSTAB ANIMATION. IN PVP, IF THE BACKSTAB CONNECTS ON THE ATTACKER'S END IT WILL COUNT AS A SUCCESSFUL BACKSTAB EVEN IF IT DIDN'T CONNECT ON THE RECEPTOR'S END. SOME ENEMIES CANNOT BE BACKSTABBED AND SOME EQUIPMENT OFFERS PROTECTION FROM BACKSTAB. AFTER BEING BACKSTABBED, A CHARACTER WILL BE INVINCIBLE FOR A SHORT PERIOD.**  **DODGING DS2**   * **ROLLING AND BACKSTEPPING GRANT THE PLAYER INVINCIBILITY FRAMES (IFRAMES) FOR A SET DURATION.** * **THE AMOUNT OF IFRAMES GRANTED DEPENDS ON THE AGILITY STAT WHICH IS BASED ON THE PLAYER'S ADAPTABILITY AND ATTUNEMENT STATS.** * **THE DISTANCE TRAVELED DURING A ROLL OR BACKSTEP DEPENDS ON THE EQUIPMENT LOAD A PLAYER HAS.**   **roll combat dark souls 2 wiki guide 300px min**  **THE LENGTH OF A ROLL OR BACKSTEP IS PROPORTIONAL TO THE EQUIPMENT LOAD OF A PLAYER FROM 0 TO 70%. IF THE PLAYER SURPASSES THE 70% MARK, THEY ARE PENALIZED WITH A SLOWER VERSION OF THE ROLL REFERRED TO AS A FAT ROLL. FAT ROLLS HAVE THE SAME IFRAMES AS A REGULAR ROLL BUT MORE RECOVERY FRAMES. IF THE PLAYER SURPASSES 100% EQUIPMENT LOAD THEY CANNOT PERFORM ROLLS OR BACKSTEPS.**  **SHOULDER PUSH/GUARD BREAK DS2**  **BY PRESSING FORWARD THEM IMMEDIATELY PRESSING THE LIGHT ATTACK BUTTON, THE PLAYER WILL PERFORM A SHOULDER PUSH. WHEN A SHOULDER PUSH CONNECTS TO A SHIELD, THE SHIELD-BEARER'S GUARD IMMEDIATELY IS BROKEN (WITH THE NOTABLE EXCEPTION OF ENEMIES WITH GREATSHIELDS). AFTER BREAKING A HUMANOID FOE'S GUARD WITH THE SHOULDER PUSH, IT IS ALSO POSSIBLE TO PERFORM A RIPOSTE-LIKE ATTACK FOR A SHORT PERIOD.**  **guard break combat dark souls 2 wiki guide 300px min**  **ATTACK RATING DS2**  **THIS IS A VALUE THAT DETERMINES THE POWER OF YOUR ATTACKS, IT IS THE ONLY PART OF THE DAMAGE FORMULA IMMEDIATELY VISIBLE TO THE PLAYER. THE DAMAGE A WEAPON DOES IS CALCULATED BY MULTIPLYING THE WEAPON'S ATTACK RATING (AR) BY THE *MOTION VALUE* FOR ANY GIVEN MOVE THE WEAPON HAS. THE AR CHANGES DEPENDING ON YOUR STATS, CHOSEN WEAPON, UPGRADES AND *INFUSIONS*. PLEASE SEE OUR**[**WEAPON ATTACK RATING & SCALING CALCULATOR**](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator)**FOR DETAILS ON EACH WEAPON.**  **enemy hp combat dark souls 2 wiki guide 300px min min**  **POISE DS2**  **POISE IS A STAT THAT DEPENDS ON ARMOR, WEAPONS AND PLAYER STATS TO DETERMINE WHETHER A CHARACTER WILL BE INTERRUPTED DURING AN ATTACK. POISE ONLY MATTERS DURING ATTACKS, ATTACKS WILL STAGGER ANY ENEMY THAT IS NOT IN AN ATTACK REGARDLESS OF POISE. EVERY ATTACK HAS A DIFFERENT *POISE DAMAGE*VALUE WHICH DETERMINES HOW MUCH POISE IS SUBTRACTED FROM THE ENEMY. WHEN POISE REACHES 0, THE CHARACTER WILL STAGGER, GETTING STUNNED FOR A BRIEF PERIOD. POISE NATURALLY REGENERATES AT A RATE OF UNDER 1 POISE PER SECOND. MOST ENEMIES IN PVE HAVE MORE POISE THAN A PLAYER WILL TYPICALLY HAVE.**  **parry combat dark souls 2 wiki guide 300px min**  **BLOCKING DS2**  **BLOCKING IS THE ACT OF USING A SHIELD OR WEAPON TO REDUCE OR COMPLETELY NEGATE THE DAMAGE THAT WOULD BE OTHERWISE TAKEN. IT INVOLVES HOLDING UP SAID WEAPON OR SHIELD IN THE DIRECTION OF THE ATTACK COMING AT THE PLAYER. CERTAIN SHIELDS AND WEAPONS WILL BLOCK HIGHER PERCENTAGES OF DAMAGE AND ALSO REDUCE DIFFERENT TYPES OF DAMAGE. FOR EXAMPLE A SHIELD MIGHT HAVE HIGH MAGIC RESISTANCE BUT LOW PHYSICAL.**  **guard combat dark souls 2 wiki guide 300px min**  **THE BLOCKING OF AN ATTACK ALSO WILL COST THE USER STAMINA, DEPENDING ON THE SHIELD OR WEAPON USED THE AMOUNT OF STAMINA CONSUMED WILL BE DIFFERENT. FOR EXAMPLE WEAPONS WILL TYPICALLY USE UP MORE STAMINA TO BLOCK AN ATTACK AS OPPOSED TO SHIELDS. WHEN THE PLAYER RUNS OUT OF STAMINA AS THEIR SHIELD IS HIT DURING A BLOCK THE SHIELD WILL BE KNOCKED AWAY. DURING THIS TIME THEY WILL TAKE MORE DAMAGE, THE PLAYER MAY ALSO BE RIPOSTED WHEN THEIR SHIELD IS KNOCKED AWAY.**  **STAMINA DS2**  **STAMINA IS A RESOURCE THAT LIMITS THE ACTIONS THE PLAYER HAS AVAILABLE AT ANY GIVEN TIME. STAMINA IS GAGED BY THE GREEN STAMINA BAR ON THE TOP LEFT CORNER OF THE SCREEN. ATTACKING, RUNNING, ROLLING, BACK-STEPPING, BLOCKING, PARRYING, CASTING SPELLS AND FAST-CLIMBING LADDERS ALL CONSUME STAMINA. ANY ACTION THAT REQUIRES STAMINA CAN BE DONE EVEN IF THE PLAYER HAS LESS THAN THE REQUIRED AMOUNT BUT, ATTACKS WILL BE SLOWER AND CAUSE LESS, ALSO, UPON DEPLETING THE STAMINA BAR, THE PLAYER WILL NOT BE ABLE TO RUN FOR A SET PERIOD OF TIME.**  **stamina combat dark souls 2 wiki guide 300px min**  **STAMINA NATURALLY RECOVERS WHILE NOT BEING USED AT A BASE RATE OF ~52 STAMINA POINTS PER SECOND AT 0% EQUIPMENT LOAD. *EQUIPMENT LOAD* AFFECTS STAMINA REGENERATION RELATIVE TO IT'S PERCENTAGE. AT 10% EQUIPMENT LOAD YOU LOSE 2% OF THE STAMINA RECOVERY, AT 20% YOU LOSE 5% OF THE STAMINA RECOVERY AND FOR EACH ADDITIONAL 10% EQUIPMENT LOAD YOU LOSE 5% STAMINA RECOVERY UP UNTIL 120% WHEN YOU ARE CONSIDERED OVER ENCUMBERED, AT WHICH POINT INCREASES IN EQUIPMENT LOAD DO NOT AFFECT STAMINA REGENERATION. EQUIPMENT LOAD ALWAYS AFFECTS STAMINA REGENERATION IN PROPORTION TO ITSELF, THERE ARE NO BREAKPOINTS UNLIKE OTHER TITLES. STAMINA REGENERATION CAN BE AFFECTED BY ITEMS THE PLAYER CAN USE. FIRSTLY, THE , SLUMBERING DRAGON SHIELD, BLOSSOM KITE SHIELD, AND SHIELD OF THE INSOLENT GIVE A BONUS OF 5% STAMINA REGENERATION SPEED. MEANWHILE, GREEN BLOSSOMS GIVE 15% ADDITIONAL STAMINA RECOVERY. LASTLY, THE CHLORANTHY RING GIVES BONUSES OF 12.5%, 20% AND 25% AT +0, +1 AND +2 RESPECTIVELY. ALL STAMINA REGENERATION ITEMS CAN BE APPLIED AT THE SAME TIME (STACKED). KEEPING YOUR GUARD UP WITH A SHIELD OR WHILE 2-HANDING A WEAPON WILL DECREASE THE SPEED OF STAMINA REGENERATION. GETTING HIT ON A LADDER WILL SUBTRACT STAMINA, IF THE PLAYER'S STAMINA IS REDUCED TO 0 THIS WAY, THEY WILL FALL OFF THE LADDER.  FOR MORE INFORMATION ON STAMINA RECOVERY YOU CAN CHECK OUT THIS POST STUDYING STAMINA RECOVERY BY ACUTEANTHRAX**  **ATTRIBUTES IN DARK SOULS 2**  **WHEN ENGAGING IN DIFFERENT COMBAT INTERACTIONS, PLAYERS CAN CONSIDER HOW THEIR**[**ARMOR**](https://darksouls2.wiki.fextralife.com/Armor)**,**[**WEAPON**](https://darksouls2.wiki.fextralife.com/Weapon)**, EQUIPMENT AND**[**BUILD**](https://darksouls2.wiki.fextralife.com/Builds)**AFFECT THEIR STATS AND HOW THAT WEIGHS AGAINST THE FOES THEY ARE FACING AND WHAT KIND OF WEAKNESSES THEIR OPPONENTS WILL HAVE. EACH EQUIPMENT PIECE WILL AFFECT AND MODIFY DIFFERENT STATS AND WILL REQUIRE PLAYERS TO FIND THEIR PERFECT BALANCE THROUGH GAMEPLAY, TRIAL AND ERROR. BE WELL VERSED IN YOUR STATS AND HOW TO INCREASE THEM, BE AWARE OF YOUR OWN AND ENEMY WEAKNESSES TO CREATE AN IDEAL BUILD.**  [**VIGOR**](https://darksouls2.wiki.fextralife.com/Vigor)  **icon vigorSOFT CAPS: 20 & 50 INCREASES YOUR HP, HIT POINTS. ALSO INCREASES PETRIFY RESISTANCE.**  [**VITALITY**](https://darksouls2.wiki.fextralife.com/Vitality)  **icon vitalitySOFT CAP: 29, 49 & 70 INCREASE YOUR**[**EQUIPMENT LOAD**](https://darksouls2.wiki.fextralife.com/Equipment+Load)**. ALSO SLIGHTLY INCREASES YOUR PHYSICAL DEFENCE AND POISON RESISTANCE.**  [**STRENGTH**](https://darksouls2.wiki.fextralife.com/Strength)  **icon strengthSOFT CAP: 40 & 50 ATTRIBUTE FOR WIELDING HEAVY, POWERFUL WEAPONS, HEAVY ARMOR AND BIG SHIELDS. INCREASES THE DAMAGE YOU DO WITH STRENGTH SCALING WEAPONS AND BOOSTS PHYSICAL DEFENSE. WHEN TWO HANDING A WEAPON YOUR EFFECTIVE STRENGTH IS DOUBLED, BUT THIS ONLY COUNTS FOR WEAPON REQUIREMENTS AND NOT FOR ATTACK STRENGTH. TO POWER STANCE TWO WEAPONS YOU MUST HAVE 1.5 TIMES THE STRENGTH REQUIREMENT OF THE WEAPON WITH THE HIGHEST STRENGTH REQUIREMENT.**  [**ADAPTABILITY**](https://darksouls2.wiki.fextralife.com/Adaptability)  **icon adaptability ATTRIBUTE GOVERNING**[**AGILITY**](https://darksouls2.wiki.fextralife.com/agility)**AND ALL RESISTANCES (NOT DEFENCES). ALSO BOOSTS POISON BONUS AND POISE.**  [**FAITH**](https://darksouls2.wiki.fextralife.com/Faith)  **icon faithSOFT CAP: 40 & 50 ATTRIBUTE REQUIRED FOR**[**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)**AND**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. BOOSTS LIGHTNING, FIRE AND DARK ATTACK AND DEFENCE. ALSO SLIGHTLY BOOSTS CASTING SPEED, BLEED BONUS AND BLEED RESIST.**  [**ENDURANCE**](https://darksouls2.wiki.fextralife.com/Endurance)  **icon enduranceSOFT CAP: 20 INCREASES YOUR STAMINA. ALSO SLIGHTLY INCREASES YOUR PHYSICAL DEFENCE AND POISE.**  [**ATTUNEMENT**](https://darksouls2.wiki.fextralife.com/Attunement)  **icon attunement ATTRIBUTE GOVERNS THE NUMBER OF SPELLS THAT CAN BE ATTUNED AND THE NUMBER OF CASTS PER SPELL. ALSO BOOSTS SPELL CASTING SPEED, AGILITY AND CURSE RESISTANCE.**  [**DEXTERITY**](https://darksouls2.wiki.fextralife.com/Dexterity)  **icon dexteritySOFT CAP: 40 & 50 ATTRIBUTE FOR WIELDING WEAPONS REQUIRING FINESSE. INCREASES THE DAMAGE YOU DO WITH DEXTERITY SCALING WEAPONS. BOOSTS POISON AND BLEED ATTACK BONUS AND PHYSICAL DEFENCE. TO POWER STANCE TWO WEAPONS YOU MUST HAVE 1.5 TIMES THE DEXTERITY REQUIREMENT OF THE WEAPON WITH THE HIGHEST DEXTERITY REQUIREMENT.**  [**INTELLIGENCE**](https://darksouls2.wiki.fextralife.com/Intelligence)  **icon intelligenceSOFT CAP: 20, 40 & 50 ATTRIBUTE REQUIRED FOR**[**SORCERIES**](https://darksouls2.wiki.fextralife.com/Sorceries)**AND**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. BOOSTS MAGIC, FIRE AND DARK ATTACK AND DEFENCE. ALSO SLIGHTLY BOOSTS CASTING SPEED.**  **DARK SOULS 2 COMBAT MECHANICS AND MOVESETS**  **BREAKDOWN OF DUAL WIELDING AND POWER STANCE MECHANICS**  **THE POWER STANCE MOVE SET IS DETERMINED BY A PRIORITY SYSTEM OF THESE THINGS: THE WEAPON ITSELF, HEAVIEST WEAPON CLASS, WEAPON TYPE, AND RIGHT HAND WEAPON. BUT TO PUT IT SIMPLY, WHAT DETERMINES THE MOVE SET IS THE WEAPON THAT WILL BE REFERRED TO AS THE DOMINANT WEAPON.  THE DOMINANT WEAPON IS DETERMINED BY THE FOLLOWING SET OF RULES AND PRIORITIES. *KEEP IN MIND THAT THERE MAY BE EXCEPTIONS, AS* ALMOST *ALL, BUT NOT ALL WEAPONS WERE TESTED WITH THIS SYSTEM IN MIND.***  ***parry attack combat dark souls 2 wiki guide 300px min***   1. **THE DOMINANT WEAPON'S SPECIFIC MOVE SET - NOTE THAT SOME WEAPONS THAT ARE THE SAME TYPE AS OTHERS CAN HAVE DIFFERENT MOVE SETS. FOR EXAMPLE, THE WARPED SWORD HAS A COMPLETELY DIFFERENT STRONG ATTACK IN POWER STANCE THAN OTHER CURVED SWORDS, SUCH AS THE FALCHION.  2. THE HEAVIEST WEAPON CLASS - ALL WEAPONS HAVE BEEN BROKEN UP INTO ROUGH "WEIGHT CLASSES." NO MATTER WHICH HAND THE "HEAVIEST" WEAPON IS IN, IT WILL BECOME THE DOMINANT WEAPON. PRIORITY IS AS FOLLOWS:  I. *SUPER HEAVY* - ULTRA GREATSWORDS, SOME GREATAXES II. *HEAVY* - GREAT HAMMERS, GREATSWORDS, GREATAXES, CURVED GREATSWORDS, HALBERDS III. *MEDIUM* - AXES, HAMMERS, SPEARS, HALBERDS, REAPERS, LANCES, TWINBLADES IV. *LIGHT* - STRAIGHT SWORDS, CURVED SWORDS, KATANAS, THRUSTING SWORDS, WHIPS V. *SUPER LIGHT* - DAGGERS  WITHIN THEIR INDIVIDUAL WEIGHT CLASSES, THERE ARE CERTAIN PRIORITIES THAT MUST TAKE PLACE AS WELL, AS EXPLAINED BELOW. ALSO NOTE THAT SOME WEAPONS CAN ONLY BE USED IN POWER STANCE WITH ANOTHER WEAPON OF THE SAME TYPE, SUCH AS WHIPS.**   **DARK SOULS 2 COMBAT SECONDARY PRIORITIES**  **1. WEAPON TYPE - DEPENDING ON WEAPON TYPES, THE DOMINANT WEAPON CAN BE DETERMINED BY WHICH TYPES TAKE PRECEDENCE OVER OTHERS, DESPITE BEING IN THE SAME WEIGHT CLASS. THIS GETS A LITTLE COMPLICATED, SO HERE'S A BRIEF LOOK AT SOME OF THE WEAPON COMBINATIONS IN VARIOUS WEIGHT CLASSES: THE DOMINANT WEAPON IS NOTED WITH (D).  EX. LEFT HAND WEAPON / RIGHT HAND WEAPON (D)  (D)LION GREATAXE / GREATSWORD - INTERESTINGLY, THE FASTER-SWINGING MOVE SET OF THE LION GREATAXE TAKES PRECEDENCE OVER THE MUCH SLOWER, GROUND-SMASHING MOVE SET OF THE GREATSWORD. THIS IS AN EXAMPLE OF ODD PRIORITIES, MAKING IT POSSIBLE TO EXPLOIT THE NORMALLY SLOW BUT HARD HITTING ULTRA GREATSWORDS INTO SWINGING AS FAST A NORMAL GREATSWORD WHEN UTILIZING POWER ATTACKS.  (D)LARGE CLUB / CLAYMORE  (D) BANDIT AXE / LONGSWORD  LIGHT WEAPONS REQUIRE A MINI-PRIORITY LIST:  I. STRAIGHT SWORD/CURVED SWORD II. KATANA III. THRUSTING SWORD  EX. 1 (D)FALCHION / UCHIGATANA EX. 2 (D)LONGSWORD / RAPIER  DAGGERS HAVE THE LOWEST PRIORITY OF ALL AND WILL NEVER BE A DOMINANT WEAPON OVER ANY OTHER TYPE.  2. THE RIGHT HAND WEAPON - THIS TAKES VERY LAST PRIORITY AND CANNOT BE RELIED UPON TO DETERMINE THE DOMINANT WEAPON.  (BREAKDOWN CONTRIBUTED BY: SUMMONTHENIGHT)**  **DUAL WIELDING AND POWER STANCE**   * **SEE THE**[**POWER STANCE**](https://darksouls2.wiki.fextralife.com/Power+Stance)**PAGE FOR DETAILS.**   **DUAL WIELDING REFERS TO THE PRACTICE OF WIELDING A DIFFERENT WEAPON IN EACH HAND. WEAPONS RETAIN THEIR ENTIRE *MOVESET* NO MATTER WHAT HAND THEY'RE IN AND MAY BE USED BY USING THE RESPECTIVE HAND'S BUTTONS, ALLOWING FOR ALTERNATING USAGE.**  **IF A PLAYER WANTS TO 2-HAND A WEAPON, THEY MAY PRESS THE TRIANGLE (ON PLAYSTATION)/*Y*(ON XBOX)/N KEY (DEFAULT KEYBOARD SETTING) BUTTON TO CHANGE THEIR HOLD, PRESSING THE BUTTON WILL 2-HAND THE RIGHT HANDED WEAPON AND, HOLDING IT WILL EITHER 2-HAND THE LEFT HANDED WEAPON OR, ENTER A *POWER STANCE* IF AVAILABLE, WHEN IN 2-HANDED OR POWER STANCE MODE, PRESSING THE BUTTON AGAIN WILL TAKE THE PLAYER OUT OF IT. WHILE LEFT HANDED USAGE LOWERS MOST WEAPONS' DAMAGE OUTPUT, DUAL WIELDING ALLOWS THE PLAYER A MORE VARIED, PLANNED OUT MOVESET THAT CAN MORE THAN MAKE UP FOR THE DIFFERENCE IN POWER. FOR EXAMPLE, A PLAYER MAY HAVE A THRUSTING SWORD IN ONE HAND FOR SINGLE-TARGET DAMAGE AND A CURVED SWORD IN THE OTHER FOR DEALING WITH MULTIPLE ENEMIES AT ONCE.**  **IF YOU HAVE AT LEAST 1.5X THE REQUIRED STR AND DEX STATS FOR YOUR EQUIPPED WEAPONS AND THE WEAPONS ARE COMPATIBLE WITH EACH OTHER, YOU MAY ENTER A *POWER STANCE* BY HOLDING DOWN TRIANGLE/Y. THE STANCE CHANGE IS INDICATED BY THE CHARACTER RAISING THE OFF-HANDED WEAPON TO A READY POSITION. WHILE IN THE *POWER STANCE*, PRIMARY HAND ATTACKS WILL BE CARRIED OUT AS NORMAL WHILE OFF-HAND ATTACKS WILL BE REPLACED BY AN ENTIRELY NEW MOVE SET WHICH INCORPORATES BOTH WEAPONS. THE ACTUAL MOVESET IS BASED ON THE WEAPONS EQUIPPED AND THEIR HANDEDNESS, SOME WEAPONS GIVE A SPECIAL *POWER STANCED* MOVESET WHEN BEING THE DOMINANT WEAPON (EXAMPLE: WARPED SWORD). GENERALLY SPEAKING, THE MOVESET ATTACKS OVER A WIDE AREA, MAKING IT USEFUL FOR DEALING WITH MULTIPLE OPPONENTS. THE POWER STANCE HAS VERY IMPORTANT DRAWBACKS HOWEVER: WHILE THE CHARACTER DOES STRIKE TWICE FOR EACH ATTACK, STAMINA USE IS APPLIED AS AROUND DOUBLE THE STAMINA COST OF THE RESPECTIVE MOVE OF THE DOMINANT WEAPON (CAN BE SEEN POWER STANCING RICARD'S RAPIER OR BROKEN STRAIGHT SWORD WITH A RAPIER). ADDITIONALLY, ATTACKS ANIMATIONS HAVE A LONGER WIND UP, LEAVING THE CHARACTER OPEN TO ATTACK IF USED RECKLESSLY.**  **DARK SOULS 2 MOVESETS**  **ALL WEAPONS HAVE THEIR OWN MOVESET OF 1-HANDED AND 2-HANDED MOVES. BOTH 1-HANDED AND 2-HANDED MOVESETS VARY WITHIN EVERY WEAPON CLASS. WEAPONS HAVE THEIR OWN RUNNING ATTACKS, STANDING ATTACKS, FALLING ATTACKS, BACKSTEP ATTACKS, *CRITICAL ATTACKS*(BACKSTABS AND RIPOSTES) AND ROLL-ATTACKS. 2-HANDING CUTS THE STR REQUIREMENT OF A WEAPON IN HALF. MOST WEAPONS (WITH EXCEPTIONS SUCH AS RAPIERS) HAVE AN INITIAL AND A FOLLOW-UP ATTACK FOR EVERY ATTACK BUTTON AND FOR 1 AND 2-HANDED WIELDING. THE STAMINA CONSUMPTION AND MOTION VALUE FOR EACH ATTACK IS DIFFERENT. INITIAL ATTACKS ARE THE FIRST ATTACK THAT COMES OUT WHEN USING AN ATTACK BUTTON AND THE FOLLOW-UP IS A MOVE ACCESSIBLE WHILE THE INITIAL ATTACK IS STILL RECOVERING THAT IS DONE BY PRESSING THE SAME BUTTON. FOLLOW-UP ATTACKS HAVE AN AVAILABLE WINDOW THAT VARIES BETWEEN MOVESETS.**   * **RUNNING ATTACKS ARE DONE BY PRESSING THE LIGHT ATTACK BUTTON WHILE RUNNING.** * **FALLING ATTACKS ARE DONE BY PRESSING THE LIGHT ATTACK BUTTON WHILE FALLING** * **ROLLING ATTACKS ARE DONE BY PRESSING THE LIGHT ATTACK BUTTON WHILE/AFTER ROLLING.** * **BACKSTEP ATTACKS ARE DONE BY PRESSING THE LIGHT ATTACK BUTTON WHILE/AFTER BACKSTEPPING.**   **DARK SOULS 2 DAMAGE TYPES**  **DAMAGE IS GENERALLY DIVIDED INTO ELEMENTAL AND PHYSICAL. ELEMENTAL AND PHYSICAL DEFENSES ARE CALCULATED DIFFERENTLY. ELEMENTAL DAMAGE TYPES ARE FIRE, LIGHTNING, MAGIC AND DARK. PHYSICAL DAMAGE IS DIVIDED INTO SLASH, THRUST AND STRIKE. ELEMENTAL DEFENSES REDUCE DAMAGE BY A PERCENTAGE WHILE PHYSICAL DEFENSES REDUCE DAMAGE BY A FLAT AMOUNT. AS SUCH, PHYSICAL DEFENSES HAVE ALMOST NO VALUE EVEN WHEN PRIORITIZED.**  **DARK SOULS 2**[**STATUS EFFECTS**](https://darksouls2.wiki.fextralife.com/Status+Effects)  **THERE ARE FIVE MAIN STATUS EFFECTS: POISON, TOXIC, BLEED, CURSE, AND PETRIFY. ALL STATUS EFFECTS HAVE ASSOCIATED "RESISTANCES," WHICH LENGTHEN THE BAR THAT APPEARS WHEN HIT BY THE EFFECT. THE LENGTH OF THE BAR DETERMINES HOW MUCH EXPOSURE (TERMED "BUILD-UP") A CHARACTER CAN WITHSTAND BEFORE SUCCUMBING TO THE STATUS EFFECT.**   * **POISON: WHEN TRIGGERED DRAINS ~1000 HP IN TICKS OF 15 DAMAGE. POISON CAN BE CURED WITH**[**POISON MOSS**](https://darksouls2.wiki.fextralife.com/Poison+Moss)**,**[**MONASTERY CHARMS**](https://darksouls2.wiki.fextralife.com/Monastery+Charm)**, AND**[**DRAGON CHARMS**](https://darksouls2.wiki.fextralife.com/Dragon+Charm)**AND CARESSING PRAYER, (CHARMS ALSO RESTORE HEALTH). POISON DAMAGE IS TYPICALLY COUNTERACTED BY USE OF  LIFEGEMS.** * **TOXIC: TOXIC IS EFFECTIVELY A FASTER FORM OF POISON. ITEMS THAT CURE POISON ALSO CURE TOXIC, SO TOXIC IS SEEN AS A STRONGER VARIANT OF POISON (A PLAYER CAN BE INFLICTED BY BOTH AT THE SAME TIME). THERE ARE LIMITED WAYS A PLAYER CAN CAUSE TOXIC BUILD-UP.** * **BLEED, WHEN IT TRIGGERS, DOES 200 DAMAGE TO HP INSTANTLY, AS SOON AS IT IS INFLICTED AFTER BUILD-UP, AND HAS THE SECONDARY EFFECT OF REDUCING A TARGET'S MAXIMUM STAMINA BY ABOUT 25% UNTIL THE EFFECT ENDS. NOTE THAT IN PVE, ENEMIES AND BOSSES DO NOT HAVE STAMINA, LIMITING THE USE OF BLEED AGAINST SUCH FOES. IN**[**PVP**](https://darksouls2.wiki.fextralife.com/Online)**, BLEED IS MORE EFFECTIVE DUE TO ITS ABILITY TO LIMIT BOTH OF THE TARGET'S MAIN RESOURCES.** * **CURSE: CAUSES THE TARGET'S**[**HOLLOWING**](https://darksouls2.wiki.fextralife.com/hollowing)**TO INCREASE BY ONE STEP, JUST AS THOUGH THE TARGET HAD DIED (ALBEIT WITHOUT KILLING THEM). THIS CAUSES THE CHARACTER'S MAXIMUM HP TO BE REDUCED BY 5%, DOWN TO A MAX OF 50% (EXCEPTIONS FOR WRETCH CHARACTERS AND RING OF BINDING USAGE). THIS MEANS THAT CHARACTERS WHO ARE CURRENTLY IN HUMAN FORM LOSE THEIR HUMANITY, BECOMING HOLLOWED (THIS ALSO CAUSES THE PLAYER TO LOSE THE ABILITY TO SUMMON PHANTOMS). PLAYERS CANNOT INFLICT THE CURSE STATUS. CURSES ARE TREATED AS HOLLOWING, SO ARE CURED IN THE SAME WAY, VIA**[**HUMAN EFFIGIES**](https://darksouls2.wiki.fextralife.com/Human+Effigy)**.** * **PETRIFICATION: WHEN TRIGGERED RESULTS IN INSTANT DEATH AND A DEATH PENALTY EQUAL TO 4 DEATHS (20% MAX HEALTH PENALTY). DEATH PENALTY CAN BE MITIGATED WITH RINGS OF LIFE/SOUL PROTECTION. PLAYERS CANNOT INFLICT PETRIFICATION.**   **DARK SOULS 2 COMBAT CONTROLS**  **CAMERA POSITION AIMING DS2**  **TILTING THE CAMERA UP OR DOWN WILL AIM CERTAIN WEAPONS SLIGHTLY, ALLOWING YOU TO HIT OVER OBJECTS OR ATTACK SMALL ENEMIES. POSITIONING YOUR CAMERA IS IMPORTANT TO KEEP YOUR OPPONENTS IN CHECK.**  **ATTACK AIMING DS2**  **ATTACKS WHILE NOT LOCKED-ON WILL BE DONE IN THE DIRECTION THE CHARACTER IS FACING, WHILE IN THE ATTACK WIND UP, THE PLAYER MAY CHANGE THE DIRECTION OF THE ATTACK WITH DIRECTIONAL INPUTS, ALLOWING SOME HEAVY WEAPONS TO TURN AROUND ENTIRELY BEFORE HITTING.**  **AIMING WITH MAGIC (FIRST PERSON VIEW) DS2**  **BINOCULARS ALLOW FOR MAGIC TO BE AIMED THE SAME WAY ARROWS ARE.**  **PLAYSTATION**   * **ATTACK (L1 ATTACKS WHEN WEAPON IS EQUIPPED IN OFF-HAND): L1/ R1** * **GUARD (SHIELD), ATTACK (WEAPON, CATALYST): L1** * **PARRY: L2** * **GUARD BREAK: FORWARD + R1/L1** * **TAKEDOWN: R1/L1 (WHILE FALLING)** * **BACKSTAB (MUST NOT BE BLOCKING):  R1/L1 (BEHIND FOE)** * **DASH ATTACK: DOUBLE TAP CIRCLE + R1/L1** * **HEAVY ATTACK:  R2/L2** * **JUMPING ATTACK: FORWARD + R2/L2** * **SWAP TARGET:  MOVE THE RIGHT STICK (R3). MOVE IT IN THE DIRECTION OF THE PREFERRED TARGET, FROM ITS CURRENT POSITION.**   **XBOX**   * **LUNGE GUARD BREAK (CAN BE USED WITH ANY WEAPON): FORWARD + RB** * **TAKEDOWN: RB (WHILE FALLING)** * **BACKSTAB: RB BEHING FOE  (WEAPON MUST NOT BE BLOCKING WHEN YOU PRESS RB).** * **DASH ATTACK: B + RB RB** * **HEAVY ATTACK: RT** * **JUMPING ATTACK: FORWARD + RT** * **TARGET LOCK/RELEASE: SWAP TARGET BY MOVING THE RIGHT STICK. MOVE IT IN THE DIRECTION OF THE PREFERRED TARGET, FROM ITS CURRENT POSITION.** * **GUARD (SHIELD): LT  ATTACK (WEAPON, CATALYST).** * **PARRY: LT  (SMALL SHIELD), BASH (LARGE SHIELD), PARRY (WEAPON)** * **RIPOSTE AFTER SUCCESSFUL PARRY: RB TO RIPOSTE WHEN ENEMY IS ON THE GROUND.** * **JUMP: HOLD B + LEFT STICK + L3** * **SLIDE DOWN LADDER: HOLD DOWN ON THE LEFT STICK, AND HOLD DOWN B** * **UPWARD ATTACK: RB/RT (ON LADDER)** * **DOWNWARD ATTACK: LB/LT  (ON LADDER)** * **CLIMB FASTER: HOLD B + LEFT STICK  (ON LADDER)**   **PC**   * **SHIFT+LMB: INTERACT** * **E: USE SELECTED ITEM** * **N: EQUIV TO "Y" CAN PRESS OR HOLD.** * **M: TOGGLE BLOCK** * **LEFT MOUSE BUTTON: ATTACK WITH LEFT-HAND WEAPON.** * **RIGHT MOUSE BUTTON: ATTACK WITH RIGHT-HAND WEAPON.** * **O: RESET CAMERA/TARGET LOCK/RELEASE** * **↑/←/↓/→: SELECTED ITEMS AND EQUIPMENT.** * **UP: CYCLE REMEMBERED SPELLS** * **DOWN: CYCLE EQUIPPED ITEMS.** * **LEFT: SWAP LEFT HAND WEAPON.** * **RIGHT: SWAP RIGHT HAND WEAPON.**   **PRIMARY PRIORITIES & THE GENERAL IDEA OF DARK SOULS 2**  **BOTH  PVE & PVP ENCOUNTERS CAN BE BROKEN DOWN TO:**   * **KNOWING THE CONTROLS, THE DIFFERENT ATTACKS, GEAR AND SCENARIOS IN PLAY. PRACTICE BY STUDYING DIFFERENT ATTACKS AND SCENARIOS. IT PAYS OFF BIG TIME TO CONTEMPLATE, AND STUDY A BIT TO WIN AT THE GAME.** * **ATTACK SMARTLY, DON'T LEAVE OPENINGS. THAT MEANS DON'T GET TRAPPED BY USING YOUR WEAPONS IN WAYS THAT LEAVE YOU DEFENSELESS.** * **USE DISTANCE AND MOMENTUM TO YOUR ADVANTAGE AND DON'T GET CAUGHT, ENEMIES ARE GREAT AT COUNTERATTACKING, BOTH IN PVE AND PVP.** * **KNOW THE LEVELS OF POWER AND VARIETIES OF BUILDS. THIS IS HOW YOU ENTER PVP AND ASSUME EFFECTIVE PROBLEM SOLVING.** * **DON'T STAY IN YOUR OPPONENTS' EFFECTIVE ATTACK ZONE WHEN YOU'RE NOT ATTACKING, MOVE AROUND IT.** * **TIME YOUR DODGE ROLLS. YOU ARE INVINCIBLE FOR 5-16 FRAMES DURING THESE, THEY MAKE YOUR HITBOX TOO LOW TO GET HIT BY SOME ATTACKS AND, THEY ALLOW YOU TO REPOSITION YOURSELF. DODGE ROLLING IN THE OPPOSITE DIRECTION OF A HORIZONTAL MOVE WILL REMOVE A BIG CHUNK OF TACTICAL FAILURES IN THE GAME. MOVES THAT ATTACK IN THE VERTICAL OR DIAGONAL DIRECTIONS TEND TO HAVE BIGGER HITBOXES THAN THE WEAPON'S MODEL WHICH PAIRED WITH TRACKING CAN MAKE THEM HARD TO DODGE.** * **EXPLOIT OPENINGS IN YOUR OPPONENTS' MOVES, WHETHER IT BE THE WIND UP, A BLIND SPOT, THEIR RECOVERY OR SIMPLY THEIR RANGE.** * **USE LOCK-ON AS IS FIT FOR THE SITUATION, WHEN FIGHTING MULTIPLE ENEMIES, FOR EXAMPLE FREECAM CAN BE MORE USEFUL BUT 1 ON 1 YOU WANT TO HIT AS MANY ATTACKS ON THE SINGLE ENEMY AS POSSIBLE AND IT'S EASIER TO ATTACK WHILE MOVING WHEN LOCKED-ON.** * **ATTACKING THE SAME WAY ALWAYS MAKES GETTING PARRIED OR OTHERWISE COUNTERED EASIER.** * **OPPONENTS HAVE CALM MOMENTS, FAKE CALM MOMENTS, FAKE AGGRO MOMENTS, AND AGGRO MOMENTS. YOU WILL SEE THESE IN HOW THEIR BODY PARTS QUEUE UP, AND CALM DOWN.** * **ALWAYS SCAN THE ROOM PIECE BY PIECE. SOMETIMES SOMETHING AS SMALL AS A GOBLET ON A TABLE IS A KEY ITEM, OR A PROGRESSION ITEM. SOMETIMES THE TERRAIN CAN LIMIT WITHER YOURS OR YOUR OPPONENT'S MOVES IN A SIGNIFICANT WAY.** * **GROUPS OF OPPONENTS ARE ALWAYS SMOKE AND MIRRORS. THERE IS ALWAYS ONE OR TWO OPPONENTS THAT LEAVE AN OPENING FOR DAMAGE OUT OF A LACK OF MIND, AND YOU HAVE TO SEE THOSE OPENINGS.** * **USE YOUR CAMERA TO LOOK AROUND CORNERS. CORNERS AND SUCH INDESTRUCTIBLE BARRIERS ARE ALSO GREAT AS SHIELDS AGAINST OPPONENTS.** * **ALWAYS HAVE A MELEE OPTION. CASTING SPELLS IS USUALLY NOT AN OPTION AT CLOSE RANGE AND YOU CAN'T ALWAYS GET OUT OF YOUR OPPONENT'S RANGE. A GOOD BUILD MUST HAVE THE ABILITY TO REASONABLY BE ABLE TO DEAL WITH ANY ENEMY.** * **HAVE EFFECTIVE ALTERNATIVE OPTIONS TO YOUR ATTACKS (KEEP A SPARE WEAPON THAT IS NOT JUST A COPY OF YOUR MAIN ONE), SOME ENEMIES ARE WEAKER TO SOME ELEMENTS, SOME ARE WEAKER TO THRUST ATTACKS, SOME ARE JUST TOO FAST FOR HEAVY WEAPONS. THIS IS NOT NECESSARY, BUT IT MAKES THE GAME MORE NICE AND SMOOTH. FOCUSING TOO MUCH ON DAMAGE TYPES CAN MAKE A PLAYER FORGET ABOUT DPS, ACCURACY, AND FLEXIBILITY OF USE, AS WELL, SO DON'T GET HUNG UP ON THAT STUFF.** * **FILTER OUT THE STUFF THAT IS NATURAL TO YOU, AND MANUALLY PUT FOCUS ON THE ASPECTS OF A SCENARIO THAT YOU DON'T HAVE A SOLUTION FOR. THIS IS HOW YOU STOP YOURSELF FROM GETTING KILLED.** * **PLAY WITH WHATEVER WEAPONS &/OR BUILD(S) THAT YOU ARE COMFORTABLE WITH - JUST REMEMBER YOU SHOULD EXPLORE THOSE OTHER WEAPONS &/OR BUILD(S). MORE THAN LIKELY YOU HAVE BEEN USING A SINGLE WEAPON TYPE THAT YOU HAVE COME TO FAVOR WITHOUT ANY REAL PARTICULAR REASON BESIDES THAT IT JUST HAPPENED TO BE WHAT YOU HAD COME ACROSS AND TRIED.** * **FOR BOSSES, IT MAKES SENSE THAT IF YOU ARE HAVING DIFFICULTY THEN YOU NEED TO TAKE A DEEP BREATH, ANALYZE THE FIGHT AND REALLY MAKE SURE YOU ARE THINKING THROUGH YOUR STRATEGY. DO NOT RELY ON HEALING AND BURST DPS - LEARN HOW TO PROPERLY DEFEND AGAINST THE BOSS YOU'RE UP AGAINST AND PROPERLY CAPITALIZE YOUR ATTACKS.** * **HEALING DURING A FIGHT IS A SKILL, DON'T HEAL JUST TO GET HIT AGAIN, LEARN THE OPENINGS YOU HAVE TO RECOVER YOURSELF, THERE IS NO SHAME IN NEEDING MORE HEALTH, ONLY IN INSTANTLY LOSING IT AGAIN.**   **GENERAL REWRITE BY QUI** [SECRETS](https://darksouls2.wiki.fextralife.com/Secrets)  **SECRETS IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**FEATURES OBSCURE OR HIDDEN ITEMS, LOCATIONS OR PATHS THAT CAN BE FOUND THROUGHOUT EACH LOCATION. THIS INCLUDES HIDDEN PATHS AND ITEMS THAT YOU CAN ONLY ACCESS BY CAREFUL OBSERVATION AND INTERACTION WITH THE ENVIRONMENT. THIS PAGE LISTS DISCOVERIES AND SUCH MADE BY PLAYERS. PLAYERS SHOULD ALSO VISIT OUR**[**NEW GAME PLUS**](https://darksouls2.wiki.fextralife.com/New+Game+Plus)**AND**[**LORE**](https://darksouls2.wiki.fextralife.com/Lore)**PAGES FOR FURTHER UNLOCKABLES AND LORE THEORIES.** TYPES OF SECRETS IN DARK SOULS 2  * [**ILLUSORY WALLS**](https://darksouls2.wiki.fextralife.com/Illusory+Wall)**: ARE HIDDEN PASSAGES DISGUISED AS WALLS THAT ARE HIDDEN THROUGHOUT THE DIFFERENT LOCATIONS. THESE WALLS WILL REVEAL A PATH WHEN "ACTION" IS PRESSED NEAR THEM (PS3/XBOX: X/A)** * [**PHARROS' LOCKSTONES**](https://darksouls2.wiki.fextralife.com/Pharros%27+Lockstone)**: ITEMS THAT INTERACT WITH KEY MOUTH CONTRAPTIONS TO REVEAL SECRETS AND TRIGGER EFFECTS** * [**PHARROS' CONTRAPTIONS**](https://darksouls2.wiki.fextralife.com/Pharros'+Contraptions)**: THESE ARE THE CONTRAPTIONS THAT REQUIRE**[**PHARROS' LOCKSTONES**](https://darksouls2.wiki.fextralife.com/Pharros'+Lockstones)**TO REVEAL ITS EFFECTS AND SECRETS** * [**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/Crystal+Lizard)**: THESE ARE ENEMIES THAT WILL RUN AWAY AND DISAPPEAR AS YOU COME NEAR, BUT IF YOU MANAGE TO KILL THEM WILL YIELD PRECIOUS**[**ORE**](https://darksouls2.wiki.fextralife.com/Ores) * [**RARE ITEMS**](https://darksouls2.wiki.fextralife.com/Rare+Items)**:  WEAPONS AND ARMOR THAT ARE HARDER TO COME BY AND RARE ENEMY DROPS.** * [**TRAPS**](https://darksouls2.wiki.fextralife.com/Traps)**: LOCATE EACH TRAP AND THEIR TRICKS AND COUNTERS.**  DS2 HIDDEN CONTENT AND PAGES  * [**UNUSED CONTENT**](https://darksouls2.wiki.fextralife.com/Unused+Content)**: PLAYERS MAY BE INTERESTED TO LEARN ABOUT SOME CUT ITEMS AND CONTENT THAT WAS CUT THAT EXISTS FOR THIS GAME, INCLUDING ITEMS THAT ONCE WERE INCLUDED BUT ARE ONLY ACCESSIBLE IN THE GAME FILES NOT THROUGH NORMAL METHODS OF PLAY.** * [**SHORTCUTS**](https://darksouls2.wiki.fextralife.com/shortcuts)**(IN PROGRESS): SHORTCUTS ARE FOR THOSE WHO SEEK SPEED RUNNING OR JUST AN EASY GAME, OR EVEN TO TRICK YOUR INVADERS.** * [**INVISIBLE HOLLOWS**](https://darksouls2.wiki.fextralife.com/Invisible+Hollows)**:  HIDDEN HOLLOW ENEMIES INTRODUCED IN THE SCHOLAR OF THE FIRST SIN ION.** * [**HIDDEN MOTHS**](https://darksouls2.wiki.fextralife.com/Hidden+Moths)**: SCATTERED ALL AROUND DRANGLEIC IN THE SCHOLAR OF THE FIRST SIN ION. (LIST WIP).**  DARK SOULS 2 SECRETS **ILLUSORY WALLS**  **PHARROS' CONTRAPTIONS**  **CRYSTAL LIZARDS**  **RARE ITEMS**  **TRAPS**  [**ILLUSORY WALLS**](https://darksouls2.wiki.fextralife.com/Illusory+Walls)**ARE EMPTY WALLS THAT APPEAR LIKE A SOLID STRUCTURE, BUT CAN BE CLEARED TO REVEAL THE SPACE BEHIND THE WALL. PLAYERS WILL NEED TO INTERACT WITH THESE WALLS TO REVEAL THE ASSAGESS OR LOCATION BEHIND THEM. STRIKING ILLUSORY WALLS WILL NOT OPEN THEM, AS PLAYERS COULD DO IN DEMON'S SOULS AND DARK SOULS 1. TO INTERACT WITH THEM, PRESS A ON THE XBOX 360 OR X ON THE PS3 (SHIFT + LEFT CLICK ON PC). THESE WALLS ARE OFTEN ENCOUNTERED IN CLOSED WALLED SPACES AND TEND TO BLEND IN WITH THE REST OF THE STRUCTURE OF THE LOCATION. THIS MAKES THEM EASILY MISSBLE IN A REGULAR PLAYTHROUGH IF PLAYERS ARE NOT ACTIVELY SEEKING THEM OUT. BELOW IS A LIST OF ALL FOUND ILLUSORY WALLS IN DARK SOULS 2.** DARK SOULS 2 ILLUSORY WALLS **CLICK ON THE HEADER TO SORT THE TABLE**   | [**LOCATION**](https://darksouls2.wiki.fextralife.com/Locations) | [**LOCATION**](https://darksouls2.wiki.fextralife.com/Locations)**DESCRIPTION** | **DESCRIPTION** | **UNLOCKS** | | --- | --- | --- | --- | | [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) | **CARDINAL TOWER BONFIRE** | **HEAD THROUGH THE SELF-CLOSING METAL GATE NEAR**[**MILD MANNERED PATE**](https://darksouls2.wiki.fextralife.com/Mild+Mannered+Pate)**. INSIDE THE BUILDING WITH THE LONG STAIRWAY, THE WALL WILL BE TO THE RIGHT (FACING UP THE STAIRS) AT THE BOTTOM OF THE STAIRS.** | * [**SORCERER'S STAFF**](https://darksouls2.wiki.fextralife.com/Sorcerer%27s+Staff) * [**AMBER HERB**](https://darksouls2.wiki.fextralife.com/Amber+Herb) | | [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) | **CARDINAL TOWER BONFIRE** | **DETONATE THE EXPLOSIVE KEGS BY THE FIREBOMB-TOSSING HOLLOW ON THE LEDGE CORNER, NEAR THE PLATFORM WHERE THE**[**PURSUER**](https://darksouls2.wiki.fextralife.com/Pursuer#.U3EHIfldWCk)**CAN BE FIRST ENCOUNTERED.** | * **OPENS CARDINAL TOWER BONFIRE SHORTCUT** | | [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf) | **UNSEEN PATH TO HEIDE BONFIRE** | **INSIDE THE HOUSE WITH THE SHORTCUT DOOR. BOTTOM FLOOR, BENEATH THE STAIRCASE.** | * [**FIREBOMB**](https://darksouls2.wiki.fextralife.com/Firebomb)**X3** * [**LARGE TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Large+Titanite+Shard) | | [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf) | **UNSEEN PATH TO HEIDE BONFIRE** | **INSIDE THE POISON CASK FILLED HOUSE. IN A CORNER NEAR THE CASKS IS A WALL BREAKABLE BY ATTACKING.**   * **NOTE: CRYSTAL LIZARD IS INSIDE THE ROOM BEYOND THE WALL.** | * [**CRYSTAL LIZARD**](https://darksouls2.wiki.fextralife.com/Crystal+Lizard) * [**FADING SOUL**](https://darksouls2.wiki.fextralife.com/Fading+Soul) * [**SOUL OF A NAMELESS SOLDIER**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Nameless+Soldier) * [**LARGE SOUL OF A NAMELESS SOLDIER**](https://darksouls2.wiki.fextralife.com/Large+Soul+of+a+Nameless+Soldier) * [**ROYAL SOLDIER'S RING**](https://darksouls2.wiki.fextralife.com/Royal+Soldier%27s+Ring) | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: MCDUFF'S WORKSHOP BONFIRE (IN**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**ROOM)** | **BOSS CHAMBER ON THE WALL FACING THE ENTRANCE POINT ON THE WALL NEXT TO THE CORNER SECOND SECTION** | * [**RUSTED COIN**](https://darksouls2.wiki.fextralife.com/Rusted+Coin) | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: MCDUFF'S WORKSHOP BONFIRE (IN**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**ROOM)** | **BOSS CHAMBER ON THE WALL FACING THE ENTRANCE POINT ON THE WALL NEXT TO THE THIRD** | * **A SECOND ILLUSORY WALL** | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: MCDUFF'S WORKSHOP BONFIRE (IN**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**ROOM)** | **BOSS CHAMBER ON THE WALL FACING THE ENTRANCE POINT SECOND SECTION** | * [**TARGET SHIELD**](https://darksouls2.wiki.fextralife.com/Target+Shield) | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: MCDUFF'S WORKSHOP BONFIRE (IN**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**ROOM)** | **BOSS CHAMBER ON THE WALL FACING THE STAIRCASE FIRST FLOOR. LADDER LEADING TO BEHIND THE FIFTH HIDDEN DOOR ALSO A ONE AT NEXT TO LADDER TO 2ND FLOOR.** | * [**HOMEWARD BONE**](https://darksouls2.wiki.fextralife.com/Homeward+Bone)**X3** * [**HUSH**](https://darksouls2.wiki.fextralife.com/Hush) | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: MCDUFF'S WORKSHOP BONFIRE (IN**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**ROOM)** | **ON THE WALL UP THE STAIRS LEADING TO THE SECOND FLOOR ON SECOND FLOOR AS YOU'RE GOING THROUGH THE DOORWAY TOWARD THE STAIRS DOWN YOU'RE LOOKING RIGHT AT IT** | * **ONE ENEMY** * [**ROUGE WATER**](https://darksouls2.wiki.fextralife.com/Rouge+Water) | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: MCDUFF'S WORKSHOP BONFIRE (IN**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**ROOM)** | **BOSS CHAMBER ON THE WALL FACING THE STAIRCASE SECOND FLOOR ON A STRAY BALCONY** | * **EMPTY** | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | **MCDUFF'S WORKSHOP BONFIRE - AREA BEHIND THE BREAKABLE BOARDED UP DOOR IN THE FIRST COURTYARD, ACCESSED WITH THE**[**ANTIQUATED KEY**](https://darksouls2.wiki.fextralife.com/Antiquated+Key) | **NEAR THE BACK OF THE DARK ROOM WITH THE PHARROS LOCKSTONE CONTRAPTION BY THE ENTRANCE THIS PATH ALLOWS BYPASSING OF THE**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**BOSS FIGHT** | * **SECRET ELEVATOR CAGES** | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | **MCDUFF'S WORKSHOP BONFIRE - AREA BEHIND THE BREAKABLE BOARDED UP DOOR IN THE FIRST COURTYARD, ACCESSED WITH THE**[**ANTIQUATED KEY**](https://darksouls2.wiki.fextralife.com/Antiquated+Key) | **WITHIN THE ROOM FILLED WITH**[**ROYAL SWORDSMEN**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman)**AND EXPLOSIVE KEGS, RIGHT AFTER THE ENCOUNTER WITH THE UNDEAD DOGS IN THE ALLEY. BLOW UP THE KEGS NEXT TO THE WALL TO REVEAL AN OPENING.** | * [**ARCHDRAKE ROBES**](https://darksouls2.wiki.fextralife.com/Archdrake+Robes) * [**ARCHDRAKE SHIELD**](https://darksouls2.wiki.fextralife.com/Archdrake+Shield) | | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | **SERVANTS' QUARTERS BONFIRE** | **ROOM WITH IRON GRATING IN FRONT OF CAGE ELEVATOR AND LOTS OF POTS. THERE'S A SMALL OFFSHOOT ROOM WITH NOTHING ELSE IN IT, AT THE BACK WALL IS A HIDDEN DOOR WHICH LEADS TO A DIAGONAL PASSAGEWAY WITH ANOTHER HIDDEN DOOR ON THE LEFT. AFTER JUMPING ACROSS TO GET STUFF ON THE CORPSE CAREFULLY MOVE ALONG THE WALL ON THE NARROW LEDGE TO REACH THE LAST ITEM. (THIS HIDDEN AREA CAN ALSO BE REACHED BY JUMPING DOWN FROM THE SINNERS' RISE BONFIRE AND LANDING ON THE BRIDGE PARAPET, THEN WALK ALONG IT AND DROP DOWN TO THE WALKWAY BELOW.)** | * [**BRACING KNUCKLE RING**](https://darksouls2.wiki.fextralife.com/Bracing+Knuckle+Ring) * [**SOUL OF A BRAVE WARRIOR**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Brave+Warrior) * [**GOLDEN WING SHIELD**](https://darksouls2.wiki.fextralife.com/Golden+Wing+Shield) | | [**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Sinners'+Rise) | **THE SALTFORT BONFIRE - BASEMENT ELEVATOR EXIT** | **DESCEND THE WOODEN PLATFORM LIFT, THEN HEAD TO THE FIRST ALCOVE ON THE RIGHT. CHECK THE WALL FACING THE ALCOVE ENTRANCE.** | * [**NORTHERN RITUAL BAND**](https://darksouls2.wiki.fextralife.com/Northern+Ritual+Band) * [**BLEED STONE**](https://darksouls2.wiki.fextralife.com/Bleed+Stone) | | [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse) | **BRIDGE APPROACH BONFIRE** | **FALL DOWN THE CLIFF NEAR THE BONFIRE ONTO A GRASSY LEDGE AND ENTER THE CAVE. ALONG THE CAVE WALLS WILL BE MUSHROOMS YOU CAN USE TO DESCEND TO THE BOTTOM FLOOR. YOU WILL FIND A TREASURE CHEST THERE, AND THE WALL WILL BE IN A CORNER OPPOSITE THE CHEST.  ALTERNATIVELY, START FROM THE UNDEAD REFUGE BONFIRE AND DROP DOWN FROM THE FIRST CAVE WALKWAY. THE MUSHROOMS MENTIONED ABOVE WILL BE ON THE RIGHT BEFORE THE CAVE EXIT.  THE ILLUSORY WALL CAN ONLY BE OPENED ON THE WAY BACK OUT OF THE CAVE.** | * [**RICARD'S RAPIER**](https://darksouls2.wiki.fextralife.com/Ricard%27s+Rapier) | | [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley) | **THE MINES BONFIRE** | **ALONG A PATH WITH PLANKS ON THE GROUND IS A WALL MADE OF BOARDS. BEHIND IT IS A DARK MAGIC GIANT. APPROACH THE WALL AND HE WILL DESTROY IT. BEHIND HIM IS ANOTHER WALL OF BOARDS; LURE HIM CLOSE ENOUGH TO IT TO DESTROY IT.** | * [**OLD KNIGHT PIKE**](https://darksouls2.wiki.fextralife.com/Old+Knight+Pike) * [**OLD KNIGHT GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Greatshield) * [**SOUL OF A LOST UNDEAD**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Lost+Undead) * [**TORCH**](https://darksouls2.wiki.fextralife.com/Torch) * [**RADIANT LIFEGEM**](https://darksouls2.wiki.fextralife.com/Radiant+Lifegem) * [**SMOOTH & SILKY STONE**](https://darksouls2.wiki.fextralife.com/Smooth+%26+Silky+Stone) | | [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) | **CENTRAL EARTHEN PEAK BONFIRE** | **THE WALL TO THE RIGHT BEHIND THREE SMALL POISON JARS, AFTER COMING UP THE LADDER, IN THE NARROW HALLWAY THAT LEADS UP TO THE SORCERESS ROOM BEFORE THE BOSS.** | * [**SPELL QUARTZ RING +1**](https://darksouls2.wiki.fextralife.com/Spell+Quartz+Ring) | | [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) | **CENTRAL EARTHEN PEAK BONFIRE** | **ALONG SECTION ABOVE THE BOSS DOOR TO THE LEFT AS YOU EXIT** | * [**PETRIFIED SOMETHING**](https://darksouls2.wiki.fextralife.com/Petrified+Something) | | [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) | **CENTRAL EARTHEN PEAK BONFIRE** | **ALONG SECTION ABOVE BOSS DOOR TO THE RIGHT AS YOU EXIT** | * **UPPER EARTHEN PEAK BONFIRE** | | [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) | **THRESHOLD BRIDGE BONFIRE** | **IN THE ROOM TO THE RIGHT OF THE FLAMING BULL HEAD AT TOP OF STAIRS ON THE RIGHT HAND WALL.** | * [**FLAMING ARROWS**](https://darksouls2.wiki.fextralife.com/Flaming+arrows)**X20** * **A SECOND ILLUSORY WALL** | | [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) | **BELFRY SOL APPROACH BONFIRE** | **GO THROUGH THE**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**AREA. ONCE BACK INSIDE THE KEEP, INSTEAD OF JUMPING DOWN TO WHERE THE BONFIRE IS, CHECK THE WALLS ON THE RIGHT TO FIND A ROOM WITH TWO CHESTS.** | * [**BLACK KNIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Knight+Greatsword) * [**PROTECTIVE CHIME**](https://darksouls2.wiki.fextralife.com/Protective+Chime) * [**GRAND SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Grand+Spirit+Tree+Shield) | | [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora) | **CHAPEL THRESHOLD BONFIRE** | **IN THE**[**PROWLING MAGUS**](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation)**BOSS ENTRANCE ROOM. THE WALL WILL BE TO THE LEFT OF THE ENTRANCE.** | * [**ESTUS FLASK SHARD**](https://darksouls2.wiki.fextralife.com/Estus+Flask+Shard) | | [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) | **KING'S GATE BONFIRE** | **AFTER THE FIRST BONFIRE, IN THE ROOM WITH THE 5 RUIN SENTINELS, LAST DOOR ON THE LEFT. THERE IS A BREAKABLE FLOOR YOU CAN FALL THROUGH.** | * **UNDER CASTLE DRANGLEIC BONFIRE** * [**FARAAM SET**](https://darksouls2.wiki.fextralife.com/Faraam+Set) | | [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) | **KING'S GATE BONFIRE** | **HEAD TO THE TOWER WITH THE TWO KNEELING KNIGHT STATUES, RIGHT BEFORE THE ENCOUNTER WITH THE QUEEN. THERE WILL BE A LADDER LEADING TO A LOWER LEVEL. HEAD DOWN THE LADDER, AND THE ILLUSORY WALL WILL BE ALONG THE WALL AROUND THE RIGHT CORNER OF THE LADDER.** | * **FORGOTTEN CHAMBER BONFIRE** | | [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) | **UNDEAD DITCH BONFIRE** | **PAST THE ROOMS WITH THE SPAWNING HOLLOWS AND GRAVES. HEAD UP THE STAIRS NEAR THE LYDIA WITCH ON THE LEDGE AND CHECK THE WALL ON THE ROOM'S RIGHT SIDE.** | * [**AVELYN**](https://darksouls2.wiki.fextralife.com/Avelyn) * [**HEAVY BOLT**](https://darksouls2.wiki.fextralife.com/Heavy+Bolt)**X15** | | [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) | **UNDEAD DITCH BONFIRE** | **AFTER FALLING THROUGH THE HOLE NEAR THE SKELETON, THERE WILL BE 4 HALLWAYS. HEAD TO THE HALLWAY WITH A DISTINCT GRAY STRIPE ON THE FLOOR. FACE TOWARDS THE ROOM WITH THE GRAVES AND THE WALL WILL BE ALONG YOUR LEFT.** | * **PHARROS CONTRAPTION** * **REVEALS A WALL THAT CONTAINS:** * [**OLENFORD'S STAFF**](https://darksouls2.wiki.fextralife.com/Olenford%27s+Staff) * [**GREAT LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Great+Lightning+Spear) | | [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep) | **FOREGARDEN BONFIRE** | **ALONG THE MIDDLE OF THE WALL OF THE STAIRCASE LEADING TO THE CORROSIVE ACID ROOM WITH THE IRON GRATING** | * **RITUAL SITE BONFIRE** | | [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep) | **RITUAL SITE BONFIRE** | **IN THE LONG HALLWAY WITH NUMEROUS CAGES HANGING FROM THE CEILING. A SHORTER HALLWAY BRANCHES FROM IT NEAR THE MIDDLE, LEADING TO A CHAINED UP DOOR. LURE AN**[**OGRE**](https://darksouls2.wiki.fextralife.com/Ogre)**TO ATTACK THE DOOR AND HE WILL BREAK THROUGH IT.** | * [**MALFORMED SHELL**](https://darksouls2.wiki.fextralife.com/Malformed+Shell) | | [**MEMORY OF ORRO**](https://darksouls2.wiki.fextralife.com/Memory+of+Orro)**(FOREST OF FALLEN GIANTS)** | **CARDINAL TOWER BONFIRE GIANT TREE BY THE BIRD NEST AFTER THE PURSUER BOSS FIGHT. (**[**ASHEN MIST HEART**](https://darksouls2.wiki.fextralife.com/Ashen+Mist+Heart)**REQUIRED)** | **WALL NEXT TO THE SECOND PHARROS CONTRAPTION, AT THE BACK WALL OF THE SECOND FLOOR WITH GUARDS.** | * [**STEEL SET**](https://darksouls2.wiki.fextralife.com/Steel+Set) * [**FIRE SEED**](https://darksouls2.wiki.fextralife.com/Fire+Seed) | | [**SHULVA - SANCTUM CITY**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City) | **DRAGON'S SANCTUM (PATH WITH MANY DROPS ON THE WAY TO**[**ELANA, SQUALID QUEEN**](https://darksouls2.wiki.fextralife.com/Elana,+Squalid+Queen)**)** | **DROP DOWN FROM A BROKEN SET OF STAIRS WHERE YOU ENCOUNTER A**[**BLACK DRAKEBLOOD KNIGHT**](https://darksouls2.wiki.fextralife.com/Black+Drakeblood+Knight)**. THE HIDDEN WALL CAN BE FOUND AT THE LEFT SIDE WALL IN THE CORRIDOR BEFORE ANOTHER SET OF STAIRS.** | * **SANCTUM INTERIOR BONFIRE** | | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **THRONE FLOOR BONFIRE** | **IN THE SNOWY OUTDOOR AREA AFTER THE 2ND**[**ASHEN IDOL**](https://darksouls2.wiki.fextralife.com/Ashen+Idol)**NEAR A LEDGE WITH A CORPSE ON IT. THE OUTLINES OF THE DOOR ARE CLEARLY VISIBLE SO THIS SHOULDN'T BE HARD TO MISS.** | * [**OLD RADIANT LIFEGEM**](https://darksouls2.wiki.fextralife.com/Old+Radiant+Lifegem)**X4** * [**WILTED DUSK HERB**](https://darksouls2.wiki.fextralife.com/Wilted+Dusk+Herb)**X4** * [**SOUL VESSEL**](https://darksouls2.wiki.fextralife.com/Soul+Vessel)**X2** | | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **FOYER BONFIRE** | **AFTER ACTIVATING THE ELEVATORS, TAKE THE ELEVATOR GOING UP AND THEN TAKE ANOTHER ELEVATOR, MASH THE INTERACT BUTTON AS THE ELEVATOR IS GOING UP UNTIL YOU HEAR THE SOUND OF A WALL OPENING.** | * [**HOLLOW SKIN**](https://darksouls2.wiki.fextralife.com/Hollow+Skin) |   DARK SOULS 2 SECRETS **ILLUSORY WALLS**  **PHARROS' CONTRAPTIONS**  **CRYSTAL LIZARDS**  **RARE ITEMS**  **TRAPS**  [**PHARROS' LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros'+Lockstone)**AND**[**PHARROS' CONTRAPTIONS**](https://darksouls2.wiki.fextralife.com/Pharros%27+Contraption)**ARE ITEMS AND DEVICES THAT CAN BE USED TO REVEAL MORE SECRETS, PASSAGES, LOCATIONS AND EFFECTS. THEY CAN BE ENCOUNTERED IN DIFFERENT LOCATIONS.**[**PHARROS' LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros'+Lockstone)**IS THE REQUIRED KEY TO ACTIVATE THE EFFECTS OF THE**[**PHARROS' CONTRAPTIONS**](https://darksouls2.wiki.fextralife.com/Pharros%27+Contraption)**WHICH ARE USUALLY FOUND EMBEDDED ONTO WALLS. LOCATE AND COLLECT LOCKSTONES AND TAKE THEM TO ANY CONTRAPTION YOU FIND TO BE PROMPTED TO USE THE LOCKSTONE. THESE CAN ONLY BE USED ONCE PER CONTRAPTION.** PHARROS LOCKSTONE AND CONTRAPTIONS GUIDE[PHARROS' LOCKSTONE](https://darksouls2.wiki.fextralife.com/Pharros'+Lockstone)LOCATIONS  * **STARTING ITEM FOR THE EXPLORER** * **SOLD BY**[**MERCHANT HAG MELENTIA**](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia)**(ONLY 1)** * **IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**, ONCE YOU HAVE ACCESS TO THE MANSION, IN A CORPSE IN THE LIBRARY BEHIND THE BOOKCASES.** * **IN MAJULA, FOUND INSIDE THE HOLE IN THE MIDDLE OF TOWN. THE**[**SILVERCAT RING**](https://darksouls2.wiki.fextralife.com/Silvercat+Ring)**IS REQUIRED TO SURVIVE THE FALL.** * **BEFORE OPENING THE LAST GATE BEFORE THE BOSS IN SINNERS' RISE. WHEN FACING THE GATE, IN ROOM ON YOUR LEFT. (LAST DOOR ON THE LEFT)** * [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**, IF YOU DROP DOWN FROM WOODEN BRIDGE TO ISOLATED PILLAR. OR ALTERNATIVELY, JUMP FROM THE TOP OF THE TOWER ABOVE THE BRIDGE APPROACH**[**BONFIRE**](https://darksouls2.wiki.fextralife.com/bonfire)**.** * **IN THE MIDDLE SECTION OF EARTHEN PEAK, THERE'S ONE OUTSIDE IF YOU PAY LADDERSMITH GILLIGAN 2000 SOULS FOR A LADDER TO REACH IT.** * **IN A CROSSBOW-TRAPPED CHEST AROUND MIDDLE OF EARTHEN PEAK.** * **NEAR THE BEGINNING OF THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**ON A HILL.** * **IN THE**[**SHADED RUINS**](https://darksouls2.wiki.fextralife.com/Shaded+Ruins)**, ON A CORPSE ON THE SECOND STORY OF A RUINED BUILDING BEHIND THE**[**GREAT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)**.** * **BLACK GULCH, HIDDEN ROOM BONFIRE, A CORPSE IN A POT.** * **ALDIA'S KEEP: BEHIND ONE OF THE WOODEN SHELVES IN THE ROOM FILLED WITH BRIGHT GREEN GLASS CONTAINERS. THE ROOM BEFORE THE HIDDEN BONFIRE.** * **DRAGONS AERIE, BETWEEN THE SECOND AND THE THIRD GUARDIAN DRAGON, DROP DOWN THE LEDGE, A CORPSE HOLDS THE STONE.** * **THE ROTTEN: CUTTING OFF ONE OF ITS ARMS. (BOTH ARMS CAN BE CUT OFF)** * **DRANGLEIC CASTLE: AFTER THE FIRST BONFIRE, IN THE ROOM TO THE RIGHT, IN THE SECOND LEFT SENTINEL CLOSET.** * **(FARMABLE) SMALL RATS INSIDE OF "**[**ROYAL RAT AUTHORITY**](https://darksouls2.wiki.fextralife.com/Royal+Rat+Authority)**" BOSS IN THE DOORS OF PHARROS. KILL THE SMALL RATS AND THEN EITHER DIE OR USE A HOMEWARD BONE / FEATHER TO PORT BACK TO THE BONFIRE TO RESET THE FIGHT. UPON RESETTING THE FIGHT, THE SMALL RATS RESPAWN.**   **DROPS**   * **RATS IN THE WATER IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**. (RARE DROP)**   **COVENANTS**   * **JOINING THE**[**RAT KING COVENANT**](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant)**AND KILLING INTRUDERS, OR BEING SUMMONED AS A GREY PHANTOM AS AN INTRUDER TO THE RAT KING COVENANT AND BEATING THE HOST GRANTS YOU ONE LOCKSTONE OR RUNNING TO THE BONFIRE BEFORE THE HOST KILLS YOU ALSO GETS YOU ONE.**  [PHARROS' CONTRAPTIONS](https://darksouls2.wiki.fextralife.com/Pharros%27+Contraption) LOCATIONS **FOREST OF FALLEN GIANTS:**   * **SHOWS FAKE WALL IN ROOM UNDER BALLISTA TRAP NEAR**[**MILD-MANNERED PATE**](https://darksouls2.wiki.fextralife.com/Mild+Mannered+Pate)**IN THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**-**[**CARDINAL TOWER**](https://darksouls2.wiki.fextralife.com/Cardinal+Tower)**BONFIRE. HAS**[**TITANITE SLAB**](https://darksouls2.wiki.fextralife.com/Titanite+Slab)**AND**[**CHLORANTHY RING**](https://darksouls2.wiki.fextralife.com/Cloranthy+Ring)**.**   **NO-MAN'S WHARF:**   * **ON THE SECOND LEVEL AREA, IN FRONT OF THE HOUSE. CREATES BRIGHT LIGHT THAT SCARES**[**DARKDWELLERS**](https://darksouls2.wiki.fextralife.com/Darkdweller)**AWAY IN**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf)**.**   **LOST BASTILLE:**   * **OPENS PASSAGE TO**[**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)**, ACCESSED BY THE**[**SERVANT'S QUARTERS**](https://darksouls2.wiki.fextralife.com/Servant%27s+Quarters)**BONFIRE IN THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**, GO DOWN A LADDER AND HIT THE REVEALED WALL UPON PLACEMENT.** * **ONE IN THE ROOM WITH THE TWINBLADE CHEST, REVEALS ROOM WITH A**[**SOUL VESSEL**](https://darksouls2.wiki.fextralife.com/Soul+Vessel)**, AND ANOTHER ROOM WHICH IS ALREADY ACCESSIBLE VIA AN ELEVATOR (THE ELEVATOR ROOM IS REVEALED BY DEFAULT IN SOTFS).**   **EARTHEN PEAK:**   * **IN**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**BEFORE FIRST BOSS, AT THE VERY BOTTOM IN A ROOM OFF A POISON MIST FLOOR - HAS**[**POISONBITE RING**](https://darksouls2.wiki.fextralife.com/Poisonbite+Ring)**AND SOUL OF A PROUD KNIGHT.** * **SPILL OUT POISON TO A SMALL POOL IN**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**(AREA NEAR 2ND BOSS, WITH A LOT'S OF MUSHROOMS AND MIMIC CHEST). BECOMES WATER THAT CURES POISON AND GRADUALLY HEALS AFTER BURNING THE WINDMILL.**   **IRON KEEP:**   * **THREE IN IRON KEEP. TWO SPILL OUT WATER TO A SMALL POOL AND LETS PLAYER GET WET AND SURVIVE THE LAVA TO GET THE ITEMS AND CHESTS. THE TWO THAT ADD WATER WILL ALSO HEAL SLOWLY OVER TIME IF THE PLAYER STANDS IN THE WATER. THIRD OPENS BELFRY SOL AND BONFIRE.**   **DOORS OF PHARROS:**   * **THERE ARE SEVERAL (10-20) DOORS THAT CAN BE OPENED IN**[**DOORS OF PHARROS.**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**MOST OF THESE LOCKSTONES WILL ACTIVATE VARIOUS TRAPS, AND UNLEASH MORE ENEMIES. THE DOORS CONTAINING MASTODON GUARDS REQUIRE 3 LOCKSTONES TO FULLY OPEN AND LET THEM OUT, IT ALSO HAS**[**SANTIER'S SPEAR**](https://darksouls2.wiki.fextralife.com/Santier%27s+Spear)**BEHIND IT. THE UNDERWATER MIDDLE LOCKSTONE WILL EFFECTIVELY OPEN THE PASSAGE BY ITSELF WITHOUT LETTING OUT THE GUARD.**   **GRAVE OF SAINTS:**   * **LOWERS TWO DIFFERENT BRIDGES IN GRAVE OF SAINTS THAT LEAD TO THE SAME ROOM. ACROSS THE BRIDGE THERE IS**[**POISON MOSS**](https://darksouls2.wiki.fextralife.com/Poison+Moss)**X2 AND A SKELETON WITH**[**WHISPER OF DESPAIR**](https://darksouls2.wiki.fextralife.com/Whisper+of+Despair)**AND A**[**TORCH**](https://darksouls2.wiki.fextralife.com/Torch)**. IF YOU PUT THEM IN THE SOCKETS BY THE RAT STATUES WHILE PART OF THE**[**RAT KING COVENANT**](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant)**, YOU WILL UNLEASH A POOL OF CORROSIVE ACID THAT LINGERS INDEFINITELY AND BREAKS DOWN EQUIPMENT WITHIN SECONDS.  IF YOU PUT A LOCKSTONE IN THE CONTRAPTION TO YOUR LEFT AS SOON AS YOU COME UP THE FIRST SET OF STAIRS AT THE BEGINNING, IT WILL TURN OUT ALL THE TORCHES DOWN THE HALL. PUTTING A LOCKSTONE IN THE CONTRAPTION THAT IS ON THE WALL, IT WILL START POURING WATER EVERYWHERE THAT WILL PUT OUT YOUR TORCH.**   **SHRINE OF AMANA:**   * **JUST AFTER THE SECOND BONFIRE, CRUMBLED RUINS. IN THE WATER NEAR THE RAMP STRUCTURE JUST PAST THE FIRST AMANA PRIESTESS. STANDING AT THE BASE OF THE RAMP AND FACING THE DRAGONRIDER IN THE DISTANCE, IT'S JUST TO YOUR LEFT. REVEALS A HIDDEN CAVE IN THE CLIFFSIDE WITH A CHEST CONTAINING THE HELIX HALBERD.**   **UNDEAD CRYPT:**   * **BEHIND AN ILLUSORY WALL DOWN THE DARK HOLE IN THE UNDEAD CRYPT (RIGHT AFTER THE TWO DOUBLE SHIELD GUARDS). BEST TO CLEAR THE AREA OF THE RESPAWNING GHOSTS FIRST. OPENS A WALL WITH A CHEST CONTAINING**[**OLENFORD'S STAFF**](https://darksouls2.wiki.fextralife.com/Olenford%27s+Staff)**AND**[**GREAT LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Great+Lightning+Spear)**.**   **ALDIA'S KEEP:**   * **CREATES LIGHT IN LONG HALL OF**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**.**   **DRAGON SHRINE:**   * **IN THE FIRST AREA OF THE DRAGON SHRINE, ON THE FLOOR UNDER SOME BOXES, BEHIND THE FIRST KNIGHT. REVEALS A HIDDEN WALL WITH THE JUDGEMENT SET AND STAFF.**   **MEMORY OF ORRO:**   * **THERE ARE TWO IN ONE OF THE GIANT MEMORIES (MEMORY OF ORRO - LOCATED AFTER THE PURSUER FIGHT). THE FIRST SHOWS AN ILLUSORY WALL YOU CAN ATTACK TO GET THROUGH. THE SECOND, LOCATED PAST THIS ILLUSORY WALL, IS POINTLESS AND ACTIVATES A TRAP. THE TRUE ENTRANCE TO THE TREASURE ROOM IS A REGULAR ILLUSORY WALL NEXT TO IT. THIS ROOM CONTAINS THE**[**STEEL ARMOUR SET**](https://darksouls2.wiki.fextralife.com/Steel+Set)**AND A**[**FIRE SEED**](https://darksouls2.wiki.fextralife.com/Fire+Seed)**.**   **FROZEN ELYUM LOYCE (**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**DLC):**   * **ON THE BRIDGE WITH THE BALLISTAS ON THE FAR END, LEADS TO DURGO'S HAT.**   DARK SOULS 2 SECRETS **ILLUSORY WALLS**  **PHARROS' CONTRAPTIONS**  **CRYSTAL LIZARDS**  **RARE ITEMS**  **TRAPS**  [**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/Crystal+Lizards)**ARE NON-RESPAWNING THAT DROP VALUABLE UPGRADE MATERIALS. THEY ARE NON-HOSTILE ENEMIES WHICH FLEE WHEN APPROACHED BY PLAYERS. WHEN A LIZARD IS NEARBY, PLAYERS CAN HEAR A DISTINCT JINGLE SOUND THAT RESEMBLES SHAKING A BAG FULL OF GEMS OR COINS. WHEN KILLED, LIZARDS DROP WEAPON UPGRADE ITEMS SUCH AS TITANITE AND STONES FOR WEAPON REINFORCEMENT AND INFUSION.**  **IF APPROACHED, THE LIZARD WILL SCURRY AWAY AND DISAPPEAR AFTER ABOUT 6 SECONDS IF NO DAMAGE IS TAKEN. IF THE LIZARD ESCAPES, RESTING AT A BONFIRE WILL RESPAWN IT. LIZARDS DO NOT RESPAWN IF KILLED. IF A PLAYER KILLS A LIZARD BUT DIES WITHOUT COLLECTING THE DROPPED ITEMS, THEY WILL DISAPPEAR.** CRYSTAL LIZARD LOCATION AND DROP GUIDE  | **LOCATION** | **HEALTH** | **DROPS** | | --- | --- | --- | | [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**- INSIDE THE ROOM NEAR THE ELEVATOR THAT TAKES YOU TO THE**[**LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant)**BOSS CHAMBER.** | **~200** | **2 TITANITE SHARD** | | [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf)**- BEHIND A HIDDEN DOOR IN THE ROOM WITH THE POISON JARS.** | **~300** | **2 TITANITE SHARD 1 LARGE TITANITE SHARD** | | [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**- NEAR A SMALL STAIRCASE CLOSE BY THE MAGMA BUCKET TRAPS IN THE LARGE ROOM WITH MOVABLE PLATFORMS.** | **~300** | **1 LARGE TITANITE 1 TITANITE CHUNK 1 FIRESTONE** | | [**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**- IMMEDIATELY AFTER THE AXE-HURLING GYRM WARRIOR PAST**[**GAVLAN**](https://darksouls2.wiki.fextralife.com/Gavlan)**'S ROOM.** | **~300** | **3 LARGE TITANITE SHARD 1 RAW STONE** | | [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**- ALONG THE CLIFF-SIDE PATH ON THE WAY TO THE SKELETON LORDS, TAKING THE LEFT HAND BRANCH UP TO A SMALL ELEVATION.** | **~300** | **1 TITANITE SHARD 1 LARGE TITANITE SHARD 1 TITANITE CHUNK** | | [**DRAGON AERIE -**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie)**THERE ARE 11 CRYSTAL LIZARDS IN THIS AREA; ALL SPREAD THROUGHOUT THE DRAKE ENCOUNTERS:**   * **NEAR 1ST DRAKE: 4 LIZARDS ON THE DRAKE'S PLATEAU, 1 LIZARD IN THE TUNNEL BELOW, 1 LIZARD ON THE RAISED LEDGE WITH A CREVICE IN IT.** * **NEAR 2ND DRAKE: 3 LIZARDS SCATTERED ALONG THE DRAKE'S GROUNDS.** * **NEAR 3RD DRAKE: 1 LIZARD ON THE DRAKE'S GROUNDS, 1 LIZARD ON A LEDGE OVERSEEING THEM.** | **~500** | **1ST AREA: 1 TITANITE SHARD, 5 LARGE TITANITE SHARDS, 4 TITANITE CHUNKS, 1 TITANITE SLAB, 1 TWINKLING TITANITE, 3 PETRIFIED DRAGON BONE, 1 RAW STONE, 1 DARKNIGHT STONE AND 1 OLD MUNDANE STONE.  2ND AREA: 6 TITANITE SHARDS, 1 LARGE TITANITE SHARD, 1 TITANITE CHUNK, 1 TWINKLING TITANITE, 1 PETRIFIED DRAGON BONE, 1 MAGIC STONE AND 1 FAINTSTONE.  3RD AREA: 2 TITANITE SHARDS, 2 LARGE TITANITE SHARDS, 1 TITANITE SLAB, 1 TWINKLING TITANITE, 1 BOLTSTONE AND 1 PALESTONE.** | | [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)   * **AFTER THE**[**PROWLING MAGUS**](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation)**BOSS FIGHT, THE LIZARD SITS ATOP A PILLAR, BELOW THE CLIFF THE CHAPEL OVERLOOKS.** * **NEXT TO A HUMANOID SPIDER ON THE BALCONY OF THE HOME**[**PATE**](https://darksouls2.wiki.fextralife.com/Pate)**AND**[**CREIGHTON**](https://darksouls2.wiki.fextralife.com/Creighton+of+Mirrah)**FIGHT IN.** | **~300** | **PETRIFIED DRAGON BONE, TITANITE SHARD**  **1 LARGE TITANITE SHARD, 1 TWINKLING TITANITE** | | [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**- AFTER THE ENCOUNTER WITH THE 4**[**ARTIFICIAL UNDEAD**](https://darksouls2.wiki.fextralife.com/Artificial+Undead)**, IT IS THROUGH A BOARDED UP PATH LEADING TO A POISON MIST PIT.** | **~300** | **1 TITANITE SHARD 1 LARGE TITANITE SHARD 1 PALESTONE** | | [**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints)**- AFTER DESCENDING TO THE BOTTOM OF THE HOLE IN MAJULA, THE LIZARD IS ON A ROPE BRIDGE LEADING TO A TREASURE CHEST.** | **~300** | **2 TITANITE SHARD 1 LARGE TITANITE SHARD 1 DARKNIGHT STONE** | | [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**- WITHIN THE SMALL MAZE-LIKE RUINS NEAR THE AREA**[**MANSCORPION TARK**](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark)**RESIDES.** | **~300** | **2 TITANITE SHARD 1 TITANITE CHUNK 1 BOLTSTONE** | | [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**- SITTING JUST BEFORE THE LONG STAIRCASE THAT LEADS TO THE CASTLE ENTRANCE.** | **~400** | **3 TITANITE CHUNKS 1 TITANITE SLAB** |   DARK SOULS 2 SECRETS **ILLUSORY WALLS**  **PHARROS' CONTRAPTIONS**  **CRYSTAL LIZARDS**  **RARE ITEMS**  **TRAPS**  [**RARE ITEMS**](https://darksouls2.wiki.fextralife.com/Rare+Items)**THAT HAVE LOWER OR RARER DROP RATES HAVE BEEN SORTED INTO RARE ITEMS FOR THE COLLECTOR'S CONVENIENCE. THESE ARE USUALLY OBTAINED AS LOOT DROPS FROM ENEMIES BUT MAY HAVE LOW DROP RATE PERCENTAGES OR ARE HARD TO COME BY WHEN TRAVERSING THE LOCATIONS. HERE, THEY ARE SORTED INTO TREASURE AND ENEMY DROPS, NON-INVADING RED PHANTOM GEAR, INVADING RED PHANTOM GEAR, AND REWARDS FOR FEATS OF SKILL.** DARK SOULS 2 RARE DROPS GUIDETREASURE AND ENEMY DROPS **GENERAL TREASURE OBTAINED IN A VARIETY OF WAYS AS WELL AS DROPS FROM IN GAME NON-HUMAN (NON-PLAYER CHARACTER MODEL) ENEMIES**   * [**ENGRAVED GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Engraved+Gauntlets) **OBTAINED FROM A CHEST IN LOWER**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, THE DOOR WAY LEADING TO SAID CHEST IS LOCKED AND REQUIRES A KEY OBTAINED BY COMPLETING PATE/CREIGHTON'S STORY LINE (REGARDLESS OF WHO YOU ASSIST). THESE GAUNTLETS ADD AN APPROXIMATELY 5% CHANCE OF A CRITICAL DAMAGE BONUS TO ANY(?) ATTACK MADE BY THE WEARER.** * [**INVISIBLE AUROUS SET**](https://darksouls2.wiki.fextralife.com/Aurous+Set) **THIS TRANSPARENT ARMOR SET CAN BE OBTAINED BY TALKING TO**[**MAUGHLIN THE ARMORER**](https://darksouls2.wiki.fextralife.com/Maughlin+the+Armorer)**IN MAJULA ONCE YOU HAVE SPENT 16000+ SOULS IN HIS SHOP (HE WILL GAIN A COCKY ATTITUDE ONCE THIS REQUISITE HAS BEEN MET) AND THEN TALK TO HIM WITH 0 SOULS IN YOUR POSSESSION FOR HIM TO GIVE YOU THE SET OUT OF PITY. EACH PIECE OF THIS SET INCREASES THE CHARACTERS MAXIMUM EQUIPMENT BURDEN. ALSO CAN DROP FROM INVADING PHANTOM RHOY THE EXPLORER IN THE**[**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints)**. RHOY WILL ONLY INVADE IF YOU ARE OFFLINE.** * [**PICKAXE**](https://darksouls2.wiki.fextralife.com/Pickaxe) **A UNIQUE GREATCLUB CLASS WEAPON THAT IS LOW WEIGHT AND PACKS A PUNCH THOUGH MANY OF THE MECHANICS REQUIRED TO OPTIMIZE ITS DAMAGE (LEO RING COMPATIBILITY, OPTIMAL DAMAGE HITBOX, ETC.) ARE STILL UNDER STUDY. THIS ITEM IS FOUND IN LOWER**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**IN THE CHAMBER PAST THE BRIDGE OVER THE DAMAGING CRYSTAL PIT. SPECIFICALLY IT IS FOUND BENEATH A SMALL PATCH OF BROWN/BLACK MUSHROOMS ON THE FLOOR OF SAID CHAMBER, THESE MUSHROOMS CAN ONLY BE REMOVED BY A "PIG" TYPE ENEMY LURED FROM THE PEASANT CAMP IN UPPER BRIGHTSTONE COVE TSELDORA. THIS IS CONSIDERED A "LESS RARE ITEM" BECAUSE IT IS A GUARANTEED DROP AS LONG AS YOU CAN GET THE PIG DOWN TO THE PROPER SPOT.** * [**SHADOW SET**](https://darksouls2.wiki.fextralife.com/Shadow+Set)**,**[**MALFORMED CLAWS**](https://darksouls2.wiki.fextralife.com/Malformed+Claws)**,**[**SHADOW DAGGER**](https://darksouls2.wiki.fextralife.com/Shadow+Dagger) **AN ARMOR SET AND WEAPONS BELONGING TO KING VENDRICK'S HIRED SHADOW MEN, THESE ITEMS CAN BE OBTAINED AS A DROP FROM THE TWO "SUSPICIOUS SHADOWS" THAT ASSIST THE FLEXILE SENTRY IN ITS NG+ BOSS FIGHT IN**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf)**. THE ITEMS HAVE A LOW DROP RATE AND ARE OBTAINED PIECE BY PIECE BUT THE ENEMIES WILL RESPAWN INFINITELY AS LONG AS THE BOSS ISN'T KILLED. TO EFFECTIVELY FARM THESE ITEMS WEAR ALL ITEM DISCOVERY BOOSTING ITEMS AND ENTER THE BOSS ROOM, KILL THE TWO SHADOWS WHILE AVOIDING THE BOSS AND AFTER COLLECTING ANY ITEMS FROM THE SHADOWS QUICKLY GO INTO YOUR MENU AND QUIT THE GAME. ONCE YOU RELOAD THE GAME YOU WILL BE OUTSIDE THE BOSS ROOM AND RE-ENTRY WILL SPAWN THE SHADOWS AGAIN, REPEAT AS NEEDED. IF AVOIDING THE BOSS DURING FARMING PROVES DIFFICULT YOU CAN SUMMON**[**LUCATIEL OF MIRRAH**](https://darksouls2.wiki.fextralife.com/Lucatiel+of+Mirrah)**TO ACT AS A MEAT SHIELD THOUGH THIS LENGTHENS THE TIME FOR EACH FARMING RUN AS YOU HAVE TO DISMISS HER BEFORE YOU QUIT THE GAME AND HAVE TO GO BACK AND GET HER FOR EACH RUN.** * [**RUIN SET**](https://darksouls2.wiki.fextralife.com/Ruin+Set) **THE ARMOR SET OF THE RUIN SENTINEL BOSSES/ENEMIES. THIS SET IS ONLY KNOWN TO DROP FROM THE 5 RUIN SENTINELS FOUND IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**BEHIND GOLEM DOORS NEAR THE FIRST BONFIRE. THE DROP RATE ON THESE IS LOW AND SO ITEM DISCOVERY BOOSTS ARE RECOMMENDED. ONE SUCCESSFUL STRATEGY FOR FARMING THE SENTINELS IS TO OPEN ONE GOLEM DOOR WITH A SENTINEL BEHIND IT AND THEN FARM THAT PARTICULAR SENTINEL TILL IT DESPAWNS AND THEN OPEN ANOTHER GOLEM DOOR AND REPEAT THE PROCESS, THIS HELPS PREVENT OTHER SENTINELS FROM SNEAKING UP ON YOU WHICH HAPPENS OFTEN IF YOU OPEN ALL THE GOLEM DOORS AT ONCE. YOU GET A TOTAL OF 75 (15 X5) CHANCES TO GET THE ARMOR SET BEFORE NEEDING TO ASCETIC THE NEAREST BONFIRE, ALSO THE SENTINELS CAN DROP DUPLICATES OF ARMOR PIECES WHICH CAN SLOW THE PROCESS OF GETTING THE FULL SET.** * [**HEIDE KNIGHT SET**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Set) **THE ARMOR WORN BY THE THREE KNIGHTS OF HEIDE FOUND THROUGHOUT DRANGLEIC, THIS ARMOR IS ONLY DROPPED IN NG+ AND BEYOND AND IS NOT A GUARANTEED DROP. WHILE ANY OF THE THREE HEIDE KNIGHTS CAN DROP PIECES OF THE ARMOR THEY TEND TO DROP THEIR WEAPONS MORE OFTEN THAN NOT, ON A POSITIVE NOTE THE KNIGHTS WILL ALWAYS DROP SOMETHING SO YOU DON'T NEED TO WORRY ABOUT COMPLETELY FRUITLESS RUNS. THE HEIDE KNIGHT EACH ONLY SPAWN ONCE PER NEW GAME CYCLE, THUS ASCETIC USE IS REQUIRED TO FARM THE SET, MAKING THE SWORD KNIGHT IN THE FOREST OF FALLEN GIANTS AND THE SPEAR KNIGHT IN THE LOST BASTILLE THE PREFERABLE TARGETS FOR FARMING BEING CLOSE TO BONFIRES WITHOUT AN AREA BOSS. THE HEIDE KNIGHT SET ALSO DROP ON NG IN SOTFS.** * [**BLACK WITCH DOMINO MASK**](https://darksouls2.wiki.fextralife.com/Black+Witch+Domino+Mask) **DROPS FROM THE DUAL AVELYN WIELDING PHANTOMS IN**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**. THIS HELM GIVES A SLIGHT BONUS TO SPELL DAMAGE DONE WHEN EQUIPPED.** * [**BLACK WITCH VEIL**](https://darksouls2.wiki.fextralife.com/Black+Witch+Veil) **DROPS FROM THE WITCH PHANTOM IN**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**. THIS IS THE FEMALE VERSION OF THE BLACK WITCH HAT NAVLAAN SELLS.** * [**DRAGON SAGE HOOD**](https://darksouls2.wiki.fextralife.com/Dragon+Sage+Hood) **RARE DROP FROM THE LARGE BASILISK IN**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**.** * [**BLACK HOLLOW MAGE SET**](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Set)**,**[**LIZARD STAFF**](https://darksouls2.wiki.fextralife.com/Lizard+Staff) **RARE DROPS FROM THE NECROMANCERS IN**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**, IN THE CAVE RIGHT BEFORE THE SKELETON LORDS. THESE TWO NPCS DO NOT RESPAWN UNLESS AN ASCETIC IS USED, HOWEVER THE NECROMANCERS IN THE EXECUTIONER'S CHARIOT FIGHT CAN ALSO DROP THESE PIECES. THE NECROMANCERS IN THE EXECUTIONER'S CHARIOT FIGHT WILL RESPAWN FOR EACH ATTEMPT AT THE BOSS, UNTIL THE BOSS IS KILLED.** * [**RED LION WARRIOR CAPE**](https://darksouls2.wiki.fextralife.com/Red+Lion+Warrior+Cape)**,**[**LION WARRIOR HELM**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Helm) **RARE DROPS FROM THE GOLDEN LION WARRIOR IN THE ROOM CONNECTING TO MANSCORPION TARK'S ARENA NEAR THE**[**SHADED RUINS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**BONFIRE. THIS NPC FOLLOWS NORMAL MOB DESPAWNING MECHANICS.** * [**MANIKIN CLAWS**](https://darksouls2.wiki.fextralife.com/Manikin+Claws) **SEMI-RARE DROP FROM THE THREE MANIKIN SOLDIERS BEFORE THE COVETOUS DEMON'S BOSS ARENA IN**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**. THESE ENEMIES ARE FOUND BY WALKING OFF THE STAIRS AND LANDING ON A PLATFORM THAT JUTS OUT OF THE WALL.** * [**CHAOS RAPIER**](https://darksouls2.wiki.fextralife.com/Chaos+Rapier)**,**[**CHAOS SHIELD**](https://darksouls2.wiki.fextralife.com/Chaos+Shield) **RARE DROPS FROM THE SINGLE ENHANCED UNDEAD BEFORE THE GUARDIAN DRAGON FIGHT IN**[**ALDIA'S MANOR**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**. IN SOTFS, THESE CAN BE BOUGHT FROM FELKIN.** * [**GYRM WARRIOR GREATHELM**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Greathelm) **RARE DROP FROM GYRM WARRIORS IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**.**  NON-INVADING RED PHANTOM GEAR **THE FOLLOWING ENTRIES ARE RARE/UNIQUE WEAPONS AND ARMOR OBTAINED FROM KILLING NON-INVADING RED PHANTOM ENEMIES, OTHER RED PHANTOMS THAT DROP ITEMS THAT CAN BE OBTAINED BY OTHER METHODS WILL NOT BE LISTED.**   * [**DINGY SET**](https://darksouls2.wiki.fextralife.com/Dingy+Set) **OBTAINED FROM A MIRACLE CASTING RED PHANTOM FOUND ON THE PLAYERS WAY TO THE**[**GUTTER**](https://darksouls2.wiki.fextralife.com/Gutter)**IN NG+, 100% GUARANTEED DROP AND IS PRE UPGRADED TO +5 OUT OF 10, BE WARY THOUGH, THIS PHANTOM HAS A FRIEND IN FARAAM ARMOR (DROPS A GREAT HERO SOUL) AND A NUMBER OF EXPLODING MUMMIES NEARBY TO HELP IT. THIS IS THE ONLY SET IN THE GAME WHERE YOU HAVE TO BE IN TRUE NG+ AND BONFIRE ASCETICS WILL NOT WORK.** * [**MAD WARRIOR SET**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Set)**,**[**BERSERKER BLADE**](https://darksouls2.wiki.fextralife.com/Berserker+Blade) **THIS ARMOR SET AND KATANA DROPS FROM A RED PHANTOM ENEMY RANDOMLY FOUND IN**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**IF YOU ARE A MEMBER OF THE BELLKEEPER COVENANT. THE MAD WARRIOR SPAWNS AN INFINITE NUMBER OF TIMES BUT DOES SO AT RANDOM SO EVEN IF YOU DON'T SEE HIM AFTER 20 RUNS IT JUST MEANS YOUR HAVING SOME BAD LUCK, DO NOT USE AN ASCETIC. THIS PHANTOM ALSO WILL DROP DUPLICATES, THOUGH WHILE SEEN TO DUAL WIELD THE**[**BERSERKER BLADE**](https://darksouls2.wiki.fextralife.com/Berserker+Blade)**IT WILL ONLY DROP ONE AT A TIME (CONFIRMED IT DROPS DUPLICATES VER.1.09 CAL 1.12). YOU DO NOT NEED TO ASCETIC TO RESET DROPS FOR DUPLICATES.** * [**DURGO'S HAT**](https://darksouls2.wiki.fextralife.com/Durgo%27s+Hat) **OBTAINED FROM THE RED PHANTOM FOUND NEAR THE**[**KINGS GATE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**LEADING TO THE THRONE OF WANT. DROP RATE UNCERTAIN. THIS STYLISH HAT BOOSTS THE EFFECTIVE RANGE OF ARROWS. CAN ALSO BE OBTAINED FROM A CHEST IN**[**ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**BEHIND THE**[**PHARROS DOOR**](https://darksouls2.wiki.fextralife.com/Pharros%27+Contraption)**AFTER THE TWO BALLISTAE.** * [**CATARINA SET**](https://darksouls2.wiki.fextralife.com/Catarina+Set) **THE GOOD OL' ONION BRO ARMOR FROM DARK SOULS I IS OBTAINED FROM A RED PHANTOM FOUND WEARING IT IN NG+ IN THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, SPECIFICALLY THE AREA WITH ALL THE OLD IRON CLAD SOLDIERS NEAR THE SOLDIER'S REST BONFIRE. THIS RED PHANTOM ONLY SPAWNS ONCE PER NEW GAME CYCLE AND HAS A LOW/MEDIUM DROP RATE, DUE TO ITS LOCATION CLOSE TO A BONFIRE WITHOUT AN AREA BOSS IT IS POSSIBLE TO FARM THE ARMOR SET VIA BONFIRE ASCETIC USE AFTER EACH KILL. THIS CAN TAKE A WHILE THOUGH DUE TO THE INCREASING STRENGTH OF THE PHANTOM AND LOW DROP RATE, AS MANY AS 24 ASCETICS HAVE BEEN REQUIRED TO OBTAIN THE FULL ARMOR SET. : AS OF THE START OF THE LOST CROWN TRILOGY THE CATARINA SET IS MADE AVAILABLE IN CHESTS IN EACH DLC AS A PIECE, THE ONION HELM IN THE SUNKEN CROWN DLC AND ONION GAUNTLETS AND LEGGINGS IN THE OLD IRON CROWN DLC, AND THE ONION ARMOR IN THE IVORY CROWN DLC.** * [**VISIBLE AUROUS SET**](https://darksouls2.wiki.fextralife.com/Aurous+Set) **THIS ARMOR SET IS THE OPAQUE TWIN TO THE TRANSPARENT SET GIVEN TO THE PLAYER BY**[**MAUGHLIN THE ARMORER**](https://darksouls2.wiki.fextralife.com/Maughlin+the+Armorer)**. ITS STATS AND WEIGHT ARE HIGHER THAN THE TRANSPARENT SET BUT IT DOES NOT BOOST EQUIPMENT LOAD. IT IS A RARE-ISH DROP FROM THE RED PHANTOM WEARING IT ON THE NG+**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf)**SHIP. THIS PHANTOM DOES NOT RESPAWN AFTER DEATH, SO BONFIRE ASCETICS ARE NEEDED TO RESPAWN HIM. DUE TO THE WHARF ONLY HAVING ONE BONFIRE YOU'LL ALSO HAVE TO KILL THE BOSS EVERY TIME YOU WANT TO USE AN ASCETIC MAKING THIS A RATHER LONG RUN. IN THE SOTFS REMAKE, THIS SET CAN BE FOUND IN A METAL CHEST IN THE GUTTER, WHERE THE**[**RING OF THE EVIL EYE +1**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Evil+Eye)**USED TO BE.** * [**MONASTERY SET**](https://darksouls2.wiki.fextralife.com/Monastery+Set)**,**[**MONASTERY SCIMITAR**](https://darksouls2.wiki.fextralife.com/Monastery+Scimitar) **THIS EQUIPMENT SET IS A REMAKE OF THE PAINTING GUARDIAN SET AND SWORD FROM DARK SOULS I. THE RED PHANTOM WHO DROPS THIS IS FOUND BEHIND A PAINTING IN**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**. THIS IS YET ANOTHER RED PHANTOM THAT REQUIRES BONFIRE ASCETICS TO FARM, THE BONFIRE IN QUESTION IS THE "RITUAL SITE" BONFIRE FOUND BEHIND AN ILLUSORY WALL HALFWAY DOWN THE STAIRS TO THE ACID PIT IN ALDIA'S KEEP. EACH TIME YOU KILL THE PHANTOM YOU WILL ALSO NEED TO KILL THE AREA BOSS IN ORDER TO ALLOW ASCETIC USE MAKING THIS ONE QUITE A PAIN.**  INVADING RED PHANTOM GEAR **THESE ITEMS ARE OBTAINED FROM RED PHANTOM ENEMIES THAT INVADE A PLAYERS WORLD IN MIMICRY OF ONLINE PLAY. THESE KINDS OF ENEMIES CAN ONLY BE RESPAWNED VIA BONFIRE ASCETIC USE.**   * [**OLD MIRRAH GREATSWORD**](https://darksouls2.wiki.fextralife.com/Old+Mirrah+Greatsword) **THIS SWORD IS A VERY RARE DROP FROM THE INVADING NPC "ASLATIEL OF MIRRAH" IN THE FRONT HALLWAY OF**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**. THIS IS A FAIRLY PAINLESS WEAPON TO FARM AS THE BONFIRE THAT YOU MUST ASCETIC HAS NO AREA BOSS TIED TO IT ALLOWING FOR FREE AND EASY ASCETIC USE, HOWEVER, THE DROP RATE FOR THE ITEM IS ABYSMALLY LOW. THIS WEAPON USED TO BE IDENTICAL IN EVERY WAY TO THE NORMAL**[**MIRRAH GREATSWORD**](https://darksouls2.wiki.fextralife.com/Mirrah+Greatsword)**, BUT IT HAS SINCE BEEN NERFED AND IS NOW WORSE IN EVERY WAY.** * [**PRIESTESS SET**](https://darksouls2.wiki.fextralife.com/Priestess+Set) **THIS ARMOR SET CAN BE OBTAINED FROM TWO INVADING NPCS; MERCILESS ROENNA NEAR THE SKELETON LORDS BOSS FOG IN**[**HUNTSMAN COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman+Copse)**AND PECULIAR KINDULAR WHO INVADES IN THE SECTION JUST BEFORE THE DEMON OF SONG BOSS FOG IN**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**, SADLY EITHER ONE OF THESE REQUIRES A BOSS FIGHT FOR CONTINUED ASCETIC USE THUS IT IS RECOMMENDED TO HEAVILY FARM KINDULAR AS SHE IS THE ONLY ONE OF THE TWO WHO CAN DROP THE HEAD PIECE OF THE SET DESPITE THE BOSS REQUIRED FOR FARMING BEING "HARDER". THIS ARMOR SET CAN ALSO DROP FROM THE PRIESTESS IN THE DRAGON SHRINE. IN SCHOLAR OF THE FIRST SIN, THE SET CAN BE OBTAINED FROM A CORPSE INSIDE THE ILLUSION WALL THAT PRECEDES THE PROWLING MAGUS AND CONGREGATION BOSS FIGHT.** * [**WARLOCK MASK**](https://darksouls2.wiki.fextralife.com/Warlock+Mask)**,**[**CURSED BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Cursed+Bone+shield) **IT IS RECOMMENDED THAT ONE FARMS THE ALDIA WARLOCK THAT SPAWNS NEAR THE FOURTH BONFIRE IN THE**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**TO OBTAIN THESE ITEMS. MERCILESS ROENNA, WHO INVADES JUST BEFORE THE SKELETON LORD BOSS FOG IN**[**HUNTSMAN COPSE,**](https://darksouls2.wiki.fextralife.com/Huntsman+Copse)**CAN ALSO BE FARMED FOR THEM, BUT THIS REQUIRES DEFEATING THE SICKLE WIELDING RED PHANTOMS AND SKELETON LORDS EVERY TIME AN ASCETIC IS USED, MAKING IT DIFFICULT TO PULL OFF DEPENDING ON YOUR LUCK.**  REWARDS FOR FEATS OF SKILL **THESE ITEMS ARE GIVEN TO THE PLAYER UPON COMPLETION OF SOME GREAT TASK OR CHALLENGE.**   * [**LINGERING DRAGONCREST RING+2**](https://darksouls2.wiki.fextralife.com/Lingering+Dragoncrest+Ring) **TO OBTAIN THIS RING YOU MUST DEFEAT 1000 DARK SPIRITS, WHETHER SOLELY AS THE HOST OR AS A SUMMONED PHANTOM IS UNKNOWN. IT IS HYPOTHESIZED THAT RED PHANTOM ENEMIES SUCH AS THE MAD WARRIOR MAY COUNT TOWARD THIS GOAL AS THEY COUNT FOR RANKING UP IN THE BELLKEEPER COVENANT.** * [**RING OF THORNS+2**](https://darksouls2.wiki.fextralife.com/Ring+of+Thorns) **TO OBTAIN THIS RING YOU MUST SLAY 1000 HOSTS AS A DARK SPIRIT, UNKNOWN IF ARBITER SPIRIT INVASIONS COUNT OR IF KILLING SUMMONED PHANTOMS COUNTS TOWARD THIS GOAL.** * [**ILLUSORY RING OF A CONQUEROR**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+a+Conqueror) **TO OBTAIN THIS RING THE PLAYER MUST CLEAR A GAME CYCLE (NG, NG+ ETC) WITHOUT DYING EVEN ONCE, DEATHS AS A SUMMONED PHANTOM DO COUNT AS DO DEATHS AS AN INVADER. THIS RING TURNS YOUR LEFT HAND WEAPON/SHIELD INVISIBLE.** * [**ILLUSORY RING OF THE EXALTED**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+the+Exalted) **TO OBTAIN THIS RING THE PLAYER MUST CLEAR THE GAME WITHOUT RESTING AT A BONFIRE. DYING AND THEN RESPAWNING AT A BONFIRE THAT THE PLAYER HAS LIT DOES NOT BREAK THIS REQUIREMENT NOR DOES USING A HOMEWARD BONE, AGED FEATHER OR THE DARKSIGN TO WARP TO A BONFIRE. USING A PRIMAL BONFIRE TO WARP BACK TO MAJULA ALSO DOES NOT COUNT. THIS RING TURNS YOUR RIGHT HAND WEAPON INVISIBLE.**   DARK SOULS 2 SECRETS **ILLUSORY WALLS**  **PHARROS' CONTRAPTIONS**  **CRYSTAL LIZARDS**  **RARE ITEMS**  **TRAPS**  [**TRAPS**](https://darksouls2.wiki.fextralife.com/Traps)**ARE ELEMENTS, RIGGED ITEMS OR ENVIRONMENTAL HAZARDS THAT CAN BE ENCOUNTERED IN THE GAME UNEXPECTEDLY, CAUSING NEGATIVE EFFECTS ON THE PLAYER. THEY CAN POSE  OR BE DISGUISED AS DIFFERENT REGULAR ITEMS THAT CAN NORMALLY BE ACTIVATED IN THE GAME, WHICH MAKES THEM DANGEROUS IF UNAWARE. THEIR EFFECTS CAN BE TRIGGERED OR ACTIVATED BY ENTERING SPECIFIC AREAS AS YOU EXPLORE EACH OF THE LOCATIONS, BUT ARE MOSTLY ACTIVATED BY INTERACTING WITH AN OBJECT WHILST UNKNOWINGLY KNOWING THAT IT IS A TRAP. BELOW LISTS INFORMATION ON THE TYPES OF TRAPS AND OBJECTS THAT CAN BE ENCOUNTERED WHILE PLAYING DS2 ALONG WITH THEIR EFFECTS AND WHAT TO WATCH OUT FOR.** DARK SOULS 2 TRAPSDS2 CHEST TRAPS **chests traps secrets dark souls 2 wiki guide 300px min min**  **THESE CHEST TRAPS ARE RIGGED CHESTS DISGUISED AS REGULAR LOOT CHESTS. THEY ARE ENCOUNTERED THROUGH DARK SOULS 2 AND VARY IN EFFECTS DEPENDING ON THE KIND OF TRAP IT IS RIGGED WITH. THESE TRAPS ARE DESIGNED TO WASTE A PLAYERS TIME OR DEAL NEGATIVE EFFECTS TO THE PLAYER WHEN INTEREACTED WITH. BELOW ARE THE TYPES OF CHEST TRAPS YOU CAN FIND IN THE GAME.**  **ARROW CHEST**   * **THE ARROW CHEST REVEALS A CROSSBOW WHEN OPENED, WHICH SHOOTS OUT A FIVE-WAY SPREAD OF CROSSBOW BOLTS IN 3 SEPARATE WAVES UPON OPENING.**   **POISON CHEST**   * **THE POISON CHEST IS A FAKE CHEST WHICH MAY OR MAY NOT ACTUALLY CONTAIN ITEMS. OPENING IT RELEASES A GAS THAT POISONS NEARBY PLAYERS AND THE OPENER WITH A DEADLY POISON THAT ACTS VERY FAST. THIS IS CAPABLE OF QUICKLY KILLING PLAYERS WHO DO NOT HAVE CURING ITEMS OR SPELLS SINCE THE POISON CAN LAST FOR A GOOD TIME AND EASILY OUT-DAMAGE THE EFFECTS OF HEALING ITEMS.**   **RADIANT TRAP CHEST**   * **THE RADIANT CHEST IS A CHEST WHICH RELEASES A RADIANT TRAP, MOSTLY THE SAME AS ARROW CHEST OR POISON CHEST, BUT IT OCCASIONALLY EMITS RED MIST WHICH HEALS THE PLAYER. IT CAN APPEAR IN ANY TRAPPED CHEST LOCATION, BUT IT IS INCREDIBLY RARE.**   **WOODEN CHEST**   * **NOT TECHNICALLY A TRAP, BUT IF A WOODEN CHEST IS DESTROYED, THE ITEMS IT CONTAINS ARE DESTROYED WITH IT, TURNING INTO**[**RUBBISH**](https://darksouls2.wiki.fextralife.com/Rubbish)**.**   **EXPLOSIVE CHEST**   * **A CHEST CONTAINING A BOMB. IT WILL EXPLODE SECONDS AFTER IGNITION, DEALING FIRE DAMAGE. THE BLAST WILL NOT DESTROY THE CHEST ITSELF.**  DS2 [MIMIC](https://darksouls2.wiki.fextralife.com/Mimic) **mimic chests traps secrets dark souls 2 wiki guide 300px min min**  **MIMICS ARE**[**ENEMIES**](https://darksouls2.wiki.fextralife.com/Enemies)**DISGUISED AS A CHEST. HIGH-DAMAGING SERIES OF ATTACKS, OFTEN FATAL. MIMICS ARE RARE, AND CAN BE WOODEN OR METAL CHESTS. THEY CAN BE IDENTIFIED BY CHECKING FOR A LOCK ON THE FRONT OF THE CHEST - IF THE CHEST HAS A LARGE LOCK ON THE FRONT, THIS INDICATES A MIMIC. ALWAYS TEST A SUSPECTED CHEST BY SMACKING IT FROM THE SIDE WITH A WEAPON OR SPELL; IT WILL TRIGGER THE MIMIC WITHOUT THE RISK OF THE PLAYER BEING GRABBED BY THE INITIAL ATTACK, WHICH IS USUALLY AN INSTANT KILL. MIMICS CAN ALSO BE TESTED BY THROWING A**[**LLOYD'S TALISMAN**](https://darksouls2.wiki.fextralife.com/Lloyd%27s+Talisman)**AT THEM, WHICH WILL MAKE THEM YAWN AND FALL ASLEEP. THE FIRST 4 OF THE 5 MIMICS IN DARK SOULS 2 CONTAIN PIECES OF THE**[**DARK SET**](https://darksouls2.wiki.fextralife.com/Dark+Set)**.** DS2 [CURSED VESSEL](https://darksouls2.wiki.fextralife.com/Cursed+Vessel) **cursed vessel jar traps secrets dark souls 2 wiki guide 300px min min**  **CURSED VESSELS THAT APPEAR AS STONE JARS ARE AN IRRITATING HAZARD THAT CAUSES**[**CURSE**](https://darksouls2.wiki.fextralife.com/Status+Effects)**BUILDUP IF YOU GET TOO CLOSE. THEIR PRESENCE IS ALWAYS PRESAGED BY GIGGLING AND WHIMPERING FROM THEIR LOCATION. IDEALLY, BREAK THEM FROM AFAR TO AVOID BEING AFFECTED BY THEIR EFFECTS.** [COVENANTS](https://darksouls2.wiki.fextralife.com/Covenants)  **COVENANTS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE AVAILABLE EARLY ON AND PROVIDE THE PLAYER WITH MULTIPLE NEW WAYS TO INTERACT WITH THEIR WORLD AND OTHER PLAYERS. THESE ARE PACTS THAT ARE VOLUNTARILY JOINED BY PLAYERS WHO AGREE TO ABIDE BY SPECIAL RULES OR BEHAVIOR. SOME OFFER ASSISTANCE AND PROTECTION FROM INVADERS, OTHERS BRING NEW GOALS SUCH AS DEFENDING AREAS, AND SOME DEMAND THE BLOOD OF OTHER PLAYERS.** COVENANTS IN DARK SOULS 2 **COVENANTS ARE FACTIONS WITHIN DARK SOULS. TO JOIN A COVENANT THE PLAYER MUST MAKE OATHS TO SPECIFIC NPCS. THERE ARE REWARDS FOR FOLLOWING THE GUIDELINES SET BY SPECIFIC NPCS THAT LEAD EACH COVENANT AND PENALTIES FOR BREAKING THEM. COVENANTS MAY ALSO AFFECT THE PLAYER'S ONLINE INTERACTIONS. MOST COVENANTS HAVE A UNIQUE MULTIPLAYER ITEM USABLE ONLY BY MEMBERS OF THAT COVENANT, AND EVEN THE ONES THAT DO NOT WILL HAVE ITEMS OR SPELLS THAT CAN AFFECT OTHER PLAYERS IN SOME WAY, AND AS SUCH WHAT COVENANT THE PLAYER HAS JOINED WILL AFFECT THE PLAYER'S ONLINE EXPERIENCE. GENERALLY SPEAKING, MOST COVENANTS WILL FOCUS ON EITHER COOPERATION (SUMMONING/BEING SUMMONED) OR COMPETITION (INVADING/BEING INVADED), BUT EVEN THEN, HOW THE PLAYER CHOOSES TO PLAY THE GAME IS STILL THEIR CHOICE.**   |  |  |  |  | | --- | --- | --- | --- | | **CO-OP** | **Brilliant%20Covenant%20Trophy** [HEIRS OF THE SUN](https://darksouls2.wiki.fextralife.com/Heirs+of+the+Sun" \o "Dark Souls 2 Heirs of the Sun) | **Covenant%20of%20the%20Meek%20Trophy** [WAY OF THE BLUE](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue" \o "Dark Souls 2 Way of the Blue) |  | | **PVP (INVADING)** | **Sanguinary%20Covenant%20Trophy** [BROTHERHOOD OF BLOOD](https://darksouls2.wiki.fextralife.com/Brotherhood+of+Blood" \o "Dark Souls 2 Brotherhood of Blood) | **Protector%20Covenant%20Trophy** [BLUE SENTINELS](https://darksouls2.wiki.fextralife.com/Blue+Sentinels" \o "Dark Souls 2 Blue Sentinels) | **Clangorous%20Covenant%20Trophy** [BELL KEEPERS](https://darksouls2.wiki.fextralife.com/Bell+Keepers" \o "Dark Souls 2 Bell Keepers) | | **PVP (SUMMONED)** | **Gnawing%20Covenant%20Trophy** [RAT KING](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant" \o "Dark Souls 2 Rat King Covenant) | **Covenant%20of%20the%20Ancients%20Trophy** [DRAGON REMNANTS](https://darksouls2.wiki.fextralife.com/Dragon+Remnants" \o "Dark Souls 2 Dragon Remnants) |  | | **PVE** | **Covenant%20of%20the%20Fittests%20Trophy** [COMPANY OF CHAMPIONS](https://darksouls2.wiki.fextralife.com/Company+of+Champions" \o "Dark Souls 2 Company of Champions) | **[Abysmal%20Covenant%20Trophy](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark)** [PILGRIMS OF DARK](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark" \o "Dark Souls 2 Pilgrims of Dark) |  |   **FOR PLAYERS INTERESTED IN USER MADE COVENANTS, PLEASE GO**[**HERE**](https://darksouls2.wiki.fextralife.com/User+Made+Covenants)**. OR VISIT OUR**[**DEDICATED COVENANT FORUM**](https://fextralife.com/forums/f54/covenants-and-events/)**.**  **COVENANT MECHANICS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE FEATURES OF THE 9 SEPARATE COVENANTS IN THE GAME. THESE ARE MECHANICS THAT COME WITH WHEN JOINING A CERTAIN COVENANT IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. CHECK THE INFORMATION BELOW TO SEE MORE ABOUT ITEMS, RANKS, RINGS, AND WHAT HAPPENS IF YOU DECIDE TO ABANDON A COVENANT.**  [**COVENANT MECHANICS**](https://darksouls2.wiki.fextralife.com/Covenant+Mechanics)  [**CO-OP COVENANTS**](https://darksouls2.wiki.fextralife.com/Co-op+Covenants)  [**PVP COVENANTS**](https://darksouls2.wiki.fextralife.com/PvP+Covenants)  [**PVE COVENANTS**](https://darksouls2.wiki.fextralife.com/PvE+Covenants)  [**OFFLINE COVENANTS**](https://darksouls2.wiki.fextralife.com/Offline+Covenants) MECHANICS COMMON TO ALL COVENANTS IN DARK SOULS 2MULTIPLAYER ITEMS IN DARK SOULS 2 **THERE ARE NINE COVENANTS IN THE GAME, EACH WITH DIFFERENT GOALS AND DIFFERENT MEANS OF ACHIEVING THOSE GOALS, ALL THROUGH MULTIPLAYER INTERACTION. WHILE MOST OF THE COVENANTS HAVE AT LEAST ONE EXCLUSIVE MULTIPLAYER ITEM FOR USE TO THIS END, THERE ARE CERTAIN MULTIPLAYER ITEMS THAT CAN BE USED REGARDLESS OF COVENANT:**   * [**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**;** * [**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)**;** * [**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone)**(ALLOWS YOU TO BE SUMMONED INTO A WORLD AS A**[**DARK SPIRIT**](https://darksouls2.wiki.fextralife.com/Dark+Spirit)**)** * [**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**(MUST BE IN HUMAN FORM TO USE)**   **NOTE: YOU CANNOT BE INVADED WHILE SITTING AT A BONFIRE.  IN THIS WAY, ANY PLAYER REGARDLESS OF COVENANT CAN BE SUMMONED BY ANOTHER PLAYER OR INVADE THEM, EVEN IF THEY ARE IN NO COVENANT AT ALL. THE SOLE EXCEPTION TO THIS IS COMPANY OF CHAMPIONS, WHICH DOES NOT ALLOW ITS MEMBERS TO USE THE**[**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**OR**[**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)**, AND DOES NOT ALLOW THEM TO SUMMON OTHER PLAYERS FOR ASSISTANCE.** RANKS IN DARK SOULS 2 **ALL OF THE COVENANTS ALLOW PROGRESSION WITHIN THE COVENANT IN THE FORM OF RANKS, STARTING AT BASE (REFERRED TO AS RANK 0), AND MAXING AT RANK 3. HOW TO INCREASE YOUR RANK DIFFERS DEPENDING ON WHAT COVENANT YOU'RE IN AND SOME OF THEM HAVE MULTIPLE WAYS TO DO THIS. OBTAINING A HIGHER RANK CAN BE A LOT HARDER FOR A CERTAIN COVENANT COMPARED TO OTHER ONES. FOR EXAMPLE: OBTAINING RANK 3 IN THE**[**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**COVENANT REQUIRES YOU TO DEFEAT 500 PEOPLE, WHEREAS RANK 3 IN THE**[**WAY OF THE BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue)**COVENANT ONLY REQUIRES YOU TO DEFEAT 10 INVADERS.** RINGS IN DARK SOULS 2 **EACH COVENANT HAS A SPECIAL RING OBTAINED SOLELY THROUGH THAT COVENANT. EACH RING HAS A SPECIAL EFFECT (LISTED BELOW). UNLESS STATED, YOU DO NOT NEED TO WEAR THE RING TO ACTIVATE ANY COVENANT FEATURES.**   * [**WAY OF BLUE**](https://darksouls2.wiki.fextralife.com/Blue+Seal)**: INCREASES MAXIMUM HP BY 3%.** * [**HEIRS OF THE SUN**](https://darksouls2.wiki.fextralife.com/Sun+Seal)**: INCREASES MIRACLE STRENGTH BY 5%.** * [**BROTHERHOOD OF BLOOD**](https://darksouls2.wiki.fextralife.com/Crest+of+Blood)**: INCREASES THE BLEED BUILDUP CAUSED BY WEAPONS WITH BLEED DAMAGE.** * [**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Guardian%27s+Seal)**: ALLOWS WEARER TO BE SUMMONED TO AID INVADED WAY OF BLUE MEMBERS.** * [**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal)**: ALLOWS WEARER TO INVADE PLAYERS IN A NEARBY BELFRY.** * [**RAT KING**](https://darksouls2.wiki.fextralife.com/Crest+of+the+Rat)**: ALLOWS COVENANT INVASIONS, INCREASES POISON BUILDUP FROM WEAPONS WITH POISON DAMAGE.** * [**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon+Seal)**: INCREASES HP GAINED FROM DRINKING ESTUS BY 50.** * [**COMPANY OF CHAMPIONS**](https://darksouls2.wiki.fextralife.com/Vanquisher%27s+Seal)**: INCREASES BARE FIST DAMAGE AND ALLOWS POWER-STANCING OF FISTS.** * [**PILGRIMS OF DARK**](https://darksouls2.wiki.fextralife.com/Abyss+Seal)**: INCREASES HEX DAMAGE BY 20% (~ 7.5% SINCE 1.06) , BUT LOSE 30 HP PER CAST.**  ABANDONING A COVENANT IN DARK SOULS 2 **YOU MAY ABANDON YOUR CURRENT COVENANT AT ANY TIME BY SEEKING OUT**[**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir)**, A CAT NPC IN A SMALL BUILDING NEAR THE LARGE HOLE IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**. YOU MAY ALSO ABANDON YOUR COVENANT BY ATTEMPTING TO JOIN A NEW ONE. THERE ARE NO KINDS OF PUNISHMENT FOR ABANDONING A COVENANT AND YOU'RE ABLE TO REJOIN WHENEVER YOU WANT. EVEN IF YOU KILL THE LEADER OF A CERTAIN COVENANT, THEY WILL STILL OFFER YOU TO JOIN THEIR COVENANT AFTER REVIVING THEM.  CONTRARY TO POPULAR BELIEF, YOU WILL NOT LOSE YOUR CURRENT RANK WITHIN A COVENANT AFTER ABANDONING OR UPON REJOINING IT, SO PLAYERS ARE COMPLETELY FREE TO JOIN WHATEVER COVENANT THEY WANT TO BE IN WHENEVER THEY WANT.** [CO-OP COVENANTS](https://darksouls2.wiki.fextralife.com/Co-op+Covenants)  [**COVENANT MECHANICS**](https://darksouls2.wiki.fextralife.com/Covenant+Mechanics)  [**CO-OP COVENANTS**](https://darksouls2.wiki.fextralife.com/Co-op+Covenants)  [**PVP COVENANTS**](https://darksouls2.wiki.fextralife.com/PvP+Covenants)  [**PVE COVENANTS**](https://darksouls2.wiki.fextralife.com/PvE+Covenants)  [**OFFLINE COVENANTS**](https://darksouls2.wiki.fextralife.com/Offline+Covenants) CO-OP COVENANTS **THESE ARE THE COVENANTS WHICH SEEK TO LEND ASSISTANCE TO OTHER PLAYERS THROUGH THE USE OF THE**[**WHITE SIGN SOAPSTONE**](https://darksouls.wiki.fextralife.com/White+Sign+Soapstone)**, OR THROUGH SPECIAL ABILITIES THAT ASSIST THEIR ALLIES IN COOPERATIVE PLAYER-VERSUS-ENVIRONMENT PLAY. NOTE THAT WHILE THESE COVENANTS MAY BE CO-OP FLAVORED, THERE ARE STILL WAYS FOR MEMBERS OF THESE COVENANTS TO INVADE AND KILL OTHER PLAYERS, AND EVEN SOMETHING AS SEEMINGLY INNOCUOUS AS A GROUP HEALING SPELL CAN BE A DANGEROUS WEAPON IN THE HANDS OF A SAVVY INVADER.** [HEIRS OF THE SUN](https://darksouls2.wiki.fextralife.com/Heirs+of+the+Sun) **SIMILAR TO THE WARRIORS OF SUNLIGHT COVENANT FOR DARK SOULS. THESE PLAYERS WILL FOCUS ON CO-OPERATIVE PLAY AND ASSISTANCE, AND STRIKE A SPECIAL POSE WHILE BEING SUMMONED. ADDITIONALLY, THEIR GOLDEN SIGNS ARE EXPECTED TO BE MORE NOTICEABLE AND THUS BE ABLE TO ASSIST OTHERS MORE OFTEN. SUNLIGHT WARRIORS GAIN SUNLIGHT MEDALS UPON HELPING A HOST IN THEIR WORLD WHICH THEY CAN USE TO RANK UP IN THE COVENANT.**   * **JOINED BY FINDING THE RUINED STATUE IN**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**.** * **INITIAL REWARD:**[**SUN SEAL**](https://darksouls2.wiki.fextralife.com/Sun+Seal)**.** * **RANK 1 (OFFER 10**[**SUNLIGHT MEDALS**](https://darksouls2.wiki.fextralife.com/Sunlight+Medals)**):**[**SUNLIGHT PARMA**](https://darksouls2.wiki.fextralife.com/Sunlight+Parma)**.** * **RANK 2 (OFFER 20**[**SUNLIGHT MEDALS**](https://darksouls2.wiki.fextralife.com/Sunlight+Medals)**):**[**SUN SWORD**](https://darksouls2.wiki.fextralife.com/Sun+Sword)**.** * **RANK 3 (OFFER 30**[**SUNLIGHT MEDALS**](https://darksouls2.wiki.fextralife.com/Sunlight+Medals)**):**[**SUNLIGHT SPEAR**](https://darksouls2.wiki.fextralife.com/Sunlight+Spear)**.**  COVENANT ITEMS **HEIRS OF THE SUN DOES NOT HAVE ANY MULTIPLAYER ITEMS EXCLUSIVE TO THE COVENANT. INSTEAD, BEING IN THE COVENANT MODIFIES THE**[**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**AND**[**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)**, EXTENDING THEIR DURATION AND CHANGING THE REWARD TO A**[**SUNLIGHT MEDAL.**](https://darksouls2.wiki.fextralife.com/Sunlight+Medal) [WAY OF THE BLUE](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue) **WHILE TRAVELING THE KINGDOM OF DRANGLEIC, DARK SPIRITS MAY INVADE YOUR WORLD. IF YOU'RE A MEMBER OF THE WAY OF BLUE, YOU'LL RECEIVE ASSISTANCE FROM THE**[**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**. SENTINELS ARE AUTOMATICALLY SUMMONED TO THE WORLD OF ANOTHER PLAYER WHO HAS BEEN INVADED TO DEFEND THE HOST. ONLY INVADERS WHO USED A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**WILL TRIGGER THIS EFFECT, AND A WAY OF THE BLUE MEMBER WILL NOT RECEIVE ASSISTANCE IF INVADED BY A**[**GREY SPIRIT**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**,**[**DRAGON SPIRIT**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**, OR IF THEY SUMMONED A PLAYER FROM A**[**RED SIGN**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone)**.**   * **JOINED BY SPEAKING TO**[**CRESTFALLEN SAULDEN**](https://darksouls2.wiki.fextralife.com/Crestfallen+Saulden)**IN MAJULA.** * **INITIAL REWARD:**[**BLUE SEAL**](https://darksouls2.wiki.fextralife.com/Blue+Seal)**.** * **RANK 1 (DEFEAT 1 INVADING PHANTOM):**[**BLOODBITE RING**](https://darksouls2.wiki.fextralife.com/Bloodbite+Ring)**.** * **RANK 2 (DEFEAT 5 INVADING PHANTOMS):**[**HUSH**](https://darksouls2.wiki.fextralife.com/Hush)**.** * **RANK 3 (DEFEAT 10 INVADING PHANTOMS):**[**BLUE TEARSTONE RING**](https://darksouls2.wiki.fextralife.com/Blue+Tearstone+Ring)**.**  COVENANT ITEMS **WAY OF THE BLUE DOES NOT HAVE ANY EXCLUSIVE MULTIPLAYER ITEMS. A**[**BLUE SENTINEL**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**WILL AUTOMATICALLY BE SUMMONED TO ASSIST AN INVADED WAY OF THE BLUE MEMBER, PROVIDED THE**[**BLUE SENTINEL**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**IS WEARING THEIR**[**GUARDIAN'S SEAL**](https://darksouls2.wiki.fextralife.com/Guardian%27s+Seal)**. THE WAY OF THE BLUE PLAYER DOES NOT NEED TO WEAR THEIR**[**BLUE SEAL**](https://darksouls2.wiki.fextralife.com/Blue+Seal)**FOR THIS TO OCCUR.** [PVP COVENANTS](https://darksouls2.wiki.fextralife.com/PvP+Covenants)  [**COVENANT MECHANICS**](https://darksouls2.wiki.fextralife.com/Covenant+Mechanics)  [**CO-OP COVENANTS**](https://darksouls2.wiki.fextralife.com/Co-op+Covenants)  [**PVP COVENANTS**](https://darksouls2.wiki.fextralife.com/PvP+Covenants)  [**PVE COVENANTS**](https://darksouls2.wiki.fextralife.com/PvE+Covenants)  [**OFFLINE COVENANTS**](https://darksouls2.wiki.fextralife.com/Offline+Covenants) PVP COVENANTS **THESE ARE THE COVENANTS WHOSE GOAL IS TO DEFEAT OTHER PLAYERS ONLINE IN COMBAT, TYPICALLY THROUGH THE USE OF THEIR UNIQUE MULTIPLAYER ITEMS. A HOSTILE PLAYER IN THESE COVENANTS WILL HAVE A VARIETY OF TOOLS TO ASSIST THEM IN THIS TASK, THOUGH THEY ARE BY NO MEANS REQUIRED TO USE THEM. THAT SAID, PLAYERS IN THESE COVENANTS ARE NOT PROHIBITED FROM HELPING OTHER PLAYERS (SUCH AS THROUGH THE**[**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**), AND INDEED MAY PROVE PARTICULARLY DANGEROUS TO MORE HOSTILE INVADERS BY TURNING THEIR OWN TOOLS AGAINST THEM.** [BROTHERHOOD OF BLOOD](https://darksouls2.wiki.fextralife.com/Brotherhood+of+Blood) **SIMILAR TO THE DARK WRAITHS IN DARK SOULS, THIS COVENANT DEMANDS THAT ITS FOLLOWERS SPILL THE BLOOD OF OTHER UNDEAD PLAYERS IN COMBAT FOR THE GOD OF WAR AND BLOOD, NAHR ALMA. HOWEVER, THIS TIME THE BLOOD COVENANT PLAYERS WILL HAVE A HARDER TIME ACHIEVING THEIR OBJECTIVES DUE TO THE BLUE SENTINELS, AND THE POSSIBILITY THAT THE HOST HAS ANOTHER SUMMON AS WELL. YET THE BROTHERHOOD SEE THESE EXTRA OPPONENTS AS A CHALLENGE AND OPPORTUNITY, FOR THE MORE THEY KILL IN BATTLE THE HIGHER THEY ARE ELEVATED WITHIN THE BROTHERHOOD AND THE CLOSER THEY COME TO GETTING THEIR CRIMSON LORD'S FAVOR.**   * **JOINED BY SPEAKING TO**[**TITCHY GREN**](https://darksouls2.wiki.fextralife.com/Titchy+Gren)**IN THE UNDEAD PURGATORY.** * **INITIAL REWARD:**[**CREST OF BLOOD**](https://darksouls2.wiki.fextralife.com/Crest+of+Blood)**.** * **RANK 1 (50 DEATHS OF BLUE PHANTOM DURING INVASION, OR VICTORIES IN DEATHMATCHES):**[**CURVED TWINBLADE**](https://darksouls2.wiki.fextralife.com/Curved+Twinblade)**.** * **RANK 2 (150 DEATHS OF BLUE PHANTOM DURING INVASION, OR VICTORIES IN DEATHMATCHES):**[**CRESCENT SICKLE**](https://darksouls2.wiki.fextralife.com/Crescent+Sickle)**.** * **RANK 3 (500 DEATHS OF BLUE PHANTOM DURING INVASION, OR VICTORIES IN DEATHMATCHES):**[**GREAT CHAOS FIREBALL**](https://darksouls2.wiki.fextralife.com/Great+Chaos+Fireball)**. NOTE: IT SEEMS THAT EVERY DEATH IN ARENA COUNTS AS -1 KILL TOWARDS THE NEXT RANK. SO, IF YOU HAVE 500 KILLS AND HAVE DIED 500 TIMES, YOU ARE STILL AT RANK 0. WITH 1000 KILLS AND 500 DEATHS YOU ARE JUST BARELY IN RANK 3. THIS ONLY APPLIES TO POINTS GAINED FROM ARENA WINS, AND THOSE GAINED BY KILLING SUMMONED**[**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**WHILE INVADING CANNOT BE LOST IN THIS WAY.**  COVENANT ITEMS  * + **THE BROTHERHOOD OF BLOOD DOES NOT HAVE ANY COVENANT-EXCLUSIVE MULTIPLAYER ITEMS. INSTEAD, IT REWARDS ITS MEMBERS FOR DEFEATING SUMMONED**[**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**WHILE INVADING, AND SERVES AS A SOURCE OF**[**CRACKED RED EYE ORBS**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**FOR THOSE WHO COMPETE IN ITS ARENA. BROTHERHOOD OF BLOOD MEMBERS ALSO REQUIRE A**[**TOKEN OF SPITE**](https://darksouls2.wiki.fextralife.com/Token+of+Spite)**TO JOIN THE COVENANT, WHICH CAN BE ACQUIRED THROUGH USE OF EITHER A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**OR THE**[**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone)**.**  [BELL KEEPERS](https://darksouls2.wiki.fextralife.com/Bell+Keepers) **LIKELY RELATED TO THE BELLS IN DARK SOULS, THIS COVENANT ALLOWS FOR ITS PLAYERS TO INVADE AS GREY PHANTOMS. PLAYERS ARE AUTOMATICALLY SUMMONED TO PROTECT THE BELL TOWER AND PREVENT TRESPASSERS FROM RINGING THE BELL. THIS BELL IS SAID TO REPRESENT THE UNCONSUMMATED AFFAIR BETWEEN TWO LOVERS. PERHAPS THERE IS A HIDDEN MEANING TO RINGING THEM?**   * **JOINED BY SPEAKING TO THE BELL KEEPER IN EITHER**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**OR**[**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)**.** * **INITIAL REWARD:**[**BELL KEEPER'S SEAL**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal)**.** * **RANK 1 (DEFEAT 10 HOSTS WHEN INVADING AS A GREY PHANTOM OR 10 BLACK PHANTOMS THAT INVADE THE BELFRIES):**[**TITANITE SLAB**](https://darksouls2.wiki.fextralife.com/Titanite+Slab)**X1.** * **RANK 2 (DEFEAT 30 HOSTS WHEN INVADING AS A GREY PHANTOM OR 30 BLACK PHANTOMS THAT INVADE THE BELFRIES):**[**HIDDEN WEAPON**](https://darksouls2.wiki.fextralife.com/Hidden+Weapon)**.** * **RANK 3 (DEFEAT 100 HOSTS WHEN INVADING AS A GREY PHANTOM OR 100 BLACK PHANTOMS THAT INVADE THE BELFRIES):**[**BELL KEEPER HELMET**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Helmet)**,**[**BELL KEEPER BELLYBAND**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bellyband)**,**[**BELL KEEPER CUFFS**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Cuffs)**,**[**BELL KEEPER TROUSER**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Trousers)  COVENANT ITEMS  * + **PLAYERS WHO ARE IN THE BELL KEEPERS COVENANT CAN WEAR THEIR**[**BELL KEEPER'S SEAL**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal)**TO BE SUMMONED TO PROTECT THE BELLS. ONLY PLAYERS WHO ARE IN THE COVENANT AND WEARING THEIR RING WILL BE SUMMONED, AND ONLY WHILE IN AREAS NEAR A BELFRY (EITHER**[**LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)**OR**[**SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**).**  [BLUE SENTINELS](https://darksouls2.wiki.fextralife.com/Blue+Sentinels) **THE BLUE SENTINELS ARE THE PROTECTORS OF THE**[**WAY OF THE BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue)**MEMBERS. WHEN A WAY OF THE BLUE MEMBER GETS INVADED, A BLUE SENTINEL IS SENT TO THE INVADED PLAYER'S WORLD TO KILL THE INVADER. IN ADDITION, SENTINELS ALSO INVADE PLAYERS WHO HAVE COMMITTED SINS AS VENGEFUL SPIRITS. BLUE SENTINELS CAN DUEL OTHER MEMBERS OF THEIR COVENANT BY PRAYING TO THE STATUES AT THE**[**CATHEDRAL OF BLUE**](https://darksouls2.wiki.fextralife.com/Cathedral+of+Blue)**BONFIRE (YOU MUST HAVE A**[**TOKEN OF FIDELITY**](https://darksouls2.wiki.fextralife.com/Token+of+Fidelity)**TO DO THIS AND IT WILL BE CONSUMED WHETHER YOU WIN OR LOSE). WINNING A DUEL WILL COUNT TOWARDS RANK IN THIS COVENANT. NOTE: BLUE SENTINELS CANNOT DAMAGE MONSTERS IN THE PLAYER'S WORLD. BLUE SENTINELS CANNOT ATTRACT THE MONSTERS' ATTENTION EITHER.**   * **JOINED BY SPEAKING TO**[**BLUE SENTINEL TARGRAY**](https://darksouls2.wiki.fextralife.com/Blue+Sentinel+Targray)**IN THE CATHEDRAL OF BLUE.** * **INITIAL REWARD:**[**GUARDIAN'S SEAL**](https://darksouls2.wiki.fextralife.com/Guardian%27s+Seal)**.** * **RANK 1 (50 DEATHS OF INVADING BLACK PHANTOMS DURING CO-OP/HOST WHEN INVADING AS REVENGE PHANTOM, OR VICTORIES IN TRAINING MATCHES):**[**SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Spirit+Tree+Shield)**.** * **RANK 2 (150 DEATHS OF INVADING BLACK PHANTOMS DURING CO-OP/HOST WHEN INVADING AS REVENGE PHANTOM, OR VICTORIES IN TRAINING MATCHES):**[**WRATH OF THE GODS**](https://darksouls2.wiki.fextralife.com/Wrath+of+the+Gods)**.** * **RANK 3 (500 DEATHS OF INVADING BLACK PHANTOMS DURING CO-OP/HOST WHEN INVADING AS REVENGE PHANTOM, OR VICTORIES IN TRAINING MATCHES):**[**BOUNTIFUL SUNLIGHT**](https://darksouls2.wiki.fextralife.com/Bountiful+Sunlight)**.**  COVENANT ITEMS  * + **BLUE SENTINELS HAVE EXCLUSIVE USE OF THE**[**CRACKED BLUE EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Blue+Eye+Orb)**ITEM, AND CAN WEAR THEIR**[**GUARDIAN'S SEAL**](https://darksouls2.wiki.fextralife.com/Guardian%27s+Seal)**TO ASSIST**[**WAY OF THE BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue)**MEMBERS WHO HAVE BEEN INVADED. BLUE SENTINELS ALSO NEED TOKENS OF FIDELITY TO JOIN THE COVENANT AND DUEL IN THEIR ARENAS, WHICH ARE ACQUIRED THROUGH USE OF EITHER THE**[**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**OR THEIR**[**GUARDIAN'S SEAL**](https://darksouls2.wiki.fextralife.com/Guardian%27s+Seal)**.**  [DRAGON REMNANTS](https://darksouls2.wiki.fextralife.com/Dragon+Remnants) **NOT MUCH IS KNOWN ABOUT THIS COVENANT, OTHER THEN THEY ARE NEARLY IDENTICAL TO THEIR DARK SOULS COUNTERPART. MEMBERS MUST PLACE DOWN A DRAGON SIGN AND WAIT TO BE SUMMONED, THEY DO NOT INVADE OTHER WORLDS AND ACT AS A DIRECT CONTRADICTION TO THE DRAGON EYE'S DESCRIPTION OF HOW THIS COVENANT WORKS.**   * **TO JOIN, OBTAIN THE**[**PETRIFIED DRAGON EGG**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Egg)**FROM THE DRAGON SHRINE, LOCATED AT THE TOP OF THE CASTLE ON A THRONE. TRAVEL TO THE**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**, AND GIVE THE PETRIFIED DRAGON EGG TO**[**MAGEROLD OF LANAFIR**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)**.** * **INITIAL REWARD:**[**DRAGON EYE**](https://darksouls2.wiki.fextralife.com/Dragon+Eye)**,**[**ANCIENT DRAGON SEAL**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon+Seal)**.** * **RANK 1 (OFFER 10**[**DRAGON SCALES**](https://darksouls2.wiki.fextralife.com/Dragon+Scales)**):**[**DRAGON HEAD STONE**](https://darksouls2.wiki.fextralife.com/Dragon+Head+Stone)**.** * **RANK 2 (OFFER 20**[**DRAGON SCALES**](https://darksouls2.wiki.fextralife.com/Dragon+Scales)**):**[**DRAGON TORSO STONE**](https://darksouls2.wiki.fextralife.com/Dragon+Torso+Stone)**.** * **RANK 3 (OFFER 30**[**DRAGON SCALES**](https://darksouls2.wiki.fextralife.com/Dragon+Scales)**):**[**BLACK DRAGON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Greatsword)**.**  COVENANT ITEMS  * + **DRAGON REMNANTS MEMBERS HAVE EXCLUSIVE USE OF THE**[**DRAGON EYE**](https://darksouls2.wiki.fextralife.com/Dragon+Eye)**, WHICH THEY CAN USE TO FIGHT OTHER PLAYERS FOR**[**DRAGON SCALES**](https://darksouls2.wiki.fextralife.com/Dragon+Scale)**. THIS ITEM IS UNIQUE IN THAT ONLY HOSTS WHO DO NOT HAVE ANOTHER PLAYER IN THEIR WORLD CAN USE IT, GUARANTEEING A ONE ON ONE FIGHT.**  [RAT KING COVENANT](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant) **THE**[**RAT KING**](https://darksouls2.wiki.fextralife.com/Rat+King)**GIVES ACCESS TO THIS COVENANT. BEING IN THIS COVENANT IN THE COVENANT AREAS MEANS THE NPCS WILL NOT ATTACK YOU, AND YOU CAN SUMMON PLAYERS TO YOUR WORLD TO BE KILLED. PLAYERS DO NOT GO HOLLOW OR LOSE SOULS UPON DEATH, BUT IF YOU GET KILLED BY A SUMMONED PLAYER YOU WILL HOLLOW.**   * **JOINED BY SPEAKING TO THE RAT KING IN DOORS OF PHARROS, RIGHT AFTER THE ROYAL RAT AUTHORITY BOSS FIGHT.** * **INITIAL REWARD:**[**CREST OF THE RAT**](https://darksouls2.wiki.fextralife.com/Crest+of+the+Rat)**.** * **RANK 1 (OFFER 10**[**RAT TAILS**](https://darksouls2.wiki.fextralife.com/Rat+Tails)**): SMALL**[**SMOOTH & SILKY STONE**](https://darksouls2.wiki.fextralife.com/Smooth+%26+Silky+Stone)**X10.** * **RANK 2 (OFFER 20**[**RAT TAILS**](https://darksouls2.wiki.fextralife.com/Rat+Tails)**):**[**SMOOTH & SILKY STONE**](https://darksouls2.wiki.fextralife.com/Smooth+%26+Silky+Stone)**X10.** * **RANK 3 (OFFER 35**[**RAT TAILS**](https://darksouls2.wiki.fextralife.com/Rat+Tails)**):**[**SLUMBERING DRAGONCREST RING**](https://darksouls2.wiki.fextralife.com/Slumbering+Dragoncrest+Ring)**.**  COVENANT ITEMS  * + **THOSE IN THE RAT KING COVENANT CAN WEAR THE**[**CREST OF THE RAT**](https://darksouls2.wiki.fextralife.com/Crest+of+the+Rat)**WHILE IN EITHER THE**[**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints)**OR**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**AREAS TO SUMMON OTHER PLAYERS AS GREY SPIRITS. DEFEATING A PLAYER SUMMONED IN THIS MANNER WILL AWARD THE RAT KING MEMBER WITH A**[**RAT TAIL**](https://darksouls2.wiki.fextralife.com/Rat+Tail)**AND**[**PHARROS LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros+Lockstone)**.**  [PVE COVENANTS](https://darksouls2.wiki.fextralife.com/PvE+Covenants) [**COVENANT MECHANICS**](https://darksouls2.wiki.fextralife.com/Covenant+Mechanics)  [**CO-OP COVENANTS**](https://darksouls2.wiki.fextralife.com/Co-op+Covenants)  [**PVP COVENANTS**](https://darksouls2.wiki.fextralife.com/PvP+Covenants)  [**PVE COVENANTS**](https://darksouls2.wiki.fextralife.com/PvE+Covenants)  [**OFFLINE COVENANTS**](https://darksouls2.wiki.fextralife.com/Offline+Covenants) PVE COVENANTS **THESE ARE THE COVENANTS FOR THOSE WHO SEEK GREATER CHALLENGES FOR THEMSELVES, AND JOINING THESE COVENANTS EITHER INCREASES THE DIFFICULTY OF THE GAME AS A WHOLE OR ELSE ALLOWS ACCESS TO SPECIAL, MORE DIFFICULT AREAS. BUT THIS IN NO WAY MEANS THE MEMBERS OF THIS COVENANT ARE COMPLETELY REMOVED FROM ONLINE PLAY, AND IN FACT THESE PLAYERS ARE OFTEN ENCOURAGED TO SEEK OUT AND DEFEAT INVADERS TO THEIR WORLD. PARTICULARLY CUNNING PLAYERS IN THESE COVENANTS (OR PERHAPS JUST THOSE WITH A SENSE OF IRONY) MIGHT EVEN TRY TURNING THE DIFFICULTY OF THEIR OWN WORLD AGAINST INVADERS BY CONSUMING A**[**SEED OF A TREE OF GIANTS**](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants)**.** [COMPANY OF CHAMPIONS](https://darksouls2.wiki.fextralife.com/Company+of+Champions) **MAKES THE GAME HARDER BY INCREASING THE DAMAGE DEALT BY ENEMIES ALONG WITH THE HEALTH THEY HAVE; ESSENTIALLY GIVING PLAYERS A**[**NEW GAME+**](https://darksouls2.wiki.fextralife.com/New+Game+Plus)**FEEL WITHOUT THE NEED TO PLAY THROUGH THE ENTIRE GAME TO DO SO. ALSO DISABLES ALL CO-OP PLAY, BUT STILL ALLOWS YOU TO INVADE OR BE INVADED BY OTHER PLAYERS. BEWARE WHEN JOINING THIS COVENANT.**   * **JOIN THIS COVENANT BY PRAYING AT THE VICTOR'S STONE IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**.** * **INITIAL REWARD:**[**CHAMPION'S TABLET**](https://darksouls2.wiki.fextralife.com/Champion%27s+Tablet)**.** * **RANK 1 (OFFER 10**[**AWESTONES**](https://darksouls2.wiki.fextralife.com/awestone)**):**[**GREAT MAGIC WEAPON**](https://darksouls2.wiki.fextralife.com/Great+Magic+Weapon)**.** * **RANK 2 (OFFER 25**[**AWESTONES**](https://darksouls2.wiki.fextralife.com/awestone)**):**[**FIRST DRAGON RING**](https://darksouls2.wiki.fextralife.com/First+Dragon+Ring)**.** * **RANK 3 (OFFER 50**[**AWESTONES**](https://darksouls2.wiki.fextralife.com/awestone)**):**[**VANQUISHER'S SEAL**](https://darksouls2.wiki.fextralife.com/Vanquisher%27s+Seal)**.**  COVENANT ITEMS  * + **THE COMPANY OF CHAMPIONS COVENANT DOES NOT GIVE EXCLUSIVE ACCESS TO ANY MULTIPLAYER ITEMS. INSTEAD, IT DISABLES USE OF THE**[**WHITE SIGN**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**AND**[**SMALL WHITE SIGN**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)**SOAPSTONES, PREVENTS THE MEMBER FROM SUMMONING OTHER PLAYERS AND NPCS FOR ASSISTANCE, AND AWARDS MEMBERS WITH**[**AWESTONES**](https://darksouls2.wiki.fextralife.com/awestone)**WHENEVER THEY DEFEAT AN INVADER (EITHER PLAYERS OR NPCS). JOINING THE COVENANT ALSO ADDS**[**AWESTONES**](https://darksouls2.wiki.fextralife.com/awestone)**AS RARE DROP ITEMS TO THE LOOT DROPS OF CERTAIN POWERFUL ENEMIES. THOSE WHO OFFER**[**AWESTONES**](https://darksouls2.wiki.fextralife.com/awestone)**TO THE COVENANT ARE RANKED ON THE**[**CHAMPION'S TABLET**](https://darksouls2.wiki.fextralife.com/Champion%27s+Tablet)**ACCORDING TO HOW MANY THEY HAVE DONATED.**  [PILGRIMS OF DARK](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark) **COVENANT OF THOSE WHO SEEK THE DARK OF THE ABYSS, MEMBERS OF THIS COVENANT OFFER**[**HUMAN EFFIGIES**](https://darksouls2.wiki.fextralife.com/Human+Effigy)**TO EXPLORE THE**[**DARK CHASMS OF OLD**](https://darksouls2.wiki.fextralife.com/Dark+Chasm+of+Old)**THROUGHOUT DRANGLEIC. THOSE WHO DO OFTEN COME BACK OUT WITH**[**BONFIRE ASCETICS**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**AND KNOWLEDGE OF RARE AND POWERFUL**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. BUT THE**[**CHASMS**](https://darksouls2.wiki.fextralife.com/Dark+Chasm+of+Old)**ARE FULL OF MANY DANGERS IN THE FORM OF POWERFUL ENEMIES AND INVADING PLAYERS, AND REACHING MAX RANK IN THIS COVENANT IS CONSIDERED ONE OF THE GREATER CHALLENGES IN THE GAME.  THE BOSS OF THE DARK CHASM OF OLD IS THE**[**DARKLURKER**](https://darksouls2.wiki.fextralife.com/Darklurker)**.**   * **INITIAL REWARD:**[**ABYSS SEAL**](https://darksouls2.wiki.fextralife.com/Abyss+Seal)**.** * **RANK 1 (SUCCESSFULLY CLEAR ONE AREA OF THE DARK CHASM):**[**RESONANT SOUL**](https://darksouls2.wiki.fextralife.com/Resonant+Soul)**.** * **RANK 2 (LIGHT ALL THREE BRAZIERS IN THE DARK CHASM):**[**GREAT RESONANT SOUL**](https://darksouls2.wiki.fextralife.com/Great+Resonant+Soul)**.** * **RANK 3 (DEFEAT THE DARKLURKER):**[**CLIMAX**](https://darksouls2.wiki.fextralife.com/Climax)**,**[**XANTHOUS CROWN**](https://darksouls2.wiki.fextralife.com/Xanthous+Crown)**,**[**XANTHOUS OVERCOAT**](https://darksouls2.wiki.fextralife.com/Xanthous+Overcoat)**,**[**XANTHOUS GLOVES**](https://darksouls2.wiki.fextralife.com/Xanthous+Gloves)**,**[**XANTHOUS WAISTCLOTH**](https://darksouls2.wiki.fextralife.com/Xanthous+Waistcloth)**.**   **THIS COVENANT IS ACCESSED BY SPEAKING WITH**[**DARKDIVER GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)**THREE TIMES IN THREE DIFFERENT LOCATIONS.**   * **IN THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Forest)**NEAR THE SHADED RUINS BONFIRE, GO TO THE AREA WITH THE LARGE BASILISK. HANG A RIGHT, SO THAT YOU ARE LOOKING BACK TOWARDS THE DIRECTION YOU CAME FROM, AND YOU SHOULD SEE TWO TOWER-LIKE STRUCTURES TO THE LEFT, AND A RUINED BUILDING ON THE RIGHT. STRAIGHT DOWN THE CENTER, AT THE END, THERE IS A GRASSY PATCH WITH A BOARDED UP HOLE. WALK ONTO THE BOARDS TO FALL IN THE HOLE AND TALK TO HIM IN HIS CHAIR.** * **IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**, THERE IS A HIDDEN LEDGE NEAR THE POOLS WITH BURROWING WORMS AND HAND MONSTERS. DROP DOWN TO FIND A FORGOTTEN DOOR, AND DROP DOWN AGAIN TO ANOTHER LEDGE BENEATH THE DOOR. THE NEXT LEDGE DOWN HAS A TUNNEL LEADING TO A LARGE ROOM WITH TWO FACELESS GIANTS. KILLING BOTH GIANTS YIELDS A**[**FORGOTTEN KEY**](https://darksouls2.wiki.fextralife.com/Forgotten+Key)**AND**[**SOUL OF A GIANT**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Giant)**. THIS KEY CAN BE USED ON THE PREVIOUSLY FOUND DOOR TO ACCESS A SMALL CHAMBER CONTAINING DARKDIVER GRANDAHL.** * **IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**, NEAR THE KING'S GATE BONFIRE, THERE IS A LARGE ROOM WITH SIX DOORS, THREE ON EACH SIDE, AND 2 LARGE STATUES AT THE FURTHEST SIDE. LINING THE WALLS ARE A MULTITUDE OF STONE SOLDIERS. KILLING A STONE SOLDIER NEAR ONE OF THESE DOORS WILL OPEN IT; TO FIND DARKDIVER GRANDAHL, YOU MUST OPEN THE DOOR ON THE FARTHEST LEFT AND DEFEAT THE**[**RUIN SENTINEL**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**INSIDE. JUMP DOWN THE HOLE IN THE CENTER MARKED BY THE DAMAGED FLOOR, TO THE UNDER DRANGLEIC CASTLE BONFIRE, AND YOU CAN FIND DARKDIVER GRANDAHL NEARBY.**   **NOTE: YOU CAN VISIT DARKDIVER GRANDAHL IN THESE LOCATIONS IN ANY ORDER. AS LONG AS YOU SPEAK WITH HIM IN ALL THREE LOCATIONS, HE WILL INVITE YOU TO JOIN THE COVENANT.** COVENANT ITEMS  * + **THE PILGRIMS OF DARK COVENANT DOES NOT HAVE ANY EXCLUSIVE MULTIPLAYER ITEMS. INSTEAD, USING EITHER A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**OR THE**[**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone)**WHILE IN A**[**DARK CHASM OF OLD**](https://darksouls2.wiki.fextralife.com/Dark+Chasm+of+Old)**WILL MODIFY THEIR FUNCTION, ALLOWING COVENANT MEMBERS TO EITHER INVADE OR BE SUMMONED AS AN ABYSS SPIRIT INSTEAD OF A DARK SPIRIT. DEFEATING THE HOST PLAYER OR OTHER ABYSS SPIRITS WILL AWARD PLAYERS WITH A**[**HUMAN EFFIGY**](https://darksouls2.wiki.fextralife.com/Human+Effigy)**AND A**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**, WHICH CAN BE USED TO INCREASE THE DIFFICULTY OF AREAS OF THE GAME AND RESPAWN THE ENEMIES, ITEMS, AND BOSSES THERE. THE**[**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**AND**[**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)**ITEMS ARE DISABLED WHILE IN A**[**DARK CHASM**](https://darksouls2.wiki.fextralife.com/Dark+Chasm+of+Old)**, AND PLAYERS CAN NEITHER SUMMON OTHER PLAYERS FOR ASSISTANCE NOR BE SUMMONED THEMSELVES WHILE THERE.**  [OFFLINE COVENANTS](https://darksouls2.wiki.fextralife.com/Offline+Covenants)  [**COVENANT MECHANICS**](https://darksouls2.wiki.fextralife.com/Covenant+Mechanics)  [**CO-OP COVENANTS**](https://darksouls2.wiki.fextralife.com/Co-op+Covenants)  [**PVP COVENANTS**](https://darksouls2.wiki.fextralife.com/PvP+Covenants)  [**PVE COVENANTS**](https://darksouls2.wiki.fextralife.com/PvE+Covenants)  [**OFFLINE COVENANTS**](https://darksouls2.wiki.fextralife.com/Offline+Covenants) OFFLINE COVENANTS **THE FOLLOWING COVENANTS CAN BE RANKED UP TO LEVEL 3 COMPLETELY OFFLINE, ALLOWING OFFLINE ACCESS TO THE REWARDS OFFERED BY EACH:**   * [**WAY OF BLUE**](https://darksouls2.wiki.fextralife.com/Blue+Seal)**: DEFEAT ANY 10 INVADING IN-GAME ENEMIES WHILE IN THIS COVENANT THEN TALK TO SAULDEN THE CRESTFALLEN WARRIOR IN MAJULA TO ACHIEVE RANK 3.** * [**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal)**: DEFEAT THE MAD WARRIOR 100 TIMES WHILE YOU ARE MEMBER OF THIS COVENANT THEN TALK TO EITHER OF THE BELL KEEPERS AT THE ENTRANCES OF BELFRIES SOL OR LUNA TO ACHIEVE RANK 3 (DOES NOT REQUIRE BONFIRE ASCETICS).** * [**RAT KING**](https://darksouls2.wiki.fextralife.com/Crest+of+the+Rat)**: COLLECT 35 RAT TAILS FROM THE RATS IN GRAVE OF SAINTS WHILE YOU ARE NOT A MEMBER OF THIS COVENANT, THEN OFFER THEM TO THE RAT KING IN GRAVE OF SAINTS OR DOORS OF PHARAOHS TO ACHIEVE RANK 3.** * [**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon+Seal)**: DEFEAT THE GUARDIAN DRAGON IN ALDIA'S KEEP 30 TIMES AND COLLECT ALL OF THE DRAGON SCALES ON THE CORPSE AFTER THE FIGHT, THEN OFFER THEM ALL TO MAGEROLD OF LANAFIR IN IRON KEEP TO ACHIEVE RANK 3.** * [**COMPANY OF CHAMPIONS**](https://darksouls2.wiki.fextralife.com/Vanquisher%27s+Seal)**: DEFEAT THE INVADING RHOY THE EXPLORER IN GRAVE OF SAINTS 50 TIMES WHILE A MEMBER OF THIS COVENANT TO RECEIVE 50 AWESTONES, THEN OFFER THEM TO THE VICTOR'S STONE IN MAJULA TO ACHIEVE RANK 3.** * [**PILGRIMS OF DARK**](https://darksouls2.wiki.fextralife.com/Abyss+Seal)**: SAME AS ONLINE, ONLY WITHOUT THE DANGER OF INVADING PLAYERS: CLEAR ALL 3 DUNGEONS, LIGHT ALL 3 CAULDRONS AND DEFEAT DARKLURKER, THEN TALK TO DARKDIVER GRANDAHL TO ACHIEVE RANK 3.** * [**HEIRS OF THE SUN:**](https://darksouls2.wiki.fextralife.com/Heirs+of+the+Sun)**DEFEAT THE FALCONERS IN THINGS BETWIXT OR ON THE WAY TO SHRINE OF WINTER, OR THE BANEDIGGERS IN HARVEST VALLEY FOR SUNLIGHT MEDALS. (VERY RARE DROP)**   **TIPS:**   * **YOU CAN EASILY LEVEL UP IN 3 COVENANTS AT THE SAME TIME IN THE GRAVE OF SAINTS, BY CLEARING THE RATS AND COLLECTING RAT TAILS FOR THE RAT KING, DEFEATING RHOY THE EXPLORER 50 TIMES WHILE IN THE COVENANT OF CHAMPIONS COVENANT, THEN DEFEATING RHOY 10 MORE TIMES WHILE IN THE WAY OF THE BLUE COVENANT, GIVING YOU ACCESS TO ALL THE ITEMS OFFERED FAIRLY EARLY IN THE GAME.** * **ALDIA'S KEEP IS AN EXCELLENT SOURCE OF PETRIFIED DRAGON BONES AND OTHER RARE STONES, AND YOU CAN MOST LIKELY BUFF OUT ALL OF YOUR BOSS WEAPONS WHILE YOU ARE GRINDING FOR THE 30 DRAGON SCALES FOUND AFTER DEFEATING THE GUARDIAN DRAGON 30 TIMES (ALDIA'S KEEP IS ALSO THE ONLY PLACE TO COLLECT MULTIPLE COPIES OF SOUL GEYSER OR FARM THE MONASTERY SET)** * **COMPLETING PILGRIMS OF THE DARK EARLY ON WILL ALLOW YOU TO FARM THE BONFIRE ASCETICS NEEDED TO LEVEL UP IN THESE COVENANTS OFFLINE.** * **THERE ARE SEVERAL METHODS FOR KNOWING WHEN THE MAD WARRIOR HAS SPAWNED, TO MAKE LEVELING UP IN THE BELL KEEPERS COVENANT MUCH EASIER** * **FREEING NAVLAAN THE SORCERER ALLOWS YOU MORE OPPORTUNITIES TO KILL INVADING ENEMIES FOR LEVELING UP, BUT DON'T DO THAT UNTIL YOU'VE COMPLETED HIS ASSASSINATION QUESTS.**  [STARTING CLASSES](https://darksouls2.wiki.fextralife.com/Starting+Classes)  **STARTING CLASSES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**IS A MAJOR PART OF THE CHARACTER CREATION AT THE START OF THE GAME. WHILE THE CLASSES DETERMINE THE BASE STATS FOR REDISTRIBUTION, THERE ARE NO DIFFERENCES IN ABILITIES BETWEEN CLASSES, AND THEY ARE ONLY A TEMPLATE FROM WHICH YOU CAN BUILD YOUR CHARACTER. MOST**[**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)**AND**[**ARMOR**](https://darksouls2.wiki.fextralife.com/Armor)**FROM OTHER CLASSES CAN BE OBTAINED RELATIVELY EARLY IN THE GAME. THE CLASS SYSTEM IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**IS MORE LIKE A STARTING POINT THAN A PREDETERMINED PATH. YOU COULD START AS A**[**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit)**THEN EVENTUALLY TURN IT INTO A POWERFUL**[**CLERIC**](https://darksouls2.wiki.fextralife.com/Cleric)**, OR START FROM A**[**SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Swordsman)**WHO LOVES DUAL-WIELDED SWORDS AND THEN TURN IT INTO A DEFENSIVE CLASS WITH A GREAT SHIELD. IT BOILS DOWN TO HOW YOU WANT TO UPGRADE OR PROGRESS YOUR CHARACTER THROUGHOUT DARK SOULS II. BELOW ARE A LIST OF ALL STARTING EQUIPMENT, BUILD TIPS, STATS INFORMATION AND COMPARISON TABLES FOR ALL DARK SOULS II STARTING CLASSES.**[**CLICK HERE TO VIEW CLASSES LIST.**](https://darksouls2.wiki.fextralife.com/Starting+Classes#StartingClasses) BEST STARTING CLASS IN DARK SOULS 2 [**DEPRIVED**](https://darksouls2.wiki.fextralife.com/Deprived)   * **THE DEPRIVED CLASS IS BY FAR ONE OF THE MOST DIFFICULT CLASSES TO START WITH BUT CAN BE THE MOST REWARDING AND POWERFUL ONE IN THE LONG RUN. THIS CLASS GIVES YOU THE MOST CONTROL OVER YOUR CHARACTER AND A SLIGHT ADVANTAGE ONCE YOU CATCH UP WITH THE STARTING POINTS OR LEVELS OF THE OTHER CLASSES. YOU START WITH 6 POINTS IN EVERY STAT, ALLOWING YOU TO PROGRESS YOUR CHARACTER IN ANY BUILD THAT YOU DESIRE SINCE IT'S WELL-BALANCED AT THE START.**  BEST STARTING GIFT FOR YOUR CLASS IN DARK SOULS 2 [**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)   * **OUR BEST RECOMMENDATION FOR A STARTER GIFT WOULD BE THE**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**. THIS GIFT ALLOWS YOUR CHARACTER TO ACQUIRE NEW AND POWERFUL ITEMS MUCH EARLIER THAN INTENDED FOR YOU TO RECEIVE. THIS GIVES YOUR CHOSEN CLASS A BIG BOOST IN POWER AT THE EARLY STAGES OF THE GAME MAKING RUNS LESS DIFFICULT THAN THEY SHOULD BE.**  ALL STARTING CLASSES GUIDE FOR DARK SOULS 2  |  | | --- | | [**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit)**♦**[**CLERIC**](https://darksouls2.wiki.fextralife.com/Cleric)**♦**[**DEPRIVED**](https://darksouls2.wiki.fextralife.com/Deprived)**♦**[**EXPLORER**](https://darksouls2.wiki.fextralife.com/Explorer)**♦**[**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight)**♦**[**SORCERER**](https://darksouls2.wiki.fextralife.com/Sorcerer)**♦**[**SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Swordsman)**♦**[**WARRIOR**](https://darksouls2.wiki.fextralife.com/Warrior) |  |  |  |  | | --- | --- | --- | | [WARRIOR](https://darksouls2.wiki.fextralife.com/Warrior) | | | | **warrior** | | | | **00 level12** | **icon strength15** | | | **icon vigor7** | **icon dexterity11** | | | **icon endurance6** | **icon adaptability5** | | | **icon vitality6** | **icon intelligence5** | | | **icon attunement5** | **icon faith 225** | | | [KNIGHT](https://darksouls2.wiki.fextralife.com/Knight) | | | | **knight** | | | | **00 level13** | | **icon strength11** | | **icon vigor12** | | **icon dexterity8** | | **icon endurance6** | | **icon adaptability9** | | **icon vitality7** | | **icon intelligence3** | | **icon attunement4** | | **icon faith 226** |  |  |  |  |  | | --- | --- | --- | --- | | [SWORDSMAN](https://darksouls2.wiki.fextralife.com/Swordsman) | | | | | **swordsman** | | | | | **00 level12** | **icon strength9** | | | | **icon vigor4** | **icon dexterity16** | | | | **icon endurance8** | **icon adaptability6** | | | | **icon vitality4** | **icon intelligence7** | | | | **icon attunement6** | **icon faith 225** | | | | [BANDIT](https://darksouls2.wiki.fextralife.com/Bandit) | | | | | | **bandit** | | | | | | **00 level11** | | **icon strength9** | | | | **icon vigor9** | | **icon dexterity14** | | | | **icon endurance7** | | **icon adaptability3** | | | | **icon vitality11** | | **icon intelligence1** | | | | **icon attunement2** | | **icon faith 228** | | | | [CLERIC](https://darksouls2.wiki.fextralife.com/Cleric) | | | | | **cleric** | | | | | **00 level14** | | | **icon strength11** | | **icon vigor10** | | | **icon dexterity5** | | **icon endurance3** | | | **icon adaptability4** | | **icon vitality8** | | | **icon intelligence4** | | **icon attunement10** | | | **icon faith 2212** |  |  |  | | --- | --- | | [SORCERER](https://darksouls2.wiki.fextralife.com/Sorcerer) | | | **sorcerer** | | | **00 level11** | **icon strength3** | | **icon vigor5** | **icon dexterity7** | | **icon endurance6** | **icon adaptability8** | | **icon vitality5** | **icon intelligence14** | | **icon attunement12** | **icon faith 224** | | [EXPLORER](https://darksouls2.wiki.fextralife.com/Explorer) | | | **explorer** | | | **00 level10** | **icon strength6** | | **icon vigor7** | **icon dexterity6** | | **icon endurance6** | **icon adaptability12** | | **icon vitality9** | **icon intelligence5** | | **icon attunement7** | **icon faith 225** |  |  |  | | --- | --- | | [DEPRIVED](https://darksouls2.wiki.fextralife.com/Deprived) | | | **deprived** | | | **00 level1** | **icon strength6** | | **icon vigor6** | **icon dexterity6** | | **icon endurance6** | **icon adaptability6** | | **icon vitality6** | **icon intelligence6** | | **icon attunement6** | **icon faith 226** |  STARTING EQUIPMENT OF CLASSES IN DARK SOULS 2  |  |  |  |  | | --- | --- | --- | --- | | **STARTING CLASS** | **WEAPONS** | **ARMOR** | **ITEMS** | | [**WARRIOR**](https://darksouls2.wiki.fextralife.com/Warrior) | * [**BROKEN STRAIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Broken+Straight+Sword) * [**IRON PARMA**](https://darksouls2.wiki.fextralife.com/Iron+parma) | * [**STANDARD HELM**](https://darksouls2.wiki.fextralife.com/Standard+Helm) * [**HARD LEATHER ARMOR**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Armor) * [**HARD LEATHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Gauntlets) * [**HARD LEATHER BOOTS**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Boots) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X10** | | [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight) | * [**BROADSWORD**](https://darksouls2.wiki.fextralife.com/Broadsword) | * [**FALCONER ARMOR**](https://darksouls2.wiki.fextralife.com/Falconer+Armor) * [**FALCONER GLOVES**](https://darksouls2.wiki.fextralife.com/Falconer+Gloves) * [**FALCONER BOOTS**](https://darksouls2.wiki.fextralife.com/Falconer+Boots) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X10** | | [**SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Swordsman) | * [**SCIMITAR**](https://darksouls2.wiki.fextralife.com/Scimitar) * [**SHORTSWORD**](https://darksouls2.wiki.fextralife.com/Shortsword) | * [**WANDERER HOOD**](https://darksouls2.wiki.fextralife.com/Wanderer+Hood) * [**WANDERER COAT**](https://darksouls2.wiki.fextralife.com/Wanderer+Coat) * [**WANDERER MANCHETTES**](https://darksouls2.wiki.fextralife.com/Wanderer+Manchettes) * [**WANDERER BOOTS**](https://darksouls2.wiki.fextralife.com/Wanderer+Boots) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X10** | | [**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit) | * [**HAND AXE**](https://darksouls2.wiki.fextralife.com/Hand+Axe) * [**SHORT BOW**](https://darksouls2.wiki.fextralife.com/Short+Bow) | * [**SPIKED BANDIT HELM**](https://darksouls2.wiki.fextralife.com/Spiked+Bandit+Helm) * [**BANDIT ARMOR**](https://darksouls2.wiki.fextralife.com/Bandit+Armor) * [**BANDIT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Bandit+Gauntlets) * [**BANDIT BOOTS**](https://darksouls2.wiki.fextralife.com/Bandit+Boots) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X10** | | [**CLERIC**](https://darksouls2.wiki.fextralife.com/Cleric) | * [**MACE**](https://darksouls2.wiki.fextralife.com/Mace) * [**CLERIC'S SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Cleric's+Sacred+Chime)   **SPELLS**   * [**HEAL**](https://darksouls2.wiki.fextralife.com/Heal) | * [**ARCHDRAKE ROBES**](https://darksouls2.wiki.fextralife.com/Archdrake+Robes) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X10** | | [**SORCERER**](https://darksouls2.wiki.fextralife.com/Sorcerer) | * [**DAGGER**](https://darksouls2.wiki.fextralife.com/Dagger) * [**SORCERER'S STAFF**](https://darksouls2.wiki.fextralife.com/Sorcerer's+Staff)   **SPELLS**   * [**SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Soul+Arrow) | * [**BLACK HOLLOW MAGE ROBE**](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Robe) * [**IMPORTED TROUSERS**](https://darksouls2.wiki.fextralife.com/Imported+Trousers) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X10** | | [**EXPLORER**](https://darksouls2.wiki.fextralife.com/Explorer) | * [**DAGGER**](https://darksouls2.wiki.fextralife.com/Dagger)   **RINGS**   * [**SPELL QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Spell+Quartz+Ring) | * [**TRAVELING MERCHANT HAT**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Hat) * [**TRAVELING MERCHANT COAT**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Coat) * [**TRAVELING MERCHANT GLOVES**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Gloves) * [**TRAVELING MERCHANT BOOTS**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Boots) | * [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**X20** * [**WITCHING URN**](https://darksouls2.wiki.fextralife.com/Witching+Urn)**X8** * [**AROMATIC OOZE**](https://darksouls2.wiki.fextralife.com/Aromatic+Ooze)**X4** * [**PRISM STONE**](https://darksouls2.wiki.fextralife.com/Prism+Stone)**X5** * [**RUSTED COIN**](https://darksouls2.wiki.fextralife.com/Rusted+Coin)**X2** * [**REPAIR POWDER**](https://darksouls2.wiki.fextralife.com/Repair+Powder)**X1** * [**PHARROS' LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros'+Lockstone)**X1** * [**WOOD BOLT**](https://darksouls2.wiki.fextralife.com/Wood+Bolt)**X20** | | [**DEPRIVED**](https://darksouls2.wiki.fextralife.com/Deprived) | * **HAS NOTHING TO FIGHT WITH** | * **UNCLOTHED** | * **NO ITEMS** |  CLASS STATS COMPARISON TABLE IN DARK SOULS 2  |  | **00 level** | **icon vigor** | **icon endurance** | **icon vitality** | **icon attunement** | **icon strength** | **icon dexterity** | **icon adaptability** | **icon intelligence** | **icon faith 22** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**WARRIOR**](https://darksouls2.wiki.fextralife.com/Warrior) | **12** | **7** | **6** | **6** | **5** | **15** | **11** | **5** | **5** | **5** | | [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight) | **13** | **12** | **6** | **7** | **4** | **11** | **8** | **9** | **3** | **6** | | [**SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Swordsman) | **12** | **4** | **8** | **4** | **6** | **9** | **16** | **6** | **7** | **5** | | [**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit) | **11** | **9** | **7** | **11** | **2** | **9** | **14** | **3** | **1** | **8** | | [**CLERIC**](https://darksouls2.wiki.fextralife.com/Cleric) | **14** | **10** | **3** | **8** | **10** | **11** | **5** | **4** | **4** | **12** | | [**SORCERER**](https://darksouls2.wiki.fextralife.com/Sorcerer) | **11** | **5** | **6** | **5** | **12** | **3** | **7** | **8** | **14** | **4** | | [**EXPLORER**](https://darksouls2.wiki.fextralife.com/Explorer) | **10** | **7** | **6** | **9** | **7** | **6** | **6** | **12** | **5** | **5** | | [**DEPRIVED**](https://darksouls2.wiki.fextralife.com/Deprived) | **1** | **6** | **6** | **6** | **6** | **6** | **6** | **6** | **6** | **6** |  STATS IDENTIFIER IN DARK SOULS 2  |  |  | | --- | --- | | [**VIGOR**](https://darksouls2.wiki.fextralife.com/Vigor) | **RAISES HP AND PETRIFY RESISTANCE.** | | [**ENDURANCE**](https://darksouls2.wiki.fextralife.com/Endurance) | **RAISES HP, STAMINA, PHYSICALLY DEFENSE, AND POISE.** | | [**VITALITY**](https://darksouls2.wiki.fextralife.com/Vitality) | **RAISES HP, EQUIPMENT LOAD, PHYSICAL DEFENSE, AND PETRIFY RESISTANCE.** | | [**ADAPTABILITY**](https://darksouls2.wiki.fextralife.com/Adaptability) | **RAISES ALL RESISTANCES, AGILITY, POISE, AND POISON BONUS DAMAGE.** | | [**STRENGTH**](https://darksouls2.wiki.fextralife.com/Strength) | **RAISES HP, ATTACK DAMAGE, AND QUARD.** | | [**DEXTERITY**](https://darksouls2.wiki.fextralife.com/Dexterity) | **RAISES HP, ATTACK DAMAGE, POISON/BLEED BONUS, AND PHYSICAL DEFENSE.** | | [**INTELLIGENCE**](https://darksouls2.wiki.fextralife.com/Intelligence) | **RAISES HP, MAGIC/FIRE/DARK BONUS DAMAGE AND INCREASES CASTING SPEED. RAISES MAGIC/FIRE/DARK DEFENSE.** | | [**FAITH**](https://darksouls2.wiki.fextralife.com/Faith) | **RAISES HP, FIRE/LIGHTNING/DARK/BLEED BONUS DAMAGE AND INCREASES CASTING SPEED. RAISES FIRE/LIGHTNING/DARK/PETRIFY DEFENSE.** | | [**ATTUNEMENT**](https://darksouls2.wiki.fextralife.com/Attunement) | **INCREASES ATTUNEMENT SLOTS. RAISES HP, CASTING SPEED, AND AGILITY.** |  STARTING CLASS DETAILS AND TIPS FOR BUILDS IN DARK SOULS 2 [**WARRIOR**](https://darksouls2.wiki.fextralife.com/Warrior)   * **THIS CLASS IS BUILT FOR PLAYERS WHO PREFER MASSIVE DAMAGE AND SLOW-PACED CHARACTER BUILDS. THE WARRIOR CLASS GIVES PLAYERS WHAT THEY NEED AT THE START TO PROGRESS FURTHER IN THEIR STRENGTH BUILDS. THIS USES HEAVY DUAL-WIELDED WEAPONS BUT GIVES OFF HIGH DAMAGE. ANOTHER ADVANTAGE OF THIS CLASS IS ITS PATH FOR YOU TO EQUIP STRONG DEFENSIVE ARMOR, WHICH CAN MAKE YOUR CHARACTER TANK AS WELL.**   [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight)   * **THIS CLASS IS QUITE SIMILAR TO THE**[**WARRIOR**](https://darksouls2.wiki.fextralife.com/Warrior)**CLASS AS IT ALMOST RESEMBLES THE PLAYSTYLE. WHAT MAKES THE KNIGHT CLASS DIFFERENT IS IT'S NOT ONLY LIMITED TO HIGH DAMAGE BUT CAN BE PROGRESSED BY PLAYERS TO ANY BUILD THAT THEY DESIRE.**   [**SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Swordsman)   * **THE SWORDSMAN CLASS IS ALMOST THE OPPOSITE COMPARED TO THE**[**WARRIOR**](https://darksouls2.wiki.fextralife.com/Warrior)**AND**[**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight)**CLASS. THIS CLASS HAS LOW DAMAGE BUT IS ON PAR WITH HIGH DAMAGE CLASSES DUE TO ITS SPEED AND MOBILITY. THE PRIMARY STAT THAT THE SWORDSMAN WILL UTILIZE IS ITS DEXTERITY, MAKING IT EXTREMELY FAST BUT LOW ON DAMAGE. PLAYERS WHO HAVE EXPERIENCE WITH SOULS GAMES USUALLY USE THIS CLASS.**   [**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit)   * **BANDIT CLASS IS SOMEHOW SIMILAR TO THE**[**SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Swordsman)**WHEN IT COMES TO DEXTERITY. THE MAJOR DIFFERENCE BETWEEN THE**[**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit)**IS, INSTEAD OF USING MELEE WEAPONS AS ITS MAIN USE FOR DEXTERITY, IT USES RANGED WEAPONS LIKE THE BOW. THIS CLASS CAN BE EASILY OVERSHADOWED BY THE SWORDSMAN CLASS IF PLAYERS DECIDE TO BUILD IT TOWARD MELEE WEAPONS. USE THIS CLASS IF YOU PREFER TO PICK OFF ENEMIES FROM A DISTANCE.**   [**CLERIC**](https://darksouls2.wiki.fextralife.com/Cleric)   * **THE CLERIC IS PROBABLY ONE OF THE UNIQUE CLASSES THAT YOU CAN CHOOSE IN DARK SOULS II. IT HAS ENOUGH MAGIC/FAITH STATS TO BE USED FROM A DISTANCE, AND IT ALSO HAS ENOUGH STRENGTH STATS TO WIELD A NUMBER OF THE STRONGEST WEAPONS IN THE GAME. SO, IF YOU WANT A CLASS THAT CAN BE USED FOR HEALING SPELLS WHILE BEING ABLE TO BRAWL WITH ENEMIES IN CLOSE COMBAT, THEN THIS CLASS IS FOR YOU.**   [**SORCERER**](https://darksouls2.wiki.fextralife.com/Sorcerer)   * **THE SORCERER UTILIZES ATTUNEMENT AND INTELLIGENCE STATS TO PERFORM POWERFUL SPELLS FROM LONG RANGE. THIS CLASS EXCELS IN LONG-RANGED BATTLES LIKE THE**[**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit)**BUT IS WEAK WHEN IT COMES TO CLOSE RANGE. YOU'LL NEED TO PROGRESS YOUR SPEED IF YOU WANT TO MAKE USE OF YOUR ARSENAL OF POWERFUL SPELLS FROM A DISTANCE.**   [**EXPLORER**](https://darksouls2.wiki.fextralife.com/Explorer)   * **THIS CLASS IS KNOWN AS THE WORST CLASS IN DARK SOULS II. DESPITE THE CLAIMS, THIS DOESN'T MEAN IT'S NOT USABLE. EXPERIENCED PLAYERS MAY WANT TO USE THIS CLASS FOR ITS HIGH ADAPTABILITY STAT, WHICH CAN MAKE EARLY BOSS FIGHTS LESS HARD.**   [**DEPRIVED**](https://darksouls2.wiki.fextralife.com/Deprived)   * **THIS CLASS CAN BE CONSIDERED ONE OF THE HARDEST CLASSES TO START WITH BUT CAN BE THE MOST REWARDING IN THE LONG RUN. IT DISTRIBUTES AN EQUAL AMOUNT OF 6 STAT POINTS TO ALL AREAS, ALLOWING PLAYERS TO MOLD THEIR CHARACTERS TO ANY BUILD THAT THEY DESIRE.**  RELEVANT VIDEOS: **DISCUSSION OF THE DIFFERENT CLASSES AND WHICH IS IDEAL FOR OTHER BUILD TYPES, SEE**[**BUILDS**](https://darksouls2.wiki.fextralife.com/Builds) [GIFTS |](https://darksouls2.wiki.fextralife.com/Gifts) **GIFTS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE STARTING INVENTORY ITEMS WHICH THE PLAYER MUST CHOOSE FROM DURING CHARACTER CREATION. THERE ARE EIGHT GIFTS TO CHOOSE FROM IN TOTAL, AND CAN ONLY BE CHOSEN ONCE AT THE START OF NG.  ALL OF THE STARTING GIFT ITEMS ARE OBTAINABLE IN-GAME, MEANING THESE GIFTS PROVIDE A TEMPORARY ADVANTAGE. ONE FUN FACT ABOUT SELECTING GIFTS IS, YOU CAN OPT TO CHOOSE NOTHING ON THE LIST AND PROCEED WITH**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**EMPTY-HANDED. THERE'S NO HIDDEN BUFF WHEN NOT SELECTING A GIFT, SO PROCEED WITH THIS OPTION IF YOU PREFER TO PLAY WITH A DOSE OF STRUGGLE.** GIFTS IN DARK SOULS 2 **FOR PLAYERS LOOKING TO GET THE MOST VALUE OUT OF THEIR GIFT:**   * **THE**[**HUMAN EFFIGY**](https://darksouls2.wiki.fextralife.com/Human+Effigy)**, THE**[**HOMEWARD BONE**](https://darksouls2.wiki.fextralife.com/Homeward+Bone)**AND THE HEALING WARES CAN BE FOUND MANY TIMES THROUGH THE GAME. THE HUMAN EFFIGY AND HEALING WARES CAN GIVE NEW PLAYERS A BIT MORE LEEWAY IN THE EARLY PARTS OF THE GAME.** * **OF THESE, THE HOMEWARD BONE IS LIKELY TO BE THE LEAST USEFUL, SINCE THEY CAN ALSO BE FOUND AND BOUGHT IN MAJULA. LATER ON, THE HOMEWARD BONE IS MADE OBSOLETE BY THE**[**HOMEWARD**](https://darksouls2.wiki.fextralife.com/Homeward)**SPELL (FOR FAITH USERS) AND**[**AGED FEATHER**](https://darksouls2.wiki.fextralife.com/Aged+Feather)**(FOR ALL, BUT FOUND VERY LATE INTO THE GAME). HOMEWARD BONE GIFT ALSO ONLY GIVES 1 OF IT, WHICH IS BARELY DECENT TO BE A STARTING GIFT.** * **THE**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**IS RELATIVELY HARD TO FIND EARLY ON, BUT MOST NEW PLAYERS PROBABLY WON'T WANT TO USE THIS ITEM. IT WILL LIKELY ONLY BECOME USEFUL MUCH LATER IN THE GAME, BY WHICH TIME YOU WILL HAVE FOUND MORE. EXPERIENCED PLAYERS CAN OPT FOR IT IF THEY'RE LOOKING FOR NG+ EXCLUSIVE ITEMS (LIKE +2 RINGS) VERY EARLY.** * **THE**[**GIANTS' SEED**](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants)**IS EXTREMELY RARE, BUT NOT VERY PRACTICAL. IT MAY HELP TO PREVENT A DEATH FROM AN INVASION, BUT CAN ONLY BE USED ONCE.** * **THE**[**PETRIFIED SOMETHING**](https://darksouls2.wiki.fextralife.com/Petrified+Something)**CAN BE USED IN THE THINGS BETWIXT, BY BEING LEFT IN THE NEST OF**[**DYNA AND TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo)**TO TRADE FOR A RANDOM RARE WEAPON OR ITEM. ITS USEFULNESS VARIES DEPENDING ON WHAT YOU RECEIVE, BUT IS A SOLID CHOICE. IF THE PLAYER IS LOOKING FOR A SPECIFIC TRADE ITEM, THEY CAN RE-CREATE A CHARACTER WITH THIS GIFT UNTIL THEY OBTAIN THEIR DESIRED ITEM.** * **FINALLY, THE**[**LIFE RING**](https://darksouls2.wiki.fextralife.com/Life+Ring)**INCREASES YOUR HP, BUT ONLY BY 5%, AND IT, ALONG WITH UPGRADED VERSIONS OF ITSELF, CAN BE FOUND LATER IN THE GAME. ALSO LIFE RING IS FOUND VERY EARLY INTO THE GAME, IN THE FOREST OF THE FALLEN GIANTS.**   **(NOTE: IF YOU PICK THE LIFE RING, DON'T FORGET TO ACTUALLY EQUIP IT, BECAUSE YOUR CHARACTER WON'T BE WEARING IT AUTOMATICALLY.)**   |  |  |  |  | | --- | --- | --- | --- | | **IMAGE** | **NAME** | **DESCRIPTION** |  | |  | **NOTHING** | **RECEIVE NO GIFT.** |  | | **tiny beings ring** | [LIFE RING](https://darksouls2.wiki.fextralife.com/Life+Ring" \o "Dark Souls 2 Life Ring) | **THIS RING OF OLD SLIGHTLY INCREASES HP.**   * **INCREASES HP BY 5%** |  | | **human effigy** | [HUMAN EFFIGY](https://darksouls2.wiki.fextralife.com/Human+Effigy" \o "Dark Souls 2 Human Effigy) | **A FAMILIAR LOOKING EFFIGY. RETURNS THE HOLLOWED TO LIFE.**   * **REMOVES ANY PENALTIES TO THE PLAYER'S HEALTH BAR DUE TO DEATHS WHILE HOLLOW** * **USER IS TURNED HUMAN AND IS MORE LIKELY TO BE INVADED.** * **CAN BE BURNED AT THE BONFIRE TO DISABLE ALL DIRECT MULTIPLAYER INTERACTIONS (NO SUMMONING/INVADING)** |  | | **old radiant lifegem** | HEALING WARES | **VARIOUS ITEMS USED TO CURE POISON AND RESTORE HP. ESSENTIAL FOR ANYONE TRAVELLING DRANGLEIC. INCLUDES:**   * **10**[**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**(TOTAL OF 20 LIFEGEM AT START IF STARTING CLASS IS NOT DEPRIVED, TOTAL OF 30 LIFEGEM AT START IF STARTING CLASS IS EXPLORER)** * **3**[**RADIANT LIFEGEM**](https://darksouls2.wiki.fextralife.com/Radiant+Lifegem) * **1 OLD RADIANT**[**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Brilliant+Lifegem) * **3**[**POISON MOSS**](https://darksouls2.wiki.fextralife.com/Poison+Moss) |  | | **homeward bone** | [HOMEWARD BONE](https://darksouls2.wiki.fextralife.com/Homeward+Bone" \o "Dark Souls 2 Homeward Bone) | **RETURNS YOU TO THE BONFIRE LAST RESTED AT. HAVING ONE MAY EASE YOUR MIND, BUT THERE ARE NO EASY JOURNEYS.**   * **WARPS YOU TO THE LAST LIT BONFIRE. CONSUMED UPON USE** |  | |  | [SEED OF A TREE OF GIANTS](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants" \o "Dark Souls 2 Seed of a Tree of Giants) | **A SEED GROWN FROM A TREE OF GIANTS. INEDIBLE.**   * **MAKES MOBS HOSTILE TOWARDS INVADERS.** * **SINGLE USE ITEM THAT IS CONSUMED WHEN USED.** |  | | **bonfire ascetic** | [BONFIRE ASCETIC](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic" \o "Dark Souls 2 Bonfire Ascetic) | **TOSS INTO A BONFIRE TO RAISE THE STRENGTH OF NEARBY FOES.ONLY FOR THOSE WHO SEEK GREATER CHALLENGES.**   * **THE BONFIRE ASCETIC HAS THE EFFECT OF RAISING THE NG LEVEL OF THE AREA IN WHICH IT IS USED. IF USED IN NG+, IT IS POSSIBLE TO ACQUIRE NEW WEAPONS AND SECRETS THAT WOULD BE FOUND IN NG++ AT THE COST OF NG++ DIFFICULTY. EFFECTS CARRY OVER FOR EVERY PLAYTHROUGH.** * **CHOOSING THIS AS STARTING GIFT AND BURNING IT AT MAJULA BONFIRE ENABLES QUICK ACCESS TO**[**AN ARMOR WHICH REDUCES FALLING DAMAGE AND SLOWS DOWN FALLING SPEED**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Set)**.** |  | | **petrified something** | [PETRIFIED SOMETHING](https://darksouls2.wiki.fextralife.com/Petrified+Something" \o "Dark Souls 2 Petrified Something) | **A SIMPLE PETRIFIED LUMP. IT MAY BE OF SOME USE, SOMEDAY.**   * **CAN BE TRADED WITH**[**DYNA AND TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo)**FOR A RANDOM HIGH-TIER ITEM.** |  |  [GESTURES](https://darksouls2.wiki.fextralife.com/Gestures)  **GESTURES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE AN IN-GAME WAY TO COMMUNICATE WITH OTHER PLAYERS. YOU ARE GIVEN A FEW AT THE START OF THE GAME AS YOUR DEFAULT GESTURES, BUT YOU GAIN MORE AS YOU PROGRESS THROUGH THE GAME. ALL GESTURES CAN BE CANCELED BY BACKSTEPPING OR ROLLING DURING THE GESTURE. OBTAINING ALL GESTURES WILL GRANT YOU THE "GESTURE MAESTRO" TROPHY/ACHIEVEMENT.** LIST OF GESTURES IN DARK SOULS 2  |  |  |  | | --- | --- | --- | | **NAME** | | **DESCRIPTION LOCATION** | | **point gesture** | **POINT** **point** | **- DEFAULT** | | **i wont bite gesture** | **I WON'T BITE** **i wont bite** | **- DEFAULT** | | **bow gesture** | **BOW** **bow** | **- DEFAULT** | | **wave gesture** | **WAVE** **wave** | **- DEFAULT** | | **pumped up gesture** | **PUMPED UP** **pumped up** | **- DEFAULT** | | **warcry gesture** | **WARCRY war cry** | **- DEFAULT** | | **righty ho gesture** | **RIGHTY-HO!** **righty ho** | **- DEFAULT** | | **no way gesture** | **NO WAY** **no way** | **- DEFAULT** | | **welcome gesture** | **WELCOME** **welcome** | [**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula) **CAN BE LEARNED FROM**[**CRESTFALLEN SAULDEN**](https://darksouls2.wiki.fextralife.com/Crestfallen+Saulden)**WHEN YOU FIRST ENTER MAJULA BY GOING THROUGH ALL OF HIS DIALOGUE AND GAINING ACCESS TO HIS MENU.** | | **fist pump gesture** | **FIST PUMP** **fist pump** | [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse) **UNLOCK THE DOOR TO THE ROOM CONTAINING THE UNDEAD LOCKAWAY BONFIRE AND NEXT TO IT YOU'LL FIND**[**CREIGHTON THE WANDERER**](https://darksouls2.wiki.fextralife.com/Creighton+the+Wanderer)**; GO THROUGH ALL OF HIS DIALOGUE TO GET THE OPTION TO LEARN THE GESTURE.** | | **duel bow gesture** | **DUEL BOW** **duel bow** | [**CATHEDRAL OF BLUE**](https://darksouls2.wiki.fextralife.com/Cathedral+of+Blue) **AFTER ACQUIRING A TOKEN OF FIDELITY, SPEAK WITH**[**BLUE SENTINEL TARGRAY**](https://darksouls2.wiki.fextralife.com/Blue+Sentinel+Targray)**; ONCE YOU GO THROUGH ALL OF HIS DIALOGUE AND CAN ACCESS HIS MENU, YOU'LL BE ABLE TO LEARN THE GESTURE.** | | **joy gesture** | **JOY** **joy** | [**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula) **AFTER UN-PETRIFYING**[**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)**JUST BEFORE THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**, GO BACK AND SPEAK TO**[**BENHART OF JUGO**](https://darksouls2.wiki.fextralife.com/Benhart+of+Jugo)**. GO THROUGH HIS DIALOGUE UNTIL YOU GET THE OPTION OF LEARNING THE GESTURE.** | | **warmup gesture** | **WARMUP** **warmup** | [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) **EQUIP THE**[**RING OF WHISPERS**](https://darksouls2.wiki.fextralife.com/Ring+of+Whispers)**WHICH CAN BE PURCHASED FROM**[**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir)**IN MAJULA AND SPEAK TO**[**MANSCORPION TARK**](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark)**AFTER DEFEATING**[**SCORPIONESS NAJKA**](https://darksouls2.wiki.fextralife.com/Scorpioness+Najka)**.** | | **hurrah gesture** | **HURRAH!** **hurrah** | [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**/**[**MEMORY OF VAMMAR**](https://darksouls2.wiki.fextralife.com/Memory+of+Vammar) **AFTER ACQUIRING THE ASHEN MIST HEART FROM THE**[**ANCIENT DRAGON**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon)**, USE IT TO ACCESS THE MEMORY OF VAMMAR. SPEAK TO**[**CAPTAIN DRUMMOND**](https://darksouls2.wiki.fextralife.com/Captain+Drummond)**IN THE MEMORY AND EXHAUST DIALOGUE TO LEARN HIS GESTURE.** | | **this ones me gesture** | **THIS ONE'S ME** **this ones me** | [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) **SPEAK TO**[**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager)**ON THE STAIRS JUST INSIDE THE MAIN ENTRANCE UNTIL YOU GET THE OPTION TO LEARN THE GESTURE.** | | **have mercy gesture** | **HAVE MERCY!** **have mercy** | [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) **APPROACH AND SPEAK TO**[**GRAVE WARDEN AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**WITHOUT HAVING A TORCH LIT, AND LEARN THE GESTURE FROM HIM.** | | **prostration gesture** | **PROSTRATION** **prostration** | [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**/**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula) **UPON ENCOUNTERING**[**LADDERSMITH GILLIGAN**](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan)**AT**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**AND PAYING HIM 2000 SOULS, YOU CAN LEARN THE GESTURE. OR, LEARN IT FROM HIM AFTER HE HAS MOVED TO MAJULA.** | | **decapitate gesture** | **DECAPITATE** **decapitate** | [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) **SPEAK TO THE**[**HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl)**WHO CAN BE FOUND IN A CLEARING IN THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**. LEARN GESTURE AFTER GOING THROUGH ALL DIALOGUE.** | | **mock gesture** | **MOCK** **mock** | [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) **FIND THE PETRIFIED**[**STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)**IN A CELL IN LOST BASTILLE. USE A**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/Fragrant+Branch+of+Yore)**TO FREE HIM. SPEAK TO HIM TO GET OPTION TO LEARN HIS GESTURE.** | | **praise the sun gesture** | **PRAISE THE SUN** **praise the sun** | [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley) **YOU CAN LEARN THIS GESTURE AT THE ALTAR OF SUNLIGHT WITHOUT HAVING TO RANK UP THE COVENANT** |  [STATS](https://darksouls2.wiki.fextralife.com/Stats)  **STATS AND ATTRIBUTES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE IMPORTANT FACTORS TO REMEMBER WHEN LEVELING UP YOUR CHARACTER. THERE ARE 9 DIFFERENT ATTRIBUTES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**, AS WELL AS SEVERAL DOZEN SECONDARY STATS WHICH WILL ALL CONTRIBUTE TO YOUR CHARACTER'S GROWTH AND EFFECTIVENESS IN VARIOUS SITUATIONS. AS YOU PROGRESS AND LEVEL UP YOUR CHARACTER, YOU ARE GIVEN A CHANCE TO UPGRADE A PRIMARY STAT WITH ONE POINT. THIS PAGE COVERS ALL OF THE STATS AND ATTRIBUTES THAT YOU'LL BE USING IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**.** ATTRIBUTES AND STATS IN DARK SOULS 2 **WHEN YOU LEVEL UP IN DARK SOULS II YOU INCREASE AN ATTRIBUTE BY ONE POINT. ATTRIBUTES LIKE**[**STRENGTH**](https://darksouls2.wiki.fextralife.com/Strength)**AND**[**DEXTERITY**](https://darksouls2.wiki.fextralife.com/Dexterity)**ARE REPRESENTED BY NUMERICAL VALUES AND DETERMINE WHAT ARMORS AND WEAPONS CAN BE EQUIPPED, WHILE ATTRIBUTES LIKE**[**FAITH**](https://darksouls2.wiki.fextralife.com/Faith)**AND**[**INTELLIGENCE**](https://darksouls2.wiki.fextralife.com/Intelligence)**GOVERN WHAT**[**SPELLS**](https://darksouls2.wiki.fextralife.com/Magic)**CAN BE**[**ATTUNED**](https://darksouls2.wiki.fextralife.com/Attunement)**(EXCLUDING**[**PYROMANCIES**](https://darksouls2.wiki.fextralife.com/Pyromancies)**). ATTRIBUTES ALSO GIVE YOUR CHARACTERS INCREASED STATS, E.G. VIGOR INCREASES YOUR HIT POINTS AND STRENGTH IMPROVES THE DAMAGE YOU DO WITH STRENGTH WEAPONS.**   * **SEE**[**STATUS EFFECTS**](https://darksouls2.wiki.fextralife.com/Status+Effects)**FOR INFORMATION ABOUT DEBUFFS AND THEIR EFFECTS ON VARIOUS STATS.** * **SEE**[**STAT CALCULATORS**](https://darksouls2.wiki.fextralife.com/Stat+Calculators)**FOR LEVELING AND AGILITY CALCULATORS.** * **CLICK HERE TO VIEW ATTRIBUTES.** * **CLICK HERE TO VIEW STATS.**  QUICK REFERENCE FOR STATS IN DARK SOULS 2 **StartingClassesStats** STAT GROWTH TABLE IN DARK SOULS 2 **✓ = SIGNIFICANT INCREASE PER POINT ✓ = SLIGHT INCREASE PER POINT**   |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | **HP** | **STAMINA** | **DEFENSE** | **POISE** | **EQUIPMENT LOAD** | **GUARD BREAK** | **AGILITY** | **DAMAGES** | **RESISTANCES** | **CASTING** | **SLOTS** | | **VIGOR** | **✓** |  |  |  |  |  |  |  | **icon petrifyresPETRIFY** |  |  | | **ENDURANCE** | **✓** | **✓** | **✓** | **✓** |  |  |  |  |  |  |  | | **VITALITY** | **✓** |  | **✓** |  | **✓** |  |  |  | **icon petrifyresPETRIFY** |  |  | | **ADAPTABILITY** | **✓** |  |  | **✓** |  |  | **✓** | **icon poisonbonusPOISON** | **ALL** |  |  | | **STRENGTH** | **✓** |  | **✓** |  |  | **✓** |  | **icon strengthscale greenSTRENGTH** |  |  |  | | **DEXTERITY** | **✓** |  |  |  |  |  |  | **icon dexscale greenDEXTERITY icon wp bleedBLEED icon poisonbonus POISON** |  |  |  | | **INTELLIGENCE** | **✓** |  |  |  |  |  |  | **icon magicbonusMAGIC icon firebonus FIRE icon darkbonus DARK** | **icon magicdefMAGIC icon firedef FIRE icon darkdef DARK** | **✓** |  | | **FAITH** | **✓** |  |  |  |  |  |  | **icon firebonusFIRE icon lightningbonus LIGHTNING icon darkbonus DARK icon bleedbonus BLEED** | **icon firedefFIRE icon lightningdef LIGHTNING icon darkdef DARK icon petrifyres PETRIFY** | **✓** |  | | **ATTUNEMENT** | **✓** |  |  |  |  |  | **✓** |  |  | **✓** | **✓** |  SOUL LEVEL IN DARK SOULS 2 **icon lvl THIS ICON REPRESENTS THE PLAYER'S SOUL LEVEL. SOUL LEVEL'S VALUE WILL INCREASE UPON INVESTING A POINT INTO ANY STAT.**   * **LEVEL UP BY TALKING TO THE**[**EMERALD HERALD**](https://darksouls2.wiki.fextralife.com/Emerald+Herald) * **LEVEL 838 IS THE HIGHEST ATTAINABLE SOUL LEVEL, WITH ALL STATS LEVELED TO 99 AND MAXIMUM HEALTH AT 2505.** * **SOUL LEVEL HAS NO EFFECT ON PVP MATCHMAKING. SEE**[**SUMMON RANGE CALCULATOR**](https://darksouls2.wiki.fextralife.com/Summon+Range+Calculator)**FOR MORE INFORMATION** * **THE SOUL COST TO LEVEL UP INCREASES EVERY TIME A PLAYER GAINS A SOUL LEVEL**  ATTRIBUTES IN DARK SOULS 2[VIGOR](https://darksouls2.wiki.fextralife.com/Vigor) **icon vigorSOFT CAPS: 20 & 50 INCREASES YOUR HP, HIT POINTS. ALSO INCREASES PETRIFY RESISTANCE.** [VITALITY](https://darksouls2.wiki.fextralife.com/Vitality) **icon vitalitySOFT CAP: 29, 49 & 70 INCREASE YOUR**[**EQUIPMENT LOAD**](https://darksouls2.wiki.fextralife.com/Equipment+Load)**. ALSO SLIGHTLY INCREASES YOUR PHYSICAL DEFENCE AND POISON RESISTANCE.** [STRENGTH](https://darksouls2.wiki.fextralife.com/Strength) **icon strengthSOFT CAP: 40 & 50 ATTRIBUTE FOR WIELDING HEAVY, POWERFUL WEAPONS, HEAVY ARMOR AND BIG SHIELDS. INCREASES THE DAMAGE YOU DO WITH STRENGTH SCALING WEAPONS AND BOOSTS PHYSICAL DEFENSE. WHEN TWO HANDING A WEAPON YOUR EFFECTIVE STRENGTH IS DOUBLED, BUT THIS ONLY COUNTS FOR WEAPON REQUIREMENTS AND NOT FOR ATTACK STRENGTH. TO POWER STANCE TWO WEAPONS YOU MUST HAVE 1.5 TIMES THE STRENGTH REQUIREMENT OF THE WEAPON WITH THE HIGHEST STRENGTH REQUIREMENT.** [ADAPTABILITY](https://darksouls2.wiki.fextralife.com/Adaptability) **icon adaptability ATTRIBUTE GOVERNING**[**AGILITY**](https://darksouls2.wiki.fextralife.com/agility)**AND ALL RESISTANCES (NOT DEFENCES). ALSO BOOSTS POISON BONUS AND POISE.** [FAITH](https://darksouls2.wiki.fextralife.com/Faith) **icon faithSOFT CAP: 40 & 50 ATTRIBUTE REQUIRED FOR**[**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)**AND**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. BOOSTS LIGHTNING, FIRE AND DARK ATTACK AND DEFENCE. ALSO SLIGHTLY BOOSTS CASTING SPEED, BLEED BONUS AND BLEED RESIST.** [ENDURANCE](https://darksouls2.wiki.fextralife.com/Endurance) **icon enduranceSOFT CAP: 20 INCREASES YOUR STAMINA. ALSO SLIGHTLY INCREASES YOUR PHYSICAL DEFENCE AND POISE.** [ATTUNEMENT](https://darksouls2.wiki.fextralife.com/Attunement) **icon attunement ATTRIBUTE GOVERNS THE NUMBER OF SPELLS THAT CAN BE ATTUNED AND THE NUMBER OF CASTS PER SPELL. ALSO BOOSTS SPELL CASTING SPEED, AGILITY AND CURSE RESISTANCE.** [DEXTERITY](https://darksouls2.wiki.fextralife.com/Dexterity) **icon dexteritySOFT CAP: 40 & 50 ATTRIBUTE FOR WIELDING WEAPONS REQUIRING FINESSE. INCREASES THE DAMAGE YOU DO WITH DEXTERITY SCALING WEAPONS. BOOSTS POISON AND BLEED ATTACK BONUS AND PHYSICAL DEFENCE. TO POWER STANCE TWO WEAPONS YOU MUST HAVE 1.5 TIMES THE DEXTERITY REQUIREMENT OF THE WEAPON WITH THE HIGHEST DEXTERITY REQUIREMENT.** [INTELLIGENCE](https://darksouls2.wiki.fextralife.com/Intelligence) **icon intelligenceSOFT CAP: 20, 40 & 50 ATTRIBUTE REQUIRED FOR**[**SORCERIES**](https://darksouls2.wiki.fextralife.com/Sorceries)**AND**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. BOOSTS MAGIC, FIRE AND DARK ATTACK AND DEFENCE. ALSO SLIGHTLY BOOSTS CASTING SPEED.** STATS IN DARK SOULS 2HP IN DARK SOULS 2  * **AT 0 VIGOR, PLAYERS HAVE 500 MAX HP** * **FROM LEVEL 0 TO 20, VIGOR RAISES MAX HP BY 30 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 21 TO 50, VIGOR RAISES MAX HP BY 20 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 51 TO 99, VIGOR RAISES MAX HP BY 5 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 0 TO 20, ANY STAT BESIDES VIGOR RAISES MAX HP BY 2 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 21 TO 50, ANY STAT BESIDES VIGOR RAISES MAX HP BY 1 POINT PER ATTRIBUTE POINT** * **FROM LEVEL 51 TO 99, ANY STAT BESIDES VIGOR RAISES MAX HP BY 0 POINTS PER ATTRIBUTE POINT**  [EQUIPMENT LOAD](https://darksouls2.wiki.fextralife.com/Equipment+Load) IN DARK SOULS 2  * **DETERMINES HOW MUCH EQUIPMENT YOU CAN WEAR WITHOUT PENALTIES** * **IF YOUR EQUIPMENT LOAD IS OVER 70%, YOU WILL "FAT ROLL"; IF YOUR EQUIPMENT LOAD IS OVER 100%, YOU CAN'T RUN, BACKSTEP, OR ROLL.** * **IF YOUR EQUIPMENT LOAD IS LESS THAN 40% YOU WILL FAST ROLL.** * **FROM 40% TO 68% IS CONSIDERED MID-ROLLING.** * **THE LOWER YOUR EQUIPMENT LOAD, THE FASTER YOU REGAIN STAMINA AND THE LONGER YOUR ROLLS ARE (THOUGH INVINCIBILITY FRAMES ARE UNAFFECTED)** * **AT 0 VITALITY PLAYERS HAVE 38.5 EQUIPMENT LOAD** * **FROM LEVEL 0 TO 29 VITALITY RAISES EQUIPMENT LOAD BY 1.5 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 30 TO 49 VITALITY RAISES EQUIPMENT LOAD BY 1 POINT PER ATTRIBUTE POINT** * **FROM LEVEL 50 TO 70 VITALITY RAISES EQUIPMENT LOAD BY 0.5 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 71 TO 98 VITALITY RAISES EQUIPMENT LOAD BY 0.5 POINTS PER TWO ATTRIBUTE POINTS** * **LEVEL 99 VITALITY RAISE EQUIPMENT LOAD BY 0.5 POINTS**  CAST SPEED IN DARK SOULS 2  * **REDUCE THE WIND-UP TIME BEFORE CASTING SPELLS (MORE INFORMATION NEEDED)** * **SCALES WITH ATTUNEMENT, INTELLIGENCE AND FAITH** * **EVERY OTHER ATTUNEMENT POINT GIVES A TICK AND EVERY FOURTH FAITH AND INTELLIGENCE POINT GIVES A TICK** * **(NEED INFORMATION FOR UNDER 10 TICKS)** * **AT 10 TICKS YOU HAVE 55 CAST SPEED AND GET 2 CAST SPEED PER TICK UNTIL YOU HAVE 115 CAST SPEED AT 40 TICKS** * **AFTER THAT YOU GAIN 1 CAST SPEED PER TICK UNTIL YOU HAVE 126 CAST SPEED AT 51 TICKS** * **AFTER THAT YOU GAIN 1 CAST SPEED EVERY OTHER TICK (AS FAR AS I COULD TEST, AM ONLY LEVEL 210)**  MAGIC BONUS IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA DAMAGE YOU DO WITH MAGIC-**[**INFUSED**](https://darksouls2.wiki.fextralife.com/Upgrades)**AND ENCHANTED-INFUSED WEAPONS, AS WELL AS SORCERIES** * **START AT 50 WITH 0 INTELLIGENCE** * **FROM LEVEL 0 TO 10 INTELLIGENCE RAISES MAGIC BONUS BY 3 POINTS TO 53 TOTAL MAGIC BONUS** * **FROM LEVEL 11 TO 20 INTELLIGENCE RAISES MAGIC BONUS BY 53 POINTS TO 106 TOTAL MAGIC BONUS** * **FROM LEVEL 21 TO 30 INTELLIGENCE RAISES MAGIC BONUS BY 4 POINTS TO 110 TOTAL MAGIC BONUS** * **FROM LEVEL 31 TO 40 INTELLIGENCE RAISES MAGIC BONUS BY 30 POINTS TO 140 TOTAL MAGIC BONUS** * **FROM LEVEL 41 TO 50 INTELLIGENCE RAISES MAGIC BONUS BY 15 POINTS TO 155 TOTAL MAGIC BONUS** * **FROM LEVEL 51 TO 60 INTELLIGENCE RAISES MAGIC BONUS BY 7 POINTS TO 162 TOTAL MAGIC BONUS** * **FROM LEVEL 61 TO 70 INTELLIGENCE RAISES MAGIC BONUS BY 8 POINTS TO 170 TOTAL MAGIC BONUS** * **FROM LEVEL 71 TO 80 INTELLIGENCE RAISES MAGIC BONUS BY 15 POINTS TO 185 TOTAL MAGIC BONUS** * **FROM LEVEL 81 TO 90 INTELLIGENCE RAISES MAGIC BONUS BY 7 POINTS TO 192 TOTAL MAGIC BONUS** * **FROM LEVEL 91 TO 99 INTELLIGENCE RAISES MAGIC BONUS BY 8 POINTS TO 200 TOTAL MAGIC BONUS**  LIGHTNING BONUS IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA DAMAGE YOU DO WITH LIGHTNING WEAPONS AND MIRACLES** * **START AT 50 WITH 0 FAITH** * **FROM LEVEL 0 TO 10 FAITH RAISES LIGHTNING BONUS BY 7 POINTS TO 57 TOTAL LIGHTING BONUS** * **FROM LEVEL 11 TO 20 FAITH RAISES LIGHTNING BONUS BY 23 POINTS TO 80 TOTAL LIGHTNING BONUS** * **FROM LEVEL 21 TO 30 FAITH RAISES LIGHTNING BONUS BY 22 POINTS TO 102 TOTAL LIGHTNING BONUS** * **FROM LEVEL 31 TO 40 FAITH RAISES LIGHTNING BONUS BY 38 POINTS TO 140 TOTAL LIGHTING BONUS** * **FROM LEVEL 41 TO 50 FAITH RAISES LIGHTNING BONUS BY 15 POINTS TO 155 TOTAL LIGHTNING BONUS** * **FROM LEVEL 51 TO 60 FAITH RAISES LIGHTNING BONUS BY 7 POINTS TO 162 TOTAL LIGHTNING BONUS** * **FROM LEVEL 61 TO 70 FAITH RAISES LIGHTNING BONUS BY 8 POINTS TO 170 TOTAL LIGHTNING BONUS** * **FROM LEVEL 71 TO 80 FAITH RAISES LIGHTNING BONUS BY 15 POINTS TO 185 TOTAL LIGHTNING BONUS** * **FROM LEVEL 81 TO 90 FAITH RAISES LIGHTNING BONUS BY 7 POINTS TO 192 TOTAL LIGHTNING BONUS** * **FROM LEVEL 91 TO 99 FAITH RAISES LIGHTNING BONUS BY 8 POINTS TO 200 TOTAL LIGHTNING BONUS**  POISON BONUS IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA POISON DAMAGE YOU DO WITH POISON WEAPONS (AND POISON SPELLS?)** * **SCALES WITH BOTH DEXTERITY AND ADAPTABILITY IN A SIMILAR MANNER TO FIRE BONUS'S SCALING WITH BOTH INTELLIGENCE AND FAITH** * **DEXTERITY GIVES A LARGER BONUS THAN ADAPTABILITY WHICH MAKES IT HARD TO MAP OUT THE POISON BONUS (PLEASE SOMEONE MAKE A 99 TIMES 99 MATRIX WITH THE POISON BONUS)** * **START AT 50 WITH 0 DEXTERITY AND ADAPTABILITY** * **IS EASY TO RAISE TO AROUND 140, AFTER WHICH THE POISON BONUS REQUIRES HUGE ATTRIBUTE INVESTMENTS FOR LITTLE GAIN**  BLEED BONUS IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA BLEED DAMAGE YOU DEAL WITH BLEED WEAPONS** * **SCALES WITH DEXTERITY AND FAITH IN THE EXACT SAME WAY AS POISON BONUS SCALES WITH DEXTERITY AND ADAPTABILITY** * **START AT 50 WITH 0 DEXTERITY AND ADAPTABILITY**  MAGIC DEFENCE IN DARK SOULS 2  * **REDUCES MAGIC DAMAGE TAKEN BY 0.11% PER MAGIC DEFENCE, 900 TOTAL MAGIC DEFENCE MAKES YOU IMMUNE TO MAGIC** * **SCALES WITH INTELLIGENCE** * **START WITH 0 AND GAIN 6 MAGIC DEFENCE PER INTELLIGENCE BETWEEN LEVEL 1 AND 10, TOTAL 60 MAGIC DEFENCE AT 10 INTELLIGENCE** * **BETWEEN 11 AND 20 INTELLIGENCE YOU GAIN 8 MAGIC DEFENCE PER LEVEL, TOTAL 140 MAGIC DEFENCE AT 20 INTELLIGENCE** * **BETWEEN 21 AND 60 INTELLIGENCE YOU GAIN ONE MAGIC DEFENCE PER LEVEL, TOTAL 180 MAGIC DEFENCE AT 60 INTELLIGENCE** * **BETWEEN 61 AND 99 INTELLIGENCE YOU GAIN ONE MAGIC DEFENCE EVERY OTHER LEVELFOR A TOTAL OF OF 200 MAGIC DEFENCE AT 99 INTELLIGENCE**  LIGHTNING DEFENCE IN DARK SOULS 2  * **REDUCES LIGHTNING DAMAGE TAKEN BY 0.11% PER LIGHTNING DEFENCE, 900 TOTAL LIGHTNING DEFENCE MAKES YOU IMMUNE TO LIGHTNING** * **SCALES WITH FAITH** * **START WITH 0 AND GAIN 6 LIGHTNING DEFENCE PER FAITH BETWEEN LEVEL 1 AND 10, TOTAL 60 LIGHTNING DEFENCE AT 10 FAITH** * **BETWEEN 11 AND 20 FAITH YOU GAIN 8 LIGHTNING DEFENCE PER LEVEL, TOTAL 140 LIGHTNING DEFENCE AT 20 FAITH** * **BETWEEN 21 AND 60 FAITH YOU GAIN ONE LIGHTNING DEFENCE PER LEVEL, TOTAL 180 LIGHTNING DEFENCE AT 60 FAITH** * **BETWEEN 61 AND 99 FAITH YOU GAIN ONE LIGHTNING DEFENCE EVERY OTHER LEVEL FOR A TOTAL OF OF 200 LIGHTNING DEFENCE AT 99 FAITH**  BLEED RESISTANCE IN DARK SOULS 2  * **REDUCE BLEED BUILD UP (NEED INFORMATION ON HOW)** * **IMMUNITY IS REACHED AT 1000 BLEED RESISTANCE, SO DOUBLING YOUR RESISTANCE ALSO DOUBLES THE AMOUNT OF BUILDUP NEEDED TO INFLICT BLEED** * **SCALES WITH FAITH AND ADAPTABILITY** * **EVERY FOURTH FAITH POINT WILL INCREASE BLEED RESISTANCE BY ONE TICK, THREE OUT OF FOUR ADAPTABILITY POINTS WILL INCREASE BLEED RESISTANCE BY ONE TICK** * **START WITH 0 BLEED RESISTANCE AND GAIN 6 BLEED RESISTANCE PER TICK BETWEEN 1 AND 10 TICKS, TOTAL 60 BLEED RESISTANCE AT 10 TRICKS** * **BETWEEN 11 AND 20 TICKS YOU GAIN 8 BLEED RESISTANCE PER TICK, TOTAL 140 BLEED RESISTANCE AT 20 TICKS** * **BETWEEN 21 AND 60 TICKS YOU GAIN ONE BLEED RESISTANCE PER TICK, TOTAL 180 BLEED RESISTANCE AT 60 TICKS** * **BETWEEN 61 AND 99 TICKS YOU GAIN ONE BLEED RESISTANCE EVERY OTHER TICK FOR A TOTAL OF OF 200 BLEED RESISTANCE AT 99 FAITH AND 99 ADAPTABILITY**  PETRIFY RESISTANCE IN DARK SOULS 2  * **REDUCE PETRIFY BUILD UP (NEED INFORMATION ON HOW)** * **IMMUNITY IS REACHED AT 1000 RESISTANCE, SO DOUBLING YOUR RESISTANCE ALSO DOUBLES THE AMOUNT OF BUILDUP NEEDED TO INFLICT PETRIFICATION** * **SCALES WITH VIGOR AND ADAPTABILITY** * **EVERY FOURTH VIGOR WILL INCREASE PETRIFY RESISTANCE ONE TICK, THREE OUT OF FOUR ADAPTABILITY WILL INCREASE PETRIFY RESISTANCE ONE TICK** * **START WITH 0 PETRIFY RESISTANCE AND GAIN 6 PETRIFY RESISTANCE PER TICK BETWEEN 1 AND 10 TICKS, TOTAL 60 PETRIFY RESISTANCE AT 10 TRICKS** * **BETWEEN 11 AND 20 TICKS YOU GAIN 8 PETRIFY RESISTANCE PER TICK, TOTAL 140 PETRIFY RESISTANCE AT 20 TICKS** * **BETWEEN 21 AND 60 TICKS YOU GAIN ONE PETRIFY RESISTANCE PER TICK, TOTAL 180 PETRIFY RESISTANCE AT 60 TICKS** * **BETWEEN 61 AND 99 TICKS YOU GAIN ONE PETRIFY RESISTANCE EVERY OTHER TICK FOR A TOTAL OF OF 200 PETRIFY RESISTANCE AT 99 VIGOR AND 99 ADAPTABILITY**  CURSE RESISTANCE IN DARK SOULS 2  * **REDUCE CURSE BUILD UP (NEED INFORMATION ON HOW)** * **IMMUNITY IS REACHED AT 1000 RESISTANCE, SO DOUBLING YOUR RESISTANCE ALSO DOUBLES THE AMOUNT OF BUILDUP NEEDED TO INFLICT CURSE** * **SCALES WITH ATTUNEMENT AND ADAPTABILITY** * **EVERY FOURTH ATTUNEMENT WILL INCREASE CURSE RESISTANCE ONE TICK, THREE OUT OF FOUR ADAPTABILITY WILL INCREASE CURSE RESISTANCE ONE TICK** * **START WITH 0 CURSE RESISTANCE AND GAIN 6 CURSE RESISTANCE PER TICK BETWEEN 1 AND 10 TICKS, TOTAL 60 CURSE RESISTANCE AT 10 TRICKS** * **BETWEEN 11 AND 20 TICKS YOU GAIN 8 CURSE RESISTANCE PER TICK, TOTAL 140 CURSE RESISTANCE AT 20 TICKS** * **BETWEEN 21 AND 60 TICKS YOU GAIN ONE CURSE RESISTANCE PER TICK, TOTAL 180 CURSE RESISTANCE AT 60 TICKS** * **BETWEEN 61 AND 99 TICKS YOU GAIN ONE CURSE RESISTANCE EVERY OTHER TICK FOR A TOTAL OF OF 200 CURSE RESISTANCE AT 99 VIGOR AND 99 ADAPTABILITY**  DARK DEFENCE IN DARK SOULS 2  * **REDUCES DARK DAMAGE TAKEN BY 0.11% PER DARK DEFENCE, 900 TOTAL DARK DEFENCE MAKES YOU IMMUNE TO DARK** * **SCALES WITH THE LOWER STAT OF INTELLIGENCE AND FAITH (REFERRED TO AS "DARK" BELOW)** * **START WITH 0 AND GAIN 6 DARK DEFENCE PER DARK BETWEEN LEVEL 1 AND 10, TOTAL 60 DARK DEFENCE AT 10 DARK** * **BETWEEN 11 AND 20 DARK YOU GAIN 8 DARK DEFENCE PER LEVEL, TOTAL 140 DARK DEFENCE AT 20 DARK** * **BETWEEN 21 AND 60 DARK YOU GAIN ONE DARK DEFENCE PER LEVEL, TOTAL 180 DARK DEFENCE AT 60 DARK** * **BETWEEN 61 AND 99 DARK YOU GAIN ONE DARK DEFENCE EVERY OTHER LEVEL FOR A TOTAL OF OF 200 DARK DEFENCE AT 99 FAITH AND 99 INTELLIGENCE**  POISON RESISTANCE IN DARK SOULS 2  * **REDUCE POISON BUILD UP (NEED INFORMATION ON HOW)** * **IMMUNITY IS REACHED AT 1000 POISON RESISTANCE, SO DOUBLING YOUR RESISTANCE ALSO DOUBLES THE AMOUNT OF BUILDUP NEEDED TO INFLICT POISON** * **SCALES WITH VITALITY AND ADAPTABILITY** * **EVERY FOURTH VITALITY WILL INCREASE POISON RESISTANCE ONE TICK, THREE OUT OF FOUR ADAPTABILITY WILL INCREASE POISON RESISTANCE ONE TICK** * **START WITH 0 POISON RESISTANCE AND GAIN 6 POISON RESISTANCE PER TICK BETWEEN 1 AND 10 TICKS, TOTAL 60 POISON RESISTANCE AT 10 TRICKS** * **BETWEEN 11 AND 20 TICKS YOU GAIN 8 POISON RESISTANCE PER TICK, TOTAL 140 POISON RESISTANCE AT 20 TICKS** * **BETWEEN 21 AND 60 TICKS YOU GAIN ONE POISON RESISTANCE PER TICK, TOTAL 180 POISON RESISTANCE AT 60 TICKS** * **BETWEEN 61 AND 99 TICKS YOU GAIN ONE POISON RESISTANCE EVERY OTHER TICK FOR A TOTAL OF OF 200 POISON RESISTANCE AT 99 VITALITY AND 99 ADAPTABILITY**  [STAMINA](https://darksouls2.wiki.fextralife.com/Stamina) IN DARK SOULS 2  * **AT 0 ENDURANCE PLAYERS HAVE 80 MAX STAMINA** * **FROM LEVEL 0 TO 20 ENDURANCE RAISES MAX STAMINA BY 2 POINTS PER ATTRIBUTE POINT** * **FROM LEVEL 21 TO 98 ENDURANCE RAISES MAX STAMINA BY 1 POINT PER ATTRIBUTE POINT** * **LEVEL 99 ENDURANCE RAISES MAX STAMINA BY 2 POINTS**  SLOTS IN DARK SOULS 2  * **DETERMINES HOW MANY SPELLS YOU CAN ATTUNE** * **START AT 0 SLOTS** * **YOU GAIN ONE EXTRA ATTUNEMENT SLOT AT ATTUNEMENT LEVEL 10, 13, 16, 20, 25, 30, 40, 50, 60 AND 75**  ATTACK STRENGTH IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA DAMAGE YOU DO WITH STRENGTH WEAPONS** * **START AT 50 WITH 0 STRENGTH** * **FROM LEVEL 0 TO 10 STRENGTH RAISES ATTACK STRENGTH BY 7 POINTS TO 57 TOTAL ATTACK STRENGTH** * **FROM LEVEL 11 TO 20 STRENGTH RAISES ATTACK STRENGTH BY 23 POINTS TO 80 TOTAL ATTACK STRENGTH** * **FROM LEVEL 21 TO 30 STRENGTH RAISES ATTACK STRENGTH BY 22 POINTS TO 102 TOTAL ATTACK STRENGTH** * **FROM LEVEL 31 TO 40 STRENGTH RAISES ATTACK STRENGTH BY 38 POINTS TO 140 TOTAL ATTACK STRENGTH** * **FROM LEVEL 41 TO 50 STRENGTH RAISES ATTACK STRENGTH BY 15 POINTS TO 155 TOTAL ATTACK STRENGTH** * **FROM LEVEL 51 TO 60 STRENGTH RAISES ATTACK STRENGTH BY 7 POINTS TO 162 TOTAL ATTACK STRENGTH** * **FROM LEVEL 61 TO 70 STRENGTH RAISES ATTACK STRENGTH BY 8 POINTS TO 170 TOTAL ATTACK STRENGTH** * **FROM LEVEL 71 TO 80 STRENGTH RAISES ATTACK STRENGTH BY 15 POINTS TO 185 TOTAL ATTACK STRENGTH** * **FROM LEVEL 81 TO 90 STRENGTH RAISES ATTACK STRENGTH BY 7 POINTS TO 192 TOTAL ATTACK STRENGTH** * **FROM LEVEL 91 TO 99 STRENGTH RAISES ATTACK STRENGTH BY 8 POINTS TO 200 TOTAL ATTACK STRENGTH**  ATTACK DEXTERITY IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA DAMAGE YOU DO WITH DEXTERITY WEAPONS** * **START AT 50 WITH 0 DEXTERITY** * **FROM LEVEL 0 TO 10 DEXTERITY RAISES ATTACK DEXTERITY BY 7 POINTS TO 57 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 11 TO 20 DEXTERITY RAISES ATTACK DEXTERITY BY 23 POINTS TO 80 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 21 TO 30 DEXTERITY RAISES ATTACK DEXTERITY BY 22 POINTS TO 102 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 31 TO 40 DEXTERITY RAISES ATTACK DEXTERITY BY 38 POINTS TO 140 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 41 TO 50 DEXTERITY RAISES ATTACK DEXTERITY BY 15 POINTS TO 155 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 51 TO 60 DEXTERITY RAISES ATTACK DEXTERITY BY 7 POINTS TO 162 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 61 TO 70 DEXTERITY RAISES ATTACK DEXTERITY BY 8 POINTS TO 170 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 71 TO 80 DEXTERITY RAISES ATTACK DEXTERITY BY 15 POINTS TO 185 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 81 TO 90 DEXTERITY RAISES ATTACK DEXTERITY BY 7 POINTS TO 192 TOTAL ATTACK DEXTERITY** * **FROM LEVEL 91 TO 99 DEXTERITY RAISES ATTACK DEXTERITY BY 8 POINTS TO 200 TOTAL ATTACK DEXTERITY**  FIRE BONUS IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA DAMAGE YOU DO WITH FIRE WEAPONS AND PYROMANCY SPELLS** * **SCALES WITH BOTH INTELLIGENCE AND FAITH EQUALLY, SOFT-CAPPING AT INT + FTH = 60** * **FOR EXAMPLE, 5 INTELLIGENCE AND 55 FAITH, 30 INTELLIGENCE AND 30 FAITH, AND 55 INTELLIGENCE AND 5 FAITH ALL RESULT IN 147 FIRE BONUS** * **START AT 50 WITH 0 INTELLIGENCE AND FAITH** * **EACH POINT OF FIRE BNS IS WORTH ROUGHLY 1.6 DAMAGE GIVEN S SCALING ON YOUR FLAME. THE AVERAGE MIGHT BE SLIGHTLY HIGHER OR LOWER WITH A LARGER SAMPLE SIZE.**   **SCALING OF FIRE BNS WITH INT/FAITH: YOUR FIRE BNS ONLY GOES UP WITH EVERY 2 POINTS TOTAL BETWEEN INT AND FAITH. THE NUMBERS GIVEN WILL BE 10 POINTS APART & THE BONUS PER POINT WILL BE AVERAGE, FORMULA IS AS FOLLOWS. (FTH+INT)/2.**   * **10 POINTS TOTAL: 61 FIRE BNS; 1.1 AVERAGE FIRE BNS PER POINT.** * **20 POINTS TOTAL: 72 FIRE BNS; 1.1 AVERAGE FIRE BNS PER POINT; NO CHANGE IN SCALING FROM PREVIOUS 10 POINTS.** * **30 POINTS TOTAL: 94 FIRE BNS; 1.47 AVERAGE FIRE BNS PER POINT; 2.2 FIRE BNS PER POINT WHEN COMPARED TO PREVIOUS 10 POINTS.** * **40 POINTS TOTAL: 117 FIRE BNS; 1.68 AVERAGE FIRE BNS PER POINT; 2.3 FIRE BNS PER POINT WHEN COMPARED TO PREVIOUS 10 POINTS.** * **50 POINTS TOTAL: 132 FIRE BNS; 1.64 AVERAGE FIRE BNS PER POINT; 1.5 FIRE BNS PER POINT WHEN COMPARED TO PREVIOUS 10 POINTS.** * **60 POINTS TOTAL: 147 FIRE BNS; 1.62 AVERAGE FIRE BNS PER POINT; NO CHANGE IN SCALING FROM PREVIOUS 10 POINTS.** * **NOW, HERE'S WHERE THE SCALING DROPS OFF HUGELY, SO LET'S JUMP FORWARD A BIT...** * **100 POINTS TOTAL: 162 FIRE BNS; 1.12 AVERAGE FIRE BNS PER POINT; 0.38 FIRE BNS PER POINT WHEN COMPARED TO ALL PREVIOUS SETS.** * **YOU WILL SEE THE LARGEST GAINS IN FIRE BNS, AND THEREFORE PYROMANCY DAMAGE, EVERY TWO POINTS BETWEEN 20 AND 40 TOTAL INT/FAITH.** * **PAST 60 TOTAL INT/FAITH, SCALING DROPS OFF MASSIVELY, MAKING ANY POINTS PAST HERE EXTREMELY INEFFICIENT.**   **PYROMANCY DAMAGE GAINS ARE CALCULATED ENTIRELY BY FIRE BNS IN RELATION TO YOUR FLAME SCALING REGARDLESS OF THE SPELL'S BASE DAMAGE. MOST EFFICIENT FIRE BNS GAINS ARE BETWEEN 20 AND 40 TOTAL INT/FAITH, WITH (BY FAR) THE LEAST EFFICIENT GAINS BEING AFTER 60 TOTAL INT/FAITH.** DARK BONUS IN DARK SOULS 2  * **DETERMINES HOW MUCH EXTRA DAMAGE YOU DO WITH DARK WEAPONS AND HEXES** * **SCALES WITH THE LOWER STAT OF INTELLIGENCE AND FAITH** * **FOR EXAMPLE, 10 INTELLIGENCE/20 FAITH AND 55 INTELLIGENCE/10 FAITH BOTH RESULT IN 72 DARK BONUS** * **START AT 50 WITH 0 INTELLIGENCE OR FAITH** * **DARK IN THE FOLLOWING LIST IS THE LOWEST OF YOUR INTELLIGENCE AND FAITH** * **FROM LEVEL 0 TO 10 DARK RAISES DARK BONUS BY 22 POINTS TO 72 TOTAL DARK BONUS** * **FROM LEVEL 11 TO 20 DARK RAISES DARK BONUS BY 35 POINTS TO 117 TOTAL DARK BONUS** * **FROM LEVEL 21 TO 30 DARK RAISES DARK BONUS BY 45 POINTS TO 162 TOTAL DARK BONUS** * **FROM LEVEL 31 TO 40 DARK RAISES DARK BONUS BY 8 POINTS TO 170 TOTAL DARK BONUS** * **FROM LEVEL 41 TO 50 DARK RAISES DARK BONUS BY 7 POINTS TO 177 TOTAL DARK BONUS** * **FROM LEVEL 51 TO 60 DARK RAISES DARK BONUS BY 8 POINTS TO 185 TOTAL DARK BONUS** * **FROM LEVEL 61 TO 70 DARK RAISES DARK BONUS BY 3 POINTS TO 188 TOTAL DARK BONUS** * **FROM LEVEL 71 TO 80 DARK RAISES DARK BONUS BY 4 POINTS TO 192 TOTAL DARK BONUS** * **FROM LEVEL 81 TO 90 DARK RAISES DARK BONUS BY 4 POINTS TO 196 TOTAL DARK BONUS** * **FROM LEVEL 91 TO 99 DARK RAISES DARK BONUS BY 4 POINTS TO 200 TOTAL DARK BONUS**  PHYSICAL DEFENCE IN DARK SOULS 2  * **REDUCE THE DAMAGE TAKEN FROM PHYSICAL ATTACKS BY AROUND 1 PER 12 POINTS OF ARMOR TO RESPECTIVE DAMAGE TYPE (TESTED IN PVP USING EXACT DATA), BUT WILL NEVER REDUCE THE ATTACKS TO ZERO** * **INCREASE BOTH THE BASE PHYSICAL DEFENCE AND PHYSICAL DEFENCE BONUS ON ARMOR** * **SCALES WITH THE TOTAL OF ENDURANCE, VITALITY, STRENGTH AND DEXTERITY** * **INCREASES EVERY 4TH LEVEL INITIALLY, IS MOST EFFECTIVE BETWEEN LEVEL 84 AND 160 AND GIVES VERY LITTLE RETURN AFTER 200 LEVELS** * **TOTAL 20 POINTS GIVE 67 PHYSICAL DEFENCE (LOWEST POSSIBLE)** * **TOTAL 24 POINTS GIVE A +3 INCREASE FOR 70 TOTAL PHYSICAL ARMOR** * **TOTAL 28 POINTS GIVE A +2 INCREASE FOR 72 TOTAL PHYSICAL ARMOR** * **TOTAL 32 POINTS GIVE A +3 INCREASE FOR 75 TOTAL PHYSICAL ARMOR** * **TOTAL 36 POINTS GIVE A +2 INCREASE FOR 77 TOTAL PHYSICAL ARMOR** * **TOTAL 40 POINTS GIVE A +3 INCREASE FOR 80 TOTAL PHYSICAL ARMOR** * **TOTAL 44 POINTS GIVE A +1 INCREASE FOR 81 TOTAL PHYSICAL ARMOR** * **TOTAL 48 POINTS GIVE A +1 INCREASE FOR 82 TOTAL PHYSICAL ARMOR** * **TOTAL 52 POINTS GIVE A +1 INCREASE FOR 83 TOTAL PHYSICAL ARMOR** * **TOTAL 56 POINTS GIVE A +1 INCREASE FOR 84 TOTAL PHYSICAL ARMOR** * **TOTAL 60 POINTS GIVE A +1 INCREASE FOR 85 TOTAL PHYSICAL ARMOR** * **TOTAL 64 POINTS GIVE A +1 INCREASE FOR 86 TOTAL PHYSICAL ARMOR** * **TOTAL 68 POINTS GIVE A +1 INCREASE FOR 87 TOTAL PHYSICAL ARMOR** * **TOTAL 72 POINTS GIVE A +2 INCREASE FOR 89 TOTAL PHYSICAL ARMOR** * **TOTAL 76 POINTS GIVE A +1 INCREASE FOR 90 TOTAL PHYSICAL ARMOR** * **TOTAL 80 POINTS GIVE A +1 INCREASE FOR 91 TOTAL PHYSICAL ARMOR** * **TOTAL 84 POINTS GIVE A +2 INCREASE FOR 93 TOTAL PHYSICAL ARMOR** * **TOTAL 88 POINTS GIVE A +2 INCREASE FOR 95 TOTAL PHYSICAL ARMOR** * **TOTAL 92 POINTS GIVE A +2 INCREASE FOR 97 TOTAL PHYSICAL ARMOR** * **TOTAL 96 POINTS GIVE A +2 INCREASE FOR 99 TOTAL PHYSICAL ARMOR** * **TOTAL 100 POINTS GIVE A +3 INCREASE FOR 102 TOTAL PHYSICAL ARMOR** * **TOTAL 104 POINTS GIVE A +2 INCREASE FOR 104 TOTAL PHYSICAL ARMOR** * **TOTAL 108 POINTS GIVE A +2 INCREASE FOR 106 TOTAL PHYSICAL ARMOR** * **TOTAL 112 POINTS GIVE A +2 INCREASE FOR 108 TOTAL PHYSICAL ARMOR** * **TOTAL 116 POINTS GIVE A +2 INCREASE FOR 110 TOTAL PHYSICAL ARMOR** * **TOTAL 120 POINTS GIVE A +3 INCREASE FOR 113 TOTAL PHYSICAL ARMOR** * **TOTAL 124 POINTS GIVE A +2 INCREASE FOR 115 TOTAL PHYSICAL ARMOR** * **TOTAL 128 POINTS GIVE A +2 INCREASE FOR 118 TOTAL PHYSICAL ARMOR** * **TOTAL 132 POINTS GIVE A +3 INCREASE FOR 121 TOTAL PHYSICAL ARMOR** * **TOTAL 136 POINTS GIVE A +3 INCREASE FOR 124 TOTAL PHYSICAL ARMOR** * **TOTAL 140 POINTS GIVE A +3 INCREASE FOR 127 TOTAL PHYSICAL ARMOR** * **TOTAL 144 POINTS GIVE A +3 INCREASE FOR 130 TOTAL PHYSICAL ARMOR** * **TOTAL 148 POINTS GIVE A +3 INCREASE FOR 133 TOTAL PHYSICAL ARMOR** * **TOTAL 152 POINTS GIVE A +3 INCREASE FOR 136 TOTAL PHYSICAL ARMOR** * **TOTAL 156 POINTS GIVE A +3 INCREASE FOR 139 TOTAL PHYSICAL ARMOR** * **TOTAL 160 POINTS GIVE A +3 INCREASE FOR 142 TOTAL PHYSICAL ARMOR** * **TOTAL 164 POINTS GIVE A +1 INCREASE FOR 143 TOTAL PHYSICAL ARMOR** * **TOTAL 168 POINTS GIVE A +2 INCREASE FOR 145 TOTAL PHYSICAL ARMOR** * **TOTAL 172 POINTS GIVE A +2 INCREASE FOR 147 TOTAL PHYSICAL ARMOR** * **TOTAL 176 POINTS GIVE A +2 INCREASE FOR 149 TOTAL PHYSICAL ARMOR** * **TOTAL 180 POINTS GIVE A +2 INCREASE FOR 151 TOTAL PHYSICAL ARMOR** * **TOTAL 184 POINTS GIVE A +1 INCREASE FOR 152 TOTAL PHYSICAL ARMOR** * **TOTAL 188 POINTS GIVE A +2 INCREASE FOR 154 TOTAL PHYSICAL ARMOR** * **TOTAL 192 POINTS GIVE A +2 INCREASE FOR 156 TOTAL PHYSICAL ARMOR** * **TOTAL 196 POINTS GIVE A +2 INCREASE FOR 158 TOTAL PHYSICAL ARMOR** * **TOTAL 200 POINTS GIVE A +2 INCREASE FOR 160 TOTAL PHYSICAL ARMOR** * **TOTAL 204 POINTS GIVE A +0 INCREASE FOR 160 TOTAL PHYSICAL ARMOR** * **TOTAL 208 POINTS GIVE A +0 INCREASE FOR 160 TOTAL PHYSICAL ARMOR** * **TOTAL 212 POINTS GIVE A +1 INCREASE FOR 161 TOTAL PHYSICAL ARMOR** * **TOTAL 216 POINTS GIVE A +0 INCREASE FOR 161 TOTAL PHYSICAL ARMOR** * **TOTAL 220 POINTS GIVE A +0 INCREASE FOR 161 TOTAL PHYSICAL ARMOR**  FIRE DEFENCE IN DARK SOULS 2  * **REDUCES FIRE DAMAGE TAKEN BY 0.11% PER FIRE DEFENCE, 900 TOTAL FIRE DEFENCE MAKES YOU IMMUNE TO FIRE** * **SCALES WITH FAITH AND INTELLIGENCE AT THE SAME RATE** * **START WITH 0 AND GAIN 6 FIRE DEFENCE EVERY OTHER FAITH AND/OR INTELLIGENCE BETWEEN LEVEL 1 AND 20, TOTAL 60 FIRE DEFENCE AT 20 FAITH AND/OR INTELLIGENCE** * **BETWEEN 21 AND 40 FAITH AND/OR INTELLIGENCE YOU GAIN 8 FIRE DEFENCE EVERY OTHER LEVEL, TOTAL 140 FIRE DEFENCE AT 40 FAITH AND/OR INTELLIGENCE** * **BETWEEN 41 AND 120 FAITH AND/OR INTELLIGENCE YOU GAIN ONE FIRE DEFENCE EVERY OTHER LEVEL, TOTAL 180 FIRE DEFENCE AT 120 FAITH AND/OR INTELLIGENCE** * **BETWEEN 121 AND 198 FAITH AND/OR INTELLIGENCE YOU GAIN ONE FIRE DEFENCE EVERY FOURTH POINT FOR A TOTAL OF OF 200 FIRE DEFENCE AT 99 FAITH AND 99 INTELLIGENCE**  POISE IN DARK SOULS 2  * **REDUCE AND/OR PREVENT STAGGER WHEN HIT BY ENEMY ATTACKS** * **REDUCED TO A THIRD OF YOUR TOTAL POISE IF YOU AREN'T IN AN ANIMATION** * **SCALES WITH THE LOWER STAT OF ENDURANCE AND ADAPTABILITY** * **STARTS AT 0 AND IS INCREASED BY 0.3 PER LEVEL UNTIL LEVEL 30, TOTAL 9 POISE** * **LEVEL 31 TO 50 YOU GAIN 0.2 POISE PER LEVEL, TOTAL 13 POISE AT LEVEL 50** * **LEVEL 51-99 YOU GAIN 0.1 POISE PER LEVEL FOR A TOTAL 18 POISE AT 99 ENDURANCE AND 99 ADAPTABILITY** |