**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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| AGILITY IN DARK SOULS 2  * **INCREASES THE NUMBER OF INVINCIBILITY FRAMES WHEN ROLLING (NEED TO TEST ON SMALLER I-FRAME INTERVALS).** * **REDUCES THE TIME IT TAKES TO DRINK**[**ESTUS**](https://darksouls2.wiki.fextralife.com/Estus+Flask)**AND USE OTHER ITEMS, SUCH AS**[**LIFEGEMS**](https://darksouls2.wiki.fextralife.com/Lifegem)**. DOES NOT AFFECT ATTACK SPEED.** * **SCALES WITH ATTUNEMENT AND ADAPTABILITY.** * **EVERY FOURTH POINT IN ATTUNEMENT WILL INCREASE AGILITY ONE POINT, AND EVERY FOURTH POINT IN ADAPTABILITY WILL INCREASE AGILITY BY 3 POINTS.** * **MAXIMUM OF 120 AGILITY AT 99 ATTUNEMENT AND ADAPTABILITY.**  |  |  |  | | --- | --- | --- | | **AGILITY** | **INVINCIBILITY FRAMES WHILE ROLLING** | **SECONDS** | | **85** | **5** | **0.1667** | | **86** | **8** | **0.2667** | | **88** | **9** | **0.3000** | | **92** | **10** | **0.3333** | | **96** | **11** | **0.3667** | | **99** | **12** | **0.4000** | | **105** | **13** | **0.4333** | | **111** | **14** | **0.4667** | | **114** | **15** | **0.5000** | | **116** | **16** | **0.5333** |   **IFRAME IS SHORT FOR “INVINCIBILITY FRAME,” WHICH IS 1/30 OF A SECOND. THIS DURATION COMES FROM THE CONSOLE VERSIONS OF THE GAME RUNNING AT 30 FRAMES PER SECOND. RUNNING AT A HIGHER FRAMERATE DOES NOT CHANGE THE TOTAL INVINCIBILITY DURATION, BUT THE DURATION ITSELF IS MEASURED IN THESE EXACT INCREMENTS. THESE VALUES HAVE BEEN UPDATED AFTER MORE THOROUGH TESTING. THE SOURCE FOR THE ORIGINAL VALUES CAN BE FOUND**[**HERE**](http://www.reddit.com/r/DarkSouls2/comments/25lnny/agility_and_iframe_correlation_data/)**. THE SOURCE FOR THE UPDATED VALUES CAN BE FOUND . FOR REFERENCE, THE IFRAMES OF DARK SOULS 1 ARE 9 FOR SLOW ROLLS, 11 FOR MEDIUM, 13 FOR FAST, AND 15 WITH THE DARK WOOD GRAIN RING.** SOUL LEVEL COST INCREASE PER LEVEL IN DARK SOULS 2  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | | **00+** | **X** | **X** | **500** | **528** | **557** | **587** | **619** | **653** | **689** | **727** | | **10+** | **767** | **810** | **854** | **901** | **948** | **997** | **1,049** | **1,104** | **1,159** | **1,217** | | **20+** | **1,278** | **1,341** | **1,408** | **1,479** | **1,553** | **1,631** | **1,699** | **1,770** | **1,845** | **1,922** | | **30+** | **2,003** | **2,087** | **2,175** | **2,266** | **2,361** | **2,460** | **2,564** | **2,671** | **2,784** | **2,900** | | **40+** | **3,022** | **3,149** | **3,256** | **3,367** | **3,482** | **3,600** | **3,722** | **3,849** | **3,980** | **4,115** | | **50+** | **4,255** | **4,400** | **4,549** | **4,704** | **4,864** | **5,029** | **5,200** | **5,300** | **5,463** | **5,600** | | **60+** | **5,740** | **5,883** | **6,031** | **6,181** | **6,336** | **6,494** | **6,657** | **6,823** | **6,994** | **7,168** | | **70+** | **7,348** | **7,531** | **7,697** | **7,866** | **8,039** | **8,216** | **8,397** | **8,582** | **8,771** | **8,964** | | **80+** | **9,161** | **9,362** | **9,568** | **9,779** | **9,994** | **10,214** | **10,438** | **10,668** | **10,903** | **11,143** | | **90+** | **11,388** | **11,638** | **11,836** | **12,037** | **12,242** | **12,450** | **12,662** | **12,887** | **13,096** | **13,319** | | **100+** | **13,545** | **13,775** | **14,009** | **14,248** | **14,490** | **14,736** | **14,987** | **15,241** | **15,501** | **15,764** | | **110+** | **16,032** | **16,305** | **16,582** | **16,864** | **17,150** | **17,442** | **18,005** | **18,275** | **18,549** | **18,827** | | **120+** | **19,109** | **19,396** | **19,687** | **19,982** | **20,282** | **20,586** | **20,895** | **21,208** | **21,527** | **21,849** | | **130+** | **22,177** | **22,510** | **22,847** | **23,190** | **23,538** | **23,891** | **24,249** | **24,613** | **24,982** | **25,357** | | **140+** | **25,738** | **26,124** | **26,515** | **26,913** | **27,317** | **27,727** | **28,143** | **28,565** | **28,993** | **29,428** | | **150+** | **29,869** | **30,317** | **30,772** | **31,234** | **31,702** | **32,178** | **32,661** | **33,150** | **33,648** | **34,152** | | **160+** | **34,665** | **35,185** | **35,712** | **36,248** | **36,792** | **37,344** | **37,904** | **38,472** | **39,050** | **39,635** | | **170+** | **40,230** | **40,713** | **41,201** | **41,696** | **42,196** | **42,702** | **43,215** | **43,733** | **44,258** | **44,789** | | **180+** | **45,327** | **45,689** | **46,055** | **46,423** | **46,795** | **47,169** | **47,546** | **47,927** | **48,310** | **48,697** | | **190+** | **49,086** | **49,479** | **49,875** | **50,274** | **50,676** | **51,081** | **51,490** | **51,902** | **52,317** | **52,736** | | **200+** | **53,157** | **55,018** | **56,944** | **58,937** | **60,999** | **63,134** | **65,344** | **67,631** | **69,998** | **72,448** | | **210+** | **74,984** | **77,608** | **80,324** | **83,136** | **86,046** | **89,057** | **92,174** | **95,400** | **98,739** | **102,195** | | **220+** | **105,772** | **109,474** | **113,306** | **117,271** | **121,376** | **125,624** | **130,021** | **134,572** | **139,282** | **144,156** | | **230+** | **149,202** | **154,424** | **159,829** | **165,423** | **171,213** | **177,205** | **183,407** | **189,826** | **196,470** | **203,347** | | **240+** | **210,464** | **217,830** | **225,454** | **233,345** | **241,512** | **249,965** | **258,714** | **267,769** | **277,141** | **286,841** | | **250+** | **296,880** | **297,622** | **298,367** | **299,112** | **299,860** | **300,610** | **301,361** | **302,115** | **302,870** | **303,627** | | **260+** | **304,386** | **305,147** | **305,910** | **306,675** | **307,442** | **308,210** | **308,981** | **309,753** | **310,528** | **311,304** | | **270+** | **312,082** | **312,862** | **313,645** | **314,429** | **315,215** | **316,003** | **316,793** | **317,585** | **318,379** | **319,175** | | **280+** | **319,973** | **320,371** | **320,772** | **321,574** | **322,378** | **323,184** | **323,992** | **324,802** | **325,614** | **326,428** | | **290+** | **327,244** | **328,062** | **328,883** | **329,705** | **330,529** | **331,355** | **332,184** | **333,014** | **333,847** | **334,681** | | **300+** | **335,518** | **336,357** | **337,198** | **338,041** | **338,886** | **339,733** | **340,582** | **341,434** | **342,287** | **343,143** | | **310+** | **344,001** | **344,861** | **345,723** | **346,588** | **347,454** | **348,323** | **349,193** | **350,066** | **350,942** | **351,819** | | **320+** | **352,698** | **353,580** | **354,464** | **355,350** | **356,239** | **357,129** | **358,022** | **358,917** | **359,814** | **360,714** | | **330+** | **361,616** | **362,520** | **363,426** | **364,335** | **365,246** | **366,159** | **367,074** | **367,992** | **368,912** | **369,834** | | **340+** | **370,759** | **371,685** | **372,615** | **373,546** | **374,480** | **375,416** |  |  | **378,239** | **379,185** | | **350+** | **380,133** | **381,083** | **382,036** | **382,991** | **383,948** | **384,908** | **385,870** | **386,835** |  |  | | **630+** |  |  | **768,653** |  | **772,502** |  |  |  |  |  |  ATTUNEMENT POINTS REQUIRED FOR ADDITIONAL SLOTS / CHARGES:  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **ATTUNEMENT:** | **10** | **13** | **16** | **20** | **25** | **30** | **40** | **50** | **60** | **75** | **94** | | **ATTUNEMENT SLOTS:** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **10** | | **TOTAL CHARGES FOR A 30 INITIAL CAST SPELL:** | **30** | **30** | **30** | **31** | **31** | **32** | **34** | **36** | **37** | **37** | **40** | | **TOTAL CHARGES FOR A 20 INITIAL CAST SPELL:** | **20** | **20** | **20** | **21** | **21** | **22** | **24** | **26** | **27** | **27** | **30** | | **TOTAL CHARGES FOR A 15 INITIAL CAST SPELL:** | **15** | **15** | **15** | **16** | **16** | **16** | **17** | **18** | **18** | **18** | **30** | | **TOTAL CHARGES FOR A 10 INITIAL CAST SPELL:** | **10** | **10** | **10** | **11** | **11** | **12** | **14** | **16** | **17** | **18** | **20** | | **TOTAL CHARGES FOR AN 8 INITIAL CAST SPELL:** | **8** | **8** | **8** | **8** | **8** | **9** | **10** | **11** | **12** | **13** | **15** | | **TOTAL CHARGES FOR A 4 INITIAL CAST SPELL:** | **4** | **4** | **4** | **4** | **4** | **4** | **5** | **6** | **7** | **7** | **8** | | **TOTAL CHARGES FOR A 3 INITIAL CAST SPELL:** | **3** | **3** | **3** | **3** | **3** | **3** | **4** | **5** | **5** | **5** | **6** | | **TOTAL CHARGES FOR A 2 INITIAL CAST SPELL:** | **2** | **2** | **2** | **2** | **2** | **2** | **3** | **4** | **4** | **4** | **5** | | **TOTAL CHARGES FOR A 1 INITIAL CAST SPELL:** | **1** | **1** | **1** | **1** | **1** | **1** | **1** | **2** | **2** | **2** | **3** |  SCALING FROM STATS:  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **STAT** | **BONUS** | **10** | **20** | **30** | **40** | **50** | **60** | **70** | **80** | **90** | **99** | | **VIGOR** | **HEALTH\*** | **800** | **1100** | **1300** | **1500** | **1700** | **1750** | **1800** | **1850** | **1900** | **1945** | | **ENDURANCE** | **STAMINA** | **100** | **120** | **130** | **140** | **150** | **160** | **170** | **180** | **190** | **200** | | **VITALITY** | **EQUIP LOAD** | **53.5** | **68.5** | **83** | **93** | **102.5** | **107.5** | **112.5** | **115** | **117.5** | **120** | | **STRENGTH** | **ATTACK** | **57** | **80** | **102** | **140** | **155** | **162** | **170** | **185** | **192** | **200** | | **DEXTERITY** | **ATTACK** | **57** | **80** | **102** | **140** | **155** | **162** | **170** | **185** | **192** | **200** | | **ADAPTABILITY** | **AGILITY** | **87** | **94** | **102** | **109** | **111** | **112** | **113** | **114** | **115** | **116** | | **INTELLIGENCE** | **MAGIC BONUS** | **53** | **106** | **110** | **140** | **155** | **162** | **170** | **185** | **192** | **200** | | **FAITH** | **LIGHTNING BONUS** | **57** | **80** | **102** | **140** | **155** | **162** | **170** | **185** | **192** | **200** |   **\*CONSIDERING ALL OTHER 8 STATS ARE 0.**   1. **INFORMATION FROM:  I JUST WANTED TO ADD A LINK TO SOME TESTS OF FULL RESISTANCE TO FIRE, DARK, LIGHTNING, MAGIC AND POISON. IT'S BETTER TO SEE IT IN ACTION THAN TO JUST READ A SENTENCE. IF ANYONE HAS MORE TESTS OR FOOTAGE, FEEL FREE TO ADD IT BELOW FOR COMPARATIVE ANALYSIS.  THE DAMAGE REDUCTION PERCENTAGE FROM ELEMENTAL RESISTANCES SHOULD BE 0.1111% NOT 0.11% | SOURCE:**[**HTTP://WWW.REDDIT.COM/R/DARKSOULS2/COMMENTS/27IA5O/FIRE\_WALKING\_DATA/**](http://www.reddit.com/r/DarkSouls2/comments/27ia5o/fire_walking_data/)  [STATUS EFFECTS](https://darksouls2.wiki.fextralife.com/Status+Effects) **STATUS EFFECTS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE THOSE WHICH ARE DETRIMENTAL TO PLAYERS AND NPCS. THERE ARE SEVERAL STATUS EFFECTS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**WHICH CAN AFFECT THE CHARACTER, AND EVERY CHARACTER HAS A SPECIFIC AMOUNT OF RESISTANCE OR INVULNERABILITY WHICH CAN LESSEN THE EFFECTS. THE FOLLOWING IS A LIST OF THE STATUS EFFECTS IN THE GAME, WITH AN EXPLANATION OF THE EFFECT AND RELEVANT ITEMS.**  **HAVING 900 TO A STATUS RESISTANCE, WILL MAKE YOU INVULNERABLE TO IT.**  **DON'T WASTE LEVEL TO INCREASE THESE RESISTANCE, ARMORS, COMMON FRUIT AND RINGS DO A MUCH BETTER JOB. THE SAME GOES FOR THE STATUS ATTACK BONUS , HAVING 50 OR 200 POINT TO THEM WILL TRIGGER THE BLEED OR POISON WITH THE SAME AMOUNT OF HITS, MAYBE 1 LESS. JUST FOCUS ON POWERING THE WEAPON. SCALING IS ALWAYS UNEFFECTIVE IN DARK SOULS 2.** ALL STATUS EFFECTS IN DARK SOULS 2BLEEDicon wp bleed 22  * **BLEED CAUSES ONE'S MAXIMUM STAMINA TO BE SEVERELY REDUCED TO AROUND 75% FOR 5-10 SECONDS. IT ALSO CAUSES AROUND 200 DAMAGE..** * **BEING BLED WILL ALSO CAUSE SLOWER MOVEMENT SPEED, AGILITY AND ROLL RECOVERY. IT IS ADVISED TO AVOID COMBAT DURING THIS STATE AS ENEMIES ARE ABLE TO EXPLOIT YOUR LOWERED STAMINA AND SPEED.** * **IT CAN BE APPLIED TO ONE'S WEAPON WITH**[**BLEEDING SERUM**](https://darksouls2.wiki.fextralife.com/Bleeding+Serum)**.**[**RED LEECH TROCHES**](https://darksouls2.wiki.fextralife.com/Red+Leech+Troches)**CAN BE USED TO TEMPORARILY INCREASE BLEED RESISTANCE. USE OF A**[**BLEED STONE**](https://darksouls2.wiki.fextralife.com/Bleed+Stone)**CAN MAKE A WEAPON PERMANENTLY CAUSE A BLEED EFFECT TO ENEMIES.** * **SEVERAL WEAPONS HAVE INNATE BLEEDING EFFECTS, SUCH AS THE**[**MORNING STAR**](https://darksouls2.wiki.fextralife.com/Morning+Star)**AND**[**FLAMBERGE**](https://darksouls2.wiki.fextralife.com/Flamberge)**.** * **SEVERAL ENEMIES CAN INFLICT BLEED, MOST NOTABLY**[**DARK STALKERS**](https://darksouls2.wiki.fextralife.com/Bloathead)**IN**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man%27s+Wharf)**AND**[**STRAY HOUNDS**](https://darksouls2.wiki.fextralife.com/Stray+Hound)**.** * **BLEED CAN BE BUILT UP THROUGH 100% PHYSICAL RESISTANCE SHIELDS, AND IS A METHOD TO PUNISH USERS WHO DON'T LOWER THEIR SHIELD.** * **IN PVE IS JUST USELESS, DAMAGE IS ABYSMAL AND EVERITHING HAS INFINITE STAMINA. POISON IS BETTER**  POISONicon wp poisonbld  * **POISON ACTS THE SAME WAY, NO MATTER HOW IT IS APPLIED (MELEE, ARROW OR SPELL), INFLICTING ABOUT 1050-1095 HP DAMAGE ON NPC, ENEMIES, BOSSES AND YOU, THE MAX VALUES CHANGE ACCORDING TO YOUR GAME FPS.** * **POISON CAUSES ONE'S HP TO DRAIN RAPIDLY, AT A RATE OF 15 HP EVERY AROUND 0,28 SECOND (ABOUT THE SAME RATE A**[**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem)**RESTORES HEALTH, 10HP).** * **POISON AND POISON BUILDUP CAN BE REMOVED BY EATING**[**POISON MOSS**](https://darksouls2.wiki.fextralife.com/Poison+Moss)**, USING A**[**MONASTERY CHARM**](https://darksouls2.wiki.fextralife.com/Monastery+Charm)**,**[**DRAGON CHARM**](https://darksouls2.wiki.fextralife.com/Dragon+Charm)**,**[**DIVINE BLESSING**](https://darksouls2.wiki.fextralife.com/Divine+Blessing)**AND**[**CARESSING PRAYER**](https://darksouls2.wiki.fextralife.com/Caressing+Prayer)**. POISON RESISTANCE CAN BE TEMPORARILY INCREASED BY EATING A**[**COMMON FRUIT**](https://darksouls2.wiki.fextralife.com/Common+Fruit)**.** * **USE OF A**[**POISON STONE**](https://darksouls2.wiki.fextralife.com/Poison+Stone)**CAN MAKE A WEAPON PERMANENTLY CAUSE A POISON EFFECT TO ENEMIES.** * **SOME WEAPONS AND SPELLS HAVE INNATE POISON EFFECTS, INCLUDING THE**[**POISON MIST**](https://darksouls2.wiki.fextralife.com/Poison+Mist)**PYROMANCY AND**[**BLACK SCORPION STINGER**](https://darksouls2.wiki.fextralife.com/Black+Scorpion+Stinger)**.** * **MANY ENEMIES CAN INFLICT POISON BUILDUP,  INCLUDING**[**GIANT RATS**](https://darksouls2.wiki.fextralife.com/Corpse+Rat)**AND PYROMANCER GIANTS.** * **TRAPS USING POISON ABOUND. BEWARE OF JARS FILLED WITH TOXINS AND SMALL LAKES OF POISON IN THE**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**AND THE STATUES THAT SPIT TOXIC GEL IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**.**  TOXIC  * **TOXIC IS AN ALTERNATIVE TYPE OF POISON. TOXIN INFLICTS THE SAME AMOUNT OF DAMAGE TO PLAYERS, BUT OVER A SHORTER TIME PERIOD, THEREBY CAUSING DAMAGE FASTER.** * **TOXIC MIST PYROMANCY INFLICTS TOXIN, WHICH ON NPC'S DRAINS 15 HP EVERY CA 0.21 SECONDS, TOTALING 1365-1485 DAMAGE, THE MAX VALUE DEPEND ON YOUR GAME FPS.** * **BEING AFFLICTED WITH TOXIN MAKES THE SAME SOUND EFFECT AS POISON, ALTHOUGH A MUCH DARKER POISON CLOUD WILL FOLLOW YOU AND THE OTHERWISE GREEN POISON DROP ICON WILL BE PURPLE.** * **BOTH TOXIC AND POISON CAN BE BUILT UP AT THE SAME TIME ON THE PLAYER, ALLOWING FOR THEM TO BE AFFLICTED BY BOTH AT THE SAME TIME BUT ALSO BOTH ARE RESISTED WITH POISON RESISTANCE.**  2015 12 08 00005 copyPETRIFICATION  * **PETRIFICATION CAUSES ONE TO TURN TO STONE, INSTANTLY KILLING THEM. IF THE PLAYER IS KILLED VIA PETRIFICATION, THE RESULTING HOLLOWING IS FAR WORSE THAN IF THE PLAYER HAD SIMPLY DIED THROUGH DAMAGE OR FALLING, TAKING AROUND 30% OF THE PLAYERS' HEALTH UPON DEATH RATHER THAN 10%.** * **SOME NPCS ARE PETRIFIED INITIALLY, BUT CAN BE CURED LATER.** * **A**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/Fragrant+Branch+of+Yore)**CAN BE USED TO CURE PETRIFIED NPCS, WHICH IS REQUIRED TO ACCESS THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**.**[**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)**IS BLOCKING THE ENTRANCE TO THE WOODS, AND ONCE CURED, WILL MOVE TO**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**AS A PYROMANCY TRAINER.** * **SEE THE**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/Fragrant+Branch+of+Yore)**PAGE FOR A LIST OF THINGS THAT CAN BE UNPETRIFIED.** * **ENEMIES THAT CAN CAUSE PETRIFICATION INCLUDE**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk)**AND STONE RATS.**  curse dks2CURSE  * **BEING CURSED LOWERS ONE'S HEALTH EQUAL TO THE AMOUNT OF ONE DEATH, AS WELL AS TURNING THEM HOLLOW. THE EFFECTS OF BEING CURSED STOP ONCE ONE'S MAXIMUM HEALTH IS REDUCED TO HALF (LIKE BEING FULLY HOLLOW). IT BYPASSES THE**[**RING OF LIFE PROTECTION**](https://darksouls2.wiki.fextralife.com/Ring+of+Life+Protection)**, BUT NOT THE**[**RING OF BINDING**](https://darksouls2.wiki.fextralife.com/Ring+of+Binding)**.** * **CURSE CANNOT BE CURED. ONCE ITS BUILDUP IS COMPLETE, IT TAKES EFFECT IMMEDIATELY AND THE BUILDUP GAUGE IS RESET.** * **CURSE BUILDUP CAN BE CANCELLED THROUGH SPELLS AND ITEMS, SUCH AS**[**DIVINE BLESSINGS**](https://darksouls2.wiki.fextralife.com/Divine+Blessing)**. THE**[**RING OF RESISTANCE**](https://darksouls2.wiki.fextralife.com/Ring+of+Resistance)**AND**[**CURSEBITE RING**](https://darksouls2.wiki.fextralife.com/Cursebite+Ring)**CAN SLOW ITS BUILDUP SIGNIFICANTLY.** * **THE EFFECTS OF CURSE CAN BE REVERSED BY USING A**[**HUMAN EFFIGY**](https://darksouls2.wiki.fextralife.com/Human+Effigy)**.** * **MANY ENEMIES AND TRAPS CAUSE CURSE BUILDUP.**[**LION CLAN WARRIORS**](https://darksouls2.wiki.fextralife.com/Lion+Clan+Warrior)**ARE THE MOST INFAMOUS ENEMY THAT CAUSES CURSE, AND THE**[**CURSED VESSEL**](https://darksouls2.wiki.fextralife.com/Cursed+Vessel)**TRAP CAUSES SIGNIFICANT CURSE BUILDUP.** * **NOTE THAT AS A SUMMONED PHANTOM, SOURCES OF CURSE BUILDUP SUCH AS CURSED VESSELS WILL CONSTANTLY DAMAGE YOU RATHER THAN HOLLOWING YOU.** * **EVEN THOUGH CURSE WILL TURN YOU HOLLOW, ANY SUMMONED PHANTOMS WILL STAY IN YOUR WORLD, RATHER THAN BE KICKED.** * **IF THE PLAYER WEARS ONE OF THE FOUR AVAILABLE CROWNS (**[**KING'S CROWN**](https://darksouls2.wiki.fextralife.com/King%27s+Crown)**,**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Helm)**,**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King+helm)**,**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King+helm)**) AFTER RECIEVING**[**VENDRICK'S BLESSING**](https://darksouls2.wiki.fextralife.com/Vendrick%27s+Blessing)**, ALL CURSE BUILDUP IS PREVENTED.** * **THE**[**HOLLOW SKIN**](https://darksouls2.wiki.fextralife.com/Hollow+Skin)**HELMET FOUND IN THE IRON CROWN DLC GIVES FULL IMMUNITY TO CURSE.** * **IF THE PLAYER BECOMES HOLLOW THIS WAY, WILL NOT COUNT AS A DEATH (YOU CAN STILL GET**[**ILLUSORY RING OF A CONQUEROR**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+a+Conqueror)**).**  [BUILDS](https://darksouls2.wiki.fextralife.com/Builds)  **CHARACTER BUILDS FOR**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE PAGES WHERE USERS MAY SHARE THEIR CHOSEN STATS AND EQUIPMENT FOR OPTIMIZED PLAY. PLAYERS HAVE CREATED THESE BUILDS, SO THEIR VIABILITY TO DIFFERENT SCENARIOS WILL VARY.**   * [**DARK SOULS 2 BUILDS CALCULATOR (BETA)**](https://fextralife.com/calculator/dks2builds.html) * [**CLICK HERE FOR PVE BUILDS**](https://darksouls2.wiki.fextralife.com/PvE+Builds) * [**CLICK HERE FOR PVP BUILDS**](https://darksouls2.wiki.fextralife.com/PvP+Builds) * [**CLICK HERE FOR COSPLAY BUILDS**](https://darksouls2.wiki.fextralife.com/Cosplay)  DARK SOULS 2 BUILD HELP **USE THIS CHART AS A GUIDE TO START YOUR NEW BUILD:**  **StartingClassesStats**  **\*NOTE\* VIGOR RAISES MORE HP THAN OTHER STATS. PLEASE CONSIDER THE COLOR CODES A REFERENCE STARTING POINT FOR BUILDING A CHARACTER.** [PVE BUILDS](https://darksouls2.wiki.fextralife.com/PvE+Builds) **PVE BUILDS FOR**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**PLAY A BIG ROLE IN THE GAME, AND PROPER PVE BUILDS ARE ESSENTIAL DUE TO THE HIGH DIFFICULTY OF**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. THESE PLAYER-CREATED EQUIPMENT AND STAT COMBINATIONS ARE CHARACTER BUILDS MADE TO TACKLE SOLO OR CO-OP PLAY WITH A FOCUS ON WINNING BOSS BATTLES AND OVERCOMING REGULAR ENEMIES. HAVING A POWERFUL BUILD CAN BE VERY BENEFICIAL AND LESS FRUSTRATING WHILE PLAYING**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**.**   * **FOR HELP ON CREATING YOUR OWN BUILD, SEE THE**[**CHARACTER BUILDING TUTORIAL**](https://darksouls2.wiki.fextralife.com/character+building+tutorial)**PAGE** * **FOR A STEP-BY-STEP WALKTHROUGH TO CREATING A MAGIC BUILD SEE THE**[**MAGIC USER GUIDE**](https://darksouls2.wiki.fextralife.com/Magic+User+Guide)  HOW TO CREATE YOUR BUILD  1. **USE THIS TOOL:**[**DARK SOULS 2 BUILDS CALCULATOR**](https://fextralife.com/calculator/dks2builds.html) 2. **CREATE A WIKI PAGE WITH YOUR BUILD NAME AND ADD THE INFO/LINKS. TO CREATE A PAGE, YOU CAN TYPE THE NAME OF YOUR BUILD ON THE URL OF THE SITE, OR CLICK "NEW PAGE +" LOCATED AT THE BOTTOM RIGHT OF THE SITE NEXT TO CHATROOM. YOU CAN ALSO TYPE YOUR BUILD NAME HERE, AND CREATE A LINK TO IT, THEN CLICK IT.** 3. **THIS PAGE BY ADDING A ROW TO THE TABLE BELOW WITH A LINK TO THE PAGE YOU CREATED AND AN OVERVIEW.**  PVE BUILDS FOR DKS2  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **BUILD NAME** | **CREATOR** | **STARTING CLASS** | **STARTING GIFT** | **SOUL LEVEL** | **DESCRIPTION** | | [**SIR TIEDEMANN**](https://darksouls2.wiki.fextralife.com/Sir+Tiedemann) | **RSOULS25** | **SWORDSMAN** | **HEALING WARES** | **135** | **THIS IS A MINIMALISTIC, CHALLENGE-ORIENTED PVE BUILD MADE TO SHOWCASE THE GAME’S POWER STANCE MECHANIC.  SITTING SLIGHTLY UNCOMFORTABLY AT SL135, THE BUILD IS MADE TO NEVER GIVE YOU MORE THAN YOU NEED, NOR MORE THAN YOU DESERVE. A FINE BALANCE HAS BEEN STRUCK BETWEEN NECESSARY STRENGTH AND AUDACIOUS DISADVANTAGE IN THE PURSUIT OF BECOMING A CHAMPION.** | | [**THE FALLEN**](https://darksouls2.wiki.fextralife.com/The+Fallen) | **S1APSH0T** | **DEPRIVED** | **PETRIFIED SOMETHING** | **50** | **A BUILD BASED AROUND THE IDEA THAT IN DS2; UNLIKE DS1/DS3, YOU ARENT PROPHESIZED, BUT ARE LIKE EVERY ENEMY YOU COME UP AGAINST. THIS IS A 25%; PARRY FOCUSED BUILD, WHICH MEANS IT'LL TAKE A BIT OF PRACTICE TO GET DOWN, HOWEVER THE RAPIER AND DAGGER BLEND NICELY, GIVING YOU A FEW MORE PARRY FRAMES AND GREAT RIPOSTE DAMAGE, I HAVENT BEEN ABLE TO TEST IT IN PVP BUT MY GUESS IS IT WOULD SLAP.**   * **RIGHT HAND: DAGGER** * **LEFT HAND: RAPIER; HUNTERS BLACKBOW** * **ARMOR: IMPORTED SET** * **STAT FOCUS: DEX/ADP** | | [**THE LIGHTNING KING**](https://darksouls2.wiki.fextralife.com/The+Lightning+King) | **IMPURE** | **CLERIC** | **ANY** | **253** | **FASHION SOULS / LORE BUILD**  **IT IS NOT THE STRONGEST BUILD I MADE BUT I FOUND IT PRETTY FUN AND, STILL, PRETTY STRONG. THE MAIN PURPOSE OF THIS BUILD IS THE LORE AND THE COOL LOOKING SETUP.**  **(BUILD CALCULATOR IS BUGGED, SPELLS ARE : SACRED OATH, SUNLIGHT BLADE, SUNLIGHT SPEAR, WRATH OF THE GODS)** | | [**TITANIC MONARCH**](https://darksouls2.wiki.fextralife.com/Titanic+Monarch) | **INSANITY 327 (PS4)** | **KNIGHT/WARRIOR** | **ANY** | **150** | **WITH THE LAND IN RUIN AND ITS INHABITANTS IN DISARRAY. A NEW FIGURE APPEARS, COME TO SEEK GLORY AND CONQUEST. WITH STRENGTH IN ABUNDANCE AND WIT ON HAND, HE SEEKS TO OVERTHROW THE AILING KING AND ERECT A NEW THRONE. FIT FOR A NEW KING, A NEW MONARCH** | | [**THE HERO FARAAM**](https://darksouls2.wiki.fextralife.com/The+Hero+Faraam) | **THEKNIGHTFARAAM XBOX GT:ZERO ZEPHERYUM** | **WARRIOR OR ANY, BUT I PREFER WARRIOR** | **HUMAN EFFIGY ( CHOSE BUT YOU CAN CHOOSE ANY)** | **244** | **I GO WHERE I'M NEEDED. WITH NO HOME TO CALL MY OWN AND MY ONLY FRIENDS AT HAND. I ONLY PRACTICE ONE TRADE... WAR** | | [**DARK SWORDSMAN**](https://darksouls2.wiki.fextralife.com/Dark+Swordsman) | **DOOMSONIC** | **SWORDSMAN(ANY)** | **ANY** | **250** | **THIS IS A VERY HEAVY DARK BASE BUILD FEEL FREE TO CHANGE IT UP TO YOUR LIKING. I BEEN USING THIS BUILD FOR A VERY LONG TIME. ITS PRETTY LIGHT GOOD DEF. AND A HIGH DPS AND IF YOU ARE A VERY SKILLED PLAYER YOU CAN MAKE THIS WORK EASY :D. PLEASE KEEP IN MIND YOU CAN ALWAYS CHANGE IT TO MATCH YOUR PLAY STYLE. THIS BUILD IS USE FOR PVE AND PVP WEAPONS( YOU CAN CHOOSE YOUR OWN WEAPONS THIS WHAT I USED)  OVERALL I REALLY LIKE THIS ALOT.IF YOU HAVE ANY IMPROVEMENTS PLEASE MAKE THEM.( ALL WEAPONS ARMOR,RINGS ARE MAX UPGRADES)** | | [**RANGER**](https://darksouls2.wiki.fextralife.com/Ranger) | **CHAIRTHROWINTIM** | **DEPRIVED (ANY)** | **ANY** | **150** | **THIS BUILD IS MORE MEANT TO BE PRETTY TO LOOK AT RATHER THAN ACTUAL PRACTICALITY AND THUS THIS WILL BE FOR ADVANCED PLAYERS THAT DON'T MIND THE CHALLENGE. DEEP IN THE FOREST UNDER THE COVER OF THE BUSH LIVE THE HUNTERS. STALKING TARGETS UNDER THE GUISE OF SHADOW. ENEMIES UNAWARE OF THEIR PRESENCE UNTIL IT'S TOO LATE TO RETALIATE. LIVING OFF WHAT THEY PROTECT, THEY NEVER MISS THEIR MARK, AND THEY NEVER STOP HUNTING THE ENEMY OF THE FORESTS. THESE ARE RANGERS, THE TERROR OF THE FORESTS.** | | [**RONIN OF TWIN BLADES**](https://darksouls2.wiki.fextralife.com/Ronin+of+Twin+Blades) | **WOLFENKRONE** | **BANDIT** | **BONFIRE AESTHETIC** | **150** | **HIGH DEX DAMAGE COVENANT: DRAGON REMNANTS AN ALL AROUND BUILD GOOD FOR PVE AND PVP** | | [**CHAOS WARLOCK**](https://darksouls2.wiki.fextralife.com/Chaos+Warlock) | **ZACXTER** | **ANY** | **ANY** | **150** | **HEX & DEX BUILDALL WEAPONS ARE DARK INFUSED. ALL WEAPONS AND ARMOR ARE REINFORCED TO THEIR MAX STATS.** | |  | **RECKONING** | **WARRIOR** | **HEALING WARES** | **150** | **MAGIC + DEX BUILD, CLICK THE BUILD NAME TO VIEW THE COMPLETE STATS. USE STAFF OF AMANA TO INFUSE CRYSTAL MAGIC OR FLAME IN BOTH WEAPONS AND AT THE SAME TIME YOU CAN SHIELD YOURSELF AND CAST SPELL WITH HIGH DAMAGE, IF YOU USE BLUE FLAME SWORD. IF THE OPPONENT HAS RESISTANCE TO MAGIC THEN USE UCHIGATANA WITH CRYSTAL OR FLAME. IF YOU DON'T WANT TO INCREASE YOUR SOUL MEMORY USE AGAPE RING OR USE CHLORANTHY RING +2 FOR FAST ATTACKS.** | | [**PYRO WARRIOR**](https://darksouls2.wiki.fextralife.com/Pyro+Warrior) | **ARTHUR** | **WARRIOR** | **HEALING WARES** | **150** | **PRETTY BALANCED BUILD. EASY TO PLAY. I NEVER PLAYED DARK SOULS 1 AND I STARTED PLAYING DARK SOULS 2 WITH THE RELEASE OF SCHOLAR OF THE FIRST SIN, HOWEVER WITH THIS BUILD I BEAT THE GAME. IT HAS REALLY NICE MELEE DAMAGE AND YOU CAN USE THE SHIELD TO STOP THOSE HARD HITTING ENEMIES, LIKE THE DRAKEKEEPERS. THE LACK OF ADAPTABILITY MAKES THE USE OF THE SHIELD REALLY IMPORTANT. YOU CAN ALWAYS SWAP THE SHIELD FOR A DRANGLEIC SHIELD, BUT I LIKE THIS ONE MORE. THE PYROMANCY IS JUST A SUPPORT JUST LIKE THE BOW, BUT STILL YOU CAN USE IT IF YOU FEEL LIKE YOU NEED IT. THE DRAGONRIDER BOW MAKES A HUGE AMOUNT OF DAMAGE AND CAN EASILY ONE SHOT KILL MOST OF THE ENEMIES, OR AT LEAST HIT THEM REALLY HARD IF YOU HIT THEM IN THE HEAD. THE BLACK KNIGHT GREATSWORD CAN BE CHANGED FOR A CLAYMORE +10, IT IS A NICE WEAPON TOO.** | | **QUALITY DARK** | **RAYV3N** | **SWORDSMAN (ANY)** | **ANY** | **160** | **YOU NEED THE DLC CROWN OF THE OLD IRON KING, AND A HELPFUL FRIEND WHO WILL GIVE YOU HIS MAJESTIC GREATSWORD AS WELL. GET YOUR STATS TO 40/40 STRENGTH/DEXTERITY SO YOU CAN POWERSTANCE THOSE THEN GET YOUR INTELLIGENCE AND FAITH TO 30/30 DARK IMBUE BUT ONLY ONCE THEY ARE PLUS FIVE OTHERWISE THE SCALING ISN'T WORTH IT. YOU NEED AROUND 30 VIGOR, 25 ENDURANCE, AND LIKE 25 VITALITY YOUR MOST IMPORTANT RINGS ARE THE CHLORANRTHY RING THE THIRD DRAGON RING. THE REST ARE YOUR CHOICE. ARMOR WISE: FASHION SOULS SO HARD THIS CARRIED ME THROUGH NG + HOPE YOU HAVE FUN :D** | | **THE JESTER** | **MAFE** | **DEPRIVED** | **ANY** | **ANY** | **BASICALLY, THIS IS A PVE BUILD THAT IS MEANT TO CHALLENGE EXPERIENCED PLAYERS. BUILD THIS CHARACTER WITH HIGH ADP AND HIGH END. 20 STR AND 26 DEX THE MINIMAL REQUIREMENTS FOR THE DRAGON RIDER TWINBLADE AND WEAR THE FULL JESTER SET FOR THE BENEFITS AND COSPLAY. ENCHANT IT WITH MAGIC DAMAGE AND SCALE INT.(FAINT STONE). GET 13 ATN FOR THE SPELL SLOTS FOR GREAT MAGIC WEAPON. GREAT MAGIC DAMAGE. STONE RING=STUN LOCK** | | [**BLOOD KIN KNIGHT**](https://darksouls2.wiki.fextralife.com/Blood+Kin+Knight) | **PARANOIA** | **SWORDSMAN** | **ANY** | **ANY** | **A LIGHTWEIGHT KNIGHT (THE NOUN, NOT THE CLASS) BUILD, FOCUSING ON DEX, ADP, AND END. THIS BUILD FOCUSES ON USING FAST ATTACKS, DODGES, STUNLOCK, BLEED, AND POISON. IT'S A SEMI-ROLEPLAY BUILD, ALTHOUGH IT'S EFFECTIVE FOR PVE AND CO-OP. IT CAN PROBABLY BE USED EFFECTIVELY IN PVP TOO.** | | [**JEDI KNIGHT**](https://darksouls2.wiki.fextralife.com/Jedi+Knight) | **BLURRYECHO** | **CLERIC** | **SEED OF THE TREE OF GIANTS** | **220** | ***THIS BUILD IS A HYBRID.IT WORKS EXCELLENT IN PVP AND PVE.* *IF YOU WANT TO PVP I RECOMMEND NOT GOING TO NG+ WITH THIS BUILD BECAUSE IT IS HARDER TO FIND PLAYERS TO FIGHT. IF YOU ARE USING THE PVE ASPECT OF THIS BUILD, THEN GO ALL THE WAY TO NG+ 7*** | | [**MELKOR**](https://darksouls2.wiki.fextralife.com/Melkor) | **OLORIN** | **WARRIOR** | **WHATEVER** | **250** | **I HAVE FOUND MAGIC BUILDS (HEX, SORCERY, ETC.) TO GENERALLY BE THE MOST POWERFUL AND VERSATILE. HOWEVER, I HAVE ALSO FOUND THAT, FOR ME, THE TRUE JOY OF DARK SOULS LIES IN MELEE, IN DODGING AND ROLLING AND SLASHING UP CLOSE. THIS BUILD WILL SERVE YOU ADMIRABLY IF YOU, TOO, SEEK HAND-TO-HAND COMBAT, AND IT HAS POWERFUL PYROMANCIES FOR THOSE ENEMIES (OR PLAYERS) WHO ARE ESPECIALLY RESISTANT TO MELEE. I USE THE SPEARS AND HALBERDS WITH THE SHIELD, AND I DUAL WIELD AND POWERSTANCE THE TWO BLACKSTEEL KATANAS. WITH THE FLAME WEAPON BUFF, THIS BUILD IS ALSO EFFECTIVE IN PVP IN THE RIGHT HANDS, ALTHOUGH I USE THE PILGRIMS OF DARK COVENANT AND THUS MAINLY GET MY PVP THROUGH BEING INVADED.** | | [**SIR LANCELOT**](https://darksouls2.wiki.fextralife.com/Ser+Lancelot) | **AUGUROFDUNLAIN** | **CLERIC** | **ANY** | **150+** | **WORKS WELL FOR PVE AND SURPRISINGLY EFFECTIVE AT PVP LOTS OF FUN, MOST EFFECTIVE CLASS I COULD POSSIBLY MAKE USING LANCES. FOLLOW LINK IN BUILD NAME FOR DETAILS :)** | | [**DEMON HUNTER**](https://darksouls2.wiki.fextralife.com/Demon+Hunter) | **H-A-N-D-OF-GOD** | **EXPLORER** | **PETRIFIED SOMETHING** | **159** | **BASED ON THE OLD LEGENDS OF WHIP WIELDING DEMON HUNTERS. HIGH DPS ROGUE/SPELLSWORD HYBRID GOOD FOR DEALING DAMAGE TO SINGLE ENEMIES AND BOSSES. GOOD FOR PVP.** | | [**TAINTED PILGRIM**](https://darksouls2.wiki.fextralife.com/Tainted+Pilgrim) | **H-A-N-D-OF-GOD** | **CLERIC** | **ANY** | **185** | **A CLERIC/HEX BASED VERSION OF THE MYSTIC KNIGHT. BUILT FOR TANKING HEAVY ENEMIES LIKE RUIN SENTINELS AND OTHER HIGH POISE ENEMIES.** | | [**"HAND" OF GOD**](https://darksouls2.wiki.fextralife.com/%22Hand%22+Of+God) | **H-A-N-D-OF-GOD** | **DEPRIVED** | **ANY** | **180** | **A POWERFUL TANK/CLERIC DESIGNED TO DEAL GOOD DAMAGE AND SOAK UP DAMAGE FROM BOSSES. NOT VERY GOOD FOR PVP  THE FIRST THING YOU SHOULD FOCUS ON IS PUTTING POINTS INTO YOUR FAITH, AS THIS WILL BE ONE OF THE KEY FACTORS IN YOUR SUCCESS. THEN PUT AS MANY POINTS AS YOU CAN INTO HP, STR, AND END. YOU CAN CHOOSE WHICH ORDER YOU WANT TO PUT THE OTHER STATS IN AT YOUR LEISURE. THEN FIND THE ARCHDRAKE CHIME, AS IT WILL BE YOUR MAIN CATYLYST. FELKIN THE OUTCAST WILL SELL IT TO YOU IF YOUR FAITH AND INT ARE BOTH ABOVE 8 SPELLS:BOUNTIFUL SUNLIGHT, SOUL APPEASE, SACRED OATH. SINCE YOU WILL BE A HIGH STRENGTH CHARACTER, YOU CAN USE THE BASTARD SWORD UNTIL YOU GET THE ZWEIHANDER, EITHER THROUGH KILLING THE SPIDERS IN BRIGHTSTONE COVE TSELDORA, OR BY FINDING THE ONE IN THE IRON KEEP. ANY SHIELD YOU WANT TO USE IS FINE. FOR YOUR ARMOR, THE WHITE PRIEST CHESTPIECE, AND THE ARCHDRAKE BOOTS/GLOVES/HELM. ANY RINGS YOU CHOOSE WILL SUFFICE, BUT I PERSONALLY STACK THE +2 LIFE RING WITH THE THIRD DRAGON RING. NOTE: SINCE THIS IS A FAITH BUILD, YOU CAN INFUSE YOUR ZWEIHANDER WITH FIRE OR LIGHTNING IF YOU WISH TO DO MORE DAMAGE.** | | [**MYSTIC KNIGHT**](https://darksouls2.wiki.fextralife.com/Mystic+Knight) | **H-A-N-D-OF-GOD** | **KNIGHT** | **HEALING WARES** | **155** | **A HIGH POISE, HIGH ENDURANCE BUILD THAT BUFFS ITS SHIELD AND SWORD TO SOAK UP MASSIVE DAMAGE AND DEAL GOOD DAMAGE. EXCELLENT FOR TANKING IN PVE AND PVP  YOUR MAIN WEAPON CAN BE ANYTHING, BUT MY PREFERRED CHOICE IS THE BROADSWORD OR THE MORNING STAR, SINCE YOU WILL BE CLOSE TO YOUR ENEMIES MOST OF THE TIME. YOUR MAIN ARMOR SHOULD BE SOMETHING STURDY, AND WITH GOOD POISE. LIKE THE ROYAL SOLDIER SET OR THE ALVA SET. THE FIRST THING TO FOCUS ON WITH THIS BUILD IS UPGRADING YOUR INT, AND FINDING A CATALYST OF YOUR CHOICE. THERE IS A SORCERS STAFF IN A CHEST BEHIND A HIDDEN WALL NEAR THE STAIRS WHERE YOU FIGHT THROUGH THE GROUP OF ENEMIES TO GET THE WHITE SIGN SOAPSTONE. THE NEXT THING YOU NEED IS A GOOD SHIELD. THE BEST MEDIUM SHIELDS FOR TANKING EARLY-GAME IS THE OLD KNIGHT SHIELD AND THE SILVER KITE SHIELD. YOU CAN ALSO USE GREATSHIELDS IF YOU WISH TO PUT A FEW EXTRA POINTS INTO VIT. NEXT UPGRADE YOUR MAIN WEAPON AND YOUR SHIELD, THEN YOUR ARMOR, THEN YOUR CATALYST. FINALLY YOU NEED TO FIND YOUR SPELLS. GREAT MAGIC WEAPON, AND STRONG MAGIC SHIELD. YOU ONLY NEED TWO ATTUNEMENT SLOTS FOR THIS, SO DO NOT WORRY ABOUT NEEDING THE SOUTHERN RITUAL BAND UNLESS YOU DIDN'T PUT MANY POINTS INTO ATN. I RECOMMEND STACKING THE RING OF LIFE PLUS 2 WITH THE THIRD DRAGON RING FOR THIS BUILD. SINCE THIS IS NOT A BUFF/TANK. INFUSION IS NOT NECESSARY UNLESS YOU WANT TO. YOU SHOULD ALWAYS HAVE A WEAPON READY TO USE MAGIC WEAPON ON. NOTE:YOU CAN GET THE WEAKER VERSION "MAGIC WEAPON "FROM CARHILLION OF THE FOLD IN NO MANS WHARF. STRONG MAGIC WEAPON IS SOLD BY STRAID, OR FOUND IN DRANGLIEC CASTLE.** | | **MELEE/RANGED LIGHTNING** | **ARNAUD** | **DEPRIVED** | **ANY (PETRIFIED FOR TRADE)** | **133** | **PLAYED OFFLINE, IN PVE. BALANCED BUILD, AND MAYBE TOO POWERFUL IN PVE IN THE LATE GAME (NOT VERY FUN INDEED : I KILL THE LAST BOSSES IN 20 SECONDS WITHOUT EVEN MOVING...) STATS LEVEL 133**   * **VGR: 20 (CAN GO FURTHER)** * **END: 20 BECAUSE MIRACLES CONSUME ENDURANCE TOO** * **VIT: 6 (NO NEED : WITH FULL EQUIPMENT EXCEPT SPEAR I STAY BELOW 45% )** * **ATN: 40 BECAUSE GREATESTS MIRACLES NEED MANY SLOTS** * **STR: 16 TO WIELD A SHIELD WITH 100% DAMAGE REDUCTION** * **DEX: 25 BECAUSE I WANTED TO USE THE DRAGONSLAYER SPEAR +5 (STRONG ATTACK IS VERY USEFUL WITH THE ARMOR RING +2) BUT CAN BE LESS** * **ADP: 10 (NOT SURE 6 COULD HAVE BEEN ENOUGH)** * **INT: 6 (ROLEPLAYING IS ROLEPLAYING : MIRACLES HATE SORCERIES)** * **FTH: 54 (IN ORDER TO HAVE INT+FTH 60 FOR PYROMANCY)**   **FIRST, RAISE STR AND DEX TO BE ABLE TO WIELD HEIDE SWORD. THIS WILL BE YOUR MAIN MELEE WEAPON. RAISE DEX TO USE A BOW IF YOU WANT, BUT IN THIS BUILD, BOW IS ONLY TO LURE ENEMIES AT LONG DISTANCE. LATER IN THE GAME, WHEN YOU WILL FIND GOOD SHIELDS WITH 100% DAMAGE REDUCTION, YOU CAN GO FOR 16 STR IF NEEDED. RAISE ATN TO HAVE YOUR FIRST SLOTS. LATER IN THE GAME, RAISE IT UNTIL 40 TO BENEFIT FOR GREATESTS MIRACLES. RAISE FTH UP TO 54 WHENEVER YOU CAN (MIXING WITH VGR AND END) : IT WILL RAISE YOU DAMAGE WITH MIRACLE AND SWORD OF HEIDE WITH NO NEED FOR DEXTERITY OR STRENGTH. EQUIPMENT :**   * **+10 LIGHTNING CHIME (THE ONE YOU FIND IN THE CASTLE) ,** * **+10 LIGHTNING HEIDE SWORD,** * **+10 BLACK BOW**   **SHIELD : 1. ANY WITH 100% DR (NO UPGRADE). 2. THE ONE THAT BOOST THE MIRACLES BY 3% (FINDED JUST AFTER THE RAT KING) (TESTED : IT'S EFFECTIVELY +3% : THE MAIN POINT FOR THIS SHIELD IS THAT YOU DON'T NEED TO HAVE ANOTHER CHIME IN LEFT HAND WHEN CASTING MELEE COMBAT SPELL LIKE LIGHTNING SWORD) ARMOR : +5 SAINT SET (EXCEPT FOR HANDS, WHERE I USE TSELDORA FOR BETTER DROP) RINGS : THE ONE BOOSTING YOUR END REGENERATION, A LIFE PROTECTION RING (CHEATED... BECAUSE IT COST ONLY 3K SOULS TO REPAIR...), THE RINGS BOOSTING DROPS AND XP... (THE LAST CAN BE CHANGED IN BOOS BATTLE IF NEEDED : THE RING BOOSTING TIME CASTING IS GOOD TOO HERE)** | |  |  |  |  |  |  | | [**FLAME KNIGHT**](https://darksouls2.wiki.fextralife.com/Flame+Knight) | **ARTORIAS** | [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight) | [**PETRIFIED SOMETHING**](https://darksouls2.wiki.fextralife.com/Petrified+Something) | **150** | **PRETTY BALANCED BUILD. EASY TO PLAY. GOOD EVEN FOR NG+ FOR THIS BUILD IS MOSTLY FOR IN GAME AND OFFLINE PLAY MOSTLY. STATS : LVL 150**   * **VGR : 37 \*CAN GO HIGHER IF YOU WANT, MORE HP ALWAYS MORE BETTER\*** * **END : 20 \*NO POINT GOING ANY HIGHER, ONLY GIVE 1 STAMINA AFTER 20\*** * **VIT : 30 \*ENOUGH FOR HEAVY GREAT SWORD AND DECENT ARMOR\*** * **ATN : 13 \*CAN GO 16 IF YOU WANT 3 SLOTS, 2 SLOT IS ENOUGH FOR ME\*** * **STR : 40 \*CAN GO HIGHER. I LIKE TONS OF DAMAGE AND HEAVY WEAPONS\*** * **DEX : 20 \*FOR WIELDING MOST OF THE WEAPONS AND GOOD FOR SOME WEAPON EARLY GAME\*** * **ADP : 9 \*NOPE , NOPE , NOPE. WE ALREADY HAVE DECENT STAMINA / HP AND SHIELD\*** * **INT : 28 \*FOR FIRE DAMAGE AND THIS SPELL CRYSTAL WEAPON BUFF\*** * **FTH : 6 \*DON'T NEED THIS, WE ARE NOT GOING FOR PALADIN BUILD\*** | |  |  |  |  |  |  | | **ROLAND OF YEW** | **SOLANDE** | [**BANDIT**](https://darksouls2.wiki.fextralife.com/Bandit) | [**SEED OF A TREE OF GIANTS**](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants) | **ANY** | [**DRANGLEIC CHEST ARMOUR**](https://darksouls2.wiki.fextralife.com/Drangleic+Set)**WITH SAME LEGGINGS AND A**[**HUNTER HAT**](https://darksouls2.wiki.fextralife.com/Hunter+hat)**. KEEPS WEIGHT DOWN, MAKES CHARACTER HIGHLY AGILE AND MAINTAINS HIGH POISE. EQUIP**[**FIRE LONGSWORD**](https://darksouls2.wiki.fextralife.com/Fire+Longsword)**+5 AND**[**SEA BOW**](https://darksouls2.wiki.fextralife.com/Sea+Bow)**+5 FOR SNIPING.** | | **NINJAGIGA HEIDE SOLDIER** | **NINJAGIGA** | [**SOLDIER**](https://darksouls2.wiki.fextralife.com/Soldier) | [**PETRIFIED SOMETHING**](https://darksouls2.wiki.fextralife.com/Petrified+Something) | **ANY** | **THIS BUILD WILL GET YOU PAST ALL OF THE EARLY GAME AND MOST OF THE LATE GAME, ALL YOU NEED TO DO IS KILL THE FIRST HEIDE KNIGHT, GET HIS SWORD, MAKE SURE YOU HAVE THE STATS FOR IT BEFORE YOU UPGRADE ANYTHING ELSE THEN YOU SHOULD UPGRADE THE HELL OUT OF THE SWORD WHILE SPAMMING LEVELS IN ENDURANCE, VITALITY AND ADAPTABILITY. MAKE SURE NOT TO GET TOO MUCH IN THESE THREE STATS BECAUSE YOU WILL WANT TO GET STRENGTH AND DEX LATER FOR YOUR OWN WEAPON OF CHOICE, USE ANY ARMOR THAT SUITS YOUR PLAY STYLE...** | | **THE STARGAZER** | **H-A-N-D- OF-GOD** | [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight) | [**SEED OF A TREE OF GIANTS**](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants) | **ANY** | **A LOW WEIGHT, LOW POISE "RANGER" CHARACTER WIELDING A LONGSWORD, A LONGBOW AND AN IRON PARMA. GENERALLY 2HANDS LONGSWORD, BUT CAN SWITCH TO THE PARMA WHEN NEEDING TO BLOCK. WEARS THE IMPORTED SET, WHICH IS GIVEN TO YOU AT THE BEGINNING OF THE GAME. UTILIZES THE LONGBOW, THROWING KNIVES, FIREBOMBS, WITCHING URNS, AND MANY OTHER RANGED CONSUMABLES WHEN DEALING WITH RANGED ATTACKERS. SINCE THIS BUILD REQUIRES VERY LITTLE TIME TO CREATE, IT CAN BE TWEAKED TO ANY PLAYSTYLE. WEARS THE STONE RING TO DEAL EXTRA POISE DAMAGE, WHICH CAN BE FOUND AFTER DEFEATING THE FIRST GIANT MONSTER IN THINGS BETWIXT. THIS CHARACTER IS A CHALLENGING, BUT REWARDING BUILD IF MASTERED.** | | **THE PALADIN** | **H-A-N-D- OF-GOD** | [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Knight) | [**SEED OF A TREE OF GIANTS**](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants) | **ANY** | **A HIGH STABILITY, HIGH POISE, MEDIUM ROLL CHARACTER WIELDING A ZWEIHANDER, AND A GOLDEN FALCON SHIELD. THIS CHARACTER HAS HIGH VITALITY/ENDURANCE, AND CAN WEAR MOST ARMORS YOU CHOOSE. BUT THE ROYAL SOLDIER ARMOR WITH THE LION WARRIOR CAPE IS RECOMMENDED. FOR RANGED ATTACKS A CHIME IS USED, EQUIPPED WITH LIGHTNING SPEAR, HEAL, AND HEAVENLY THUNDER. SINCE THIS BUILD REQUIRES SOME DEDICATION AND TIME TO MASTER, IT IS RECOMMENDED YOU BEGIN WITH A BASTARD SWORD AND A LARGE LEATHER SHIELD IF YOU ARE NOT USED TO TANKING.** | | **BALANCED SORCERER** | **LARSYANO** | [**SORCERER**](https://darksouls2.wiki.fextralife.com/Sorcerer) | [**PETRIFIED SOMETHING**](https://darksouls2.wiki.fextralife.com/Petrified+Something) | **ANY** | **HIGH DAMAGE WITH SPELLS + MAGIC WEAPONS. FIRST THING IS FIRST, TRY TO GET YOUR INT, STR, ENDURANCE, VIG, VITALITY AND ATTUNEMENT TO 20. WITH THAT YOU WILL BE ABLE TO TAKE HITS JUST FINE WHILE HAVING GOOD DAMAGE AND FAST CASTING SPEED. AFTER THAT, FOCUS ON RAISING INT AND ATTUNEMENT TO AS MUCH AS YOU WANT. RECOMMENDED TO CAP INT AT 55~ AND ATTUNEMENT TO WHERE YOU FEEL COMFORTABLE WITH THE AMOUNT OF SPELLS AND CASTING SPEED YOU HAVE, RECOMMENDED TO CAP AT 40. AS FOR ARMOR,**[**LION MAGE SET**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Set)**IS PRETTY GOOD BECAUSE OF THE BOOST OF CASTING SPEED IT PROVIDES. THE SET CAN BE FOUND IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**. FOR WEAPONS YOU WILL BE ABLE TO USE MAGIC BASED WEAPONS SUCH AS**[**FIRE SWORD**](https://darksouls2.wiki.fextralife.com/Fire+Sword)**AS THEIR MAGIC DAMAGE SCALES WITH INT. THE BEST EARLY STAFF IS FOUND IN**[**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)**,**[**STAFF OF WISDOM**](https://darksouls2.wiki.fextralife.com/Staff+of+Wisdom)**. UNTIL YOU REACH THERE YOU CAN USE YOUR BEGINNING SORCERER STAFF AND UPGRADE IT TO MAX OR GET THE**[**WITCH BRUNCH**](https://darksouls2.wiki.fextralife.com/Witch+Brunch)**FROM THE HOLE IN MAJULA AFTER YOU'RE ABLE TO MAKE HIGH JUMPS WITHOUT GETTING KILLED.** | |  |  |  |  |  |  | | **PURE CASTER** | **TOBAJAS** | [**SORCERER**](https://darksouls2.wiki.fextralife.com/Sorcerer) | [**ANY**](https://darksouls2.wiki.fextralife.com/Any) | **ANY** | **PURE CASTER BUILD THAT RELIES ONLY ON SPELLS. YOUR EARLY FOCUS SHOULD BE TO GET ATTUNEMENT UP TO 16 AS QUICKLY AS POSSIBLE. YOUR AIM IS THEN TO GET INT 20 AND FTH 20. YOUR PROGRESS SHOULD BRING YOU THE FOREST OF THE FALLEN GIANTS. FROM HERE PROGRESS TO THE SECOND BONFIRE, FROM**[**MERCHANT HAG MELENTIA**](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia)**, WHERE YOU CAN BUY YOUR SECOND SOUL ARROW THUS MAKING YOU HAVE 60 USES. PROGRESS UP THE THROUGH THE OPEN PASSAGE FROM THERE UNTIL YOU REACH THE ROOM WITH BALLISTA TRAPS. PROGRESS FORWARD UNTIL YOU CAN ENTER A ROOM ON THE RIGHT. HERE YOU WILL FIND THE SPELL GREAT SOUL ARROW. YOU ARE NOW READY TO TACKLE THE WORLD. YOUR FIRST AGENDA SHOULD BE TO LEAVE THE FOREST UNLESS YOU WANT TO KILL THE AREA'S BOSS AND/OR LEVEL UP A BIT. HEAD BACK TO MAJULA AND GO DOWN THROUGH THE TUNNEL ON THE RIGHT FROM**[**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir)**. GO THROUGH THE TUNNEL TILL YOU REACH**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**. FROM HERE PROGRESS UNTIL YOU DEFEAT**[**DRAGONRIDER**](https://darksouls2.wiki.fextralife.com/DragonRider)**. HE IS FOUND BY GOING RIGHT FROM THE THREE STONE GIANTS. I WOULD RECOMMEND CLEARING THE AREA AND PULLING THE LEVERS TO MAKE THE BOSS FIGHT EASIER SINCE THEY MAKE THE AREA YOU FIGHT HIM IN BIGGER. AFTER DEFEATING HIM HEAD UPSTAIRS TO MEET**[**LICIA OF LINDELDT**](https://darksouls2.wiki.fextralife.com/Licia+of+Lindeldt)**. YOU CAN USE HER TO BUY SOME MIRACLES IF YOU WANT BUT THE MOST IMPORTANT PART IS TO EXHAUST HER DIALOGUE SO THAT SHE MOVES TO MAJULA. AFTER DOING THAT AND HEAD BACK TO MAJULA AND TALK TO HER IN THE TUNNEL YOU RECENTLY WENT THROUGH. PAY HER 2000 SOULS TO OPEN A NEW ROUTE. GO THROUGH THE NEW TUNNEL UNTIL YOU GET TO THE EXIT WHERE ON THE RIGHT SIDE WILL YOU FIND FELKIN THE OUTCAST. IF YOU HAVE 10 INT AND 10 FTH HE WILL SELL YOU HEXES BUT MOST IMPORTANTLY IF YOU HAVE 20 INT AND 20 FTH HE WILL GIFT YOU THE FULL HEXER ARMOR SET. YOU MIGHT NEED TO REST AT THE BONFIRE JUST NEXT TO HIM. THIS IS ONE OF THE BEST CASTER ARMOR IN THE GAME AND WILL STAY WITH YOU FOR A LONG TIME. THE HEAD WILL INCREASE YOUR CASTING USES. MY CASTER WITH 60 INT/FTH AND THE HEXER CHEST PIECE GOT A BONUS +1 INT/FTH. YOU ALSO GET ONE OF THE BEST STAFFS IN THE GAME FOR SORC AND HEXES, IT HAS A SORC AND S HEXES SO YOU SHOULD QUICKLY DISCARD THE SORCEROR STAFF YOU STARTED WITH. FROM HERE I WOULD RECOMMEND GETTING ATTUNEMENT TO 25 AND BUY THE SPELL DARK ORB FROM FELKIN AND LIGHTNING SPEAR FROM LICIA. NOT ONLY ARE THESE GREAT EARLY SPELLS BUT HAVING DIFFERENT DMG TYPES. AT THIS POINT YOU CAN BASICALLY CHOOSE TO DO WHATEVER YOU WANT. YOU CAN FIND A SORCERY TRAINER WOULD BY PROGRESSING PAST WHERE YOU FIRST FOUND LICIA AND INTO**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf)**. BUT YOU WILL ALSO FIND THE PYROMANCER FLAME IF YOU DEFEAT THIS AREAS BOSS THUS MAKING YOU ABLE TO CAST ALL FOUR DIFFERENT SPELL TYPES FROM THIS POINT FORWARD. YOU WILL ALSO HAVE A HEX/MIRACLE/SORCERY TRAINER UNLOCKED AT THIS POINT TO MIX AND MATCH HOWEVER YOU LIKE. MY END GAME STATS AT SL 150 ARE VGR 11 END 6 VIT 8 ATN 40 STR 3 DEX 7 ADP 8 INT 60 FTH 60 THESE STATS MAKES MY CHARACTER A BEAST IN BOTH PVE AND PVP. YOU WILL BE VERY SQUISHY AND HAVE TO DODGE BUT I HAVE HAD NO REAL ISSUE YET IN NG OR NG+ AND I CAN JUST TEAR APART ANYTHING THAT STANDS IN MY WAY. YOU CAN OF COURSE SKIP THE 3 POINTS I PUT IN VIT AND PUT THEM IN VGR INSTEAD. YOU COULD ALSO LOWER INT/FTH ALL THE WAY DOWN TO 45 IF YOU WANT TO BE AT AROUND SL 120 INSTEAD. I USUALLY CARRY ALL 4 DMG TYPES ON ME TO CHECK THE AREAS WEAKNESS AND THEN SWITCH TO THAT SPECIFIC DMG TYPE.** | | **THE PARDONER** | **MATT** | **SWORDSMAN** | **PETRIFIED SOMETHING** | **12+** | **THIS SWORDSMAN IS A REFERENCE TO THE PARDONERS OF VELKA. THIS INHUMAN SOLDIER WIELDS TWO RAPIERS IN THE POWER STANCE. EQUIPMENT: WANDERER SET/SOME EQUIVILENT OR BETTER SET (LIGHT SET) (STRAID FOR COSPLAY) RINGS:**   * **CLORANTHY RING (GET ALL OF THESE) (STAMINA REGEN)** * **STONE RING | (POISE BREAK)** * **RING OF BLADES | (MORE DAMAGE)** * **BLUE SEAL | (PVP ASSISTANCE)**   **WEAPONS: LEFT:RAPIER/SCIMITAR RIGHT:RAPIER/SWORD/SHORT BOW 2 RAPIERS FOR FIGHTING) (EVENTUALLY GET RICARDS RPIER FROM THE COPSE) COVENANT: WAY OF BLUE (ONCE I HAVE GAINED POWER I WILL JOIN THE BLUE SENTINALS) ATTRIBUTES:**   * **VIG: 4** * **END: 8** * **VIT: 4** * **ATT: 6** * **STR: 9** * **DEX: 16** * **ADAPT: 6** * **(AND THIS) (MAX AT 39) IMPORTANT FOR SPEED. (MOSTLY DEX AND OTHER STATS)** * **INT: 7** * **FAITH: 5**   **SPELLS: MAGIC WEAPON SPELLS (NOT MANDATORY BUT, COULD HELP THINGS) MIRACLES: HEALING MIRACLES (NG+ ONLY) STRATEGY: THIS IS A PUNISHMENT BUILD. I AM GOING TO USE THIS TO HARASS ENEMIES THAT MAKE CARELESS MISTAKES. I WILL DO THIS BY USEING SPEED AND RAPIERS TO GET QUICK HIT'S ON ENEMIES. THIS EFFECTIVE IN ONE ON ONE COMBAT. WHEN FIGHTING MULTIPLE ENEMIES I WILL SWITCH TO SCIMITARS AND OTHER SWORDS.**   * **1. WHEN FIGHTING NEW ENEMIES CIRCLE THEM UNTIL I HAVE MEMORIZED THEIR MOVEMENTS AND THEN HARASS THEIR CARELESS MOVEMENTS WHILE AVOIDING MORE LETHAL ATTACKS.** * **2. IF THE THE ENEMY IS NOT A CARELESS FIGHTER (VERY FEW OPENINGS) USE A BOW TO HARASS FROM AFAR UNTIL THE ENEMY IS PROVOKED INTO ATTACKING.** * **3. WHEN POSSIBLE I SHOULD INVEST IN WEAPON BUFF SPELLS.** * **4. THIS BUILD REQUIRES MUCH FARMING.** | | **ADAPTABLE CLERIC** | **SONIC "JOE" LIZARD** | **CLERIC** | **PETRIFIED SOMETHING HUMAN EFFIGY** | **130** | **THIS IS MY CUSTOM BUILD THAT I'VE BEEN USING, AND IT IS VERY EFFECTIVE IN ALL ASPECTS OF THE GAME (PVP, PVE). OKAY SO STARTING OFF I WILL GIVE A ROUGH RUNDOWN ON THE STATS THAT I HAVE SET FOR THIS BUILD.**   * **VGR:20** * **END:10** * **VIT:20** * **ATN:25** * **STR:25** * **DEX:40** * **ADP:10** * **INT:BASE** * **FTH:50/60**   **EQUIPMENT:**   * **HELM: (DOESN'T MATTER)** * **CHEST:ARCHMAGE ROBES (BECAUSE THE RESISTANCES YOU GET FROM IT AS WELL AS THE BONUS'S)** * **GLOVES: PREFERABLY LIGHT GLOVES** * **BOOTS: PREFERABLY LIGHT BOOTS.**   **WEAPONS:**   * **RIGHT HAND 1: BLACK KNIGHTS HALBERD+5+FIRE+RAW (RAW GIVES IT A STUN AS WELL AS EXTRA DAMAGE, THE STUN IS VERY EFFECTIVE AGAINST PVP PLAYERS)** * **RIGHT HAND 2: PREFERABLY DRAGONSLAYER SPEAR (THE HEAVY ATTACK IS VERY POWERFUL/QUICK WITH THE HIGH FAITH YOU PRODUCE, DEALING TONS OF DAMAGE AND MOST PLAYERS DON'T SEE IT COMING BECAUSE IT'S VERY QUICK, I USE IT FOR THE KILLING BLOW. PLEASE NOTE THAT IF YOU WANT EXTRA SPEED PICK UP A KATANA OF ANY KIND AND USE THAT FULLY UPGRADED, WITH FIRE IMBUNE IT SLAYS ALL.** * **LEFT HAND 1:DRAGONS CHIME+10+LIGHTNING(VERY EFFECTIVE WITH DRAGONSLAYERS SPEAR, AND HEAVENLY BOLT)** * **LEFT HAND 2: ARCH MAGE SHIELD WITH FIRE RESISTANCE (MOST PVPERS GO FOR A FIRE IMBUNE SO I RECOMMEND TRYING TO GET YOUR RES UP FOR THAT. IF PLAYERS HAVE POISON IMBUNE, YOU CAN USE YOUR DRAGONS CHARM TO DEFEAT THE POISON.**   **I HAVE BEEN PLAYING THIS BUILD ON MY CLERIC CHARACTER AND IT'S VERY FUN AND UNIQUELY PLAYED OUT, PLAYERS CANNOT TAKE THE LIGHTNING DAMAGE I PRODUCE, AND THE FIRE DAMAGE PLAYERS THINK WILL KILL YOU DOES NOT FOR ME, I LEAVE THEM RUNNING AND THEN THAT'S WHEN YOU DO THE DRAGONSLAYERS SPEAR HEAVY ATTACK! P.S PYROMANCY POISON!!! I ALMOST FORGOT, PYROMANCY POISON IS VERY EFFECTIVE FOR USING A CLERIC BUILD SUCH AS THIS ONE, BECAUSE WHILE PLAYERS RUN FOR THEY'RE HEAL YOU CAN CAST TOXIC MIST INTO THEM, TRY TO LURE PLAYERS INTO WATER FOR LIGHTNING DAMAGE DOUBLES IN WATER. THANKS FOR TAKING THE TIME TO READ MY BUILD, ILL BE MAKING MORE IN THE FUTURE PREFERABLY PALADIN, AND HIGH END AND INT BUILDS FOR SUPREME SPEED AND HIGH SORC DAMAGES. \*SONICLIZARD\*** | | **SENTINEL** | **DEATHSEN** | **KNIGHT** | **ANY** | **ANY** | **THIS BUILD IS GOOD FOR BEGINNERS THAT HAVE DIFFICULTY WITH DODGING OR PEOPLE THAT ARE JUST TOO LAZY TO DODGE AND WANT TO DEAL HEAVY MELEE DAMAGE(ME FOR EXAMPLE). GEAR: WEAPON: ULTRA GREATSWORD OF CHOOSING (I CURRENTLY WEAR A "GREATSWORD+6") SHIELD: OLD KNIGHTS SHIELD+ (100%PHYSICAL DEF AND 70+ ELEMENTAL) BEST HEAVY ARMOR YOU CAN WEAR. SECONDAIR WEAPON: BOW, THIS MAINLY FOR: INITIAL STRIKE, AND LURING OUT ENEMIES 1 BY 1. SKILLPOINTS DISTRIBUTING: 1/2 STRENGHT THE REST IN SKILLS THAT BOOST STAMINA AND EQUIP LOAD. (WHAT YOU NEED CURRENTLY TO WEAR YOUR NEXT ARMOR/WEAPON. FIGHT STYLE: BLOCK AND STRIKE. BLOCK ATTACKS, STUDY YOUR ENEMIES ATTACK PATTERNS. WHEN YOU THINK YOU KNOW THEIR OPENINGS THEN STRIKE. PATTERN: BLOCK -> JUMP ATTACK WITH ULTRA GREATSWORD -> SHIELD UP, LOWER SHIELD TO RECOVER STAMINA IN OPENINGS TILL FULL BEFORE TRYING ATTACKING AGAIN. RINSE AND REPEAT TILL KILL. PREFERRED RINGS:**   * [**ROYAL SOLDIER'S RING**](https://darksouls2.wiki.fextralife.com/Royal+Soldier%27s+Ring) * [**CHLORANTHY RING**](https://darksouls2.wiki.fextralife.com/Chloranthy+Ring) * [**SECOND DRAGON RING**](https://darksouls2.wiki.fextralife.com/Second+Dragon+Ring) * [**THIRD DRAGON RING**](https://darksouls2.wiki.fextralife.com/Third+Dragon+Ring)   **TIPS: DON'T FORGET TO LOWER SHIELD WHEN SAFE TO RECOVER STAMINA FASTER. UPGRADING ARMOR AND WEAPON IS ALSO ADVISED. ALWAYS BLOCK AND TAKE THE DAMAGE INSTEAD OF DODGING,BLOCKING OFTEN TAKES LESS STAMINA OFF WITH THIS SHIELD, DODGE IS RARELY USED. THERE ARE SOME ATTACKS FROM BOSSES THAT WILL INSTANT DEPLETE A LOWER LVLS STAMINA BAR SO IN THAT CASE DODGE OFCOURSE. THESE ATTACKS OFTEN HAVE A LONG ATTACK ANIMATION "CHARGE UP". KEEP MOVING, ALWAYS KEEP MOVING, PREFEREBLY TO THE RIGHT OR BACKWARDS. STAY LOCKED ON. THIS SHOULD BE OBVIOUS, WHEN FIGHTING MULTIPLE ENEMIES AND YOU CAN'T LURE THEM OUT INTO SMALL PASSAWAYS THEN USE YOUR RIGHT STICK TO TOGGLE BETWEEN THE TARGETS AND HUGG THE WALL BEHIND YOU.** | | **NINJA WARRIOR** | **KOUTER001** | **KNIGHT** | **ANY** | **130** | **THE ULTIMATE NINJA WARRIOR BUILD**   * **VGR:20** * **END:25** * **VIT:20** * **ATN:BASE** * **STR:21** * **DEX:50** * **ADP:39** * **INT:BASE** * **FTH:BASE**   **MAIN WEAPON: BLACK STEEL KATANA +10 (TWO HANDED) [NINJA NO USE SHIELDS!!] OR DUAL WIELD 2 X BLACKSTEEL KATANA IF YOU'RE FULL BAD ASS SUB WEAPON: HUNTERS BOW +10 WITH POISON ARROWS KEY ITEMS: ANY WEAPONS BUFF ITEMS E.G. ROTTEN PINE, BLEED OIL, AROMATIC OOZE ARMOR: ALONNE KNIGHT ARMOR, BRIGAND GAUNTLETS, VANGARLS BOOTS, THIEF MASK RINGS: STONE RING, DRAGON RING 3, CHLORANTHY +1 RING OF BLADES+2 A QUICK YET DURABLE BUILD WITH HIGH OFFENSE. VERY FUN TO PLAY. WORKS FOR PVE OR PVP. TAKES A BIT OF SKILL AS ALL DEFENSE IS BASED ON DODGING, BUT THE HIGH ARMOR VALUE DOES GIVE SOME DECENT PROTECTION FOR TAKING A HIT OR TWO IF YOU SCREW UP!** | | **SPEEDY KNIGHTLY CLERIC WITH A TAD OF PYROMANCY** | **ZAWNDAWN** | **CLERIC** | **HEALING AID** | **72+** | **KEEP THE MACE WHEN YOU START AS A CLERIC (DUE TO IT BEING ONE OF THE MOST POWERFUL STARTING WEAPONS) USE ANY CHIME OF YOUR CHOICE(BEST ONE ON HAND) AND A SHIELD WITH 90-100% PHYSICAL PROTECTION.**   * **RIGHT HAND: CHIME(ANY)/MACE(PREFERABLY UPGRADED)** * **LEFT HAND: SHIELD OF YOUR CHOICE (90-100% PHYSICAL DEFENSE)/PYROMANCY HAND**   **USE LIGHT ARMOR/CLOTHING TO STAY BELOW 70% OF YOUR TOTAL CARRY WEIGHT (SO YOU CAN ROLL WELL) AND AVOID OVER-LOADING. (PYRO HAND DOES NOT WEIGH ANYTHING SO DON'T WORRY.)**   * **MIRACLES: BEST TO USE HEAL AND LIGHTNING AS SOON AS YOU CAN** * **PYROMANCY: BEST TO USE FIREBALL AND/OR FIRE ORB WHEN YOU CAN.**   **STATS:**   * **VGR: 12** * **END: 11** * **VIT: 11** * **ATN: 21** * **STR: 16** * **DEX: 13** * **ADP: 13** * **INT: 4** * **FTH: 24**   **IT IS NOT NECESSARY TO LEVEL UP YOUR INTELLIGENCE AND MAKE SURE TO UPGRADE YOUR STRENGTH AND ADAPTABILITY SO YOU CAN WIELD MOST COMMON WEAPONS. MAKE SURE TO HAVE A HIGHER ATTAINMENT AND FAITH TO BOOST THE AMOUNT OF SPELLS/MIRACLES YOU HAVE AND TO MAKE YOUR MIRACLES MUCH MUCH STRONGER. MAKE SURE YOU HAVE A WELL BALANCED ADAPTABILITY, SO YOU CAN DODGE AND DO COMMON THINGS A LOT FASTER. NEVER UNDERESTIMATE ADAPTABILITY. IF YOU ARE A MAJOR CO-OP PLAYER AND CLERIC MAKE SURE TO HEAL AND BUFF YOUR TEAMMATES WHEN (A) ABOUT TO FIGHT A BOSS (B) ABOUT TO ENCOUNTER A HOARD OF FOES (C) WHEN SOMEONE IS ABOUT TO DIE. ALWAYS USE YOUR ROLL ABILITY AS MUCH AS YOU CAN, IT WILL SAVE YOUR LIFE COUNTLESS TIMES. RINGS TO WEAR: CHLORANTHY RING +1, RING OF BLADES, LIFE RING (+1), RING OF YOUR CHOOSING AS A WARNING, THIS CLASS IS VERY DELICATE DURING PVP BATTLES SO TRY AND STAY A GOOD DISTANCE FROM YOUR ENEMY AND USE LIGHTNING OR A PYROMANCY. IF YOUR ENEMY IS A MAGE THEN TRY TO GET CLOSE AND MESS WITH THEIR RANGED ATTACKS WITH YOUR MACE. FINAL NOTES: ROLLING=LIFE. AVOID JUMPING FOR LOOT THAT REQUIRES A FORCED ROLL (WHEN YOU HIT THE GROUND AND ROLL WITHOUT CONTROLLING IT) UNLESS IT HAS A WALL WHERE YOU ROLL TO. CURSE IF YOUR WORST ENEMY IN THIS GAME IT FORCES YOU BACK TO HOLLOW FORM AND REMOVES A BIT OF HEALTH, ITS BASICALLY LIKE DYING. DO NOT EXPEND YOUR RANGED MAGIC ATTACKS ALL AT ONCE, IF YOU HAVE MELEE TRY USING THAT MOST OF THE TIME AND SAVE MAGIC ATTACKS FOR THE BOSSES. I MANAGED NOT TO DIE ONCE WITH THIS CLASS UNTIL REACHING THE DRAGON RIDER BOSS (LUCKY HIT :L). GOOD LUCK, AND DIE ON.** | | **DEX BUILD** | **INFINITY AND BEYOND** | **SWORDSMAN** | **ANY** | **12+** | **HAVING A HARD TIME WITH DEX IN PVE? WITH THIS BUILD I WANT TO HELP YOU HAVE IT EASIER AT ANY STAGE OF THE GAME. WEAPONS:**   * [**CURVED DRAGON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Curved+Dragon+Greatsword) * [**DUAL WIELDING BLACK STEEL KATANAS**](https://darksouls2.wiki.fextralife.com/Blacksteel+Katana) * [**BLACK KNIGHT HALBERD**](https://darksouls2.wiki.fextralife.com/file/Dark-Souls-2/Black+Knight+Halberd.png) * [**HUNTER'S BLACKBOW**](https://darksouls2.wiki.fextralife.com/Hunter%27s+Blackbow)   **CURVED DRAGON GREATSWORD:IF YOU ARE LOOKING FOR A SOMEWHAT HARD HITTING DEX BUILD SIMILAR TO A STRENGTH BUILD, GO FOR THE CURVED DRAGON GREATSWORD. I REALLY LIKE TO USE IT, IF YOU HIT THE TWO-HANDED STRONG ATTACK, AND THE EFFECT OF THE WEAPON YOU WILL DO ABOUT 1.000 DAMAGE TO YOU ENEMY IF ITS NOT A HUMAN BECAUSE YOU WILL SEND THOSE FLYING WITH THE SPECIAL ATTACK! ALSO YOU STAGGER CLOSE TO ANY ENEMY WITH THE NORMAL SWING OF THIS WEAPON, ITS A REAL BEAST AND IN MY OPINION THE STRONGEST DEX WEAPON IN THE GAME. NOTE THAT YOU CAN STILL USE THE JUMP ATTACK WITHOUT TRIGGERING ITS SPECIAL ATTACK. BLACK STEEL KATANAS: DUALWIELDING THEM GIVES YOU HUGE DAMAGE OUTPUT WITH FAST SWINGS, THE STRONG ATTACK WILL STAGGER MOST ENEMIES. THEY ARE HARD TO FARM AND IF YOU GET UNLUCKY YOU WONT BE ABLE TO GET THEM AT ALL IF ALL THE KNIGHTS DESPAWN. BLACK KNIGHT HALBERD:IF YOU ARE A FAN OF HALBERDS GO FOR THE BLACK KNIGHT HALBERD, IT DOES REALLY GOOD DAMAGE AND YOU GET IT WAY EARLYER THAN THE CURVED DRAGON GREATSWORD. THE**[**BLUE KNIGHT'S HALBERD**](https://darksouls2.wiki.fextralife.com/Blue+Knight%27s+Halberd)**AND THE**[**OLD KNIGHT'S HALBERD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Halberd)**ARE ACCESSIBLE EVEN EARLIER AND ALSO VERY GOOD, DON'T UPGRADE THE BLUE KNIGHTS HALBERD IF YOU WANT TO GET YOUR BKH UP BECAUSE YOU WILL BE IN NEED OF THE TWINKLING TITANITE! HUNTER'S BLACKBOW: BEST DEX BOW IN THE GAME, DOES GOOD AMOUNT OF DAMAGE AND HELPS YOU OUT IN MANY SITUATIONS. SHIELDS: IF YOU WANT TO USE A SHIELD, GO WITH THE**[**DRANGLEIC SHIELD**](https://darksouls2.wiki.fextralife.com/Drangleic+Shield)**EARLY ON, ITS WORTH THE STRENGTH AND YOU WILL BE GETTING STRENGTH ANYWAY TO DUALWIELD STUFF. DON'T WANT TO GO INTO STRENGTH BUT WANT TO HAVE A DECENT SHIELD? USE THE**[**LARGE LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Large+Leather+Shield)**. WHEN YOU HAVE ARRIVED IN THE ENDGAME GET THE**[**KING'S SHIELD**](https://darksouls2.wiki.fextralife.com/King%27s+Shield)**. RINGS: TAKE WHAT EVER RINGS YOU PREFER, ALTHOUGH I SUGGEST USING THE**[**CHLORANTHY RING**](https://darksouls2.wiki.fextralife.com/Chloranthy+Ring)**,**[**THIRD DRAGON RING**](https://darksouls2.wiki.fextralife.com/Third+Dragon+Ring)**,**[**RING OF BLADES**](https://darksouls2.wiki.fextralife.com/Ring+of+Blades)**,**[**BINDING RING**](https://darksouls2.wiki.fextralife.com/Binding+Ring)**(SITUATIONAL),**[**RING OF THE EVIL EYE**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Evil+Eye) **I CLOSE TO ALWAYS USE THE CHLORANTHY, THIRD DRAGON RING AND RING OF BLADES. I ALWAYS SWAP MY 4TH RING FOR UTILITY. EQUIPMENT: USE WHAT YOU FEEL COMFORTABLE WITH. I USE THE**[**JUDGMENT SET**](https://darksouls2.wiki.fextralife.com/Judgment+Set)**. YOU SHOULD WEAR THE**[**ENGRAVED GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Engraved+Gauntlets)**! THEY INCREASE YOUR DAMAGE OUTPUT BY A LOT WHEN DUALWIELDING THE KATANAS AND ARE ALSO NICE WHEN USING ANY OTHER WEAPONS. GAMEPLAY & TIPS: - TRY TO DODGE MOST ATTACKS OF BOSSES! GET 16 STRENGTH EARLY ON TO BE ABLE TO WEAR THE**[**DRANGLEIC SHIELD**](https://darksouls2.wiki.fextralife.com/Drangleic+Shield)**. IT REALLY HELPS AGAINST THE**[**LOST SINNER**](https://darksouls2.wiki.fextralife.com/Lost+Sinner)**AND THE**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinels)**! - A GOOD EARLY GAME WEAPON IS THE**[**SCIMITAR**](https://darksouls2.wiki.fextralife.com/Scimitar)**AND**[**RAPIER**](https://darksouls2.wiki.fextralife.com/Rapier)**. IF YOU WANT YOU CAN ALSO DUALWIELD 2**[**RAPIER**](https://darksouls2.wiki.fextralife.com/Rapier)**S WHICH I FOUND VERY EFFECTIVE. ALSO**[**RICARD'S RAPIER**](https://darksouls2.wiki.fextralife.com/Ricard%27s+Rapier)**IS AVAILABLE VERY EARLY ON BUT IT BREAKS EASY BUT ITS A DECENT WEAPON.TRY TO AVOID THE**[**FALCHION**](https://darksouls2.wiki.fextralife.com/Falchion)**SINCE IT DOES NEXT TO NO DAMAGE AGAINST ARMORED BOSSES AND WILL MAKE YOU HAVE A HARD TIME. - BOWS ARE YOUR BEST FRIEND. THEY WILL NOT ONLY HELP YOU IN THE SHRINE OF AMANA BUT ALSO ARE A HELPFUL WEAPON IN MANY OTHER SITUATIONS! GET THE**[**SHORT BOW**](https://darksouls2.wiki.fextralife.com/Short+Bow)**ASAP AND USE IT TO YOUR ADVANTAGE. -NEED**[**PETRIFIED DRAGON BONE**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone)**S? FARM THE DRAGON ACOLYTHS IN ALDIA'S KEEP. STATS: IN THE FIRST LEVELS AS A SWORDSMAN TRY TO BOOST YOUR HEALTH AND STAMINA. VGR TO 15 AND END TO 15. THEN GET YOUR STATS FOR THE WEAPON YOU WANT TO USE. THEN PUSH YOUR VGR AND END TO 20 AT WHICH POINT YOU CAN LEAVE IT IF YOU FEEL COMFORTABLE. OTHERWISE INCREASE THOSE TWO, BUT ITS NOT WORTH GOING MORE THAN 20 INTO END SINCE THERE IS A BREAK-POINT AT WHICH YOU WILL ONLY GET 1 STAMINA FOR 1 LVL OF END. IT IS ALSO POSSIBLE TO LEAVE VGR ASIDE AND GO FOR END AND WEAPON STATS BUT I REALLY SUGGEST PUSHING IT TO AT LEAST 12. AT SOME POINT, WHEN YOU GET YOUR BLACK STEEL KATANAS FOR INSTANCE, ITS WISE TO SPEC INTO SOME POINTS OF VITALITY AND ADAPTABILITY. I KEEP BOTH OF THEM AROUND 20 BUT I DON'T GO HIGHER SINCE ITS NOT NEEDED.** | |  |  |  |  |  |  | | **SOLAIRE** | **GRAPHICCOMA** | **DEPRIVED** | **ANY** | **ANY** | **START WITH DEPRIVED SINCE THAT IS THE ONLY CHARACTER STARTING AT SL1 YOU CAN GET THE DAGGER AT THINGS BETWIXED AND AS SOON AS YOU HIT MEJULA FIRST DROP DOWN THE CLIFF TO GET THE CLERIC SACRED CHIME, IT HAS A B ON ELECTIC AND OF COURSE (GREAT) LIGHTNING SPEAR IS YOUR MAIN RANGED ATTACK. TAKE THE ROAD HEIDES TOWER OF FLAME. THERE IS A SHIELD HALFWAY IN A CHEST. NEXT GO THE USUAL ROUTE TO FOREST OF FALLEN GIANT. NEXT TO THE HEIDE KNIGHT THERE IS A BROKEN STRAIGHT SWORD. THATS YOUR BACKUP SINCE THE DAGGER HAS POOR DURABILITY KILL THE HEIDE KNIGHT FOR THE SWORD SINCE IT HAD LIGHTNING DAMAGE. THAT'S YOUR FOCUS. AS SOON AS YOU GET THE SWORD GET YOUR STATS SO YOU CAN WIELD IT ONE HANDED. NEXT IS DEVELOPING STRENGTH / ATTUNEMENT / FAITH A LITTLE DEX FOR A BOW. THIS MIGHT ALWAYS COME IN HANDY. (ESPECIALLY WITH POISON ARROWS) YOU CAN GET THE ALVA SET (IMHO BEST DEFENCE/WEIGHT RATIO) FROM THE MERCHANT IN MELUJA AFTER SPENDING 16.000 AT HIS SHOP (BUY ONE OF EVERY ARMOR PIECE THIS IS 16.100) NEXT IS GETTING MIRACLES FROM THE GIRL AT THE DRAGONRIDER BONFIRE AND LATER THE PASSAGEWAY WHEN YOU'RE FAITH IS HIGH ENOUGH (30 I THINK) SHE WILL GIVE YOU A CLERIC SET. WHICH IS NOT VERY INTERESTING..EXCEPT FOR THE HEADPIECE AS IT GIVES EXTRA CASTING. YOU SHOULD JOIN THE HEIRS OF THE SUN SINCE THE RING BOOSTS MIRACLES...AND FOR JOLLY CO-OP ! SHIELD IS A MATTER OF CHOICE. AND DEPENDING ON WHAT WEAPON YOU WANT TO WIELD WITH 20 POINTS IN VITALITY YOU SHOULD HAVE AN EQUIPMENT LOAD AROUND 45% LEAVING YOU ENOUGH SPEED AND DEFENCE MY CHAR IS NOW AT SL 135 CURRENT BUILD:**   * **VIGOR: 20** * **END: 20** * **VIT: 20** * **STR. 30** * **DEX: 18** * **INT: 6** * **FAITH: 36** * **ATT: 25**   **SPELLS**   * **2X SUNLIGHT BLADE (WITH THE HEADPIECE I HAVE 4 USES)** * **2 X GREATER LIGHTNING SPEAR (18 USES)** * **1X GREATER HEAL (4 USES)**   **MAIN HAND: DRAGONSLAYER AXE +5 DEFENDER SHIELD ALVA SET - HEADPIECE LEFT HAND CLERIC CHIME (FOR SUNLIGHT BLADE) RIGHT WITCHTREE BELLVINE (A ON LIGHNING) RINGS:**   * **CHLORANTY RING** * **SUN RING** * **3RD DRAGON RING** * **RING OF PROTECTION/ RING OF BLADES**   **I HAVE 15 MORE POINTS TO SPEND EITHER IN DEX AND USE THE BLACK KNIGHT HALBERD OR STR / END / VIT TO UPGRADE SURVIVABILITY AND DMG A LITTLE. GREATER LIGHTNING SPEAR NEEDS 42 FAITH. BUT USING SKEPTICS SPICE YOU CAN LOWER IT. FEEL FREE TO ADD ME ON XBOX: GT GRAPHICCOMA** | | **THE HOLY KNIGHT** | **NCSTONEMEN** | **CLERIC** | **HEALING WARES** | **ANY** | **STARTING GUIDE: 2 HAND THE MACE AND KILL DRAGONRIDER, THEN BUY THE LIGHTING MIRACLE AT THE TOP OF THE BOSS ARENA. YOU RELY ON HEAVY LIGHTNING STRIKES TO DEAL SOME HOLY DAMAGE. YOU WANT TO GET THE SWORD DROPPED FROM THE HEIDE KNIGHT IN THE "FOREST OF GIANTS", THEN GO OUT TO FIND THE DRAGONSLAYER AXE. BOTH OF THESE DEAL LIGHTNING DAMAGE. FOR YOUR ARMOR GET THE ARCHRAKE SHIELD AND HELMET. THEN GO TO A NG+ AND COLLECT THE HEIDE KNIGHT ARMOR SET. NOW YOU HAVE THE LOOKS AND WEAPONS. NOW LASTLY YOU NEED TO TO PUT YOUR POINTS IN THE 4 MAIN CATEGORIES:**   * **VIT** * **ATT** * **STRENGTH** * **FAITH**   **YOU CAN PUT SOME POINTS TO IMPROVE CARRY WEIGHT AND DEX FOR WEAPON USAGE. THIS BUILD IS GREAT FOR PVP AND PVE AND HERE IS WHY: PVE: A LOT OF THE ENEMIES WEAR METAL ARMOR, WHICH MAKES THEM WEAK TO LIGHTNING, AND YOU GET RANGE OUT OF IT. PVP: STRONG DAMAGE FROM YOUR LIGHTNING SPEARS, AND IF THEY GET CLOSE THE ARCHDRAKE SHIELD ARE GONNA STOP THEM FROM HURTING YOUR HOLY JUSTICE.** | | **THE CONCEPT SOLDIER** | **NCSTONEMEN** | **KNIGHT** | **HEALING WARES** | **ANY** | **THE PURPOSE OF THIS BUILD IS TO MAKE YOU LOOK AND FEEL LIKE A HERON ON THE BOX ART. AS YOU SAW IN THE TRAILERS (WHEN THE PLAYER WASNT DYING) YOU CAN SEE THE GEAR THE MAIN CHARACTER USES. SO THESE ARE THE ITEMS YOU WILL WANT: THE**[**FARAAM ARMOR SET**](https://darksouls2.wiki.fextralife.com/Faraam+Set#.UzL6ThyG1qU) **HEIDE SWORD/WINGED SPEAR THIS IS THE LOOK OF THE CHARACTER (MAKE SURE YOU MAX OUT THE GEAR FOR BEST RESULTS) NOW THE STATS:**   * **VIGOR: 40** * **ENDURANCE: 30** * **VITALITY: (STILL TESTING, BUT ENOUGH TO NOT GO ABOVE 70% CARRY WEIGHT)** * **STRENGTH: 40 ( THIS ALLOWS YOU TO WIELD ANY STRENGTH WEAPON I HAVE SEEN YET)** * **DEXTERITY: 30 ( THOUGH THIS ISNT A DEX BUILD, MOST STRENGTH WEAPONS DO REQUIRE SOME DEX)**   **NOW YOU HAVE THE GEAR AND THE STATS TO BACK IT UP. I HAVE USED THIS BUILD AND HAVE BEEN MESSING WITH STATS FOR THE OUT COMES. LOOK AND FEEL OF THIS BUILD IS JUST BAD-ASS. YOU GET STRONG ATTACKS THAT ARE AS WELL FAST SWINGS. THIS BY FAR IS MY FAVORITE BUILD.** | |  |  |  |  |  |  | | **HIGH TEMPLAR** | **XII GORILLA IIX** | **CLERIC** | **HEALING WARES** |  | **SL217 VGR 30 END 30 VIT 25 STR 20 DEX 20 ADP 5 INT 50 FTH 50**  **RIGHT HAND WEPS MAGIC MOONLIGHT GREATSWORD+5 BLACK WICH'S STAFF +10/ DRAGON RIDER BOW+5 LEFT HAND DEFENDER'S SHIELD- 2ND BLACK WICH'S STAFF-CHANNELER'S TRIDENT RINGS ROYAL SOLDIER'S RING +2 THIRD/SECOND DRAGON RING'S SOUTHERN RITUAL BAND +2 4TH RING WHAT EVER YOU LIKE ARMOR FULL FARAAM +10 ARROWS DARK AND MAGIC ARROWS MIRACLE'S AND SPELLS GREAT HEAL/GREAT LIGHTNING SPEAR/SUNLIGHT SPEAR/ SUNLIGHT BLADE/ GREAT HEAVY SOUL ARROW/ HOMING CRYSTAL SOULMASS /SOUL SPEAR/ CRYSTAL MAGIC WEAPON /SOUL GEYSER** | | **DARK CHAOS BLADE ASSASSIN** | **KOUTER001** | **ANY** | **ANY** |  | **THIS IS A NG+ UPDATE OF MY PREVIOUS NINJA WARRIOR BUILD. IT INVOLVES RESPECTING WITH A SOUL VESSEL ONCE YOU HAVE ALL THE RIGHT EQUIPMENT. YOU WILL REQUIRE THE CHAOS BLADE AT +5 INFUSED WITH DARK. STATS: STATS DEPEND ON HOW HIGH YOU WISH YOUR SOUL LEVEL TO BE. I RUN 175 WITH LOTS OF CO-OP AND PVP STILL SO THAT IS VIABLE, BUT PEOPLE MAY WANT TO ADJUST TO 150. I'VE THEREFORE ONLY LISTED THE MINIMUMS. INT/FAITH: 30/30 ADP/ATN: ENOUGH FOR 2 SPELL SLOTS AND 110 AGILITY (CAN ADD MORE SLOTS IF SO WISHED) STR/DEX: 14/25 ENOUGH TO WIELD THE CHAOS BLADE VGR: 30+ (AS THIS IS A LOW ARMOR BUILD YOU HP POOL IS YOUR MAIN DEFENSE) END: 20+ ADJUST AS DESIRED VIT: 20+ ADJUST AS DESIRED WEAPONS MAIN RIGHT: DARK CHAOS BLADE +5 MAIN LEFT: HUNTER'S BLACKBOW +10 W/ DARK/POISON/FIRE ARROWS SUB LEFT: CAITHA'S CHIME +10 ARMOR ANYTHING THAT WILL KEEP YOU BELOW 25% EQ FOR BEST ROLL DISTANCE/SPEED. I USE DESERT SORCERESS SET WITH A THIEF'S MASK (VERY STYLISH!) RINGS CHLORANTHY +1/+2 3RD DRAGON RING LIFE RING +2 RING OF BLADES +1/+2 OPTIONAL RINGS SOUTHERN RITUAL BAND +2 (FOR ADDITIONAL SPELL SLUTS) LIFE PROTECTION (FOR ADVENTURING IN SCARY PLACES!) SPELLS RESONANT WEAPONS(MUST HAVE!) THIS IS A VERY AGILE BUILD WITH SURPRISING SURVIVABILITY DUE TO THE LARGE HP POOL. THE UNBUFFED DARK KATANA DOES VERY GOOD DAMAGE THANKS TO THE INT/FAITH/DEX SCALING, BUT WHEN BUFFED WITH RESONANT WEAPON IT BECOMES EXTREMELY LETHAL. USE RUNNING R1 ATTACKS TO FIRST STRIKE FOLLOWED BY QUICK R1 FOLLOW UPS. AN EXTREMELY EFFECTIVE PVP BUILD BUT VERSATILE IN PVE AS WELL. IN PVP DROP THE BOW TO LOWER YOUR EQUIPMENT LOAD EVEN MORE.** | | **FLAMING SORCERER** | **SELFLESSTURTLE** | **SORCERER** | **ANY** |  | **ARMOR: WEAR HEXERS HOOD AND ANY LIGHT/MEDIUM ARMOR UNTIL YOU CAN ACCESS THE BLACK WITCHES SET, THEN WEAR THAT EXCEPT FOR MEDIUM ARMOR PANTS FOR THE PHYSICAL PROTECTION, I RECOMMEND ALONNE GRIEVES. RINGS: RING OF DISPELLING, STAMINA RECOVERY RING, RIGHT OF STEEL PROTECTION, SOUTHERN RITUAL RING. STATS: LEVEL VITALITY TO 20, THEN EQUALLY LEVEL INT AND ATTUNMENT UNTIL BOTH ARE AROUND 70. WEAPONS: RIGHT :STAFF OF WISDOM, PYROMANCY FLAME, MAGIC MACE LEFT: DRANGLEIC SHIELD SPELLS: KEEP BALANCE BETWEEN SORCERY AND PYROMANCY SLOTS ABOUT EVEN. WHAT I AM RUNNING AT THE BEGINNING OF NG+: FLAME SWATHE GREAT COMBUSTION X2 GREAT FIREBALL FIRESTORM GREAT HEAVY SOUL ARROW X3 SOUL SPEAR HOMING CRYSTAL SOUL MASS SOUL GYSER GAMEPLAY: USE MOSTLY SPELLS TO KILL MOBS, EITHER GREAT COMBUSTION, FIRESTORM, OR GREAT HEAVY SOUL ARROW. SAVE FLAME SWATHE FOR LARGE GROUPS OF MOBS OR INVADERS, AND SAVE SOUL SPEAR AND SOUL GYSER FOR BOSS BURSTING. USUALLY CONSUME AND AMBER HERB OR TWO BEFORE THE BOSS SO YOU HAVE SOME SMALLER SPELL FIREPOWER. BE GENEROUS WITH YOUR SPELLS, DON'T LET ANYONE WITH PHYSICAL DAMAGE NEAR YOU, AND YOU WILL BE FINE IN MAGIC VS. MAGIC SCENARIOS.** | | **KNIGHT/SAMURAI/ NINJA** | **RYU** | **KNIGHT** | **LIFE RING** |  | * **ARMOR: HEAD - MANIKIN MASK + 10, CHEST - ALONNE KNIGHT ARMOR + 10, ARMS - ENGRAVED GAUNTLETS + 5, LEGS - DRANGLEIC LEGGINGS + 5.** * **RINGS: THIRD DRAGON RING, SLUMBERING DRAGON RING(OR CHLORANTHY RING +1 FOR HARD FIGHTS), OLD LEO RING, SOLDIERS RING +1.** * **RIGHT HAND: FIRE WASHING POLE +10, PYROMANCY HAND +10** * **LEFT HAND: FIRE WASHING POLE +10 (TRADING NOBODY REALLY USES IT), SORCERER'S STAFF, DRANGLEIC SHIELD(FOR HARD TO DODGE ENEMIES).** * **SPELLS: (ANY OF THESE WORK) POISON MIST, TOXIC MIST (RECOMMENDED), FORBIDDEN SUN, CHAOS STORM, CHAMELEON, REPAIR, FLAME SWATHE.** * **ITEMS: ANY THROWING TOOL, POISONS, BOMBS ECT., GREEN BLOSSUM NO ROOM FOR CLORANTHY.** * **BOWS IF NEEDED, WEAPONS THAT CAN BE MISTAKEN FOR FARM TOOLS OR TOOLS IN GENERAL, NORMAL SHIELDS NO GREAT SHIELDS BESIDES GYRM GREATSHEILD ON SMELTER DEMON, WASHING POLE IS FANTASTIC(LOW DURABILITY, SO BRACING KNUCKLE RING AND REPAIR HELP FULL, CRAZY REACH), AND OF COURSE POISON MAN-SLAYER +5, BLACKSTEEL KATANA +10 (STRONG BUT SLOW AND SHORT) CLAWS(MANIKIN OR REGULAR MANIKIN HARD TO GET).** * **COVENANT OF CHAMPIONS FOR RING(MARTIAL ARTS).** * **TIPS:** * **GO STRAIGHT TO IRON KEEP FARM KATANAS, USE UCHIGATANA UNTIL BLACK STEEL IS MAX OUT OR FOR SINGLE ENEMIES THAT ARE FAST.** * **BLACKSTEEL HAS GOOD SCALING IN DEXTERITY IF YOU USE ALL TOP ROW INFUSIONS AND BLEED.** * **HAVE HIGH VIGOR, 25 INTELLEGENCE AT LEAST 25 FAITH. HAVE AT LEAST 32 STRENGTH AND 40 DEXTERITY FOR MAXIMUM DEXTERITY SCALE AND DUAL WIELDING AND SHEILDS IF NEEDED, AT LEAST 20 ATTUNEMENT FOR AT LEAST TWO SPELLS, GOOD ADDAPTABILITY AND ENDURANCE, HIGH VIGOR(NINJAS ARE HARD TO KILL), AND AROUND 15 VITALLITY. THESE CAN ALL VARRY BASED ON YOU STYLE.** * **ANY SPELL IS ALLOWED (JUTSU, BUT DON'T RELY ON IT).** | | **CRIMSON KNIGHT-ERRANT** | **OGACHY** | **KNIGHT** | **PERSONAL PREFERENCE** |  | * **ARMOR: HEAD - HEIDE KNIGHT IRON MASK, CHEST - ALVA ARMOR, HANDS - HARD LEATHER GAUNTLETS, LEGS - ELITE KNIGHT LEGGINGS** * **RINGS: RING OF RESTORATION, RING OF STEEL PROTECTION, RING OF BLADES, CHLORANTHY RING** * **RIGHT HAND: LONGSWORD, MACE, BASTARD SWORD (OPTIONAL)** * **LEFT HAND: ROYAL KITE SHIELD (OR DRANGLEIC SHIELD FOR PREFERENCE), DAGGER** * **SPELLS: NONE** * **MIRACLES: NONE** * **PYROMANCIES: NONE** * **COVENANT: RAT KING**   **THIS BUILD WILL NOT BE EASY. YOU WILL NOT HAVE THE ASSISTANCE OF MAGIC OR RANGE OF ANY KIND. YOU WILL DIE OFTEN IF YOU ARE CARELESS. YOU WILL WANT TO GIVE UP. YOU MUST PERSEVERE. WITH THE HELP OF THE BLUE, GOLD, AND WHITE PHANTOMS, THOSE YOU SAVE, YOUR SKILL, AND PURE LUCK, YOU WILL CONQUER ALL THAT STANDS BEFORE YOU. SUCH IS THE WAY OF CRIMSON.** | | **SUNLIGHT PALADIN** | **USSR GIVVORNOUS** | **KNIGHT** | **PERSONAL PREFERENCE** |  | * **ARMOR: HEAD - PENAL MASK, CHEST - LION MAGE SHIRT, LEGS - LION MAGE SKIRT, HANDS - LION MAGE GLOVES** * **RINGS: CLORANTHY RING, RING OF BLADES, RING OF PRAYER, PLAYER PREFERENCE** * **RIGHT HAND: GREATSWORD, SEA BOW (FIRE)** * **LEFT HAND: DRANGLEIC SHIELD, BLACK WITCH STAFF** * **SPELLS: GREAT SOUL ARROW, SOUL ARROW** * **MIRACLES: LIGHTNING SPEAR, GREAT LIGHTNING SPEAR, GREAT HEAL** * **PYROMANCIES: N/A** * **COVENANT: HEIRS OF THE SUN**   **FOR STATS, IT'S ALMOST A MATTER OF PERSONAL PREFERENCE. YOU'LL WANT TO HAVE AT LEAST 38 FAITH AND 20 INTELLIGENCE TO USE LISTED SPELLS. (WITH RING OF PRAYER) YOU WILL ALSO NEED 15 DEXTERITY AND 32 STRENGTH TO WIELD BOTH THE GREATSWORD AND SEA BOW. VITALITY/ENDURANCE MUST BE HIGH ENOUGH THAT YOU CAN TAKE QUICK SWINGS AT AN ENEMY AND QUICK ROLL OUT OF THE WAY. VIGOR MATTERS NOT, AS YOU SHOULD BE ADJUSTED TO DODGING EVERY ATTACK BY THE TIME YOU MAY GAIN THESE ITEMS. LONG AGO, MEN WORSHIPPED A WARRIOR OF SUNLIGHT, UNTIL HE MET THE CURSE OF THE UNDEAD. THE SUNLIGHT PALADINS CARRY ON THE EXILED GOD'S WAY, INTERVENING IN THE GROSS INCANDESCENCE THAT IS THE CURSE OF THE UNDEAD.** | | **CLERIC OF JUSTICE** | **PUNISHER** | **CLERIC** | **PETRIFIED SOMETHING** | **125** | **THIS IS MY GENERAL BUILD AND IS PRETTY GOOD AT BEATING THE GAME. STATS:**  **SOUL LEVEL - 125 SOUL MEMORY - 1382152 VGR - 20 END - 20 VIT - 12 ATN - 25 STR - 30 DEX - 13 ADP - 4 INT - 4 FTH - 56**  **CURRENT GEAR: MAIN HAND WEAPON - LIGHTNING CLAYMORE+7, BINOCULARS (YES, BINOCULARS...LOL THEY ALLOW YOU TO AIM SPELLS LIKE YOU AIM THE BOW) LEFT HAND WEAPON - IDOLS CHIME, DARK PYROMANCY FLAME, DRANGLEIC SHIELD HEAD - SAINTS HOOD BODY - KNIGHT ARMOR +5 HANDS - JESTERS GLOVES +5 (FOR SOULS) LEGS - KNIGHTS LEGGINGS +5 RING 1 - SUN SEAL (MIRACLE DMG +5%) RING 2 - RING OF PRAYER (FTH+5) RING 3 - CLEAR BLUESTONE RING+1 (SPELLCAST SPEED) RING 4 - RING OF BLADES (PHY ATK+)**  **SPELLS SET: GREAT HEAL LIGHTNING SPEAR X2 GREAT LIGHTNING SPEAR POISON MIST**  **STILL A WORK IN PROGRESS BUT WITH GOOD DODGE SKILLS THIS BUILD IS VERY POWERFUL AND AGILE WITH THE MED ARMOR. THE LIGHTING SPEARS AVG 700-900 DMG PER HIT AND CAN BRING DOWN MOST ENEMIES IN 1-2 HITS.** | | **ANARCHIST'S GLASS CANNON BUILD** | **ANARCHIST26** |  |  | **150** | **STATS: VIGOR - 20 ENDURANCE - 10 VITALITY - 5 ATTUNEMENT - 40 STRENGTH - 10 DEXTERITY - 8 ADAPTABILITY - 8 INTELLIGENCE - 60 FAITH - 40**  **YOU WANT TO RUN A STRONG GLASS CANNON WHO WRECKS BOSSES AND KILLS PLAYERS IN 1-5 SHOTS DEPENDING ON THE MAGIC USED? CAN YOU ROLL THROUGH MOST ATTACKS BUT WILL SOMETIMES NEED A SHIELD TO BLOCK SOME ATTACKS? THIS BUILD WAS MADE BASED ON MY OWN UNDERSTANDING OF THE GAME, STATS, MECHANICS AND WHATEVER MADE SENSE AT THE TIME. IN MY ESTIMATE, I CAN SAY THAT THE BUILD WAS FINISHED 3/4 INTO THE GAME, IT WAS WRECKING THINGS 3/8 INTO THE GAME. IT IS A MONSTER IN BOTH PVE AND PVP PROVIDED YOU KNOW HOW TO HANDLE IT. CLICK ON THE BUILD NAME FOR THE EQUIPMENT AND SPELL LOADOUT AND ADDITIONAL INFO BUT THAT THE STATS ARE PROVIDED TO THE LEFT.**  **HAVE FUN!** | | [**LORD OF LIGHTNING AND SUNLIGHT BUILD**](https://darksouls2.wiki.fextralife.com/Lord+of+Lightning+and+sunlight) | **NIK NAK O** | **ANY** | **ANY** | **SL:169** | **THIS IS A BUILD DESIGNED TO BLITZ ALMOST EVERY PVE SITUATION AND WITH A LITTLE EXTRA PUSH A MONSTER IN PVP TOO!**   * **VIG:18** * **END:20** * **VIT: 20** * **ATT: 30** * **STR:20** * **DEX: 13** * **ADP: 15** * **INT: 3** * **FTH: 50 (65 IF YOU WANT BLINDING BOLT FOR PVP)**   **STARTING CLASS ISN'T THE MOST RELEVANT THING HERE BECAUSE I FOUND THE BEST WAY TO START OUT IS ALWAYS TO JUST AIM FOR 20'S ACROSS THE BOARD AND THEN RESPEC,  EITHER WAY THIS BUILD AS A PVE HAS AN IMMENSE DAMAGE OUTPUT, IF YOU COMBINE THE HIGH FAITH ALONG WITH A THRONE DEFENDER GREAT-SWORD WHICH HAS BEEN INFUSED WITH A BOLT STONE YOU GET A MASSIVE S SCALING IN FAITH AND AN ALMOST PURE LIGHTNING DAMAGE WEAPON THAT PIERCES ALMOST ANY DEFENSE IN THE GAME, COMBINE THIS WITH THE DRAGON CHIME AND ITS S FAITH SCALING AND YOU WILL TEAR ANY OPPONENT UP. (A LIGHTNING CLAYMORE +10 WILL BE MORE THAN ENOUGH UNTIL YOU REACH THE THRONE WATCHER/ DEFENDER. REQUIRED STATS ARE IDENTICAL IT JUST HAS MORE PHYSICAL ATTACK AND LOWER FAITH SCALING)  ALSO YOU GET A VERY TASTY BOOST TO FLAME BONUS AND WITH A +10 PYRO FLAME AS A BACK UP ELEMENT ALONG WITH FLAME SWATHE AND POTENTIALLY FIRE STORM, THEIRS NOTHING THIS BUILD CANT HANDLE ON THE OFFENCE  AS A BUILD MID ARMOUR IS RECOMMENDED BUT WHATEVER YOUR LOOK IS GO WITH IT, FASHION SOULS BABY!  THE 65 FAITH FOR BLINDING BOLT IS OPTIONAL HOWEVER FOR PVP I FOUND BECAUSE ITS CAST LOOKS DECEPTIVELY LIKE A SUNLIGHT SPEAR OR EMIT FORCE MOST PLAYERS ROLL UNDER THE STATIC ORB WHICH THEN PROCEEDS TO ERUPT BEHIND THEM AND CAUSE A MASSIVE AMOUNT OF DAMAGE, NOT SO USEFUL FOR PVE BUT IN PVP, ESPECIALLY TIGHT SITUATIONS IT CAN SINGLE HANDEDLY DESTROY AN OPPONENT,  (I WAS ONCE GANKED BY 3 PEOPLE IN IRON KEEP ON THE BRIDGE AND AS THEY RUSHED ME THAT SPELL SINGLE HANDEDLY WIPED ALL THREE OF THEM OUT IN THE ABOVE MANNER) I'M GOING TO ADD MY EXACT EQUIPMENT ETC LINKED TO THE BUILD NAME, HOPEFULLY YOU WILL ALL ENJOY THIS BUILD!** | | **TANK EXECUTIONER** | **CELTIC CHAOS** | [**KNIGHT**](https://darksouls2.wiki.fextralife.com/Starting+Classes#.U0pZM1d7CrA) | **ANY** | **ANY** | **PURE STRENGTH/DEX BUILD THAT HITS HARD MOVES FAST AND SHRUGS OFF HITS. IF YOU ARE HAVING TROUBLE WITH ANY ENEMY THIS BUILD MAKES ALMOST EVERY BOSS EASY. ONE MAN ARMY. YOU'LL NEED AN UNDERSTANDING OF ROLLING AND COUNTER-ATTACKS. ASIDE FROM THAT IT'S LOCK ON, GET CLOSE AND CIRCLE AROUND THEN PICK YOUR SHOTS. THIS STRATEGY WORKS FOR EVERY BOSS EXCEPT THE CHARIOT. SENTINELS AND SMELTER IS A DIFFICULT FIGHT NO MATTER WHAT BUILD YOU HAVE. AS FAR AS STATS GO IT DEPENDS ON WHAT GEAR AND WEAPONS YOU WANT. YOU'LL WANT TO KEEP YOUR WEIGHT AT 50% THE FAST ROLL UNDER 70% IS NOT FAST ENOUGH AND YOU DON'T HAVE MUCH MOBILITY AT 70% SO KEEP YOUR WEIGHT AS LOW AS YOU CAN WITHOUT SACRIFICING TOO MUCH DEFENSE. GEAR: DRANGLEIC ARMOR SET, IT'S EARLY AND EASY TO FIND. LATER YOU CAN USE VENGARL'S ARMOR IF YOU WANT. BUT THE STATS BELOW ARE BASED OFF MY CHARACTER'S ARMOR WHICH IS DRAKEKEEPER ARMOR, KING'S GLOVES AND DARK ARMOR LEGGINGS. IF YOU GET ENOUGH VIT YOU COULD USE ALONNE CAPTAIN ARMOR SET WHICH IS NOT ONLY HIGH DEFENSE BUT HIGH FIRE RESISTANCE. BUT STARTING NG+ I RESET MY VIT DOWN AND JUST WORE FULL KING'S SET BECAUSE IT WAS EXTREMELY LOW WEIGHT, DECENT DEFENSE AND HIGH ELEMENT AND MAGIC DEFENSE. AS FOR RINGS, ROYAL SOLDIER'S RING OR THIRD DRAGON RING WOULD BE GREAT SO YOU DON'T HAVE TO PUT SO MANY POINTS IN VIT. CHLORANTHY RING. RING OF BLADES. RING OF PROTECTION IN CAUSE YOU GO IN WITH LIGHTER ARMOR LIKE KING'S SET OR DARK ARMOR. SHOULD YOU NEED RING OF BINDING OR COVETOUS SILVER SERPENT RING JUST SWAP OUT WITH CHLORANTHY RING. WEAPONS: SWORD & SHIELD (2ND SLOT**[**DRAGONRIDER BOW**](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow#.U0pacFd7CrA)**)- SHIELD YOU HAVE A CHOICE OF DRANGLEIC SHIELD, ROYAL KITE SHIELD (UPGRADES WITH TITANITE SURPASSES DRANGLEIC) BUT LATER IN THE GAME YOU WILL WANT**[**DEFENDER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Defender%27s+Shield#.U0pYW1d7CrA)**IT BLOCKS 100% DAMAGE AND HAS HIGH MAGIC RESISTANCE OR YOU COULD GET**[**BLOSSOM KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Blossom+Kite+Shield#.U0pYXld7CrA)**WHICH BOOST STAMINA RECOVERY. SWORD - AGAIN THIS IS UP TO YOU BUT PERSONALLY I WOULD USE THE**[**DRANGLEIC SWORD**](https://darksouls2.wiki.fextralife.com/Drangleic+Sword#.U0pZv1d7CrA)**(GREATSWORD) IT CAN ONLY BE UPGRADED TO +5 BUT IT DOES GOOD DAMAGE, LOW WEIGHT, FAST ATTACKS BUT BEST OF ALL THE MOVE SET IS VERY HELPFUL. WHEN ONE HANDING THE STRONG ATTACK IS LONG REACH THRUST 2ND FOLLOW UP STRONG ATTACK IS A LARGE CIRCLING SWING THAT CAN HIT MANY OPPONENTS. LATER IN THE GAME YOU CAN PICK WHAT YOU WANT BUT TRY AND PICK OUT FAST ATTACKS WITH HIGH DAMAGE SO YOU CAN PUT IN SOME DAMAGE AGAINST AN ENEMY AT THE OPPORTUNE MOMENT THEN DUCK OUT FAST. IF YOU GET GREEDY THE 100% DAMAGE BLOCKING SHIELDS WILL REALLY HELP YOU OUT BUT REMEMBER, IF YOU RUN OUT OF STAMINA YOUR A SITTING DUCK. REMEMBER YOUR STATS SHOULD MATCH 50% WEIGHT SO IF YOU DON'T WANT AS MUCH VIT THEN PUT IT TOWARDS STR/DEX OR STAMINA. IF YOU GO FOR HEAVY ARMOR YOU CAN CUT POINTS OFF VGR. JUST HAVE HIGH STR/DEX. YOUR POINTS BASE OFF WHAT YOU CHOOSE FOR GEAR. ALTHOUGH I RECOMMEND HIGH STRENGTH BECAUSE THE DRAGONRIDER BOW DOES SOME SERIOUS DAMAGE WITH A GOOD STRENGTH STAT. THE BOW REALLY COMES IN HANDY, STAND BACK AND PICK OFF ENEMIES WITH HEADSHOTS. THE BOW DOES USE A GOOD CHUNK OF STAMINA BUT WITH THE RING/SWORD STAMINA RECOVERY AND LOTS OF POINTS IN VIG YOU'LL BE ABLE TO TAKE OUT BIG ENEMIES IN NO TIME. STATS: LEVEL 110 LEVEL: 159**   1. **VGR: 40 -----45** 2. **END:25 ------25** 3. **VIT: 25 -------30** 4. **ATN: BASE -** 5. **STR: 35 -----45** 6. **DEX: 35 -----45** 7. **ADP: BASE -** 8. **INT: BASE -** 9. **FTH: BASE -**   **STRATEGY: YOU ARE GOING TO BE GETTING UP CLOSE AND PERSONAL WITH MOST BOSSES. LITERALLY GET ON THEIR TOES, CIRCLE AROUND AND SHIELD UP WHEN THEY DO A WIDE SLASH. IF THEY DO SOMETHING THAT'S EASILY DODGED THEN SIMPLY ROLL BEHIND THEM AT THE MOMENT OF THEIR STRIKE AND TAKE SOME FAT OFF THEIR BACKS. IT'S ALL ABOUT GETTING IN THE RIGHT HITS, NEVER FULLY DEPLETE YOUR STAMINA IN CASE YOU HAVE TO SHIELD UP. REMEMBER YOU HAVE LOW WEIGHT AND FAST STAMINA RECOVERY SO YOU DON'T HAVE TO RELY ON BLOCK ALL THE TIME. AND WITH HIGH STRENGTH YOU CAN REALLY DO SOME DAMAGE WITH THAT DRAGONRIDER BOW, USE THAT AS MUCH AS YOU CAN. ELEMENTAL ARROWS ARE ALWAYS GOOD IDEA AND GO FOR HEADSHOTS.** | | **DS2 SLAVER BUILD** | **XIAHOU FAMILY** | **SWORDSMAN (PREFERRED), ANYONE CAN BUILD TO IT.** | **PETRIFIED SOMETHING** | **50** | **STARTING OUT, AFTER YOU GET YOUR GEAR, THE FIRST THING YOU MUST DO IS BLAST THROUGH THE 1ST FOG GATE IN THE TUTORIAL AREA. MAKE SURE YOU GRAB THE DAGGER, TOO. TRADE YOUR PETRIFIED SOMETHING WITH DYNA/TILLO. IF YOU GET THE OLD WHIP, GREAT. IF NOT, RESET UNTIL YOU DO. THEN, YOU HAVE TO KILL THE FIRST CYCLOPS TO GET THE STONE RING. UP YOUR DEX/STR (DEX FIRST, UNTIL 20, THEN STRENGTH TIL 7. THE SWORDS YOU START WITH BOTH SCALE ON THOSE STATS, THE SCIMITAR'S GOT A HIGHER DEX BONUS), THOSE ARE REALLY THE STATS YOU NEED FOR THE BEGINNING OF THE GAME. ONCE YOU CAN (FOR ME IT'S AFTER THE LAST GIANT), EQUIP THE WHIP AND SCIMITAR+1 IN YOUR RIGHT HAND AND THE DAGGER (IF YOU WANT, A TARGET/BUCKLER, AS WELL). THE BUILD'S LIGHTWEIGHT AND EASILY KILLED IF YOU AREN'T THE BEST AT DODGING, BUT DAGGER + STONE RING HAS A PRETTY GOOD STUN CHANCE (AND A REALLY QUICK LIGHT ATTACK...) THE WHIP HAS GOOD RANGE (AND REALLY HURTS ANYTHING UNDEAD INCLUDING THE PURSUER), AND THE SCIMITAR IS, WELL, THE SCIMITAR. WEAR LIGHT ARMOR, USE THE RING OF BLADES, BRACING RING, RING OF STEEL PROTECTION (IF YOU HAVE ONE. IF NOT, I LIKE THE OLD SUN RING, OR THE CHLORANTHY) AND RING OF SOUL PROTECTION (UNTIL YOU GET THE HANG OF THE BUILD. THEN ANYTHING GOES). REFINE THE WEAPONS AS YOU CAN, A DAGGER/SCIMITAR+5 SHOULD BE ACQUIRED PRETTY EARLY, HELPS WITH THE LOW DAMAGE OUTPUT.** | | **WHITE MAGE** | **ARSENICKNIFE** | **CLERIC** | **ANY** | **130** | **THIS BUILD IS DESIGNED AS A PURE PVE SUPPORT SPEC, MODELED AFTER THE TRADITIONAL WHITE MAGE JOB CLASS FROM THE CLASSIC FINAL FANTASIES. THE UPGRADED MACE AND GREAT LIGHTNING SPEAR MIRACLE GIVE IT ENOUGH OF AN OFFENSE TO HOLD ITS OWN SHOULD TROUBLE ARISE, BUT IT IS BEST PLAYED WITH COORDINATED CO-OP. COMBINES VARIED MIX OF RESTORATIVE AND HEALING SPELLS, OFFENSIVE CAPABILITIES (SOUL APPEASE MEANT TO SIMULATE THE TRADITIONAL EFFECTS OF HOLY/BANISH), AND POWERFUL BUFFS.  GEAR** [**PRIESTESS SET**](https://darksouls2.wiki.fextralife.com/Priestess+Set)**(IF FEMALE) (+1 FTH FROM HEADPIECE, 6.8 WT)/**[**WHITE PRIEST SET**](https://darksouls2.wiki.fextralife.com/White+Priest+Set)**(IF MALE) (+1 FTH FROM HEADPIECE, 8.2 WT) RH: +10 LIGHTNING**[**MACE**](https://darksouls2.wiki.fextralife.com/Mace)**(4.0 WT) LH: +5**[**IDOL'S CHIME**](https://darksouls2.wiki.fextralife.com/Idol%27s+Chime)**/+5**[**DRAGON CHIME**](https://darksouls2.wiki.fextralife.com/Dragon+Chime)**(0.5 WT/1.0 WT) RINGS:**[**RING OF PRAYER**](https://darksouls2.wiki.fextralife.com/Ring+of+Prayer)**(+5 FTH, 0.5 WT),**[**SUN SEAL**](https://darksouls2.wiki.fextralife.com/Sun+Seal)**(INCREASES STRENGTH OF MIRACLES BY 5%, 0.2 WT), +2**[**SOUTHERN RITUAL BAND**](https://darksouls2.wiki.fextralife.com/Southern+Ritual+Band)**(+3 ATTUNEMENT SLOTS, 1.5 WT), +2**[**CLEAR BLUESTONE RING**](https://darksouls2.wiki.fextralife.com/Clear+Bluestone+Ring)**(SHORTENS CASTING TIME BY 55%, 0.8 WT).  STATS  SOUL LEVEL: 130 VIGOR: 28 ENDURANCE: 20 VITALITY: 8 ATTUNEMENT: 50 STRENGTH: 12 DEXTERITY: 5 ADAPTABILITY: 10 INTELLIGENCE: 4 FAITH: 46 (52 WITH GEAR)  STAT VALUES  ATTUNEMENT SLOTS: 11 (WITH RING) MAX EQUIP LOAD: 50.5 (< 30% BURDEN) HP: 1014 STAMINA: 120  MAGIC (END GOAL; EARLY MAGIC WILL VARY WITH ASSORTMENT OF HEALS AND LESSER LIGHTNING SPEARS)** [**GREAT HEAL**](https://darksouls2.wiki.fextralife.com/Great+Heal)**(5 CASTS, 1 ATT)** [**SOOTHING SUNLIGHT**](https://darksouls2.wiki.fextralife.com/Soothing+Sunlight)**(4 CASTS, 2 ATT)** [**CARESSING PRAYER**](https://darksouls2.wiki.fextralife.com/Caressing+Prayer)**(7 CASTS, 1 ATT)** [**EMIT FORCE**](https://darksouls2.wiki.fextralife.com/Emit+Force)**(12 CASTS, 1 ATT)** [**GREAT LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Great+Lightning+Spear)**(12 CASTS, 1 ATT)** [**SOUL APPEASE**](https://darksouls2.wiki.fextralife.com/Soul+Appease)**(6 CASTS, 1 ATT)** [**SACRED OATH**](https://darksouls2.wiki.fextralife.com/Sacred+Oath)**(5 CASTS, 4 ATT)  ITEMS STOCK UP ON AS MANY HERBS AS YOU CAN, AS WELL AS**[**TOKEN OF FIDELITY**](https://darksouls2.wiki.fextralife.com/Token+of+Fidelity)**(WHICH CAN BE GAINED FROM SUCCESSFUL CO-OPS USING THE REGULAR**[**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**WHILE APART OF ANY COVENANT EXCEPT HEIRS OF THE SUN, AS WELL AS IF YOU ARE NOT APART OF ANY COVENANT).** | | **MOONLIGHT BATTLEMAGE** | **IGNUSKNAVERY** | **SORCERER** | **LIFE RING** | **150** | ****MOONLIGHT BATTLEMAGE - SL150**** **THIS BUILD FOCUSES ON BOTH SPELLS AND MELEE. ALTHOUGH IT CENTERS AROUND THE MOONLIGHT GREATSWORD, THERE ARE SEVERAL OTHER WEAPONS YOU HAVE AT YOUR DISPOSAL WITH THOSE STATS. HOWEVER, EVEN WITH THE NERFED MLGS, IT DISHES OUT TONS OF DAMAGE AND SHOULDN'T BE OVERLOOKED. YOU'RE KILLING TWO BIRDS WITH ONE STONE BECAUSE YOUR INT STAT IS WHAT THE MLGS SCALES FROM, AND YOU CAN UTILIZE THE MOST POWERFUL SORCERY SPELLS OF THE GAME. CRANK UP YOUR ATTUNEMENT TO 30, AND YOU HAVE SIX SLOTS TO UTILIZE. I ALSO TAKE ADVANTAGE OF THE PYROMANCY FLAME +10. THIS IS AWESOME IF YOU WANT TO DO A LITTLE PVPING. THESE IS A GREAT BUILD FOR THOSE THAT DISLIKE BEING A GLASS CANNON AND WOULD LIKE THE OPTION OF GETTING DOWN AND DIRTY, OR SITTING IN THE BACKGROUND AND LOBBING SPELLS.  SORCERER STATS:**   * **VGR: 40 (PLENTY OF LIFE FOR SURVIVABILITY)** * **END: 20 (NO NEED TO INCREASE MORE THAN 20 AS IT’D BE A WASTE)** * **VIT: 13 (INCREASED TO 13 TO ALLOW FOR FARAAM ARMOR AND STILL BE UNDER 70% EQUIP WEIGHT)** * **ATT: 30 (THIS INCREASES YOUR SPELLS SLOTS, AGL, AND DEFENSES)** * **STR: 18 (MLGS REQUIREMENTS)** * **DEX: 18 (MLGS REQUIREMENTS)** * **ADP: 8 (LEAVE AT BASE. ATTUNEMENT WILL BRING YOU TO ABOUT 93 AGL)** * **INT: 52 (YOU CAN USE SPICES TO LOWER SPELL REQS FOR GEYSER WHICH IS WHAT I DID HERE)** * **FAI: 4 (LEAVE AT BASE)**   **ARMOR:**   * **BLACK HELM +10** * **FARAAM CHEST +10** * **FAARAM GLOVES +10** * **FARAAM LEGGINGS +10**   **RINGS:**   * **THIRD DRAGON RING** * **CLEAR BLUESTONE RING +2** * **CHLORANTHY RING +2** * **RING OF STEEL PROTECTION +2**   **WEAPONS:**   * **MOONLIGHT GREATSWORD +5** * **STAFF OF WISDOM +5** * **PYROMANCY FLAME +10**   **SHIELD:**   * **DEFENDER'S SHIELD +5** | | **CASTER** | **RABBIT** | **DEPRIVED** | **OPTIONAL** | **150+** | **POINTS: VGR: 10 (1094 HP) END: 10 (100 STAMINIA) VIT: 8 (50.5 EQUIP LOAD) ATN: 30 (6 SLOTS PRA MAGIAS) STR: 16 :(PARA SHIELDS E ARMAS, RECOMENDO O "ROARING HALDBERD") DEX: 12 (PARA USO DA ARMA E ARCO) ADP: 6 (BASE) INT: 61 (PARA USO DE SPELLS E HEX) FTH: 50 (PARA USO DE MIRACLES E HEX)**  **BUILD RIGHT WEAPON 1: ROARING HALBERD +5 (UPGRADE OPTIONAL)RIGHT WEAPON 2: SUNSET STAFF +5 (BETTER CATALIST FOR HEX)RIGHT WEAPON 3: CHIME OF WANT +5 (BETTER CHIME FOR HEX) (OPITIONAL: STAFF OF WISDOM, BETTER FOR SPELLS BUT 0 DARK DAMAGE)(OPITIONAL: DRAGON CHRIME BETTER FOR MIRACLES BUT LOW DARK DAMAGE) LEFT WEAPON 1: DRAINGLEIC SHIELD (BUT TRADE LATTER FOR "DEFENDER'S SHEILD") LEFT WEAPON 2: PYROMANCY FLAME +10LEFT WEAPON 3: NONE OR "SHORT BOW +10"**  **SETHEAD: BLACK WITCH HAT +5 (ADD +1 SLOT) CHEST: LIONA MAGE ROBE +10 (ADD CAST SPEED) HANDS: LION MAGE CUFFS +10 (ADD CAST SPEED) OR PENAL HANDCUFFS (ADD MORE PYROMANCY DAMAGE) LEGS: LION MAGE SKIRT +10 (ADD CAST SPEED) RINGS:**   1. **CHLORANTHY RING +1 OR +2 (FOR STAMINIA RECOVER)** 2. **THIRD DRAGON RING (UP HP TO 1176/ STAMINIA TO 112/ EQUIP LOAD TO 56.8)** 3. **CLEAR BLUESTONE RING +1 OR +2 (SPELL CAST BUFF)** 4. **RING OF LIFE PROTECTION OR OTHER.**   **SPELLS2 DARK ORB / 1 DARK HAIL / SOUL GREATSWORD / GREAT LIGHT SPEAR / FLAME SWATHE OR OTHERS.  THAT BUILD FOCUS IN CAST SPELLS, IT IS TOO GOOD TO PVE BUT IN PVP HAVE LOW ARMOR AND LOW MELEE DAMAGE. (BUT 1 COMBO CAST IS GG) :D (XBOX ID: GU1S2)** | | **POLEARM PALADIN** | **STRYKER** | **CLERIC OR KNIGHT** | **YOUR CHOICE** | **150** | POLEARM PALADIN **A SPELLSWORD TYPE BUILD, THIS FOCUSES ON USING A MIXTURE OF BUFFED WEAPONS AND RANGED LIGHTNING SPELLS THAT ALLOWS FOR TWO PLAYSTYLES, A MELEE FOCUSED AND A RANGED PLAYSTYLE. STATS:**   1. **VIGOR :49** 2. **ENDURANCE: 20** 3. **VITALITY: 10** 4. **ATTUNEMENT: 25** 5. **STRENGTH: 20** 6. **DEXTERITY: 14** 7. **ADAPTABILITY: 9** 8. **INTELLIGENCE: 3** 9. **FAITH: 49**   **2 THINGS: 1. I'M SURE YOU NOTICED I DID NOT PUT ANY POINTS INTO ADP, THAT'S BECAUSE I HAVE NOT FOUND ANY USE IN THAT STAT, THOUGH SOMEONE COULD PROVE ME WRONG. AND 2 . FAITH IS AT 49 BECAUSE STAT BOOSTING EQUIPMENT. EQUIPMENT: RIGHT WEAPON 1: LIGHTNING HALBERD+10 ( AN AMAZING WEAPON WITH AN AMAZING MOVESET, COULD ALSO BE SWAPPED FOR A MORE COMFORTABLE WEAPON FOR YOU)RIGHT WEAPON 2: BACKUP WEAPON MAXED OUT WITH LIGHTNING,( TESTED WEAPONS AT THE BOTTOM OF SECTION)RIGHT WEAPON 3: YOUR CHOICE, IF ANY  LEFT WEAPON 1: ROYAL KITE SHIELD+10 ( OR AN EQUIVALENT, I PREFER THIS BECAUSE OF ITS LIGHT WEIGHT AND 100 PHYSICAL BLOCK) LEFT WEAPON 2: LIGHTNING DRAGON CHIME +10 ( A STAPLE IN ANY FAITH BUILD) LEFT WEAPON 3: YOUR CHOICE, IF ANY HERE ARE SOME REAL #FASHIONSOULSHEAD PIECE: SAINT'S HOODCHEST PIECE: CREIGHTON'S CHAINMAILLEG PIECE: DRANGLEIC LEGGINGSHAND PIECE: HARD LEATHER GAUNTLETS OR ENGRAVED GAUNTLETS (MORE INTO THAT LATER) RINGS: RING 1: RING OF KNOWLEDGE ( +5 FAITH AND THE EXTRA POINT FROM THE SAINT'S HOOD WILL ALLOW US TO USE SUNLIGHT SPEAR IN 49 FAITH)RING 2: SOUTHERN RITUAL BAND +2 ( THREE MORE SPELL SLOTS? YES PLS. GET IT FROM NAJKA AT NG+ OR ASCETIC)RING 2: THIRD DRAGON RING ( HEALTH STAMINA ENDURANCE EVERYTHING YOU COULD EVER WANT)RING 4: CLORANTHY RING +2 OR RING OF BLADES +2 SPELLS: LIGHTNING SPEAR X2 GREAT LIGHTNING SPEAR SUNLIGHT SPEAR SUNLIGHT BLADE GREAT HEAL GREAT MAGIC BARRIER  WEAPON TESTS: FROM HERE, ARE WEAPONS YOU CAN USE IF YOU WANT TO USE A BACKUP WEAPON WITH THE A HALBERD OR A DIFFERENT WEAPON  ESTOC: WITH A LIGHTNING +10 ESTOC, AND BUFFED WITH SUNLIGHT BLADE, THE SPEED OF THE WEAPON AND DAMAGE PER HIT IS PRETTY FANTASTIC, SO IF YOU WANT A FASTER ALTERNATIVE, GO FOR THIS DEFENDER GREATSWORD: A GREAT WEAPON, USE THIS AND YOU MAY TAKE OUT SUNLIGHT BLADE FOR ANOTHER SPELL. MACE OF THE INSOLENT: NO. BAD WEAPON BAD CHIME. NO THORNED GREATSWORD: THE R2 IS NICE, BUT THE WEAPON IS NOT AS GOOD AS THE DEFENDER SWORD, USE THAT INSTEAD. DRAGONSLAYER SPEAR: A GOOD WEAPON ONLY IF YOU HAVE A SPECIFIC BUILD, THIS IS NOT THE BUILD. HEIDE WEAPONS: ONLY FOR EARLY GAME. THANKS FOR READING AND GOOD LUCK! :)** | | **ENCHANTED KNIGHT JACK OF ALL TRADES** | **ELEKTRA** | **WARRIOR OR KNIGHT** | **ANY** | **120+** | **(ALL LINKS ARE TO DARKSOULS2.WIKI.FEXTRALIFE.COM AND OPEN IN NEW TABS AUTOMATICALLY) THIS BUILD WON'T WORK EARLY IN THE GAME BECAUSE YOUR SKILLS WOULD TO BE TOO SPREAD OUT TO DO ANYTHING. JUST LEVEL UP A CHARACTER TO 120ISH AND USE SOUL VESSEL TO RESPEC INTO THIS LATE GAME BUILD. WHILE YOU'RE GOING THROUGH THE FIRST PLAYTHROUGH COLLECT AS MANY**[**SKEPTIC'S SPICE**](https://darksouls2.wiki.fextralife.com/Skeptic%27s+Spice#.U1YBq1d7CrB)**AND**[**SIMPLETON'S SPICE**](https://darksouls2.wiki.fextralife.com/Simpleton%27s+Spice#.U1XxFld7CrA)**AS YOU CAN. SAVE EVERY ONE YOU FIND, YOU SHOULD FIND AT LEAST 10 FOR BOTH ITEMS IN ONE PLAYTHROUGH. YOU COULD RESET YOUR SOULS AT LEVEL 120 BUT THE HIGHER THE BETTER. PERSONALLY I STARTED THIS BUILD AT 150 WHICH WAS PERFECT.  THIS BUILD IS TO GIVE TO STR/DEX MELEE FIGHTERS A LITTLE HELP WITH THEIR GAME. YOU WILL HAVE THE STR/DEX TO DISH OUT DAMAGE WITH WEAPONS, THE ABILITY TO ENCHANT ALL ELEMENTAL DAMAGE TO YOUR WEAPONS, HAVE HEALS AND RANGED MAGIC ATTACKS, THE HEALTH AND DEFENSE STATS TO KEEP YOU ALIVE. FURTHERMORE THIS BUILD WILL ALLOW YOU TO REALLY SEE ALL COMBAT HAS TO OFFER. JACK OF ALL TRADES KIND OF BUILD. THIS MEANS ANY BOSS OR ENEMY IS NOW VULNERABLE TO YOUR ATTACKS. YOU'LL BE ABLE TO CAST FIRE, MAGIC AND LIGHTNING TO YOUR WEAPONS WITHOUT USING UP RESINS. IT DOESN'T HURT TO HAVE SOME HEALING SPELLS, RANGED ATTACKS AND EXTRA BUFFS TO YOUR CHARACTER. LIKE IN DARK SOULS 1 A MELEE BUILD COULD BUFF HIMSELF WITH MAGIC, YOU'LL BE ABLE TO DO THAT WITH THIS.  STATS: SOUL LEVEL 150----------------------SOUL LEVEL 185**   1. **VIGOR: 35------------------------------------45** 2. **ENDURANCE: 23----------------------------25** 3. **VITALITY: 23----------------------------------26** 4. **ATTUNEMENT: 16--------------------------16** 5. **STRENGTH: 35-------------------------------40** 6. **DEXTERITY: 30------------------------------35** 7. **ADAPTABILITY: BASE** 8. **INTELLIGENCE: 10---------------------------20** 9. **FAITH: 26------------------------------------26**   **THESE STATS CAN BE CHANGED BASED ON WHAT GEAR YOU USE. SWAP THE STRENGTH AND DEX AROUND IF YOU CHOICE TO GO WITH DEXTERITY BASED WEAPONS. I'D RECOMMEND GOING WITH DECENT ARMOR INSTEAD OF CASTER CLOTHES, ON TOP OF THAT YOU'LL BE CARRYING A WEAPON, STAFF, BOW AND SHIELD (PYROMANCY DOESN'T WEIGH ANYTHING) SO YOU'LL NEED VITALITY TO STAY UNDER 60% IDEAL WEIGHT WOULD BE %50 SO YOU CAN REALLY GAIN SOME DISTANCE ON ROLLING.  FOR WEAPONS: MAIN WEAPON: YOU'RE CHOICE BUT I RECOMMEND A GREATSWORD. YOU'LL BE ABLE TO BUFF YOUR WEAPON WITH ELEMENTAL DAMAGE SO TRY TO GO FOR THE HIGHEST BASE DAMAGE WEAPON YOU COULD USE AND STILL BE QUICK WITH. HERE ARE SOME RECOMMENDED WEAPONS FROM MY BUILDS:**[**DRANGLEIC SWORD**](https://darksouls2.wiki.fextralife.com/Drangleic+Sword#.U1X3KVd7CrA)[**BLACK KNIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Knight+Greatsword#.U1X3X1d7CrA)[**MIRRAH GREATSWORD**](https://darksouls2.wiki.fextralife.com/Mirrah+Greatsword#.U1X3n1d7CrA)**OR YOU COULD USE A CLAYMORE +10 IT'S REALLY UP TO YOU. ALTHOUGH WITH THE HIGHER STAT IN FAITH YOU COULD INFUSE YOUR GREATSWORD WITH LIGHTNING OR ANYTHING THAT SCALES IN INT/FAITH AND GET AN EXTRA BOOST IN DAMAGE.  ALSO GET THE**[**DRAGONRIDER BOW**](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow#.U1X4Ild7CrA)**WITH THE STRENGTH AND INT SCALING THAT BOW WILL CAUSE SOME SERIOUS DAMAGE. AS FOR SHIELDS AGAIN IT'S UP TO YOU BUT I LIKE THE ROYAL KITE SHIELD +10 OR IF YOU ARE GOOD AT DODGING AND WOULDN'T USE A SHIELD ALL THAT OFTEN YOU COULD GET THE**[**BLOSSOM KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Blossom+Kite+Shield#.U1X4wFd7CrA)**WHICH WILL GIVE YOU A MAJOR BOOST IN STAMINA RECOVERY.  FOR MAGIC: PYROMANCY WILL GREAT TO HAVE BECAUSE IT DOESN'T REQUIRE ANYTHING BUT SLOTS, YOU'LL HAVE INT/FTH TO CAUSE SOME DAMAGE IF YOU USE OFFENSIVE SPELLS BUT YOU REALLY ONLY CARE FOR**[**FLAME WEAPON**](https://darksouls2.wiki.fextralife.com/Flame+Weapon#.U1X5k1d7CrA)**YOU CAN UPGRADE PYROMANCY FLAME IF YOU WANT TO USE OFFENSIVE SPELLS BUT UPGRADING IT WILL NOT AFFECT FLAME WEAPON. NOW FOR THE COMPLICATED PART YOU HAVE YOUR SPICES RIGHT? WELL GET**[**GREAT MAGIC WEAPON**](https://darksouls2.wiki.fextralife.com/Great+Magic+Weapon#.U1X0JFd7CrA)**AND USE YOUR SPICES TO KNOCK OFF SOME INT REQUIREMENT POINTS. IF YOU'RE INT IS AT 10 USE 8 SPICES BECAUSE IT REQUIRES 18. REGULAR MAGIC WEAPON WOULD BE FINE BUT GREAT DOES MUCH MORE DAMAGE. NOW YOU'VE GOTTEN 26 POINTS IN FTH GO AHEAD AND USE 10 SPICES ON**[**SUNLIGHT BLADE**](https://darksouls2.wiki.fextralife.com/Sunlight+Blade#.U1Xz0Fd7CrA)**WHICH REQUIRES 36. SUNLIGHT BLADE IS ONLY 1 USE BUT THE DAMAGE IT ADDS IS WORTH IT. ESPECIALLY IF THEY ARE WEAK TO LIGHTNING. ALSO PICK UP**[**DARK WEAPON**](https://darksouls2.wiki.fextralife.com/Dark+Weapon#.U1X_rld7CrA)**THERE AREN'T TOO MANY ENEMIES WEAK TO DARK BUT WHY NOT HAVE IT? WITH 26 IN FTH YOU ALREADY CAN USE**[**MED HEAL**](https://darksouls2.wiki.fextralife.com/Med+Heal#.U1X7Rld7CrC)**AND**[**LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Lightning+Spear#.U1X7bFd7CrA)**SO REALLY JUST USE WHAT YOU WISH. BUT FOR YOUR CASTING WEAPON THERE IS NO OTHER OPTION, YOU DO NOT WANT A STAFF AND CHIME TAKING UP SLOTS AND WEIGHING YOU DOWN. WITH 20 INT AND 26 FTH YOU CAN USE**[**BLACK WITCH'S STAFF**](https://darksouls2.wiki.fextralife.com/Black+Witch%27s+Staff#.U1X7wFd7CrA)**WHICH CAN CAST MIRACLES, SORCERIES AND HEXES. IT ALSO HAS DECENT STATS AND UPGRADES WITH REGULAR TITANITE.  FOR ARMOR: I'M LEAVING THIS ENTIRELY UP TO YOU. ARMOR CAN CHANGE AN ENTIRE BUILD, HEAVY ARMOR MAKES YOU A TANK SO YOU CAN TAKE DAMAGE BUT YOU CAN'T MOVE AROUND TOO FAST. LIGHT ARMOR WILL ALLOW YOU TO MOVE QUICKLY AND ROLL INSTEAD OF TAKE HITS, HOWEVER YOU'LL BE EASIER TO KILL IF YOU'RE HIT. IF YOU GO LIGHTER ARMOR YOU CAN TAKE SOME POINTS OF VITALITY AND PUT THEM IN WHATEVER AREA YOU NEED MORE. PERSONALLY I WENT FOR MEDIUM ARMOR, I MIXED AN ARMOR SET BECAUSE NOT ONLY DID I WANT DECENT DEFENSE AND LOW WEIGHT BUT I DIDN'T WANT MY CHARACTER LOOKING STUPID SO THIS IS MY SET (NOTE: I HAVE HIGHER VITALITY BECAUSE OF THIS SET)**[**KING'S SET CHEST AND GLOVES**](https://darksouls2.wiki.fextralife.com/King%27s+Set#.U2MYn1d7CrB)[**DARK SET HELM AND LEGGINGS**](https://darksouls2.wiki.fextralife.com/Dark+Set#.U2MYSFd7CrA)**. IT SOUNDS LIKE A MESS BUT HONESTLY ALL PUT TOGETHER IT LOOKS NICE. YOU CAN PICK AND CHOOSE LIKE A SAID JUST BE UNDER 60% AT 70% YOU CAN FAST ROLL BUT IT'S NOT "FAST" AS IT WOULD BE UNDER 60% WITH THAT AND**[**ROYAL SOLDIER'S RING**](https://darksouls2.wiki.fextralife.com/Royal+Soldier%27s+Ring#.U2MZAVd7CrA)**OR**[**THIRD DRAGON RING**](https://darksouls2.wiki.fextralife.com/Third+Dragon+Ring#.U2MZf1d7CrA)**I'M UNDER 45% KING'S SET HAS GOOD PHYSICAL RESISTANCE AND GREAT ELEMENTAL RESISTANCE. PLUS IT'S LOW WEIGHT. DARK SET HAS DECENT STATS FOR ITS LOW WEIGHT. TOGETHER THEY LOOK AWESOME.  AND THAT'S ABOUT IT, KNOW YOUR ENEMY'S WEAKNESS AND APPLY THE ELEMENT TO YOUR WEAPON THEN BASHY BASHY. INCREASE YOUR LEVELS BY WHAT YOU WANT. YOU CAN GO FOR INT INSTEAD OF FAITH BUT YOU'LL STILL WANT SOME FAITH FOR SUNLIGHT BLADE. ALTHOUGH GOING BOTH INT AND FAITH YOU CAN ALWAYS GO DARK. OF COURSE THERE ARE OTHER SPELLS YOU MIGHT WANT LIKE YEARN, MAGIC BARRIER, GREAT MAGIC SHIELD, AFFINITY, FLAME SWATHE, POISON MIST ECT. JUST KEEP ADDING POINTS TO WHATEVER SKILL YOUR MAGIC IS REQUIRING AND KEEP USING SPICES. THIS BUILD IS REALLY MY FAVORITE, I LITERALLY HAVE NO SITUATION WHERE I'M WEAK AGAINST. ENEMIES THAT ARE WEAK TO CIRCLING AROUND GET HIT MY BLADE, ENEMIES WITH POWERFUL CLOSE RANGE AOE ATTACKS GET SPAMMED BY MY BOW AND MAGIC. ANY WEAKNESS I HAVE AGAINST A BOSS I SIMPLY ATTUNE DIFFERENT SPELLS. IS IT THE PERFECT BUILD? NO BUT YOU'LL BE ABLE TO HANDLE YOURSELF PRETTY WELL AND YOU'LL GET TO EXPERIENCE ALL WALKS OF COMBAT. ENJOY :D** | | **DEFENDER'S GREATSWORD** | **IGNUSKNAVERY** | **BANDIT** | **RING OF LIFE** | **150** | [DEFENDER'S GREATSWORD BUILD](https://darksouls2.wiki.fextralife.com/Defender%27s+Sword+Build" \o "Dark Souls 2 Defender%27s Sword Build) **THIS BUILD FOCUSES ON BOTH MIRACLES AND MELEE. IT CENTERS AROUND THE DEFENDER'S GREATSWORD, BECAUSE THERE'S NO OTHER FAITH WEAPON THAT COMES CLOSE WHEN IT COMES TO SCALING. IF YOU MEET THE REQUIREMENTS AND PICK THIS UP AT THE END OF YOUR PLAYTHROUGH, INFUSE IT WITH LIGHTING. IT SCALES S WITH FAITH. RAISE YOUR ATTUNEMENT TO 25 SO YOU CAN CARRY A COMBINATION OF YOUR FAVORITE SPELLS WHETHER IT BE A FEW GREAT LIGHTNING SPEARS, PYROMANCY SPELLS, OR SACRED OATH.  BANDIT STATS AT SL150:**   * **VGR: 30 (THIS WILL BE ALL YOU NEED WITH THE THIRD DRAGON RING)** * **END: 20 (NO NEED TO INCREASE MORE THAN 20 AS IT’D BE A WASTE)** * **VIT: 20 (RAISING TO 20 WILL ALLOW YOU TO STAY UNDER 50 WITH LIGHT ARMOR OR UNDER 70 WITH MEDIUM ARMOR)** * **ATT: 25 (THIS INCREASES YOUR SPELLS SLOTS, AGL, AND DEFENSES)** * **STR: 20 (RAISE TO 20 FOR DEFENDER'S GS REQUIREMENTS)** * **DEX: 14 (KEEP AT BASE)** * **ADP: 23 (WITH HELP FROM ATTUNEMENT, THIS HELPS RAISE AGL TO 103)** * **INT: 1 (LEAVE AT BASE)** * **FAI: 50 (LEVEL TO 50 FOR THE DRAGON CHIME AND SPICE YOUR WAY DOWN FOR HIGHER SPELLS)**   **ARMOR:**   * **THIS IS MORE PERSONAL PREFERENCE. I MAXED FARAAM'S FOR MY MEDIUM ARMOR AND WENT WITH A MIX OF WHAT LOOKED GOOD FOR MY LIGHT ARMOR.**   **RINGS:**   * **THIRD DRAGON RING** * **CLEAR BLUESTONE RING +2** * **CHLORANTHY RING +2** * **RING OF STEEL PROTECTION +2 / RING OF BLADES +2**   **WEAPONS:**   * **DEFENDER'S GREATSWORD +5 WITH LIGHTNING INFUSION (SCALES S)** * **DRAGON LIGHTNING CHIME +5** * **PYROMANCY FLAME +10**   **SHIELD:**   * **WATCHER'S SHIELD +5 (IT DOESN'T HAVE 100% PHYSICAL, BUT CLOSE. IT'S AN AWESOME LIGHT SHIELD AND SOUNDS LIKE A BELL WHEN YOU BLOCK. WHAT MORE DO YOU WANT?)** | | **SWIFT TANK SLAYER** | **SKYDRELL** | **KNIGHT** | **ANY** | **100+** | **THIS IS AN ENDGAME NG OR NG+ BUILD THAT FOCUSES ON STRENGTH AND SURVIVABILITY. YOU WANT TO STAY UNDER 70% ITEM BURDEN, BEST UNDER 60 % IF YOU CAN AFFORD SOME MORE POINTS INTO VGR. RAISE YOUR STRENGTH UP TO AT LEAST 45, SO YOU CAN EQUIP HAVEL´S GREATSHIELD, THEN PUMP UP YOUR VITALITY AND SPEND AT LEAST 20 IN END. ALSO YOU WANT TO USE AN ARMOR THAT GIVES YOU HIGH DEFENCE STATS WHILE STAYING UNDER 70 % INTEM BURDEN. I RECOMMEND THE FARAAM SET +10 AS WEAPON ANY GREATSWORD WILL DO FINE. I CHOSE THE BLACKKNIGHT GREATSWORD. AS RINGS YOU NEED THE SOLDIERS RING +1/2, 3RD DRAGON RING, RING OF BLADES AND RING OF STEEL PROTECTION. IN PVE YOU CAN BLOCK ALMOST EVERY ATTACK BOSSES CAN HIT YOU WITH AND MAGIC, FIRE, LIGHTNING ETC. WILL BE REDUCED OVER 90 % WHEN YOU BLOCK PROPERLY. THE ARMOR WILL OFFER YOU GREAT PROTECTION WHILE STILL BEING ABLE TO USE MEDIUM ROLL WHICH IS A REALLY NASTY SURPRISE IN PVP BECAUSE NOBODY THINKS YOU STILL HAVE MEDIUM ROLL HAVING HAVEL´S GREATSHIELD AND THE FARAAM SET ALONG WITH A GREATSWORD EQUIPED. WITH A BIT OVER 20 END I`M ABLE TO HIT 5 TIMES IN A ROW WITH MY BLACKKNIGHT GREATSWORD. IT STAGGERS THE ENEMY AND DOES A TREMENDOUS AMOUNT OF DAMAGE. IN MANY PVP SITUATIONS I COULD EASILY SLAY MY OPPONENTS USING ROLLING, BLOCKING AND SIMPLY SLICE HIM TO PIECES. ESPECIALLY RANGE BUILDS HARDLY STAND A CHANCE SINCE YOU SIMPLY CAN COUNTER ALL OF THEIR ATTACKS IN ONE OR THE OTHER WAY AND FINISH THEM OFF QUICKLY. IF YOU WANT YOU CAN ALSO USE PYROMANCY AND A (CROSS)BOW. I LIKED THE DRAGONRIDER BOW MOST SO FAR. ENJOY THIS BUILD** | | **DARK KNIGHT** | **ARSENICKNIFE** | **KNIGHT** | **ANY** | **150+** | **THE DARK KNIGHT, NOT TO BE CONFUSED WITH THE CAPED CRUSADER, IS A POPULAR CLASS IN MANY ROLE PLAYING GAMES. WITH AN EMPHASIS ON PURE-HEX MAGIC AND A DARK-INFUSED SCYTHE, HIGH HP, AND MODERATE STAMINA, THE DARK KNIGHT SHOULD BE A STRONG PICK FOR PVE AND PVP FANS ALIKE. THESE STATS REFLECT THE BUILD USING THE SCYTHE OF NAHR ALMA: ADAPT IT AS NECESSARY FOR USE WITH EITHER OF THE ALTERNATIVE WEAPONS. ADDITIONAL LEVELS SHOULD BE SPENT ON INCREASING VITALITY OR STRENGTH/DEX FOR HIGHER DAMAGE SCALING.  STATS SOUL LEVEL: 150 VIGOR: 41 ENDURANCE: 20 VITALITY: 20 ATTUNEMENT: 40 STRENGTH: 14 DEXTERITY: 12 ADAPTABILITY: 10 INTELLIGENCE: 20 FAITH: 26  WEAPONS RH: +5 DARK SCYTHE OF NAHR ALMA (5.0 WT) OR +5 SCYTHE OF WANT (12.0 WT) OR +5 LOST SINNER'S SWORD (12.0 WT) LH: +10 DARK BLACK WITCH'S STAFF (2.5 WT)  EQUIPMENT ARMOR: ALONNE KNIGHT HELM (4.6 WT) DARK ARMOR (9.8 WT), DARK GAUNTLETS (5.8 WT), DARK LEGGINGS (5.8 WT) RINGS: ABYSS SEAL (0.2 WT), THIRD DRAGON RING (1.0 WT), RING OF BLADES +2 (2.0 WT), RING OF THE EVIL EYE +2 (1.5 WT) TOTAL WEIGHT: 38.2 (WITH SCYTHE OF NAHR ALMA)/45.2 (WITH SCYTHE OF WANT OR LOST SINNER'S SWORD)  HEXES DARK ORB (25 CASTS, 1 ATT) GREAT RESONANT SOUL (11 CASTS, 2 ATT) DARK WEAPON (5 CASTS, 1 ATT) SCRAPS OF LIFE (5 CASTS, 1 ATT) PROFOUND STILL (3 CASTS, 2 ATT)  JOIN THE PILGRIMS OF DARK IF PVE IS YOUR FOCUS (OR STAY IN IT AFTER YOU ACQUIRE THE NECESSARY HEXES/RING), OR THE BROTHERHOOD OF BLOOD IF YOU WANT TO PVP.** | | **LIGHTNING BLADE** | **SLASHPWNT (X360)** | **CLERIC** | **ANY** | **150+** | **THE LIGHTNING BLADE IS A FOCUS ON STRENGTH AND FAITH ENABLING YOU TO DEAL GREAT DAMAGE IN BOTH RANGED AND MELEE SITUATIONS, IT ISN'T A DEFENSIVE CLASS IN THE SLIGHTEST WE'RE ALL ABOUT DEALING THE DAMAGE. LIGHT - MEDIUM GEAR KEEPING YOUR EQUIPMENT LOAD LOW IN ORDER TO KEEP THAT DODGE ROLL EFFECTIVE AND QUICK. YOU SHOULD FOCUS ON BUILDING YOUR FAITH AS HIGH AS POSSIBLE AS SOON AS POSSIBLE WITHOUT SACRIFICING TOO MANY OTHER STATS, BEING ABLE TO TAKE 2-3 HITS IS THE REQUIRED MINIMUM, HAVING AROUND 6 ATTUNEMENT SLOTS IS WHAT I FOCUSED ON AFTER GETTING MY FAITH AND STRENGTH HIGH; MORE SPELLS = BETTER VERSATILITY. SOUTHERN RITUAL BAND CAN HELP EARLY GAME TO GET THOSE EXTRA SPELLS IN. ARMOR HEXER'S HOOD: OBTAINED FROM FELKIN THE OUTCAST. GIVES +1 INT +1 FAITH & +1 TO NUMBER OF SPELLS CAST FOR EACH EQUIPPED SPELL. THRONE WATCHER'S ARMOR +5: OBTAINED FROM MAUGHLIN THE ARMORER IN MAJULA AFTER DEFEATING THRONE WATCHER AND DEFENDER HE WELL SELL THE ARMOR SET. THRONE WATCHER'S GAUNTLETS +5 THRONE WATCHER'S LEGGINGS +5 I'M USING THE THRONE WATCHER'S SET BECAUSE IT NOT ONLY LOOKS SWEET, BUT IT'S A PRETTY LIGHT SET FOR THE DEFENSES IT BRINGS. WEAPONRY (RH) (LIGHTNING) DRAGON CHIME +5: OBTAINED FROM DARKDIVER GRANDALH AFTER DEFEATING THE DARKLURKER (LIGHTNING) DEFENDER GREATSWORD +5 CAN BE PURCHASED FROM WEAPON MASTER ORNIFEX WITH A THRONE DEFENDER SOUL, THIS WEAPON UTILIZES BOTH STRENGTH AND FAITH TO INCREASE IT'S PHYSICAL AND LIGHTNING DAMAGE, UPGRADING IT TO THE LIGHTNING ATTRIBUTE INCREASES IT'S FAITH GAIN RANK TO AN S. NOT TO MENTION IT HAS A FREE LIGHTNING ENCHANT ABILITY AS IT'S SPECIAL WHILE EQUIPPED IN 2H THEN PRESSING L2/LT. I KEEP THIS WEAPON EQUIPPED IN BOTH HANDS. OFF-HANDS (LH) SLUMBERING DRAGON SHIELD +10: I ONLY USE THIS SHIELD FOR IT'S STAMINA REGENERATION EFFECT, I USE IT WITH THE LIGHTNING DEFENDER GREATSWORD. (LIGHTNING) DISC CHIME +10: THIS IS A USEFUL SHIELD THAT IS ALSO A CHIME; ENABLING YOU TO USE MIRACLES WHILST ALSO GAINING BENEFITS FROM SHIELDING AGAINST ENEMY ATTACKS. (MAINLY FOR WEAPON ENCHANTS OR CASTING DEFENSIVE MIRACLES.) RINGS CHLORANTHY RING +2 - INCREASED STAMINA REGENERATION. THIRD DRAGON RING - INCREASE IN STAMINA/HP & WEIGHT. RING OF BLADES +2 - PHYSICAL DAMAGE INCREASE. THIS RING SLOT IS ENTIRELY YOUR CHOICE, I'M CURRENTLY RUNNING WITH SUN RING FOR INCREASED DAMAGE WITH LIGHTNING SPEARS BUT AGAIN IT'S ENTIRELY YOUR CHOICE. SPELLSLOTS LIGHTNING SPEAR: PURCHASED FROM LICIA OF LINDELDT FOR 6000 SOULS. GREAT LIGHTNING SPEAR: PURCHASED FROM STRAID OF OLAPHIS FOR 13,000 SOULS AFTER DEFEATING VELSTADT, THE ROYAL AEGIS ALONG WITH SUNLIGHT SPEAR. SUNLIGHT SPEAR: ACQUIRED FROM STRAID OR FROM THE SUN COVENANT AFTER HANDING IN 30 SUNLIGHT MEDALS SOOTHING SUNLIGHT: USE THE CRUSHED EYE ORB NEXT TO LICIA AND THEN DEFEAT HER.(REPLACE THIS WITH WHATEVER YOU WANT IF YOU DON'T WANT A HEALING SPELL, I USUALLY DO CO-OP PLAYS SO THIS IS WHY IT'S HELPFUL) OTHER USEFUL SPELLS EMIT FORCE - IT'S AOE SHOCKWAVE EFFECT IS BRILLIANT IN PVP, ESPECIALLY IF THAT GUY IS HIDING BEHIND THAT HANDRAIL ON THOSE STAIRS. GREAT MAGIC BARRIER - WHEN COMING AGAINST AN ELEMENTAL USING ENEMY THIS SPELL CAN BE EXTREMELY EFFECTIVE IF YOU'RE EXPECTING TO TAKE A HIT FROM A SPELL (THIS SAVED ME A COUPLE OF TIMES WHEN GOING UP AGAINST THE ANCIENT DRAGON FROM HIS AIR ATTACK.) STATS (SLVL. 150) VIGOR: 20 ENDURANCE: 16 VITALITY: 22 ATTUNEMENT: 30 STRENGTH: 30 DEXTERITY: 15 ADAPTATION: 16 INTELLIGENCE: 4 FAITH: 50 MY CURRENT STATS (SLVL. 257 - A GENERAL IDEA OF WHAT YOU SHOULD AIM FOR) VIGOR: 36 ENDURANCE: 20 VITALITY: 32 ATTUNEMENT: 30 STRENGTH: 50 DEXTERITY: 20 ADAPTATION: 20 INTELLIGENCE: 4 (+1) FAITH: 98 (+1)** | | **CONQUEROR OF DRANGLEIC** | **SWORDSMASTER** | **ANY** |  | **150+** | **A WELL BALANCED BUILD USE IT IF YOU WANT TO BE ABLE TO CAST PYROMANCY SPELLS AND STILL BE ABLE TO WIELD ALL WEAPONS EQUIPMENT: IT IS BETTER IF YOU WEAR LIGHT AND MEDIUM ARMOR TYPES AS THIS BUILD WILL BE MOST EFFECTIVE IN CLOSE TO MEDIUM QUARTERS SO BEING FAST IS NECESSARY. WEAPONS: RIGHT HAND:1)BASTARD SWORD (OR ANY SMALL GREAT SWORD AS THEY ARE FAST AND DEAL GOOD DAMAGE IT IS BEST IF YOU EQUIP DRANGLEIC GREAT SWORD ) 2)PYROMANCY FLAME + 5 (AT LEAST) 3)SHORT BOW + 5(IT IS BEST IF YOU EQUIP DRAGON RIDER BOW BECAUSE IT DEALS MAGIC DAMAGE WHICH IS THE BEST TYPE OF ATTACK TO USE AGAINST BOSSES NOTE THAT THE BOW WILL NOT BE OF GREAT USE IF YOU ARE FACING FAST ENEMIES LIKE ALONNE KNIGHTS AND OLD DRAGON SLAYER OR MULTIPLE ENEMIES AS THE LIKES OF ROYAL RAT VANGUARD) LEFT HAND:1)MIRRAH SHIELD OR DRANGLEIC SHIELD THEY BOTH EXCEL AT DEFENDING AGAINST PHYSICAL DAMAGE 2) PRIEST CHIME +5 (FOR MIRACLES ) SPELLS : THREE ATTUNEMENT SLOTS ARE NEEDED: TWO FOR PYROMANCY SPELLS (FLAME SWATH AND GREAT FIRE BALL IF POSSIBLE) AND ONE FOR MIRACLES ( LIGHTNING SPEAR ) STATS: VIGOR : 13 (YOU WILL NOT NEED MUCH HEALTH AS YOU WILL SPEND YOUR TIME DODGING) ENDURANCE : 20 + ( DODGING A BULLET IS BETTER THAN TAKING IT IN THE FIRST PLACE) VITALITY : AT LEAST 20 ( YOU WILL BE CARRYING A LOT OF STUFF AND WEARING LIGHT\ MEDIUM ARMOR SO FAT ROLLING IS NOT AN OPTION) ATTUNEMENT : 16 (YOU WILL ONLY NEED THREE SPELLS SO IT IS BEST IF YOU KEEP IT AT THIS LEVEL) STRENGTH : 50 ( NOT AN IMPOSSIBLE FEAT TO ACCOMPLISH IS IT?) DEXTERITY : 26 (AS I SAID BEFORE YOU WILL BE USING A BOW SO HAVING A HIGH LEVEL OF DEXTERITY IS ALWAYS BETTER) ADAPTION : 15 ( FOR POISON AND FIRE RESISTANCES ) INTELLIGENCE: 15 ( NO NEED FOR MORE AS PYROMANCY SPELLS DON'T NEED INTELLIGENCE) FAITH : 20 ( FOR THE LIGHTNING SPEAR) RINGS : 1) RING OF LIFE BINDING 2) RING OF BLADES + 1 3) RING OF INTELLIGENCE 4) THIRD DRAGON RING (OR ANY DRAGON RING)** | | [**MDK CLERIC**](https://darksouls2.wiki.fextralife.com/MDK) | **AN!MA** | **BANDIT** | **ANY** | **187** | **JOIN HEIRS OF THE SUN ASAP AND ENJOY PLAYING GOD (ORIGINALLY PVE BUT ALSO ROCKS IN PVP IT SEEMS)** | | **WATS GUCCI!** |  |  |  |  | **THIS BUILD IS FOCUSED AROUND THE CRYPT BLACKSWORD. YOU MAX THAT (THE SWORD), HAVE ENOUGH STATS FOR DARK WEAPON, AND RIP S\*\*\*! THE ARMOR I USE IS TO LOOK LIKE A COMPLETE BADASS, I USE WARLOCK MASK, RED LION WORRIOR CAPE, ENGAVED GAUNTLETS(I LIKE TO BE LUCKY), AND FLYING FELINE BOOTS (I LIKE TO JUMP OFF CLIFFS). THE RING VERY BUT I ALWAYS HAVE ON THE CLORARENTHY RING +2 ON...IM CURRENTLY LVL 231 AND MY STATS ARE REALLY EVERYWHERE I GUESS. I LOVE YOU ALL AND PEACE DAWGSTAS!** | | **DARK RAEGANT** | **DARKD3S7R0Y3R** | **KNIGHT** | **PETRIFIED SOMETHING** |  | **A DARK, MENACING MELEE/RANGED BUILD, ABLE TO USE ALMOST EVERY WEAPON IN THE GAME EFFECTIVELY. IS MAINLY MEANT FOR PVE, BUT CAN EASILY HOLD ITS OWN IN PVP AS WELL.**  **STATS: VGR: 26 END: 17 VIT: 30 ATN: \*BASE\* STR: 45 DEX: 40 ADP: 32 INT: \*BASE\* FTH: BASE**  **ARMOR: HEAD: DARK MASK BODY: KING'S ARMOR GLOVES: HAVEL'S GAUNTLETS LEGGNGS: HAVEL'S LEGGINGS**  **RINGS: CHLORANTHY RING +1 RING OF RESTORATION THIRD DRAGON RING SITUATIONAL RING SLOT**  **AS FOR WEAPONS, GO FOR WHATEVER SUITS YOU BEST. I PERSONALLY SWAP BETWEEN A GRAND LANCE, A STONE TWINBLADE, AND A GREATSWORD. I USE A DRAKEKEEPER'S SHIELD AND A DRAGONRIDER BOW IN MY OFFHAND.** | | **THRONE DEFENDER** | **DUTCHMAN** | **CLERIC** | **ANY** | **150** | **THRONE DEFENDER BUILD  EQUIPMENT : FULL THRONE DEFENDER SET + 5  THRONE DEFENDER SHIELD + 5  THRONE DEFENDER GREAT SWORD + 5 LIGHTING  RINGS : CHLORANTHY RING + 1 OR 2  THIRD DRAGON RING  RING OF BLADES + 1 OR 2  SOUTHERN RITUAL BAND + 1 OR 2 (+2 IS BEST FOR THE BUILD.)  MIRACLES : SOOTHING SUNLIGHT (FOR THOSE NASTY 2 ON 1 SITUATIONS.)  GREAT MAGIC BARRIER  STATS : VGR - 35  END - 20  VIT - 15  ATN - 13  STR - 30  DEX - 20  ADP - 15  INT - 3  FTH – 50  AS END RESULT MY BASE DAMAGE IS AROUND 800 PER 2HANDED SWING WITH THE THRONE DEFENDER GREAT SWORD + 5 LIGHTING. “WITH THE SPECIAL ABILITY ENABLED”** | | **ARCANE WARRIOR** | **VOODOO** | **SORCERER** | **ANY** | **150+** | **IF YOU ENJOY THE AWESOME POWER OF SPELL CASTING, BUT ALSO WANT THE THRILL OF MELEE COMBAT, THIS MAY BE THE BUILD FOR YOU.  ARMOR: FULL LION MAGE SET (EACH PIECE IMPROVES CASTING SPEED FOR A TOTAL OF +50 WITH ALL PIECES EQUIPPED) BLACK HOOD (IMPROVES CASTING SPEED BY 30+ AND GRANTS PLUS 2 INT AND 2 FTH)  RINGS: CLEAR BLUESTONE RING +2 (IMPROVES CASTING SPEED BY +50%) SOUTHERN RITUAL BAND +2 (GRANTS 3 ADDITIONAL ATTUNEMENT SLOTS) THIRD DRAGON RING (IMPROVES HEALTH, STAMINA AND LOAD) CHLORANTHY RING (IMPROVES STAMINA REGEN)  WEAPONS: THIS IS WHAT GIVES THIS BUILD ITS VERSATILITY RIGHT HAND: (LIGHTNING) BLUE FLAME. THIS UNIQUE SWORD ALLOWS YOU TO STRIKE WITH THE SAME MOVE SET AS THE HEIDE KNIGHT SWORD, EXCEPT ITS STRONG ATTACK ALLOWS YOU TO CAST MAGIC BASED SPELLS. LEFT HAND: (MAGIC) MACE OF THE INSOLENT. THIS MACE IS SIMILAR TO THE BLUE FLAME IN ITS MOVE SET, BUT ITS STRONG ATTACK ALLOWS YOU TO CAST MIRACLES.  BOTH WEAPONS SCALE WITH PHYSICAL DAMAGE, INT OR FTH, WHICH MEANS IMPROVING THEM TO +5 AND +10 RESPECTIVELY INCREASES MELEE AND CASTING DAMAGE. BOTH WEAPONS CAN BE INFUSED, FURTHER ADDING TO THEIR DAMAGE OUTPUT. BOTH WEAPONS CAN BE BUFFED WITH SPELLS (CAST CRYSTAL MAGIC WEAPON ON MACE OF THE INSOLENT AND SUNLIGHT BLADE ON THE BLUE FLAME). THIS ALLOWS YOU TO DEAL OUT DEADLY MELEE DAMAGE, WHILE STILL ENJOYING THE RANGED ADVANTAGE OF CASTING SPELLS AND MIRACLES WITHOUT HAVING TO SWITCH TO DIFFERENT CATALYSTS EVERY TIME A NEED FOR THEM ARISES.  STATS: VGR 5 END 6 VIT 5 ATN 60 STR 15 DEX 15 ADP 8 INT 55 FTH 52** | | **LOTSA POISON** | **THEJOKER** | **KNIGHT/ EXPLORER** | **NO PREFERENCE** |  | **AS THE NAME IMPLIES THIS BUILD WILL REVOLVE AROUND POISON. FROM EXPERIMENTING AROUND I FOUND THAT ADAPTABILITY GOES HAND IN HAND WITH DEX AND BOTH OF THOSE TOGETHER CAN REALLY GO FOR A LONG WAY. STATS SOUL LEVEL - 170-180 VIGOR-20-30 ENDURANCE-20-25 VITALITY-20 ATTUNEMENT-20 STRENGTH-30 DEXTERITY-30 ADAPTABILITY-40 INTELLIGENCE-BASE FAITH-BASE GEAR GENERALLY YOU WANT YOUR WEAPONS TO BE SOMETHING FAST THAT CAN HIT FOR GOOD DAMAGE AND HAS SOMETHING WITH POISON IN IT. RICARDS' RAPIER WORKS WELL WITH THIS BUILD AS WELL AS A BLACK SCORPION STINGER. ANY RAPIER OR FAST ATTACKING SWORD WORKS WELL. THE MANSLAYER CAN WORK WONDERS WITH THIS BUILD AS WELL. GO FOR A HUNTERS BLACKBOW WITH POSION ARROWS. WHILE ALL THIS POSION IS GREAT, WITH THE HIGH ADAPTABILITY THIS BUILD WORKS VERY WELL IN BOTH PVE AND PVP. YOUR ATTUNEMENT IS THERE FOR THE PYROMANCY FLAME. YOU'LL BE USING.... WHAT ELSE TOXIC MIST AND POISON MIST. FOR HEAVY BOSS (VELSTADT AND OR SMELTER DEMON) USING BOTH AT THE SAME TIME DRAIN THE HEALTH AND MAKE FOR QUICK WINS. RINGS SHOULD GENERALLY BE CHLORANTHY +1/2 FOR EXCESSIVE DODGING CREST OF THE RAT COVENANT (DONT ACTUALLY BE IN THE COVENANT THOUGH) FOR DOUBLE THE POISON. AND THE OTHER TWO CAN BE WHATEVER YOU LIKE. I GENERALLY FOR THE FASION SOULS AND PERSONAL CREATION WORE THE JESTERS ROBES BUT ANYTHING YOU CAN GET A 40% OR LOWER DODGE ROLL WITH WORKS BUT YOU MIGHT HAVE TO RAISE YOUR VITALITY FOR OTHER THINGS. AND THE REST OF IT IS UP TO YOU THOSE ARE JUS THE ESSENTIALS. THE BEST THING TO USE FOR PVP WEAPON WISE IS GENERALLY RICARDS' RAPIER FOR THE LIGHTNING FAST SPECIAL ATTACK IT GIVES GENERALLY FOR INSANT POSION PROVIDED YOU HAVE THE STATS AND YOUVE MADE IT A POSION WEAPON. BUT YEAH IF YOU FIND ANYTHING MORE USEFUL ADD IT TO MAKE THE BUILD EVEN BETTER.** | | **KING ARTHUR** | **YOSHI121** | **KNIGHT** | **PETRIFIED SOMETHING** | **152+** | **THIS IS JUST A SIMPLE COSPLAY THAT I CAME UP WITH, IT'S SOMETHING I DO FOR FUN AND IT WAS TONS OF FUN. AS THE NAME SUGGESTS THIS WAS A BUILD BASED AROUND THE LEGENDARY KING ARTHUR PENDRAGON. NOTE THAT THIS BUILD IS DEFINITELY UP FOR DEBATE AND DEFINITELY CAN BE MOLDED TO BETTER FIT YOUR PLAYSTYLE, BUT MUST STICK TO THE GENERAL PARAMETERS. STATS VIGOR: 40 ENDURANCE: 20 VITALITY: 30 ATTUNEMENT: 4 STRENGTH: 40 DEXTERITY: 40 ADAPTABILITY: 22 INTELLIGENCE: 6 FAITH: 9 COVENANT: HEIRS OF THE SUN: DESPITE NOT BEING A FAITH BUILD, THIS WORKS WELL WITH THE COSPLAY. HE IS ALL FOR HELPING HIS FELLOW KNIGHTS AND IS A VERY CHIVALROUS CHARACTER. DON'T BE SELFISH, SUMMON YOUR KNIGHTS OF THE ROUND TABLE FOR SOME JOLLY COOPERATION, OR SET YOURS DOWN TO AID THOSE KNIGHTS AND KNAVES WHO NEED THE NOBLE BLADE OF KING ARTHUR AT THEIR SIDE. AND REMEMBER ALWAYS TO "PRAISE THE SUN" \ ITI GEAR PRIMARY/MAIN HAND: SUN SWORD+10: THIS LEGENDARY SWORD REPRESENTS THE LEGENDARY EXALIBUR/CALIBURN, HIS MAIN WEAPON. IT ISN'T INFUSED BECAUSE I FELL IT'S DAMAGE POTENTIAL COMES FROM IT'S DOUBLE A SCALING IN STRENGTH AND DEXTERITY. IT IS ALSO A VERY POWERFUL PIERCING R2'S ARE DEVASTATING TO THOSE WHO AREN'T EXPECTING IT MACE+10: NOT NECESSARILY LORE SPECIFIC, BUT I LIKE TO IMAGINE THAT ARTHUR LIKES TO BE PREPARED FOR ANY AND ALL SITUATIONS, AND THAT INCLUDES ENEMIES THAT RESIST HIS LEGENDARY EXALIBER'S/CALIBURN'S SLASHING AND PIERCING MOTIONS. SO HE CARRIES THIS MACE TO HACK PASSED HEAVILY ARMORED FOES AND DEVASTATE THEIR POISE WITH HARD HITTING STRIKING BLOWS. HEIDE LANCE+5: THIS LANCE REPRESENTS HIS LEGENDARY LANCE RHONGOMIANT, I CHOSE THIS BECAUSE IT'S NOT INCREDIBLY FLAMBOYANT BUT DOES AMAZING DAMAGE AGAISNT THOSE WEAK TO THE ELEMENTAL STRIKES AS WELL AS PIERCING. PULL THIS OUT WHEN KING ARTHUR DOESN'T SEEM TO OUT REACH HIS FOES AND TO THROW THEM IN FOR A LOOP FROM THE TYPICAL SWORD/MACE AND BOARD. SECONDARY/OFF HAND ROYAL KITE SHIELD+10: KING ARTHUR'S TRUSTY SHIELD PRIDWEN. THIS IS YOUR GO TO ITEM WHEN YOU DEFEND, WITHOUT IT KING ARTHUR WOULD HAVE TO RELY ON HIS WIT, AND TIMING TO GET OUT OF THE WAY OF INCOMING BOLTS AND ARROWS. DAGGER+10: THIS IS HIS MYSTICAL DAGGER, CARNWENNEN. IT MAY NOT HIDE YOUR SHADOW, BUT IN A PINCH WHEN YOU NEED TO DEAL THAT LAST BIT OF DAMAGE, IT'S SPEED IS PARAMOUNT TO SAVING ONE'S LIFE. COMPOUND BOW+10: AGAIN, NOT TYPICAL FAIR. AS I SAID WITH THE MACE, THIS IS ARTHUR PREPARING FOR THE WORST, WHEN PUSH COMES TO SHOVE, THE RANGE OF A BOW BEATS ALL. DAMAGE ACTUALLY IS PHENOMINAL TO BOOT. RINGS LEO RING: THIS RING ACTS AS A SORT OF SIGNET RING FOR ARTHUR, IT ALSO ISN'T BAD WHEN YOU LAND A CRITICAL HIT WITH EXCALIBUR/CALIBURN OR RHONGOMIANT. CLORANTHY RING+2: ARTHUR'S UNENDING FERVOR ON THE BATTLEFIELD. THIRD DRAGON RING: ARTHUR'S PERSEVERANCE ON THE BATTLEFIELD MAKES HIM WITHSTAND MORE BLOWS, DEAL MORE BLOWS, AND INCREASES HIS EQUIPMENT LOAD. RING OF BLADES+2: ARTHUR'S UNPARALLELED STRENGTH WITH THE WEAPONS HE WIELDS IN BATTLE. ARMOR KING'S CROWN+5: DO I REALLY NEED TO EXPLAIN THIS ONE? VELSTADT'S ARMOR+5: I FIND THIS ARMOR VERY KINGLY AND FITS THE BUILD REALLY WELL. PEOPLE MAY ARGUE THE KING'S ARMOR, OR THE LLEWYLIN ARMOR BUT I FIND THOSE TWO SETS TOO GAME OF THRONES FOR KING ARTHUR. (ALTERNATE) ROYAL SOLDIERS ARMOR+10: I USED THIS THROUGH MOST OF THE GAME AND LOVED THE LOOK OF IT, IT FELT VERY KING ARTHUR TO ME. SYANS GAUNTLETS+10: MATCHES WELL WITH VELSTADTS ARMOR, AND I LIKE THE LOOK. SUMMARY: IN SUMMARY, YOU WANT TO PLAY THIS VERY STRATEGICALLY. JUDGE YOUR SURROUNDINGS AND PLAN ACCORDINGLY. IF YOU SEE ARCHERS AND THEY ARE BEING A NUISANCE, PULL OUT YOUR BOW AND TAKE THEM OUT FIRST. THEN GO FOR THE MELEE FIGHTERS. FIGHTING A CASTER? GET YOUR DODGE TIMES UP AND PUNISH THEM WITH A QUICK BLOW WITH CALIBURN/EXCALIBUR, OR A QUICK JAB WITH RHONGOMIANT, OR PUNISH THEM WITH THE STAGGERING FORCE OF YOUR MACE TO THEIR FACE. ALWAYS GO FOR A CRITICAL WHENEVER YOU CAN, DUE TO THE FACT THE LEO RING BOOSTS THE CRITICAL OF ALL PIERCING ATTACKS. AND REMEMBER, THIS CAN ALSO BE PVP BASED DUE TO IT'S VERSATILITY ON THE BATTLE FIELD AND IN THE RING. BUT OVERALL, JUST HAVE FUN WITH IT. KING ARTHUR WASN'T SOME HOITY TOITY STUCK UP KING. HE WAS A VERY GENEROUS KING WHO FOUGHT HONORABLY ON THE BATTLE FIELD, AND TREATED EVERYONE WITH RESPECT, EVEN IN DEFEAT. DO NOT RAGE IF YOU PLAY THIS COSPLAY, OR YOU'RE NOT A TRUE KING.** | | **THE HOLY PALADIN** | **BABYNICKELS** | **WARRIOR** | **ANYTHING (I USUALLY CHOOSE HEALING WARES OR HUMAN EFFIGY)** | **200+** | **VIG: 50 (THIS CAN BE ADAPTED) END: 30 (THIS CAN BE ADAPTED) VIT: 18 ATN: 50 STR: 20 DEX: 14 ADP: 9(THIS CAN BE ADAPTED) INT: 4 FTH: 65 PRIMARY RIGHT-HAND: LIGHTNING DEFENDER GREATSWORD +5 PRIMARY LEFT-HAND: DRAKEKEEPER'S SHIELD +10 SECONDARY RIGHT-HAND: LIGHTNING DRAGON CHIME +5 SECONDARY LEFT-HAND: LIGHTNING DISC CHIME +10 HEAD: SAINTS HOOD +5 (FOR EXTRA CASTS) CHEST: SYAN'S ARMOR +10 GAUNTLETS: ENGRAVED GAUNTLETS +5 LEGS: SYAN'S LEGGINGS +10 RINGS::CLEAR BLUESTONE RING +2, SOUTHERN RITUAL BAND +2, CHLORANTHY RING +2, THIRD DRAGON RING. ATTUNED SPELLS: SUNLIGHT SPEAR, 3 GREAT LIGHTNING SPEARS, BLINDING BOLT (CAN BE EXCHANGED FOR GREAT MAGIC BARRIER), SACRED OATH, AND GREAT HEAL. HOTBAR: ESTUS FLASK, LIFE GEMS, AGED FEATHER, HUMAN EFFIGIES, REPAIR POWDER, DRAGON CHARM, AND WILTED DUSK HERB.** | | **THE METEOR KNIGHT** | **THEHEIK** | **KNIGHT** | **HEALING WARES** | **120+** | **FLUFF: THE WORLD IS HAUNTED BY THE CYCLE. KINGDOMS RISE ONLY TO BE DOOMED TO FALL. THE UNDEAD PLAGUES COMES AND GOES. EVEN THE GREATEST BEINGS ARE DOOMED TO REPEAT THE EVENTS OF THE PAST. BUT AS EACH CYCLE ENDS AND THE WORLD IS AT IT'S DARKEST, THERE APPEARS A LONE FIGURE WHO BREAKS THOURGH ALL OPPOSITION, OVERCOMES EVERY TRIAL, AND LIGHTS THE FLAME ANEW. CRUNCH: WHILE THIS BUILD COMES TOGETHER AROUND SL120, IT'S IDEALLY PLAYED AT SL 150 OR ABOVE, SO I'LL SHOW TWO LISTS BELOW, ONE REPRESENTING THE BASICS OF THE BUILD AND THE SECOND WILL BE AN EXAMPLE OF AN ADVANCED SL150 BUILD (IE. HOW ONE COULD IMPROVE ON THE BASE BUILD). SL 120: THE BASICS VIG: 20 END: 20 VIT: 30 ATN: 4 STR: 32 DEX: 22 ADP: 30 INT: 12 FTH: 6 RIGHT HAND: CLAYMORE/ANY HALBERD, DRAGONRIDER BOW. LEFT HAND: GYRM GREATSHIELD HEAD: ALVA HELM CHEST: ALVA ARMOR ARMS: ALVA GAUNTLETS LEGS: AVLA LEGGINGS RINGS: SOLDIER'S RING (ANY BUT HIGHER IS BETTER), THIRD DRAGON RING, CHLORANTHY RING (ANY)/RING OF BLADES (ANY), RING OF STONE EQUIPMENT: ESTUS FLASKS, LIFE GEMS, GREEN BLOSSOMS, REPAIR POWDER, AGED FEATHER, CHARCOAL PINE RESIN (CPR) WHILE THIS BUILD IS PRIMARILY PVE, IT IS PERFECTLY USABLE IN PVP. IT'S BUILT AROUND 3 MAIN THEMES: FIRE, STONE, AND MOMENTUM. WHILE THERE'S A FAIR AMOUNT OF OVERLAP BETWEEN THEM, THE LAST THEME IS BY FAR THE MOST IMPORTANT. NOW MOMENTUM IN THIS CASE COMES DOWN TO VERSATILITY. NO MATTER WHAT YOUR ENEMIES THROW AT YOU, YOU'VE ALWAYS GOT TO HAVE AN EFFECTIVE RESPONSE TO IT. DEFENSIVELY, YOU CAN TANK PRETTY MUCH ANY PHYSICAL HIT ON THE GYRM GREATSHIELD, AND SHUT FLAME DAMAGE. WHAT YOU CAN'T TANK YOU DODGE, AND YOUR STAMINA WILL REGEN QUICKLY DUE TO YOUR RINGS AND THE ALVA SET'S LOW WEIGHT. WEAPON CHOICE IN THIS CASE IS DEPENDENT ON THE WEAPONS MOVE SETS AND DAMAGE TYPES. PUT SIMPLY, THE MORE THE BETTER. HALBERDS AND THE CLAYMORE ARE IDEAL EXAMPLES FOR THIS, AS THEY DO BOTH SLASH AND THRUST DAMAGE AND HAVE ATTACKS THAT COVER A WIDE AREA AND CAN COME FROM MULTIPLE ANGLES. THE DRAGONRIDER BOW IS AN EXCELLENT CHOICE AS A BACKUP RANGED OPTION DUE TO ITS GREATBOW-LEVEL DAMAGE, WHILE IT'S REGULAR BOW DRAW SPEED AND LACK OF SETUP MAKES IT GREAT FOR SHOTS OF OPPORTUNITY AND BAITING. VISUALLY SPEAKING THE BUILD IS A BIT STRIKING. THE RED CLOTH OF THE ARMOR STANDS OUT WHILST INVOKING THE FIRE MOTIF, THE RIDGES ON THE METAL ARMOR LOOKS A LOT LIKE A LIGHTER VERSION OF HAVEL'S SET, GIVING THE ROCKY LOOK FOR CHEAP. THE GYRM GREATSHIELD FITS THE STONE THEME WELL AND IT'S TOTAL FLAME RESISTANCE IS FLUFFY TO BOOT. CPR GIVES YOUR WEAPONS THE FIERY EFFECT. PUT TOGETHER, IT GIVES THE LOOKS OF A TIME-WORN WARRIOR WHO HAS SURVIVED THE MANY CYCLES OF THE WORLD AND GAINED SOME KINSHIP WITH THE FIRST FLAME. OVERALL, THE BUILD IS A LOT OF FUN. IT LOOKS INTERESTING, IT'S NOT PARTICULARLY OVERPOWERED, THE PARTS CAN BE ACQUIRED FAIRLY EARLY ON, YOU'LL RARELY (IF EVER) RUN INTO A SITUATION WHERE YOU AREN'T CAPABLE OF ADEQUATELY DEALING WITH IT, AND THE PLAYSTYLE DOESN'T GET TOO REPETITIVE DUE TO THE VARIETY OF WAYS YOU CAN ATTACK. NOW FOR A SL 150 VERSION (INTENDED FOR LATE GAME AND NG+) VIG: 20 END: 20 VIT: 31 ATN: 16 STR: 45 DEX: 26 ADP: 30 INT: 12 FTH: 6 RIGHT HAND: CLAYMORE/BLACK KNIGHT HALBERD (BKH), DRAGONRIDER BOW. LEFT HAND: HAVEL'S GREATSHIELD, PYROMANCY FLAME HEAD: DESERT SORCERESS HOOD CHEST: ALVA ARMOR ARMS: ENGRAVED GAUNTLETS LEGS: HEIDE KNIGHT LEGGINGS RINGS: SOLDIER'S RING +2, THIRD DRAGON RING, RING OF BLADES +2, RING OF STONE EQUIPMENT: ESTUS FLASKS, LIFE GEMS, GREEN BLOSSOMS, REPAIR POWDER, AGED FEATHER SPELLS: FLAME WEAPON, FLAME SWATHE X2 THIS DIFFERS FORM THE BASIC BUILD IN A FEW WAYS. FIRST AND FOREMOST IS THE ADDITION OF PYROMANCY, WHICH NOT ONLY REMOVES THE NEED FOR CPR BUT ALSO GIVES GOOD RANGED CROWD CONTROL WITH FLAME SWATHE (NOT TO MENTION IT CUTS CHUNKS OUT FROM THE RIDICULOUSLY LARGE HEALTH BARS OF DS2 BOSSES) SECOND IS HAVEL'S GREATSHIELD REPLACING THE GYRM'S GREATSHIELD. THIS IS DONE FOR A FEW REASONS. A) THE DESIGN OF THE SHIELD MATCHES THE RIDGED LOOK OF THE ARMOR, GIVING A MORE UNIFORM AESTHETIC WITHOUT SACRIFICING FLUFF. B) IT'S GOT A MORE ROUNDED DEFENSIVE PROFILE, AND C) THE HIGHER STAT REQUIREMENTS CONSEQUENTLY BOOST UP THE PHYSICAL DAMAGE OF ALL USED WEAPONS. OTHER THAN THAT, THE CHANGES ARE MOSTLY DONE TO FINE TUNE THE BUILD AND LOOK. DEX INCREASED TO 26 SO THE BKH CAN BE USED FOR BOTH FLUFF AND CRUNCH. DESERT SORCERESS HOOD FOR THE BONUS INT AND MORE RED CLOTH. ENGRAVED GAUNTLETS FOR MORE STONE AND CRIT CHANCE. HEIDE KNIGHT LEGGINGS FOR MORE RIDGES.** | | **GLASS CANNON** | **FEEDONTHEWEAK** | **KNIGHT/SWORDSMAN** | **ANY** | **150+** | **THIS CLASS WAS MY FIRST AND LAST. ITS GOOD FOR PVE, PVP THE WORKS. THIS BUILD IS AS IT SOUNDS STRONG AND FAST BUT FRAGILE. THIS BUILT IS A DUEL WIELDING BUILD THATS THE BOTTLE LINE. SO PICK ONE OF THE WEAPONS AND POWER STANCE. U CAN USE ANY ARMOR BUT TRY TO MAKE IT LIGHT/ MID LIGHT BUT MINE ARE LISTED BELOW RIGHT HAND/ BLACK STEEL KATANA/ RAPIER/ UCHIGATANA LEFT HAND/ DUEL WEAPON FROM RIGHT HAND/ A LIGHT SHIELD INCASE OF GANKERS AND THE HUNTERS BLACK BOW HEAD ARMOR- THIEF MASK/ ALVA CHEST ARMOR- MANIKIN/ ALVA ARMS ARMOR- ROUGE SET/ ALVA LEGS ARMOR- ROUGE SET/ ALVA  RINGS PVP STONE RING, CHLORANTHY+2, A DRAGON RING 3RD PREFERRED, RING OF BLADES+2  RINGS PVE RING OF BLADES+2, CLORANTHY+2 DRAGON RING AGAIN AND, RING OF STEELE PROTECTION VGR-20 END-40 VIT-16 ATN-N/A STR-24 DEX-40 ADP-40 INT-N/A FTH-N/A** | | **MIRRAH WIZARD-KNIGHT** | **GJJONES** | **BEST AS SORCERER OR SWORDSMAN** | **PETRIFIED SOMETHING (FOR TRADE)** | **ANY** | **THIS BUILD IS BEST FOR CO-OP AND PVE AND IS GOING TO PROBABLY DIE IN PVP. WITH IT, TRY TO HAVE A TANK TO SOAK DAMAGE, WHILE YOU SHOOT YOUR ENEMIES, THEN GO UP AND MAKE THEM DIE!! THIS CLASS SHOULD STAY AT A RANGE AND USE RANGED SPELLS, AND BOWS, UNTIL THE PLAYER DEEMS IT RIGHT TO GO IN AND ATTACK WITH MELEE  VGR-IT DOESN'T MATTER THAT MUCH, CAN STAY LOW.  END-YOU WANT THIS TO BE PRETTY HIGH, BUT NOT AS HIGH AS ADP OR ATN  VIT-JUST ENOUGH FOR YOUR ARMOR  ADP-THIS SHOULD BE THE HIGHEST ALONG WITH ATN  STR-HIGH ENOUGH FOR YOUR MELEE WEAPON  DEX-HIGH NOT AS HIGH AS ATN OR ADP, ABOUT AS HIGH AS END, AND HIGH ENOUGH FOR YOUR WEAPON  ATN-THIS SHOULD BE REALLY HIGH, LIKE ADP  INT-VERY HIGH, ABOUT THE SAME AS END  FTH-USELESS, LOWER THAN VGR  ARMOR: PRETTY LIGHT ARMOR, ABOUT MEDIUM, WITH GOOD DEFENSE  RIGHT WEAPON: BINOCULARS, PRETTY FAST SWORD OR TWINBLADE, ANY BOW  LEFT WEAPON: ANOTHER PRETTY FAST SWORD OR TWINBLADE, STAVE  RINGS\*: CHLORANTHY RING, DRAGON RING, RING OF KNOWLEDGE, CLEAR BLUESTONE RING, REALLY ANY OTHER ONES THOUGH \*ANY VARIANTS  SPELLS: ANY SORCERY SPELLS** | | **WHITE ARCHER** | **CROSSTAIL** | **BANDIT** | **HEALING WARES** | **113** | ***THIS IS MY FIRST BUILD THAT I HAVE PUBLISHED MAY NOT BE THE BEST BUT I LIKE IT.* *THIS BUILD WILL BE FOCUSED ON USING A BOW, KILLING BOSSES AND NORMAL ENEMIES AT LONG RANGE AND USING A SHIELD AND A SPEAR FOR CLOSE QUARTER COMBAT***   * **STARTING UP: SO AT THE CHARACTER CREATION SCREEN I PICKED THE BANDIT SINCE HE/SHE STARTS WITH HIGH DEXTERITY WHICH WILL BE NEEDED TO WIELD A BOW PROPERLY, YOU CAN PICK ANY STARTING GIFT. I PICKED THE HEALING WARES, JUST SO I KNOW I WONT RUN OUT OF HEALING ITEMS**      * **STATS: YOU'LL MOSTLY BE FOCUSING ON FIVE OF THE ATTRIBUTES, MOSTLY DEXTERITY** * **VGR: 35** * **END: 35** * **VIT: 20** * **ATN: 2** * **STR: 20** * **DEX: 40** * **ADP: 5** * **INT: 1** * **FTH: 8**      * **EQUIPMENT: THE ARMOR, SHIELD, BOW AND THE RINGS WILL TAKE A YOU THROUGH MOST OF THE GAME BEFORE YOU CAN ACQUIRE THEM. OBVIOUSLY UPGRADE THEM TO THE MAX FOR THE MOST EFFICIENT DAMAGE**      * **WEAPONS AND SHIELD:** * **WINGED SPEAR** * **HUNTER'S BLACK BOW- I MOSTLY USE FIRE ARROWS (BROUGHT FROM WEAPON SMITH ORNIFEX) AND POISON ARROWS (BROUGHT FROM GAVLAN)** * **KING'S SHIELD**      * **RINGS:** * **CHLORANTHY RING +2** * **HAWK RING** * **RING OF STEEL PROTECTION+2** * **THIRD DRAGON RING**   **YOU CAN CHANGE THESE MORE TO YOUR TASTE, THESE ARE JUST WHAT I FIND THE BEST FOR THIS BUILD**   * **ARMOR:** * **HEAD: NOTHING** * **CHEST: HEIDE KNIGHT CHAINMAIL +10** * **HANDS: HEIDE KNIGHT GAUNTLETS +10** * **LEGS: HEIDE KNIGHT LEGGINGS +10**   **SO THAT'S IT, WITH MOST BOSSES YOU DEAL A LOT OF DAMAGE WITH THE BOW, WHEN THEY GET TO CLOSE FOR COMFORT BRING OUT THE SPEAR AND SHIELD, HIDE BEHIND IT AND LAND THE FINISHING BLOW. ALWAYS REMEMBER TO LOOK OUT FOR YOUR STAMINA, THE BOW TAKES A LOT OF IT, SO BE CAREFUL SWITCHING OUT TO THE SPEAR, IF IT IS LOW, RETREAT, LET IT BUILD UP AGAIN AND GET BACK IN THE FIGHT.** | | **VENENUM** | **CROSSTAIL** | **SWORDSMAN** | **HEALINGWARES** | **106** | **THIS BUILD FOCUS'S MORE ON POISON AND WATCHING YOUR OPPONENT'S HEALTH SLOWLY DWINDLE DOWN  WORKS WELL WITH PVP TOO**   * **STARTING UP: SO THE CLASS I PICKED WAS THE SWORDSMAN, NO REAL REASON JUST GOOD STARTING STATS. I ALSO PICKED HEALING WARES JUST FOR THE EXTRA HEALING ITEMS**      * **STATS:** * **VGR:25** * **END:40** * **VIT:10** * **ATN:6** * **STR:16** * **DEX:40** * **ADP:10** * **INT:7** * **FTH:5**      * **EQUIPMENT:**      * **WEAPONS:** * **POISON MANSLAYER +5** * **HUNTER'S BLACKBOW +10 (EQUIP POISON ARROWS)** * **MYTHA'S BENT BLADE +5**      * **RINGS:** * **RING OF GIANTS +2** * **OLD LEO RING** * **THIRD DRAGON RING** * **CREST OF THE RAT.** * **ARMOR:** * **HEAD: THIEF MASK +10** * **CHEST: BLACK LEATHER ARMOR +10** * **HANDS: BLACK LEATHER GLOVES +10** * **LEGS: FARAAM BOOTS +10**   **YOU WONT BE USING A SHIELD, SO YOU'LL HAVE TO DO A LOT OF DODGING, BUT ONCE YOU POISON YOUR OPPONENT THAT SHOULD DO THE JOB IF YOU ARE USING THIS BUILD IN PVP ONCE YOU POISON YOUR OPPONENT MAKE SURE TO STAY ON THEM AND NOT LET THEM CURE IT, ONCE THEY ARE POISONED THEY SHOULD START TO FREAK OUT AND TRY TO RUN FROM YOU, THIS IS WHERE YOU DEAL THE FINISHING BLOW.** | |  |  |  |  |  |  | | **SNIPECASTER-BATTLEMAGE** | **HAWKEYE1990** | **SORCERER** | **HUMAN EFFIGY** | **90+** | **THIS BUILD TAKES ADVANTAGE OF THE SORCERER'S LONG-RANGE SPELLS, AND MAKES EXTENSIVE USE OF THE BINOCULARS. USING SIMPLE SORCERIES LIKE SOUL ARROW WHILE ZOOMING IN WITH THE BINOCULARS, YOU CAN LAND CRITICAL HITS BEFORE THE ENEMY EVEN KNOWS YOU'RE THERE! IF THE ENEMY GETS TOO CLOSE, SWITCH OVER TO YOUR FIRE LONGSWORD AND LET'EM HAVE IT!** [**SNIPECASTER-BATTLEMAGE**](https://darksouls2.wiki.fextralife.com/Snipecaster-Battlemage+PvE+Build) **CLASS: SORCERER GIFT: HUMAN EFFIGY ARMOR: ROBE SETS + MEDIUM ARMOR (HEXER'S HOOD, HEXER'S ROBES) (ELITE KNIGHT GLOVES, ELITE KNIGHT LEGGINGS) PRIMARY WEAPONS: STAVES (SUNSET STAFF) SECONDARY WEAPONS: STRAIGHT SWORDS (FIRE LONGSWORD), BINOCULARS SHIELDS: NONE SORCERIES: SOUL ARROW, GREAT SOUL ARROW, HOMING SOULMASS, HOMING CRYSTAL SOULMASS, SOUL SPEAR, CRYSTAL SOUL SPEAR HEXES: DARK ORB, DARK WEAPON MIRACLES: NONE PYROMANCIES: NONE RINGS: RING OF THE EVIL EYE, CHLORANTHY RING, CLEAR BLUESTONE RING, SILVERCAT RING RESTORATIVE ITEMS: ESTUS FLASKS, LIFEGEMS, AMBER HERBS OFFENSIVE ITEMS: NONE  MID-GAME STATISTICS: •VGR: 10 •END: 10 •VIT: 10 •ATN: 25 •STR: 15 •DEX: 10 •ADP: 10 •INT: 30 •FTH: 30** | | **MASTER DEX BUILD** | DUSTACIOUS | **SWORDSMAN** | **BONFIRE ASCETIC** | **100+** | [**MASTER DEX BUILD W/ CALCULATOR-LINK**](https://darksouls2.wiki.fextralife.com/Master+Dex+Build##fex) **HEYO, AND WELCOME TO THE NEW DEX SWORDSMAN BUILD OF INFINITOUS POSSIBILITOUS. NO MORE DUST ON THAT DEX BUILD.** (UPDATED 10/09/YEAR 2015) **FOR MORE INFO, LOOK FOR THE INFINITY AND BEYOND DEX BUILD FOR SWORDSMANS NEAR THE TOP OF THIS WEBPAGE. AS PER ARMOR SET, LOOK FOR WHAT SUITS YOU, JUDGMENT IS (AS MENTIONED IN INFINITY BUILD BY (?) ) COMPARABLE TO THE BEST - HOWEVER.  BASIC INFO - TRY HARD TO MANAGE YOUR REGEN AND MELEE/DEX STAT APPROACH TO COMBAT IN THE GAME. EVERY DETAIL SHOULD BE FOCUSED ON.  SURVIVAL IS BASED OFF OF THE STRATEGY SURVIVE AND MAKE SURE SURVIVAL IS POSSIBLE. IF UNFEASIBLE, FLEE OR FALL BACK ON PREVIOUS OPTIONS. NEVER BERSERK. PVE MOSTLY.  CALCULATION BUILD - END-GAME SOUL LEVEL 214+ KEEP AN EYE ON SEPERATE FUNCTION(S) FOR EACH STAT, FOCUS END DEX AND ADP. ...** BUILD STATS : ) **COVENANT - SUN COVENANT OR OTHER (NO BLOOD BLUE SENTINEL PERHAPS...) RAT, DRAGON REMNANTS, AND VICTOR COVENANT UP TO YOU REALLY. PILGRIMS OF THE DARK FOR LURKER/CHAOS BLADE.  20 VGR - 20 END - 20-30 VIT - 16-30 STRENGTH - 40-60 DEXTERITY - 32 ADP - VARIABLE - VARIABLE - DEFAULT A T T.  MID-IRON KEEP - 20 VGR - 20-(30)-40 END - 20+ VITALITY - 16 STR - 60 DEX - 32 ADAPTABILITY - VARIABLE INT - VARIABLE FTH - NO ATTUNEMENT  LATE GAME/END-GAME - LEAST 20 VGR - 40 END(STAT CUT-OFF ORDINARY/MEDIUM CAP..) - 39 VIT (SOFT-CAP) - 45+ STR - 99 DEX - 32 ADAPTABILITY - 20+ INT - 24+ FTH (WEPON(S) - 6 (NO) ATTUNEMENT  THIS BUILD IS MOSTLY HYBRID, BUT (WITH CUSTOMIZING) IT CAN OVERPOWER ANY COMPLEX SITUATION. THE HIGHEST PRIZE AND TREASURE IN THIS GAME FOR THIS BUILD IS HOW CONFIDENT YOU ARE WHEN YOU SUCCEED OR WILL SUCCEED WITH YOUR DESIRED GOAL(S). THE BEST PLAN IS THE PATIENT ONE; - KEEP ON-TRACK. SUPPLIED LINK IS VERY ESSENTIAL TO UNDERSTANDING THE CORE BUILD. THE EXPANSION BUILD IS ALL ABOUT SUB- OR HALF-BUILDS THAT ARE UNDER THE CATEGORY. PLEASE MAKE USE OF THE ITEMS AND WIKI ITSELF WHILE BUILDING UP TO THIS BUILD. ANYTHING I HAD LACKED MENTIONING MIGHT BE IN THE LINK ABOVE. HAVE FUN! KICKING ASS, TAKING NAMES, IM ALL OUT OF BUBBLE GUM. WEAPONS COMING UP BELOW. LINK FOR WEAPONS** [**MASTER DEX BUILD W/ CALCULATOR-LINK**](https://darksouls2.wiki.fextralife.com/Master+Dex+Build##fex) **EXTRA WEAPONS GROCERY SOULS RETAINER'S SHORT SWORD ELEUM LOYCE \* BLACKSTEEL KATANA(S) \* CURVED DRAGON GREATSWORD(S) BONE FIST BLACK KNIGHT HALBERD CURVED TWINBLADE (NG++) HUNTER'S BLACKBOW (RANGED-\*\*\*) PUZZLING STONE SWORD YORGH'S SPEAR {MISC}---- BERSERKER BLADE MANSLAYER DARKDRIFT BEWITCHED ALONNE SWORD MURAKUMO OLD WHIP TWIN-HEADED GREATBOW/POSSESSED ARMOR GREATBOW   SWORDSMAN == NO SIN == SUN COVENANT == [DUST(Y)](ACIOUS) NAME'S DUST, DUST.. BOND. HAVEL!!!!!!!!** | | **RAIME'S MAJESTIC CURVED NIL/BONE FISTS OF JUDGMENT** | **RC-1207 "SEV"** | **KNIGHT (OR ANY)** | **ANY** | **282** | **STATS: VGR: 50, END: 50, VIT: 50, ATN: 10, STR: 45, DEX: 45, ADP: 45, INT: 20, FTH: 20 FEEL FREE TO ADJUST IF YOU WANT SPELLS, ETC. I'M PERSONALLY WORKING ON ONE-HANDING THE SMELTER HAMMER (DRUMSTICK FROM OLD IRON KING DLC). THE INTELLIGENCE AND FAITH ARE ONLY FOR THE MAJESTIC GREATSWORD, SO I DON'T SEE WHY NOT TAKE THAT OUT AND SAVE ABOUT 30-35 LEVEL-UPS. CURVED NIL ABSOLUTELY DESTROYS EVERYBODY, 500 DAMAGE TWO-HANDING IN PVP. BONE FISTS BECAUSE THEY'RE FUN, MAJESTIC IS FUN... THE ARMOR AND DRANLEIC SHIELD BECAUSE OF FASHION SOULS, DUHH REALLY FUN BUILD TO TAMPER WITH, THAT'S REALLY IT.** | | **SOUL FARMERS** | **LUNARIANPOTATO** | **WARRIOR** | **PETRIFIED SOMETHING** | **72+** | **STATS:**  **VGR: 12, END: 10+, VIT: 8+, ATN: 5, STR: 54+, DEX: 12+, ADP: 14+, INT&FTH:5**  **HIGHLY CUSTOMIZABLE BUILD MEANT FOR SOUL FARMING BY 1-2 HITTING ENIMIES. TWO HAND DEMONS GREAT HAMMER, OPTIONALLY ADDING THE OLD KIGHT'S SHIELD IN YOUR OFFHAND, WHILE WEARING TSELDORA SET. BUILD IS OBTAINABLE VERY EARLY GAME BY TRADING PETRIFIED SOMETING WITH THE BIRDS, RUNNING THROUGH MAJULA TO GET TO HEDIE'S TOWER OF FLAME, KILLING THE DRAGONRIDER, AND THEN FARMING OLD KNIGHTS UNTILL THEY DESPAWN. EVEN THOUGH THIS BUILD IS MEANT FOR FARMING, IT CAN BE HIGHLY EFFECTIVE VS. BOSSES IN THE RIGHT HANDS. THE ONLY DOWNSIDE TO THIS CLASS IS THAT IT USES A LOT OF CARRY WEIGHT.** |   **WHITE MAGE BUILPRIESTESS SET (+1 FTH FROM HEADPIECE) (6.8 WTRH: +10 LIGHTNING MACE (4.0 WT)** [PVP BUILDS](https://darksouls2.wiki.fextralife.com/PvP+Builds) **PVP BUILDS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE A KEY COMPONENT TO BEATING OTHER PLAYERS IN THE GAME. BUILDING YOUR OWN PVP BUILD IS ALL ABOUT**[**STATS**](https://darksouls2.wiki.fextralife.com/stats)**,**[**EQUIPMENT**](https://darksouls2.wiki.fextralife.com/equipment)**AND**[**MAGIC.**](https://darksouls2.wiki.fextralife.com/magic)**ONCE YOU FIND THE BEST BUILD FOR YOUR CHARACTER, YOU'LL FIND YOURSELF GOING TOE TO TOE WITH PLAYERS AROUND**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. THIS PAGE WILL HELP YOU CREATE THE BEST POSSIBLE BUILD FOR YOUR PLAYSTYLE OR CHARACTER.**  **FOR HELP ON MAKING YOUR OWN BUILD, LOOK BELOW.  DISCLAIMER: BUILDS LISTED HERE AREN'T NECESSARILY WELL MADE. ANYONE CAN POST BUILDS OF VARYING EFFECTIVENESS FITTING VARIOUS PLAYSTYLES. USE YOUR BRAIN WHEN BROWSING, AND DON'T EXPECT THESE BUILDS TO BE MIN-MAXED OR OPTIMIZED, FOR GENERAL USAGE OR YOUR OWN PLAYSTYLE.** HOW TO CREATE YOUR PVP BUILD IN DARK SOULS 2 **VISIT THIS PAGE TO PLAY AROUND WITH NUMBERS**[**DARK SOULS 2 BUILDS CALCULATOR (BETA)**](https://fextralife.com/calculator/dks2builds.html)   1. **CREATE A WIKI PAGE WITH YOUR BUILD NAME AND ADD THE INFO/LINKS. TO CREATE A PAGE,**[**CLICK THIS**](https://darksouls2.wiki.fextralife.com/space/page) 2. **THIS PAGE BY ADDING A ROW TO THE TABLE BELOW WITH A LINK TO THE PAGE YOU CREATED AND AN OVERVIEW.** 3. **YOU CAN LINK ITEMS TO A PAGE AND MAKE THEM INTO MOUSEOVERS BY ADDING A LINK TO THE ITEMS PAGE AND THEN ADDING #FEX AS THE "ANCHOR". IT WILL LOOK LIKE THIS**   [**ESTUS FLASK**](https://darksouls2.wiki.fextralife.com/estus+flask)   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **BUILD NAME** | **CREATOR (WIKI USERNAME)** | **SOUL LEVEL** | **PRIMARY STATS** | **DESCRIPTION** | | **THE DARK LOYCE KING** | **THXUNKNOWN** | **SL 150 SL+ 200 USE THE STAT IN THE BRACKETS IF YOU USE S. RITUAL BAND** | **CLASS: DEPRIVED VGR: 30 (35) SL+: 44 (44) END: 20 (20) SL+: 20 (20) VIT: 20 (20) SL+: 29 (29) ATT: 25 (13) SL+:25 (13) STR: 25 (25) SL+: 25 (25) DEX: 40 (40) SL+: 50 (50) ADP: 13 (15) SL+: 30 (32) INT: 6 (6) SL+: 6 (6) FTH: 25 (25) SL+: 25 (25)** | **STORY: YOU ARE A FALLEN KING FROM A FAR LAND. YOU WENT TO DRANGLEIC TO SEEK THE KING OF SNOW (THE IVORY KING), THE KING OF EARTH (THE SUNKEN KING) AND THE KING OF IRON (THE OLD IRON KING)... NOW YOU ARE HERE. AFTER YOU KILLED VENDRIC AND RECIVED THE LAST CROWN, YOU WERE BEATEN BY HIS BROTHER ALDIA, THE SCHOLAR OF THE FIRST SIN. NOW YOU STAND HERE... YOU FIGHT TO GET YOUR SOUL BACK FROM ALDIA EVEN THOUGH THE CROWNS MAKE YOU LOOK HUMEN. YOU FEEL, THAT YOU ARE STILL HOLLOW... THIS BUILD IS AN PVP/PVE COSPLAY BUILD! HEAD: ANY CROWN (KINGS CROWN IS BEST, BECAUSE IT MAKES YOUKEEP YOUR HUMAN FORM) CHEST: RAIME'S ARMOR / VELSTADT ARMOR HANDS: GAUNTLETS OF THE FORLORN LEGS: DRAKEBLOOD LEGGINGS  RIGHT WEAPON 1: LOYCE GREATSWORD (UNINFUSED) <=== IT IS YOUR MAIN WEAPON RIGHT WEAPON 2: SHADOW DAGGER (UNINFUSED) <=== FOR BACKSTABS (OPTIONAL) RIGHT WEAPON 3: BLACK HUNTER BOW (UNINFUSED) <=== FOR RANGED DAMAGE (OPTIONAL) LEFT WEAPON 1: BLACK WITCH STAFF (OR ANY CHIME) LEFT WEAPON 2: ANY SMALL SHIELD OR PARRY DAGGER (OPTIONAL) LEFT WEAPON 3: PYROMANCY FLAME  RING 1: THIRD DRAGON RING RING 2: CHLORANTHIE RING +2 RING 3: RING OF BLADES +2 RING 4: IVORY WARIOR RING (SOUTHERN RITUAL BAND) (NOTE: IF YOU WANT YOU CAN USE ANY RINGS)  SPELLS: SACRED OATH WARMTH OR DARK WEAPON (YOU CAN USE DARK WEAPON IF YOU PUT ATT TO 16 AND INT TO 16 AND ANY OTHER STAT -1) ... BUT IF YOU WANT YOU CAN USE OTHER SPELLS  ITEMS: DARK PINE RESIN (ONLY FOR COSPLAY) AND ONLY IF YOU DONT HAVE DARK WEAPON!!! DARK ARROWS (ONLY WITH BOW) THROWING KNIFES  GAMEPLAY: ITS REALLY SIMPLE: YOU BUFF YOUR WEAPON AND USE SACRED OATH... IF THE ENEMY IS FAR AWAY DO A SPRINT ATTACK AND THEN A NOT LOCKED ON 1H R1, THEN LOCK ON AND AGAIN 1H R1... THE REST OF THE FIGHT IS YOUR PROBLEM :P  BTW: I PLAY DARK SOULS II ON THE COMPUTER NOT ON PLAYSTATION OR XBOX** | | **DARK... RED MAGE?** |  | **SL 200 (OR SL 150)** | **CLASS: DEPRIVED VIGOR: 30 (20 IF SL 150) ENDURANCE: 58 (38 IF SL 150) VITALITY: 6 ATTUNEMENT: 30 STRENGTH: 16 DEXTERITY: 16 ADAPTABILITY: 17 INTELLIGENCE: 40 (30 IF SL 150) FAITH: 40 (30 IF SL 150)** | **YOU BUFF YOURSELF AND POKE PEOPLE WITH YOUR DARK WEAPONS OR SHOOT THEM WITH YOUR SPELLS. IS KIND OF SQUISHY BUT MOBILE AND TACTICAL DUE TO HIGH ENDURANCE, 100 AGILITY, 6 ATTUNEMENT SLOTS AND VERY LOW VIT FOR FLYNN'S RING.  HEAD: HEXER'S HOOD CHEST: HEXER'S ROBES HANDS: DARK GAUNTLETS LEGS: DARK LEGGINGS  LEFT #1: DARK SILVERBLACK SHIELD +10 LEFT #2: DARK BLACK WITCH'S STAFF +10 RIGHT #1: DARK SILVERBLACK SPEAR +10 RIGHT #2: DARK SILVERBLACK SICKLE +10  RING 1: RING OF THE LIVING (FASHION ONLY) RING 2: THIRD DRAGON RING RING 3: FLYNN'S RING RING 4: RING OF BLADES +2  SPELL 1: DARK ORB SPELL 2: DARK WEAPON SPELL 3: SACRED OATH  ITEM 1: POISON THROWING KNIFE** | | [**BELMONT FAMILY BUILD**](https://darksouls2.wiki.fextralife.com/Belmont+Build+%28Dark+Souls+2%29) | **MEOWMEOWGAMING** | **190** | **VGR: 35 END: 35 VIT: 20 ATT: 16 STR: 15 DEX: 40 ADP: 20 INT: 7 FTH: 55** | **THIS IS A BUILD BASED OFF OF THE CASTLEVANA SERIES FROM MY CHILDHOOD. DEFINITELY NOT EASY, BUT EXTREMELY FUN AND CHALLENGING! CLICK ON THE LINK TO SEE THE BUILD, AND PLEASE, HAVE FUN!** | | [**THE DEXBRO**](https://darksouls2.wiki.fextralife.com/Dexbro) | **SKULLBOY134** | **150** | **STARTING CLASS: CLERIC  VGR: 23 END: 22 VIT: 30 ATT: 20 STR: 12 DEX: 40 ADP: 4 INT: 4 FTH: 50** | **THIS IS MAINLY A DEX/FAITH BUILD THAT USES A VARIETY OF DEX WEAPONS TO ADAPT TO YOUR OPPONENT'S SETUP. THE DEXBRO MAINLY UTILIZES RAPIERS, PATE'S SPEAR AND THE UCHIGATANA, AS WELL AS POWERFUL FAITH SPELLS TO PRESSURE THE ENEMY.  THIS BUILD IS PERFECT FOR SURPRISING YOUR OPPONENT, AS YOU ARE USING WEAPONS THAT DEAL QUICK DAMAGE AT HIGH, MEDIUM AND LOW RANGES. THIS GIVES YOU THE TOOLS TO DICTATE THE FIGHT WITH SMALL POISON WEAPONS, HIGH COUNTER DAMAGE, AND RANGED ATTACKS, ALL WHILE KEEPING THE ENEMY AT BAY. CLICK ON THE BUILD NAME TO SEE THE FULL SETUP AND DESCRIPTION** | | [**THE DESTROYER**](https://darksouls2.wiki.fextralife.com/The+Destroyer) | **KANUKALUK1900** | **200** | **VGR: 40 END: 36 VIT: 35 (OR HIGHER) ATN: 10 STR: 50 DEX: 50 ADP: 20 INT: 6 FTH: 6 STARTING CLASS: DEPRIVED** | **FOR THE MOST PART, THIS BUILD IS AMAZING. BUT, IT DOES NOT REALLY WORK WELL AGAINST OPPONENTS WITH HIGH POISE. YOU WANT TO STUNLOCK YOUR OPPONENT TO DEATH. A SMALL WEAPON THAT ATTACKS QUICKLY AND DEALS GOOD POISE DAMAGE IS IDEAL. ALSO, BECAUSE OF YOU HIGH POISE, YOU CAN SPAM PARRY. I KNOW THIS IS CONSIDERED BAD ETIQUETTE BY SOME PEOPLE, BUT WHATEVER. CLICK ON THE NAME FOR MORE DETAILS. HAVE FUN AND PRAISE THE SUN!** | | [**SORA KH PVP (SURPRISINGLY EFFECTIVE)**](https://darksouls2.wiki.fextralife.com/PaTrick6160%27s+Sora+build) | **PATRICK6160** | **150** | **VGR:30 END:20 VIT:18 ATN:16 STR:40 DEX:40 ADP:30 INT:3 FTH:6 STARTING CLASS: KNIGHT** | **MOST SORA BUILDS I'VE SEEN JUST USE THE KEY-BLADE, THIS ONE USES MAGIC (CAUSE SORA COULD USE MAGIC AND IT REPRESENTS DONALD), AND THE WATCHER SHIELD (ITS GOOFY'S SHIELD, AND BECAUSE THE WATCHERS FACE SEMI LOOKS LIKE MICKEY MOUSE EARS) FUN AND VERY SURPRISINGLY EFFECTIVE KEY-BLADE BUILD. HAS AGAPE RING CAPABILITIES. SINCE YOU DON'T HAVE TO UPGRADE THE KEY AT ALL THE AGAPE RING WILL PUT YOU AT A PRETTY BIG SOUL MEMORY ADVANTAGE OVER EVERYONE WHO HAS TO LVL THEIR CHARACTER AND THEIR WEAPON. INCLUDES MANY OPTIONAL KINGDOM HEARTS THEMED EQUIPMENT CHOICES FOR BUILD VARIETY. ACTUALLY VIABLE NOW THAT NEW GAME PLAYERS CAN PLAY WITH NEW GAME + AND IS ACTUALLY PRETTY EASY TO SET UP JUST SOME MINOR FARMING FOR YOUR CHEST PIECE AND LEGS. THE REST WILL COME AS YOU PLAY THROUGH THE GAME. I JUST USE BONFIRE ASCETICS IF I WANNA FIGHT BOSSES AGAIN SINCE IF YOU GO TO NEW GAME PLUS YOU LOSE YOUR KEY-BLADE UNTIL YOU JOURNEY TO THE DEMON OF SONG AGAIN.** | | [**LORD FARAAM**](https://darksouls2.wiki.fextralife.com/Lord+Faraam) | **BRUCE WAYNE STEAM:** | **170** | **VGR:40 END:42 VIT:27 ATN:4 STR:18 DEX:18 ADP:28 INT:40 FTH:5** | **SORCERY (SOMEONE REQUEST IT LONG TIME AGO) SC: KNIGHT CLICK ON THE BUILD NAME TITLE FOR A BETTER UNDERSTANDING.** | | [**THE ALVA MONSTER**](https://darksouls2.wiki.fextralife.com/The+Alva+Monster) | **BRUCE WAYNE STEAM:** | **149** | **VGR:30 END:30 VIT:31 ATN:16 STR:30 DEX:30 ADP:25 INT:5 FTH:5** | **BASIC PYRO + ONE HAND BUILD. FAST AND POWERFUL. SHOULD YOU TRY IT? YES. FOR A BETTER UNDERSTANDING CLICK ON THE FULL NAME OF BUILD ITSELF, SINCE THIS "DESCRIPTION" BOX BLOW UP ALL MY TEXT SETTINGS I'VE TO MOVE OUT IN A NEW PAGE.** | | **DARK FLAME ARTORIAS** | **ANDICES** | **200** | **VGR 40 END 30 VIT 33 ADP 10 STR 50 DEX 30 ATN 20 INT & FTH 20** | **THIS BUILD IS FOR EXPERT PLAYER. YOUR REACTION SPEED HAVE TO BE EXTREMELY FAST AS YOU HAVE LOW ADP AND DO ONLY MEDIUM ROLL . FAST TO COUNTER AND TRADING DAMAGE, THAT'S WHAT YOUR HIGH HP AND MEDIUM ARMOR FOR.  ARMOR LIKE ARTORIAS : ALONNE'S HELM +5 (THE ONE FROM THE DLC BOSS) , RAIME'S ARMOR +5 , CHARRED LOYCE GAUNTLETS +5 , CHARRED LOYCE LEGGINGS +5  RINGS FOR THE FAST AND HEAVY HITTER : CHLORANTHY RING +2 , THIRD DRAGON RING , DARK CLUTCH RING , FIRE CLUTCH RING  WEAPONS : RIGHT HAND : FIRE BLACK KNIGHT ULTRA GREATSWORD +5 WITH CLERIC'S SACRED CHIME (FAST CASTING SPD)  LEFT HAND : DARK MAJESTIC GREATSWORD +5 WITH PYROMANCY'S FLAME +10  SPELLS : FLAME WEAPON (BUFF FIRE BLACK KNIGHT ULTRA GREATSWORD FOR MORE FIRE DAMAGE, COMBO WITH FIRE CLUTCH RING)  DENIAL (FOR A 2ND CHANCE IN CASE YOU ARE BAD AT TRADING DAMAGE)  REMEMBER TO SWITCH BETWEEN 2 HANDED STANCE BETWEEN BOTH WEAPON AS BOTH HAVE VERY DIFFERENT MOVE SET.  IF OPPONENT LIKE TO PARRY OR ROLL, USE TWO HANDED FIRE BLACK KNIGHT ULTRA GREATSWORD THAT CAN'T BE PARRY AND IT HAVE LARGE SWEEPING ATTACK.  FOR FIGHTING HIGH POISE OPPONENT, TWO HANDING DARK MAJESTIC ON YOUR LEFT HAND GAVE YOU ARTORIAS POISE BREAKING MOVESET AND ALSO BETTER STAT SCALING.  THAT'S ALL, HAVE FUN. PRAISE THE DARK ABBYSAL SUN.** | | **VARIETY BUILD** | **BROKENBUSHIDO** | **130** | **VGR 20 END 20 VIT 31 ADP 27 STR 16 DEX 40 ATN 20 INT & FTH 1/8** | **THIS IS A CLOSE TO PURE MELEE BUILD I MADE AND HAVE HAD A LOT OF FUN WITH FOR SEVERAL MONTHS NOW, THE POWER OF THIS BUILD IS NOT IN HAVING A HIGHER ATTACK DAMAGE OR BEING ABLE TO SOAK UP MORE HITS THAN YOUR OPPONENT, THIS BUILD SHINES BECAUSE YOU WILL BE ABLE TO COUNTER WHATEVER BUILD YOUR OPPONENT IS USING, BE SURE TO CHANGE YOUR WEAPONS AND TACTICS TO COUNTER THAT OF YOUR OPPONENTS, IF YOU DO NOT DO THIS YOU WILL FAIL WITH THIS BUILD.  ARMOR (THIS IS MY PREFERENCE, FEEL FREE TO CHANGE TO YOUR LIKING) HELM--ALONNE CAPTAIN, TORSO--DARK ARMOR, GAUNTLETS--ENGRAVED GAUNTLETS, BOOTS-- DARK BOOTS  RINGS -- ROB+2, CHLORANTHY RING+2, THIRD DRAGON RING, STONE RING (THE STONE RING CAN BE TRADED OUT IF YOU ARE NOT WORRIED ABOUT HIGH POISE OPPONENTS)  WEAPONS (USING THE EXACT WEAPONS LISTED IS KEY TO THIS BUILD, PLEASE DO NOT DEVIATE AND READ THE NOTES FOR EACH WEAPON)  RIGHT HAND:  RH1=DARKDRIFT KATANA+10 (USE AGAINST TURTLES(THE R2 GETS AROUND 50% SHIELD PENETRATION, BE SURE TO TWO HAND SO THEY CAN NOT CIRCLE FOR AN EASY BACK-STAB, IF THE FIRST SWING CONNECTS GO FOR THE SECOND SWING), ALSO AGAINST SHORT WEAPON USERS, AND FREQUENT DODGERS(ROLLING).)  RH2=PATE'S SPEAR+5 (THIS IS YOUR GO TO WEAPON, UTILIZE THE RUNNING ATTACK TO CATCH PEOPLE OFF GUARD(CAREFULLY, A MISSED ATTACK LEAVES YOU WIDE OPEN) DO NOT USE AGAINST ANYONE WITH A GOOD PARRY WEAPON/SHIELD IN THEIR LEFT HAND. ALSO BE SURE TO TWO HAND IF YOUR OPPONENT HAS MEDIUM TO HEAVY ARMOR ON!)  LEFT HAND:  LH1=ROYAL KITE SHIELD (THIS IS REALLY ONLY TO COUNTER HIGH POKE OPPONENTS, THINK THRUSTING SWORDS OR SPEARS, MAYBE THE OCCASIONAL SPIN TO WIN HALBERD. ONLY USE AS A COMBO WITH THE SPEAR)  LH2=OLD WHIP+5 (THIS IS THE KEY WEAPON FOR COUNTERING PARRY SPAMMERS, USE THE RUNNING WHIP ATTACK THEN FOLLOW UP WITH THE DARKDRIFT TO PUNISH THEM WHEN THEY ROLL AFTER THEIR PARRY FAIL.)  LH3=PYROMANCY FLAME+10 (I USE FORBIDDEN SUN TO PUNISH FLASKERS WHEN I PLAY IN THE DRAGON COVENANT AND WARMTH FOR FIGHT CLUBS  THIS BUILD TAKES A BIT OF PRACTICE BUT IS EXTREMELY EFFECTIVE WHEN USED CORRECTLY, JUST TRY TO MAKE SURE YOU ARE USING THE RIGHT WEAPON COMBO TO GIVE YOURSELF THE ADVANTAGE. TO HELP PEOPLE I HAVE INCLUDE THE VARIETY BUILD CHEAT SHEET: 2 HAND SPEAR>HAVELS(HIGH POISE), SPEAR/SHIELD>RAPIERS, DARKDRIFT/WHIP>PARRY, PYROMANCY/FORBIDDEN SUN>ESTUS, SPEAR/WHIP>ALL MEDIUM TO SHORT WEAPONS(IF LOW POISE), 2 HAND DARKDRIFT R2>SHIELD, AGGRESSIVE SPEAR>MAGE(IF YOU CAN DODGE).  IF YOU STICK TO THESE GUIDELINES AND PRACTICE A BIT I'M SURE YOU'LL BE GLAD THAT YOU TRIED THIS BUILD. I CURRENTLY HAVE AROUND AN 85% WIN RATIO ON IRON KEEP BRIDGE AND A 70% WIN RATIO IN BLOOD BROTHERS ARENA USING THIS BUILD. GOOD LUCK AND PRAISE THE SUN! -BROKENBUSHIDO** | | **PVP MAGE/PYRO BUILD** | **(PSN: XSV76)** | **232** | **VGR 25 END 20 VIT 30 ATN 50 STR 20 DEX 20 ADP 10 INT 62 FTH 52** | **WITH THIS BUILD YOU WILL BE ABLE TO KILL ANY NPC OR INVADER/ WORLD HOST WITH EASE I WAS EVEN ABLE TO KILL THE HOST WHILE TAKING ON HIS SUMMON MY K/D RATIO IS 320/204 SO FAR IT'S NOT A BAD RATIO THIS BUILD WAS MAINLY DESIGNED OFF MY DARK SOULS AND DEMON SOULS BUILD JUST MODIFIED A BIT I LOVED TO PVP IT'S WHY I DECIDED TO SHARE MY BUILDS ONLY WAY I"VE LOST WAS BY COMPLETE NOOBS IN EVERY WAY POSSIBLE OR BY LAG BUT ANYWAYS HERE'S MY BUILD ENJOY  SPELLS AND PYRO SPELLS CRYSTAL SOUL SPEARS CAN BE FOUND BY TRADING STRAID OF OLAPHIS OLD PALEDRAKE SOUL AFFINITY BOUGHT FROM STRAID OF OLAPHIS FORBIDDEN SUN REWARD FOR HIS THIRD ASSASINATION REQUEST GREAT CHAOS FIREBALL NG++ OR BROTHERHOOD OF BLOOD+3 CHAOS STORM IN THE CHEST ON THE LAVA ROCKS IN IRON KEEP MOONLIGHT GREATSWORD+5 TRADING OLD PALEDRAKE SOULS TO WEAPONSMITH ORNIFEX DARK BLACK WITCH'S STAFF+10 INFUSED DARK LEFT HAND PYROMANCY FLAME+10 RINGS CHLORANTHY RING+2 CLEAR BLUESTONE RING+2 SOUTHERN RITUAL BAND+2 ARMOR BLACK HOOD PATE'S ARMOR PENAL HANDCUFFS PATE'S TROUSERS** | | **SENPAI'S FAITH BUILD** | **MARCOHAZARD (PSN: MHAZARD)** | **274** | **VGR 20 END 27 VIT 33 ATT 50 STR 43 DEX 40 ADP 8 INT 53 FTH 53** | **INSANE MOONLIGHT GREATSWORD + BLUEMOON GREATSWORD DUAL WIELDING BUILD, TEND TO BE IMPRACTICAL YET AUTHENTIC. POWER STANCE STRONG ATTACK DAMAGE IS 812, WHILE YOU CAN RETAIN THE ABILITY OF LAUNCHING MOONLIGHT BEAM WITH RIGHT HANDED WEAPON. ALSO WITH CUTE DESERT SORCERESS GALLERY :3   FOR DETAILS VISIT THIS PAGE:** [**HTTPS://DARKSOULS2.WIKI.FEXTRALIFE.COM/LUNATIC+LUNA+THE+BLUEMOON+BLADEMASTER**](https://darksouls2.wiki.fextralife.com/Lunatic+Luna+The+Bluemoon+Blademaster) | | [**RICARD 2.0**](https://darksouls2.wiki.fextralife.com/Ricard+2.0) | **BRUCE WAYNE STEAM:** | **91** | **VGR:28 END:28 VIT:15 ATN:4 STR:11 DEX:40 ADP:9 INT:3 FTH:6** | **SC: KNIGHT HELLO EVERYONE! I'M BACK TODAY WITH ANOTHER PVP BUILD, AND THIS TIME I TRIED TO DO A COSPLAY OF THE FAMOUS UNDEAD PRINCE RICARD. FIRST OFF, THIS BUILD IS REALLY PERSONAL, I TRIED TO MATCH STOPPING POWER WITH LOW WEIGHT EQUIPMENT (AND I DID IT, THE BUILD IT'S 50%/TOTAL WEIGHT) I USED: THIRD DRAGON'S RING, LIFE RING+3, CHLORNANTHY +2, BLADES +2 RICARD'S RAPIER, TARGET SHIELD, ELITE KNIGHT ELM THE REST IS FULL KNIGHT SET (NOT ELITE). THE RAPIER IT'S REALLY STRANGE, IT DOESN'T HAVE A PROPERLY PARRY ANIMATION BUT IT'S REALLY FAST, IT'S LIKE A RETARD VERSION OF THE MONASTERY SCIMITAR. AND THE TARGET SHIELD IT'S ALSO GOOD FOR PARRYES. CLICK ON "RICARD 2.0" FOR FULL DETTAILS** | | **B2AST HUNTER (BLOODBORNE BUILD)** | **IBEWINNERZ** | **175** | **VIGOR-30 ENDURANCE-20 VITALITY-12 ATTUNEMENT- 30 STRENGTH - 20 DEXTERITY - 22 ADAPTABILITY -34 INTELLIGENCE - 30 FAITH - 30** | **A VIABLE PVP COSPLAY OF THE MAIN CHARACTER FROM THE BLOODBORNE TRAILERS. STARTING CLASS: BANDIT EQUIPMENT: RIGHT HAND 1 - DARK BANDIT AXE +10 RIGHT HAND 2 - DARK WRATHFUL AXE +5 (OR DARK HALBERD +10 IF THE FIRST DLC IS UNAVAILABLE) RIGHT HAND 3 - DARK GREAT MACHETE +10  LEFT HAND 1 - RAW SANCTUM CROSSBOW +10 (WITH DARK BOLTS AND HEAVY BOLTS) LEFT HAND 2 - LIGHTING PRIEST'S CHIME +10 (2 GREAT HEALS AND 1 SACRED OATH, ONLY USED AT START OF DUELS) LEFT HAND 3 EMPTY  RINGS - FLYNN'S RING (STEEL PROTECTION + 2 IF FIRST DLC IS UNAVAILABLE), THIRD DRAGON RING, RING OF BLADES +2, CLORANTHY RING +2  ARMOR - HUNTER'S HAT, ROBE, MANCHETTES, AND TIGHTS OF JUDGEMENT  STRATEGY: START OFF THE DUEL BY CASTING SACRED OATH FOR THAT SWEET BONUS DAMAGE AND DEFENSE. THE MAIN WEAPON WILL BE THE GREAT MACHETE, WHICH IS DECENT AT MID-RANGE MELEE COMBAT. MAKE USE OF ITS RANGE AND HITBOX TO SURPRISE PEOPLE WHO ARE TRYING TO ROLL AWAY FROM YOU. SWITCH TO THE ANDIT AXE FOR CLOSE-RANGE MELEE AND THE WRATHFUL AXE FOR CRITICALS, AOE, AND FOR THE MOVESET AS A SUBSTITUTE FOR THE MACHETE IN MID-RANGE. THE CROSSBOW SHOULD BE USED AT LONG RANGE COMBAT AND AT THE END OF A MELEEE COMBO BUT BE CAREFUL USING IT TO FINISH COMBOS BECAUSE OF THE RELOAD TIME. THIS BUILD WORKS BEST IN NG WITH A SEMI-LOW SOUL MEMORY, BUT IS STILL VIABLE AT HIGH SOUL MEMORY HOWEVER THE GREAT MACHETE AND CROSSBOW WILL BE LESS USEFUL. YOUR PLAYSTYLE SHOULD BE AGGRESSIVE SINCE THE LACK OF A SHIELD MEANS YOU WILL BE MORE VULNERABLE TO ATTACK IF YOU CREATE AN OPENING FOR YOUR OPPONENT. TRY TO RELY ON ROLLING/BACKSTEPPING. A GOOD COMBO IF FACING SOMEONE WITH A SHORT ENOUGH WEAPON IS TO BACKSTEP AND THEN FIRE A SHOT FROM THE CROSSBOW. HAVE FUN AND PREPARE YOURSELF FOR THE STREAM OF MESSAGES SAYING "NICE BLOODBORNE COSPLAY" AND SUCH. :)** | |  |  |  |  |  | | [**ERAGON**](https://darksouls2.wiki.fextralife.com/Eragon+from+Alagaesia)[**FROM ALAGAËSIA**](https://darksouls2.wiki.fextralife.com/Eragon+from+Alagaesia) | **BRUCE WAYNE STEAM:** | **100** | **VGR 40 END 30 VIT 7 ATN 4 STR 20 DEX 13 ADP 30 INT 3 FTH 6** | **IT'S A SIMPLE COSPLAY, THE BUILD IS REALLY SOLID.  FIRST OF, YOU HAVE TO GET THE SECOND REWARD OF THE**[**DRAGON'S COVENANT**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**. THEN, GET A**[**CLAYMORE**](https://darksouls2.wiki.fextralife.com/Claymore)**, ONCE YOU DONE IT +10,**[**INFUSE IT FLAMES**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**, WHEN YOU DONE THIS PART, (SKIP ALL OF THIS IF YOU'RE ON NG+)YOU HAVE TO BONFIRE ALL THE INTERE AREAS OF**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**, WHEN YOU HAVE DONE EVERYTHING, GO BACK AND FIGHT AGAIN THE**[**LOST SINNER**](https://darksouls2.wiki.fextralife.com/Lost+Sinner)**. DONE THIS AGAIN, YOU WILL NEED A "**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/Fragrant+Branch+of+Yore)**", NOW GO BACK AND USE IT ON**[**STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)**, HE WILL BE PETRIFIED ON THE SECOND FLOOR OF THE LAST BONFIRE BEFORE THE LOST SINNER. NOW, TRADE**[**THE OLD WITCH**](https://darksouls2.wiki.fextralife.com/Old+Witch+Soul)**SOUL AND 10,000 (10K) OF YOUR SOULS AND GET THE**[**FLAME WEAPONS**](https://darksouls2.wiki.fextralife.com/Flame+Weapon)**. NOW, I USE**[**THE CHLORANTHY RING+2**](https://darksouls2.wiki.fextralife.com/Chloranthy+Ring)**,**[**SOUTHERN RITUAL BAND RING +2**](https://darksouls2.wiki.fextralife.com/Southern+Ritual+Band)**,**[**RING OF STEEL PROTECTION +2**](https://darksouls2.wiki.fextralife.com/Ring+of+Steel+Protection)[**AND THE THIRD DRAGON'S RING**](https://darksouls2.wiki.fextralife.com/Third+Dragon+Ring)**. THE DUEL STRATEGY IT'S BASICALLY ON ROLL AND ATTACK, LITTLE JUMP, ROTATION HIT, BUT TAKE IN YOUR MIND YOU HAVE 30 ADP IF YOU TIMING YOU CAN ROLL AGAINST HIM WHEN HE USE A SLASH, AND THAT WILL BE A 100% SURE HIT. AND OFCOURSE BEFORE THE DUEL USE THE FLAME WEAPONS.** SÉ ONR WAÌSE SITJA HVASS! | | [**GYRMASTODON THE GRANDMASTER**](https://darksouls2.wiki.fextralife.com/Gyrmastodon+The+Grandmaster) | **MARCOHAZARD (PSN: MHAZARD)** | **284** | **VGR 20 END 27 VIT 43 ATT 50 STR 43 DEX 40 ADP 8 INT 53 FTH 53** | **IT IS BELIEVED TO HAVE THE HIGHEST PHYSICAL DEFENSE AMONG ALL ARMORS WITHIN NORMAL TITANITE UPGRADING PATH, IT CAN EVEN OUTCLASS FRESH HAVEL SET, ALSO POSSIBLE TO MID ROLL.** | | [**MALFORMED SKULL / PYRO BUILD**](https://darksouls2.wiki.fextralife.com/berserker+malformed) | **UKKOCLAP YOUTUBE:** | **150** | **VGR 50 END 45 VIT 39 ATT 20 STR 20 DEX 7 ADP 12 INT 5 FTH 5** | **SHOWCASING THE MALFORMED SKULL / PYRO BUILD FOR PVP. I DON'T SEE MANY PEOPLE MENTION THE MALFORMED SKULL SO I WANTED TO SHARE MY BUILD.  THE GOAL : \*EXTREME\* SINGLE HIT DAMAGE. I AM TALKING ABOUT 1000+ A HIT WITH R2, WITH INSTANT KILL BACKSTABS. I AIMED FOR 50% EQUIPMENT LOAD FOR FAST STAMINA REGEN WHILE STILL BEING ABLE TO MOVE SWIFTLY. ENJOY.** | | [**THE MAGIC ZWEIHANDER BUILD**](https://darksouls2.wiki.fextralife.com/Magic+Zweihander+PvP+Build+%28Low-Mid+lvl%29) | **KILLERKORD (YOUTUBE: )** | **75-85** | **VGR 10 END 14 VIT 12 ATT 12 STR 24 DEX 12 ADP 18 INT 22 FTH 4** | **A LOWER LEVEL PVP BUILD THAT USES THE BELL KEEPERS COVENANT FOR PVP. THE ENTIRE BUILD CAN BE READY TO GO IN 3-4 HOURS FOR NEWER PLAYERS, BUT FASTER THAN THAT IF YOU'RE ALREADY FAMILIAR WITH THE GAME. THE BUILD USES A MAGIC ZWEIHANDER AS THE PRIMARY WEAPON, WHICH IS THEN BUFFED WITH MAGIC WEAPON, BEFORE 2-HANDING AND MAULING YOUR OPPONENTS. MOST OPPONENTS AT THIS LEVEL / SOUL MEMORY RANGE WILL DIE IN 1 OR 2 HITS TO THIS BUILD. IT'S A VERY HIGH RISK AND HIGH REWARD BUILD. VIDEO OF THE BUILD (WITH PVP GAMEPLAY) INCLUDED ON THE BUILD PAGE!** | | [**DARK PYROMANCY FLAME GLASS CANNON BUILD (BETA)**](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame+Glass+Cannon) | **MARCOHAZARD (PSN: MHAZARD)** | **DEPENDED** | **DEPENDED ON VARIANT** | **THEORY BUILD ON DARK PYROMANCY FLAME, WHICH IS AN ELITIST WEAPON SINCE IT SCALES WITH HOLLOWING, HOWEVER IT DOES OFFER A BETTER SCALING THAN THE DEFAULT PYROMANCY FLAME, THIS IS AN ATTEMPT TO PUT THE FLAME TO FULL POTENTIAL BY OVERCLOCKING THE STAT WITH SOUL VESSEL AND CURSE, ONCE RED TEARSTONE RING IS ACTIVATED, IT MAY DEAL A FORMIDABLE DAMAGE, TWICE AS DAMAGING AS DEFAULT PYROMANCY FLAME PER HIT? DETAILS:**[**HTTPS://DARKSOULS2.WIKI.FEXTRALIFE.COM/DARK+PYROMANCY+FLAME+GLASS+CANNON**](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame+Glass+Cannon)**#  FEEL FREE TO LEAVE COMMENTS ON THE PAGE TO TELL WHETHER IT WORK OR NOT. (WARNING: ELITIST EXPERIMENTAL BUILD)** | | **KING FAVEL - THE KILLER OF ANNOYING LITTLE MAGE/WIZARD GANKERS** | **OGGAB0GGA** | **SL150** | **VGR 38 END 20 VIT 24(LEVEL THIS FURTHER AFTER OTHER ATTRIBUTES ARE DONE - FASTER ROLLING IS ALWAYS BETTER) ATT 12 STR 40 DEX 20 ADP 20 INT 15 FTH 15** | **THIS BUILD IS SUPPOSED TO BE PURE MELEE, UNLESS YOU ARE WILLING TO FARM SPICES. 15 INTELLIGENCE AND FAITH WORKS FOR CHAMELEON (FUN IN PVP) AND HEAL IF THAT IS NECESSARY AS A PHANTOM. IF YOU ARE GOOD AT ROLLING AND HAVE DECENT TIMING, THIS BUILD WILL WRECK JUST ABOUT EVERYTHING PRETTY EASILY. STARTING STARTING CLASS - ANY, BUT PREFERABLY WARRIOR/KNIGHT IF YOU ARE NOT WILLING TO USE A SOUL VESSEL. DETERMINE STARTING GIFT YOURSELF - I LIKE TO USE PETRIFIED SOMETHING. ARMOR FULLY UPGRADED FARAAM HELM, KINGS ARMOR, HAVELS LEGGINGS AND GAUNTLETS. UPGRADE AS MUCH AS POSSIBLE, OF COURSE. EARLY GAME DRANGLEIC AND VENGARL ALSO WORKS. ALL OFFER GREAT DEFENSE. THE DIFFERENCES ARE JUST ABOUT NEGLIGIBLE. USE WHAT LOOKS COOLER TO YOU. WEAPONS RIGHT HAND: BASTARD OR MASTADON OR CLAYMORE - GREATSWORDS SCALE MORE OFF STRENGTH (DEX IS AWFUL IN DS2) AND ARE STILL FASTER AND LIGHTER THAN ULTRA GREATSWORDS/HALBERDS/CLUBS AS WELL AS STAFFS IF YOU ARE GOING TO USE THEM (THOUGH AS MENTIONED, NOT FOR ATTACKING - ONLY FOR HEALING/ CHAMELEON) LEFT HAND: ANY SHIELD WITH 100 PHYS DEFENSE, AS LONG AS YOU MAINTAIN UNDER 70% CAPACITY. IF YOU HAVE PLENTY TO SPARE I RECOMMEND MAGIC SHIELD+MAGIC IMBUEMENT FOR AVOIDING PESKY SPELL-SPAMMERS. A PARRYING DAGGER IS ALSO NICE TO HAVE IF YOU ARE FACING A GREAT-SWORD WIELDING TANK. IF NOT FIGHTING A MAGE, ANY CROSSBOW AT ALL WILL WORK WONDERS. RINGS 3RD DRAGON RING, OLD LEO RING (IF CLAYMORE - WORKS WELL - IF NOT, RING OF BLADES), OLD SOLDIER RING +1(OR RING OF BLADES IF PLENTY VIT TO SPARE) , CHLORANTHY RING +1 HOW TO WIN: IF YOU MEET A CASTER - SWITCH TO MAGIC MAGIC SHIELD AND CLOSE THE DISTANCE UNTIL YOU CAN HEAVY ATTACK WITH CLAYMORE - GUARANTEED TO DO A LOT OF DAMAGE IF FULLY UPGRADED WITH LEO RING IF YOU MEET A TANK(FULL HAVEL USING HEAVY WEAPONS) ROLL AND BLOCK UNTIL HIS STAMINA IS JUST ABOUT GONE, TRY TO MOVE IN FOR A BACKTAB - IF NOT, USE A CROSSBOW WITH SOME GOOD BOLTS (IF HE IS NOT USING SHIELD) IF HE IS USING A SHIELD, CIRCLE AROUND WITH SHIELD UP AND WAIT FOR OPPORTUNITY TO BACKSTAB IF YOU MEET ANY MEDIUM MELEE BUILD/ A HYBRID OF CASTER AND MELEE - KEEP YOUR PHYSICAL SHIELD AND TRY TO ROLL AWAY IF HE TRIES TO ATTACK YOU WITH A SPELL. THEN KEEP HIM AT RANGE BY USING HEAVY ATTACK. IMPORTANT: WHEN YOU WIN, SPAM "VERY GOOD" CARVING** | | [**THE BOXING DANDY**](https://darksouls2.wiki.fextralife.com/The+Boxing+Dandy) | **ANDRE FELIPE FELIPE** | **150** | **VGR: 30 / END: 20 VIT: 30 / ATN: 02 STR: 40 / DEX: 40 ADP: 30 / INT: 03 FTH: 08 STARTING CLASS: BANDIT** | **A BOXER BUILD THAT WORKS IN BOTH PVP AND PVE LET'S FIGHT, LIKE GENTLEMEN** | | [**NIGHTS' WATCH**](https://darksouls2.wiki.fextralife.com/Taking+The+Black#.U1_o18akpOo) | **MINDOFTHESWARM (PSN ID)** | **150** | **VGR: 82 / END: 30 / VIT: 20 / ATN: 6 / STR: 20 / DEX: 8 / ADP: 25 / INT: 6 / FTH: 6** | **JOIN THE NIGHTS' WATCH AND DEFEND THE REALM! THIS BUILD FOCUSES ON MELEE ONLY WITH LOTS OF ENDURANCE AND ABSOLUTELY NO MAGIC! FOLLOW THE LINK FOR MORE DETAILS AND WELCOME BROTHER TO THE NIGHTS' WATCH! DON'T FORGET TO SAY YOUR VOWS! THIS BUILD REQUIRES GREAT SKILL, AS SUCH ONLY THE MOST HARDENED OF WARRIORS WILL SURVIVE.** | | [**DARKMUSH**](https://darksouls2.wiki.fextralife.com/DarkMush) | **THORMUSH** | **120** | **VIGOR: 15/ END: 15/ VIT: 5/ ATN: 20/ STR: 50/ DEX: 19/ ADP: 8/ INT: 22/ FTH: 19** | **BUILD FOCUSES ON FAST ATTACKS OF THE DARK LONGSWORD, DEFENSE OF A GREAT SHIELD, AND DIVERSITY OF HEXES AND SPELLS TO CHANGE IT UP.** | | [**DARK PALADIN ANTI-MAGE**](https://darksouls2.wiki.fextralife.com/Dark+Paladin+Anti-Mage) | **VOODOODOLL123 RAVELORD\_\_\_NITO** | **1** | **/ VGR 40 / END 20 / VIT 43 / ATN 40 / STR 40 / DEX 15 / ADP 15 / INT&FTH 50** | **THIS BUILD IS CENTERED AROUND HEXES AND ANTI-MAGE BUFFS. LETS START WITH THE STAT BREAKDOWN. VGR 40  / END 20 /  VIT 43 /  ATN 40 /  STR 40 /  DEX 15 /  ADP 15 /  INT 50 /  FTH 50 WEAPONS, CHIMES, AND WANDS:  DARK SACRED CHIME HAMMER +5 / DARK CHIME OF WANT +5  / DARK SUNSET STAFF +5  / AVELYN +5 (FOR THOSE SPECIAL OCCASIONS)  (ALTERNATIVELY TO CHIME HAMMER: DARK CRYPT BLACKSWORD, DARK SANTIERS SPEAR, OR DARK CHAOS BLADE) HEXES AND MIRACLES:  GREAT MAGIC BARRIER (ANTI-MAGIC BUFF) / AFFINITY  / RESONANT WEAPON  / PROFOUND STILL (STOPS MAGES ABILITY TO CAST)  / GREAT RESONANT SOUL RINGS:  THIRD DRAGON RING  / RING OF BLADES +2 /  SOUTHERN RITUAL BAND +2  / PILGRIMS OF DARK CREST  (ALTERNATIVELY TO RING OF BLADES: DISPELLING RING FOR EXTRA MAGIC DEFENSE) ARMOR:  MAD WARRIOR MASK +5  / ARMOR OF AUROUS +5  / HAVEL’S GAUNTLETS AND LEGGINGS +5  (ALTERNATIVELY: THRONE DEFENDERS HELM, HEIDE KNIGHT CHAINMAIL) REALLY ENJOYING THIS BUILD RIGHT NOW, HOPE THIS HELPS SOME PEOPLE OUT!**   * + - **\* \* ALSO SL MEANS NOTHING FOR ONLINE, ONLY FACTOR IS SM, SO DON'T BE INTIMIDATED TO LVL TO 260!! \* \* \*\*\*** | | **AARDPRO DS1 (PRO PARRY)** | **EASY4MEEE (XBOX GAMERTAG)** | **150** | **[[TEL:43 / 20 / 29 / 2|43 / 20 / 29 / 2]] / [[TEL:40 / 40 / 20 / 1|40 / 40 / 20 / 1]] / 8 /** | **STARTING CLASS: BANDIT RING: VITALITY+2 / CLORANTHY+2 / ROYAL SOLDIER+2 / THIRD DARAGON GEAR : ELM VARIAGHI+10 / HAVEL'S GAUNTLET+5 WEAPON: BASTARD SWORD+10 AND DAGGER+10 (FOR PARRY) SHIELD: BUCKLER+10 (FOR PARRY) - WEIGHT 24.9% BALANCE 39.0 AND DEFENSE VS SHOT 415 VS CUTTING 507 VS PENETRATION 465 (THIS CLASS REQUIRES EXPERIENCE OF PLAYNG DARK SOULS 1)** | | [MASTODON CLOWN](https://darksouls2.wiki.fextralife.com/Mastodon+Clown" \o "Dark Souls 2 Mastodon Clown) |  | **(SLV 150)** | **VGR 36 / END 30 / VIT 40 / ATN 2 / STR 40 / DEX 20 / ADP 26 / INT 1 / FAITH 8** | **STARTING CLASS: BANDIT GEAR : MANIKIN MASK / JESTER'S CHEST / HAVEL'S GAUNTLET / GYRM BOOT WEAPON : MASTODON HALBERD / MASTODON GREATSWORD** | | DIVINE FIREBLADE |  | **150** | **VGR 12 / END 11 / VIT 10 / ATN 30 / STR 21 / DEX 37 / ADP 33 / INT 7 / FAITH 43** | **STARTING CLASS: SWORDSMAN RINGS: CLORANTHY +2 / THIRD DRAGON RING / SOUTHERN RITUAL BAND +2 / RING OF BLADES +2 ARMOR: SAINT'S HOOD / ARMOR OF AUROUS / PENAL HANDCUFFS / JESTER'S TIGHTS WEAPONS: RH: FIRE UCHIGATANA / LIGHTNING PRIEST'S CHIME (OR BETTER) / LIGHTNING HUNTER'S BLACKBOW LH: LIGHTNING BLACKSTEEL KATANA / MAGIC ROYAL KITE SHIELD / PYROMANCY FLAME (OR DARK) SPELLS: GREAT HEAL / GREAT LIGHTNING SPEAR (X2 OR 1 + WOG) / GREAT MAGIC BARRIER / GREAT FIREBALL / FIRE TEMPEST / FLAME WEAPON / TOXIC MIST / FLAME SWATHE THE MAIN TACTIC OF THIS BUILD IS THIS: USE FLAME WEAPON ON THE UCHIGATANA AND SWITCH TO BLACKSTEEL ON LEFT HAND. USE POWER STANCE AND MAKE USE OF ROLLING, OCCASIONALLY USING SPELLS FOR EXTRA DAMAGE. TOXIC MIST WORKS WONDERFULLY AS BOTH A POISON AND A SIGHT-BLOCKING BARRIER TO FIRE LIGHTNING SPEARS FROM BEHIND. PYRO FLAME IS IN LEFT HAND SO YOU CAN BUFF THE RIGHT HAND AND SWITCH TO PYROMANCY WITHOUT LOSING THE BUFF. IF PREFERED, USE SUNLIGHT BLADE TO BUFF THE LEFT HAND AND USE MIRACLES AS SECONDARIES. THE SHIELD GIVES VERY GOOD DEFENSE AGAINST MOST TYPES OF DAMAGE AT +10 AND IMBUING IT WITH MAGIC BRINGS THE MAGIC AND FIRE DEFENSE TO AROUND 75 WHILE KEEPING THE PHYSICAL AT 98.** | | [KOLARI VEILED'S MIN-MAXING DEX-FAITH](https://darksouls2.wiki.fextralife.com/Kolari+Veiled%27s+Min-Maxing+Dex-Faith" \o "Dark Souls 2 Kolari Veiled%27s Min-Maxing Dex-Faith) | **X\_VEILED** | **SL 202** | * **VGR: 31** * **END: 30** * **VIT: 34 (THIS WILL VARY WITH THE GEAR YOU WEAR, TRY TO KEEP BELOW 50% LOAD FOR THE FAST ROLLING.)** * **ATN: 13 (2 SLOT MIN, 1 SLOT IF YOU DON'T WANT A RANGED SPELL)** * **STR: 25 (I REALLY LIKE AVELYN, ALTHOUGH IT'S PRETTY MUCH UNNEEDED IN THIS BUILD. IF YOU DON'T WANT THIS, MINE WOULD BE 16 FOR KING'S SHIELD.)** * **DEX: 25 (MINIMUM STAT REQUIREMENTS FOR CHAOS BLADE, ADJUST THIS WITH YOUR WEAPON OF CHOICE.)** * **ADP: 36 (GOTTA GET THAT AGILITY)** * **INT: 1 WE LOVE THE MENTALLY CHALLENGED BANDIT CLASS. (IF YOU WANT DEX/INT OBVIOUSLY YOU'D SWAP AROUND THE STATS YOU POUR INTO FAITH AND YOUR STARTING CLASS.)** * **FTH: 60 (THIS IS YOUR MAX STAT)** | **BASICALLY YOU'RE A HYPER AGGRESSIVE WEAPON BUFFER, 1 RANGED SPELL THROWN IN TO DEAL WITH THOSE PESKY INT/HEX BUILDS. THIS PRETTY MUCH REVOLVES AROUND BEING AN IN YOUR FACE MELEE MONSTER, SPAM THE CRAP OUT OF THE KATANA SPRINTING POKE FOR HUGE, UNEXPECTED DAMAGE. CHAOS BLADE HAS FAST, LOW SWINGS ON RB MEANING YOU'LL OFTEN HIT TARGETS AS THEY COME OUT OF THEIR ROLL. DEXTERITY DAMAGE SCALING (~70 DAMAGE MORE AT 40 DEX WITH AN A SCALING? FROM PLS.) IS THROWN OUT OF THE WINDOW FOR ENORMOUS LIGHTNING SCALING FROM THAT FAITH PUMP.** | | [CTHULU\_CUDDLER'S PURE DEX, BELL BRO](https://darksouls2.wiki.fextralife.com/Cthulu_Cuddler%27s+Pure+Dex%2C+Bell+Bro" \o "Dark Souls 2 Cthulu_Cuddler%27s Pure Dex%2C Bell Bro) | **140 - 164** |  | **VERY DETAILED, SEE LINK~!** | **STARTING CLASS: SORCERER SO THIS IS A BUILD I'VE BEEN HAVING A LOT OF FUN WITH. I KEEP HIM AT SL25 AND GET TONS OF ACTION WITH THE BELL KEEPERS. FEEL FREE TO INTERPRET AND CHANGE ACCORDING TO YOUR STYLE, BUT HERE'S THE IDEA- I HATED THE SWORDSMAN ON MY FIRST PLAY, BUT I DECIDED TO REVISIT HIM. I PUMPED DEX TO 29, AND STR IS AT 9. ALVAA SET (ALL +9) WITH WANDERER MANCHETTES +9 FOR ARMOR, UNTIL I BEEFED UP CREIGHTON'S SET TO +9 (HAS A BIT MORE DEFENSE BUT LESS POISE-YOU DECIDE). STILL USING MANCHETTES THOUGH, OK DEFENSE AND LIGHT WEIGHT.** | | [DARK LORD BUILD BY VAURK: STARTING CLASS - SORCERER, SOUL LEVEL 120](https://darksouls2.wiki.fextralife.com/Starting+Class+-+Sorcerer%2C+Soul+Level+120" \o "Dark Souls 2 Starting Class - Sorcerer%2C Soul Level 120) | **VAURK** | **120** | * **VIGOR: 15** * **ATT: 40** * **STR:10** * **DEX: 9** * **INT: 40** * **FTH: 40** | **WEAPONS: RIGHT HAND: DARK LONG SWORD +10, DARK/LIGHTNING PRIEST'S CHIME +10. /// LEFT HAND: DARK SUNSET STAFF +5, LLEWWELLYN SHIELD ARMOR: AUROUS SET/LION MAGE SET RINGS: CLEAR BLUESTONE RING +2, THIRD DRAGON RING, CLHORANTHY RING +2, AND ANY RING SPELLS: 2X SOUL SPEAR, AFFINITY, DARK WEAPON, ANY MAGIC HOW TO BE OP: CAST AFFINITY, BUFF YOUR DARK LONG SWORD +10, SPAM SOULS SPEARS, IF HE SURVIVED YOU FINISH HIM WITH YOUR DARK SWORD OF HELL!!!** | | [BUILDS BY OCTOPUS](https://darksouls2.wiki.fextralife.com/Builds+by+Octopus" \o "Dark Souls 2 Builds by Octopus) | **OCTOPUS** | **130-140** | **SEVERAL** | **FIVE BUILDS FOR ALL SITUATIONS!** | | [DUELIST BUILD](https://darksouls2.wiki.fextralife.com/Duelist+Build" \o "Dark Souls 2 Duelist Build) |  |  | * **VIGOR: 15** * **END: 25** * **VIT: 30** * **ADP: 15** * **STR: 75** * **DEX: 42** * **INT: MINIMUM** * **FTH: MINIMUM** * **ATT: MINIMUM** | **ULTIMATE SET FOR SWITCHING WEAPONS ON THE SPOT (CONSIDERS THE HIGHEST POSSIBLE STRENGTH AND DEXTERITY TO DUEL WIELD ANYTHING AND EVERYTHING) WARNING, YOU WILL BE A GLASS CANNON.** | | [GRIMM'S PURE FAITH CLERIC BUILD](https://darksouls2.wiki.fextralife.com/Grimm%27s+Pure+Faith+Cleric+build" \o "Dark Souls 2 Grimm%27s Pure Faith Cleric build) | **GRIMM** | **120** | * **VIGOR - 40** * **END - 20** * **VIT - 8** * **ATT - 30** * **STRENGTH - 12** * **DEX - 5** * **ADP - 4** * **INT - 4** * **FAITH - 50** | **WEAPON: LIGHTNING MACE +10, LIGHTNING DRAGON CHIME +5, ARMOR: +10 INSOLENT ARMOR SET (GRANTS ADDITIONAL 2 FAITH BONUS AND MOBILITY DUE TO BEING A LIGHTER ARMOR WITH GOOD DEFENSE) RINGS: THIRD DRAGON RING, CLORANTHY RING +2, RING OF PRAYER, SOUTHERN RITUAL BAND +2 MIRACLES: 1X SACRED OATH, 2X SUNLIGHT BLADE, WRATH OF THE GODS, GREAT SUNLIGHT SPEAR** | | [DOG'S RIGHTEOUS KNIGHT](https://darksouls2.wiki.fextralife.com/Dog%27s+Righteous+Knight" \o "Dark Souls 2 Dog%27s Righteous Knight) | **THE DOG KEEPER** | **120-124** | **VIGOR: 12 (STANDARD KNIGHT HEALTH)****ENDURANCE: 30 (HANDY WHEN SWITCHING FROM OFFENSE TO DEFENSE)****VITALITY: 18 (MINIMUM VITALITY FOR HEAVY ARMOR)****ATTUNEMENT: 10 (REQUIRED FOR 1 MAGIC SLOT)****STRENGTH: 50 (REQUIRED FOR DEALING LARGE AMOUNTS OF DAMAGE)****DEXTERITY: 20 (NOT REQUIRED)****ADAPTABILITY: 21 (VERY HANDY AGAINST PLAYERS WITH POISON/BLEED WEAPONS)****INTELLIGENCE: 3 (STANDARD KNIGHT INTELLIGENCE)****FAITH: 12 (REQUIRED FOR HEAL MIRACLE/SHOULD BE RAISED OVER TIME FOR LIGHTNING SPEARS)** | **USE SOME SORT OF INFUSED LONGSWORD (OR FAST STRIKING WEAPON), NOT MASSIVE SWORDS! USE TOWER SHIELD INFUSED WITH LIGHTING (HELPS PROTECT AGAINST LIGHTNING SPEARS) TRY TO UPGRADE ALL OF YOUR ON-HAND EQUIPMENT TO THE MAX BEFORE PVP'ING** | | [KOTO-BARU'S SPELL SUCCESS](https://darksouls2.wiki.fextralife.com/KOTO-BARU%27S+SPELL+SUCCESS" \o "Dark Souls 2 KOTO-BARU%27S SPELL SUCCESS) | **KOTOBARU** |  | * **VGR- MINIMUM 15(IF HAVING TROUBLE SURVIVING YOU CAN PUT THIS TO 20 INSTEAD.)** * **END- MINIMUM 15(IMPORTANT WHEN CASTING SPELLS NOW AND MOST MELEE RANGED CHAMPS WILL RUN STRAIGHT FOR YOU SO KEEP SOME ENDURANCE HANDY.)** * **VIT- MINIMUM 15(LIGHT-WEIGHT KEEPS YOU AGILE, NO NEED FOR HEAVY ARMOR.)** * **ATN- MINIMUM 30(GIVES YOU PLENTY OF SLOTS FOR SPELLS, IF YOU FEEL YOU NEED MORE THROW ON THE BLACK WITCH HAT.)** * **STR- MINIMUM 15(GOOD SHIELDS REQUIRE SOME STRENGTH, TOWER SHIELD IS 30, HAVEL'S 45.)** * **DEX- MINIMUM 15(MANY USES IF YOU ARE GOING FOR A SPELL-SWORD BUILD, BUT DOESN'T NEED TO BE TOO HIGH.)** * **ADP- MINIMUM 20(FOR GOING AGAINST PEOPLE WHO ABUSE BLEED AND POISONS.)** * **INT- MINIMUM 40(SOUL SPEAR IS TOO POWERFUL TO PASS UP, MOST SPELLS VARY IN ACTUAL USAGE IN A PVP FIGHT. SINGLE TARGET AND SOUL MASSES EARN HIGH PLACEMENT, SOUL GREAT-SWORD IS GREAT FOR WHEN THE GET IN MELEE RANG OR BACK YOU UP IN A CORNER.)** * **FTH- MINIMUM 15(IF YOU FEEL LIKE YOU WANT TO THROUGH SOME HEXES INTO YOUR BUILD AND TO RAISE CERTAIN RESISTANCES.)** | **STARTING CLASS- ANY CLASS WILL DO, FOR THE EASIEST TIME TO LVL UP GO FOR DEPRIVED. MAX LVL ROUND 120-140. RECOMMENDATIONS- STAFF OR AMANA +10 IS YOU'RE BEST FRIEND WHEN PVPING. HIGH DAMAGE FOR LOW INTEL AND BONUS'S WHILE HUMAN. TOWER SHIELD HANDY BUT NOT REQUIRED A SHIELD WITH GOOD STABILITY WILL DO FINE. IF SEEKING A MIXED BUILD AS IN SPELL-SWORD HIGHLY SUGGEST BLUE FLAME WHICH CAN BE OBTAINED IN THE UN-DEAD CRYPT.** | | [UP CLOSE AND PERSONAL](https://darksouls2.wiki.fextralife.com/Up+Close+And+Personal" \o "Dark Souls 2 Up Close And Personal) | **CRONOLUS** |  | * **VGR- 15** * **END- 20 (SO YOU DON'T RUN OUT OF STAMINA TO FAST)** * **VIT- 20 (NICE AMOUNT OF EQUIPMENT LOAD FOR FAST ROLLING AND SLIGHT HEALTH BOOST)** * **ATN- 10 (FOR A SINGLE SLOT FOR YOUR FIREBALL, OR OTHER PYROMANCY CHOICES)** * **STR- 50 (FOR MORE DAMAGE ON YOUR MELEE ATTACKS)** * **DEX- 20 (ENOUGH TO POWER STANCE CLAWS OR CAESTUS)** * **ADP-15 (JUST TO HAVE SOME RESISTANCES AGAINST POISON AND BLEED WEAPONS)** * **INT-MINIMUM** * **FTH-MINIMUM** | **(FIST WEAPON BUILD) STARTING CLASS DEPRIVED IS PREFERRED BUT DOESN'T MATTER.** | | [WITCH DUELIST](https://darksouls2.wiki.fextralife.com/Witch+Duelist" \o "Dark Souls 2 Witch Duelist) | **SUMMONTHENIGHT** | **150** | * **LV: 150** * **VGR: 50** * **END: 20** * **VIT: 10** * **ATN: 25** * **STR: 10** * **DEX: 16** * **ADP: 26** * **INT: 40** * **FTH: 6** | **INTELLECT/STAFF/FAST WEAPON - DEPRIVED START THIS BUILD FOCUSES AROUND CRYSTAL MAGIC WEAPON BUFF ON FAST, MAGIC-INFUSED WEAPONS, ACCOMPANIED BY POWERFUL SPELLS LIKE CRYSTAL SOUL SPEAR AND SOUL GREATSWORD. A HEFTY HEALTH POOL WILL HELP CUSHION YOUR LOW VIT AND LIGHTER, HIGH RESISTANCE ARMOR. NO SHIELD! NO HEAVY ARMOR! STRONG DODGE MECHANICS REQUIRED AHEAD.** | | [SWORDSPELL](https://darksouls2.wiki.fextralife.com/SWORDSPELL" \o "Dark Souls 2 SWORDSPELL) |  | **150** | * **VIG: 25 ENOUGH WITH THIRD DRAGON RING** * **END: 20, THIRD DRAGON RING...** * **VIT:19, THIRD DRAGON RING...** * **ATN:20--->ALL YOU NEED IS TWO WEAPON BUFFS AND SLOTS FOR SOME USEFULL PYRO (TO GO THREW FIRE) AND GREAT COMBUSTION TO BE ANNOYING IN PVP** * **STR: 14 FOR THE UCHI OR BLACK STEEL KATANA** * **DEX: OBVIOUSLY, 40** * **ADP: 20, GOES VERY WELL WITH THE 20 END** * **INT: 40 (TO USE THE S SCALING MAGIC STAFF OF AMANA+10)** * **FAITH: 5(BASE)** | **USING FALCHION +10 AND MAGIC UCHI + 1O, BLEEDING BLACK STEEL KATANA+10, DUAL WIELDING OR NOT DEPENDS ON THE SITUATION RIGHT HAND:IF DUAL WIELDING: FALCHION OR BLEEDING BLACK STEEL KATANA AND A STAFF(INFUSED WITH MAGIC)TO BUFF THE MAGIC UCHI, PLUS THE PYRO HAND +10; IF NOT:UCHI AND PYRO HAND LEFT HAND: UCHI IF YOU'RE DUAL WIELDING AND AND HUNTER BOW+10; IF NOT:A MEDIUM SHIELD LIKE KITE SHIELD+10 , THE STAFF AND THE HUNTER BOW MAGIC SLOTS: CRYSTAL MAGIC WEAPON, A PYRO BUFF, GREAT COMBUSTION, AND WHATEVER YOU WANT RINGS: BLADE RING +2; CLORANTHY RING; THIRD DRAGON RING ; KNUCKLE RING+2(THE ONE THAT PREVENTS FRAGILE WEAPONS FROM BEEING BROKEN TOO SOON)** | | [MANLIEST FAIRY PRINCESS](https://darksouls2.wiki.fextralife.com/Manliest+Fairy+Princess" \o "Dark Souls 2 Manliest Fairy Princess) |  |  |  | **ALL RIGHT GUYS, IT'S TIME TO GET DOWN TO BUSINESS. THIS BUILDS THEME IS TO CRUSH AND MAIM YOUR SISSY OPPONENTS IN THE MANLIEST WAY POSSIBLE. AND THE BEST WAY TO DO THAT IS BY LOOKING SWAGGER AS HELL WHILE YOU SHOW THEM THEIR ENTRAILS. THE RINGS AND WEAPONS ARE UP TO THE INDIVIDUAL, BUT PERSONALLY I GO FOR A STRENGTH BUILD WITH THIS SET. STANDARD STR WEPS AND GREAT SHIELD'S TO BASH YOUR TARGETS SKULL IN. DISORIENTATE THE FOE BY CONSTANTLY APPLYING POISON THANKS TO YOUR MAGIC FAIRY DUST. KEEPING UP A GOOD OFFENCE IS KEY WITH THIS SET BECAUSE ONE HIT ON THE PRINCESS LEAVES HER OPEN TO ATTACK FROM ALL MANNER OF NASTY SUITORS. SHOW THE WORLD YOU ARN'T JUST A HELPLESS PRINCESS. CUT, STAB, AND SLAM YOUR ENEMIES LIKE THE FOREIGN SCUM THEY ARE. SHOW YOUR DOMINANCE AS THE FAIRY PRINCESS AND PROTECT YOUR LANDS AS THE NEXT HEIR TO THE THRONE.** | | [BATTLE HEX DRAG QUEEN](https://darksouls2.wiki.fextralife.com/Battle+Hex+Drag+Queen" \o "Dark Souls 2 Battle Hex Drag Queen) | **SHANKY-SMURF** | **150** | * **VGR - VIGOR 48** * **END - ENDURANCE 21** * **VIT - VITALITY 20** * **ATN - ATTUNEMENT 25** * **STR - STRENGTH 16** * **DEX - DEXTERITY 16** * **ADP - ADAPTABILITY 3** * **INT - INTELLIGENCE 27** * **FTH - FAITH 27** | **SOUL LEVEL 150 BUILD THAT IS GREAT FOR PVE AND PVP AND IS NOT A DRAG QUEEN BUT JUST AN ORDINARY QUEEN IF YOUR CHARACTER IS FEMALE.** RECOMMENDED STARTING CLASS - BANDIT OR WARRIOR | | [ULTIMATE WHIPPING BUTTERFLY](https://darksouls2.wiki.fextralife.com/Ultimate+Whipping+Butterfly" \o "Dark Souls 2 Ultimate Whipping Butterfly) |  |  |  | **THIS IS A PVP BUILD THAT REVOLVES AROUND THE TACTIC OF NOT ONLY PRESSURING YOUR OPPONENT WITH WHIPPY STATUS CONDITIONS, BUT LOOKING ABSOLUTELY FABULOUS WHILE DOING SO! IT'S RECOMMENDED TO UPGRADE YOU DEX AS HIGH AS IT WILL POSSIBLY GO (FOR EXTRA BONUSES TO POISON AND BLEED). ONCE YOU'RE THERE FEEL FREE TO UPGRADE YOUR STATS AS YOU SEE FIT (PERSONALLY I USE FAITH AS WELL FOR EXTRA LIGHTNING SPEARY FUN). SUGGESTED EQUIPMENT IS THE FULL MOON BUTTERFLY ARMOR, BUT YOU MAY WISH TO SUB THE HEADGEAR FOR THE KING'S CROWN FOR THAT ULTIMATE ROYAL LOOK! AS FOR WEAPONS, YOU WILL NEED THE SPOTTED AND NOTCHED WHIPS AND YOU MUST FULLY UPGRADE THEM. THESE WILL BE YOUR BREAD AND BUTTER FOR THE BUILD. YOU COULD ALSO USE DUAL FIST WEAPONS FOR KEEPING CLOSE FOR THE POISON EFFECT. RINGS SHOULD INCLUDE THE THIRD DRAGON RING FOR THE HP AND STAMINA. THE CREST OF BLOOD FOR BLEED ATTACK, THE RAT CREST FOR POISON ATTACK, AND THEN ANOTHER RING YOU WANT TO WEAR (RING OF BLADES IS A GOOD IDEA FOR AN ATTACK BOOST). THE MAIN AIM OF THE BUILD IS TO DUAL WIELD YOUR WHIPS AND PRESSURE YOUR OPPONENTS AT A SLIGHTLY COMFORTABLE RANGE. IF THE OPPONENT TRIES TO MOVE AWAY, DASH FORWARD AND USE A RUNNING ATTACK, AS THIS WILL PUT YOU IN CLOSE AND WILL HIT ANYONE GOING SIDEWAYS. THE POISON PRESSURE FROM THE ARMOR SHOULD HEAL KEEP OPPONENTS WARY OF APPROACHING TOO CLOSELY, ALLOWING YOU TO WHIP AWAY AT THEIR SHEILDS TO INFLICT SOME TASTY BLEED AND POISON.** | | [DRANGLEIC MERCENARY BUILD](https://darksouls2.wiki.fextralife.com/Drangleic+Mercenary+Build" \o "Dark Souls 2 Drangleic Mercenary Build) |  | **152** | * **VGR: 40 (THIS WILL GIVE YOU A STEADY HP POOL WITHOUT EXPERIENCING MUCH OF A DROP OFF)** * **END: 20 (THE SOFT CAP FOR STAMINA IS 20, AFTER THAT IT BECOMES EXPENSIVE MAINTAINING A HIGHER STAMINA)** * **VIT: 30 (GETTING TO 29 FOR THE EQUIPMENT LOAD IS ESSENTIAL IF YOU WANT TO USE HEAVIER ARMOUR, I WENT WITH 30 FOR A NICE EVEN NUMBER.)** * **ATN: 10 (THIS ALLOWS YOU ONE SLOT FOR MAGIC)** * **STR: 20 (SOFT CAP FOR STRENGTH, ALLOWS SOME VERSATILITY FOR WEAPONS AND SHIELDS)** * **DEX: 60 (WHILE 40 DEX IS ESSENTIAL FOR THIS BUILD, I FIND THAT BOOSTING DEX TO 60 HELPS WITH YOUR BLEED AND POISON BONUSES, WHICH IS NECESSARY HERE)** * **ADP: 10 (IT ISN'T NECESSARY TO RAISE YOUR ADP FOR THIS BUILD, BUT I FOUND THAT A COUPLE EXTRA POINTS IS HELPFUL)** * **INT: 10 (THIS ALLOWS YOU TO CAST BASIC SPELLS)** * **FTH: 5 (LEAVE AT DEFAULT. FAITH IS UNECESSARY FOR THE MERCENARY, YOU RELY ON YOURSELF AND NOT A HIGHER POWER RIGHT?!)** | **RECOMMENDED CLASS: SWORDSMAN STRENGTHS: YOUR BIGGEST STRENGTH IS YOUR AGGRESSIVE ATTACKS. YOUR HIGH DEX AND MODERATE STR IN CONJUNCTION WITH THE STATUS EFFECTS FROM YOUR WEAPONS MAKES YOU A FEROCIOUS MELEE ATTACKER. YOU CAN UTILIZE YOUR BOW TO DO SUBSTANTIAL DAMAGE AS WELL, PROVIDED YOU TIME YOUR SHOTS. YOU WILL HAVE SPEED AND TIME ON YOUR SIDE, PROVIDED YOU PROPERLY POISON ENEMIES AND DODGE ATTACKS. YOUR FAST ATTACKS AND STATUS EFFECTS WILL KEEP YOUR ENEMIES ON THE DEFENSE, AND YOUR MODERATE REACH WILL ALLOW YOU TO PLAY CLOSE OR MEDIUM RANGE WITH SOME VERSATILITY. YOU HAVE THE DEFENSE AND HEALTH TO TAKE HITS, BUT YOU HAVE THE FLEXIBILITY TO AVOID THEM ENTIRELY. YOU ARE NOT A HEAVY TANK, BUT YOU AREN'T A GLASS CANNON EITHER. USE YOUR HIGH DAMAGE OUTPUT TO CHARGE AND DESTROY MAGIC USERS, USE YOUR SPEED AND STATUS EFFECTS TO OUTMANEUVER TANKS. AGAINST TANKS WITH HIGH ADAPTIBILITY, YOU WILL STILL BE ABLE TO TAKE ADVANTAGE OF YOUR HIGH DAMAGE AND SPEED, JUST BE PATIENT AND TIME YOUR ROLLS. LURE THEM INTO AN ATTACK AND WORK YOUR WAY BEHIND THEM, OR LET THEM DRAIN THEIR STAMINA AND COUNTER. YOU HAVE A HIGH VERSATILITY WITH YOUR WEAPONS, YOU CAN KEEP EVERYONE ON THEIR TOES BY SWITCHING BETWEEN SWORD/SHIELD, DUAL SWORDS, WHIPS, BOW. KEEP THE ENEMY ON THE DEFENSIVE AND YOU CAN WIDDLE THEM DOWN 90% OF THE TIME, MAKE THEM FEAR LOWERING THEIR SHIELD OR OPENING UP FOR AN ATTACK. KEEP MAGES CLOSE, THEY AREN'T A THREAT IF THEY DON'T HAVE TIME TO USE THEIR SPELLS. USE MAGIC WEAPON TO TAKE ADVANTAGE OF MELEE FIGHTERS WHO LACK PROPER MAGICAL DEFENSE. WEAKNESSES: LET'S BE HONEST WITH OURSELVES, THERE IS NO SUCH THING AS A PERFECT BUILD. EVERYONE IS GOING TO BE BETTER IN SOME WAY. YOUR BIGGEST AND MOST GLARING WEAKNESS IS GOING TO BE YOUR LACK OF OFFENSIVE SPELLS. IF YOU SET YOURSELF UP PROPERLY, YOU CAN AVOID DAMAGE FROM FIRE, POISON, CURSE, OR MAGIC PROVIDED YOU KNOW WHAT YOU'RE FACING IN ADVANCE, THOUGH THAT IS RARELY THE CASE. IF YOU DON'T KNOW, TRY TO ANTICIPATE. I TYPICALLY KEEP MY MAGIC DEFENSE HIGHER AS THE BIGGEST THREAT FOR ME IS LONGER RANGES. SINCE PYROMANCY HAS MORE CLOSE RANGE SPELLS, IT IS EASIER TO COUNTER (THOUGH DEVASTATING IF YOU FAIL) A LOW ADAPTABILITY MEANS YOU MAY SUFFER THE SAME FATE THAT YOU'RE TRYING TO INFLICT ON OTHERS, FORTUNATELY YOUR HIGH ATTACK AND MODERATE DEFENSE CAN OFTEN COUNTER PEOPLE WHO TRY TO POISON YOU TO DEATH. THE LAST FLAW IS TIMING. YOU HAVE SEVERAL WEAPONS AND IF YOU'RE CAUGHT WITH THE WRONG ONE AT THE WRONG TIME IT CAN LEAD TO A QUICK DEPARTURE, MAKE SURE YOU WORK ON YOUR TIMING. KEEP YOUR WEAPONS READY FOR EACH SCENARIO AND KEEP ROLLING. YOU'RE FASTER THAN ALMOST EVERYONE ELSE, WHETHER YOU'RE SMARTER OR NOT IS DEBATABLE.** | | [MUGENJURA'S STRENGTH IS STRONK BUILD](https://darksouls2.wiki.fextralife.com/Mugenjura%27s+Strength+is+Stronk+Build" \o "Dark Souls 2 Mugenjura%27s Strength is Stronk Build) | **MUGENJURA** | **150** | * **VGR: 50** * **END: 20-22** * **VIT: 30-32** * **THOSE FIRST THREE STATS NEED NOT BE EXPLAINED** * **ATN: BASE (WE DONT NEED ACTUAL ATTUNEMENT SLOTS BECAUSE OF THE SOUTHERN RITUAL RING. IT WOULD BE SORT OF A WASTE TO EVEN CARE ABOUT THIS STAT.)** * **STR: 42 (WE NEED TO POWERSTANCE SOME HILARIOUS THINGS, SO LETS DO IT! ALSO ALLOWS FOR ONE HANDING SOME REDICULOUS WEAPONS LIKE THE SMELTER DEMONS SWORD)** * **DEX: 20 (ALLOWS US A WIDER RANGE OF WEAPONRY, SCALES FOR THE SUNLIGHT SWORD, REQUIRED FOR THE DRAGONSLAYER GREATBOW (WHICH YOU WANT) ALSO ALLOWS US TO POWERSTANCE THINGS LIKE THE ZWEIHANDER)** * **ADP: 22-26 (MORE I-FRAMES IS GOOD, FASTER ESTUS USE IS GOOD, POISON RESISTANCE IS VERY GOOD)** * **INT: BASE (IF YOU ARE GOING EXPLORER IT WILL BE POSSIBLE TO USE SORCERIES, IF YOU ARE GOING BANDIT IT WONT)** * **FTH: BASE (YOU WILL BE ABLE TO USE MIRACLES AS EITHER CLASS WITH THE RING OF PRAYER. IT COULD BE USEFUL SAY WHEN INVADING WHEN A SPICED DOWN GREAT HEAL IS ALMOST REQUIRED.)** | **THIS BUILD IS DESIGNED TO DO SOME HILARIOUS AND FUN THINGS WITH STRENGTH WEAPONS AND ABUSES GIVING WEAPONS OTHER WEAPONS MOVESETS VIA POWERSTANCING. IT HAS SOME BACKUP WITH PYROMANCY AVAILABLE TO YOU. THIS BUILD CAN ALSO DO VERY WELL PVE AS IT HAS ACCESS TO A LARGE RANGE OF WEAPONS. SOUL LEVEL: 150 RECOMMENDED CLASS: BANDIT/EXPLORER** | | [IN THE NAME OF FIRE](https://darksouls2.wiki.fextralife.com/In+the+Name+of+Fire" \o "Dark Souls 2 In the Name of Fire) |  | **162** |  | **CLOSE COMBAT: START WITH IMMOLATION.. ITS A RISK.. TRY ONLY IF ARE BADASS... THE VISUAL OF IMMOLATION MAKES THE OTHER PLAYERS ROLLS TO FLEE... SO USE FLAME SWATHE WHILE HE IS ROLLING AND HE CAN'T ESCAPE FROM THE SPELL.. PROBABLY OHKO.. OTHER WAY, GREAT COMBUSTION IS VERY STRONG SELL AND VERY FAST.. YOU DON'T NEED A WEAPON.. RANGED COMBAT: DUAL AVELYN WITH POWER STANCE FIRES 6 SHOTS.. CAUSING LARGE DAMAGE.. IF THE PLAYERS ROLLS.. FLAME SWATHE .. X)** | | [PSV'S](https://darksouls2.wiki.fextralife.com/PSV%27s+easy+tank+killer+build" \o "Dark Souls 2 PSV%27s easy tank killer build)CASUALS ARE SUCH SCRUBS BECAUSE MY KATANA IS AN OVERPOWERED SWORD. | **LVL150 BY:PSVXHER0 STARTING CLASS IS DEPRIVED** |  | * **VIG-40** * **END-30** * **VIT-20** * **ATT-16** * **STR-20** * **DEX- 28** * **INT/FTH-25** | **I MADE THIS BUILD SOLELY FOR HATEMAIL, BUT I LOVED IT SO MUCH I KEPT IT AND IMPROVED IT SO MUCH FOR ME AND ALL OF YOU. SO GO WRECK SOME SCRUBS, BUT DON'T FORGET YOUR MANNERS. DON'T BM PEOPLE ITS STUPID. USE THE DARK CHAOS BLADE +5 WITH KINGS SHIELD, MONASTARY SCIMITAR, AND THE SACRED CHIME W/ LIGHNING FOR SPELLS I USE**   * **RESONENT WEAPON** * **GMB** * **GREAT HEAL**   **USE THE ALVA CHESTPIECE AND THE REST THE ALONNE KNIGHT ARMOUR TRY TO SPAM THE RUNNING ATTACK, ESPECIALLY WHEN THEY ROLL AWAY! THAS WHEN THEY ARE OPEN AND VULNERABLE FOR A SUPER 700 DMG COUNTER ATTACK. THE CHAOS BLADE HAS A 150 COUNTER DAMAGE SO TRY TO TRADE SOME HITS. I USE THE LIFE RING+2,CLORANTHY RING +2, 3RD DRAGON RING, AND THE ROYAL SOLDIER'S RING +2 GOOD LUCK!** | | [**UNSTOPPABLE MELEE BUILD**](https://darksouls2.wiki.fextralife.com/Unstoppable+melee+build) |  |  | **LVL 230 LEVEL-234 VIGOR-40 ENDURANCE-33 VITALITY-41 ATTUNMENT-20 STRENGTH-50 DEXTERITY-30 ADAPTIBILITY-24 INTELLIGENCE-24 FAITH-25** | **BECOME THE ULTIMATE DARK WARRIOR WITH THIS BUILD RULERS SWORD +5 WITH FLAME WEAPON ON IT + AS MUCH SOULS YOU CAN CARRY TO BOOST THE DAMAGE OF THE SWORD.IT DOES 800 DAMAGE EACH LIGHT ATTACK AND 900 HEAVY ATTACK. THEN THE PLUS 5 SCYTHE OF WANT FOR BACKSTABING WHICH TAKES AWAY 1897 OF THE OPPONENTS HEALTH WHEN EVER YOU GET A CHANCE TO BLOCK BREAK THE CRITICAL DAMAGE IS STAGGERING AND IS AN INSTANT KILL.I ALSO WORE THE MAD WARRIOR ARMOUR TO MAKE MY CHARACTER LOOK VERY EVIL IF YOU DO NOT HAVE THE MAD WARRIOR SET YOU CAN TRY TO FARM IT AT THE BELFRY SOL APPROCH AT THE IRON KEEP BUT THE DROP RATE IS VERY LOW.YOU ALSO NEED TO BE IN THE BELL COVENANT IN ORDER FOR THE RED PHANTOM MAD WARRIOR TO SPAWN.CAUTION!-THIS MAY TAKE YOU UP TO 5 HOURS TO FARM IF YOU DO NOT GET LUCKY WITH THE DROP RATE.IF YOU DO NOT WANT TO TRY THIS FARM FIND THE MOST EVIL ARMOUR YOU HAVE AND EQUIP IT RINGS-RING OF BLADES+2 CLORANTHY RING+2 3RD DRAGON RING AND THE RING OF STEEL PROTECTION +2 ENJOY AND PRAISE THE SUN !** | | [**ANARCHIST'S GLASS CANNON BUILD (HEXES, MIRACLES, PYROMANCIES & SORCERIES)**](https://darksouls2.wiki.fextralife.com/Anarchist%27s+Glass+Cannon+Build#.U0geD_ldUvw) | **ANARCHIST26** | **SL 150** | **VIGOR - 20 ENDURANCE - 10 VITALITY - 5 ATTUNEMENT - 40 STRENGTH - 10 DEXTERITY - 8 ADAPTABILITY - 8 INTELLIGENCE - 60 FAITH - 40** | **YOU WANT TO RUN A STRONG GLASS CANNON WHO WRECKS BOSSES AND KILLS PLAYERS IN 1-5 SHOTS DEPENDING ON THE MAGIC USED? CAN YOU ROLL THROUGH MOST ATTACKS BUT WILL SOMETIMES NEED A SHIELD TO BLOCK SOME ATTACKS? THIS BUILD WAS MADE BASED ON MY OWN UNDERSTANDING OF THE GAME, STATS, MECHANICS AND WHATEVER MADE SENSE AT THE TIME. IN MY ESTIMATE, I CAN SAY THAT THE BUILD WAS FINISHED 3/4 INTO THE GAME, IT WAS WRECKING THINGS 3/8 INTO THE GAME. IT IS A MONSTER IN BOTH PVE AND PVP PROVIDED YOU KNOW HOW TO HANDLE IT. CLICK ON THE BUILD NAME FOR THE EQUIPMENT AND SPELL LOADOUT AND ADDITIONAL INFO BUT THAT THE STATS ARE PROVIDED TO THE LEFT.  HAVE FUN!** | | **PSKILLZ22 DARK DEATH DEALER** | **PSKILLZ22** | **SL150 NG PLUS** | **VIGOR - 40 ENDURANCE - 20 VITALITY - 5 ATTUNEMENT - 20 STRENGTH - 12 DEXTERITY - 26 ADAPTABILITY - 20 INTELLIGENCE - 30 FAITH - 30** | **STARTING CLASS - SORCERER THIS BUILD IS ALL ABOUT DEALING MASSIVE AMOUNTS OF DAMAGE IN VERSATILE WAYS AND LOOKING COOL WHILE DOING IT. THE STATS ARE SET UP TO SUPPORT THE TWO MOST IMPORTANT SPELLS FOR THIS BUILD, RESONANT WEAPON AND GREAT RESONANT SOUL. THE MOST OF IMPORTANT PIECE OF EQUIPMENT YOU CAN HAVE IS YOUR WEAPON AND YOUR CATALYST. FOR THIS BUILD I CHOSE THE CHAOS BLADE KATANA. THE DAMAGE IS AMAZING AND THE DRAWBACK IS MINIMAL FOR PVP. THE RUNNING R1 ATTACK OF THE KATANAS IS INCREDIBLE AND THIS ONE IS NO DIFFERENT.THE MOVESET IS AMAZING AND MY FAVORITE OF THE KATANAS. INFUSE THIS WITH THE DARK INFUSION. THE CATALYST I USE IS THE DARK CAITHA'S CHIME PLUS 10 WITH DARK INFUSION. ONE IN EACH HAND SO YOU CAN BUFF AS WELL AS CAST GRS FROM EITHER HAND. RECAP OF ALL EQUIPMENT WEAPON - DARK CHAOS BLADE PLUS 5 CATALYSTS - 2 DARK CAITHA'S CHIMES PLUS 5, ONE IN EACH HAND BOW - DARK HUNTER'S BLACKBOW PLUS 5. GREAT UTILITY BOW WITH GREAT DAMAGE. SHIELD - LLWELLYN SHIELD PLUS 5 RINGS - CHLORANTHY RING PLUS 2, CLEAR BLUESTONE RING PLUS 2, RING OF BLADES PLUS 2, THIRD DRAGON RING. NOW FOR THE FASHION SOULS. THE OUTFIT IS MADE TO LOOK INTIMIDATING AS WELL AS SWEET. EVERYTHING MATCHES WELL TOGETHER AND LOOKS PRETTY MEAN ON MALE OR FEMALE CHARACTERS. HEAD - MAD WARRIORS HELM PLUS 5 OR PENAL HELM PLUS 5 TORSO - EXECUTIONER ARMOR PLUS 5 HANDS - ENGRAVED GAUNTLETS PLUS 5. LOOKS GREAT AND CAUSES CRITICAL HITS ON REGULAR ATTACK EVERY NOW AND THEN, WHICH IS GREAT FOR A FAST WEAPON LIKE THE CHAOS BLADE LEGS - BONE KING SKIRT PLUS 5 THIS BUILD IS SUPER AGGRESSIVE. BAIT ROLLS AND CHASE THEM DOWN WITH THE RUNNING R1 ATTACK. I TRY TO KEEP THINGS STRICTLY MELEE AND CHASE DOWN RUNNERS WITH GRS OR SWITCH WHEN ALL HOPE IS LOST. I USE POISON DAGGERS AND HOLY WATER URNS FOR CONSUMABLES. THE WEIGHT OF THIS BUILD IS AT EXACTLY 70% SO THERE ISN'T A LOT OF WIGGLE ROOM. IF YOU DON'T LIKE THE SOUL LOSS SO MUCH, DROP YOUR ATTUNEMENT TO 16 AND ATTUNE DARK WEAPON INSTEAD OF RESONANT WEAPON. THIS SPELL LASTS 15 SECONDS LONGER IN A FIGHT WHICH IS NICE AND YOU CAN PUMP YOUR POINTS INTO VIT IF YOU WANTED SOME MORE EQUIPMENT / HEAVIER GEAR OR INTO DEX FOR SLIGHTLY MORE PHYSICAL DAMAGE TO COMPENSATE FOR THE WEAKER BUFF . THE DAMAGE FROM THIS BUFF IS QUITE A BIT LESS . I'VE HAD TREMENDOUS SUCCESS WITH THIS BUILD AND HOPE YOU CAN WRECK SOME PEOPLE WITH IT. ENJOY !** | | [**KALANIAR'S MYSTIC KNIGHT PVP BUILD**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Mystic+Knight+PvP+Build) | **KALANIAR** | **125** | **20 VIGOR 20 ENDURANCE 20 VITALITY 25 ATTUNEMENT 13 STRENGTH 15 DEXTERITY 20 ADAPTABILITY 39 INTELLIGENCE 6 FAITH STARTING CLASS: DEPRIVED.** | **A BUILD THAT FOCUSES ON UTILIZING THE BALANCE BETWEEN MELEE AND SORCERIES BY HARNESSING THE POWER OF THE BLUE FLAME. BASIC OUTLINE: WEAPONS: BLUE FLAME X2 (YEAH, YOU HEARD ME). HELMET: ALVA, ELITE KNIGHT, ETC. (SOMETHING "KNIGHTLY"), OR BLACK HOOD, BLACK WITCH HAT. CHEST: SOMETHING KNIGHTLY, LION MAGE, SOMETHING MAGE-ORIENTED. LEGGINGS: SOMETHING KNIGHTLY, LION MAGE, SOMETHING MAGE-ORIENTED. GAUNTLETS: SOMETHING KNIGHTLY, LION MAGE, SOMETHING MAGE-ORIENTED. RING 1: SOUTHERN RITUAL BAND. RING 2: BLUE CLEARSTONE RING. RINGS 3 AND 4: RINGS OF CHOICE.** | | **BLUE FLAME WEAPON SET** |  |  | **VIGOR: 20 ~ 25 ENDURANCE: 30 VITALITY: 25 ATTUNMENT: 30 STRENGTH: 25 DEXTERITY: 20 ADAPTABILITY: 20 INTELLIGENCE: 40 FAITH: 10 CLASS: SORCERER** | **RIGHT HAND WEAPON 1: BLUE FLAME +5 RIGHT HAND WEAPON 2: DRAGONRIDER BOW +5 RIGHT HAND WEAPON 3: LEFT HAND WEAPON 1: SLUMBERING DRAGON SHIELD +10 LEFT HAND WEAPON 2: SUNSET STAFF +5 LEFT HAND WEAPON 3: MAGIC SLOT 1: SOUL SPEAR 2 ~ 5 MAGIC SLOT 2: SOUL SPEAR 2 ~ 5 MAGIC SLOT 3: SOUL SPEAR 2 ~ 5 MAGIC SLOT 4: SOUL GREATSWORD 3 ~ 6 MAGIC SLOT 5: DARK ORB 20 ~ 30 MAGIC SLOT 6: DARK WEAPON 4 ~ 8 HELMET: FARAAM +10 (4.8) (HELMET) CHEST: BLACK DRAGON (4.8) (CHEST) GLOVES: DESERT SORCERER +10 (1.5) (GLOVES) LEGGINGS: CHAOS (2.0) (LEGGINGS) RING SLOT 1: RING OF BLADES +2 RING SLOT 2: OLD SUN RING RING SLOT 3: (DELICATE STRING OR DISPELLING RING) RING SLOT 4: RING OF KNOWLEDGE ARROWS SLOT 1: MAGIC ARROW ARROWS SLOT 2: LIGHTING ARROW ITEM SLOT 1: ESTUS FLASK +5 ITEM SLOT 2: LIFEGEM 15 ITEM SLOT 3: RADIANT LIFEGEM 10 ITEM SLOT 4: GREEN BLOSSOM 10 ITEM SLOT 5: AMBER HERB 10 ITEM SLOT 6: WITCHING URN 10 ~ 15 ITEM SLOT 7: HEX URN 10 ~ 15 ITEM SLOT 8: POISON THROWING KNIFE 20 ITEM SLOT 9: ITEM SLOT 10:** | | **PSV'S TOP DECKED AND WRECKED BUILD** | **LVL 150 BY:PSVXHER0** |  | **VIT -40 END-30 VIT-12 ATT-16 STR-20 DEX-30 ADP-30 INT-6 FTH-30 STARTING CLASS IS DEPRIVED** | **WEAPONS- LIGHTNING FALCHION +10, SACRED CHIME, KINGS SHIELD, USE GREAT HEAL, WOG (FOR THEM GONKERS), AND SUNLIGHT BLADE. NOTE YOU NEED SOME SKLEPICS SPICES TO DO THIS, TRY FARMING FOR THEM FULL ALVA SET ENJOY YOUR NEW DKS1 BUILD IN DKS2** | | [INSIDE'S YOLO BUILD. F\* IT.](https://darksouls2.wiki.fextralife.com/Inside%27s+Yolo+Build.+F%2A+it." \o "Dark Souls 2 Inside%27s Yolo Build. F%2A it.) |  | **SL 150+** | **VGR 40 / END 20 / VIT 30 / ATN 13 / STR 50 / DEX 18 / ADP 20 / INT BASE / FAITH BASE** | **RINGS: CLORANTHY +2, THIRD DRAGON/ROYAL SOLDIER +2, RING OF BLADES +2, RING OF GIANTS +2, ETC. GEAR: KING'S CROWN +5, KING'S ARMOR +5, ENGRAVED GAUNTS +5, ETC LEGGINGS (THRONE WATCHER +5) WEAPON: KING'S ULTRA GREATSWORD +5 ALT WEAPONS: PYROMANCY FLAME +10, DRAGONRIDER'S BOW +5 NO SHIELD** | | [**DUAL WIELDING, MAX-POWER SORCERER**](https://darksouls2.wiki.fextralife.com/Dual+Wielding%2C+Max+Power+Sorcerer) |  | **SOUL LEVEL 200-220** | **VIGOR - 28 ENDURANCE - 40 VITALITY - 10 ATTUNEMENT - 50 STRENGTH - 15 DEXTERITY - 15 ADAPTABILITY - 10 INTELLIGENCE - 61 (WITH RING AND HOOD) FAITH - 51** | **DO MAX DAMAGE WITH THE BEST SPELLS/HEXES IN PVP COMBAT. OUT SMART AND OVER-POWER EVERYONE UNDER ANY CIRCUMSTANCE. ALSO, LOOK BAD-ACE WIELDING THE SUNSET WITH THE WISDOM SIMULTANEOUSLY.** | | **SUPREME MASTER OVERLORD BUILD** | **RABIDDOGONCRACK (PS3 USERNAME)** | **SOUL LEVEL: 204+** | **END: 10 VIT: 20 ATN: 60 STR: 40 DEX: 20 INT: 55 FTH: 40 CLASS: DEPRIVED** | **YOUR GOAL IS TO MASTER ALMOST EVERY SPELL CLASS, AND THE PHYSICAL WEAPONRY. HEAD PIECE: BLACK WITCH HAT (FOR AN EXTRA ATTUNEMENT). REST OF THE BODY: HEAVY ARMOR OF YOUR CHOICE, THOUGH I SUGGEST VENGARL'S SET. MAIN WEAPON: PURSUER GREAT SWORD +5 (OR SOMETHING SIMILAR). SECONDARY WEAPON: BLACK WITCH STAFF. TERTIARY WEAPON: PYROMANCY FLAME +10 MAIN WEAPON (LEFT): PURSUER SHIELD SECONDARY WEAPON (LEFT): DRAGONRIDER BOW +5 RING 1: LIFE RING RING 2: RING OF BLADES +2 RING 3: THIRD DRAGON RING RING 4: SOUTHERN RITUAL BAND +2 SPELLS:**   * **CRYSTAL SOUL SPEAR** * **SOUL GEYSER** * **CRYSTAL HOMING SOUL MASS** * **LIGHTNING SPEAR** * **GREAT LIGHTNING SPEAR** * **GREAT RESONANT SOU;** * **SCRAPS OF LIFE** * **LIFE DRAIN PATCH** * **FLAME SWATHE** * **FORBIDDEN SUN** * **CLIMAX** * **CLIMAX SHOULD ONLY BE USED IF FIRE IS NOT GOOD AGAINST A CERTAIN BOSS, OR YOU WANT TO HIGHLY DAMAGE SOMETHING, THIS IS MORE FOR PLAYER VS. BOSS.NOTE: YOU'LL NOTICE THAT BY THE TIME THIS BUILD IS FINISHED, IT WILL STILL BE SLIGHTLY EASY TO LEVEL UP. ONCE THIS HAPPENS, LEVEL UP WHATEVER YOU WANT OR NEED, PERHAPS TO MAX OUT YOUR PHYSICAL WEAPON STAT, OR ADD MORE HP OR WHATEVER. YOU'LL ALSO NEED A LOT OF SIMPLETON'S/SKEPTIC'S SPICE FOR SOUL GEYSER AND CLIMAX.** | | **BEEDRILL** | **EVILPOPTART1990** | **ANY** | **MINIMUM TO DUAL WEILD GRAND LANCES** | **MOONLIGHT BUTTERFLY ARMOR DUAL GRAND LANCES, POISON OR REGULAR. POISON RESIN IF REGULAR. RAT RING, OLD LEO RING ENOUGH SAID.** | | [**MDK CLERIC**](https://darksouls2.wiki.fextralife.com/MDK) | **AN!MA** | **187** | **VGR 20 / END 20 / VIT 23 / ATN 32 / STR 45 / DEX 14 / ADP 30 / INT 1 / FTH 55** | **JOIN HEIRS OF THE SUN ASAP AND ENJOY PLAYING GOD (ORIGINALLY PVE BUT ALSO ROCKS IN PVP IT SEEMS)** | | **GYRM RED LION** | **CRAZYAWSOME** | **150+** | **VGR 25 END 40 VIT 25 ATN BASE STR 45 DEX 20 ADP 30 INT BASE FTH BASE** | **STARTING CLASS: WARRIOR WEAPONS: R1: LION GREATAXE +10 R2: HUNTER'S BLACKBOW +10 L1: LION GREATAXE +10 L2: SHIELD OF YOUR CHOOSING \*POWER STANCE THE LION GREATAXES. RINGS: THIRD DRAGON RING RING OF BLADES +2 CHLORANTHY RING +2 RING OF GIANTS +2 GEAR: RED LION CAPE +10 GYRM GLOVE +10 GRYM WARRIOR BOOTS +10 INFO: THIS BUILD IS MAINLY FOR PVP HOWEVER IT CAN HOLD ITS OWN FOR PVE, I PERSONALLY USE THIS BUILD FOR BOTH, AND IT WORKS FINE.** | | [**PURSUER COSPLAY**](https://darksouls2.wiki.fextralife.com/Pursuer+Cosplay) | **HEFELLMYLIEGE** |  | **MY STATS: SL:177 VGR 20 END 25 VIT 47 ATN 13 STR 50 DEX 28 ADP 10 INT 15 FTH 22** | **ARMOR: ELITE KNIGHT HELM +10 STEEL ARMOR +10 THRONE DEFENDER GAUNTLETS +5 THRONE DEFENDER LEGGINGS +5 WEAPONS: RIGHT HAND: MAGIC PURSUER ULTRA GREATSWORD +5, ARCHDRAKE CHIME +10 LEFT HAND: PURSUER GREATSHIELD +5, SORCERER'S STAFF RINGS: CHLORANTHY RING +1 REDEYE RING (CREEPY RED GLOWING EYES) \*ABSOLUTELY NEEDED\* DISPELLING RING THIRD DRAGON RING SPELLS: MAGIC WEAPON/ GREAT MAGIC WEAPON, MAGIC BARRIER/ GREAT MAGIC BARRIER** | | [**SKELETON SHENANIGANS: ELECTRIC BOOGALOO**](https://darksouls2.wiki.fextralife.com/Skeleton+Shenanigans+-+Electric+Boogaloo) | **MIBA (STEAM)** | **SL: 130 - 140** | * **SL: 130 - 140** * **VGR: 26** * **END:26** * **VIT: 27** * **ATN: BASE** * **STR: 40** * **DEX: 20** * **ADP: BASE** * **INT: BASE** * **FTH: 40** | **READ MORE ON THE BUILD'S PAGE! CLASS: WARRIOR OR KNIGHT**   * [**DARK ARMOR SET**](https://darksouls2.wiki.fextralife.com/Dark+Set)**.** * [**THORNED GREATSWORD +5**](https://darksouls2.wiki.fextralife.com/Thorned+Greatsword) * [**DRANGLEIC SHIELD +0**](https://darksouls2.wiki.fextralife.com/Drangleic+Shield) * [**REBEL'S GREATSHIELD +10**](https://darksouls2.wiki.fextralife.com/Rebel%27s+Greatshield) * [**WHATEVER CHIME YOU WANT**](https://darksouls2.wiki.fextralife.com/Chimes) * [**CHLORANTHY RING +1 / +2**](https://darksouls2.wiki.fextralife.com/Chloranthy+Ring) * [**SOUTHERN RITUAL BAND+2**](https://darksouls2.wiki.fextralife.com/Southern+Ritual+Band) * [**THIRD DRAGON RING**](https://darksouls2.wiki.fextralife.com/Third+Dragon+Ring) * [**BRACING KNUCKLE RING+2**](https://darksouls2.wiki.fextralife.com/Bracing+Knuckle+Ring)   **SPELLS:**   * [**GREAT MAGIC BARRIER**](https://darksouls2.wiki.fextralife.com/Great+Magic+Barrier) * [**SUNLIGHT BLADE**](https://darksouls2.wiki.fextralife.com/Sunlight+Blade) | | [**DIRTY WINNING**](https://darksouls2.wiki.fextralife.com/Winning+dirty) | **ADIBOUCHOU** | **150** | **STR : 38, DEX 23, VIT 22, OTHERS 20.** | **EASY TO USE, YET POWERFUL. I WILL FORMAT SOON.** | | [**MELEE BRAWLER**](https://darksouls2.wiki.fextralife.com/DJL2+Brawler) | **DJL2** | **110+** | * **VGR: 30** * **END: 20** * **VIT: 20** * **ATT: BASE/10** * **STR: 28** * **DEX: 18** * **ADP: 20** * **INT: BASE** * **FAI: BASE** | **CHECK THE**[**BUILD PAGE**](https://darksouls2.wiki.fextralife.com/DJL2+Brawler)**FOR DETAILS, STRATEGY, ETC. WEAPONS AND ARMOR ARE UP TO PREFERENCE, BUT THE GOAL IS TO GO HEAVY ON BOTH TO MAXIMIZE UP CLOSE DAMAGE. AFTER INITIAL STAT INVESTMENT, BUILD TO:**   * **VGR: 40-45+ (ONCE YOU REACH THE POINT OF DIMINISHING RETURNS ON WEAPON/SPELL STATS, VGR AND ADP ARE WHERE TO SPEND)** * **END: 20 (LEAVING END LOW REQUIRES MORE CARE TOWARDS STAMINA MANAGEMENT, BUT IS WORKABLE)** * **VIT: 30-33+ (THIS IS HUGELY DEPENDENT ON THE RINGS YOU WEAR AND YOUR DESIRED MOBILITY - ARMOR SHOULD BE ALONNE KNIGHT OR HEAVIER)** * **ATT: 10 (WITH SOUTHERN RITUAL BAND, YOU CAN SELECT AN ATTACK, A BUFF AND A HEAL OR A COMBINATION FOR UTILITY AND VERSATILITY)** * **STR: 30-35+ (UGS LOVE STRENGTH, BUT THE LIGHTER WEAPONS - GREATSWORD, KATANA, CURVED GREATSWORD - TEND TO BE MORE VERSATILE)** * **DEX: 38+ (ENOUGH TO DUAL WIELD**[**BLACKSTEEL KATANA**](https://darksouls2.wiki.fextralife.com/Blacksteel+Katana)**IF THAT'S YOUR THING, OR JUST HELP SCALING ON DEX BASED DAMAGE)** * **ADP: 25+ (TAKE IT WHEN YOU CAN AFFORD IT)** * **INT: 12+ (THIS ALLOWS USE OF**[**BLACK KNIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Knight+Greatsword)**- CAN BE TWEAKED FOR ACCESS TO BUFFS, UTILITY SPELLS, OR OTHER WEAPONS)** * **FAI: 22-36+ (EVEN ON A NG PLAY THROUGH, THIS IS ENOUGH FOR GOOD HEALING/UTILITY MIRACLES, HELPS FIRE/LIGHTNING BONUSES)** | | [**NINJA STABBER**](https://darksouls2.wiki.fextralife.com/Ninja+Backstabber+Poisoner+Quality+Build) **QUALITY BUILD 30% EQUIP LOAD!** | **OSMO** | **150** | * **VIGOR: 40** * **ENDURANCE: 27** * **VITALITY: 15** * **ATTUNEMENT: 2** * **STRENGTH: 30** * **DEXTERITY: 40** * **ADAPTABILITY: 40** * **INTELLIGENCE: 1** * **FAITH: 8** | **BUILD NOTES:  STARTING CLASS: BANDIT (REQUIRED)  1. 30% EQUIPMENT LOAD FOR FASTEST ROLL. 2. 61 EQUIPMENT LOAD (POINTS) FOR GOOD FLYNN'S RING DAMAGE 3. POWER STANCE MYTHA'S BENT BLADES FOR TOXIC BUILDUP. I THINK YOU CAN STUNLOCK OPPONENTS WHO HAVE ZERO POISE (NEEDS VERIFICATION) 4. EQUIP DARK DRIFT (IT WEIGHTS JUST 3 UNITS) AND STRONG ATTACK THROUGH SHIELDS. 5. USES SLUMBERING DRAGONCREST RING TO MAKE BACKSTABBING EASIER. 6. NEEDS SOUTHERN RITUAL BAND +2 SO YOU CAN EQUIP SPELLS. YOU CAN ALSO DITCH THIS RING IF YOU DON'T CARE ABOUT PYROMANCY. 7. RING OF BLADES +2 STACKS WITH BACKSTABBING (FLYNN'S RING DOES NOT ADD BACKSTABBING DAMAGE OR SO I'VE READ)  SEE THE REST ON THE**[**NINJA STABBER**](https://darksouls2.wiki.fextralife.com/Ninja+Backstabber+Poisoner+Quality+Build)**PAGE.** | | **ARTORIAS/FLAME MAGE** | **EZLIMON(XBOX ONE)** | **163** | * **VGR: 30** * **END: 20** * **VIT: 20** * **ATT: 20** * **STR: 25** * **DEX: 25** * **ADP: 6** * **INT: 40 -20** * **FAI: 20 +20** | **BUILD NOTES: 1.RAIME SET 2.MAJESTIC GREATSWORD+5(DARK UPGRADE) OR WATCHER GREATSWORD+5 AND ARCHDRAKE SHIELD+10 3.STAFF OF WISDOM+5/PYROMANCY FLAME+10 4.YOU CAN CHANGE INT TO FAITH 5.THE RINGS MAY BE THOSE WHO LIKE, I RECOMMEND THE THIRD DRAGON RING, CLORANTHY RING+2 AND BRACING KNUCLE  RING+2 6.IS VARIED, IT DOES NOT CHANGE MUCH THE SWORD ATTACK, FOR HAVING THE LOWEST STR AND DEX.** | | **DARKLORD** | **SCUMBLE373** | **235** | * **VIGOR: 28** * **EDURANCE: 28** * **VITALITY: 37** * **ATTUNEMENT: 40** * **STRENGTH: 20** * **DEXTERITY: 20** * **ADAPTABILITY: 5** * **INTELLIGENCE: 56** * **FAITH: 56** | **BUILD NOTES: 1. RINGS: RING OF FAITH (+5 FAITH), RING OF INTELLIGENCE (+5 INTELLIGENCE), RING OF ATTUNEMENT (EXTRA ATTUNEMENT SLOT), (WHATEVER YOU WANT) 2. WEAR: YOU WANT TO BE WEARING VERY HEAVY ARMOR, LIKE HAVELS WITHOUT THE HEAD. WITH THESE STATS YOU SHOULD BE UNDER 70% SO YOU CAN STILL MOVE FAST 3. YOU'LL NEED A SHIELD (ANY ONE YOU PREFER (MED)) 4. YOU'LL NEED A GOOD DARK CASTING STAFF LIKE THE SUNSET STAFF (INFUSED WITH DARK, ALL LEVELED UP) PUT IN LEFT HAND 5. YOU'LL NEED A GOOD DARK CASTING CHIME LIKE CHIME OF WANT (INFUSED WITH DARK, ALL LEVELED UP) PUT IN RIGHT HAND 6. YOU'LL NEED THESE HEXES EQUIPPED: GREAT RESONENT SOUL, PROFOUND STILL, SCRAPS OF LIFE, AFFINITY 7. HAVE A KATANA OR SOME WEAPON IN YOUR RIGHT HAND JUST IN CASE (I USE A POISON MANSLAYER +5) 8. HAVE A GOOD AMOUNT OF SOULS ON YOU  COMBAT: WHEN INVADING SOMEONE'S WORLD, FIRST USE PROFOUND STILL TO MAKE SURE THEY CAN'T USE MAGIC, IMMEDIATELY CAST AFFINITY. NOW, GET GREAT RESONENT SOUL READY. RUN TOWARDS YOUR OPPONENT UNTIL YOUR AFFINITY ORBS ALL FIRE OFF, A SECOND AFTER THEY FIRE OFF, CAST A GREAT RESONENT SOUL. THE TRICK HERE IS THAT THEY WILL ROLL TO MISS THE ORBS, BUT GET HIT BY YOUR GREAT RESONENT SOUL AFTER THE ROLL ANIMATION COMPLETES, THIS SHOULD TAKE A GOOD CHUNK OF HEALTH. AT THIS POINT, CAST SCRAPS OF LIFE AND CAST AFFINITY AGAIN. RINSE AND REPEAT. NOTE: THIS BUILD IS ALL ABOUT TIMING, IF THE RESONENT SOUL IS NOT CAST AT THE RIGHT TIME, IT CAN BE EASILY DODGED. ENJOY! :)** | | **FLAMING ANGEL** | **NAZO** | **253** | **VGR: 50 END: 68 VIT: 30 ATT: 12 STR: 50 DEX: 50 ADP: 30 INT: BASE FTH: BASE** | **BUILD NOTES: STARTING CLASS: CLERIC ARMOR: DESERT SORCERESS TOP+10 ARMS: VENGARL'S GAUNTLETS+5 LEGS: VENGARL'S BOOTS+5 RIGHT HAND: FIRE WARPED SWORD+5 LEFT HAND: FIRE WARPED SWORD+5 LEFT HAND 2: DARK PYROMANCY FLAME+10 SPELLS: FLAME WEAPON RINGS: RING OF BLADES+2 CHLORANTHY RING +2 SIMPLTONS RING STONE RING SIDE NOTE: BUILD LOOKS BEST WITH A FEMALE CHARACTER.** | | **BLACK FIRE DEMON** | **BOUVETI** | **170** | * **VGR: 40** * **END: 20** * **VIT: 36** * **ATT: BASE** * **STR: 50** * **DEX: 16** * **ADP: 26** * **INT: 20** * **FTH: 20** | **STARTING CLASS: WARRIOR, KNIGHT  HEAD: WARLOCK MASK +10 SMELTER SET +5 FOR ARMOR, LEGS AND GAUNTLETS.  RIGHT HAND: FIRE BLACK KNIGHT ULTRA GREATSWORD +5, FIRE SUN SWORD +10 LEFT HAND:(DARK) PYROMANCY FLAME +10  RINGS: CHLORANTHY RING+2, THIRD DRAGON RING, RING OF BLADES+2, SOUTHERN RITUAL BAND+2 SPELLS: FLAME WEAPON, GREAT COMBUSTION, GREAT FIREBALL (OR WARMTH).  THIS BUILD IS VERY FUN TO PLAY AGAINST ANY MELEE OPPONENT THANKS TO THE BK ULTRA GREATSWORD NICE MOVE SET, IT HAS HIGH DAMAGE AND QUITE GOOD DEFENSE. FACING CASTER BUILDS CAN BE MUCH MORE DIFFICULT AS YOU DO NOT HAVE SO MUCH STAMINA TO CLOSE UP WHILE DODGING SPELLS AND BE ABLE TO STRIKE WHEN IN RANGE. STAY MOBILE, USE JUMP ATTACK AGAINST PARRY SPAMMER, BAIT EASILY WITH BACKSTEP + R2, YOU CAN TRADE DAMAGE EASILY AS YOU WILL ALMOST ALWAYS DEAL MORE DAMAGE IN ONE SWING THAN YOUR OPPONENT (AND MIGHT ALSO STAGGER THEM). WHEN YOU MANAGE TO HIT WITH YOUR R1, DO NOT SWING MORE THAN TWICE AS THE SECOND HIT WILL NOT STAGGER AND THE THIRD SWING WILL BE DODGED 90% OF THE TIME. WHEN YOU HIT WITH A R2 OR RUNNING ATTACK, FOLLOW WITH A GREAT COMBUSTION AS A WAKING ATTACK.  NOTE 1: I AM ACTUALLY PLAYING THIS BUILD ON SL 230 WITH A LOT MORE END AND VIT TO HAVE MORE STAMINA AND BE ABLE TO CARRY ANTI CAST SHIELD (MAGIC MAGIC SHIELD AND DARK TRANSGRESSOR LEATHER SHILED) AS WELL AS A MAGIC DRAGON RIDER BOW +5 (OP DAMAGE) AGAINST RUNNER AND HEALER.  NOTE 2: THIS BUILD CAN ALSO BE DONE WITH A CLERIC, CHANGING SOUTHERN RITUAL BAND FOR SOLDIER'S RING AND SWITCHING SOME VIT POINT INTO ATT.** | |  | **HUGSTHEMARSHMALO** |  | **50 VIGOUR, 50 END... WHAT MORE DO YOU NEED?** | **STARTING CLASS: KNIGHT I WENT TO THE DESERT SORCERESS SET, OR MINIMAL WEIGHT AND THE INCREASE IN INT KING'S CROWN WAS TOO HEAVY, I COULDN'T WORK IT INTO THE BUILD. WEAPONS ARE CRYPT BLACKSWORD, PARRYING DAGGER/SMALL LEATHER SHIELD AND A PYRO FLAME (PROBABLY UNNECESSARY) FLYNN'S, ROB AND CHLORANTHY. GO LOOK AT THE BUILD ON MUGENMONKEY** | | **SABER (TYPE-MOON FATE SERIES)** | **PSN : KHALEDSALEM889** | **172** | * **VIG: 40** * **END: 30** * **VIT: 19** * **ATN: 10** * **STR: 51** * **DEX: 50** * **ADP: 9** * **INT: 10** * **FTH: 6** | **STARTING CLASS : KNIGHT LVL 13  ARMOUR :-**   * **HEAD: NAKED** * **CHEST: THRONE WATCHER ARMOR** * **HANDS: THRONE WATCHER GAUNTLETS** * **LEGS: THRONE WATCHER LEGGINGS**   **WEAPONS :-**   * **LEFT #1: BARE FIST** * **LEFT #2: SORCERER'S STAFF** * **LEFT #3: PYROMANCY FLAME** * **RIGHT #1: BARE FIST** * **RIGHT #2: GRAND LANCE** * **RIGHT #3: DRANGLEIC SWORD**   **RINGS :-**   * **RING 1: CHLORANTHY RING+1** * **RING 2: SECOND DRAGON RING** * **RING 3: SOUTHERN RITUAL BAND+1** * **RING 4: RING OF BLADES**   **SPELLS :-**   * **SPELL 1: MAGIC WEAPON** * **SPELL 2: FIRE TEMPEST** * **SPELL 3: FIRESTORM**   **THIS BUILD WAS NOT REALLY HARD (NOT AT ALL) AND IT FITS BOTH PVP AND PVE PREFECTLY AND AS YOU SEE IT IS STR AND DEX ORIENTED BUILD . SABER IS ONE OF MY FAVORITE ANIME CHARACTERS , IF YOU ARE INTO ANIME YOU MUST KNOW HER OR EVEN HEARD ABOUT , THE HARDEST THING TO DO WAS TO FIND GOOD ARMOR PIECES THAT FIT THE COSPLAY AND I COULDN'T FIND SOMETHING BETTER THAN THE THRONE WATCHER ARMOR (EXCLUDING THE HEAD GEAR FOR COSPLAY PURPOSES) ALSO DECIDED TO MAX OUT DRANGLIC SWORD AND USE MAGIC WEAPON WITH IT (FOR COSPLAY PURPOSES TOO) , HOWEVER WHEN IT COMES TO PVP I START SWITCHING TO GRAND LANCE (WHICH IS ALSO MAXED) , IF YOU ARE GOOD WITH BACKSTABS AND ROLLING (DUH) THIS SHOULD BE ONE OF THE GREATEST BUILDS FOR YOU. NOTE 1: YOU CAN NOTICE THAT THE STRENGTH HAS 1 EXTRA POINT , THIS POINT SHOULD HAVE GONE TO THE VITALITY BUT IT WAS A MISTAKE AND DID NOT REALLY FEEL LIKE WASTING A SOUL VESSEL FOR IT NOTE 2 : THIS WAS MADE ON THE SCHOLAR OF THE FIRST SIN VERSION NOTE 3 : CURRENTLY TRYING THE BUILD ON NG+ AND IT'S SUPER EFFECTIVE (WELL UNTIL NOW) HERE IS A PREVIEW :-** | | **BLOODBORNE HUNTER** | **NONE, JUST CALL ME BROMORA** | **NO LIMITS** | **LIKE BB YOUR STATS ARE THE LIMIT** | **START AS SWORDSMAN: FOCUS LEVELLING ON 2.HEALTH, 1.STAMINA, 3.DEXTERITY, 4.STRENGTH.MAY NEED: CARRY WEIGHT, FAITH DEPENDING ON ARMOR WEIGHT AND WEAPON (EG. SANCTUM CROSSBOW) ONLY USEABLE AXE= BLACK DRAGON GREATAXE, BUTCHERS KNIFE (CLASSED AS AN AXE IN GAME) IN RIGHT HANDSTRAIGHT/CURVED/STABBING/KATANA SWORDS USEABLE IN RIGHT HANDALL GREAT SWORDS CAN BE USED, ONLY IN TWO HANDED MODESCYTHES CAN BE USED IN TWO HANDED MODESPEARS CAN BE USED IN TWO HANDED MODE (THANKS TO TOH:DLC)CROSSBOWS/SMALL SHIELDS CAN BE USED IN LEFT HANDBOWS ALLOWED (THANKS TO TOH:DLC)NO SPELLS= NO STAVES, NO CHIMES, NO SANCTUM SHIELD, NO PYROMANCY FLAMES. WEARABLE (FULL) ARMOUR SETS INCLUDE:BLACK LEATHER SETDARK SETBLACK DRAGON SETLEATHER/HUNTER SETHEIDE KNIGHT SETIMPORTED SETROGUE SETWANDERER SETWEARABLE (SPECIFIC) ARMOR PIECES INCLUDE:ALVA HELMETAUROUS CHEST/LEGGINGS/GAUNTLETSJUDGEMENT CHEST/LEGGINGS/GLOVESMANIKIN CHEST/LEGGINGS/GLOVESDURGO'S HATCROWN OF THE SUNKEN KINGDRAKE BLOOD CHEST/LEGGINGS/GAUNTLETSMIRRAH HAT LEVEL AS MUCH AS YOU LIKE! USE CROSSBOWS TO CHEESE THE AI IN PVE IF YOU LIKE! USE ANY BOLTS! ANY ENCHANTMENT IS OK ON A WEAPON! A FLEXIBLE BUILD BASED ON A A FLEXIBLE GAME THAT CONTAINS MANY MOVES, WHICH WILL YOU MAKE?** |  [MAGIC](https://darksouls2.wiki.fextralife.com/Magic)  **MAGIC IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**CAN BE USED FOR DAMAGING OPPONENTS, HEALING ONESELF, OR INCREASING DEFENSIVE OR OFFENSIVE PROPERTIES. SPELLS AND MAGIC IN DARK SOULS 2 ARE SORTED INTO FOUR CLASSES,**[**SORCERIES**](https://darksouls2.wiki.fextralife.com/Sorceries)**,**[**PYROMANCIES**](https://darksouls2.wiki.fextralife.com/Pyromancies)**,**[**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)**AND**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. TO USE ANY KIND OF MAGIC, THE PLAYER WOULD FIRST NEED TO LEARN THE SPELL AND EQUIP A WEAPON OR CATALYST THAT CORRESPONDS TO THE SPELL'S MAGIC CLASS. THE PLAYER CAN EQUIP MAGIC AT**[**BONFIRES**](https://darksouls2.wiki.fextralife.com/Bonfires)**. MAGIC IS USUALLY ENCHANTED TO A VARIOUS WEAPON AND USED AS AN INFUSION THAT CAN BE USED OFFENSIVELY OR DEFENSIVELY. ALL INFORMATION AND DESCRIPTIONS ON MAGIC, SPELL TYPES AND USES IN DARK SOULS 2 CAN BE FOUND BELOW.** DKS2 ALL MAGIC CLASSES  * [**SORCERIES**](https://darksouls2.wiki.fextralife.com/Sorceries)**- SOUL MAGIC (SCALES WITH INT)** * [**PYROMANCIES**](https://darksouls2.wiki.fextralife.com/Pyromancies)**- FIRE MAGIC (SCALES WITH INT AND FTH EQUALLY)** * [**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)**- HOLY / LIGHTNING MAGIC (SCALES WITH FTH)** * [**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**- DARK, SOUL-UTILIZING MAGIC (SCALES WITH EITHER INT OR FTH, WHICHEVER STAT IS LOWEST)**  DKS2 CAST AMOUNT **SPELLS HAVE LIMITED AMOUNTS OF CASTS BEFORE THEY ARE DEPLETED, BUT RESTING AT A BONFIRE WILL FULLY REPLENISH THEM. CONSUMABLE ITEMS SUCH AS**[**AMBER HERB**](https://darksouls2.wiki.fextralife.com/Amber+Herb)**,**[**TWILIGHT HERB**](https://darksouls2.wiki.fextralife.com/Twilight+Herb)**,**[**ROUGE WATER**](https://darksouls2.wiki.fextralife.com/Rouge+Water)**AND**[**CRIMSON WATER**](https://darksouls2.wiki.fextralife.com/Crimson+Water)**CAN ALSO RESTORE SPELL USES.**  **darksouls2 remainingcasts  MULTIPLE SPELL SCROLLS OF THE SAME TYPE CAN BE ATTUNED AT ONCE. FOR EXAMPLE, ATTUNING A**[**LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Lightning+Spear)**SCROLL GRANTS 3 CASTS, BUT IF THE PLAYER HAS TWO LIGHTNING SPEAR SCROLLS, THEY CAN ATTUNE THE SPELL TWICE, GRANTING 6 CASTS (PROVIDED THEY HAVE AT LEAST TWO ATTUNEMENT SLOTS).** HOW TO USE MAGIC IN DARK SOULS II  1. **OBTAIN A SPELL SCROLL, EITHER BY FINDING IT OR BUYING IT FROM A MERCHANT** 2. **ATTUNE THE SPELL AT A**[**BONFIRE**](https://darksouls2.wiki.fextralife.com/Bonfires) 3. **EQUIP A**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves)**,**[**CHIME**](https://darksouls2.wiki.fextralife.com/Chime)**OR**[**PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Pyromancy+Flame)**TO CAST IT. STAVES FOR SORCERIES, CHIMES FOR MIRACLES, FLAMES FOR PYROMANCIES, AND CHIMES OR STAVES FOR HEXES.** 4. **MANY SPELLS REQUIRE THAT YOU AIM, WHICH CAN BE PERFECTED USING BINOCULARS.**  SPICES & SPELL REQUIREMENTS **THROUGHOUT THE GAME YOU MAY ENCOUNTER SKEPTIC'S SPICE AND SIMPLETON'S SPICE . THESE ITEMS CAN BE USED TO REDUCE THE REQUIRED SKILL IN FAITH OR INTELLIGENCE RESPECTIVELY . THE SPICE AFFECTS ONLY ONE SPELL, BUT YOU CAN USE MULTIPLE SPICES TO LOWER REQUIREMENTS TO A MINIMUM OF 10 INTELLIGENCE OR FAITH. PLEASE SEE THE LINKED PAGES FOR DETAILED INFORMATION ON SPICES.** ‍‍‍‍‍STAVES & CHIMES**SEE**[**STAVES**](https://darksouls2.wiki.fextralife.com/Staves)**FOR CASTING SORCERIES AND HEXES****SEE**[**FLAMES**](https://darksouls2.wiki.fextralife.com/Flames)**FOR CASTING PYROMANCIES****SEE**[**CHIMES**](https://darksouls2.wiki.fextralife.com/Chimes)**FOR CASTING MIRACLES AND HEXES** [**ALL MAGIC**](https://darksouls2.wiki.fextralife.com/Magic)  [**SORCERIES**](https://darksouls2.wiki.fextralife.com/Sorceries)  [**PYROMANCIES**](https://darksouls2.wiki.fextralife.com/Pyromancies)  [**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)  [**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes) ALL MAGIC SPELLS IN DARK SOULS II **MAGIC GALLERY**  **MAGIC COMPARISON TABLE** DARK SOULS 2 ALL SORCERIES[[soul arrow](https://darksouls2.wiki.fextralife.com/Soul+Arrow) SOUL ARROW](https://darksouls2.wiki.fextralife.com/Soul+Arrow)[[great soul 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orb](https://darksouls2.wiki.fextralife.com/Dark+Orb) DARK ORB](https://darksouls2.wiki.fextralife.com/Dark+Orb)[[dark hail](https://darksouls2.wiki.fextralife.com/Dark+Hail) DARK HAIL](https://darksouls2.wiki.fextralife.com/Dark+Hail)[[dark fog](https://darksouls2.wiki.fextralife.com/Dark+Fog) DARK FOG](https://darksouls2.wiki.fextralife.com/Dark+Fog)[[affinity](https://darksouls2.wiki.fextralife.com/Affinity) AFFINITY](https://darksouls2.wiki.fextralife.com/Affinity)[[dead again](https://darksouls2.wiki.fextralife.com/Dead+Again) DEAD AGAIN](https://darksouls2.wiki.fextralife.com/Dead+Again)[[dark weapon](https://darksouls2.wiki.fextralife.com/Dark+Weapon) DARK WEAPON](https://darksouls2.wiki.fextralife.com/Dark+Weapon)[[whisper despair](https://darksouls2.wiki.fextralife.com/Whisper+of+Despair) WHISPER OF DESPAIR](https://darksouls2.wiki.fextralife.com/Whisper+of+Despair)[[repel](https://darksouls2.wiki.fextralife.com/Repel) REPEL](https://darksouls2.wiki.fextralife.com/Repel)[[twisted barricade](https://darksouls2.wiki.fextralife.com/Twisted+Barricade) TWISTED BARRICADE](https://darksouls2.wiki.fextralife.com/Twisted+Barricade)[[numbness](https://darksouls2.wiki.fextralife.com/Numbness) NUMBNESS](https://darksouls2.wiki.fextralife.com/Numbness)[[scraps of life](https://darksouls2.wiki.fextralife.com/Scraps+of+Life) SCRAPS OF LIFE](https://darksouls2.wiki.fextralife.com/Scraps+of+Life)[[darkstorm](https://darksouls2.wiki.fextralife.com/Darkstorm) DARKSTORM](https://darksouls2.wiki.fextralife.com/Darkstorm)[[resonant soul](https://darksouls2.wiki.fextralife.com/Resonant+Soul) RESONANT SOUL](https://darksouls2.wiki.fextralife.com/Resonant+Soul)[[great resonant soul](https://darksouls2.wiki.fextralife.com/Great+Resonant+Soul) GREAT RESONANT SOUL](https://darksouls2.wiki.fextralife.com/Great+Resonant+Soul)[[climax](https://darksouls2.wiki.fextralife.com/Climax) CLIMAX](https://darksouls2.wiki.fextralife.com/Climax)[[resonant flesh](https://darksouls2.wiki.fextralife.com/Resonant+Flesh) RESONANT FLESH](https://darksouls2.wiki.fextralife.com/Resonant+Flesh)[[resonant weapon](https://darksouls2.wiki.fextralife.com/Resonant+Weapon) RESONANT WEAPON](https://darksouls2.wiki.fextralife.com/Resonant+Weapon)[[lifedrain patch](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch) LIFEDRAIN PATCH](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch)[[profound still](https://darksouls2.wiki.fextralife.com/Profound+Still) PROFOUND STILL](https://darksouls2.wiki.fextralife.com/Profound+Still)[[promised walk of peace](https://darksouls2.wiki.fextralife.com/Promised+Walk+of+Peace) PROMISED WALK OF PEACE](https://darksouls2.wiki.fextralife.com/Promised+Walk+of+Peace)[[Dark%20Greatsword](https://darksouls2.wiki.fextralife.com/Dark+Greatsword) DARK GREATSWORD](https://darksouls2.wiki.fextralife.com/Dark+Greatsword)[[Recollection](https://darksouls2.wiki.fextralife.com/Recollection) RECOLLECTION](https://darksouls2.wiki.fextralife.com/Recollection)[[dark dance](https://darksouls2.wiki.fextralife.com/Dark+Dance) DARK DANCE](https://darksouls2.wiki.fextralife.com/Dark+Dance)ALL MAGIC SPELLS IN DARK SOULS II **MAGIC GALLERY**  **MAGIC COMPARISON TABLE** DARK SOULS 2 MAGIC COMPARISON TABLE  | **NAME** | **CATEGORY** | **USES** | **icon faith** | **icon attunement** | **icon intelligence** | **DESCRIPTION** | | --- | --- | --- | --- | --- | --- | --- | | [**[soul arrow](https://darksouls2.wiki.fextralife.com/Soul+Arrow) SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Soul+Arrow) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **30-40** | **-** | **-** | **10** | **THE FIRST SORCERY LEARNED BY THOSE EMBARKING ON THE SORCERER'S PATH. FIRES A SMALL SOUL ARROW.** | | **great soul arrow** [**GREAT SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Great+Soul+Arrow) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **15-20** | **-** | **-** | **14** | **A STRONGER SPELL THAN SOUL ARROW, SAME CASTING TIME BUT FEWER USES.** | | **heavy soul arrow** [**HEAVY SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Heavy+Soul+Arrow) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **20-30** | **-** | **-** | **12** | **SLOWER CAST TIME THAN SOUL ARROW AND GREAT SOUL ARROW, BUT DEALS MORE DAMAGE.** | | [**[great heavy soul arrow](https://darksouls2.wiki.fextralife.com/Great+Heavy+Soul+Arrow) GREAT HEAVY SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Great+Heavy+Soul+Arrow) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **10-15** | **-** | **-** | **16** | **A SPELL SUPERIOR TO HEAVY SOUL ARROW. FIRES AN EVEN STRONGER SOUL ARROW.** | | [**[homing soul arrow](https://darksouls2.wiki.fextralife.com/Homing+Soul+Arrow) HOMING SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Homing+Soul+Arrow) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **10-20** | **-** | **-** | **25** | **FIRES SOUL ARROWS THAT FOLLOW THEIR TARGETS TO THE ENDS OF THE EARTH.** | | [**[heavy homing soul arrow](https://darksouls2.wiki.fextralife.com/Heavy+Homing+Soul+Arrow) HEAVY HOMING SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Heavy+Homing+Soul+Arrow) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **8-15** | **-** | **-** | **35** | **A STRONGER SPELL THAN HOMING SOUL ARROW. FIRES A THICK, POWERFUL SOUL ARROW.** | | [**[homing soulmass](https://darksouls2.wiki.fextralife.com/Homing+Soul+Mass) HOMING SOUL MASS**](https://darksouls2.wiki.fextralife.com/Homing+Soul+Mass) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **4-8** | **-** | **-** | **24** | **SOUL ORBS ABOVE YOUR HEAD, THAT HOME TOWARDS A TARGET WHEN ONE APPROACHES. AT 24 INT 3 ORBS ARE CAST, AT 30 INT 4 AND 40 INT 5.** | | [**[Homing Crystal Soulmass](https://darksouls2.wiki.fextralife.com/Homing+Crystal+Soul+Mass) HOMING CRYSTAL SOUL MASS**](https://darksouls2.wiki.fextralife.com/Homing+Crystal+Soul+Mass) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **3-6** | **-** | **-** | **32** | **CRYSTAL SOUL ORBS ABOVE YOUR HEAD, THAT HOME TOWARDS A TARGET WHEN ONE APPROACHES. AT 50 INT 5 ARE CAST. STRONGER THAN HOMING SOULS MASS.** | | **soul spear** [**SOUL SPEAR**](https://darksouls2.wiki.fextralife.com/Soul+Spear) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **2-5** | **-** | **-** | **40** | **SORCERY THAT FIRES SOULS SHAPED INTO A SPEAR. PIERCES ENEMIES, CAUSING HEAVY DAMAGE.** | | [**[crystal soul spear](https://darksouls2.wiki.fextralife.com/Crystal+Soul+Spear) CRYSTAL SOUL SPEAR**](https://darksouls2.wiki.fextralife.com/Crystal+Soul+Spear) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **2-5** | **-** | **-** | **53** | **SORCERY THAT FIRES SOULS SHAPED INTO A CRYSTALLIZED SPEAR. PIERCES ENEMIES, CAUSING HEAVY DAMAGE. STRONGER THAN SOUL SPEAR.** | | [**[shockwave](https://darksouls2.wiki.fextralife.com/Shockwave) SHOCKWAVE**](https://darksouls2.wiki.fextralife.com/Shockwave) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **3-6** | **-** | **-** | **13** | **DOES NOT INFLICT DAMAGE, BUT UNLEASHES A LARGE SHOCK WAVE, TOPPLING OPPONENTS.** | | [**[soul spear barrage](https://darksouls2.wiki.fextralife.com/Soul+Spear+Barrage) SOUL SPEAR BARRAGE**](https://darksouls2.wiki.fextralife.com/Soul+Spear+Barrage) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **3-6** | **-** | **-** | **17** | **FIRES MANY LOW DAMAGE SOUL SPEARS IN A CONE SHAPED AREA IN FRONT OF THE PLAYER.** | | **soul shower** [**SOUL SHOWER**](https://darksouls2.wiki.fextralife.com/Soul+Shower) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **4-12** | **-** | **-** | **22** | **FIRES A LARGE MASS OF SOULS IN THE AIR AND EXPLODES TO RAIN OVER THE AREA IN FRONT OF THE CASTER. USEFUL AGAINST LARGER ENEMIES.** | | **soul greatsword** [**SOUL GREATSWORD**](https://darksouls2.wiki.fextralife.com/Soul+Greatsword) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **3-6** | **-** | **-** | **27** | **SWINGS A GREATSWORD MADE OF SOULS IN FRONT OF THE CASTER FROM LEFT TO RIGHT, DAMAGING ENEMIES. GOOD AGAINST GROUPS OF ENEMIES.** | | [**[soul vortex](https://darksouls2.wiki.fextralife.com/Soul+Vortex) SOUL VORTEX**](https://darksouls2.wiki.fextralife.com/Soul+Vortex) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **4-8** | **-** | **-** | **37** | **FIRES A GIANT SOUL MASS THAT MOVES SLOWLY, SHOOTING OUT MANY SMALLER HOMING SOUL MASSES.** | | [**[soul bolt](https://darksouls2.wiki.fextralife.com/Soul+Bolt) SOUL BOLT**](https://darksouls2.wiki.fextralife.com/Soul+Bolt) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **2-6** | **-** | **-** | **45** | **FIRES A BEAM OF ENERGY THAT HITS THE GROUND THEN TRAVELS FORWARD. VERY SLOW CAST TIME, AND ONLY HITS DIRECTLY IN FRONT OF CASTER. (SIMILAR TO DS1 WHITE DRAGON BREATH)** | | [**[soul geyser](https://darksouls2.wiki.fextralife.com/Soul+Geyser) SOUL GEYSER**](https://darksouls2.wiki.fextralife.com/Soul+Geyser) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **1-3** | **-** | **-** | **64** | **FIRES MASS OF SOULS THAT IMMEDIATELY START HOMING TOWARD A TARGET. UPON HITTING THE TARGET THEY BREAK INTO SMALLER SOULS AND HIT MULTIPLE TIMES.** | | [**[magic weapon](https://darksouls2.wiki.fextralife.com/Magic+Weapon) MAGIC WEAPON**](https://darksouls2.wiki.fextralife.com/Magic+Weapon) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **8-15** | **-** | **-** | **10** | **ADDS 50 MAGIC DAMAGE TO THE WEAPON, OVERALL MAGIC DAMAGE IS INCREASED BY 15% FOR 90 SECONDS. (MUST HAVE STAFF IN LEFT HAND TO APPLY TO RIGHT HAND WEAPON)** | | [**[great magic weapon](https://darksouls2.wiki.fextralife.com/Great+Magic+Weapon) GREAT MAGIC WEAPON**](https://darksouls2.wiki.fextralife.com/Great+Magic+Weapon) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **3-6** | **-** | **-** | **18** | **ADDS 50 MAGIC DAMAGE TO THE WEAPON, OVERALL MAGIC DAMAGE IS INCREASED BY 20% FOR 60 SECONDS. (MUST HAVE STAFF IN LEFT HAND TO APPLY TO RIGHT HAND WEAPON)** | | [**[Crystal Magic Weapon](https://darksouls2.wiki.fextralife.com/Crystal+Magic+Weapon) CRYSTAL MAGIC WEAPON**](https://darksouls2.wiki.fextralife.com/Crystal+Magic+Weapon) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **1-3** | **-** | **-** | **28** | **ADDS 50 MAGIC DAMAGE TO THE WEAPON, OVERALL MAGIC DAMAGE DONE IS INCREASED BY 30% FOR 90 SECONDS. (MUST HAVE STAFF IN LEFT HAND TO APPLY TO RIGHT HAND WEAPON)** | | [**[Strong Magic Shield](https://darksouls2.wiki.fextralife.com/Strong+Magic+Shield) STRONG MAGIC SHIELD**](https://darksouls2.wiki.fextralife.com/Strong+Magic+Shield) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **4-8** | **-** | **-** | **19** | **RAISES SHIELD RESISTANCE TO PHYSICAL, ELEMENTAL AND STATUS EFFECTS TO 100%, AND 10% INCREASE TO SHIELD STABILITY FOR 30 SECONDS. (MUST HAVE STAFF IN RIGHT HAND TO APPLY TO LEFT HAND SHIELD)** | | [**[yearn](https://darksouls2.wiki.fextralife.com/Yearn) YEARN**](https://darksouls2.wiki.fextralife.com/Yearn) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **4-8** | **-** | **-** | **19** | **CREATES A SLOW MOVING, SOUND PRODUCING SOUL MASS THAT ATTRACTS ENEMIES.** | | [**[hush](https://darksouls2.wiki.fextralife.com/Hush) HUSH**](https://darksouls2.wiki.fextralife.com/Hush) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **10-20** | **-** | **-** | **15** | **MASKS THE CASTER'S MOVEMENT NOISE FOR 90 SECONDS.** | | [**[fall control](https://darksouls2.wiki.fextralife.com/Fall+Control) FALL CONTROL**](https://darksouls2.wiki.fextralife.com/Fall+Control) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **10-20** | **-** | **-** | **15** | **WILL NOT TAKE DAMAGE FROM FALLS, BUT DOES NOT PROTECT YOU FROM FALLS THAT WOULD KILL YOU ANYWAY.** | | [**[hidden weapon](https://darksouls2.wiki.fextralife.com/Hidden+Weapon) HIDDEN WEAPON**](https://darksouls2.wiki.fextralife.com/Hidden+Weapon) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **10-20** | **-** | **-** | **14** | **CAUSES YOUR WEAPON TO TURN INVISIBLE FOR 90 SECONDS** | | [**[repair](https://darksouls2.wiki.fextralife.com/Repair) REPAIR**](https://darksouls2.wiki.fextralife.com/Repair) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **2-4** | **-** | **-** | **15** | **RESTORES 20 DURABILITY TO WEAPONS, 30 TO ARMOR, AND 10 TO RINGS, BUT CANNOT BE USED ON BROKEN EQUIPMENT.** | | [**[cast light](https://darksouls2.wiki.fextralife.com/Cast+Light) CAST LIGHT**](https://darksouls2.wiki.fextralife.com/Cast+Light) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **4-15** | **-** | **-** | **14** | **CASTS A LIGHT THAT ILLUMINATES THE AREA FOR 50 SECONDS.** | | [**[chameleon](https://darksouls2.wiki.fextralife.com/Chameleon) CHAMELEON**](https://darksouls2.wiki.fextralife.com/Chameleon) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **10-20** | **-** | **-** | **14** | **TRANSFORMS THE CASTER INTO AN INANIMATE OBJECT SUITING THEIR ENVIRONMENT. ANY ACTION OTHER THAN WALKING/RUNNING/BLOCKING WILL BREAK THE SPELL.** | | [**[unleash magic](https://darksouls2.wiki.fextralife.com/Unleash+Magic) UNLEASH MAGIC**](https://darksouls2.wiki.fextralife.com/Unleash+Magic) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **1-3** | **-** | **-** | **58** | **INCREASE MAGIC ATTACK BY 20% AND REDUCES YOUR HP BY 30% FOR 60 SECONDS.** | | **Focus%20Souls** [**FOCUS SOULS**](https://darksouls2.wiki.fextralife.com/Focus+Souls) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **2-5** | **-** | **-** | **60** | **AN ANCIENT SORCERY OF SHULVA, THE SANCTUM CITY. FIRES A FOCUSED BEAM OF SOULS. CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[soul flash sorceries magic dark souls wiki guide 75px](https://darksouls2.wiki.fextralife.com/Soul+Flash) SOUL FLASH**](https://darksouls2.wiki.fextralife.com/Soul+Flash) | [**SORCERY**](https://darksouls2.wiki.fextralife.com/Sorceries) | **2** | **-** | **-** | **28** | **"ONE OF THE ANCIENT SORCERIES THAT WERE LOST WHEN ELEUM LOYCE FROZE OVER. RAPIDLY FIRE A BARRAGE OF SMALL SOULS. INTENDED TO PROTECT ITS CASTER MORE THAN DAMAGE ENEMIES." CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staff) | | [**[fireball](https://darksouls2.wiki.fextralife.com/Fireball) FIREBALL**](https://darksouls2.wiki.fextralife.com/Fireball) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **8-15** | **-** | **1** | **-** | **A STANDARD SPELL FOR PYROMANCERS. CREATES A FIREBALL THAT IS HURLED AT FOES. TO USE PYROMANCIES, EQUIP A PYROMANCY FLAME TO SERVE AS THE CATALYST, AND ASSIGN A PYROMANCY TO AN ATUNEMENT SLOT. THE POWER OF A PYROMANCY IS DIRECTLY AFFECTED BY THE QUALITY OF THE CATALYST.** | | [**[fire orb](https://darksouls2.wiki.fextralife.com/Fire+Orb) FIRE ORB**](https://darksouls2.wiki.fextralife.com/Fire+Orb) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **1** | **-** | **A STRONGER FORM OF FIREBALL. CREATES A FIREBALL THAT IS HURLED AT FOES. ALSO INFLICTS DAMAGE TO FOES NEAR POINT OF CONTACT. THE POWER OF PYROMANCIES IS INFLUENCED BY ONE'S PYROMANCY FLAME, WHICH CAN BE STRENGTHENED THROUGH REINFORCEMENT.** | | [**[great fireball](https://darksouls2.wiki.fextralife.com/Great+Fireball) GREAT FIREBALL**](https://darksouls2.wiki.fextralife.com/Great+Fireball) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **3-6** | **-** | **1** | **-** | **THE STRONGEST FORM OF FIREBALL. CREATES A GIANT FIREBALL THAT IS HURLED AT FOES.** | | [**[great chaos fireball](https://darksouls2.wiki.fextralife.com/Great+Chaos+Fireball) GREAT CHAOS FIREBALL**](https://darksouls2.wiki.fextralife.com/Great+Chaos+Fireball) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-5** | **-** | **2** | **-** | **CREATE A CHAOS FLAME, AND HURL IT AT FOES. THE SPOT WHERE THE SPELL HITS WILL MELT INTO LAVA, DEALING DAMAGE FOR A SHORT TIME BEFORE DISAPPEARING.** | | [**[firestorm](https://darksouls2.wiki.fextralife.com/Fire+Storm) FIRESTORM**](https://darksouls2.wiki.fextralife.com/Fire+Storm) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **1** | **-** | **AN ANCIENT, PRIMAL PYROMANCY. PILLARS OF FLAME ERUPT NEAR THE CASTER. THE FIRESTORM IS SAID TO BE THE WRATH AND IRE OF THE SPELL'S CREATOR.** | | [**[fire tempest](https://darksouls2.wiki.fextralife.com/Fire+Tempest) FIRE TEMPEST**](https://darksouls2.wiki.fextralife.com/Fire+Tempest) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-5** | **-** | **1** | **-** | **GIANT PILLARS OF FLAME ERUPT NEAR THE CASTER.** | | [**[chaos storm](https://darksouls2.wiki.fextralife.com/Chaos+Storm) CHAOS STORM**](https://darksouls2.wiki.fextralife.com/Chaos+Storm) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-4** | **-** | **1** | **-** | **CREATES MULTIPLE PILLARS OF CHAOS FLAME.** | | [**[combustion](https://darksouls2.wiki.fextralife.com/Combustion) COMBUSTION**](https://darksouls2.wiki.fextralife.com/Combustion) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **10-15** | **-** | **1** | **-** | **AN ELEMENTARY SPELL FOR NEW PYROMANCERS. RELEASES FLAME IN FRONT OF THE CASTER. THE SIMPLEST PYROMANCY OF ALL, BUT SURPRISINGLY EFFECTIVE.** | | [**[Great Combustion](https://darksouls2.wiki.fextralife.com/Great+Combustion) GREAT COMBUSTION**](https://darksouls2.wiki.fextralife.com/Great+Combustion) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **6-8** | **-** | **1** | **-** | **SUPERIOR SPELL TO COMBUSTION. RELEASES INTENSE FLAMES IN FRONT OF THE CASTER. A VERY POWERFUL SPELL, BUT SO SIMPLE THAT IT CAN BE AWKWARD TO USE.** | | [**[fire whip](https://darksouls2.wiki.fextralife.com/Fire+Whip) FIRE WHIP**](https://darksouls2.wiki.fextralife.com/Fire+Whip) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **1** | **-** | **AN ANCIENT, PRIMAL PYROMANCY. SWEEP FOES WITH A WHIP-LIKE FLAME. ONE OF THE ORIGINAL PYROMANCIES. EFFECTIVE USE OF IT DEMANDS AGILE FOOTWORK, MAKING IT A DIFFICULT SPELL FOR MOST.** | | [**[poison mist](https://darksouls2.wiki.fextralife.com/Poison+Mist) POISON MIST**](https://darksouls2.wiki.fextralife.com/Poison+Mist) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-5** | **-** | **1** | **-** | **A FRINGE PYROMANCY OF UNKNOWN ORIGIN. CREATES A CLOUD OF POISON MIST.. STAYS IN PLACE FOR 8 SECONDS. THIS SPELL CONTRADICTS THE VERY PRINCIPLES OF PYROMANCY, SUGGESTING THAT ITS CREATOR HAD A HERETICAL STREAK.** | | [**[toxic mist](https://darksouls2.wiki.fextralife.com/Toxic+Mist) TOXIC MIST**](https://darksouls2.wiki.fextralife.com/Toxic+Mist) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **3-6** | **-** | **1** | **-** | **A FRINGE PYROMANCY OF UNKNOWN ORIGIN. CREATES A CLOUD OF POISON MIST. THE POISON GRADUALLY ERODES THE TARGET'S BODY, INFLICTING DAMAGE ALL THE WHILE. WHOEVER CREATED THIS SPELL DID NOT BELIEVE HIS ENEMIES DESERVED A SWIFT DEATH. (CREATES A CLOUD OF TOXIC MIST AROUND YOUR TARGET. DOES DOUBLE THE DAMAGE OF POISON AND STAYS IN PLACE FOR 8 SECONDS.)** | | [**ACID SURGE**](https://darksouls2.wiki.fextralife.com/Acid+Surge) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-5** | **-** | **1** | **-** | **A FRINGE PYROMANCY OF UNKNOWN ORIGIN. SPRAYS AN EQUIPMENT-ERODING ACID. DOES NOT DIRECTLY DAMAGE FOES, BUT EATS AWAY AT THEIR EQUIPMENT INSTEAD. YET ANOTHER PYROMANCY INSPIRED BY PERNICIOUSNESS.** | | [**[lingering flame](https://darksouls2.wiki.fextralife.com/Lingering+Flame) LINGERING FLAME**](https://darksouls2.wiki.fextralife.com/Lingering+Flame) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **2** | **-** | **ONE OF THE PYROMANCIES DEVISED BY STRAID, THE GREAT MAGE OF OLAPHIS. RELEASE A STATIC FIREBALL THAT EXPLODES WHEN FOES DRAW NEAR. STRAID WAS AN ODDLY GIFTED MAGE, WELL-VERSED IN BOTH SORCERIES AND PYROMANCIES, BUT HIS CURIOUS TEMPERAMENT NEVER ALLOWED HIM TO SETTLE DOWN IN ONE PLACE FOR VERY LONG. (CASTS A FIREBALL THAT TRAVELS A SHORT DISTANCE BEFORE FLOATING IN THE AIR FOR 30 SECONDS, AFTER WHICH IT DISSIPATES. EXPLODES WHEN CLOSE TO AN ENEMY.)** | | [**[flame swathe](https://darksouls2.wiki.fextralife.com/Flame+Swathe) FLAME SWATHE**](https://darksouls2.wiki.fextralife.com/Flame+Swathe) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-5** | **-** | **1** | **-** | **ONE OF THE PYROMANCIES DEVISED BY STRAID, THE GREAT MAGE OF ANCIENT OLAPHIS. GREAT FLAMES ENVELOP AND IMMOLATE FARAWAY FOES. STRAID, ALWAYS IMMERSED IN MAGIC, NEVER ACCEPTED AN APPRENTICE. AS A RESULT, MUCH OF HIS EXTENSIVE KNOWLEDGE IS PERMANENTLY LOST.** | | [**[forbidden sun](https://darksouls2.wiki.fextralife.com/Forbidden+Sun) FORBIDDEN SUN**](https://darksouls2.wiki.fextralife.com/Forbidden+Sun) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **1-3** | **-** | **3** | **-** | **CASTS A GIANT FAST MOVING FIREBALL WITH LONG RANGE, CAUSING DAMAGE ON IMPACT AND MORE SO WITH AN EXPLOSION.** | | [**[flame weapon](https://darksouls2.wiki.fextralife.com/Flame+Weapon) FLAME WEAPON**](https://darksouls2.wiki.fextralife.com/Flame+Weapon) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **1** | **-** | **PYROMANCY THAT IMBUES WEAPON IN OTHER HAND WITH FIRE. ADDS FIRE DAMAGE TO THE TYPES OF DAMAGE THE WEAPON ALREADY INFLICTS. PYROMANCY AND SORCERY ARE SAID TO BE LIKE OIL AND WATER, BUT IN FACT THEIR ORIGINS CAN BE TRACED TO A COMMON SOURCE. ADDS 50 FIRE DAMAGE AND INCREASES OVERALL FIRE ELEMENTAL POWER BY 15%(1.06 REDUCED IT FROM 30% SO IT COULD BE 20%) FOR 90 SECONDS TO EQUIPPED WEAPON.** | | [**[flash sweat](https://darksouls2.wiki.fextralife.com/Flash+Sweat) FLASH SWEAT**](https://darksouls2.wiki.fextralife.com/Flash+Sweat) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **1** | **-** | **A PYROMANCY THAT INTERNALIZES THE POWER OF FLAME. SWEAT PROFUSELY, REDUCING FIRE DAMAGE. MOST USEFUL WHEN FACING OTHER FLAME-MANIPULATING PYROMANCERS. JUST DON'T TAKE THE LOOKS YOU GET PERSONALLY. INCREASE FIRE DEFENSE BY 300 FOR 60 SECONDS.** | | [**[iron flesh](https://darksouls2.wiki.fextralife.com/Iron+Flesh) IRON FLESH**](https://darksouls2.wiki.fextralife.com/Iron+Flesh) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-4** | **-** | **1** | **-** | **A PYROMANCY THAT INTERNALIZES THE POWER OF FLAME. TURNS THE BODY INTO IRON, INCREASING DEFENSE AND RESISTANCE. AS ONE MIGHT GUESS, THE ROCK-SOLID FLESH ENABLED BY THIS SPELL DRAMATICALLY SLOWS MOVEMENT. GUARANTEED TO CAUSE TROUBLE IF USED AT AN INOPPORTUNE MOMENT. (INCREASES DEFENSE BY 100, ALL RESISTANCES BY 10%, POISE BY 100 BUT REDUCES MOVEMENT SPEED. LASTS 20 SECONDS.)** | | [**[warmth](https://darksouls2.wiki.fextralife.com/Warmth) WARMTH**](https://darksouls2.wiki.fextralife.com/Warmth) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **4-8** | **-** | **1** | **-** | **ONE OF THE LOST PYROMANCIES PRESERVED ONLY IN THE UNDEAD CRYPT. CREATES A GENTLE, WARM FLAME THAT HEALS THOSE WHO TOUCH IT. FIRE CAN BE A SHOW OF STRENGTH, BUT IT IS ALSO A SYMBOL OF WISDOM AND COMFORT. FIRE IS WHAT THE CASTER WISHES IT BE.** | | [**[immolation](https://darksouls2.wiki.fextralife.com/Immolation) IMMOLATION**](https://darksouls2.wiki.fextralife.com/Immolation) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **8-15** | **-** | **1** | **-** | **A PYROMANCY THAT CREATES A COATING OF FLAME, ALLOWING THE CASTER TO INCINERATE NEARBY FOES. NEEDLESS TO SAY, THIS IS A PERILOUS SPELL THAT BURNS THE CASTER WHILE ACTIVE. (LASTS 30 SECONDS.) IF A PERSON IS TRULY DESIROUS OF SOMETHING, PERHAPS BEING SET ON FIRE DOES NOT SEEM SO BAD.** | | [**[Outcry](https://darksouls2.wiki.fextralife.com/Outcry) OUTCRY**](https://darksouls2.wiki.fextralife.com/Outcry) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **1-3** | **-** | **2** | **-** | **A PYROMANCY OF NADALIA, BRIDE OF ASH. SPOUTS MULTIPLE DARK FLAMES. "THIS CHILD OF DARK, BEARING INCONCEIVABLE STRENGTH, FOUND HERSELF IN A KINGLESS LAND DEVOID OF SOULS. AND IN JOURNEYING THERE, HAS ALL BUT CONDEMNED HERSELF TO A FATE MOST WRETCHED."** | | [**[dance of fire pyromancy magic dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Dance+of+Fire) DANCE OF FIRE**](https://darksouls2.wiki.fextralife.com/Dance+of+Fire) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **3-6** | **-** | **1** | **-** | **PYROMANCY CREATED BY THE MAGUS EYGIL, LOYAL FOLLOWER OF THE OLD IRON KING. CAST FLAME IN A SWEEPING MOTION ACROSS A TARGETED AREA. "THE FIRE SEEMS TO DANCE, AND MAKES ITS VICTIMS DANCE WITH IT."** | | [**[fire snake pyromancy magic dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Fire+Snake) FIRE SNAKE**](https://darksouls2.wiki.fextralife.com/Fire+Snake) | [**PYROMANCY**](https://darksouls2.wiki.fextralife.com/Pyromancies) | **2-4** | **-** | **2** | **-** | **PYROMANCY CREATED BY THE MAGUS EYGIL, LOYAL FOLLOWER OF THE OLD IRON KING. "EYGIL SOUGHT TO GRANT FIRE A WILL OF ITS OWN. THIS PYROMANCY WAS CONJURED UP TO BEHAVE LIKE A SNAKE, WRITHING TOWARD ITS PREY, WITH A MIND TO STRIKE."** | | [**[heal](https://darksouls2.wiki.fextralife.com/Heal) HEAL**](https://darksouls2.wiki.fextralife.com/Heal) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **3-6** | **12** | **1** | **-** | **A HEALING MIRACLE WIDELY USED BY CLERICS. SLIGHTLY RESTORES HP. (HEALS CASTER AND NEARBY ALLIES FOR 500 HP.) TO USE MIRACLES, EQUIP A SACRED CHIME AND ATTUNE A MIRACLE AT A BONFIRE.** | | [**[med heal](https://darksouls2.wiki.fextralife.com/Med+Heal) MED HEAL**](https://darksouls2.wiki.fextralife.com/Med+Heal) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-4** | **18** | **1** | **-** | **SUPERIOR SPELL TO HEAL. RESTORES HP. (HEALS CASTER AND NEARBY ALLIES FOR 850 HP.) THE STRENGTH OF MIRACLES ARE INFLUENCED BY ONE'S FAITH. MIRACLES ARE TALES OF THE GODS PASSED DOWN LONG AGO, BUT ONLY A SMALL NUMBER OF THE ORIGINAL TOMES REMAIN IN THEIR ENTIRETY, AND MOST THAT EXIST ARE RESTORATIONS.** | | [**[great heal excerpt](https://darksouls2.wiki.fextralife.com/Great+Heal+Excerpt) GREAT HEAL EXCERPT**](https://darksouls2.wiki.fextralife.com/Great+Heal+Excerpt) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **1-3** | **14** | **1** | **-** | **A HIGHLY ADVANCED MIRACLE. AN EXCERPT FROM THE GREAT HEAL TOME. GREATLY RESTORES HP. ITS EFFECT IS THE SAME AS GREAT HEAL, BUT HAS LIMITED USES. (HEALS CASTER FOR 1300 HP.) THE ERUDITE GREAT HEAL TOME REQUIRES EXTENSIVE TRAINING TO PROPERLY INTERPRET, MAKING IT ACCESSIBLE TO ONLY A SELECT FEW. (REQUIRES LESS FAITH THAN GREAT HEAL AT THE COST OF FEWER CASTS.)** | | [**[great heal](https://darksouls2.wiki.fextralife.com/Great+Heal) GREAT HEAL**](https://darksouls2.wiki.fextralife.com/Great+Heal) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **3-6** | **28** | **1** | **-** | **A GLORIOUS MIRACLE ONLY ACCESSIBLE TO A SMALL MINORITY OF CLERICS. GREATLY RESTORES HP. (HEALS CASTER AND NEARBY ALLIES FOR 1300 HP.) ONLY A SELECT FEW HAVE LEARNED TO RECITE THIS EPIC ROMANCE IN ITS ENTIRETY, BUT THOSE WHO DO ARE AMPLY REWARDED.** | | [**[soothing sunlight](https://darksouls2.wiki.fextralife.com/Soothing+Sunlight) SOOTHING SUNLIGHT**](https://darksouls2.wiki.fextralife.com/Soothing+Sunlight) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-4** | **52** | **2** | **-** | **HEALS CASTER AND NEARBY ALLIES FOR 1000 HP.** | | [**[replenishment](https://darksouls2.wiki.fextralife.com/Replenishment) REPLENISHMENT**](https://darksouls2.wiki.fextralife.com/Replenishment) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-5** | **16** | **1** | **-** | **AN INTERMEDIATE MIRACLE. GRADUALLY RESTORES HP. (SLOW HEALTH REGENERATION FOR 120 SECONDS.) THIS MIRACLE IS USED BY THE RESOLUTE LINDELT CLERIC KNIGHTS WHEN FIGHTING ON THE FRONT LINES.** | | [**[resplendent life](https://darksouls2.wiki.fextralife.com/Resplendent+Life) RESPLENDENT LIFE**](https://darksouls2.wiki.fextralife.com/Resplendent+Life) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-5** | **25** | **2** | **-** | **A GREAT MIRACLE USED BY HIGHLY-RANKED CLERICS. SLOWLY RESTORES A LARGE AMOUNT OF HP. (HEALS FOR 840 HP OVER 60 SECONDS.) CLERIC FORSALLE OF LINDELT WAS A MASTER OF MIRACLES WHO FOUGHT BATTLES ACROSS THE LANDS. HIS ALLIES CALLED HIM A HOLY KNIGHT, BUT HIS ENEMIES FEARED HIM FOR HIS "DEMONIC POWERS".** | | [**[bountiful sunlight](https://darksouls2.wiki.fextralife.com/Bountiful+Sunlight) BOUNTIFUL SUNLIGHT**](https://darksouls2.wiki.fextralife.com/Bountiful+Sunlight) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-5** | **38** | **3** | **-** | **HEALS YOU AND NEARBY ALLIES FOR 840 HP OVER 120 SECONDS.** | | [**[caressing prayer](https://darksouls2.wiki.fextralife.com/Caressing+Prayer) CARESSING PRAYER**](https://darksouls2.wiki.fextralife.com/Caressing+Prayer) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-15** | **15** | **1** | **-** | **AN ELEMENTARY MIRACLE FOR CLERICS. PURIFIES THE BODY, REMOVING ALL POISON. AFFECTS BOTH THE CASTER AND NEARBY ALLIES. THIS SPELL WAS RECENTLY DEVELOPED, AND MAY NOT BE AN AUTHENTIC MIRACLE.** | | [**[force](https://darksouls2.wiki.fextralife.com/Force) FORCE**](https://darksouls2.wiki.fextralife.com/Force) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **10-20** | **12** | **1** | **-** | **AN ELEMENTARY MIRACLE. RELEASES A SHOCKWAVE THAT STAGGERS FOES. PUSHES NEARBY FOES BACK, BUT LEAVES THEM UNHURT. DOES NOT DIRECTLY CAUSE DAMAGE, BUT CAN BE HIGHLY EFFECTIVE WITH A LITTLE INGENUITY.** | | [**[wrath of the gods](https://darksouls2.wiki.fextralife.com/Wrath+of+the+Gods) WRATH OF THE GODS**](https://darksouls2.wiki.fextralife.com/Wrath+of+the+Gods) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **1-3** | **30** | **1** | **-** | **FAST CASTING FORCE SPELL THAT DEALS HIGH DAMAGE IN A BUBBLE AROUND YOU.** | | [**[emit force](https://darksouls2.wiki.fextralife.com/Emit+Force) EMIT FORCE**](https://darksouls2.wiki.fextralife.com/Emit+Force) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-10** | **20** | **1** | **-** | **A MIRACLE DERIVED FROM FORCE. EMITS A FORWARD-MOVING SHOCKWAVE. THROUGHOUT HISTORY, THERE HAVE BEEN MANY EXAMPLES OF IMITATIVE MIRACLES. WHEN DISCERNING ORIGINAL FROM IMITATOR IS NIGH ON IMPOSSIBLE, WHICH IS WHICH HARDLY MATTERS.** | | [**[heavenly thunder](https://darksouls2.wiki.fextralife.com/Heavenly+Thunder) HEAVENLY THUNDER**](https://darksouls2.wiki.fextralife.com/Heavenly+Thunder) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-12** | **17** | **1** | **-** | **EMITS LIGHTNING IN RANDOM DIRECTIONS. SCHOLARS BICKER OVER WHETHER THIS IS THE ORIGINAL LIGHTNING SPEAR, OR A DERIVATIVE. ONE CAN NEVER GAIN FULL CONTROL OF THE POWER OF THE GODS, BUT WITH A LITTLE FAVOR FROM LADY LUCK, THIS SPELL WILL DESTROY YOUR FOES.** | | [**[lightning spear](https://darksouls2.wiki.fextralife.com/Lightning+Spear) LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Lightning+Spear) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **3-15** | **22** | **1** | **-** | **A MIRACLE THAT LAUNCHES A SPEAR OF LIGHTNING. SAID TO BE THE LEGACY OF AN ANCIENT CLAN WHOSE LEADER WAS REVERED AS THE GOD OF SUN. (PATCH: REDUCED USES TO 3 BUT INCREASED DAMAGE. DAMAGE NEEDS CONFIRMATION) THE NAME OF THE CLAN HAS BEEN LOST TO TIME, BUT THE GROSS INCANDESCENCE OF OUR MAGNIFICENT FATHER SHALL NEVER WANE.** | | [**[great lightning spear](https://darksouls2.wiki.fextralife.com/Great+Lightning+Spear) GREAT LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Great+Lightning+Spear) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-10** | **42** | **1** | **-** | **A MIRACLE THAT LAUNCHES A GREAT LIGHT SPEAR. (PATCH: REDUCED USES TO 3 BUT INCREASED DAMAGE. DAMAGE NEEDS CONFIRMATION)** | | [**[sunlight spear](https://darksouls2.wiki.fextralife.com/Sunlight+Spear) SUNLIGHT SPEAR**](https://darksouls2.wiki.fextralife.com/Sunlight+Spear) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **3-6** | **55** | **2** | **-** | **LIGHTNING SPEAR CLASS OF MIRACLES HAVE RELATIVELY LONG CAST TIME, BUT RANK AMONG THE HIGHEST SINGLE TARGET DAMAGE SPELLS, ALSO CAUSE VERY SMALL AOE EFFECT.** | | [**[soul appease](https://darksouls2.wiki.fextralife.com/Soul+Appease) SOUL APPEASE**](https://darksouls2.wiki.fextralife.com/Soul+Appease) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-5** | **19** | **1** | **-** | **AOE SPELL THAT CAUSES HIGH DAMAGE TO HOLLOW ENEMIES, BUT NO DAMAGE TO ANYTHING NOT HOLLOW.** | | [**[blinding bolt](https://darksouls2.wiki.fextralife.com/Blinding+Bolt) BLINDING BOLT**](https://darksouls2.wiki.fextralife.com/Blinding+Bolt) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-8** | **65** | **1** | **-** | **FIRES A SMALL BALL OF LIGHT IN FRONT OF THE CASTER. IF IT COMES IN CONTACT WITH ANYTHING IT DISSIPATES, CAUSING SMALL DAMAGE. IF IT COMES TO A FULL STOP, IT WILL EXPLODE IN A FLURRY OF BOLTS.** | | [**[magic barrier](https://darksouls2.wiki.fextralife.com/Magic+Barrier) MAGIC BARRIER**](https://darksouls2.wiki.fextralife.com/Magic+Barrier) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2-5** | **14** | **1** | **-** | **INCREASES MAGIC, LIGHTNING, FIRE AND DARK DEFENSE BY 150 FOR 90 SECONDS.** | | [**[great magic barrier](https://darksouls2.wiki.fextralife.com/Great+Magic+Barrier) GREAT MAGIC BARRIER**](https://darksouls2.wiki.fextralife.com/Great+Magic+Barrier) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **1-3** | **28** | **1** | **-** | **INCREASES MAGIC, LIGHTNING, FIRE AND DARK DEFENSE BY 250 FOR 90 SECONDS.** | | [**[homeward](https://darksouls2.wiki.fextralife.com/Homeward) HOMEWARD**](https://darksouls2.wiki.fextralife.com/Homeward) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **1** | **18** | **1** | **-** | **A MIRACLE THAT RETURNS ITS CASTER TO THE LAST BONFIRE RESTED AT. TRADITIONALLY, ITS DESTINATION WAS THE CASTER'S HOMELAND. THE CURSE SLOWLY ERODES ONE'S MEMORY, UNTIL EVEN ONE'S BIRTHPLACE IS REDUCED TO A FIGMENT OF A CLOUDED PAST. BUT THE BONFIRES ARE CONSTANT, A BEACON FOR THE TRAGICALLY AFFLICTED.** | | [**[guidance](https://darksouls2.wiki.fextralife.com/Guidance) GUIDANCE**](https://darksouls2.wiki.fextralife.com/Guidance) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **10-20** | **12** | **1** | **-** | **A MIRACLE CREATED TO HELP THOSE WHO HAVE LOST THEIR WAY. REVEALS MORE MESSAGES FROM OTHER WORLDS. COUNTLESS WORLDS LOOSELY OVERLAP, AND AT THE SEAMS OF CONTACT, KINDRED SOULS, WHO HAVE LOST THEIR WAY, CALL OUT TO ONE ANOTHER WITH FLEETING MESSAGES OF HOPE.** | | [**[sacred oath](https://darksouls2.wiki.fextralife.com/Sacred+Oath) SACRED OATH**](https://darksouls2.wiki.fextralife.com/Sacred+Oath) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **3-6** | **25** | **4** | **-** | **INCREASES PHYSICAL ATTACK DAMAGE BY 50, AND PHYSICAL DEFENSE BY 75 FOR THE CASTER AND NEARBY ALLIES. LASTS 60 SECONDS.** | | [**[unveil](https://darksouls2.wiki.fextralife.com/Unveil) UNVEIL**](https://darksouls2.wiki.fextralife.com/Unveil) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-15** | **13** | **1** | **-** | **CASTS RED ORB ABOVE YOUR HEAD THAT FLIES TOWARDS THE LOCATION OF THE NEAREST ENEMY/INVADER.** | | [**[perseverance](https://darksouls2.wiki.fextralife.com/Perseverance) PERSEVERANCE**](https://darksouls2.wiki.fextralife.com/Perseverance) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **4-15** | **15** | **1** | **-** | **INCREASES RESISTANCE AGAINST POISON AND BLEED BY 15%, PETRIFY AND CURSE BY 30%, LASTS 60 SECONDS.** | | [**[sunlight blade](https://darksouls2.wiki.fextralife.com/Sunlight+Blade) SUNLIGHT BLADE**](https://darksouls2.wiki.fextralife.com/Sunlight+Blade) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **1-3** | **36** | **1** | **-** | **BUFFS WEAPON BY ADDING LIGHTNING DAMAGE, LASTS 90 SECONDS.** | | [**[denial miracle magic dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Denial) DENIAL**](https://darksouls2.wiki.fextralife.com/Denial) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **1-2** | **24** | **3** | **-** | **AN ANCIENT MIRACLE OWED TO THE CARDINAL OF SHULVA. CHALLENGE FATE ONE TIME WHEN HP REACHES 0. ORIGINALLY INTENDED TO GRANT THE DYING A FEW MOMENTS FOR A FINAL FAREWELL.** | | [**[splintering lightning spear miracle magic dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Splintering+Lightning+Spear) SPLINTERING LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Splintering+Lightning+Spear) | [**MIRACLE**](https://darksouls2.wiki.fextralife.com/Miracles) | **2** | **50** | **1** | **-** | **"DEVELOPED FROM A PRIMAL MIRACLE. LAUNCH SPLINTERING SPEARS OF LIGHTNING." CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Sacred+Chime)**.** | | [**[dark orb](https://darksouls2.wiki.fextralife.com/Dark+Orb) DARK ORB**](https://darksouls2.wiki.fextralife.com/Dark+Orb) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **20–30** | **10** | **1** | **12** | **A HEX MODIFIED FROM AN OLD SORCERY BY GILLEAH, THE FATHER OF HEXING. FIRES A HEAVY ORB OF DARKNESS. TO USE HEXES, EQUIP A SACRED CHIME OR STAFF, AND ATTUNE A HEX AT A BONFIRE. REQUIRED CATALYST DEPENDS ON THE HEX.  CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[dark hail](https://darksouls2.wiki.fextralife.com/Dark+Hail) DARK HAIL**](https://darksouls2.wiki.fextralife.com/Dark+Hail) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **8–15** | **12** | **2** | **19** | **A HEX MODIFIED FROM AN OLD SORCERY BY GILLEAH THE HEXER. FIRES SEVERAL ORBS OF DARKNESS. HEXING IS ROOTED IN BOTH SORCERY AND MIRACLES, BUT IS VIEWED AS A PERILOUS AFFRONT TO ALL LIFE, AND BANNED IN MOST LANDS.  CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[dark fog](https://darksouls2.wiki.fextralife.com/Dark+Fog) DARK FOG**](https://darksouls2.wiki.fextralife.com/Dark+Fog) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **4–8** | **14** | **2** | **25** | **A HEX THAT RELEASES A TEMPORARY LOCALIZED MIST. THOSE WHO BREATHE IN THE MIST ARE INSTANTLY ASSAILED BY POISON. THIS HEX IS REGARDED AS A POISON DUE TO THE OUTWARD SYMPTOMS, BUT IN FACT THE MIST EATS AWAY AT THE TARGET'S INNER ESSENCE. JUST THE TRAITS THAT LED TO THE PROHIBITION OF HEXING. (THE POISON DEALT BY DARK FOG TICKS MUCH FASTER THAN NORMAL POISON, DRAINING 30 HP / SECOND.) (NORMAL POISON TICKS AT 15 HP / HALF-SECOND FOR A TOTAL OF 30 HP / SECOND. DARK FOG SIMPLY APPLIES THE POISON STATUS EFFECT MORE QUICKLY)  CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[affinity](https://darksouls2.wiki.fextralife.com/Affinity) AFFINITY**](https://darksouls2.wiki.fextralife.com/Affinity) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **8–15** | **24** | **3** | **40** | **AN ADVANCED HEX BASED ON AN ANCIENT SORCERY. CREATES A DARK MASS THAT SEEMS TO PURSUE ITS TARGET WITH A WILL OF ITS OWN. IT APPEARS TO BE A MANIFESTATION OF AN EMOTION. PERHAPS OF HATE, PERHAPS OF LOVE. CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[dead again](https://darksouls2.wiki.fextralife.com/Dead+Again) DEAD AGAIN**](https://darksouls2.wiki.fextralife.com/Dead+Again) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **10–20** | **20** | **2** | **22** | **HEX THAT CASTS A DARK FLAME UPON CORPSES, CAUSING THEM TO COMBUST VIOLENTLY. HEXES SUCH AS THESE, THAT TAMPER WITH LIFE ITSELF, ARE PARTICULARLY ABHORRED. CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[dark weapon](https://darksouls2.wiki.fextralife.com/Dark+Weapon) DARK WEAPON**](https://darksouls2.wiki.fextralife.com/Dark+Weapon) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **4–8** | **14** | **1** | **16** | **FELKIN THE OUTCAST APPLIED HIS ART TO TRANSFORM MAGIC WEAPON INTO A HEX. ADDS DARK DAMAGE TO THE TYPES OF DAMAGE THE WEAPON ALREADY INFLICTS. THOSE WHO CHOOSE THE PATH OF DARK ARE ADMONISHED BY ALL MANNER OF SORCERERS. BUT THIS DOES NOT STOP THE CURIOUS FROM BEING DRAWN TO THIS STRANGELY ALLURING CRAFT. (GIVES WEAPON +50 DARK DAMAGE, AND GIVES YOU AN OVERALL 30% INCREASE TO DARK DAMAGE FOR 90 SECONDS.) CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[whisper of despair](https://darksouls2.wiki.fextralife.com/Whisper+of+Despair) WHISPER OF DESPAIR**](https://darksouls2.wiki.fextralife.com/Whisper+of+Despair) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2–5** | **18** | **1** | **24** | **A HEX THAT RELEASES VERBOSE DARKNESS. THE DARKNESS ECHOES WORDS OF DESPAIR, REDUCING THE DEFENSE OF OPPONENTS. THE DARK BLANKETS THE WORLD IN BLACK. A THING OF TRANQUILITY, A THING SERENE. (CASTS A SLOW MOVING SKULL THAT LOWERS THE TARGET'S DEFENSE BY 100 FOR 30 SECONDS ON IMPACT. CAN USE AT LONG RANGE.) CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[repel](https://darksouls2.wiki.fextralife.com/Repel) REPEL**](https://darksouls2.wiki.fextralife.com/Repel) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **4–8** | **27** | **3** | **35** | **A HEX THAT DISTORTS LOCAL SPACE. FOR A BRIEF MOMENT, NO DAMAGE CAN BE INFLICTED. THE HEXER GILLEAH TOOK NO APPRENTICE, AND IT IS UNCLEAR HOW HIS SPELLS WERE PASSED DOWN. IT IS EVEN POSSIBLE THAT HEXES ORIGINATED FROM ANOTHER SOURCE ALTOGETHER. (GIVES YOU COMPLETE INVULNERABILITY FOR 1.5 SECONDS AFTER THE INITIAL CAST.) CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[twisted barricade](https://darksouls2.wiki.fextralife.com/Twisted+Barricade) TWISTED BARRICADE**](https://darksouls2.wiki.fextralife.com/Twisted+Barricade) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2–5** | **25** | **2** | **38** | **A HEX THAT DISTORTS LOCAL SPACE. FOR A BRIEF MOMENT, SPELLS ARE DEFLECTED. HEXER GILLEAH NEVER TOOK AN APPRENTICE, MAKING IT UNCLEAR HOW HIS SPELLS WERE PASSED DOWN. IT IS EVEN POSSIBLE THAT HEXES CAME FROM ANOTHER SOURCE ENTIRELY. (DEFLECTS SPELLS FOR 1.5 SECONDS AFTER CAST.) CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[numbness](https://darksouls2.wiki.fextralife.com/Numbness) NUMBNESS**](https://darksouls2.wiki.fextralife.com/Numbness) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **3–6** | **30** | **2** | **42** | **REDUCES ALL INCOMING DAMAGE BY 35% FOR 20 SECONDS, HOWEVER IT WILL GIVE THE PLAYER TUNNEL VISION BY DARKENING THE SIDES OF THE SCREEN.  CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[scraps of life](https://darksouls2.wiki.fextralife.com/Scraps+of+Life) SCRAPS OF LIFE**](https://darksouls2.wiki.fextralife.com/Scraps+of+Life) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **4–8** | **12** | **1** | **8** | **AN ESOTERIC SPELL CREATED BY NAVLAAN, THE INFAMOUS EXILED SORCERER. AWAKENS THE SOULS OF THE LONG-BURIED DEAD. THE HERETIC NAVLAAN WAS EXECUTED ALONG WITH HIS ENTIRE VILLAGE, AND THE MERE UTTERANCE OF HIS NAME BECAME A CRIME. SOME SAY IT WAS BECAUSE HE SOUGHT TO RESTORE THE BANNED ART OF RESURRECTION. (SOUL PILLARS ERUPT AT RANDOM FROM THE GROUND IN A LARGE AREA, AND CONTINUE TO ERUPT FOR 8 SECONDS. KNOCKS MOST ENEMIES PRONE ON HIT. MOVEMENT IS POSSIBLE BEFORE THE DURATION OF THE SPELL SUBSIDES.) CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[darkstorm](https://darksouls2.wiki.fextralife.com/Darkstorm) DARKSTORM**](https://darksouls2.wiki.fextralife.com/Darkstorm) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **3–6** | **21** | **2** | **12** | **AN ESOTERIC SPELL CREATED BY NAVLAAN, THE INFAMOUS EXILED SORCERER. CREATES A LOCAL VORTEX OF DARK FLAME. THE HERETIC NAVLAAN WAS EXECUTED ALONG WITH HIS ENTIRE VILLAGE, AND THE MERE UTTERANCE OF HIS NAME BECAME A CRIME. SOME SAY IT WAS BECAUSE HE SOUGHT TO RESTORE THE BANNED ART OF RESURRECTION. (DEALS HEAVY DAMAGE AND IMMOBILIZES THE CASTER FOR MUCH OF ITS DURATION.) CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[resonant soul](https://darksouls2.wiki.fextralife.com/Resonant+Soul) RESONANT SOUL**](https://darksouls2.wiki.fextralife.com/Resonant+Soul) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **20–30** | **18** | **2** | **10** | **A HEX THAT DISTORTS THE POWER OF LIFE. EMITS A DARK MASS AT THE COST OF SOULS (UP TO 100 SOULS). CAN BE USED EVEN WITHOUT SOULS, BUT AT GREATLY REDUCED STRENGTH. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[great resonant soul](https://darksouls2.wiki.fextralife.com/Great++Resonant+Soul) GREAT RESONANT SOUL**](https://darksouls2.wiki.fextralife.com/Great++Resonant+Soul) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **4–8** | **26** | **2** | **13** | **A HEX THAT DISTORTS THE POWER OF LIFE. EMITS A LARGE MASS OF DARK AT THE COST OF SOULS. (FIRES A DARK ORB AT THE COST OF UP TO 500 SOULS. DAMAGE DEALT SCALES WITH SOULS SACRIFICED.) CAN BE USED EVEN WITHOUT SOULS, BUT AT GREATLY REDUCED STRENGTH. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[climax](https://darksouls2.wiki.fextralife.com/Climax) CLIMAX**](https://darksouls2.wiki.fextralife.com/Climax) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **3–6** | **47** | **4** | **30** | **FIRES A DARK ORB AT THE COST OF ALL YOUR SOULS. DAMAGE DEALT SCALES WITH SOULS SACRIFICED. DEALS MAXIMUM DAMAGE AT 5000 SOULS SACRIFICED. HAS THE HIGHEST BASE DAMAGE OF ANY SPELL IN THE GAME WHEN AT FULL POWER. CAN BE USED EVEN WITHOUT SOULS, BUT AT GREATLY REDUCED STRENGTH. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[resonant flesh](https://darksouls2.wiki.fextralife.com/Resonant+Flesh) RESONANT FLESH**](https://darksouls2.wiki.fextralife.com/Resonant+Flesh) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2–4** | **19** | **1** | **11** | **A HEX DEVELOPED INDEPENDENTLY BY OUTCAST FELKIN. TRANSFORMS A CERTAIN NUMBER OF SOULS INTO HP OVER A PERIOD OF TIME. SOMETHING GAINED, SOMETHING LOST. (TEMPORARILY INCREASES HP AT THE COST OF SOULS. AT ITS FULL, IT USES 2000 SOULS AND GIVES YOU 20% HP INCREASE FOR 60 SECONDS. THE SPELL DOESN'T STACK ON TOP OF ITSELF, BUT IT DOES STACK WITH EQUIPMENT/ITEM BUFFS.) CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[resonant weapon](https://darksouls2.wiki.fextralife.com/Resonant+Weapon) RESONANT WEAPON**](https://darksouls2.wiki.fextralife.com/Resonant+Weapon) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2–5** | **24** | **2** | **15** | **A HEX DEVELOPED INDEPENDENTLY BY OUTCAST FELKIN. TRANSFORMS A CERTAIN NUMBER OF SOULS INTO ATTACK POWER OVER A PERIOD OF TIME. SOMETHING GAINED, SOMETHING LOST. (GIVES WEAPON DARK ATTACK AT THE COST OF SOULS. FOR MAXIMUM EFFECT AT THE COST 2000 SOULS, IT WILL BUFF DARK ELEMENT DAMAGE 30% AND GIVE YOUR WEAPON +50 DARK ATTACK FOR 60 SECONDS. WITH NO SOULS, IT GIVES 10% TO DARK DAMAGE AND +50 DARK ATTACK TO WEAPON, BUT ONLY LASTS 10 SECONDS.) CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[lifedrain patch](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch) LIFEDRAIN PATCH**](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **3–6** | **35** | **1** | **20** | **CONSUMES UP TO 3000 SOULS TO CREATE A DAMAGING SPHERE OF DARKNESS THAT LINGERS WHERE YOU CAST IT FOR SEVERAL SECONDS. DAMAGES ENEMIES NEARBY EVERY HALF SECOND. DAMAGE DEALT SCALES WITH THE NUMBER OF SOULS SACRIFICED. DEALS VERY HIGH DAMAGE PER SECOND AT MAXIMUM POWER. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[profound still](https://darksouls2.wiki.fextralife.com/Profound+Still) PROFOUND STILL**](https://darksouls2.wiki.fextralife.com/Profound+Still) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2–5** | **42** | **2** | **20** | **A HEX CREATED BY AN OSTRACIZED CLERIC. BLOCKS THE SPELLS OF NEARBY CASTERS. THIS HEX, BORN OF JEALOUSY AND HUMILIATION, IS A LOCUS OF DARK THOUGHTS. THE VERY THINGS THAT REFLECT THE TRUE ESSENCE OF LIFE ITSELF. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[promised walk of peace](https://darksouls2.wiki.fextralife.com/Promised+Walk+of+Peace) PROMISED WALK OF PEACE**](https://darksouls2.wiki.fextralife.com/Promised+Walk+of+Peace) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2** | **40** | **2** | **30** | **A HEX CREATED FROM AN ANCIENT MIRACLE OF UNKNOWN ORIGIN. SLOWS THE WALKING PACE OF ITS CASTER AND THOSE IN THE VICINITY. TO STAND AND GLARE AT ONE ANOTHER, STEAMING WITH IRE AND WRATH, BUT WITHOUT MAKING A MOVE. SUCH IS THE NATURE OF PEACE. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) | | [**[dark greatsword](https://darksouls2.wiki.fextralife.com/Dark+Greatsword) DARK GREATSWORD**](https://darksouls2.wiki.fextralife.com/Dark+Greatsword) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2** | **29** | **2** | **55** | **HEX ADAPTED FROM AN ANCIENT SORCERY. BRANDISH DARK LIKE A SWORD. BY ITS NATURE DARK IS NORMALLY TRANQUIL, BUT THIS HEX RELEASES A FOCUSED BLADE OF DARK IN AN UNCHARACTERISTIC FLASH OF BRILLIANCE. CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[Recollection](https://darksouls2.wiki.fextralife.com/Recollection) RECOLLECTION**](https://darksouls2.wiki.fextralife.com/Recollection) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **7** | **30** | **1** | **35** | **FIRE MULTIPLE DARK ORBS THAT SEEK THEIR TARGET. CATALYST:**[**STAFF**](https://darksouls2.wiki.fextralife.com/Staves) | | [**[dark dance](https://darksouls2.wiki.fextralife.com/Dark+Dance) DARK DANCE**](https://darksouls2.wiki.fextralife.com/Dark+Dance) | [**HEX**](https://darksouls2.wiki.fextralife.com/Hexes) | **2** | **60** | **2** | **22** | **HEX THAT CONVERTS SOULS INTO A LARGE MASS OF DARK. THIS MOMENTOUS MASS TO SIGNAL THE JOY OF ITS OWN RELEASE, OR PERHAPS MERELY TO TAUNT FOES AS IT VEERS TOWARDS THEM. HEXES ARE AN EXPRESSION OF HUMAN DEPRAVITY, OF WHICH THIS DANCE IS A PERFECT EXAMPLE.  EMIT A SHOCKWAVE AND UNLEASH BETWEEN 1, 3 OR 5 DARK MASSES DEPENDING ON THE AMOUNT OF SOULS CONSUMED, WHICH SIMULTANEOUSLY GET FIRED AT THE TARGET SHORTLY AFTER. CATALYST:**[**SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Chimes) |  [WEAPONS](https://darksouls2.wiki.fextralife.com/Weapons)  **WEAPONS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE PIECES OF OFFENSIVE EQUIPMENT THAT ARE USED BY A PLAYER'S CHARACTER TO DEAL DAMAGE AGAINS ENEMIES AND BOSSES. THE PLAYER WILL BE ENCOURAGED TO DISCOVER AND DEEPLY LEARN A WEAPON THAT SUITS THEIR STYLE OF PLAY AND PREFERENCE, WITH SUBTLE PARAMETERS AFFECTING THE WEAPON'S PERFORMANCE IN COMBAT. IF YOU WOULD LIKE TO LEARN MORE ABOUT EACH WEAPON, VISIT THEIR PAGE, OR CHECK OUT THE**[**COMBAT**](https://darksouls2.wiki.fextralife.com/Combat)**PAGE FOR SPECIFIC EXPLANATIONS ON HOW TO MASTER THE COMBAT MECHANICS IN DARK SOULS II.** USEFUL LINKS  * **SEE**[**SHIELDS**](https://darksouls2.wiki.fextralife.com/Shields)**FOR ALL AVAILABLE SHIELDS IN THE GAME.** * **SEE**[**ARMOR**](https://darksouls2.wiki.fextralife.com/Armor)**FOR ALL AVAILABLE ARMOR IN THE GAME.** * **SEE**[**COMBAT**](https://darksouls2.wiki.fextralife.com/Combat)**PAGE TO VIEW HOW THE COMBAT SYSTEM WORKS IN THE GAME.** * **SEE**[**MAGIC**](https://darksouls2.wiki.fextralife.com/Magic)**TO VIEW THE FOUR DIFFERENT TYPES OF MAGIC CLASSES AS WELL AS ALL AVAILABLE SPELLS.**  WHAT ARE BOSS SOUL WEAPONS IN DARK SOULS 2? **BOSS SOUL WEAPONS ARE WEAPONS CRAFTED FROM THE SOULS DROPPED BY BOSSES YOU'VE DEFEATED THROUGHOUT THE GAME. YOU CAN TRADE THE BOSS SOULS YOU'VE ACQUIRED TO TWO DIFFERENT**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**NAMELY**[**STRAID**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)**AND**[**ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)**. EACH OF THEM PRODUCES DIFFERENT TYPES OF BOSS SOUL WEAPONS OFTEN FROM THE SAME SOULS SO IT IS IMPORTANT THAT YOU CHOOSE WHICH NPC YOU'LL TRADE IN YOUR SOULS.** HOW TO CHOOSE A WEAPON IN DARK SOULS 2? **PLAYERS CREATE**[**BUILDS**](https://darksouls2.wiki.fextralife.com/Builds)**AROUND SPECIFIC WEAPONS THAT HAVE GOOD MOVESETS, DEAL SIGNIFICANT DAMAGE, OR ARE EASILY OBTAINED. SOME PLAYERS CHOOSE WEAPONS FOR THEIR COSMETIC APPEARANCE, BUT IN MOST CASES IT IS ADVISABLE TO REFER TO THE SCALING AND**[**UPGRADING**](https://darksouls2.wiki.fextralife.com/Upgrades)**PATH OF WEAPONS TO DETERMINE IF THE OUTPUT IS BENEFICIAL TO THE CHARACTER IN PVE, PVP OR BOTH. THE FOLLOWING CATEGORIES OF WEAPONS HAVE DETAILS ON THEIR BASE DAMAGE, AND ALL INDIVIDUAL PAGES FEATURE INFUSION CHARTS, WITH SOME EXTENDING TO FULL MOVESET VIDEOS.**  [**WEAPONS HOMEPAGE**](https://darksouls2.wiki.fextralife.com/Weapons)  [**WEAPONS SORTABLE**](https://darksouls2.wiki.fextralife.com/Weapons+Sortable)  [**WEAPON AR AND SCALING CALCULATOR**](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator)  [**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons) WEAPON CATEGORIES IN DARK SOULS 2 [**[dagger icon](https://darksouls2.wiki.fextralife.com/Daggers)** **DAGGERS**](https://darksouls2.wiki.fextralife.com/Daggers)  [**[longsword icon](https://darksouls2.wiki.fextralife.com/Straight+Swords) STRAIGHT SWORDS**](https://darksouls2.wiki.fextralife.com/Straight+Swords)  [**[hollowslayer greatsword icon](https://darksouls2.wiki.fextralife.com/Greatswords) GREATSWORDS**](https://darksouls2.wiki.fextralife.com/Greatswords)  [**[greatsword 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Sickle](https://darksouls2.wiki.fextralife.com/Silverblack+Sickle)SILVERBLACK SICKLE**](https://darksouls2.wiki.fextralife.com/Silverblack+Sickle)  [**[Great Machete](https://darksouls2.wiki.fextralife.com/Great+Machete)GREAT MACHETE**](https://darksouls2.wiki.fextralife.com/Great+Machete)  [**[Full Moon Sickle](https://darksouls2.wiki.fextralife.com/Full+Moon+Sickle)FULL MOON SICKLE**](https://darksouls2.wiki.fextralife.com/Full+Moon+Sickle)  [**[Scyther of Nahr Alma](https://darksouls2.wiki.fextralife.com/Scythe+of+Nahr+Alma)SCYTHE OF NAHR ALMA**](https://darksouls2.wiki.fextralife.com/Scythe+of+Nahr+Alma)  [**[Bone Scythe](https://darksouls2.wiki.fextralife.com/Bone+Scythe)BONE SCYTHE**](https://darksouls2.wiki.fextralife.com/Bone+Scythe)  [**[Scythe of Want](https://darksouls2.wiki.fextralife.com/Scythe+of+Want)SCYTHE OF WANT**](https://darksouls2.wiki.fextralife.com/Scythe+of+Want)  [**[scythe of the forlorn](https://darksouls2.wiki.fextralife.com/Scythe+of+the+Forlorn)SCYTHE OF THE FORLORN**](https://darksouls2.wiki.fextralife.com/Scythe+of+the+Forlorn) [TWINBLADES IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Twinblades" \o "Dark Souls 2 Twinblades) [**[Twinblade](https://darksouls2.wiki.fextralife.com/Twinblade) TWINBLADE**](https://darksouls2.wiki.fextralife.com/Twinblade)  [**[Stone Twinblade](https://darksouls2.wiki.fextralife.com/Stone+Twinblade) STONE TWINBLADE**](https://darksouls2.wiki.fextralife.com/Stone+Twinblade)  [**[Dragonrider Twinblade](https://darksouls2.wiki.fextralife.com/Dragonrider+Twinblade) DRAGONRIDER TWINBLADE**](https://darksouls2.wiki.fextralife.com/Dragonrider+Twinblade)  [**[Red Iron Twinblade](https://darksouls2.wiki.fextralife.com/Red+Iron+Twinblade) RED IRON TWINBLADE**](https://darksouls2.wiki.fextralife.com/Red+Iron+Twinblade)  [**[Curved Twinblade](https://darksouls2.wiki.fextralife.com/Curved+Twinblade) CURVED TWINBLADE**](https://darksouls2.wiki.fextralife.com/Curved+Twinblade)  [**[Sorcerers Twinblade](https://darksouls2.wiki.fextralife.com/Sorcerer's+Twinblade) SORCERER'S TWINBLADE**](https://darksouls2.wiki.fextralife.com/Sorcerer's+Twinblade) [WHIPS IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Whips" \o "Dark Souls 2 Whips) [**[whip](https://darksouls2.wiki.fextralife.com/Whip)WHIP**](https://darksouls2.wiki.fextralife.com/Whip)  [**[Notched Whip](https://darksouls2.wiki.fextralife.com/Notched+Whip)NOTCHED WHIP**](https://darksouls2.wiki.fextralife.com/Notched+Whip)  [**[Bloodied Whip](https://darksouls2.wiki.fextralife.com/Bloodied+Whip)BLOODIED WHIP**](https://darksouls2.wiki.fextralife.com/Bloodied+Whip)  [**[Spotted Whip](https://darksouls2.wiki.fextralife.com/Spotted+Whip)SPOTTED WHIP**](https://darksouls2.wiki.fextralife.com/Spotted+Whip)  [**[Old Whip](https://darksouls2.wiki.fextralife.com/Old+Whip)OLD WHIP**](https://darksouls2.wiki.fextralife.com/Old+Whip) [BOWS IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Bows" \o "Dark Souls 2 Bows) [**[Short Bow](https://darksouls2.wiki.fextralife.com/Short+Bow)SHORT BOW**](https://darksouls2.wiki.fextralife.com/Short+Bow)  [**[Long Bow](https://darksouls2.wiki.fextralife.com/Long+Bow)LONG BOW**](https://darksouls2.wiki.fextralife.com/Long+Bow)  [**[Composite Bow](https://darksouls2.wiki.fextralife.com/Composite+Bow)COMPOSITE BOW**](https://darksouls2.wiki.fextralife.com/Composite+Bow)  [**[Sea Bow](https://darksouls2.wiki.fextralife.com/Sea+Bow)SEA BOW**](https://darksouls2.wiki.fextralife.com/Sea+Bow)  [**[Dragonrider Bow](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow)DRAGONRIDER BOW**](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow)  [**[Bell Keeper Bow](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bow)BELL KEEPER BOW**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bow)  [**[Bow of Want](https://darksouls2.wiki.fextralife.com/Bow+of+Want)BOW OF WANT**](https://darksouls2.wiki.fextralife.com/Bow+of+Want)  [**[Hunter's Blackbow](https://darksouls2.wiki.fextralife.com/Hunter's+Blackbow)HUNTER'S BLACKBOW**](https://darksouls2.wiki.fextralife.com/Hunter's+Blackbow) [GREATBOWS IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Greatbows" \o "Dark Souls 2 Greatbows) [**[Alonne Greatbow](https://darksouls2.wiki.fextralife.com/Alonne+Greatbow)ALONNE GREATBOW**](https://darksouls2.wiki.fextralife.com/Alonne+Greatbow)  [**[Dragonslayer Greatbow](https://darksouls2.wiki.fextralife.com/Dragonslayer+Greatbow)DRAGONSLAYER GREATBOW**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Greatbow)  [**[Possessed Armor Greatbow](https://darksouls2.wiki.fextralife.com/Possessed+Armor+Greatbow) POSSESSED ARMOR GREATBOW**](https://darksouls2.wiki.fextralife.com/Possessed+Armor+Greatbow)  [**[twin headed greatbow ds2](https://darksouls2.wiki.fextralife.com/Twin-Headed+Greatbow) TWIN-HEADED GREATBOW**](https://darksouls2.wiki.fextralife.com/Twin-Headed+Greatbow) [CROSSBOWS IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Crossbows) [**[Light Crossbow](https://darksouls2.wiki.fextralife.com/Light+Crossbow)LIGHT CROSSBOW**](https://darksouls2.wiki.fextralife.com/Light+Crossbow)  [**[Heavy Crossbow](https://darksouls2.wiki.fextralife.com/Heavy+Crossbow)HEAVY CROSSBOW**](https://darksouls2.wiki.fextralife.com/Heavy+Crossbow)  [**[Shield Crossbow](https://darksouls2.wiki.fextralife.com/Shield+Crossbow)SHIELD CROSSBOW**](https://darksouls2.wiki.fextralife.com/Shield+Crossbow)  [**[Avelyn](https://darksouls2.wiki.fextralife.com/Avelyn)AVELYN**](https://darksouls2.wiki.fextralife.com/Avelyn)  [**[sanctum repeating crossbow](https://darksouls2.wiki.fextralife.com/Sanctum+Repeating+Crossbow)SANCTUM REPEATING CROSSBOW**](https://darksouls2.wiki.fextralife.com/Sanctum+Repeating+Crossbow)  [**[sanctum crossbow](https://darksouls2.wiki.fextralife.com/Sanctum+Crossbow)SANCTUM CROSSBOW**](https://darksouls2.wiki.fextralife.com/Sanctum+Crossbow) [STAVES IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Staves" \o "Dark Souls 2 Staves) [**[Withctree Branch](https://darksouls2.wiki.fextralife.com/Witchtree+Branch)WITCHTREE BRANCH**](https://darksouls2.wiki.fextralife.com/Witchtree+Branch)  [**[Lizard Staff](https://darksouls2.wiki.fextralife.com/Lizard+Staff)LIZARD STAFF**](https://darksouls2.wiki.fextralife.com/Lizard+Staff)  [**[Transgressor's Staff](https://darksouls2.wiki.fextralife.com/Transgressor's+Staff)TRANSGRESSOR'S STAFF**](https://darksouls2.wiki.fextralife.com/Transgressor's+Staff)  [**[Sorcerer's Staff](https://darksouls2.wiki.fextralife.com/Sorcerer's+Staff)SORCERER'S STAFF**](https://darksouls2.wiki.fextralife.com/Sorcerer's+Staff)  [**[Staff of Amana](https://darksouls2.wiki.fextralife.com/Staff+of+Amana)STAFF OF AMANA**](https://darksouls2.wiki.fextralife.com/Staff+of+Amana)  [**[Olenford's Staff](https://darksouls2.wiki.fextralife.com/Olenford's+Staff)OLENFORD'S STAFF**](https://darksouls2.wiki.fextralife.com/Olenford's+Staff)  [**[archdrake staff](https://darksouls2.wiki.fextralife.com/Archdrake+Staff)ARCHDRAKE STAFF**](https://darksouls2.wiki.fextralife.com/Archdrake+Staff)  [**[Bat Staff](https://darksouls2.wiki.fextralife.com/Bat+Staff)BAT STAFF**](https://darksouls2.wiki.fextralife.com/Bat+Staff)  [**[Bone Staff](https://darksouls2.wiki.fextralife.com/Bone+Staff)BONE STAFF**](https://darksouls2.wiki.fextralife.com/Bone+Staff)  [**[Magic Staff of Wisdom](https://darksouls2.wiki.fextralife.com/Staff+of+Wisdom)STAFF OF WISDOM**](https://darksouls2.wiki.fextralife.com/Staff+of+Wisdom)  [**[Sunset Staff](https://darksouls2.wiki.fextralife.com/Sunset+Staff)SUNSET STAFF**](https://darksouls2.wiki.fextralife.com/Sunset+Staff)  [**[Black Witch's Staff](https://darksouls2.wiki.fextralife.com/Black+Witch's+Staff)BLACK WITCH'S STAFF**](https://darksouls2.wiki.fextralife.com/Black+Witch's+Staff)  [**[azal staff](https://darksouls2.wiki.fextralife.com/Azal's+Staff)AZAL'S STAFF**](https://darksouls2.wiki.fextralife.com/Azal's+Staff)  [**[Retainer Staff](https://darksouls2.wiki.fextralife.com/Retainer+Staff)RETAINER STAFF**](https://darksouls2.wiki.fextralife.com/Retainer+Staff) [FLAMES IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Flames" \o "Dark Souls 2 Flames) [**[pyromancy flame 1](https://darksouls2.wiki.fextralife.com/Pyromancy+Flame)PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Pyromancy+Flame)  [**[pyromancy flame 2](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame)DARK PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame) [CHIMES IN DARK SOULS 2](https://darksouls2.wiki.fextralife.com/Chimes" \o "Dark Souls 2 Chimes) [**[Cleric's Sacred Chime](https://darksouls2.wiki.fextralife.com/Cleric's+Sacred+Chime)CLERIC'S SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Cleric's+Sacred+Chime)  [**[Witchtree Bellvine](https://darksouls2.wiki.fextralife.com/Witchtree+Bellvine)WITCHTREE BELLVINE**](https://darksouls2.wiki.fextralife.com/Witchtree+Bellvine)  [**[Priest's Chime](https://darksouls2.wiki.fextralife.com/Priest's+Chime)PRIEST'S CHIME**](https://darksouls2.wiki.fextralife.com/Priest's+Chime)  [**[Dragon Chime](https://darksouls2.wiki.fextralife.com/Dragon+Chime)DRAGON CHIME**](https://darksouls2.wiki.fextralife.com/Dragon+Chime)  [**[Chime of Want](https://darksouls2.wiki.fextralife.com/Chime+of+Want)CHIME OF WANT**](https://darksouls2.wiki.fextralife.com/Chime+of+Want)  [**[Archdrake Chime](https://darksouls2.wiki.fextralife.com/Archdrake+Chime)ARCHDRAKE CHIME**](https://darksouls2.wiki.fextralife.com/Archdrake+Chime)  [**[Idol's Chime](https://darksouls2.wiki.fextralife.com/Idol's+Chime)IDOL'S CHIME**](https://darksouls2.wiki.fextralife.com/Idol's+Chime)  [**[Caitha's Chime](https://darksouls2.wiki.fextralife.com/Caitha's+Chime)CAITHA'S CHIME**](https://darksouls2.wiki.fextralife.com/Caitha's+Chime)  [**[Protective Chime](https://darksouls2.wiki.fextralife.com/Protective+Chime)PROTECTIVE CHIME**](https://darksouls2.wiki.fextralife.com/Protective+Chime)  [**[Disc Chime](https://darksouls2.wiki.fextralife.com/Disc+Chime)DISC CHIME**](https://darksouls2.wiki.fextralife.com/Disc+Chime)  [**[Chime of Screams](https://darksouls2.wiki.fextralife.com/Chime+of+Screams)CHIME OF SCREAMS**](https://darksouls2.wiki.fextralife.com/Chime+of+Screams) PRE-UPGRADED WEAPONS **SEVERAL PARTIALLY UPGRADED WEAPONS ARE PLACED THROUGHOUT DRANGLEIC. THESE ARE ESPECIALLY USEFUL FOR LOW SOUL MEMORY BUILDS.**   |  |  |  | | --- | --- | --- | | WEAPON | AREA | LOCATION | | **PARTIZAN +6** | **BRUME** | **COLLAPSING FLOOR AREA** | | **SCYTHE +7** | **BRUME** | **LADDER NEAR FIRST BONFIRE** | | **CAESTUS +8** | **BRUME** | **UPPER FLOOR BONFIRE** | | **BROADSWORD +7** | **BRUME** | **NEAR IRON WARRIOR DOOR ROOM** | | **ALONNE GREATBOW +5** | **BRUME** | **NEAR MALDRON** | | **WINGED SPEAR +7** | **ELEUM LOYCE** | **DOG COURTYARD** | | **PRIESTS CHIME +8** | **ELEUM LOYCE** | **NEAR FROZEN STAIRS** | | **LARGE CLUB +7** | **ELEUM LOYCE** | **WHITE COVETOUS DEMON** | | **LONG BOW +7** | **SHULVA** | **PAST 1ST GROUP OF SANCTUM ARCHERS** | | **NOTCHED WHIP +7** | **SHULVA** | **WEIRD REPAIR TREE** | | **LIGHTNING SHORT BOW +1** | **IRON KEEP** | **EYGIL'S IDOL** |  [WEAPONS SORTABLE](https://darksouls2.wiki.fextralife.com/Weapons+Sortable) **SORTABLE TABLE FOR WEAPONS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**COVERS ALL THE AVAILABLE**[**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)**IN THE GAME THAT REPRESESENTS DIFFERENT STATS SUCH AS ATTACK, SCALING, AND REQUIREMENTS. THE TABLES DO NOT INCLUDE DEFENSE VALUES, JUST ATTACK PROPERTIES FOR A QUICK OVERVIEW. IF YOU WOULD LIKE SPECIFIC UPGRADE INFORMATION, VISIT EACH WEAPON'S INDIVIDUAL PAGE. YOU MAY SORT THE TABLES BY CLICKING ON THE HEADERS.**  [**WEAPONS HOMEPAGE**](https://darksouls2.wiki.fextralife.com/Weapons)  [**WEAPONS SORTABLE**](https://darksouls2.wiki.fextralife.com/Weapons+Sortable)  [**WEAPON AR AND SCALING CALCULATOR**](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator)  [**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons) ALL WEAPONS IN DARK SOULS 2  | **NAME** | **icon wp physicalAttack 22** | **icon wp magdmg 22** | **icon wp firedmg 22** | **icon wp lightningdmg 22** | **icon wp darkdmg 22** | **icon wp bleed 22** | **icon wp poisonbld** | **icon strengthscale green 22** | **icon dexscale green 22** | **icon magicbonus green** | **icon firebonus green** | **icon lgtngbonus green 22** | **icon darkbonus green 22** | **icon strength 22** | **icon dexterity 22** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**MALFORMED SKULL**](https://darksouls2.wiki.fextralife.com/Malformed+Skull) | **520** |  |  |  |  | **70** |  |  |  |  |  |  |  | **35** | **7** | | [**GIANT WARRIOR CLUB**](https://darksouls2.wiki.fextralife.com/Giant+Warrior+Club) | **520** |  |  |  |  |  |  | **A** |  |  |  |  |  | **60** | **6** | | [**GIANT STONE AXE**](https://darksouls2.wiki.fextralife.com/Giant+Stone+Axe) | **414** |  |  |  |  |  |  | **A** |  |  |  |  |  | **45** | **8** | | [**OLD KNIGHT HAMMER**](https://darksouls2.wiki.fextralife.com/Old+Knight+Hammer) | **500** |  |  |  |  |  |  |  |  |  |  |  |  | **30** | **6** | | [**DRAGON TOOTH**](https://darksouls2.wiki.fextralife.com/Dragon+Tooth) | **470** |  |  |  |  |  |  | **A** |  |  |  |  |  | **50** | **10** | | [**LOST SINNER'S SWORD**](https://darksouls2.wiki.fextralife.com/Lost+Sinner's+Sword) | **460** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **24** | **18** | | [**DEMON'S GREAT HAMMER**](https://darksouls2.wiki.fextralife.com/Demon's+Great+Hammer) | **450** |  |  |  |  |  |  | **A** |  |  |  |  |  | **50** | **8** | | [**KING'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/King's+Ultra+Greatsword) | **450** |  |  |  |  |  |  | **S** | **E** |  |  |  |  | **50** | **10** | | [**GYRM GREAT HAMMER**](https://darksouls2.wiki.fextralife.com/Gyrm+Great+Hammer) | **450** |  |  |  |  |  |  | **A** |  |  |  |  |  | **40** | **4** | | [**MALFORMED SHELL**](https://darksouls2.wiki.fextralife.com/Malformed+Shell) | **430** |  |  |  |  |  |  | **A** |  |  |  |  |  | **35** | **8** | | [**GREAT CLUB**](https://darksouls2.wiki.fextralife.com/Great+Club) | **420** |  |  |  |  |  |  | **A** |  |  |  |  |  | **28** | **4** | | [**DRAKEKEEPER'S GREAT HAMMER**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Great+Hammer) | **450** |  |  |  |  |  |  | **A** |  |  |  |  |  | **50** | **10** | | [**DRAKEKEEPER'S WARPICK**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Warpick) | **420** |  |  |  |  |  |  | **A** |  |  |  |  |  | **40** | **14** | | [**MASTODON HALBERD**](https://darksouls2.wiki.fextralife.com/Mastodon+Halberd) | **410** |  |  |  |  |  |  | **A** |  |  |  |  |  | **26** | **15** | | [**BLACK DRAGON GREATAXE**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Greataxe) | **410** |  |  |  |  |  |  |  |  |  |  |  |  | **35** | **15** | | [**GREATAXE**](https://darksouls2.wiki.fextralife.com/Greataxe) | **390** |  |  |  |  |  |  | **B** | **E** |  |  |  |  | **32** | **10** | | [**GREATSWORD**](https://darksouls2.wiki.fextralife.com/Greatsword) | **400** |  |  |  |  |  |  | **S** | **D** |  |  |  |  | **28** | **10** | | [**CURVED DRAGON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Curved+Dragon+Greatsword) | **400** |  |  |  |  |  |  | **B** | **S** |  |  |  |  | **30** | **18** | | [**SANCTUM MACE**](https://darksouls2.wiki.fextralife.com/Sanctum+Mace) | **400** |  |  |  |  |  | **88** | **A** |  |  |  |  |  | **35** | **6** | | [**PURSUER'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Pursuer's+Ultra+Greatsword) | **390** |  |  |  |  |  |  | **A** | **C** |  |  |  |  | **30** | **18** | | [**GYRM GREATAXE**](https://darksouls2.wiki.fextralife.com/Gyrm+Greataxe) | **410** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **50** | **8** | | [**MURAKUMO**](https://darksouls2.wiki.fextralife.com/Murakumo) | **380** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **20** | **20** | | [**GYRM AXE**](https://darksouls2.wiki.fextralife.com/Gyrm+Axe) | **380** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **28** | **6** | | [**SACRED CHIME HAMMER**](https://darksouls2.wiki.fextralife.com/Sacred+Chime+Hammer) | **380** |  |  |  | **150** |  |  | **B** |  |  |  |  | **B** | **40** | **12** | | [**DRAKEKEEPER'S GREATAXE**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Greataxe) | **380** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **40** | **14** | | [**OLD KNIGHT PIKE**](https://darksouls2.wiki.fextralife.com/Old+Knight+Pike) | **380** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **20** | **16** | | [**BLUEMOON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Bluemoon+Greatsword) | **375** |  |  |  |  |  |  |  |  |  |  |  |  | **28** | **10** | | [**BANDIT GREATAXE**](https://darksouls2.wiki.fextralife.com/Bandit+Greataxe) | **370** |  |  |  |  |  |  | **C** | **E** |  |  |  |  | **28** | **8** | | [**CRYPT BLACKSWORD**](https://darksouls2.wiki.fextralife.com/Crypt+Blacksword) | **370** |  |  |  | **130** |  |  | **C** | **D** |  |  |  | **A** | **40** | **10** | | [**ARCED SWORD**](https://darksouls2.wiki.fextralife.com/Arced+Sword) | **360** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **26** | **16** | | [**LARGE CLUB**](https://darksouls2.wiki.fextralife.com/Large+Club) | **360** |  |  |  |  |  |  | **S** |  |  |  |  |  | **26** | **4** | | [**OLD KNIGHT HALBERD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Halberd) | **360** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **16** | **20** | | [**ZWEIHANDER**](https://darksouls2.wiki.fextralife.com/Zweihander) | **360** |  |  |  |  |  |  | **B** | **C** |  |  |  |  | **24** | **12** | | [**DRAKEWING ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Drakewing+Ultra+Greatsword) | **355** |  |  |  |  |  |  | **D** | **B** |  |  |  |  | **20** | **18** | | [**BLUE KNIGHT'S HALBERD**](https://darksouls2.wiki.fextralife.com/Blue+Knight's+Halberd) | **350** |  |  |  |  |  |  | **C** | **B** |  |  |  |  | **18** | **20** | | [**SMELTER SWORD**](https://darksouls2.wiki.fextralife.com/Smelter+Sword) | **350** |  | **170** |  |  |  |  | **C** | **D** |  | **C** |  |  | **40** | **10** | | [**AGED SMELTER SWORD**](https://darksouls2.wiki.fextralife.com/Aged+Smelter+Sword) | **350** | **170** |  |  |  |  |  | **C** | **D** | **C** |  |  |  | **40** | **10** | | [**HALBERD**](https://darksouls2.wiki.fextralife.com/Halberd) | **350** |  |  |  |  |  |  | **B** | **C** |  |  |  |  | **20** | **14** | | [**SANTIER'S SPEAR**](https://darksouls2.wiki.fextralife.com/Santier's+Spear) | **350** |  |  |  |  |  |  |  |  |  |  |  |  | **20** | **22** | | [**OLD KNIGHT ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Ultra+Greatsword) | **350** |  |  |  |  |  |  | **B** | **E** |  |  |  |  | **24** | **10** | | [**OLD WHIP**](https://darksouls2.wiki.fextralife.com/Old+Whip) | **350** |  |  |  |  |  |  | **E** | **B** |  |  |  |  | **7** | **20** | | [**BLACK KNIGHT GREATAXE**](https://darksouls2.wiki.fextralife.com/Black+Knight+Greataxe) | **340** |  | **120** |  |  |  |  | **A** | **D** |  | **C** |  |  | **40** | **18** | | [**RED IRON TWINBLADE**](https://darksouls2.wiki.fextralife.com/Red+Iron+Twinblade) | **340** |  |  |  |  |  |  | **A** |  |  |  |  |  | **26** | **20** | | [**HEIDE GREATLANCE**](https://darksouls2.wiki.fextralife.com/Heide+Greatlance) | **270** |  |  | **80** |  |  |  | **B** | **E** |  |  | **C** |  | **20** | **16** | | [**GRAND LANCE**](https://darksouls2.wiki.fextralife.com/Grand+Lance) | **340** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **22** | **18** | | [**BLACK DRAGON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Greatsword) | **340** |  |  |  |  |  |  |  |  |  |  |  |  | **25** | **16** | | [**BLACK DRAGON WARPICK**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Warpick) | **330** |  |  |  |  |  |  |  |  |  |  |  |  | **20** | **15** | | [**WRATHFUL AXE**](https://darksouls2.wiki.fextralife.com/Wrathful+Axe) | **330** |  |  |  |  |  |  | **A** | **C** |  |  |  |  | **20** | **22** | | [**SYAN'S HALBERD**](https://darksouls2.wiki.fextralife.com/Syan's+Halberd) | **330** |  |  |  |  |  |  | **D** | **A** |  |  |  |  | **20** | **25** | | [**SCYTHE**](https://darksouls2.wiki.fextralife.com/Scythe) | **330** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **20** | **11** | | [**DRAKEKEEPER'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Ultra+Greatsword) | **330** |  |  |  |  |  |  | **S** | **D** |  |  |  |  | **38** | **13** | | [**LUCERNE**](https://darksouls2.wiki.fextralife.com/Lucerne) | **325** |  |  |  |  |  |  | **B** | **E** |  |  |  |  | **18** | **14** | | [**BLACK KNIGHT HALBERD**](https://darksouls2.wiki.fextralife.com/Black+Knight+Halberd) | **320** |  | **145** |  |  |  |  | **D** | **B** |  | **C** |  |  | **17** | **26** | | [**ROARING HALBERD**](https://darksouls2.wiki.fextralife.com/Roaring+Halberd) | **310** |  |  |  | **210** |  |  |  | **A** |  |  |  | **C** | **16** | **12** | | [**CHARIOT LANCE**](https://darksouls2.wiki.fextralife.com/Chariot+Lance) | **310** |  |  |  |  | **100** |  | **A** | **E** |  |  |  |  | **30** | **18** | | [**BLACK SCORPION STINGER**](https://darksouls2.wiki.fextralife.com/Black+Scorpion+Stinger) | **300** |  |  |  |  |  | **100** |  |  |  |  |  |  | **10** | **18** | | [**MASTODON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Mastodon+Greatsword) | **300** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **30** | **12** | | [**PICKAXE**](https://darksouls2.wiki.fextralife.com/Pickaxe) | **300** |  |  |  |  |  |  | **A** |  |  |  |  |  | **22** | **8** | | [**YORGH'S SPEAR**](https://darksouls2.wiki.fextralife.com/Yorgh's+Spear) | **300** |  |  |  |  |  |  | **B** | **B** |  |  |  |  | **30** | **25** | | [**BLACK DRAGON SWORD**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Sword) | **300** |  |  |  |  |  |  |  |  |  |  |  |  | **20** | **15** | | [**LION GREATAXE**](https://darksouls2.wiki.fextralife.com/Lion+Greataxe) | **310** |  |  |  |  |  |  | **B** | **C** |  |  |  |  | **30** | **8** | | [**BLACKSMITH'S HAMMER**](https://darksouls2.wiki.fextralife.com/Blacksmith's+Hammer) | **290** |  |  |  |  |  |  | **B** |  |  |  |  |  | **15** | **7** | | [**DRAGONSLAYER GREATBOW**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Greatbow) | **290** |  |  |  |  |  |  | **B** | **C** |  |  |  |  | **30** | **20** | | [**CLAYMORE**](https://darksouls2.wiki.fextralife.com/Claymore) | **290** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **20** | **13** | | [**HEAVY CROSSBOW**](https://darksouls2.wiki.fextralife.com/Heavy+Crossbow) | **290** |  |  |  |  |  |  |  |  |  |  |  |  | **20** | **6** | | [**BANDIT AXE**](https://darksouls2.wiki.fextralife.com/Bandit+Axe) | **310** |  |  |  |  |  |  | **B** |  |  |  |  |  | **18** | **5** | | [**HOMUNCULUS MACE**](https://darksouls2.wiki.fextralife.com/Homunculus+Mace) | **290** |  |  |  |  |  |  | **B** | **E** |  |  |  |  | **14** | **9** | | [**BUTCHER'S KNIFE**](https://darksouls2.wiki.fextralife.com/Butcher's+Knife) | **280** |  |  |  |  |  |  | **A** |  |  |  |  |  | **25** | **8** | | [**IRON KING HAMMER**](https://darksouls2.wiki.fextralife.com/Iron+King+Hammer) | **280** |  | **180** |  |  |  |  | **A** | **D** |  | **C** |  |  | **50** | **8** | | [**BLACK KNIGHT ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Knight+Ultra+Greatsword) | **280** |  | **138** |  |  |  |  | **B** | **C** |  | **C** |  |  | **30** | **16** | | [**HELIX HALBERD**](https://darksouls2.wiki.fextralife.com/Helix+Halberd) | **280** |  |  |  |  |  |  |  | **A** |  |  |  |  | **16** | **20** | | [**RULER'S SWORD**](https://darksouls2.wiki.fextralife.com/Ruler's+Sword) | **280** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **20** | **20** | | [**SHIELD CROSSBOW**](https://darksouls2.wiki.fextralife.com/Shield+Crossbow) | **280** |  |  |  |  |  |  |  |  |  |  |  |  | **19** | **10** | | [**BASTARD SWORD**](https://darksouls2.wiki.fextralife.com/Bastard+Sword) | **280** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **20** | **11** | | [**BLACK KNIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Black+Knight+Greatsword) | **280** |  | **80** |  |  |  |  | **C** | **E** |  | **C** |  |  | **28** | **20** | | [**OLD KNIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Greatsword) | **280** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **17** | **12** | | [**BONE SCYTHE**](https://darksouls2.wiki.fextralife.com/Bone+Scythe) | **325** |  |  |  |  |  |  | **A** |  |  |  |  |  | **28** | **20** | | [**PATE'S SPEAR**](https://darksouls2.wiki.fextralife.com/Pate's+Spear) | **270** |  |  |  |  |  |  | **E** | **B** |  |  |  |  | **11** | **27** | | [**FULL MOON SICKLE**](https://darksouls2.wiki.fextralife.com/Full+Moon+Sickle) | **280** |  |  |  |  | **160** |  | **D** | **B** |  |  |  |  | **20** | **18** | | [**FLAMBERGE**](https://darksouls2.wiki.fextralife.com/Flamberge) | **250** |  |  |  |  | **100** |  | **D** | **S** |  |  |  |  | **16** | **15** | | [**BARBED CLUB**](https://darksouls2.wiki.fextralife.com/Barbed+Club) | **270** |  |  |  |  | **100** |  | **C** | **C** |  |  |  |  | **20** | **18** | | [**HEIDE LANCE**](https://darksouls2.wiki.fextralife.com/Heide+Lance) | **230** |  |  | **100** |  |  |  | **C** | **E** |  |  | **C** |  | **18** | **12** | | [**ROYAL GREATSWORD**](https://darksouls2.wiki.fextralife.com/Royal+Greatsword) | **270** |  |  |  |  | **100** |  | **B** | **D** |  |  |  |  | **20** | **15** | | [**RED RUST SCIMITAR**](https://darksouls2.wiki.fextralife.com/Red+Rust+Scimitar) | **270** |  |  |  |  |  |  | **C** | **E** |  |  |  |  | **18** | **15** | | [**DRANGLEIC SWORD**](https://darksouls2.wiki.fextralife.com/Drangleic+Sword) | **270** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **25** | **20** | | [**CHAOS BLADE**](https://darksouls2.wiki.fextralife.com/Chaos+Blade) | **250** |  |  |  |  |  |  |  | **S** |  |  |  |  | **12** | **25** | | [**SCYTHE OF WANT**](https://darksouls2.wiki.fextralife.com/Scythe+of+Want) | **260** |  |  |  | **200** |  |  | **D** | **B** |  |  |  | **C** | **14** | **20** | | [**ALONNE GREATBOW**](https://darksouls2.wiki.fextralife.com/Alonne+Greatbow) | **260** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **20** | **25** | | [**DARKDRIFT**](https://darksouls2.wiki.fextralife.com/Darkdrift) | **260** |  |  |  |  |  |  |  | **A** |  |  |  |  | **12** | **28** | | [**GARGOYLE BIDENT**](https://darksouls2.wiki.fextralife.com/Gargoyle+Bident) | **260** |  |  |  |  |  |  | **A** |  |  |  |  |  | **22** | **15** | | [**GREAT SCYTHE**](https://darksouls2.wiki.fextralife.com/Great+Scythe) | **280** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **12** | **14** | | [**REINFORCED CLUB**](https://darksouls2.wiki.fextralife.com/Reinforced+Club) | **280** |  |  |  |  |  |  | **A** |  |  |  |  |  | **16** | **3** | | [**BATTLE AXE**](https://darksouls2.wiki.fextralife.com/Battle+Axe) | **280** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **15** | **5** | | [**BLOODIED WHIP**](https://darksouls2.wiki.fextralife.com/Bloodied+Whip) | **260** |  |  |  |  |  |  | **D** | **C** |  |  |  |  | **10** | **15** | | [**LIGHT CROSSBOW**](https://darksouls2.wiki.fextralife.com/Light+Crossbow) | **250** |  |  |  |  |  |  |  |  |  |  |  |  | **13** | **4** | | [**ARCHDRAKE MACE**](https://darksouls2.wiki.fextralife.com/Archdrake+Mace) | **250** |  |  |  |  |  |  | **A** | **D** |  |  |  |  | **20** | **16** | | [**GREAT MACHETE**](https://darksouls2.wiki.fextralife.com/Great+Machete) | **270** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **18** | **16** | | [**MELU SCIMITAR**](https://darksouls2.wiki.fextralife.com/Melu+Scimitar) | **250** |  |  |  |  |  |  | **D** | **C** |  |  |  |  | **12** | **9** | | [**CRAFTSMAN'S HAMMER**](https://darksouls2.wiki.fextralife.com/Craftsman's+Hammer) | **250** |  |  |  |  |  |  | **B** |  |  |  |  |  | **20** | **10** | | [**VARANGIAN SWORD**](https://darksouls2.wiki.fextralife.com/Varangian+Sword) | **250** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **14** | **6** | | [**WARPED SWORD**](https://darksouls2.wiki.fextralife.com/Warped+Sword) | **250** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **15** | **25** | | [**MIRRAH GREATSWORD**](https://darksouls2.wiki.fextralife.com/Mirrah+Greatsword) | **250** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **16** | **20** | | [**DRAGONRIDER'S HALBERD**](https://darksouls2.wiki.fextralife.com/Dragonrider's+Halberd) | **250** | **120** |  |  |  |  |  | **B** | **C** | **C** |  |  |  | **18** | **17** | | [**OLD MIRRAH GREATSWORD**](https://darksouls2.wiki.fextralife.com/Old+Mirrah+Greatsword) | **220** |  |  |  |  |  |  | **C** | **S** |  |  |  |  | **16** | **33** | | [**DRAKEKEEPER'S SWORD**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Sword) | **245** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **16** | **8** | | [**MANIKIN SABRE**](https://darksouls2.wiki.fextralife.com/Manikin+Sabre) | **245** |  |  |  |  | **100** |  | **D** | **B** |  |  |  |  | **6** | **19** | | [**FALCHION**](https://darksouls2.wiki.fextralife.com/Falchion) | **240** |  |  |  |  | **80** |  | **E** | **A** |  |  |  |  | **9** | **13** | | [**BROADSWORD**](https://darksouls2.wiki.fextralife.com/Broadsword) | **240** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **11** | **6** | | [**ALDIA HAMMER**](https://darksouls2.wiki.fextralife.com/Aldia+Hammer) | **240** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **18** | **16** | | [**BERSERKER BLADE**](https://darksouls2.wiki.fextralife.com/Berserker+Blade) | **240** |  |  |  |  |  |  | **D** | **B** |  |  |  |  | **18** | **18** | | [**MACE**](https://darksouls2.wiki.fextralife.com/Mace) | **240** |  |  |  |  |  |  | **A** | **E** |  |  |  |  | **12** | **5** | | [**HAND AXE**](https://darksouls2.wiki.fextralife.com/Hand+Axe) | **270** |  |  |  |  |  |  | **B** |  |  |  |  |  | **9** | **3** | | [**WASHING POLE**](https://darksouls2.wiki.fextralife.com/Washing+Pole) | **240** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **18** | **20** | | [**CHANNELER'S TRIDENT**](https://darksouls2.wiki.fextralife.com/Channeler's+Trident) | **240** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **11** | **15** | | [**WINGED SPEAR**](https://darksouls2.wiki.fextralife.com/Winged+Spear) | **240** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **11** | **18** | | [**FOOT SOLDIER SWORD**](https://darksouls2.wiki.fextralife.com/Foot+Soldier+Sword) | **230** |  |  |  |  |  |  | **C** | **E** |  |  |  |  | **7** | **6** | | [**MANSLAYER**](https://darksouls2.wiki.fextralife.com/Manslayer) | **230** |  |  |  |  |  | **100** | **E** | **A** |  |  |  |  | **11** | **18** | | [**PARTIZAN**](https://darksouls2.wiki.fextralife.com/Partizan) | **230** |  |  |  |  |  |  | **E** | **S** |  |  |  |  | **12** | **20** | | [**UCHIGATANA**](https://darksouls2.wiki.fextralife.com/Uchigatana) | **230** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **10** | **16** | | [**ESPADA ROPERA**](https://darksouls2.wiki.fextralife.com/Espada+Ropera) | **235** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **11** | **18** | | [**LONGSWORD**](https://darksouls2.wiki.fextralife.com/Longsword) | **225** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **10** | **9** | | [**MORNING STAR**](https://darksouls2.wiki.fextralife.com/Morning+Star) | **220** |  |  |  |  | **120** |  | **A** |  |  |  |  |  | **15** | **7** | | [**KEY TO THE EMBEDDED**](https://darksouls2.wiki.fextralife.com/Key+to+the+Embedded) | **220** |  |  |  |  |  |  | **D** | **A** |  |  |  |  | **15** | **20** | | [**SCIMITAR**](https://darksouls2.wiki.fextralife.com/Scimitar) | **220** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **7** | **16** | | [**SHOTEL**](https://darksouls2.wiki.fextralife.com/Shotel) | **200** |  |  |  |  |  |  | **D** | **A** |  |  |  |  | **10** | **16** | | [**RAPIER**](https://darksouls2.wiki.fextralife.com/Rapier) | **230** |  |  |  |  |  |  | **D** | **B** |  |  |  |  | **5** | **12** | | [**YELLOW QUARTZ LONGSWORD**](https://darksouls2.wiki.fextralife.com/Yellow+Quartz+Longsword) | **220** |  |  |  |  |  |  | **C** | **D** |  |  |  |  | **13** | **8** | | [**SANCTUM CROSSBOW**](https://darksouls2.wiki.fextralife.com/Sanctum+Crossbow) | **220** |  |  |  |  |  |  |  |  |  |  |  | **C** | **13** | **4** | | [**ESTOC**](https://darksouls2.wiki.fextralife.com/Estoc) | **210** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **12** | **12** | | [**SPIDER FANG**](https://darksouls2.wiki.fextralife.com/Spider+Fang) | **210** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **10** | **25** | | [**SPEAR**](https://darksouls2.wiki.fextralife.com/Spear) | **210** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **9** | **12** | | [**DRAKEBLOOD GREATSWORD**](https://darksouls2.wiki.fextralife.com/Drakeblood+Greatsword) | **232** | **50** |  | **50** |  |  |  | **E** | **S** |  |  |  |  | **20** | **18** | | [**THORNED GREATSWORD**](https://darksouls2.wiki.fextralife.com/Thorned+Greatsword) | **210** |  |  | **80** |  |  |  | **C** | **C** |  |  | **C** |  | **20** | **15** | | [**HEIDE SPEAR**](https://darksouls2.wiki.fextralife.com/Heide+Spear) | **210** |  |  | **100** |  |  |  | **D** | **C** |  |  | **C** |  | **12** | **25** | | [**CRESCENT AXE**](https://darksouls2.wiki.fextralife.com/Crescent+Axe) | **210** | **80** |  |  |  |  |  | **B** | **C** | **E** |  |  |  | **25** | **14** | | [**WHIP**](https://darksouls2.wiki.fextralife.com/Whip#fex#fex) | **210** |  |  |  |  |  |  |  | **A** |  |  |  |  | **6** | **17** | | [**CLUB**](https://darksouls2.wiki.fextralife.com/Club) | **210** |  |  |  |  |  |  | **S** |  |  |  |  |  | **12** | **3** | | [**RED RUST SWORD**](https://darksouls2.wiki.fextralife.com/Red+Rust+Sword) | **205** |  |  |  |  |  |  | **S** | **E** |  |  |  |  | **23** | **13** | | [**NOTCHED WHIP**](https://darksouls2.wiki.fextralife.com/Notched+Whip) | **205** |  |  |  |  | **200** |  |  | **A** |  |  |  |  | **12** | **20** | | [**DEFENDER GREATSWORD**](https://darksouls2.wiki.fextralife.com/Defender+Greatsword) | **200** |  |  | **80** |  |  |  | **C** | **D** |  |  | **C** |  | **20** | **12** | | [**SHORTSWORD**](https://darksouls2.wiki.fextralife.com/Shortsword) | **200** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **7** | **10** | | [**INFANTRY AXE**](https://darksouls2.wiki.fextralife.com/Infantry+Axe) | **200** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **9** | **1** | | [**DRAGONSLAYER'S CRESCENT AXE**](https://darksouls2.wiki.fextralife.com/Dragonslayer's+Crescent+Axe) | **200** |  |  | **60** |  |  |  | **C** | **E** |  |  | **C** |  | **18** | **12** | | [**SPIDER'S SILK**](https://darksouls2.wiki.fextralife.com/Spider's+Silk) | **195** |  |  |  |  |  |  |  | **S** |  |  |  |  | **5** | **20** | | [**SPOTTED WHIP**](https://darksouls2.wiki.fextralife.com/Spotted+Whip) | **195** |  |  |  |  |  | **200** |  | **B** |  |  |  |  | **9** | **25** | | [**MONASTERY SCIMITAR**](https://darksouls2.wiki.fextralife.com/Monastery+Scimitar) | **190** |  |  |  |  |  |  | **E** | **S** |  |  |  |  | **9** | **22** | | [**PIKE**](https://darksouls2.wiki.fextralife.com/Pike) | **190** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **12** | **16** | | [**STONE SOLDIER SPEAR**](https://darksouls2.wiki.fextralife.com/Stone+Soldier+Spear) | **190** |  |  |  |  |  |  | **C** | **A** |  |  |  |  | **16** | **20** | | [**BLACKSTEEL KATANA**](https://darksouls2.wiki.fextralife.com/Blacksteel+Katana) | **190** |  |  |  |  |  |  |  | **S** |  |  |  |  | **14** | **25** | | [**DRAGONRIDER TWINBLADE**](https://darksouls2.wiki.fextralife.com/Dragonrider+Twinblade) | **185** | **110** |  |  |  |  |  | **D** | **C** | **C** |  |  |  | **20** | **22** | | [**WATCHER GREATSWORD**](https://darksouls2.wiki.fextralife.com/Watcher+Greatsword) | **185** | **150** |  |  |  |  |  | **E** | **D** | **B** |  |  |  | **18** | **16** | | [**DRAGONRIDER BOW**](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow) | **180** | **100** |  |  |  |  |  | **B** | **D** | **C** |  |  |  | **20** | **18** | | [**BEWITCHED ALONNE SWORD**](https://darksouls2.wiki.fextralife.com/Bewitched+Alonne+Sword) | **180** |  |  |  |  | **80** |  |  | **S** |  |  |  |  | **22** | **30** | | [**CHARRED LOYCE GREATSWORD**](https://darksouls2.wiki.fextralife.com/Charred+Loyce+Greatsword) | **180** |  | **90** |  |  |  |  | **C** | **B** |  | **C** |  |  | **25** | **28** | | [**DRAGONSLAYER SPEAR**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Spear) | **180** |  |  | **105** |  |  |  | **E** | **A** |  |  | **C** |  | **16** | **25** | | [**ASHEN WARRIOR SWORD**](https://darksouls2.wiki.fextralife.com/Ashen+Warrior+Sword) | **180** |  |  |  |  | **100** |  | **C** | **B** |  |  |  |  | **10** | **18** | | [**STONE TWINBLADE**](https://darksouls2.wiki.fextralife.com/Stone+Twinblade) | **180** |  |  |  |  |  |  | **A** | **D** |  |  |  |  | **18** | **22** | | [**BOUND HAND AXE**](https://darksouls2.wiki.fextralife.com/Bound+Hand+Axe) | **180** |  |  |  |  | **100** |  | **A** |  |  |  |  |  | **15** | **7** | | [**CRESCENT SICKLE**](https://darksouls2.wiki.fextralife.com/Crescent+Sickle) | **200** | **150** |  |  |  |  |  | **E** | **C** | **C** |  |  |  | **12** | **19** | | [**SUN SWORD**](https://darksouls2.wiki.fextralife.com/Sun+Sword) | **175** |  |  |  |  |  |  | **A** | **A** |  |  |  |  | **15** | **13** | | [**CURVED TWINBLADE**](https://darksouls2.wiki.fextralife.com/Curved+Twinblade) | **170** |  |  |  |  | **40** |  | **E** | **B** |  |  |  |  | **16** | **20** | | [**AVELYN**](https://darksouls2.wiki.fextralife.com/Avelyn) | **170** |  |  |  |  |  |  |  |  |  |  |  |  | **25** | **15** | | [**COMPOSITE BOW**](https://darksouls2.wiki.fextralife.com/Composite+Bow) | **165** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **14** | **18** | | [**SPITFIRE SPEAR**](https://darksouls2.wiki.fextralife.com/Spitfire+Spear) | **160** |  | **120** |  |  |  |  | **E** | **E** |  | **C** |  |  | **10** | **18** | | [**SILVERBLACK SICKLE**](https://darksouls2.wiki.fextralife.com/Silverblack+Sickle) | **160** |  |  |  | **105** |  |  | **C** | **C** |  |  |  | **C** | **15** | **10** | | [**RICARD'S RAPIER**](https://darksouls2.wiki.fextralife.com/Ricard's+Rapier) | **160** |  |  |  |  |  |  |  | **S** |  |  |  |  | **8** | **25** | | [**BROKEN STRAIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Broken+Straight+Sword) | **160** |  |  |  |  |  |  | **C** |  |  |  |  |  | **2** | **3** | | [**CLAWS**](https://darksouls2.wiki.fextralife.com/Claws) | **155** |  |  |  |  | **132** |  | **E** | **A** |  |  |  |  | **9** | **10** | | [**HUNTER'S BLACKBOW**](https://darksouls2.wiki.fextralife.com/Hunter's+Blackbow) | **155** |  |  |  |  |  |  | **E** | **S** |  |  |  |  | **9** | **25** | | [**SILVERBLACK SPEAR**](https://darksouls2.wiki.fextralife.com/Silverblack+Spear) | **150** |  |  |  | **110** |  |  | **C** | **C** |  |  |  | **C** | **9** | **16** | | [**HEIDE KNIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Sword) | **150** |  |  | **90** |  |  |  | **C** | **C** |  |  | **C** |  | **11** | **10** | | [**TWINBLADE**](https://darksouls2.wiki.fextralife.com/Twinblade) | **150** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **14** | **26** | | [**ROYAL DIRK**](https://darksouls2.wiki.fextralife.com/Royal+Dirk) | **150** |  |  |  |  |  |  | **D** | **B** |  |  |  |  | **11** | **15** | | [**MANIKIN CLAWS**](https://darksouls2.wiki.fextralife.com/Manikin+Claws) | **150** |  |  |  |  | **100** |  | **C** | **C** |  |  |  |  | **9** | **18** | | [**LONG BOW**](https://darksouls2.wiki.fextralife.com/Long+Bow) | **150** |  |  |  |  |  |  | **D** | **A** |  |  |  |  | **10** | **16** | | [**PUZZLING STONE SWORD**](https://darksouls2.wiki.fextralife.com/Puzzling+Stone+Sword) | **145** |  |  |  |  |  |  | **E** | **S** |  |  |  |  | **7** | **6** | | [**THIEF DAGGER**](https://darksouls2.wiki.fextralife.com/Thief+Dagger) | **158** |  |  |  |  |  |  | **E** |  |  |  |  |  | **2** | **7** | | [**SEA BOW**](https://darksouls2.wiki.fextralife.com/Sea+Bow) | **145** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **16** | **15** | | [**BLACK FLAMESTONE DAGGER**](https://darksouls2.wiki.fextralife.com/Black+Flamestone+Dagger) | **140** |  |  |  |  |  |  | **C** | **D** |  |  |  |  | **10** | **12** | | [**SCYTHE OF NAHR ALMA**](https://darksouls2.wiki.fextralife.com/Scythe+of+Nahr+Alma) | **173** |  |  |  | **100** |  |  | **D** | **B** |  |  |  | **C** | **14** | **12** | | [**SHORT BOW**](https://darksouls2.wiki.fextralife.com/Short+Bow) | **130** |  |  |  |  |  |  | **D** | **A** |  |  |  |  | **7** | **12** | | [**MALFORMED CLAWS**](https://darksouls2.wiki.fextralife.com/Malformed+Claws) | **130** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **16** | **14** | | [**BANDIT'S KNIFE**](https://darksouls2.wiki.fextralife.com/Bandit's+Knife) | **130** |  |  |  |  | **100** |  | **C** |  |  |  |  |  | **3** | **11** | | [**BELL KEEPER BOW**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bow) | **110** |  |  |  |  |  |  | **D** | **B** |  |  |  |  | **4** | **11** | | [**SHADOW DAGGER**](https://darksouls2.wiki.fextralife.com/Shadow+Dagger) | **120** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **4** | **16** | | [**BROKEN THIEF SWORD**](https://darksouls2.wiki.fextralife.com/Broken+Thief+Sword) | **120** |  |  |  |  |  |  | **C** |  |  |  |  |  | **9** | **5** | | [**DAGGER**](https://darksouls2.wiki.fextralife.com/Dagger) | **115** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **2** | **6** | | [**MACE OF THE INSOLENT**](https://darksouls2.wiki.fextralife.com/Mace+of+the+Insolent) | **100** |  |  | **90** | **160** |  |  | **D** | **C** |  |  | **E** | **D** | **15** | **10** | | [**BLUE FLAME**](https://darksouls2.wiki.fextralife.com/Blue+Flame) | **130** | **180** |  |  |  |  |  | **E** | **D** | **C** |  |  |  | **13** | **15** | | [**CHAOS RAPIER**](https://darksouls2.wiki.fextralife.com/Chaos+Rapier) | **110** |  | **110** |  |  |  |  |  | **A** |  | **B** |  |  | **7** | **14** | | [**MANIKIN KNIFE**](https://darksouls2.wiki.fextralife.com/Manikin+Knife) | **105** |  |  |  |  | **80** |  | **D** | **C** |  |  |  |  | **6** | **14** | | [**BLUE DAGGER**](https://darksouls2.wiki.fextralife.com/Blue+Dagger) | **100** |  |  |  |  |  |  | **E** | **C** |  |  |  |  | **6** | **14** | | [**BOW OF WANT**](https://darksouls2.wiki.fextralife.com/Bow+of+Want) | **100** |  |  | **130** |  |  |  | **C** | **A** |  |  | **C** |  | **9** | **20** | | [**SANCTUM REPEATING CROSSBOW**](https://darksouls2.wiki.fextralife.com/Sanctum+Repeating+Crossbow) | **100** |  |  |  |  |  |  |  |  |  |  |  | **C** | **20** | **15** | | [**MYTHA'S BENT BLADE**](https://darksouls2.wiki.fextralife.com/Mytha's+Bent+Blade) | **100** |  |  |  |  |  | **100** |  | **B** |  |  |  |  | **5** | **20** | | [**CAESTUS**](https://darksouls2.wiki.fextralife.com/Caestus) | **90** |  |  |  |  |  |  | **A** | **A** |  |  |  |  | **10** | **7** | | [**PARRYING DAGGER**](https://darksouls2.wiki.fextralife.com/Parrying+Dagger) | **80** |  |  |  |  |  |  | **E** | **A** |  |  |  |  | **4** | **9** | | [**MAIL BREAKER**](https://darksouls2.wiki.fextralife.com/Mail+Breaker) | **150** |  |  |  |  |  |  | **C** | **C** |  |  |  |  | **5** | **12** | | [**WORK HOOK**](https://darksouls2.wiki.fextralife.com/Work+Hook) | **40** |  |  |  |  | **100** |  | **C** |  |  |  |  |  | **6** | **10** | | [**HANDMAID'S LADLE**](https://darksouls2.wiki.fextralife.com/Handmaid's+Ladle) | **40** |  |  |  |  |  |  |  |  |  |  |  |  | **6** | **5** | | [**BONE FIST**](https://darksouls2.wiki.fextralife.com/Bone+Fist) | **20** |  |  |  |  |  |  | **S** | **A** |  |  |  |  | **15** | **30** | | [**STAFF OF AMANA**](https://darksouls2.wiki.fextralife.com/Staff+of+Amana) |  | **230** |  |  | **230** |  |  |  |  | **S** |  |  | **B** |  |  | | [**STAFF OF WISDOM**](https://darksouls2.wiki.fextralife.com/Staff+of+Wisdom) |  | **270** |  |  |  |  |  |  |  | **S** |  |  |  |  |  | | [**FUME SWORD**](https://darksouls2.wiki.fextralife.com/Fume+Sword) | **140** |  |  |  | **70** |  |  |  | **S** |  |  |  | **C** | **15** | **22** | | [**ARCHDRAKE STAFF**](https://darksouls2.wiki.fextralife.com/Archdrake+Staff) |  | **190** |  |  | **230** |  |  |  |  | **A** |  |  | **A** |  |  | | [**FUME ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Fume+Ultra+Greatsword) | **430** |  |  |  |  |  |  | **S** | **D** |  |  |  |  | **40** | **30** | | [**AZAL'S STAFF**](https://darksouls2.wiki.fextralife.com/Azal's+Staff) |  | **160** |  |  | **160** |  |  |  |  | **S** |  |  | **S** |  |  | | [**SORCERER'S STAFF**](https://darksouls2.wiki.fextralife.com/Sorcerer's+Staff) |  | **225** |  |  | **225** |  |  |  |  | **B** |  |  | **B** |  |  | | [**MAJESTIC GREATSWORD**](https://darksouls2.wiki.fextralife.com/Majestic+Greatsword) | **290** |  |  |  |  |  |  | **B** | **D** |  |  |  |  | **25** | **25** | | [**OLENFORD'S STAFF**](https://darksouls2.wiki.fextralife.com/Olenford's+Staff) |  | **210** |  |  | **250** |  |  |  |  | **B** |  |  | **A** |  |  | | [**CAITHA'S CHIME**](https://darksouls2.wiki.fextralife.com/Caitha's+Chime) |  |  |  |  | **250** |  |  |  |  |  |  |  | **S** |  |  | | [**LIZARD STAFF**](https://darksouls2.wiki.fextralife.com/Lizard+Staff) |  | **220** |  |  | **200** |  |  |  |  | **S** |  |  | **B** |  |  | | [**BONE STAFF**](https://darksouls2.wiki.fextralife.com/Bone+Staff) |  | **190** |  |  | **190** |  |  |  |  | **C** |  |  | **S** |  |  | | [**SUNSET STAFF**](https://darksouls2.wiki.fextralife.com/Sunset+Staff) |  | **160** |  |  | **290** |  |  |  |  | **A** |  |  | **S** |  |  | | [**DISC CHIME**](https://darksouls2.wiki.fextralife.com/Disc+Chime) |  |  |  | **180** | **180** |  |  |  |  |  |  | **A** | **E** |  |  | | [**WITCHTREE BELLVINE**](https://darksouls2.wiki.fextralife.com/Witchtree+Bellvine) |  |  |  | **200** | **200** |  |  |  |  |  |  | **A** | **B** |  |  | | [**CHIME OF WANT**](https://darksouls2.wiki.fextralife.com/Chime+of+Want) |  |  |  | **210** | **250** |  |  |  |  |  |  | **A** | **S** |  |  | | [**CHIME OF SCREAMS**](https://darksouls2.wiki.fextralife.com/Chime+of+Screams) |  |  |  | **190** | **190** |  |  |  |  |  |  | **B** | **B** |  |  | | [**CLERIC'S SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Cleric's+Sacred+Chime) |  |  |  | **180** | **160** |  |  |  |  |  |  | **B** | **B** |  |  | | [**PROTECTIVE CHIME**](https://darksouls2.wiki.fextralife.com/Protective+Chime) |  |  |  | **220** | **220** |  |  |  |  |  |  | **B** | **C** |  |  | | [**BLACK WITCH'S STAFF**](https://darksouls2.wiki.fextralife.com/Black+Witch's+Staff) |  | **220** | **220** | **220** | **220** |  |  |  |  | **A** | **C** | **B** | **A** |  |  | | [**ARCHDRAKE CHIME**](https://darksouls2.wiki.fextralife.com/Archdrake+Chime) |  |  |  | **210** | **210** |  |  |  |  |  |  | **B** | **B** |  |  | | [**TRANSGRESSOR'S STAFF**](https://darksouls2.wiki.fextralife.com/Transgressor's+Staff) |  | **160** |  |  | **210** |  |  |  |  | **B** |  |  | **S** |  |  | | [**DARK PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame) |  |  | **300** |  |  |  |  |  |  |  | **S** |  |  |  |  | | [**WITCHTREE BRANCH**](https://darksouls2.wiki.fextralife.com/Witchtree+Branch) |  | **250** |  |  | **250** |  |  |  |  | **B** |  |  | **A** |  |  | | [**PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Pyromancy+Flame) |  |  | **250** |  |  |  |  |  |  |  | **S** |  |  |  |  | | [**PILGRIM'S SPONTOON**](https://darksouls2.wiki.fextralife.com/Pilgrim's+Spontoon) |  | **180** |  |  | **180** |  |  |  |  | **C** |  |  | **C** | **11** | **12** | | [**MOONLIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Moonlight+Greatsword) |  | **380** |  |  |  |  |  |  |  | **A** |  |  |  | **18** | **18** | | [**IDOL'S CHIME**](https://darksouls2.wiki.fextralife.com/Idol's+Chime) |  |  |  | **220** | **225** |  |  |  |  |  |  | **C** | **A** |  |  | | [**POSSESSED ARMOR SWORD**](https://darksouls2.wiki.fextralife.com/Possessed+Armor+Sword) | **170** |  | **100** |  |  |  |  | **E** | **E** |  | **C** |  |  | **20** | **13** | | [**DRAGON CHIME**](https://darksouls2.wiki.fextralife.com/Dragon+Chime) |  |  |  | **250** | **200** |  |  |  |  |  |  | **S** | **A** |  |  | | [**PRIEST'S CHIME**](https://darksouls2.wiki.fextralife.com/Priest's+Chime) |  |  |  | **190** | **190** |  |  |  |  |  |  | **S** | **C** |  |  | | [**POSSESSED ARMOR GREATBOW**](https://darksouls2.wiki.fextralife.com/Possessed+Armor+Greatbow) | **200** |  |  |  | **60** |  |  | **D** | **A** |  |  |  | **C** | **25** | **40** | | [**BAT STAFF**](https://darksouls2.wiki.fextralife.com/Bat+Staff) |  | **205** |  |  | **205** |  |  |  |  | **B** |  |  | **A** |  |  | | [**UMBRAL DAGGER**](https://darksouls2.wiki.fextralife.com/Umbral+Dagger) | **70** |  |  |  |  |  |  |  | **S** |  |  |  |  | **12** | **20** | | [**GREATSWORD OF THE FORLORN**](https://darksouls2.wiki.fextralife.com/Greatsword+of+The+Forlorn) | **220** |  |  |  | **80** | **140** |  | **C** | **D** |  |  |  | **C** | **20** | **15** | | [**SCYTHE OF THE FORLORN**](https://darksouls2.wiki.fextralife.com/Scythe+of+The+Forlorn) | **210** |  |  |  | **70** | **140** |  | **D** | **A** |  |  |  | **C** | **15** | **20** | | [**TWIN-HEADED GREATBOW**](https://darksouls2.wiki.fextralife.com/Twin-headed+Greatbow) | **260** |  |  |  |  |  |  | **S** |  |  |  |  |  | **45** | **15** | | [**RETAINER STAFF**](https://darksouls2.wiki.fextralife.com/Retainer+Staff) |  | **300** |  |  | **300** |  |  |  |  |  |  |  |  |  |  | | [**RETAINER'S SHORT SWORD**](https://darksouls2.wiki.fextralife.com/Retainer's+Short+Sword) | **70** | **90** |  |  |  |  |  | **E** | **E** | **C** |  |  |  | **5** | **15** | | [**CURVED NIL GREATSWORD**](https://darksouls2.wiki.fextralife.com/Curved+Nil+Greatsword) | **290** |  |  |  |  |  |  | **S** | **B** |  |  |  |  | **28** | **26** | | [**ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Eleum+Loyce) | **165** |  |  |  |  | **60** |  | **E** | **S** |  |  |  |  | **18** | **27** | | [**ICE RAPIER**](https://darksouls2.wiki.fextralife.com/Ice+Rapier) | **220** |  |  |  |  | **60** |  | **D** | **B** |  |  |  |  | **13** | **15** | | [**IVORY STRAIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Ivory+Straight+Sword) | **225** |  |  |  |  |  |  |  |  |  |  |  |  | **6** | **40** | | [**LOYCE GREATSWORD**](https://darksouls2.wiki.fextralife.com/Loyce+Greatsword) | **230** |  |  |  |  |  |  | **E** | **S** |  |  |  |  | **25** | **28** | | [**IVORY KING ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Ivory+King+Ultra+Greatsword) | **300** | **80** |  |  |  | **140** |  | **B** | **B** | **E** |  |  |  | **30** | **30** | | [**RAMPART GOLEM LANCE**](https://darksouls2.wiki.fextralife.com/Rampart+Golem+Lance) | **200** | **100** |  |  |  |  |  | **A** |  | **C** |  |  |  | **35** | **20** | | [**SORCERER'S TWINBLADE**](https://darksouls2.wiki.fextralife.com/Sorcerer's+Twinblade) |  | **100** |  |  | **100** |  |  | **E** | **E** | **C** |  |  |  | **11** | **20** | | [**SMELTER HAMMER**](https://darksouls2.wiki.fextralife.com/Smelter+Hammer) | **500** |  |  |  |  |  |  | **A** |  |  |  |  |  | **70** | **6** |  [WEAPON AR AND SCALING CALCULATOR](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator) **WEAPON ATTACK RATING & SCALING CALCULATOR FOR**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**IS A TOOL TO CALCULATE YOUR DAMAGE OUTPUT PER WEAPON BASED ON YOUR**[**STATS**](https://darksouls2.wiki.fextralife.com/Stats)**. THIS IS UPDATED FOR**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**.**  [**WEAPONS HOMEPAGE**](https://darksouls2.wiki.fextralife.com/Weapons)  [**WEAPONS SORTABLE**](https://darksouls2.wiki.fextralife.com/Weapons+Sortable)  [**WEAPON AR AND SCALING CALCULATOR**](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator)  [**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons) WEAPON ATTACK RATING & SCALING CALCULATOR [BY NAEELI](https://fextralife.com/forums/t34807/max-reinforcement-weapon-ar-calculator/#p634813)INSTRUCTIONS **1. PUT YOUR STATS IN THE YELLOW BOXES ON THE FIRST TAB. (PLEASE DON'T MESS WITH OTHER BOXES IF YOU WANT IT TO WORK) 2. SWITCH BETWEEN TABS TO FIND THE WEAPON YOU WANT. 3. ??? 4. PROFIT!  IF YOU DON'T LIKE THE SIZE (EVEN I FIND CLICKING THE ARROWS TO MOVE BETWEEN TABS FRUSTRATING), HERE IS A LINK TO A FULL SIZE VERSION. . WILL OPEN IN A NEW TAB.** NOTES  * **THE WEAPONS LISTED ARE AT MAXIMUM REINFORCEMENT (SO +10 OR +5 FOR TWINKLING/BOSS WEAPONS)** * **THIS IS ONLY FOR NON-INFUSED WEAPONS AS INFUSED WEAPONS FOLLOW DIFFERENT RULES.** * **THIS ALSO DOES NOT TAKE INTO ACCOUNT IF YOU DON'T HAVE THE STATS TO WIELD A WEAPON. (I'M LAZY AND HAVEN'T DONE THE RESEARCH FOR THAT.)** * **IF A WEAPON IS NOT ON HERE IT EITHER HAS NO SCALING OR IT IS RULER'S GREATSWORD, DARK PYROMANCY FLAME, LOST SINNER'S SWORD, OR CURVED NIL GREATSWORD.** * **THE REASON THESE FOUR WEAPONS AREN'T ON THIS LIST IS BECAUSE THEY HAVE THEIR OWN MODIFIERS OUTSIDE OF THE BASE STATS WHICH AFFECT BONUS DAMAGE SO I COULDN'T CALCULATE THEM ON THIS. (WORKING ON A SOLUTION FOR CURVED NIL GREATSWORD)** * **STAFF OF AMANA ASSUMES YOU ARE HUMAN OTHERWISE THERE IS A DAMAGE CUT. (UNKNOWN HOW MUCH).** * **CHIME OF SCREAM'S FAITH BONUS VARIES DEPENDING ON YOUR FAITH, WORKING ON THIS BUT FOR NOW YOU'LL NEED TO KNOW YOUR FINAL FAITH VALUE.** * **SORCERER'S TWINBLADE IS NOT LISTED BECAUSE WHILE IT HAS SCALING, THE AMOUNT IT ADDS IS TINY ( +7 AR AT 99 STRENGTH AND 99 DEXTERITY). MAGIC/DARK AR DOES NOT SCALE.** * **WEAPONS PART 1 HAS DAGGERS, STRAIGHT SWORDS, GREATSWORDS, AND ULTRA GREATSWORDS.** * **WEAPONS PART 2 HAS CURVED SWORDS, CURVED GREATSWORDS, KATANAS, THRUSTING SWORDS, AXES, AND GREATAXES.** * **WEAPONS PART 3 HAS HAMMERS, GREAT HAMMERS, SPEARS, AND HALBERDS.** * **WEAPONS PART 4 HAS REAPERS, LANCES, TWINBLADES, WHIPS, FIST WEAPONS, BOWS, AND GREATBOWS.** * **ELEMENTAL WEAPONS HAS ANY WEAPON WITH NON-PHYSICAL DAMAGE AND THE PYROMANCY FLAME.** * **CATALYSTS HAS STAVES AND CHIMES.** * **IF YOU HAVE ANY QUESTIONS, COMMENTS, CONSTRUCTIVE CRITICISM, OR IF ANY OF THE DATA IS INCORRECT, YOU CAN SEND A PRIVATE MESSAGE TO NAEELI ON THE FEXTRALIFE FORUMS. MAKE SURE YOU MENTION THE CALCULATOR IN THE SUBJECT LINE.**  [BOSS SOUL WEAPONS](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons) **BOSS SOUL WEAPONS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE**[**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)**CRAFTED FROM THE SOULS DROPPED BY**[**BOSSES**](https://darksouls2.wiki.fextralife.com/Bosses)**THROUGHOUT THE GAME. THERE ARE VARIOUS WEAPONS WHICH CAN BE CONSTRUCTED FROM THE SOULS. YOU MAY ALSO CONSUME THE BOSS SOULS IF YOU WISH, BUT THEY ARE BEST RESERVED FOR THE CONSTRUCTION OF THESE UNIQUE WEAPONS. YOU CAN TRADE THE BOSS SOULS YOU'VE ACQUIRED TO TWO DIFFERENT**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**NAMELY**[**STRAID**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)**AND**[**ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)**. EACH OF THEM PRODUCES DIFFERENT TYPES OF BOSS SOUL WEAPONS OFTEN FROM THE SAME SOULS SO IT IS IMPORTANT THAT YOU CHOOSE WHICH NPC YOU'LL TRADE IN YOUR SOULS.**  [**WEAPONS HOMEPAGE**](https://darksouls2.wiki.fextralife.com/Weapons)  [**WEAPONS SORTABLE**](https://darksouls2.wiki.fextralife.com/Weapons+Sortable)  [**WEAPON AR AND SCALING CALCULATOR**](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator)  [**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons) BOSS SOUL WEAPONS GUIDE FOR DARK SOULS 2THE PROCESS **BOSS SOUL WEAPONS AND SOME SPELLS ARE ACQUIRED THROUGH TRADING. THIS INVOLVES GIVING AN NPC A BOSS SOUL AND GETTING A SPELL OR PIECE OF EQUIPMENT IN RETURN, PLUS A SOUL FEE FOR CREATING THE SPELL/WEAPON. YOU DO NOT NEED ANY OF THE BASE WEAPON TYPES. THERE ARE TWO NPCS WHO CAN BE TRADED WITH FOR BOSS WEAPONS, AND EACH WITH THEIR OWN INVENTORIES.**   * [**STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)**(**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/The+Lost+Bastille)**)**   + **REQUIRES 3 INT FOR HIM TO TRADE WITH YOU**   + **TRADES BOSS SOULS FOR BOTH SPELLS AND WEAPONS, ALSO SELLS SOME VERY USEFUL SPELLS WITHOUT TRADING BOSS SOULS.**  1. **LOCATE STRAID IN HIS CELL IN LOST BASTILLE (LOCATED ABOVE THE STAIRS PAST THE GATE TO SINNERS' RISE).** 2. **UNPETRIFY HIM USING A**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/Fragrant+Branch+of+Yore)**AFTER CLEARING OUT ALL THE ENEMIES SURROUNDING HIM.** 3. **ASSUMING THAT YOUR INTELLIGENCE IS AT LEAST A 3, YOU MAY NOW TRADE WITH HIM.** 4. **IF YOU TRADE AT LEAST 4 BOSS SOULS, TALK TO HIM AND HE WILL GIVE YOU THE BLACK SET (THE STAFF HE USES CAN ONLY BE OBTAINED IN DRAGON SHRINE AT THE COST OF A**[**PHARROS LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros+Lockstone)**, AN INCREDIBLY LOW PRICE FOR ANY SORCERER WITH 50+ INT).**  * [**WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)**(**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**)**   + **TRADES BOSS SOULS FOR WEAPONS.**   + **BLACKSMITH, BUT DOES NOT HAVE THE ABILITY TO IMBUE.**  1. **NEAR THE**[**SHADED RUINS BONFIRE**](https://darksouls2.wiki.fextralife.com/Shaded+Ruins)**THERE'S A SINGLE PETRIFIED LION CLAN WARRIOR JUST ACROSS THE TREE BRIDGE. UNPETRIFY AND KILL HIM TO GET THE**[**FANG KEY**](https://darksouls2.wiki.fextralife.com/Fang+Key)**.** 2. **TO THE RIGHT OF THE**[**GIANT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)**, THERE ARE SOME WOODEN PLANKS ON THE GROUND. IF YOU WALK ON THESE PLANKS, THEY WILL BREAK AND YOU WILL FALL INTO A PIT WITH 4 REGULAR BASILISKS THAT AMBUSH YOU. THESE BASILISKS WILL PETRIFY YOU QUICKLY IF NOT EXPECTED. FIGHT THEM OR RUN FURTHER INTO THE CAVE (IF YOU DO DECIDE TO RUN THROUGH THE CAVE, AVOID THE PUDDLES AS THEY WILL CORRODE YOUR EQUIPMENT). ONCE THE BASILISKS HAVE BEEN KILLED, YOU WILL FIND A LOCKED WOODEN DOOR. USE THE FANG KEY TO UNLOCK IT AND TALK TO ORNIFEX TO TRIGGER HER RELOCATION.** 3. **ORNIFEX WILL LEAVE AND GO TO A ROOM FULL OF DOLLS NEAR THE**[**THIRD BONFIRE**](https://darksouls2.wiki.fextralife.com/Lower+Brightstone+Cove)**IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. SHE'LL GRANT YOU A FREE TRADE (BOSS WEAPONS ONLY) OF YOUR CHOICE (STANDARD PRICING IS NOT SHOWN WHEN TRADING THE FIRST TIME).**  LIST OF BOSS SOUL WEAPONS IN DARK SOULS 2 **BOSS SOUL WEAPONS TABLES**  **BOSS SOUL WEAPONS GALLERY**  **THE FOLLOWING IS A LIST OF BOSS SOULS WEAPONS. THESE CAN BE ACQUIRED AFTER OBTAINING THE APPROPRIATE SOUL, AND BY BUYING THE WEAPON FROM THE APPROPRIATE TRADER. THE FIRST TABLE BELOW SHOWS THE BOSS SOULS WEAPONS YOU CAN TRADE WITH STRAID.**[**YOU CAN CLICK HERE TO SEE THE TABLE OF BOSS SOULS WEAPONS THAT CAN BE TRADED WITH ORNIFEX.**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons#ornifex) TRADE WITH[STRAID](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)  | **WEAPON** | **BOSS SOUL** | **COST** | **NOTES** | | --- | --- | --- | --- | | [**[Giant Stone Axe](https://darksouls2.wiki.fextralife.com/Giant+Stone+Axe) GIANT STONE AXE**](https://darksouls2.wiki.fextralife.com/Giant+Stone+Axe) | [**SOUL OF THE LAST GIANT**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Last+Giant) | **1,500** | **REQUIRES 45 STR/8 DEX** | | [**[Pursuers Ultra Greatsword](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Ultra+Greatsword) PURSUER'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Ultra+Greatsword) | [**SOUL OF THE PURSUER**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Pursuer) | **1,500** | **REQUIRES 30 STR/18 DEX** | | [**[Pursuer's Greatshield](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Greatshield) PURSUER'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Greatshield) | [**SOUL OF THE PURSUER**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Pursuer) | **1,500** | **REQUIRES 38 STR** | | [**[Warped Sword](https://darksouls2.wiki.fextralife.com/Warped+Sword) WARPED SWORD**](https://darksouls2.wiki.fextralife.com/Warped+Sword) | [**FLEXILE SENTRY SOUL**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry+Soul) | **1,500** | **REQUIRES 15 STR/25 DEX** | | [**[arced sword](https://darksouls2.wiki.fextralife.com/Arced+Sword) ARCED SWORD**](https://darksouls2.wiki.fextralife.com/Arced+Sword) | [**FLEXILE SENTRY SOUL**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry+Soul) | **1,500** | **REQUIRES 26 STR/16 DEX** | | [**[Barbed Club](https://darksouls2.wiki.fextralife.com/Barbed+Club) BARBED CLUB**](https://darksouls2.wiki.fextralife.com/Barbed+Club) | [**FLEXILE SENTRY SOUL**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry+Soul) | **1,500** | **REQUIRES 20 STR/18 DEX** | | [**[heavy homing soul arrow](https://darksouls2.wiki.fextralife.com/Heavy+Homing+Soul+Arrow) HEAVY HOMING SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Heavy+Homing+Soul+Arrow) | [**RUIN SENTINEL SOUL**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel+Soul) | **1,500** | **REQUIRES 35 INT** | | [**[Mythas Bent Blade](https://darksouls2.wiki.fextralife.com/Mytha%27s+Bent+Blade) MYTHA'S BENT BLADE**](https://darksouls2.wiki.fextralife.com/Mytha%27s+Bent+Blade) | [**MYTHA, THE BANEFUL QUEEN SOUL**](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen+Soul) | **1,500** | **REQUIRES 5 STR/20 DEX** | | [**[Smelter Sword](https://darksouls2.wiki.fextralife.com/Smelter+Sword) SMELTER SWORD**](https://darksouls2.wiki.fextralife.com/Smelter+Sword) | [**SMELTER DEMON SOUL**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Soul) | **1,500** | **REQUIRES 40 STR/10 DEX** | | [**[Gargoyle Bident](https://darksouls2.wiki.fextralife.com/Gargoyle+Bident) GARGOYLE BIDENT**](https://darksouls2.wiki.fextralife.com/Gargoyle+Bident) | [**BELFRY GARGOYLE SOUL**](https://darksouls2.wiki.fextralife.com/Belfry+Gargoyle+Soul) | **1,500** | **REQUIRES 22 STR/15 DEX** | | [**[Dragonriders Halberd](https://darksouls2.wiki.fextralife.com/Dragonrider%27s+Halberd) DRAGONRIDER'S HALBERD**](https://darksouls2.wiki.fextralife.com/Dragonrider%27s+Halberd) | [**DRAGONRIDER SOUL**](https://darksouls2.wiki.fextralife.com/Dragonrider+Soul) | **1,500** | **REQUIRES 18 STR/17 DEX** | | [**[Dragonrider Twinblade](https://darksouls2.wiki.fextralife.com/Dragonrider+Twinblade) DRAGONRIDER TWINBLADE**](https://darksouls2.wiki.fextralife.com/Dragonrider+Twinblade) | [**DRAGONRIDER SOUL**](https://darksouls2.wiki.fextralife.com/Dragonrider+Soul) | **1,500** | **REQUIRES 20 STR/22 DEX** | | [**[Dragonrider Bow](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow) DRAGONRIDER BOW**](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow) | [**DRAGONRIDER SOUL**](https://darksouls2.wiki.fextralife.com/Dragonrider+Soul) | **1,500** | **REQUIRES 20 STR/18 DEX** | | [**[Dragonrider Greatshield](https://darksouls2.wiki.fextralife.com/Dragonrider+Greatshield) DRAGONRIDER GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Dragonrider+Greatshield) | [**DRAGONRIDER SOUL**](https://darksouls2.wiki.fextralife.com/Dragonrider+Soul) | **1,500** | **REQUIRES 35 STR** | | [**[Roaring Halberd](https://darksouls2.wiki.fextralife.com/Roaring+Halberd) ROARING HALBERD**](https://darksouls2.wiki.fextralife.com/Roaring+Halberd) | [**SKELETON LORD'S SOUL**](https://darksouls2.wiki.fextralife.com/Skeleton+Lord%27s+Soul) | **1,500** | **REQUIRES 16 STR/12 DEX/12 INT/12 FAITH** | | [**[chariot lance fixed](https://darksouls2.wiki.fextralife.com/Chariot+Lance) CHARIOT LANCE**](https://darksouls2.wiki.fextralife.com/Chariot+Lance) | [**EXECUTIONER'S CHARIOT SOUL**](https://darksouls2.wiki.fextralife.com/Executioner%27s+Chariot+Soul) | **1,500** | **REQUIRES 30 STR/18 DEX** | | [**[Shield Crossbow](https://darksouls2.wiki.fextralife.com/Shield+Crossbow) SHIELD CROSSBOW**](https://darksouls2.wiki.fextralife.com/Shield+Crossbow) | [**EXECUTIONER'S CHARIOT SOUL**](https://darksouls2.wiki.fextralife.com/Executioner%27s+Chariot+Soul) | **1,500** | **REQUIRES 19 STR/10 DEX** | | [**[Bone Scythe](https://darksouls2.wiki.fextralife.com/Bone+Scythe) BONE SCYTHE**](https://darksouls2.wiki.fextralife.com/Bone+Scythe) | [**COVETOUS DEMON SOUL**](https://darksouls2.wiki.fextralife.com/Covetous+Demon+Soul) | **1,500** | **REQUIRES 28 STR/20 DEX** | | [**[toxic mist](https://darksouls2.wiki.fextralife.com/Toxic+Mist) TOXIC MIST**](https://darksouls2.wiki.fextralife.com/Toxic+Mist) | [**ROYAL RAT VANGUARD SOUL**](https://darksouls2.wiki.fextralife.com/Royal+Rat+Vanguard+Soul) | **1,500** |  | | [**ACID SURGE**](https://darksouls2.wiki.fextralife.com/Acid+Surge) | [**ROYAL RAT AUTHORITY SOUL**](https://darksouls2.wiki.fextralife.com/Royal+Rat+Authority+Soul) | **1,500** |  | | [**[lifedrain patch](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch) LIFEDRAIN PATCH**](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch) | [**DARKLURKER SOUL**](https://darksouls2.wiki.fextralife.com/Darklurker+Soul) | **1,500** | **REQUIRES 20 INT/35 FAITH** | | [**[soul shower](https://darksouls2.wiki.fextralife.com/Soul+Shower) SOUL SHOWER**](https://darksouls2.wiki.fextralife.com/Soul+Shower) | [**SCORPIONESS NAJKA SOUL**](https://darksouls2.wiki.fextralife.com/Scorpion+Najka+Soul) | **1,500** | **REQUIRES 22 INT** | | [**[Spotted Whip](https://darksouls2.wiki.fextralife.com/Spotted+Whip) SPOTTED WHIP**](https://darksouls2.wiki.fextralife.com/Spotted+Whip) | [**DEMON OF SONG SOUL**](https://darksouls2.wiki.fextralife.com/Demon+of+Song+Soul) | **1,500** | **REQUIRES 9 STR/25 DEX** | | [**[repel](https://darksouls2.wiki.fextralife.com/Repel) REPEL**](https://darksouls2.wiki.fextralife.com/Repel) | [**GIANT LORD SOUL**](https://darksouls2.wiki.fextralife.com/Giant+Lord+Soul) | **5,000** | **REQUIRES 35 INT/27 FAITH** | | [**[sacred oath](https://darksouls2.wiki.fextralife.com/Sacred+Oath) SACRED OATH**](https://darksouls2.wiki.fextralife.com/Sacred+Oath) | [**SOUL OF VELSTADT**](https://darksouls2.wiki.fextralife.com/Soul+of+Velstadt) | **4,000** | **REQUIRES 25 FAITH** | | [**[flame weapon](https://darksouls2.wiki.fextralife.com/Flame+Weapon) FLAME WEAPON**](https://darksouls2.wiki.fextralife.com/Flame+Weapon) | [**OLD WITCH SOUL**](https://darksouls2.wiki.fextralife.com/Old+Witch+Soul) | **10,000** | **(NG+)** | | [**[blinding bolt](https://darksouls2.wiki.fextralife.com/Blinding+Bolt) BLINDING BOLT**](https://darksouls2.wiki.fextralife.com/Blinding+Bolt) | [**OLD KING SOUL**](https://darksouls2.wiki.fextralife.com/Old+King+Soul) | **10,000** | **(NG+) REQUIRES 65 FAITH** | | [**[numbness](https://darksouls2.wiki.fextralife.com/Numbness) NUMBNESS**](https://darksouls2.wiki.fextralife.com/Numbness) | [**OLD DEAD ONE SOUL**](https://darksouls2.wiki.fextralife.com/Old+Dead+One+Soul) | **5,000** | **(NG+) REQUIRES 42 INT/30 FAITH** | | [**[crystal soul spear](https://darksouls2.wiki.fextralife.com/Crystal+Soul+Spear) CRYSTAL SOUL SPEAR**](https://darksouls2.wiki.fextralife.com/Crystal+Soul+Spear) | [**OLD PALEDRAKE SOUL**](https://darksouls2.wiki.fextralife.com/Old+Paledrake+Soul) | **10,000** | **(NG+) REQUIRES 53 INT** | | [**[Outcry](https://darksouls2.wiki.fextralife.com/Outcry) OUTCRY**](https://darksouls2.wiki.fextralife.com/Outcry) | [**SOUL OF NADALIA, BRIDE OF ASH**](https://darksouls2.wiki.fextralife.com/Soul+of+Nadalia%2C+Bride+of+Ash) | **45,000** | [**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**(DLC)** |  TRADE WITH[ORNIFEX](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)  | **WEAPON** | **BOSS SOUL** | **COST** | **NOTES** | | --- | --- | --- | --- | | [**[drakewing ultra greatsword](https://darksouls2.wiki.fextralife.com/Drakewing+Ultra+Greatsword) DRAKEWING ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Drakewing+Ultra+Greatsword) | [**GUARDIAN DRAGON SOUL**](https://darksouls2.wiki.fextralife.com/Guardian+Dragon+Soul) | **1,500** | **REQUIRES 20 STR/18 DEX** | | [**[Spitfire Spear](https://darksouls2.wiki.fextralife.com/Spitfire+Spear) SPITFIRE SPEAR**](https://darksouls2.wiki.fextralife.com/Spitfire+Spear) | [**GUARDIAN DRAGON SOUL**](https://darksouls2.wiki.fextralife.com/Guardian+Dragon+Soul) | **1,500** | **REQUIRES 10 STR/18 DEX** | | [**[Curved Dragon Greatsword Icon](https://darksouls2.wiki.fextralife.com/Curved+Dragon+Greatsword) CURVED DRAGON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Curved+Dragon+Greatsword) | [**ANCIENT DRAGON SOUL**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon+Soul) | **1,500** | **REQUIRES 30 STR/18 DEX** | | [**[Chaos Blade](https://darksouls2.wiki.fextralife.com/Chaos+Blade) CHAOS BLADE**](https://darksouls2.wiki.fextralife.com/Chaos+Blade) | [**OLD WITCH SOUL**](https://darksouls2.wiki.fextralife.com/Old+Witch+Soul) | **10,000** | **(NG+) REQUIRES 12 STR/ 25 DEX** | | [**[Spider Fang](https://darksouls2.wiki.fextralife.com/Spider+Fang) SPIDER FANG**](https://darksouls2.wiki.fextralife.com/Spider+Fang) | [**SOUL OF THE DUKE'S DEAR FREJA**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Duke%27s+Dear+Freja) | **1,500** | **REQUIRES 10 STR/25 DEX** | | [**[Spiders Silk](https://darksouls2.wiki.fextralife.com/Spider%27s+Silk) SPIDER'S SILK**](https://darksouls2.wiki.fextralife.com/Spider%27s+Silk) | [**SOUL OF THE DUKE'S DEAR FREJA**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Duke%27s+Dear+Freja) | **1,500** | **REQUIRES 5 STR/20 DEX** | | [**[Butchers Knife](https://darksouls2.wiki.fextralife.com/Butcher%27s+Knife) BUTCHER'S KNIFE**](https://darksouls2.wiki.fextralife.com/Butcher%27s+Knife) | [**SOUL OF THE ROTTEN**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Rotten) | **5,000** | **REQUIRES 25 STR/8 DEX** | | [**[Sacred Chime Hammer](https://darksouls2.wiki.fextralife.com/Sacred+Chime+Hammer) SACRED CHIME HAMMER**](https://darksouls2.wiki.fextralife.com/Sacred+Chime+Hammer) | [**SOUL OF VELSTADT**](https://darksouls2.wiki.fextralife.com/Soul+of+Velstadt) | **3,000** | **REQUIRES 40 STR/12 DEX/12 INT/12 FAITH** | | [**[Iron King Hammer](https://darksouls2.wiki.fextralife.com/Iron+King+Hammer) IRON KING HAMMER**](https://darksouls2.wiki.fextralife.com/Iron+King+Hammer) | [**OLD IRON KING SOUL**](https://darksouls2.wiki.fextralife.com/Old+Iron+King+Soul) | **5,000** | **REQUIRES 50 STR/8 DEX** | | [**[Dragonslayer Spear](https://darksouls2.wiki.fextralife.com/Dragonslayer+Spear) DRAGONSLAYER SPEAR**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Spear) | [**OLD DRAGONSLAYER SOUL**](https://darksouls2.wiki.fextralife.com/Old+Dragonslayer+Soul) | **1,500** | **REQUIRES 16 STR/25 DEX/14 FAITH** | | [**[King's Mirror](https://darksouls2.wiki.fextralife.com/King%27s+Mirror) KING'S MIRROR**](https://darksouls2.wiki.fextralife.com/King%27s+Mirror) | [**LOOKING GLASS KNIGHT SOUL**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight+Soul) | **3,000** | **REQUIRES 35 STR** | | [**[Thorned Greatsword](https://darksouls2.wiki.fextralife.com/Thorned+Greatsword) THORNED GREATSWORD**](https://darksouls2.wiki.fextralife.com/Thorned+Greatsword) | [**LOOKING GLASS KNIGHT SOUL**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight+Soul) | **3,000** | **REQUIRES 20 STR/15 DEX/14 FAITH** | | [**[Rulers Sword](https://darksouls2.wiki.fextralife.com/Ruler%27s+Sword) RULER'S SWORD**](https://darksouls2.wiki.fextralife.com/Ruler%27s+Sword) | [**SOUL OF THE KING**](https://darksouls2.wiki.fextralife.com/Soul+of+the+King) | **10,000** | **REQUIRES 20 STR/20 DEX/16 INT/16 FAITH** | | [**[King's Shield](https://darksouls2.wiki.fextralife.com/King%27s+Shield) KING'S SHIELD**](https://darksouls2.wiki.fextralife.com/King%27s+Shield) | [**SOUL OF THE KING**](https://darksouls2.wiki.fextralife.com/Soul+of+the+King) | **10,000** | **REQUIRES 16 STR** | | [**[kings ultra greatsword](https://darksouls2.wiki.fextralife.com/King%27s+Ultra+Greatsword) KING'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/King%27s+Ultra+Greatsword) | [**SOUL OF THE KING**](https://darksouls2.wiki.fextralife.com/Soul+of+the+King) | **10,000** | **REQUIRES 50 STR/10 DEX** | | [**[lost sinner s sword lg](https://darksouls2.wiki.fextralife.com/Lost+Sinner%27s+Sword) LOST SINNER'S SWORD**](https://darksouls2.wiki.fextralife.com/Lost+Sinner%27s+Sword) | [**SOUL OF THE LOST SINNER**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Lost+Sinner) | **5,000** | **REQUIRES 24 STR/18 DEX** | | [**[Watcher Greatsword](https://darksouls2.wiki.fextralife.com/Watcher+Greatsword) WATCHER GREATSWORD**](https://darksouls2.wiki.fextralife.com/Watcher+Greatsword) | [**THRONE WATCHER SOUL**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Soul) | **3,000** | **REQUIRES 18 STR/16 DEX/15 INT** | | [**[Watcher's Shield](https://darksouls2.wiki.fextralife.com/Watcher's+Shield) WATCHER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Watcher's+Shield) | [**THRONE WATCHER SOUL**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Soul) | **3,000** | **REQUIRES 8 STR/11 DEX** | | [**[Defender Greatsword](https://darksouls2.wiki.fextralife.com/Defender+Greatsword) DEFENDER GREATSWORD**](https://darksouls2.wiki.fextralife.com/Defender+Greatsword) | [**THRONE DEFENDER SOUL**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Soul) | **3,000** | **REQUIRES 20 STR/12 DEX/15 FAITH** | | [**[Defender's Shield](https://darksouls2.wiki.fextralife.com/Defender%27s+Shield) DEFENDER SHIELD**](https://darksouls2.wiki.fextralife.com/Defender%27s+Shield) | [**THRONE DEFENDER SOUL**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Soul) | **3,000** | **REQUIRES 15 STR** | | [**[Scythe of Want](https://darksouls2.wiki.fextralife.com/Scythe+of+Want) SCYTHE OF WANT**](https://darksouls2.wiki.fextralife.com/Scythe+of+Want) | [**SOUL OF NASHANDRA**](https://darksouls2.wiki.fextralife.com/Soul+of+Nashandra) | **10,000** | **REQUIRES 14 STR/20 DEX/18 INT/18 FAITH** | | [**[Chime of Want](https://darksouls2.wiki.fextralife.com/Chime+of+Want) CHIME OF WANT**](https://darksouls2.wiki.fextralife.com/Chime+of+Want) | [**SOUL OF NASHANDRA**](https://darksouls2.wiki.fextralife.com/Soul+of+Nashandra) | **10,000** | **REQUIRES 15 INT/40 FAITH** | | [**[Bow of Want](https://darksouls2.wiki.fextralife.com/Bow+of+Want) BOW OF WANT**](https://darksouls2.wiki.fextralife.com/Bow+of+Want) | [**SOUL OF NASHANDRA**](https://darksouls2.wiki.fextralife.com/Soul+of+Nashandra) | **10,000** | **REQUIRES 9 STR/20 DEX/18 FAITH** | | [**[Moonlight Greatsword](https://darksouls2.wiki.fextralife.com/Moonlight+Greatsword) MOONLIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Moonlight+Greatsword) | [**OLD PALEDRAKE SOUL**](https://darksouls2.wiki.fextralife.com/Old+Paledrake+Soul) | **10,000** | **(NG+) REQUIRES 18 STR/18 DEX/18 INT** | | [**[dragonslayer greatbow](https://darksouls2.wiki.fextralife.com/Dragonslayer+Greatbow) DRAGONSLAYER GREATBOW**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Greatbow) | [**OLD KING SOUL**](https://darksouls2.wiki.fextralife.com/Old+King+Soul) | **10,000** | **(NG+) REQUIRES 30 STR/20 DEX** | | [**[crypt blacksword](https://darksouls2.wiki.fextralife.com/Crypt+Blacksword) CRYPT BLACKSWORD**](https://darksouls2.wiki.fextralife.com/Crypt+Blacksword) | [**OLD DEAD ONE SOUL**](https://darksouls2.wiki.fextralife.com/Old+Dead+One+Soul) | **10,000** | **(NG+) REQUIRES 40 STR/10 DEX/12 INT/12 FAITH** | | [**[Yorghs Spear](https://darksouls2.wiki.fextralife.com/Yorgh%27s+Spear) YORGH'S SPEAR**](https://darksouls2.wiki.fextralife.com/Yorgh%27s+Spear) | [**SOUL OF SINH, THE SLUMBERING DRAGON**](https://darksouls2.wiki.fextralife.com/Soul+of+Sinh%2C+the+Slumbering+Dragon) | **14,000** | [**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**(DLC) REQUIRES 30 STR/25 DEX** | | [**[Wrathful Axe](https://darksouls2.wiki.fextralife.com/Wrathful+Axe) WRATHFUL AXE**](https://darksouls2.wiki.fextralife.com/Wrathful+Axe) | [**SOUL OF ELANA, SQUALID QUEEN**](https://darksouls2.wiki.fextralife.com/Soul+of+Elana%2C+Squalid+Queen) | **24,000** | [**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**(DLC) REQUIRES 20 STR/22 DEX/ 28 FAITH** | | [**[bewitched alonne sword](https://darksouls2.wiki.fextralife.com/Bewitched+Alonne+Sword) BEWITCHED ALONNE SWORD**](https://darksouls2.wiki.fextralife.com/Bewitched+Alonne+Sword) | [**SOUL OF SIR ALONNE**](https://darksouls2.wiki.fextralife.com/Soul+of+Sir+Alonne) | **18,000** | [**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**(DLC) REQUIRES 22 STR/30 DEX** | | [**[fume sword](https://darksouls2.wiki.fextralife.com/Fume+Sword) FUME SWORD**](https://darksouls2.wiki.fextralife.com/Fume+Sword) | [**SOUL OF THE FUME KNIGHT**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Fume+Knight) | **8,000** | [**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**(DLC) REQUIRES 15 STR/22 DEX** | | [**[fume ultra greatsword](https://darksouls2.wiki.fextralife.com/Fume+Ultra+Greatsword) FUME ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Fume+Ultra+Greatsword) | [**SOUL OF THE FUME KNIGHT**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Fume+Knight) | **25,000** | [**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**(DLC) REQUIRES 40 STR/30 DEX** | | [**[chime of screams](https://darksouls2.wiki.fextralife.com/Chime+of+Screams) CHIME OF SCREAMS**](https://darksouls2.wiki.fextralife.com/Chime+of+Screams) | [**SOUL OF NADALIA, BRIDE OF ASH**](https://darksouls2.wiki.fextralife.com/Soul+of+Nadalia%2C+Bride+of+Ash) | **20,000** | [**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**(DLC) REQUIRES 26 FAITH** | | [**[Aged Smelter Sword](https://darksouls2.wiki.fextralife.com/Aged+Smelter+Sword) AGED SMELTER SWORD**](https://darksouls2.wiki.fextralife.com/Aged+Smelter+Sword) | [**SMELTER DEMON SOUL**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Soul)**(BLUE)** |  | [**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**(DLC) REQUIRES 40 STR/10 DEX** | | [**[Ivory King Ultra Greatsword](https://darksouls2.wiki.fextralife.com/Ivory+King+Ultra+Greatsword) IVORY KING ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Ivory+King+Ultra+Greatsword) | [**SOUL OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Soul+of+the+Ivory+King) | **5,000** | [**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**(DLC) REQUIRES 30 STR/30 DEX/8 INT** | | [**[ivory straight sword](https://darksouls2.wiki.fextralife.com/Ivory+Straight+Sword) IVORY STRAIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Ivory+Straight+Sword) | [**SOUL OF AAVA, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Soul+of+Aava%2C+the+King%27s+Pet) | **8,000** | [**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**(DLC) REQUIRES 6 STR/40 DEX** | | [**[loyce greatsword](https://darksouls2.wiki.fextralife.com/Loyce+Greatsword) LOYCE GREATSWORD**](https://darksouls2.wiki.fextralife.com/Loyce+Greatsword) | [**SOUL OF LUD, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Soul+of+Lud%2C+the+King%27s+Pet) | **3,000** | [**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**(DLC) REQUIRES 25 STR/28 DEX** | | [**[loyce shield shields dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Loyce+Shield) LOYCE SHIELD**](https://darksouls2.wiki.fextralife.com/Loyce+Shield) | [**SOUL OF ZALLEN, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Soul+of+Zallen%2C+the+King%27s+Pet) | **1,200** | [**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**(DLC) REQUIRES 12 STR/15 DEX** | | [**[Eleum Loyce](https://darksouls2.wiki.fextralife.com/Eleum+Loyce) ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Eleum+Loyce) | [**SOUL OF ALSANNA**](https://darksouls2.wiki.fextralife.com/Soul+of+Alsanna) | **12,000** | [**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**(DLC) REQUIRES 18 STR/27 DEX/14 FAITH** |  [FLAMES |](https://darksouls2.wiki.fextralife.com/Flames) **FLAMES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE A TYPE OF**[**WEAPON**](https://darksouls2.wiki.fextralife.com/Weapons)**THAT ARE PRIMARILY USED AS CASTING TOOLS FOR**[**PYROMANCIES**](https://darksouls2.wiki.fextralife.com/Pyromancies)**, AND THESE TWO ARE THE ONLY CASTING TOOLS IN THE GAME THAT ALLOWS PLAYERS TO USE PYROMANCY SPELLS. FLAMES CAN BE UPGRADED USING SOULS AND THE PLAYER WILL NEED ONE**[**FIRE SEED**](https://darksouls2.wiki.fextralife.com/Fire+Seed)**PER UPGRADE. FLAMES DEAL FIRE DAMAGE WHEN THE STRONG ATTACK IS USED. FLAMES SCALES WITH INT/FTH WHICH IS REPRESENTED BY THE PLAYER'S FIRE BONUS STAT. THIS PAGE COVERS A LIST OF ALL FLAMES IN DARK SOULS 2.**  [**ALL WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)  **WEAPONS BY TYPE  arrow button** ALL FLAMES IN DARK SOULS 2  | **SPELL/STRIKE** | **ATTACK POWER DAMAGE REDUCTION (%)** | | | | | **AUX AUX RES** | **COUNTER DAMAGE POISE DAMAGE STABILITY** | | --- | --- | --- | --- | --- | --- | --- | --- | | **IMAGE & NAME** | **icon wp physicalAttack**  **icon wp physicaldef** | **icon magicbonus**  **icon wp magicdef** | **icon firebonus**  **icon wp firedef** | **icon lightningbonus**  **icon wp lightningdef** | **icon darkbonus**  **icon wp darkdef** | **Poison Bleed Damage**  **Poison Bleed Resist**  **Petrify Curse Resist** | **icon CounterStrength%26PoiseDamage**  **icon wp stability** | | | **[pyromancy flame 1](https://darksouls2.wiki.fextralife.com/Pyromancy+Flame)** [**PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Pyromancy+Flame#fex) | **0 25** | **0 5** | **120 30** | **0 20** | **0 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 0** | | **[pyromancy flame 2](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame)** [**DARK PYROMANCY FLAME**](https://darksouls2.wiki.fextralife.com/Dark+Pyromancy+Flame#fex) | **0 25** | **0 5** | **150 30** | **0 20** | **0 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 0** |  [STAVES](https://darksouls2.wiki.fextralife.com/Staves)  **STAVES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE A TYPE OF**[**WEAPON**](https://darksouls2.wiki.fextralife.com/Weapons)**THAT ARE USED TO CAST**[**SORCERIES**](https://darksouls2.wiki.fextralife.com/Sorceries)**OR**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**. SOME STAVES CAN DEAL STRIKE OR THRUST DAMAGE WHEN THEIR STRONG ATTACK IS PERFORMED. STAVES ARE ALSO THE PRIMARY TOOL FOR A SPELL CASTING BUILD, BUT CAN ALSO BE USED BY DIFFERENT BUILDS, CONSIDERING AN AMOUNT OF INT REQUIREMENT STAT IS MET. THE TYPE OF STAFF WILL WORK BEST DEPENDING MULTIPLE FACTORS, SUCH AS THE PLAYER'S BASE LEVELS, SPELL BUFF, AND SCALING. THIS PAGE COVERS A LIST OF ALL STAVES IN DARK SOULS 2.**  [**ALL WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)  **WEAPONS BY TYPE  arrow button** ALL STAVES IN DARK SOULS 2  | **SPELL/STRIKE** | **ATTACK POWER DAMAGE REDUCTION (%)** | | | | | **AUX AUX RES** | **COUNTER DAMAGE POISE DAMAGE STABILITY** | | --- | --- | --- | --- | --- | --- | --- | --- | | **IMAGE & NAME** | **icon wp physicalAttack**  **icon wp physicaldef** | **icon magicbonus**  **icon wp magicdef** | **icon firebonus**  **icon wp firedef** | **icon lightningbonus**  **icon wp lightningdef** | **icon darkbonus**  **icon wp darkdef** | **Poison Bleed Damage**  **Poison Bleed Resist**  **Petrify Curse Resist** | **icon CounterStrength%26PoiseDamage**  **icon wp stability** | | | **[Withctree Branch](https://darksouls2.wiki.fextralife.com/Witchtree+Branch)** [**WITCHTREE BRANCH**](https://darksouls2.wiki.fextralife.com/Witchtree+Branch) | **0 25** | **125 30** | **0 20** | **0 20** | **125 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **[Lizard Staff](https://darksouls2.wiki.fextralife.com/Lizard+Staff)** [**LIZARD STAFF**](https://darksouls2.wiki.fextralife.com/Lizard+Staff) | **0 25** | **110 30** | **0 20** | **0 20** | **40 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **[Transgressors Staff](https://darksouls2.wiki.fextralife.com/Transgressor%27s+Staff)** [**TRANSGRESSOR'S STAFF**](https://darksouls2.wiki.fextralife.com/Transgressor%27s+Staff) | **0 25** | **80 30** | **0 20** | **0 20** | **40 30** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **[Sorcerers Staff](https://darksouls2.wiki.fextralife.com/Sorcerer%27s+Staff)** [**SORCERER'S STAFF**](https://darksouls2.wiki.fextralife.com/Sorcerer%27s+Staff) | **0 25** | **112 30** | **0 20** | **0 20** | **112 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **Staff of Amana**  [**STAFF OF AMANA**](https://darksouls2.wiki.fextralife.com/Staff+of+Amana) | **0 25** | **115 30** | **0 20** | **0 20** | **115 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **Olenfords Staff**  [**OLENFORD'S STAFF**](https://darksouls2.wiki.fextralife.com/Olenford%27s+Staff) | **0 25** | **140 30** | **0 20** | **0 20** | **140 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **[archdrake staff](https://darksouls2.wiki.fextralife.com/Archdrake+Staff)** [**ARCHDRAKE STAFF**](https://darksouls2.wiki.fextralife.com/Archdrake+Staff) | **0 25** | **95 30** | **0 20** | **0 20** | **70 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **Bat Staff**  [**BAT STAFF**](https://darksouls2.wiki.fextralife.com/Bat+Staff) | **0 25** | **102 30** | **0 20** | **0 20** | **102 20** | **107 - 0 10 - 5 5 - 5** | **100 - 10 15** | | **[Bone Staff](https://darksouls2.wiki.fextralife.com/Bone+Staff)** [**BONE STAFF**](https://darksouls2.wiki.fextralife.com/Bone+Staff) | **0 25** | **95 30** | **0 20** | **0 20** | **95 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 20** | | **[Magic Staff of Wisdom](https://darksouls2.wiki.fextralife.com/Magic+Staff+of+Wisdom)** [**STAFF OF WISDOM**](https://darksouls2.wiki.fextralife.com/Staff+of+Wisdom) | **0 25** | **180 30** | **0 20** | **0 20** | **0 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 20** | | **[Sunset Staff](https://darksouls2.wiki.fextralife.com/Sunset+Staff)** [**SUNSET STAFF**](https://darksouls2.wiki.fextralife.com/Sunset+Staff) | **0 25** | **106 30** | **0 20** | **0 20** | **60 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **[Black Witchs Staff](https://darksouls2.wiki.fextralife.com/Black+Witch%27s+Staff)** [**BLACK WITCH'S STAFF**](https://darksouls2.wiki.fextralife.com/Black+Witch%27s+Staff) | **0 25** | **110 30** | **110 20** | **110 20** | **110 20** | **0 - 0 5 - 5 5 - 5** | **100 - 10 15** | | **azal staff**  [**AZAL'S STAFF**](https://darksouls2.wiki.fextralife.com/Azal%27s+Staff) | **0 25** | **133 30** | **0 20** | **0 20** | **133 20** | **0 - 0 5 - 5 5- 5** | **100 - 15 15** | | **Retainer Staff**  [**RETAINER STAFF**](https://darksouls2.wiki.fextralife.com/Retainer+Staff) | **0 25** | **230 30** | **0 20** | **0 20** | **230 20** | **0 - 0 5 - 5 5 - 5** | **100 - 15 20** |  [CHIMES](https://darksouls2.wiki.fextralife.com/Chimes)  **CHIMES IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE A TYPE OF**[**WEAPON**](https://darksouls2.wiki.fextralife.com/Weapons)**THAT ARE PRIMARILY USED AS CASTING TOOLS FOR**[**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)**AND**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**, THESE WEAPONS CAN ALSO DEAL STRIKE DAMAGE WHEN USING THEIR STRONG ATTACK. CHIMES ARE USUALLY USED AS A HEALING OR BUFFING WEAPON DUE TO THE DIFFERENT SPELLS THAT MIRACLES AND HEXES PROVIDES, BUT THERE ARE OTHER OFFENSIVE SPELLS THAT PLAYERS CAN ACQUIRE THROUGHOUT THE GAME FOR THESE WEAPONS. CHIMES DEAL DARK OR LIGHTNING DAMAGE, DEPENDING ON WHAT TYPE OF SPELL IS BEING USED. THIS PAGE COVERS A LIST OF ALL CHIMES IN DARK SOULS 2.**  [**ALL WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)  **WEAPONS BY TYPE  arrow button** ALL CHIMES IN DARK SOULS 2  | **SPELL/ STRIKE** | **ATTACK POWER DAMAGE REDUCTION (%)** | | | | | **AUX AUX RES** | **COUNTER DAMAGE POISE DAMAGE STABILITY** | | --- | --- | --- | --- | --- | --- | --- | --- | | **IMAGE & NAME** | **icon wp physicalAttack**  **icon wp physicaldef** | **icon magicbonus**  **icon wp magicdef** | **icon firebonus**  **icon wp firedef** | **icon lightningbonus**  **icon wp lightningdef** | **icon darkbonus**  **icon wp darkdef** | **Poison Bleed Damage**  **Poison Bleed Resist**  **Petrify Curse Resist** | **icon CounterStrength%26PoiseDamage**  **icon wp stability** | | | **[Clerics Sacred Chime](https://darksouls2.wiki.fextralife.com/Cleric%27s+Sacred+Chime)** [**CLERIC'S SACRED CHIME**](https://darksouls2.wiki.fextralife.com/Cleric%27s+Sacred+Chime) | **0 25** | **0 20** | **0 20** | **90 30** | **90 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Witchtree Bellvine](https://darksouls2.wiki.fextralife.com/Witchtree+Bellvine)** [**WITCHTREE BELLVINE**](https://darksouls2.wiki.fextralife.com/Witchtree+Bellvine) | **0 25** | **0 20** | **0 20** | **100 30** | **100 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Priests Chime](https://darksouls2.wiki.fextralife.com/Priest%27s+Chime)** [**PRIEST'S CHIME**](https://darksouls2.wiki.fextralife.com/Priest%27s+Chime) | **0 25** | **0 20** | **0 20** | **95 30** | **95 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Dragon Chime](https://darksouls2.wiki.fextralife.com/Dragon+Chime)** [**DRAGON CHIME**](https://darksouls2.wiki.fextralife.com/Dragon+Chime) | **0 25** | **0 20** | **0 20** | **166 30** | **166 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Chime of Want](https://darksouls2.wiki.fextralife.com/Chime+of+Want)** [**CHIME OF WANT**](https://darksouls2.wiki.fextralife.com/Chime+of+Want) | **0 25** | **0 20** | **0 20** | **100 30** | **100 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Archdrake Chime](https://darksouls2.wiki.fextralife.com/Archdrake+Chime)** [**ARCHDRAKE CHIME**](https://darksouls2.wiki.fextralife.com/Archdrake+Chime) | **0 25** | **0 20** | **0 20** | **105 30** | **105 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Idols Chime](https://darksouls2.wiki.fextralife.com/Idol%27s+Chime)** [**IDOL'S CHIME**](https://darksouls2.wiki.fextralife.com/Idol%27s+Chime) | **0 25** | **0 20** | **0 20** | **150 30** | **150 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Caithas Chime](https://darksouls2.wiki.fextralife.com/Caitha%27s+Chime)** [**CAITHA'S CHIME**](https://darksouls2.wiki.fextralife.com/Caitha%27s+Chime) | **0 25** | **0 20** | **0 20** | **0 30** | **125 30** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Protective Chime](https://darksouls2.wiki.fextralife.com/Protective+Chime)** [**PROTECTIVE CHIME**](https://darksouls2.wiki.fextralife.com/Protective+Chime) | **0 25** | **0 20** | **0 20** | **110 30** | **110 20** | **0 - 0 5 - 5 5 - 5** | **100 - 5 5** | | **[Disc Chime](https://darksouls2.wiki.fextralife.com/Disc+Chime)** [**DISC CHIME**](https://darksouls2.wiki.fextralife.com/Disc+Chime) | **0 80** | **0 40** | **0 35** | **90 85** | **90 65** | **0 - 0 20 - 20 20 - 20** | **110 - 15 50** | | **chime of screams**  [**CHIME OF SCREAMS**](https://darksouls2.wiki.fextralife.com/Chime+of+Screams) | **0 25** | **0 20** | **0 20** | **158 30** | **158 20** | **0 - 0 0 - 0 0 - 0** | **100 - 10 5** |  [SHIELDS |](https://darksouls2.wiki.fextralife.com/Shields) **SHIELDS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE AN INTEGRAL PART OF SURVIVAL AS PLAYERS BEGIN TO UNDERSTAND ENEMY MECHANICS. AS THEY ARE MORE THAN JUST A BARRIER USED TO DISTANCE YOURSELF FROM IMMINENT ATTACKS, SHIELDS ARE WIDELY AVAIABLE IN VARIOUS SIZES WHICH ALLOW A PLAYER TO MESH THEIR MAIN-HAND WEAPONS INTO A PERSONALIZED PLAYSTYLE. WITH OFFENSIVE APPLICATIONS IN ADDITION TO THEIR APPARENT DEFENSIVE APPLICATION, STRATEGIC USE OF THE SHIELD ALLOWS FOR MORE THAN SIMPLE DAMAGE REDUCTION.** HOW TO CHOOSE THE RIGHT SHIELD  * **SHIELDS GRANT THE ABILITY TO PARRY ATTACKS, BLOCK INCOMING DAMAGE (PHYSICAL , ETC.), AND DEPENDING UPON THE TYPE, MAY HAVE UNIQUE ABILITIES DURING THEIR STRONG ATTACKS.** * **DAMAGE REDUCTION DEPENDS UPON THE SHIELD'S STATS AGAINST EACH ELEMENT. RESISTANCES MAY INCREASE SLIGHTLY AS THE SHIELD IS UPGRADED.** * **THE VALUE OF STABILITY: STABILITY SEEMS TO WORK AS % DECREASE OF A HIDDEN "STABILITY DMG" MODIFIER TIED TO ENEMY ATTACKS. [IT MAY BE DIRECTLY TIED TO DMG , BUT FURTHER TESTING NEEDED] SO IF AN ENEMY ATTACK WOULD DEPLETE 20 POINTS OF STAMINA, SHIELD WITH 50 STABILITY MEANS IT WILL ONLY DEPLETE 10 POINTS. THIS MEANS THAT 75 STABILITY SHIELD IS 2X BETTER THEN 50 STABILITY SHIELD JUST AS 60 AND 20 STABILITY RESPECTIVELY. HIGHEST VALUE IS 2 HANDING[+5 STABILITY ON GREAT SHIELDS/+10 ON SMALLER ONES?] +5 HAVEL SHIELD/+10 GYRM SHIELD WITH 2ND DLC RING THAT ADDS 5 POINTS MORE. THAT CAPS THE STABILITY AT 90/90%. PROBABLY THE REASON OF NERFING HAVEL FROM 88 TO 80 [WITHOUT NERF WE WOULD HAVE 98/98% STABILITY WHICH WOULD MEAN ALMOST INFINITE BLOCKING. [ANY FURTHER DATA WITH EXACT TESTING RESULTS ARE WELCOMED HERE.]** * **THE OFFENSIVE PROPERTIES OF A SHIELD HAVE NO EFFECT ON ITS DEFENSIVE ABILITIES. WHEN LOOKING AT A SHIELD, ONE OF THE MOST IMPORTANT**[**STATS**](https://darksouls2.wiki.fextralife.com/stats)**IS STABILITY - THE HIGHER THE STABILITY, THE MORE EFFICIENT A SHIELD IS AT BLOCKING ATTACKS, STAGGERING ENEMIES AND USING STAMINA. WHILE TWO-HANDING A SHIELD, ITS STABILITY WILL BE RAISED BY 10 UNLESS IT IS A GREATSHIELD, IN WHICH CASE, STABILITY WILL INCREASE BY 5. (THIS ACTUALLY SHOWS UP ON THE SHIELDS PROPERTIES ON THE EQUIPMENT SCREEN)** * **MAGIC SHIELD SPELLS DO NOT INCREASE STABILITY. OTHERWISE, STABILITY COULD REACH LEVELS BEYOND 100%, ALLOWING FOR A COMPLETE LACK OF STAMINA DEPLETION.** * **UNLIKE DS AND DS3, IN DS2, THE ATTRIBUTE-SCALING OF SHIELDS ALSO AFFECT THEIR DEFENSIVE VALUES (NEEDS CONFIRMATION). NOTE THAT THE HIGHER THE INITIAL DEFENSE VALUE OF THE SHIELD, THE SMALLER THE BONUS.**   + **FOR A SORTABLE SPREADSHEET OF ALL THE SHIELDS PLEASE VISIT**[**SHIELDS (SORTABLE)**](https://darksouls2.wiki.fextralife.com/Shields+%28Sortable%29)   + [**READ MORE ABOUT SHIELDS, THEIR PROPERTIES AND USAGE**](https://darksouls2.wiki.fextralife.com/Shields+Explained)  [SMALL SHIELDS](https://darksouls2.wiki.fextralife.com/Small+Shields) **SMALL SHIELDS  IN DARK SOULS 2 ARE A TYPE OF**[**SHIELD**](https://darksouls2.wiki.fextralife.com/Shields)**THAT USUALLY WEIGH VERY LITTLE AND HAVE THE LEAST FORM OF PROTECTION FROM ATTACKS. THEY ARE OFTEN USED BY PLAYERS WHO PREFER PARRYING RATHER THAN BLOCKING. PLAYERS CANNOT USE THEIR WEAPON'S SKILL WITHOUT FIRST PUTTING A SMALL SHIELD AWAY OR WITHOUT TWO-HANDING THEIR WEAPON**  [**[Buckler](https://darksouls2.wiki.fextralife.com/Buckler) BUCKLER**](https://darksouls2.wiki.fextralife.com/Buckler)  [**[Small%20Leather%20Shield](https://darksouls2.wiki.fextralife.com/Small+Leather+Shield) SMALL LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Small+Leather+Shield)  [**[Target%20Shield](https://darksouls2.wiki.fextralife.com/Target+Shield) TARGET SHIELD**](https://darksouls2.wiki.fextralife.com/Target+Shield)  [**[Crimson%20Parma](https://darksouls2.wiki.fextralife.com/Crimson+Parma) CRIMSON PARMA**](https://darksouls2.wiki.fextralife.com/Crimson+Parma)  [**[Iron%20Parma](https://darksouls2.wiki.fextralife.com/Iron+Parma) IRON PARMA**](https://darksouls2.wiki.fextralife.com/Iron+Parma)  [**[Foot%20Soldier%20Shield](https://darksouls2.wiki.fextralife.com/Foot+Soldier+Shield) FOOT SOLDIER SHIELD**](https://darksouls2.wiki.fextralife.com/Foot+Soldier+Shield)  [**[Manikin%20Shield](https://darksouls2.wiki.fextralife.com/Manikin+Shield) MANIKIN SHIELD**](https://darksouls2.wiki.fextralife.com/Manikin+Shield)  [**[Golden%20Falcon%20Shield](https://darksouls2.wiki.fextralife.com/Golden+Falcon+Shield) GOLDEN FALCON SHIELD**](https://darksouls2.wiki.fextralife.com/Golden+Falcon+Shield)  [**[Benhart%27s%20Parma](https://darksouls2.wiki.fextralife.com/Benhart's+Parma) BENHART'S PARMA**](https://darksouls2.wiki.fextralife.com/Benhart's+Parma)  [**[Llewelyn%20Shield](https://darksouls2.wiki.fextralife.com/Llewellyn+Shield) LLEWELLYN SHIELD**](https://darksouls2.wiki.fextralife.com/Llewellyn+Shield)  [**[Cleric%27s%20Parma](https://darksouls2.wiki.fextralife.com/Cleric's+Parma) CLERIC'S PARMA**](https://darksouls2.wiki.fextralife.com/Cleric's+Parma)  [**[Cleric%27s%20Small%20Shield](https://darksouls2.wiki.fextralife.com/Cleric's+Small+Shield) CLERIC'S SMALL SHIELD**](https://darksouls2.wiki.fextralife.com/Cleric's+Small+Shield)  [**[Magic%20Shield](https://darksouls2.wiki.fextralife.com/Magic+Shield) MAGIC SHIELD**](https://darksouls2.wiki.fextralife.com/Magic+Shield)  [**[Cursed%20Bone%20Shield](https://darksouls2.wiki.fextralife.com/Cursed+Bone+Shield) CURSED BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Cursed+Bone+Shield)  [**[Varangian%20Shield](https://darksouls2.wiki.fextralife.com/Varangian+Shield) VARANGIAN SHIELD**](https://darksouls2.wiki.fextralife.com/Varangian+Shield)  [**[Watcher%27s%20Shield](https://darksouls2.wiki.fextralife.com/Watcher's+Shield) WATCHER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Watcher's+Shield)  [**[Phoenix%20Parma](https://darksouls2.wiki.fextralife.com/Phoenix+Parma) PHOENIX PARMA**](https://darksouls2.wiki.fextralife.com/Phoenix+Parma)  [**[Sunlight%20Parma](https://darksouls2.wiki.fextralife.com/Sunlight+Parma) SUNLIGHT PARMA**](https://darksouls2.wiki.fextralife.com/Sunlight+Parma)  [**[Transgressor%27s%20Leather%20Shield](https://darksouls2.wiki.fextralife.com/Transgressor's+Leather+Shield) TRANSGRESSOR'S LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Transgressor's+Leather+Shield) [STANDARD SHIELDS](https://darksouls2.wiki.fextralife.com/Standard+Shields) **THESE TYPES OF**[**SHIELDS**](https://darksouls2.wiki.fextralife.com/Shields)**USUALLY WEIGH VERY LITTLE AND OFFER A MEDIOCRE AMOUNT OF PROTECTION. THEY ARE OFTEN EMPLOYED BY PLAYERS WHO NEED A SHIELD, BUT DON'T HAVE A LOT OF POINTS INTO THE STRENGTH STAT.**  [**[Large%20Leather%20Shield](https://darksouls2.wiki.fextralife.com/Large+Leather+Shield) LARGE LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Large+Leather+Shield)  [**[Blue%20Wooden%20Shield](https://darksouls2.wiki.fextralife.com/Blue+Wooden+Shield) BLUE WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Blue+Wooden+Shield)  [**[Silver%20Eagle%20Kite%20Shield](https://darksouls2.wiki.fextralife.com/Silver+Eagle+Kite+Shield) SILVER EAGLE KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Silver+Eagle+Kite+Shield)  [**[Old%20Knight%27s%20Shield](https://darksouls2.wiki.fextralife.com/Old+Knight's+Shield) OLD KNIGHT'S SHIELD**](https://darksouls2.wiki.fextralife.com/Old+Knight's+Shield)  [**[Lion%20Clan%20Shield](https://darksouls2.wiki.fextralife.com/Lion+Clan+Shield) LION CLAN SHIELD**](https://darksouls2.wiki.fextralife.com/Lion+Clan+Shield)  [**[Archdrake%20Shield](https://darksouls2.wiki.fextralife.com/Archdrake+Shield) ARCHDRAKE SHIELD**](https://darksouls2.wiki.fextralife.com/Archdrake+Shield)  [**[Mirrah%20Shield](https://darksouls2.wiki.fextralife.com/Mirrah+Shield) MIRRAH SHIELD**](https://darksouls2.wiki.fextralife.com/Mirrah+Shield)  [**[Drangleic%20Shield](https://darksouls2.wiki.fextralife.com/Drangleic+Shield) DRANGLEIC SHIELD**](https://darksouls2.wiki.fextralife.com/Drangleic+Shield)  [**[King%27s%20Shield](https://darksouls2.wiki.fextralife.com/King's+Shield) KING'S SHIELD**](https://darksouls2.wiki.fextralife.com/King's+Shield)  [**[Spirit%20Tree%20Shield](https://darksouls2.wiki.fextralife.com/Spirit+Tree+Shield) SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Spirit+Tree+Shield)  [**[Golden%20Wing%20Shield](https://darksouls2.wiki.fextralife.com/Golden+Wing+Shield) GOLDEN WING SHIELD**](https://darksouls2.wiki.fextralife.com/Golden+Wing+Shield)  [**[Moon%20Butterfly%20Shield](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Shield) MOON BUTTERFLY SHIELD**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Shield)  [**[Shield%20of%20the%20Insolent](https://darksouls2.wiki.fextralife.com/Shield+of+the+Insolent) SHIELD OF THE INSOLENT**](https://darksouls2.wiki.fextralife.com/Shield+of+the+Insolent)  [**[Silverblack%20Shield](https://darksouls2.wiki.fextralife.com/Silverblack+Shield) SILVERBLACK SHIELD**](https://darksouls2.wiki.fextralife.com/Silverblack+Shield)  [**[Stone%20Parma](https://darksouls2.wiki.fextralife.com/Stone+Parma) STONE PARMA**](https://darksouls2.wiki.fextralife.com/Stone+Parma)  [**[Grand%20Spirit%20Tree%20Shield](https://darksouls2.wiki.fextralife.com/Grand+Spirit+Tree+Shield) GRAND SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Grand+Spirit+Tree+Shield)  [**[Slumbering%20Dragon%20Shield](https://darksouls2.wiki.fextralife.com/Slumbering+Dragon+Shield) SLUMBERING DRAGON SHIELD**](https://darksouls2.wiki.fextralife.com/Slumbering+Dragon+Shield)  [**[Chaos%20Shield](https://darksouls2.wiki.fextralife.com/Chaos+Shield) CHAOS SHIELD**](https://darksouls2.wiki.fextralife.com/Chaos+Shield)  [**[Wooden%20Shield](https://darksouls2.wiki.fextralife.com/Wooden+Shield) WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Wooden+Shield)  [**[Hollow%20Soldier%20Shield](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Shield) HOLLOW SOLDIER SHIELD**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Shield)  [**[Royal%20Kite%20Shield](https://darksouls2.wiki.fextralife.com/Royal+Kite+Shield) ROYAL KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Royal+Kite+Shield)  [**[Bone%20Shield](https://darksouls2.wiki.fextralife.com/Bone+Shield) BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Bone+Shield)  [**[Drakekeeper%27s%20Shield](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Shield) DRAKEKEEPER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Shield)  [**[Porcine%20Shield](https://darksouls2.wiki.fextralife.com/Porcine+Shield) PORCINE SHIELD**](https://darksouls2.wiki.fextralife.com/Porcine+Shield)  [**[Bell%20Keeper%20Shield](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Shield) BELL KEEPER SHIELD**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Shield)  [**[Red%20Rust%20Shield](https://darksouls2.wiki.fextralife.com/Red+Rust+Shield) RED RUST SHIELD**](https://darksouls2.wiki.fextralife.com/Red+Rust+Shield)  [**[Defender%27s%20Shield](https://darksouls2.wiki.fextralife.com/Defender's+Shield) DEFENDER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Defender's+Shield)  [**[Black%20Dragon%20Shield](https://darksouls2.wiki.fextralife.com/Black+Dragon+Shield) BLACK DRAGON SHIELD**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Shield)  [**[Watchdragon%20Parma](https://darksouls2.wiki.fextralife.com/Watchdragon+Parma) WATCHDRAGON PARMA**](https://darksouls2.wiki.fextralife.com/Watchdragon+Parma)  [**[Blossom%20Kite%20Shield](https://darksouls2.wiki.fextralife.com/Blossom+Kite+Shield) BLOSSOM KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Blossom+Kite+Shield)  [**[Black%20Flamestone%20Parma](https://darksouls2.wiki.fextralife.com/Black+Flamestone+Parma) BLACK FLAMESTONE PARMA**](https://darksouls2.wiki.fextralife.com/Black+Flamestone+Parma)  [**[Yellow%20Quartz%20Shield](https://darksouls2.wiki.fextralife.com/Yellow+Quartz+Shield) YELLOW QUARTZ SHIELD**](https://darksouls2.wiki.fextralife.com/Yellow+Quartz+Shield)  [**[Bound%20Wooden%20Shield](https://darksouls2.wiki.fextralife.com/Bound+Wooden+Shield) BOUND WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Bound+Wooden+Shield)  [**[Homunculus%20Wooden%20Shield](https://darksouls2.wiki.fextralife.com/Homunculus+Wooden+Shield) HOMUNCULUS WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Homunculus+Wooden+Shield) [GREATSHIELDS](https://darksouls2.wiki.fextralife.com/Greatshields) **THESE TYPES OF**[**SHIELDS**](https://darksouls2.wiki.fextralife.com/Shields)**USUALLY WEIGH A DECENT AMOUNT AND PROVIDE THE BEST PROTECTION IN THE GAME. THEY ARE OFTEN USED BY PLAYERS WHO HAVE HIGH**[**STRENGTH**](https://darksouls2.wiki.fextralife.com/Strength)**, AS THEY REQUIRE A GOOD AMOUNT TO USE. YOU ALSO CANNOT PARRY BUT YOU CAN DO A SHIELD BASH.**  [**[Twin%20Dragon%20Greatshield](https://darksouls2.wiki.fextralife.com/Twin+Dragon+Greatshield) TWIN DRAGON GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Twin+Dragon+Greatshield)  [**[Tower%20Shield](https://darksouls2.wiki.fextralife.com/Tower+Shield) TOWER SHIELD**](https://darksouls2.wiki.fextralife.com/Tower+Shield)  [**[Gyrm%20Greatshield](https://darksouls2.wiki.fextralife.com/Gyrm+Greatshield) GYRM GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Gyrm+Greatshield)  [**[Old%20Knight%20Greatshield](https://darksouls2.wiki.fextralife.com/Old+Knight+Greatshield) OLD KNIGHT GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Greatshield)  [**[Greatshield%20of%20Glory](https://darksouls2.wiki.fextralife.com/Greatshield+of+Glory) GREATSHIELD OF GLORY**](https://darksouls2.wiki.fextralife.com/Greatshield+of+Glory)  [**[Drakekeeper%27s%20Greatshield](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Greatshield) DRAKEKEEPER'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Drakekeeper's+Greatshield)  [**[Pate%27s%20Shield](https://darksouls2.wiki.fextralife.com/Pate's+Shield) PATE'S SHIELD**](https://darksouls2.wiki.fextralife.com/Pate's+Shield)  [**[Mastodon%20Greatshield](https://darksouls2.wiki.fextralife.com/Mastodon+Greatshield) MASTODON GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Mastodon+Greatshield)  [**[Havel%27s%20Greatshield](https://darksouls2.wiki.fextralife.com/Havel's+Greatshield) HAVEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Havel's+Greatshield)  [**[Pursuer%27s%20Greatshield](https://darksouls2.wiki.fextralife.com/Pursuer's+Greatshield) PURSUER'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Pursuer's+Greatshield)  [**[Reeve%27s%20Greatshield](https://darksouls2.wiki.fextralife.com/Reeve's+Greatshield) REEVE'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Reeve's+Greatshield)  [**[Orma%27s%20Greatshield](https://darksouls2.wiki.fextralife.com/Orma's+Greatshield) ORMA'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Orma's+Greatshield)  [**[Dragonrider%20Greatshield](https://darksouls2.wiki.fextralife.com/Dragonrider+Greatshield) DRAGONRIDER GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Dragonrider+Greatshield)  [**[King%27s%20Mirror](https://darksouls2.wiki.fextralife.com/King's+Mirror) KING'S MIRROR**](https://darksouls2.wiki.fextralife.com/King's+Mirror)  [**[Rebel%27s%20Greatshield](https://darksouls2.wiki.fextralife.com/Rebel's+Greatshield) REBEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Rebel's+Greatshield)  [**[Wicked%20Eye%20Greatshield](https://darksouls2.wiki.fextralife.com/Wicked+Eye+Greatshield) WICKED EYE GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Wicked+Eye+Greatshield) [DLC SHIELDS](https://darksouls2.wiki.fextralife.com/DLC+Shields) **THESE TYPES OF**[**SHIELDS**](https://darksouls2.wiki.fextralife.com/Shields)**USUALLY WEIGH A DECENT AMOUNT AND PROVIDE THE BEST PROTECTION IN THE GAME. THEY ARE OFTEN USED BY PLAYERS WHO HAVE HIGH**[**STRENGTH**](https://darksouls2.wiki.fextralife.com/Strength)**, AS THEY REQUIRE A GOOD AMOUNT TO USE.** CROWN OF THE SUNKEN KING SHIELDS [**[sanctum shield shields dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Sanctum+Shield) SANCTUM SHIELD**](https://darksouls2.wiki.fextralife.com/Sanctum+Shield) CROWN OF THE IVORY KING SHIELDS [**[loyce shield shields dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Loyce+Shield) LOYCE SHIELD**](https://darksouls2.wiki.fextralife.com/Loyce+Shield)  [**[charred loyce shield shields dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Charred+Loyce+Shield) CHARRED LOYCE SHIELD**](https://darksouls2.wiki.fextralife.com/Charred+Loyce+Shield)  [**[rampart golem shield shields dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Rampart+Golem+Shield) RAMPART GOLEM SHIELD**](https://darksouls2.wiki.fextralife.com/Rampart+Golem+Shield)   |  |  |  |  | | --- | --- | --- | --- | | RAMPART GOLEM SHIELD | | | | |  | | | | |  | **65** |  | **80** | |  | **90** |  | **80** | |  | **90** |  | **80** | |  | **90** |  | **80** | |  | **90** | **icon-durabilitiy** | **5** | |  | **40** | **icon_weight** | **8.0** | | **REQUIREMENT & BONUS** | | | | |  |  |  |  | | **19 C** | **-- E** | **-- --** | **-- --** | | [**DLC SHIELDS**](https://darksouls2.wiki.fextralife.com/DLC+Shields) | | **STRIKE / PARRY** | | | **ENCHANTABLE: YES/NO** | | **NO SPECIAL** | |   [**[vessel shield shields dark souls 2 wiki guide 75px](https://darksouls2.wiki.fextralife.com/Vessel+Shield) VESSEL SHIELD**](https://darksouls2.wiki.fextralife.com/Vessel+Shield)   [SHIELDS (SORTABLE)](https://darksouls2.wiki.fextralife.com/Shields+(Sortable))  **SHIELDS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**CAN BE AN IMPORTANT PART OF COMBAT BOTH DEFENSIVELY AND OFFENSIVELY. MOST**[**SHIELDS**](https://darksouls2.wiki.fextralife.com/Shields)**HAVE THE ABILITY TO PARRY INCOMING ATTACKS, BUT**[**GREATSHIELDS**](https://darksouls2.wiki.fextralife.com/Greatshields)**DO NOT HAVE THIS ABILITY, IT IS INSTEAD REPLACED BY A SHIELD BASH WHERE THE PLAYER BASHES ITS SHIELD TO STUN THE OPPONENT WHILE BLOCKING INCOMING ATTACKS. BELOW ARE THE SHIELDS IN A SORTABLE TABLE. TO SORT THEM BY THEIR RESPECTIVE PROPERTIES, CLICK THE HEADER ROWS OF THE TABLES.   THERE ARE 4 TABS ON THIS SHEET. "ALL", "SMALL", "STANDARD", AND "GREATSHIELD" TO ALLOW PLAYERS TO COMPARE SHIELDS BOTH INSIDE AND OUTSIDE OF THEIR SHIELD CLASS. SIMPLY CLICK THE APPROPRIATE TAB FOR YOUR SORTING NEEDS.**  **TO VISIT EACH SHIELD PAGE, YOU CAN CLICK THE LINK PROVIDED BELOW:**   * [**ALL SHIELDS**](https://darksouls2.wiki.fextralife.com/Shields) * [**SMALL SHIELDS**](https://darksouls2.wiki.fextralife.com/Small+Shields) * [**STANDARD SHIELDS**](https://darksouls2.wiki.fextralife.com/Standard+Shields) * [**GREATSHIELDS**](https://darksouls2.wiki.fextralife.com/Greatshields)   **ALL SHIELDS**  **SMALL SHIELDS**  **STANDARD SHIELDS**  **GREATSHIELDS** ALL SHIELDS  | **SHIELD** | **CATEGORY** | **ATTACK TYPE** | **icon strengthREQ** | **icon dexterityREQ** | **icon wp stability 22** | **icon wp durability 22** | **icon wp weight 22** | **icon wp physicaldef 22 ▴** | **icon wp magicdef 22** | **icon wp firedef 22** | **icon wp lightningdef 22** | **icon wp darkdef 22** | **icon wp poisondef 22** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**BLACK DRAGON SHIELD**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Shield) | **STANDARD** | **STRIKE/ PARRY** | **15** | **-** | **50** | **70** | **5.5** | **100** | **60** | **60** | **60** | **60** | **55** | | [**ROYAL KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Royal+Kite+Shield) | **STANDARD** | **STRIKE/ PARRY** | **12** | **-** | **50** | **60** | **4** | **100** | **45** | **65** | **50** | **40** | **45** | | [**DEFENDER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Defender%27s+Shield) | **STANDARD** | **STRIKE/ PARRY** | **15** | **-** | **60** | **70** | **5** | **100** | **70** | **60** | **65** | **50** | **40** | | [**OLD KNIGHT'S SHIELD**](https://darksouls2.wiki.fextralife.com/Old+Knight%27s+Shield) | **STANDARD** | **STRIKE/ PARRY** | **24** | **-** | **60** | **20** | **8** | **100** | **70** | **70** | **70** | **40** | **60** | | [**DRAKEKEEPER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Drakekeeper%27s+Shield) | **STANDARD** | **STRIKE/ PARRY** | **17** | **-** | **55** | **80** | **6** | **100** | **65** | **65** | **65** | **45** | **65** | | [**DRANGLEIC SHIELD**](https://darksouls2.wiki.fextralife.com/Drangleic+Shield) | **STANDARD** | **STRIKE/ PARRY** | **16** | **-** | **55** | **70** | **6** | **100** | **70** | **55** | **55** | **35** | **25** | | [**STONE PARMA**](https://darksouls2.wiki.fextralife.com/Stone+Parma) | **STANDARD** | **STRIKE/ PARRY** | **18** | **-** | **55** | **80** | **5** | **100** | **20** | **20** | **20** | **45** | **55** | | [**RED RUST SHIELD**](https://darksouls2.wiki.fextralife.com/Red+Rust+Shield) | **STANDARD** | **STRIKE/ PARRY** | **17** | **-** | **55** | **70** | **5** | **100** | **10** | **10** | **10** | **10** | **70** | | [**KING'S SHIELD**](https://darksouls2.wiki.fextralife.com/King%27s+Shield) | **STANDARD** | **STRIKE/ PARRY** | **16** | **-** | **55** | **60** | **5** | **100** | **60** | **85** | **65** | **45** | **60** | | [**DRAGONRIDER GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Dragonrider+Greatshield) | **GREATSHIELD** | **STRIKE** | **35** |  | **70** | **100** | **13.5** | **100** | **60** | **75** | **75** | **50** | **55** | | [**DRAKEKEEPER'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Drakekeeper%27s+Greatshield) | **GREATSHIELD** | **STRIKE/ PARRY** | **37** | **-** | **65** | **90** | **16.5** | **100** | **70** | **75** | **75** | **60** | **70** | | [**GREATSHIELD OF GLORY**](https://darksouls2.wiki.fextralife.com/Greatshield+of+Glory) | **GREATSHIELD** | **STRIKE/ PARRY** | **35** | **-** | **65** | **80** | **15** | **100** | **40** | **90** | **50** | **60** | **60** | | [**GYRM GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Gyrm+Greatshield) | **GREATSHIELD** | **STRIKE** | **32** | **-** | **75** | **100** | **15** | **100** | **30** | **100** | **30** | **30** | **30** | | [**HAVEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Havel%27s+Greatshield) | **GREATSHIELD** | **STRIKE** | **45** | **-** | **80** | **120** | **20** | **100** | **90** | **80** | **80** | **75** | **70** | | [**ORMA'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Orma%27s+Greatshield) | **GREATSHIELD** | **STRIKE** | **33** | **-** | **70** | **90** | **16** | **100** | **30** | **55** | **55** | **65** | **60** | | [**PURSUER'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Greatshield) | **GREATSHIELD** | **STRIKE/ PARRY** | **38** | **-** | **70** | **80** | **16** | **100** | **50** | **80** | **40** | **60** | **65** | | [**REEVE'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Reeve%27s+Greatshield) | **GREATSHIELD** | **STRIKE** | **33** | **-** | **70** | **90** | **16** | **100** | **30** | **55** | **55** | **65** | **60** | | [**TOWER SHIELD**](https://darksouls2.wiki.fextralife.com/Tower+Shield) | **GREATSHIELD** | **STRIKE** | **30** | **-** | **70** | **90** | **13** | **100** | **40** | **75** | **50** | **40** | **45** | | [**OLD KNIGHT GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Greatshield) | **GREATSHIELD** | **STRIKE/ PARRY** | **28** | **-** | **65** | **40** | **13** | **100** | **20** | **20** | **20** | **20** | **85** | | [**ARCHDRAKE SHIELD**](https://darksouls2.wiki.fextralife.com/Archdrake+Shield) | **STANDARD** | **STRIKE/ PARRY** | **14** | **-** | **50** | **80** | **4** | **95** | **65** | **50** | **50** | **40** | **40** | | [**WATCHER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Watcher%27s+Shield) | **SMALL** | **STRIKE/ PARRY** | **8** | **11** | **40** | **70** | **3** | **95** | **65** | **65** | **90** | **80** | **40** | | [**KING'S MIRROR**](https://darksouls2.wiki.fextralife.com/King%27s+Mirror) | **GREATSHIELD** | **STRIKE/ SPELL PARRY** | **35** |  | **65** | **80** | **14.5** | **95** | **75** | **70** | **70** | **70** | **35** | | [**TWIN DRAGON GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Twin+Dragon+Greatshield) | **GREATSHIELD** | **BASH** | **20** | **-** | **65** | **80** | **7** | **95** | **55** | **45** | **65** | **40** | **40** | | [**PATE'S SHIELD**](https://darksouls2.wiki.fextralife.com/Pate%27s+Shield) | **GREATSHIELD** | **STRIKE/ PARRY** | **25** | **-** | **65** | **70** | **10.5** | **95** | **45** | **45** | **45** | **55** | **75** | | [**BOUND WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Bound+Wooden+Shield) | **STANDARD** | **STRIKE/ PARRY** | **11** | **-** | **40** | **60** | **3** | **90** | **20** | **30** | **65** | **40** | **35** | | [**SILVER EAGLE KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Silver+Eagle+Kite+Shield) | **STANDARD** | **STRIKE/ PARRY** | **10** | **-** | **50** | **80** | **3** | **90** | **30** | **60** | **50** | **30** | **45** | | [**MIRRAH SHIELD**](https://darksouls2.wiki.fextralife.com/Mirrah+Shield) | **STANDARD** | **STRIKE/ PARRY** | **12** | **-** | **50** | **70** | **4.5** | **90** | **40** | **45** | **45** | **45** | **30** | | [**WATCHDRAGON PARMA**](https://darksouls2.wiki.fextralife.com/Watchdragon+Parma) | **STANDARD** | **STRIKE/ PARRY** | **10** | **-** | **50** | **60** | **4.5** | **90** | **75** | **75** | **60** | **60** | **40** | | [**LARGE LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Large+Leather+Shield) | **STANDARD** | **STRIKE/ PARRY** | **7** | **-** | **40** | **60** | **1.5** | **90** | **35** | **60** | **60** | **45** | **50** | | [**LION CLAN SHIELD**](https://darksouls2.wiki.fextralife.com/Lion+Clan+Shield) | **STANDARD** | **STRIKE/ PARRY** | **8** | **-** | **45** | **70** | **2.5** | **90** | **45** | **20** | **45** | **35** | **30** | | [**LLEWELLYN SHIELD**](https://darksouls2.wiki.fextralife.com/Llewellyn+Shield) | **SMALL** | **STRIKE/ PARRY** | **9** | **7** | **45** | **60** | **2.5** | **90** | **75** | **70** | **70** | **70** | **50** | | [**MASTODON GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Mastodon+Greatshield) | **GREATSHIELD** | **STRIKE** | **30** | **-** | **65** | **100** | **14** | **90** | **65** | **65** | **90** | **65** | **50** | | [**BLACK FLAMESTONE PARMA**](https://darksouls2.wiki.fextralife.com/Black+Flamestone+Parma) | **STANDARD** | **STRIKE/ PARRY** | **8** | **10** | **45** | **40** | **2.5** | **85** | **45** | **25** | **45** | **45** | **30** | | [**BLUE WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Blue+Wooden+Shield) | **STANDARD** | **STRIKE/ PARRY** | **6** | **-** | **35** | **50** | **1** | **85** | **40** | **30** | **65** | **40** | **35** | | [**WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Wooden+Shield) | **STANDARD** | **STRIKE/ PARRY** | **7** | **-** | **40** | **60** | **1.5** | **85** | **40** | **30** | **65** | **40** | **35** | | [**HOMUNCULUS WOODEN SHIELD**](https://darksouls2.wiki.fextralife.com/Homunculus+Wooden+Shield) | **STANDARD** | **STRIKE/ PARRY** | **8** | **-** | **45** | **70** | **3.5** | **85** | **65** | **30** | **65** | **45** | **35** | | [**CURSED BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Cursed+Bone+Shield) | **SMALL** | **STRIKE/ PARRY** | **12** | **12** | **30** | **70** | **3** | **85** | **70** | **85** | **70** | **70** | **30** | | [**MANIKIN SHIELD**](https://darksouls2.wiki.fextralife.com/Manikin+Shield) | **SMALL** | **STRIKE/ PARRY** | **9** | **12** | **40** | **40** | **1.5** | **85** | **35** | **35** | **35** | **35** | **65** | | [**SILVERBLACK SHIELD**](https://darksouls2.wiki.fextralife.com/Silverblack+Shield) | **STANDARD** | **STRIKE/ PARRY** | **16** | **-** | **45** | **70** | **5.5** | **80** | **80** | **70** | **70** | **85** | **40** | | [**YELLOW QUARTZ SHIELD**](https://darksouls2.wiki.fextralife.com/Yellow+Quartz+Shield) | **STANDARD** | **STRIKE/ PARRY** | **12** | **-** | **55** | **60** | **3** | **80** | **35** | **40** | **40** | **25** | **30** | | [**HOLLOW SOLDIER SHIELD**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Shield) | **STANDARD** | **STRIKE/ PARRY** | **8** | **-** | **35** | **40** | **3** | **80** | **15** | **15** | **15** | **5** | **20** | | [**BENHART'S PARMA**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Parma) | **SMALL** | **STRIKE/ PARRY** | **7** | **-** | **50** | **60** | **2** | **80** | **50** | **40** | **50** | **50** | **50** | | [**GOLDEN FALCON SHIELD**](https://darksouls2.wiki.fextralife.com/Golden+Falcon+Shield) | **SMALL** | **STRIKE/ PARRY** | **7** | **10** | **35** | **50** | **2** | **80** | **65** | **65** | **65** | **65** | **20** | | [**VARANGIAN SHIELD**](https://darksouls2.wiki.fextralife.com/Varangian+Shield) | **SMALL** | **STRIKE/ PARRY** | **9** | **11** | **40** | **70** | **3** | **80** | **40** | **40** | **40** | **20** | **60** | | [**TARGET SHIELD**](https://darksouls2.wiki.fextralife.com/Target+Shield) | **SMALL** | **STRIKE/ PARRY** | **8** | **12** | **35** | **50** | **2** | **80** | **30** | **65** | **50** | **45** | **50** | | [**WICKED EYE GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Wicked+Eye+Greatshield) | **GREATSHIELD** | **STRIKE** | **31** | **-** | **60** | **70** | **13.8** | **80** | **65** | **70** | **70** | **40** | **50** | | [**BLOSSOM KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Blossom+Kite+Shield) | **STANDARD** | **STRIKE/ PARRY** | **12** | **-** | **45** | **60** | **4** | **75** | **60** | **65** | **65** | **65** | **90** | | [**BUCKLER**](https://darksouls2.wiki.fextralife.com/Buckler) | **SMALL** | **STRIKE/ PARRY** | **7** | **13** | **30** | **50** | **1.5** | **75** | **30** | **65** | **50** | **50** | **50** | | [**CLERIC'S SMALL SHIELD**](https://darksouls2.wiki.fextralife.com/Cleric%27s+Small+Shield) | **SMALL** | **STRIKE/ PARRY** | **8** | **12** | **30** | **60** | **2.5** | **75** | **70** | **75** | **90** | **65** | **40** | | [**CRIMSON PARMA**](https://darksouls2.wiki.fextralife.com/Crimson+Parma) | **SMALL** | **STRIKE/ PARRY** | **6** | **-** | **35** | **40** | **1** | **75** | **40** | **20** | **45** | **45** | **30** | | [**TRANSGRESSOR'S LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Transgressor%27s+Leather+Shield) | **SMALL** | **STRIKE/ PARRY** | **7** | **-** | **45** | **70** | **0.3** | **75** | **35** | **50** | **60** | **90** | **50** | | [**MAGIC SHIELD**](https://darksouls2.wiki.fextralife.com/Magic+Shield) | **SMALL** | **STRIKE/ PARRY** | **8** | **14** | **25** | **60** | **2** | **75** | **95** | **70** | **70** | **70** | **10** | | [**SMALL LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Small+Leather+Shield) | **SMALL** | **STRIKE/ PARRY** | **7** | **-** | **30** | **70** | **0.5** | **75** | **35** | **50** | **60** | **40** | **40** | | [**PHOENIX PARMA**](https://darksouls2.wiki.fextralife.com/Phoenix+Parma) | **SMALL** | **STRIKE/ PARRY** | **9** | **10** | **40** | **50** | **2.5** | **70** | **40** | **90** | **40** | **40** | **45** | | [**REBEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Rebel%27s+Greatshield) | **GREATSHIELD** | **STRIKE** | **29** | **-** | **65** | **90** | **13.5** | **70** | **90** | **90** | **90** | **85** | **90** | | [**PORCINE SHIELD**](https://darksouls2.wiki.fextralife.com/Porcine+Shield) | **STANDARD** | **STRIKE/ PARRY** | **9** | **-** | **40** | **20** | **4** | **65** | **40** | **65** | **40** | **40** | **30** | | [**IRON PARMA**](https://darksouls2.wiki.fextralife.com/Iron+Parma) | **SMALL** | **STRIKE/ PARRY** | **10** | **-** | **45** | **80** | **3** | **65** | **30** | **65** | **65** | **65** | **30** | | [**SUNLIGHT PARMA**](https://darksouls2.wiki.fextralife.com/Sunlight+Parma) | **SMALL** | **STRIKE/ PARRY** | **7** | **11** | **35** | **50** | **1.5** | **65** | **45** | **30** | **45** | **40** | **70** | | [**BELL KEEPER SHIELD**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Shield) | **STANDARD** | **STRIKE/ PARRY** | **7** | **-** | **45** | **50** | **2** | **60** | **85** | **20** | **20** | **20** | **20** | | [**GOLDEN WING SHIELD**](https://darksouls2.wiki.fextralife.com/Golden+Wing+Shield) | **STANDARD** | **STRIKE/ PARRY** | **12** | **-** | **55** | **70** | **5.5** | **60** | **80** | **60** | **65** | **55** | **50** | | [**GRAND SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Grand+Spirit+Tree+Shield) | **STANDARD** | **STRIKE/ SPELL PARRY** | **10** | **-** | **45** | **70** | **5.5** | **60** | **65** | **60** | **80** | **70** | **45** | | [**SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Spirit+Tree+Shield) | **STANDARD** | **STRIKE/ PARRY** | **10** | **-** | **50** | **60** | **5** | **60** | **65** | **55** | **55** | **45** | **45** | | [**FOOT SOLDIER SHIELD**](https://darksouls2.wiki.fextralife.com/Foot+Soldier+Shield) | **SMALL** | **STRIKE/ PARRY** | **6** | **-** | **20** | **40** | **1.5** | **60** | **55** | **20** | **35** | **20** | **30** | | [**SHIELD OF THE INSOLENT**](https://darksouls2.wiki.fextralife.com/Shield+of+the+Insolent) | **STANDARD** | **STRIKE/ PARRY** | **10** | **-** | **45** | **40** | **6** | **55** | **40** | **40** | **40** | **30** | **35** | | [**BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Bone+Shield) | **STANDARD** | **STRIKE/ PARRY** | **8** | **8** | **50** | **30** | **6** | **50** | **50** | **20** | **20** | **70** | **30** | | [**CLERIC'S PARMA**](https://darksouls2.wiki.fextralife.com/Cleric%27s+Parma) | **SMALL** | **STRIKE/ PARRY** | **7** | **7** | **20** | **50** | **1.5** | **50** | **70** | **75** | **90** | **65** | **30** | | [**SLUMBERING DRAGON SHIELD**](https://darksouls2.wiki.fextralife.com/Slumbering+Dragon+Shield) | **STANDARD** | **STRIKE/ PARRY** | **14** | **-** | **45** | **60** | **4.5** | **45** | **60** | **60** | **85** | **60** | **65** | | [**CHAOS SHIELD**](https://darksouls2.wiki.fextralife.com/Chaos+Shield) | **STANDARD** | **STRIKE/ PARRY** | **10** | **-** | **45** | **60** | **4.5** | **45** | **60** | **60** | **60** | **85** | **65** | | [**SLUMBERING DRAGON SHIELD**](https://darksouls2.wiki.fextralife.com/Slumbering+Dragon+Shield) | **SMALL** | **STRIKE/ PARRY** | **14** | **-** | **45** | **60** | **4.5** | **45** | **60** | **60** | **60** | **65** | **65** | | [**MOON BUTTERFLY SHIELD**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Shield) | **STANDARD** | **STRIKE/ PARRY** | **6** | **-** | **35** | **40** | **6** | **20** | **15** | **15** | **15** | **15** | **90** |  [ARMOR](https://darksouls2.wiki.fextralife.com/Armor)  **ARMOR WORKS DIFFERENTLY IN DARK SOULS 2 THAN IN PREVIOUS TITLES. A PIECE'S DEFENSES NOW SCALES WITH THE PLAYER'S VITALITY HAS AND IT AFFECTS HOW FAST YOU CAN ROLL. ROLLING AND MOVEMENT SPEEDS HAVE CHANGED NOW BUT IN ORDER TO FAST ROLL PROPERLY YOU NOW NEED ADAPTABILITY. POISE HAS ALSO MADE A RETURN THROUGH ARMOR SETS AS WELL.**  **ARMOR IS ALSO A COSMETIC CHOICE, AND INDIVIDUAL PIECES CAN BE MIXED AND MATCHED TO CREATE AN OPTIMIZED SETUP, FROM A DEFENSIVE AND FASHION PERSPECTIVE. ARMOR CAN BE**[**UPGRADED**](https://darksouls2.wiki.fextralife.com/Upgrades)**. TO VIEW INDIVIDUAL PIECES OF ARMOR PLEASE SEE THE**[**HELMS**](https://darksouls2.wiki.fextralife.com/Helms)**,**[**CHESTS**](https://darksouls2.wiki.fextralife.com/Chest+Pieces)**,**[**GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Gauntlets)**, AND**[**LEGGINGS**](https://darksouls2.wiki.fextralife.com/Leggings)**PAGES.**   * **SEE THE**[**FASHION SOULS**](https://darksouls2.wiki.fextralife.com/Fashion+Souls)**PAGE FOR COSMETIC BUILDS** * **UNIQUE ARMOR IS NOT PART OF A SET.** * **CLICK HERE FOR A LIST OF**[**ARMORS WITH SPECIAL EFFECTS**](https://darksouls2.wiki.fextralife.com/Armors+with+Special+Effects) * **CLICK HERE TO DOWNLOAD AN**[**ARMOR CALCULATOR**](https://darksouls2.wiki.fextralife.com/file/Dark-Souls-2/Armor+Calculator+V2.xlsx)**BY DR\_LOWSTACK** * **CLICK ON THE SET NAME OR IMAGE TO OPEN ITS PAGE.** * **ARMOR IN DS2 GAIN AN ATTRIBUTE BONUS ON THEIR DEFENSIVE VALUES DEPENDING ON THE PLAYER'S NATURAL PHYSICAL DEF (ATTRIBUTE BONUS: PHYSICAL DEF STAT) (NEEDS CONFIRMATION)**  ARMOR SETS IN DARK SOULS II [**GALLERY**](https://darksouls2.wiki.fextralife.com/Armor)  [**HELMS**](https://darksouls2.wiki.fextralife.com/Helms)  [**CHESTS**](https://darksouls2.wiki.fextralife.com/Chest+Pieces)  [**GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Gauntlets)  [**LEGGINGS**](https://darksouls2.wiki.fextralife.com/Leggings)  [**UNIQUE ARMOR**](https://darksouls2.wiki.fextralife.com/Unique+Armor)  [**CROWN OF THE SUNKEN KING ARMORS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Armors)  [**CROWN OF THE OLD IRON KING ARMORS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King+Armors)  [**CROWN OF THE IVORY KING ARMORS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King+Armors)  **indent icon**[**AGDAYNE'S SET**](https://darksouls2.wiki.fextralife.com/Agdayne's+Set) **indent icon**[**ALONNE CAPTAIN 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SOME OF THE HEAVIER ARMOR SETS ARE IMPROVED BY 40% (VELSTADT, VENGARL, DRAGONRIDER, LOOKING GLASS KNIGHT, SMELTER DEMON, HAVEL). MOST DLC ARMOR SETS AND PIECES ARE ONLY IMPROVED BY 25 OR 50% (TWINKLING AND REGULAR TITANITE, RESPECTIVELY).**  **FOR EXAMPLE, FARAAM SET HAS 295 PHYSICAL DEFENSE IN ITS BASE STATE, 442.5 (WHICH IS ROUNDED UP TO 443 IN THE WIKI PAGE) AS A +5 AND 590 IN A +10 STATE (WHICH ALSO DIFFERS A LITTLE FROM THE WIKI PAGE).   SO ALL IN ALL, TO QUICKLY EVALUATE FULLY UPGRADED STATS, ONE JUST NEEDS TO TAKE THE BASE ARMOR RATING AND THEN MULTIPLY IT BY 1.5 AND 2 FOR THE +5 AND +10 UPGRADE STATE RESPECTIVELY.** ICON KEY  |  |  | | --- | --- | | **icon physicaldef** | **PHYSICAL DEFENSE** | | **icon magicdef** | **MAGIC DEFENSE** | | **icon firedef** | **FIRE DEFENSE** | | **icon lightningdef** | **LIGHTNING DEFENSE** | | **icon poisedef** | **POISE** | | **icon poisonres** | **POISON RESIST** | | **icon bleedres** | **BLEED RESIST** | | **icon darkdef** | **DARK RESIST** | | **icon petrifyres** | **PETRIFY RESIST** | | **icon curseres** | **CURSE RESIST** |  [**AGDAYNE'S 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EACH PIECE OF ARMOR HAS DIFFERENT DEFENSE AND RESISTANCE VALUES. IT PROVIDES PLAYERS WITH CERTAIN BONUSES THAT CAN AID IN DIFFERENT COMBAT SITUATIONS. THERE ARE ALSO NO SET BONUSES WHEN IT COMES TO EQUIPPING SET ARMOR PIECES, ONLY THE SPECIFIC PIECE OF ARMOR'S BONUS WILL BE APPLIED WHEN EQUIPPED. THIS WAS DONE SO THAT PLAYERS CAN FULLY CUSTOMIZE THEIR BUILDS TO THEIR LIKING, EACH WITH DIFFERENT BUFFS AND ADVANTAGES, WITHOUT HAVING TO THINK ABOUT SET BONUSES. HELMS FOR THE ENTIRE GAME AND DLCS ARE AVAILABLE IN THIS PAGE AS A SORTABLE TABLE. TO SORT THEM BY THEIR RESPECTIVE PROPERTIES, CLICK ON THE HEADER ROWS (ICONS).** WHAT ARE HELMS IN DARK SOULS 2? **HELMS ARE ARMOR PIECES THAT GRANTS DEFENSIVE PROPERTIES AND CHANGES THE APPEARANCE OF THE PLAYER. DIFFERENT TYPES OF HELMS HAVE DIFFERENT EFFECTS AND BUFFS. THERE ARE NO SET BONUSES WHEN IT COMES TO EQUIPPING SET PIECES OF ARMOR, JUST THE SPECIFIC SET PIECE EQUIPPED WOULD HAVE AN EFFECT ON THE CHARACTER.** ICON REPRESENTATION IN DARK SOULS 2  * **icon physicaldef- PHYSICAL DEFENSE** * **icon magicdef- MAGIC DEFENSE** * **icon firedef- FIRE DEFENSE** * **icon lightningdef- LIGHTNING DEFENSE** * **icon poisedef- POISE** * **icon poisonres- POISON RESIST** * **icon bleedres- BLEED RESIST** * **icon darkdef- DARK RESIST** * **icon petrifyres- PETRIFY RESIST** * **icon curseres- CURSE RESIST**   [**ALL ARMOR SETS**](https://darksouls2.wiki.fextralife.com/Armor)  [**HELMS**](https://darksouls2.wiki.fextralife.com/Helms)  [**CHESTS**](https://darksouls2.wiki.fextralife.com/Chest+Pieces)  [**GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Gauntlets)  [**LEGGINGS**](https://darksouls2.wiki.fextralife.com/Leggings) HELMS IN DARK SOULS 2 **HELMS GALLERY**  **HELMS MAX TABLE**  **HELMS DEFAULT TABLE** DARK SOULS 2 ALL HELMS[[Alonne Captain 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Hood](https://darksouls2.wiki.fextralife.com/Nahr+Alma+Hood) NAHR ALMA HOOD](https://darksouls2.wiki.fextralife.com/Nahr+Alma+Hood)[[northwarder hood](https://darksouls2.wiki.fextralife.com/Northwarder+Set) NORTHWARDER HOOD](https://darksouls2.wiki.fextralife.com/Northwarder+Set)[[Old Ironclad Helm](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Helm) OLD IRONCLAD HELM](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Helm)[[Old Knight Helm](https://darksouls2.wiki.fextralife.com/Old+Knight+Helm) OLD KNIGHT HELM](https://darksouls2.wiki.fextralife.com/Old+Knight+Helm)[[Pate's Helm](https://darksouls2.wiki.fextralife.com/Pate's+Helm) PATE'S HELM](https://darksouls2.wiki.fextralife.com/Pate's+Helm)[[Peasant Hat](https://darksouls2.wiki.fextralife.com/Peasant+Hat) PEASANT HAT](https://darksouls2.wiki.fextralife.com/Peasant+Hat)[[Penal Mask](https://darksouls2.wiki.fextralife.com/Penal+Mask) PENAL MASK](https://darksouls2.wiki.fextralife.com/Penal+Mask)[[Priestess 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HELM](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Helm)[[Traveling Merchant Hat](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Hat) TRAVELING MERCHANT HAT](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Hat)[[Tseldora Cap](https://darksouls2.wiki.fextralife.com/Tseldora+Cap) TSELDORA CAP](https://darksouls2.wiki.fextralife.com/Tseldora+Cap)[[Varangian Helm](https://darksouls2.wiki.fextralife.com/Varangian+Helm) VARANGIAN HELM](https://darksouls2.wiki.fextralife.com/Varangian+Helm)[[Velstadt's Helm](https://darksouls2.wiki.fextralife.com/Velstadt's+Helm) VELSTADT'S HELM](https://darksouls2.wiki.fextralife.com/Velstadt's+Helm)[[Vengarl's Helm](https://darksouls2.wiki.fextralife.com/Vengarl's+Helm) VENGARL'S HELM](https://darksouls2.wiki.fextralife.com/Vengarl's+Helm)[[Wanderer Hood](https://darksouls2.wiki.fextralife.com/Wanderer+Hood) WANDERER HOOD](https://darksouls2.wiki.fextralife.com/Wanderer+Hood)[[White Hollow Mage Hood](https://darksouls2.wiki.fextralife.com/White+Hollow+Mage+Hood) WHITE HOLLOW MAGE HELM](https://darksouls2.wiki.fextralife.com/White+Hollow+Mage+Hood)[[White Priest Headpiece](https://darksouls2.wiki.fextralife.com/White+Priest+Headpiece) WHITE PRIEST HEADPIECE](https://darksouls2.wiki.fextralife.com/White+Priest+Headpiece)[[Warlock Mask](https://darksouls2.wiki.fextralife.com/Warlock+Mask) WARLOCK MASK](https://darksouls2.wiki.fextralife.com/Warlock+Mask)[[Xanthous Crown](https://darksouls2.wiki.fextralife.com/Xanthous+Crown) XANTHOUS CROWN](https://darksouls2.wiki.fextralife.com/Xanthous+Crown)[[Drakeblood Helm](https://darksouls2.wiki.fextralife.com/Drakeblood+Helm) DRAKEBLOOD HELM](https://darksouls2.wiki.fextralife.com/Drakeblood+Helm)[[Sanctum Knight Helm](https://darksouls2.wiki.fextralife.com/Sanctum+Knight+Helm) SANCTUM KNIGHT HELM](https://darksouls2.wiki.fextralife.com/Sanctum+Knight+Helm)HELMS IN DARK SOULS 2 **HELMS GALLERY**  **HELMS MAX TABLE**  **HELMS DEFAULT TABLE** DARK SOULS 2 HELMS MAX UPGRADE SORTABLE TABLE  | **SET** | **icon physicaldefbonus green** | **icon physicaldef** | **icon strikedef** | **icon slashdef** | **icon thrustdef** | **icon magicdef** | **icon firedef** | **icon lightningdef** | **icon darkdef** | **icon poisedef** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**ALONNE CAPTAIN HELM +10**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Set) | **C** | **106** | **100** | **112** | **106** | **22** | **34** | **15** | **22** | **12** | | [**ALONNE KNIGHT HELM +10**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Set) | **C** | **95** | **90** | **100** | **95** | **14** | **25** | **10** | **14** | **11** | | [**ALONNE'S HELM +5**](https://darksouls2.wiki.fextralife.com/Alonne%27s+Set) | **C** | **77** | **74** | **80** | **76** | **20** | **22** | **15** | **21** | **8** | | [**ALVA HELM +10**](https://darksouls2.wiki.fextralife.com/Alva+Set) | **C** | **75** | **72** | **78** | **74** | **21** | **23** | **16** | **22** | **6** | | [**ARCHDRAKE HELM +10**](https://darksouls2.wiki.fextralife.com/Archdrake+Set) | **C** | **98** | **98** | **98** | **98** | **31** | **30** | **51** | **29** | **7** | | [**ASTROLOGIST'S HAT +10**](https://darksouls2.wiki.fextralife.com/Astrologist%27s+Set) | **E** | **52** | **54** | **50** | **50** | **38** | **26** | **26** | **32** | **0** | | [**AUROUS HELM +5**](https://darksouls2.wiki.fextralife.com/Aurous+Set) | **E** | **43** | **46** | **41** | **42** | **17** | **14** | **18** | **15** | **0** | | [**BANDIT HELM +10**](https://darksouls2.wiki.fextralife.com/Bandit+Set) | **D** | **88** | **88** | **91** | **85** | **26** | **27** | **22** | **26** | **3** | | [**BELL KEEPER HELM +10**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Set) | **D** | **105** | **90** | **114** | **110** | **22** | **36** | **20** | **40** | **5** | | [**BENHART'S KNIGHT HELM +10**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Set) | **C** | **139** | **134** | **144** | **139** | **32** | **30** | **28** | **32** | **11** | | [**BLACK HOLLOW MAGE HOOD +10**](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Set) | **E** | **64** | **67** | **62** | **62** | **54** | **38** | **41** | **45** | **0** | | [**BLACK HOOD +5**](https://darksouls2.wiki.fextralife.com/Black+Hood) | **E** | **35** | **37** | **33** | **33** | **38** | **25** | **25** | **25** | **0** | | [**BLACK LEATHER THIEF MASK +10**](https://darksouls2.wiki.fextralife.com/Black+Leather+Set) | **E** | **40** | **42** | **39** | **39** | **19** | **15** | **14** | **16** | **0** | | [**BLACK WITCH HAT +5**](https://darksouls2.wiki.fextralife.com/Black+Witch+Set) | **E** | **29** | **34** | **28** | **28** | **22** | **11** | **22** | **22** | **0** | | [**BLACK WITCH VEIL +5**](https://darksouls2.wiki.fextralife.com/Black+Witch+Set) | **E** | **15** | **16** | **15** | **15** | **55** | **11** | **13** | **14** | **0** | | [**BONE KING CROWN +5**](https://darksouls2.wiki.fextralife.com/Bone+King+Set) | **E** | **48** | **52** | **46** | **46** | **30** | **34** | **27** | **42** | **0** | | [**BRIGAND HOOD +10**](https://darksouls2.wiki.fextralife.com/Brigand+Set) | **E** | **44** | **48** | **43** | **41** | **22** | **17** | **16** | **19** | **0** | | [**CALE'S HELM +10**](https://darksouls2.wiki.fextralife.com/Cale%27s+Set) | **D** | **78** | **77** | **77** | **80** | **22** | **23** | **19** | **22** | **0** | | [**CATARINA HELM +5**](https://darksouls2.wiki.fextralife.com/Catarina+Set) | **C** | **86** | **86** | **100** | **86** | **18** | **20** | **12** | **18** | **9** | | [**CHAOS HOOD +5**](https://darksouls2.wiki.fextralife.com/Chaos+Set) | **E** | **35** | **37** | **33** | **33** | **25** | **38** | **25** | **37** | **0** | | [**CREIGHTON'S HELM +10**](https://darksouls2.wiki.fextralife.com/Creighton%27s+Set) | **C** | **80** | **78** | **83** | **80** | **24** | **27** | **14** | **24** | **6** | | [**DARK MASK +5**](https://darksouls2.wiki.fextralife.com/Dark+Mask) | **C** | **66** | **66** | **70** | **64** | **17** | **17** | **12** | **37** | **6** | | [**DESERT SORCERESS HOOD +10**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Set) | **E** | **20** | **21** | **19** | **20** | **19** | **13** | **15** | **17** | **0** | | [**DINGY HOOD +10**](https://darksouls2.wiki.fextralife.com/Dingy+Set) | **E** | **29** | **32** | **27** | **27** | **17** | **15** | **16** | **16** | **0** | | [**DRAGON ACOLYTE HELM +10**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Set) | **E** | **45** | **48** | **44** | **44** | **19** | **19** | **22** | **23** | **0** | | [**DRAGON SAGE HOOD +10**](https://darksouls2.wiki.fextralife.com/Dragon+Sage+Hood) | **E** | **50** | **53** | **49** | **49** | **21** | **21** | **24** | **25** | **0** | | [**DRAGONRIDER HELM +5**](https://darksouls2.wiki.fextralife.com/Dragonrider+Set) | **C** | **160** | **149** | **167** | **160** | **14** | **13** | **14** | **14** | **16** | | [**DRAKEKEEPER HELM +10**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Set) | **C** | **127** | **122** | **134** | **127** | **17** | **19** | **15** | **17** | **14** | | [**DRANGLEIC HELM +5**](https://darksouls2.wiki.fextralife.com/Drangleic+Helm) | **C** | **119** | **112** | **129** | **121** | **19** | **19** | **17** | **19** | **10** | | [**DURGO'S HAT +5**](https://darksouls2.wiki.fextralife.com/Durgo%27s+Hat) | **E** | **33** | **32** | **35** | **31** | **18** | **15** | **13** | **15** | **0** | | [**ELITE KNIGHT HELM +10**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Set) | **C** | **80** | **78** | **88** | **80** | **23** | **24** | **16** | **23** | **6** | | [**EXECUTIONER HELM +5**](https://darksouls2.wiki.fextralife.com/Executioner+Set) | **D** | **92** | **84** | **97** | **95** | **21** | **22** | **15** | **49** | **5** | | [**FALCONER HELM +10**](https://darksouls2.wiki.fextralife.com/Falconer+Set) | **D** | **86** | **76** | **93** | **88** | **26** | **37** | **14** | **26** | **6** | | [**FARAAM HELM +10**](https://darksouls2.wiki.fextralife.com/Faraam+Set) | **C** | **95** | **90** | **101** | **96** | **21** | **24** | **14** | **21** | **9** | | [**GRAVE WARDEN HELM +10**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Set) | **E** | **13** | **14** | **13** | **13** | **6** | **6** | **7** | **7** | **0** | | [**GYRM HELM +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Helm) | **C** | **158** | **153** | **164** | **149** | **25** | **23** | **20** | **25** | **19** | | [**GYRM WARRIOR GREATHELM +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Greathelm) | **C** | **169** | **170** | **180** | **152** | **24** | **28** | **28** | **24** | **24** | | [**GYRM WARRIOR HELM +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Set) | **C** | **158** | **155** | **175** | **151** | **19** | **23** | **23** | **19** | **22** | | [**HARD LEATHER HELM +**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Set)**10** | **D** | **80** | **56** | **106** | **78** | **15** | **20** | **6** | **16** | **5** | | [**HAVEL'S HELM +5**](https://darksouls2.wiki.fextralife.com/Havel%27s+Armor+Set) | **C** | **153** | **132** | **174** | **153** | **20** | **22** | **18** | **20** | **19** | | [**HEIDE KNIGHT GREATHELM +10**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Set) | **C** | **119** | **111** | **127** | **119** | **20** | **26** | **17** | **36** | **11** | | [**HEIDE KNIGHT IRON MASK +10**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Iron+Mask) | **C** | **105** | **92** | **123** | **104** | **22** | **22** | **8** | **34** | **8** | | [**HEXER HOOD +5**](https://darksouls2.wiki.fextralife.com/Hexer%27s+Hood) | **E** | **35** | **37** | **33** | **33** | **25** | **38** | **25** | **25** | **0** | | [**HOLLOW INFANTRY HELM +10**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+Helm) | **D** | **62** | **64** | **61** | **61** | **13** | **11** | **17** | **13** | **0** | | [**HOLLOW SKIN +10**](https://darksouls2.wiki.fextralife.com/Hollow+Skin) | **D** | **13** | **13** | **13** | **13** | **4** | **4** | **4** | **4** | **0** | | [**HOLLOW SOLDIER HELM +10**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Helm) | **C** | **69** | **66** | **73** | **70** | **22** | **23** | **15** | **22** | **4** | | [**HUNTER'S HAT +10**](https://darksouls2.wiki.fextralife.com/Hunter%27s+Hat) | **D** | **33** | **35** | **32** | **32** | **12** | **8** | **16** | **13** | **0** | | [**IMPERIOUS HELM +10**](https://darksouls2.wiki.fextralife.com/Imperious+Helm) | **C** | **121** | **115** | **127** | **121** | **21** | **17** | **13** | **21** | **12** | | [**IMPORTED HOOD +10**](https://darksouls2.wiki.fextralife.com/Imported+Hood) | **D** | **32** | **36** | **31** | **31** | **9** | **8** | **11** | **9** | **0** | | [**INFANTRY HELM +10**](https://darksouls2.wiki.fextralife.com/Infantry+Helm) | **D** | **77** | **80** | **75** | **75** | **19** | **18** | **25** | **19** | **0** | | [**INSOLENT HELM +10**](https://darksouls2.wiki.fextralife.com/Insolent+Helm) | **C** | **84** | **80** | **90** | **84** | **21** | **21** | **27** | **20** | **6** | | [**IRONCLAD HELM +10**](https://darksouls2.wiki.fextralife.com/Ironclad+Helm) | **C** | **114** | **104** | **122** | **114** | **16** | **18** | **10** | **16** | **15** | | [**JESTER'S CAP +10**](https://darksouls2.wiki.fextralife.com/Jester%27s+Cap) | **D** | **69** | **73** | **67** | **67** | **39** | **39** | **39** | **39** | **0** | | [**JUDGEMENT HELM +5**](https://darksouls2.wiki.fextralife.com/Mask+of+Judgment) | **E** | **74** | **79** | **71** | **71** | **38** | **30** | **26** | **33** | **0** | | [**KING'S HELM +5**](https://darksouls2.wiki.fextralife.com/King%27s+Crown) | **C** | **68** | **65** | **72** | **68** | **23** | **23** | **18** | **16** | **2** | | [**KNIGHT HELM +10**](https://darksouls2.wiki.fextralife.com/Knight+Helm) | **C** | **71** | **69** | **80** | **71** | **21** | **23** | **15** | **21** | **8** | | [**LEYDIA BLACK HOOD +5**](https://darksouls2.wiki.fextralife.com/Leydia+Black+Hood) | **E** | **30** | **33** | **28** | **28** | **20** | **14** | **12** | **27** | **0** | | [**LEYDIA WHITE HOOD +10**](https://darksouls2.wiki.fextralife.com/Leydia+White+Hood) | **E** | **28** | **30** | **26** | **26** | **18** | **18** | **15** | **24** | **0** | | [**LION WARRIOR HELM +10**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Helm) | **E** | **23** | **24** | **22** | **22** | **11** | **10** | **10** | **18** | **0** | | [**LOOKING GLASS HELM +5**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Helm) | **C** | **135** | **118** | **154** | **135** | **17** | **19** | **30** | **17** | **18** | | [**LUCATIEL'S HELM +10**](https://darksouls2.wiki.fextralife.com/Lucatiel%27s+Mask) | **D** | **51** | **55** | **49** | **49** | **28** | **25** | **30** | **28** | **0** | | [**MAD WARRIOR MASK +5**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Mask) | **C** | **103** | **103** | **108** | **98** | **17** | **16** | **12** | **17** | **9** | | [**MANIKIN MASK +10**](https://darksouls2.wiki.fextralife.com/Manikin+Mask) | **E** | **72** | **76** | **69** | **69** | **37** | **34** | **43** | **45** | **0** | | [**MASTODON HELM +10**](https://darksouls2.wiki.fextralife.com/Mastodon+Helm) | **C** | **132** | **123** | **142** | **132** | **15** | **17** | **9** | **15** | **14** | | [**MINOTAUR HELM +10**](https://darksouls2.wiki.fextralife.com/Minotaur+Helm) | **C** | **122** | **128** | **128** | **105** | **19** | **22** | **22** | **18** | **30** | | [**MONASTERY HEADCLOTH +5**](https://darksouls2.wiki.fextralife.com/Monastery+Headcloth) | **E** | **45** | **47** | **42** | **42** | **40** | **29** | **26** | **29** | **0** | | [**MOON BUTTERFLY HAT +5**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Hat) | **E** | **41** | **45** | **39** | **39** | **21** | **14** | **22** | **18** | **0** | | [**NAHR ALMA HELM +10**](https://darksouls2.wiki.fextralife.com/Nahr+Alma+Hood) | **E** | **38** | **41** | **37** | **37** | **21** | **18** | **20** | **38** | **0** | | [**NORTHWARDER HOOD +10**](https://darksouls2.wiki.fextralife.com/Northwarder+Set) | **E** | **38** | **40** | **36** | **36** | **27** | **25** | **34** | **30** | **0** | | [**OLD IRONCLAD HELM +10**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Helm) | **C** | **98** | **89** | **106** | **98** | **12** | **14** | **9** | **12** | **13** | | [**OLD KNIGHT HELM +10**](https://darksouls2.wiki.fextralife.com/Old+Knight+Helm) | **C** | **146** | **136** | **152** | **146** | **12** | **12** | **8** | **12** | **19** | | [**PATE'S HELM +1**](https://darksouls2.wiki.fextralife.com/Pate%27s+Helm)**0** | **D** | **77** | **53** | **102** | **75** | **15** | **20** | **6** | **26** | **5** | | [**PEASANT'S HAT +10**](https://darksouls2.wiki.fextralife.com/Peasant+Hat) | **E** | **17** | **19** | **16** | **16** | **8** | **9** | **11** | **8** | **0** | | [**PENAL MASK +5**](https://darksouls2.wiki.fextralife.com/Penal+Mask) | **D** | **97** | **89** | **109** | **90** | **40** | **50** | **26** | **45** | **5** | | [**PRIESTESS HOOD +10**](https://darksouls2.wiki.fextralife.com/Priestess+Headpiece) | **E** | **46** | **47** | **44** | **44** | **28** | **28** | **39** | **31** | **0** | | [**PRISONER'S HOOD +10**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Hood) | **E** | **8** | **9** | **8** | **8** | **8** | **8** | **12** | **9** | **0** | | [**PHARROS MASK +10**](https://darksouls2.wiki.fextralife.com/Pharros+Mask) | **C** | **58** | **56** | **60** | **59** | **20** | **14** | **13** | **13** | **4** | | [**RAIME'S HELM +5**](https://darksouls2.wiki.fextralife.com/Raime's+Set) | **C** | **103** | **90** | **121** | **105** | **25** | **33** | **15** | **40** | **10** | | [**ROGUE HOOD +10**](https://darksouls2.wiki.fextralife.com/Rogue+Hood) | **E** | **22** | **22** | **23** | **23** | **7** | **8** | **8** | **9** | **0** | | [**ROYAL SOLDIER HELM +10**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Helm) | **C** | **82** | **78** | **86** | **84** | **25** | **26** | **17** | **25** | **6** | | [**ROYAL SWORDSMAN HELM +10**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Helm) | **C** | **84** | **74** | **94** | **88** | **19** | **25** | **13** | **19** | **7** | | [**RUIN HELM +5**](https://darksouls2.wiki.fextralife.com/Ruin+Helm) | **C** | **80** | **72** | **86** | **81** | **19** | **21** | **13** | **19** | **8** | | [**RUSTED MASTODON HELM +10**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Helm) | **C** | **113** | **105** | **121** | **113** | **11** | **13** | **6** | **17** | **12** | | [**SAINT'S HOOD +5**](https://darksouls2.wiki.fextralife.com/Saint%27s+Hood) | **E** | **35** | **37** | **33** | **33** | **25** | **25** | **32** | **25** | **0** | | [**SANCTUM PRIESTESS TIARA +10**](https://darksouls2.wiki.fextralife.com/Sanctum+Priestess+Tiara++10) | **E** | **36** | **38** | **34** | **34** | **21** | **30** | **18** | **21** | **0** | | [**SHADOW MASK +10**](https://darksouls2.wiki.fextralife.com/Shadow+Mask) | **E** | **67** | **76** | **60** | **60** | **36** | **41** | **37** | **48** | **0** | | [**SMELTER DEMON HELM +5**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Helm) | **C** | **158** | **138** | **178** | **158** | **22** | **46** | **21** | **22** | **17** | | [**STEEL HELM +10**](https://darksouls2.wiki.fextralife.com/Steel+Helm) | **C** | **119** | **113** | **127** | **119** | **15** | **16** | **10** | **15** | **14** | | [**SYAN'S HELM +10**](https://darksouls2.wiki.fextralife.com/Syan%27s+Helm) | **C** | **123** | **110** | **131** | **125** | **24** | **48** | **14** | **24** | **10** | | [**SYMBOL OF AVARICE +10**](https://darksouls2.wiki.fextralife.com/Symbol+of+Avarice) | **C** | **90** | **70** | **100** | **100** | **20** | **20** | **30** | **35** | **10** | | [**TARGRAY'S HELM +10**](https://darksouls2.wiki.fextralife.com/Targray%27s+Helm) | **C** | **73** | **68** | **79** | **73** | **18** | **18** | **38** | **20** | **5** | | [**TATTERED CLOTH HOOD +10**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth+Hood) | **E** | **41** | **43** | **39** | **39** | **22** | **29** | **19** | **22** | **0** | | [**THRONE DEFENDER HELM +5**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Helm) | **C** | **131** | **126** | **136** | **132** | **26** | **29** | **16** | **26** | **8** | | [**THRONE WATCHER HELM +5**](https://darksouls2.wiki.fextralife.com/Throne+watcher+Helm) | **C** | **104** | **99** | **112** | **104** | **46** | **30** | **24** | **30** | **4** | | [**TRAVELING MERCHANT HAT +10**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Hat) | **D** | **50** | **53** | **48** | **48** | **14** | **15** | **17** | **14** | **0** | | [**TSELDORA HAT +10**](https://darksouls2.wiki.fextralife.com/Tseldora+Cap) | **E** | **21** | **23** | **20** | **20** | **9** | **10** | **12** | **9** | **0** | | [**VARANGIAN HELM +10**](https://darksouls2.wiki.fextralife.com/Varangian+Helm) | **D** | **106** | **92** | **119** | **109** | **34** | **38** | **20** | **34** | **5** | | [**VELSTADT'S HELM +5**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Helm) | **C** | **157** | **143** | **172** | **150** | **20** | **21** | **9** | **48** | **14** | | [**VENGARL'S HELM +5**](https://darksouls2.wiki.fextralife.com/Vengarl%27s+Helm) | **C** | **142** | **134** | **152** | **142** | **18** | **24** | **15** | **18** | **14** | | [**WANDERER HOOD +10**](https://darksouls2.wiki.fextralife.com/Wanderer+Hood) | **E** | **46** | **44** | **47** | **47** | **15** | **20** | **22** | **16** | **0** | | [**WHITE HOLLOW MAGE HELM +10**](https://darksouls2.wiki.fextralife.com/White+Hollow+Mage+Hood) | **E** | **67** | **70** | **66** | **66** | **56** | **41** | **43** | **47** | **0** | | [**WHITE PRIEST HEADPIECE +10**](https://darksouls2.wiki.fextralife.com/White+Priest+Headpiece) | **E** | **47** | **49** | **46** | **46** | **28** | **28** | **37** | **31** | **0** | | [**WARLOCK MASK +10**](https://darksouls2.wiki.fextralife.com/Warlock+Mask) | **E** | **52** | **59** | **48** | **48** | **72** | **33** | **48** | **72** | **4** | | [**XANTHOUS CROWN +5**](https://darksouls2.wiki.fextralife.com/Xanthous+Crown) | **E** | **100** | **174** | **100** | **66** | **24** | **7** | **16** | **22** | **0** | | [**DRAKEBLOOD HELM +10**](https://darksouls2.wiki.fextralife.com/Drakeblood+Set) | **C** | **95** | **92** | **103** | **98** | **15** | **24** | **11** | **20** | **7** | | [**SANCTUM KNIGHT HELM +5**](https://darksouls2.wiki.fextralife.com/Sanctum+Knight+Set) | **C** | **120** | **110** | **130** | **120** | **18** | **17** | **15** | **18** | **9** |   **: ALL HELMS PIECES HAVE BEEN MANUALLY CHECKED AND CORRECTED.** HELMS IN DARK SOULS 2 **HELMS GALLERY**  **HELMS MAX TABLE**  **HELMS DEFAULT TABLE** DARK SOULS 2 HELMS SORTABLE TABLE  | **SET** | **icon physicaldefbonus green** | **icon physicaldef** | **icon strikedef** | **icon slashdef** | **icon thrustdef** | **icon magicdef** | **icon firedef** | **icon lightningdef** | **icon darkdef** | **icon poisedef** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**ALONNE CAPTAIN HELM**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Helm) | **C** | **53** | **50** | **56** | **53** | **11** | **17** | **7** | **11** | **12** | | [**ALONNE KNIGHT HELM**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Helm) | **C** | **48** | **45** | **50** | **48** | **7** | **13** | **5** | **7** | **11** | | [**ALVA HELM**](https://darksouls2.wiki.fextralife.com/Alva+Helm) | **C** | **38** | **36** | **39** | **37** | **10** | **11** | **8** | **11** | **6** | | [**ARCHDRAKE HELM**](https://darksouls2.wiki.fextralife.com/Archdrake+Helm) | **C** | **49** | **49** | **49** | **49** | **16** | **15** | **26** | **15** | **7** | | [**ASTROLOGIST'S HAT**](https://darksouls2.wiki.fextralife.com/Moon+Hat) | **E** | **26** | **27** | **25** | **25** | **19** | **13** | **13** | **16** | **0** | | [**AUROUS HELM**](https://darksouls2.wiki.fextralife.com/Helm+of+Aurous) | **E** | **29** | **31** | **27** | **28** | **11** | **9** | **12** | **10** | **0** | | [**BANDIT HELM**](https://darksouls2.wiki.fextralife.com/Bandit+Helm) | **D** | **44** | **44** | **45** | **42** | **13** | **14** | **11** | **13** | **3** | | [**BELL KEEPER HELM**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Helm) | **D** | **52** | **45** | **57** | **55** | **11** | **18** | **10** | **20** | **5** | | [**BENHART'S KNIGHT HELM**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Knight+Helm) | **C** | **69** | **67** | **72** | **69** | **16** | **15** | **14** | **16** | **11** | | [**BLACK DRAGON HELM**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Helm) | **C** | **56** | **54** | **57** | **56** | **20** | **44** | **21** | **20** | **0** | | [**BLACK HOLLOW MAGE HOOD**](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Hood) | **E** | **32** | **34** | **31** | **31** | **27** | **19** | **21** | **23** | **0** | | [**BLACK HOOD**](https://darksouls2.wiki.fextralife.com/Black+Hood) | **E** | **23** | **25** | **22** | **22** | **25** | **17** | **17** | **17** | **0** | | [**BLACK LEATHER THIEF MASK**](https://darksouls2.wiki.fextralife.com/Thief+Mask) | **E** | **20** | **21** | **20** | **20** | **10** | **7** | **7** | **8** | **0** | | [**BLACK WITCH HAT**](https://darksouls2.wiki.fextralife.com/Black+Witch+hat) | **E** | **19** | **23** | **19** | **19** | **15** | **7** | **15** | **15** | **0** | | [**BONE KING CROWN**](https://darksouls2.wiki.fextralife.com/Bone+Crown) | **E** | **32** | **35** | **30** | **30** | **20** | **22** | **18** | **28** | **0** | | [**BRIGAND HOOD**](https://darksouls2.wiki.fextralife.com/Brigand+Hood) | **E** | **22** | **24** | **22** | **20** | **11** | **9** | **8** | **9** | **0** | | [**CALE'S HELM**](https://darksouls2.wiki.fextralife.com/Cale%27s+Helm) | **D** | **39** | **38** | **38** | **40** | **11** | **12** | **9** | **11** | **0** | | [**CATARINA HELM**](https://darksouls2.wiki.fextralife.com/Catarina+Helm) | **C** | **57** | **57** | **67** | **57** | **12** | **14** | **8** | **12** | **9** | | [**CHAOS HOOD**](https://darksouls2.wiki.fextralife.com/Chaos+Hood) | **E** | **23** | **25** | **22** | **22** | **17** | **25** | **17** | **24** | **0** | | [**CREIGHTON'S HELM**](https://darksouls2.wiki.fextralife.com/Creighton's+Steel+Mask) | **C** | **40** | **39** | **41** | **40** | **12** | **13** | **7** | **12** | **6** | | [**DARK MASK**](https://darksouls2.wiki.fextralife.com/Dark+Mask) | **C** | **44** | **44** | **47** | **42** | **12** | **12** | **8** | **25** | **6** | | [**DESERT SORCERESS HOOD**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Hood) | **E** | **10** | **10** | **10** | **10** | **9** | **6** | **8** | **8** | **0** | | [**DINGY HOOD**](https://darksouls2.wiki.fextralife.com/Dingy+Hood) | **E** | **21** | **24** | **20** | **20** | **13** | **11** | **12** | **12** | **0** | | [**DRAGON ACOLYTE MASK**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Mask) | **E** | **23** | **24** | **22** | **22** | **9** | **9** | **11** | **11** | **0** | | [**DRAGON SAGE HOOD**](https://darksouls2.wiki.fextralife.com/Dragon+Sage+Hood) | **E** | **25** | **27** | **25** | **25** | **11** | **11** | **12** | **13** | **0** | | [**DRAGONRIDER HELM**](https://darksouls2.wiki.fextralife.com/Dragon+Rider+Helm) | **C** | **113** | **106** | **118** | **113** | **13** | **12** | **13** | **13** | **14** | | [**DRAKEBLOOD HELM**](https://darksouls2.wiki.fextralife.com/Drakeblood+Helm) | **C** | **76** | **74** | **83** | **79** | **10** | **16** | **8** | **14** | **7** | | [**DRAKEKEEPER HELM**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Helm) | **C** | **67** | **65** | **71** | **67** | **10** | **11** | **9** | **10** | **12** | | [**DRANGLEIC HELM**](https://darksouls2.wiki.fextralife.com/Drangleic+Helm) | **C** | **79** | **75** | **86** | **81** | **13** | **13** | **11** | **13** | **10** | | [**DURGO'S HAT**](https://darksouls2.wiki.fextralife.com/Durgo%27s+Hat) | **E** | **22** | **24** | **23** | **21** | **12** | **10** | **9** | **10** | **0** | | [**ELITE KNIGHT HELM**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Helm) | **C** | **40** | **39** | **44** | **40** | **11** | **12** | **8** | **11** | **6** | | [**EXECUTIONER HELM**](https://darksouls2.wiki.fextralife.com/Executioner+Helm) | **D** | **61** | **56** | **65** | **63** | **14** | **15** | **10** | **33** | **5** | | [**FALCONER HELM**](https://darksouls2.wiki.fextralife.com/Falconer+Helm) | **D** | **43** | **38** | **47** | **44** | **13** | **19** | **7** | **13** | **6** | | [**FARAAM HELM**](https://darksouls2.wiki.fextralife.com/Faraam+Helm) | **C** | **47** | **45** | **51** | **48** | **11** | **12** | **7** | **11** | **9** | | [**GRAVE WARDEN HELM**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Mask) | **E** | **7** | **7** | **6** | **6** | **3** | **3** | **4** | **4** | **0** | | [**GYRM HELM**](https://darksouls2.wiki.fextralife.com/Gyrm+Helm) | **C** | **86** | **86** | **90** | **82** | **12** | **11** | **10** | **12** | **19** | | [**GYRM WARRIOR GREATHELM**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+greathelm) | **C** | **106** | **109** | **109** | **97** | **12** | **14** | **14** | **12** | **24** | | [**GYRM WARRIOR HELM**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Helm) | **C** | **99** | **103** | **103** | **90** | **12** | **14** | **14** | **12** | **20** | | [**HARD LEATHER HELM**](https://darksouls2.wiki.fextralife.com/Standard+Helm) | **D** | **40** | **28** | **53** | **39** | **8** | **10** | **3** | **8** | **5** | | [**HAVEL'S HELM**](https://darksouls2.wiki.fextralife.com/Havel%27s+Helm) | **C** | **112** | **98** | **126** | **112** | **16** | **17** | **15** | **16** | **17** | | [**HEIDE KNIGHT IRON MASK**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Iron+Mask) | **C** | **53** | **46** | **62** | **52** | **11** | **11** | **4** | **17** | **8** | | [**HEXER'S HOOD**](https://darksouls2.wiki.fextralife.com/Hexer's+Hood) | **E** | **23** | **25** | **22** | **22** | **17** | **25** | **17** | **24** | **0** | | [**HOLLOW INFANTRY HELM**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+Helm) | **D** | **31** | **32** | **30** | **30** | **7** | **6** | **8** | **7** | **0** | | [**HOLLOW SOLDIER HELM**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Helm) | **C** | **34** | **33** | **36** | **35** | **11** | **12** | **8** | **11** | **4** | | [**HUNTER'S HAT**](https://darksouls2.wiki.fextralife.com/Hunter%27s+Hat) | **D** | **7** | **18** | **16** | **16** | **6** | **4** | **8** | **7** | **0** | | [**IMPERIOUS HELM**](https://darksouls2.wiki.fextralife.com/Imperious+Helm) | **C** | **63** | **61** | **67** | **63** | **13** | **11** | **9** | **13** | **10** | | [**IMPORTED HOOD**](https://darksouls2.wiki.fextralife.com/Imported+Hood) | **D** | **16** | **18** | **15** | **15** | **5** | **4** | **6** | **5** | **0** | | [**INFANTRY HELM**](https://darksouls2.wiki.fextralife.com/Infantry+Helm) | **D** | **38** | **40** | **38** | **38** | **10** | **9** | **12** | **10** | **0** | | [**INSOLENT HELM**](https://darksouls2.wiki.fextralife.com/Insolent+Helm) | **C** | **42** | **40** | **45** | **42** | **11** | **11** | **13** | **10** | **6** | | [**IRONCLAD HELM**](https://darksouls2.wiki.fextralife.com/Ironclad+Helm) | **C** | **64** | **59** | **68** | **64** | **10** | **11** | **7** | **10** | **13** | | [**JESTER'S CAP**](https://darksouls2.wiki.fextralife.com/Jester%27s+Cap) | **D** | **34** | **37** | **33** | **33** | **19** | **19** | **19** | **19** | **0** | | [**JUDGEMENT HELM**](https://darksouls2.wiki.fextralife.com/Mask+of+Judgement) | **E** | **49** | **53** | **47** | **47** | **25** | **20** | **17** | **22** | **0** | | [**KING'S CROWN**](https://darksouls2.wiki.fextralife.com/King's+Crown) | **C** | **45** | **43** | **48** | **45** | **15** | **15** | **12** | **11** | **2** | | [**KNIGHT HELM**](https://darksouls2.wiki.fextralife.com/Knight+Helm) | **C** | **35** | **34** | **40** | **35** | **11** | **11** | **8** | **11** | **8** | | [**LEYDIA BLACK HOOD**](https://darksouls2.wiki.fextralife.com/Leydia+Black+Hood) | **E** | **20** | **22** | **19** | **19** | **14** | **9** | **8** | **18** | **0** | | [**LEYDIA WHITE HOOD**](https://darksouls2.wiki.fextralife.com/Leydia+White+Hood) | **E** | **14** | **15** | **13** | **13** | **9** | **9** | **8** | **12** | **0** | | [**LION WARRIOR HELM**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Helm) | **E** | **11** | **12** | **11** | **11** | **5** | **5** | **5** | **9** | **0** | | [**LOOKING GLASS HELM**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Helm) | **C** | **100** | **89** | **113** | **100** | **14** | **15** | **23** | **14** | **16** | | [**LUCATIEL'S MASK**](https://darksouls2.wiki.fextralife.com/Lucatiel's+Mask) | **D** | **25** | **27** | **25** | **25** | **14** | **12** | **15** | **14** | **0** | | [**MAD WARRIOR MASK**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Mask) | **C** | **69** | **69** | **72** | **65** | **11** | **11** | **8** | **11** | **9** | | [**MANIKIN MASK**](https://darksouls2.wiki.fextralife.com/Manikin+Mask) | **E** | **36** | **38** | **35** | **35** | **18** | **17** | **22** | **22** | **0** | | [**MASTODON HELM**](https://darksouls2.wiki.fextralife.com/Mastodon+Helm) | **C** | **66** | **62** | **71** | **66** | **10** | **10** | **6** | **10** | **12** | | [**MONASTERY HEADCLOTH**](https://darksouls2.wiki.fextralife.com/Monastery+Headcloth) | **E** | **30** | **32** | **28** | **28** | **26** | **19** | **17** | **19** | **0** | | [**MOON BUTTERFLY HAT**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Hat) | **E** | **35** | **37** | **33** | **33** | **25** | **38** | **25** | **25** | **0** | | [**NAHR ALMA HOOD**](https://darksouls2.wiki.fextralife.com/Nahr+Alma+Hood) | **E** | **19** | **20** | **19** | **19** | **11** | **9** | **10** | **19** | **0** | | [**OLD IRONCLAD HELM**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Helm) | **C** | **56** | **52** | **61** | **56** | **8** | **9** | **6** | **8** | **11** | | [**OLD KNIGHT HELM**](https://darksouls2.wiki.fextralife.com/Old+Knight+Helm) | **C** | **77** | **73** | **80** | **77** | **9** | **9** | **7** | **9** | **14** | | [**PATE'S HELM**](https://darksouls2.wiki.fextralife.com/Pate%27s+Helm) | **D** | **38** | **27** | **51** | **38** | **8** | **10** | **3** | **8** | **5** | | [**PEASANT'S HAT**](https://darksouls2.wiki.fextralife.com/Peasant+Hat) | **E** | **9** | **9** | **8** | **8** | **4** | **4** | **5** | **4** | **0** | | [**PENAL MASK**](https://darksouls2.wiki.fextralife.com/Penal+Mask) | **D** | **65** | **59** | **73** | **60** | **27** | **33** | **17** | **30** | **5** | | [**PRIESTESS HEADPIECE**](https://darksouls2.wiki.fextralife.com/Priestess+Headpiece) | **E** | **23** | **24** | **22** | **22** | **14** | **14** | **20** | **16** | **0** | | [**PRISONER'S HOOD**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Hood) | **E** | **4** | **5** | **4** | **4** | **4** | **4** | **6** | **4** | **0** | | [**ROGUE HOOD**](https://darksouls2.wiki.fextralife.com/Rogue+Hood) | **E** | **11** | **11** | **11** | **11** | **4** | **4** | **4** | **5** | **0** | | [**ROYAL SOLDIER HELM**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Helm) | **C** | **41** | **39** | **43** | **42** | **13** | **13** | **9** | **13** | **6** | | [**ROYAL SWORDSMAN HELM**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Helm) | **C** | **42** | **37** | **47** | **44** | **10** | **12** | **7** | **10** | **7** | | [**RUIN HELM**](https://darksouls2.wiki.fextralife.com/Ruin+Helm) | **C** | **53** | **48** | **57** | **54** | **12** | **14** | **8** | **12** | **8** | | [**RUSTED MASTODON HELM**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Helm) | **C** | **59** | **55** | **63** | **59** | **8** | **8** | **5** | **8** | **10** | | [**SAINT'S HOOD**](https://darksouls2.wiki.fextralife.com/Saint%27s+Hood) | **E** | **23** | **25** | **22** | **22** | **17** | **17** | **21** | **17** | **0** | | [**SHADOW MASK**](https://darksouls2.wiki.fextralife.com/Shadow+Mask) | **E** | **34** | **38** | **30** | **30** | **18** | **20** | **19** | **24** | **0** | | [**SMELTER DEMON HELM**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Helm) | **C** | **129** | **116** | **142** | **129** | **18** | **34** | **17** | **18** | **15** | | [**STEEL HELM**](https://darksouls2.wiki.fextralife.com/Steel+Helm) | **C** | **62** | **59** | **66** | **62** | **9** | **10** | **7** | **9** | **12** | | [**SYAN'S HELM**](https://darksouls2.wiki.fextralife.com/Syan%27s+Helm) | **C** | **61** | **55** | **65** | **63** | **12** | **16** | **7** | **12** | **10** | | [**TARGRAY'S HELM**](https://darksouls2.wiki.fextralife.com/Targray%27s+Helm) | **C** | **36** | **34** | **39** | **36** | **9** | **9** | **7** | **10** | **5** | | [**TATTERED CLOTH HOOD**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth+Hood) | **E** | **20** | **21** | **20** | **20** | **11** | **15** | **10** | **11** | **0** | | [**THRONE DEFENDER HELM**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Helm) | **C** | **87** | **84** | **90** | **88** | **18** | **20** | **10** | **18** | **8** | | [**THRONE WATCHER HELM**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Helm) | **C** | **70** | **66** | **75** | **70** | **30** | **20** | **16** | **20** | **4** | | [**TRAVELING MERCHANT HAT**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Hat) | **D** | **25** | **27** | **24** | **24** | **7** | **8** | **8** | **7** | **0** | | [**TSELDORA CAP**](https://darksouls2.wiki.fextralife.com/Tseldora+Cap) | **E** | **10** | **11** | **10** | **10** | **5** | **5** | **6** | **4** | **0** | | [**VARANGIAN HELM**](https://darksouls2.wiki.fextralife.com/Varangian+Helm) | **D** | **53** | **46** | **60** | **65** | **17** | **19** | **10** | **17** | **5** | | [**VELSTADT'S HELM**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Helm) | **C** | **113** | **103** | **119** | **117** | **17** | **18** | **10** | **36** | **11** | | [**VENGARL'S HELM**](https://darksouls2.wiki.fextralife.com/Vengarl%27s+Helm) | **C** | **99** | **93** | **105** | **99** | **15** | **19** | **14** | **15** | **12** | | [**WANDERER HOOD**](https://darksouls2.wiki.fextralife.com/Wanderer+Hood) | **E** | **23** | **22** | **23** | **24** | **8** | **10** | **11** | **8** | **0** | | [**WHITE HOLLOW MAGE HELM**](https://darksouls2.wiki.fextralife.com/White+Hollow+Mage+Helm) | **E** | **34** | **35** | **33** | **33** | **28** | **20** | **21** | **23** | **0** | | [**WHITE PRIEST HEADPIECE**](https://darksouls2.wiki.fextralife.com/White+Priest+Headpiece) | **E** | **23** | **25** | **23** | **23** | **14** | **14** | **18** | **16** | **0** | | [**WARLOCK MASK**](https://darksouls2.wiki.fextralife.com/Warlock+Mask) | **E** | **26** | **30** | **24** | **24** | **36** | **17** | **24** | **36** | **4** | | [**XANTHOUS CROWN**](https://darksouls2.wiki.fextralife.com/Xanthous+Crown) | **E** | **67** | **116** | **67** | **44** | **16** | **5** | **11** | **15** | **0** | | [**SANCTUM KNIGHT HELM**](https://darksouls2.wiki.fextralife.com/Sanctum+Knight+Helm) | **C** | **96** | **88** | **104** | **96** | **12** | **12** | **10** | **12** | **9** | | [**CROWN OF THE SUNKEN KING HELM**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Helm) | **E** | **35** | **33** | **35** | **33** | **9** | **8** | **8** | **7** | **0** |    [CHEST PIECE](https://darksouls2.wiki.fextralife.com/Chest+Pieces) **CHEST ARMOR IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE PIECES OF**[**ARMOR**](https://darksouls2.wiki.fextralife.com/Armor)**THAT'S THAT CAN BE EQUIPPED IN THE CHEST ARMOR SLOT. EACH PIECE OF ARMOR PROVIDES DIFFERENT DEFENSE, RESISTANCE AND POISE VALUES FOR DIFFERENT WEIGHTS. SOME ARMOR PIECES COULD ALSO PROVIDE CERTAIN BONUSES SUCH AS HEALTH REGENERATION. THERE ARE ALSO NO SET BONUSES WHEN IT COMES TO EQUIPPING SET ARMOR PIECES, ONLY THE SPECIFIC PIECE OF ARMOR'S BONUS WILL BE APPLIED WHEN EQUIPPED. THIS WAS DONE SO THAT PLAYERS CAN FULLY CUSTOMIZE THEIR BUILDS TO THEIR LIKING, EACH WITH DIFFERENT BUFFS AND ADVANTAGES, WITHOUT HAVING TO THINK ABOUT SET BONUSES CHEST ARMOR FOR THE ENTIRE GAME AND DLCS ARE AVAILABLE IN THIS PAGE AS A SORTABLE TABLE. TO SORT THEM BY THEIR RESPECTIVE PROPERTIES, CLICK ON THE HEADER ROWS (ICONS).** WHAT ARE CHEST ARMORS IN DARK SOULS 2? **CHEST ARMOR ARE PIECES OF ARMOR THAT PROTECTS THE CHEST. CHEST ARMORS ARE THE LARGEST ARMORS AMONG THE CATEGORIES, SO CHEST PIECES TEND TO ADD MORE WEIGHT WHEN BEING EQUIPPED AS OPPOSED TO**[**GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Gauntlets)**FOR EXAMPLE.** ICON REPRESENTATION IN DARK SOULS 2  * **icon physicaldef- PHYSICAL DEFENSE** * **icon magicdef- MAGIC DEFENSE** * **icon firedef- FIRE DEFENSE** * **icon lightningdef- LIGHTNING DEFENSE** * **icon poisedef- POISE** * **icon poisonres- POISON RESIST** * **icon bleedres- BLEED RESIST** * **icon darkdef- DARK RESIST** * **icon petrifyres- PETRIFY RESIST** * **icon curseres- CURSE RESIST**   [**ALL ARMOR SETS**](https://darksouls2.wiki.fextralife.com/Armor)  [**HELMS**](https://darksouls2.wiki.fextralife.com/Helms)  [**CHESTS**](https://darksouls2.wiki.fextralife.com/Chest+Pieces)  [**GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Gauntlets)  [**LEGGINGS**](https://darksouls2.wiki.fextralife.com/Leggings) CHEST ARMOR IN DARK SOULS 2 **CHEST ARMOR GALLERY**  **CHEST ARMOR MAX TABLE**  **CHEST ARMOR DEFAULT TABLE** DARK SOULS 2 ALL CHEST ARMOR[[Agdayne's Black Robe](https://darksouls2.wiki.fextralife.com/Agdayne's+Black+Robe) AGDAYNE'S BLACK ROBE](https://darksouls2.wiki.fextralife.com/Agdayne's+Black+Robe)[[Alonne Captain Armor](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Armor) ALONNE CAPTAIN ARMOR](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Armor)[[Alonne Knight Armor](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Armor) ALONNE KNIGHT ARMOR](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Armor)[[Alonne's Armor](https://darksouls2.wiki.fextralife.com/Alonne's+Set) ALONNE'S ARMOR](https://darksouls2.wiki.fextralife.com/Alonne's+Set)[[Alva Armor](https://darksouls2.wiki.fextralife.com/Alva+Armor) ALVA ARMOR](https://darksouls2.wiki.fextralife.com/Alva+Armor)[[Archdrake Robes](https://darksouls2.wiki.fextralife.com/Archdrake+Robes) ARCHDRAKE ROBES](https://darksouls2.wiki.fextralife.com/Archdrake+Robes)[[Astrologist's Robe](https://darksouls2.wiki.fextralife.com/Astrologist's+Robe) ASTROLOGIST'S ROBE](https://darksouls2.wiki.fextralife.com/Astrologist's+Robe)[[Armor of Aurous](https://darksouls2.wiki.fextralife.com/Armor+of+Aurous) ARMOR OF AUROUS](https://darksouls2.wiki.fextralife.com/Armor+of+Aurous)[[Bandit Armor](https://darksouls2.wiki.fextralife.com/Bandit+Armor) BANDIT ARMOR](https://darksouls2.wiki.fextralife.com/Bandit+Armor)[[Bell Keeper Bellyband](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bellyband) BELL KEEPER BELLYBAND](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bellyband)[[Benhart's Armor](https://darksouls2.wiki.fextralife.com/Benhart's+Armor) BENHART'S ARMOR](https://darksouls2.wiki.fextralife.com/Benhart's+Armor)[[Black Hollow Mage Robe](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Robe) BLACK HOLLOW MAGE ROBE](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Robe)Black Leather Armor [BLACK LEATHER ARMOR](https://darksouls2.wiki.fextralife.com/Black+Leather+Armor)[[Black Robes](https://darksouls2.wiki.fextralife.com/Black+Robes) BLACK ROBES](https://darksouls2.wiki.fextralife.com/Black+Robes)[[Black Witch Robe](https://darksouls2.wiki.fextralife.com/Black+Witch+Robe) BLACK WITCH ROBE](https://darksouls2.wiki.fextralife.com/Black+Witch+Robe)[[Bone King Robe](https://darksouls2.wiki.fextralife.com/Bone+King+Robe) BONE KING ROBE](https://darksouls2.wiki.fextralife.com/Bone+King+Robe)[[Brigand Armor](https://darksouls2.wiki.fextralife.com/Brigand+Armor) BRIGAND ARMOR](https://darksouls2.wiki.fextralife.com/Brigand+Armor)[[Cale's Leather Armor](https://darksouls2.wiki.fextralife.com/Cale's+Set) CALE'S LEATHER ARMOR](https://darksouls2.wiki.fextralife.com/Cale's+Set)[[Catarina Armor](https://darksouls2.wiki.fextralife.com/Catarina+Armor) CATARINA ARMOR](https://darksouls2.wiki.fextralife.com/Catarina+Armor)[[Chaos Robe](https://darksouls2.wiki.fextralife.com/Chaos+Robe) CHAOS ROBE](https://darksouls2.wiki.fextralife.com/Chaos+Robe)[[charred loyce armor](https://darksouls2.wiki.fextralife.com/Charred+Loyce+Set) CHARRED LOYCE ARMOR](https://darksouls2.wiki.fextralife.com/Charred+Loyce+Set)[[Creighton's Chainmail](https://darksouls2.wiki.fextralife.com/Creighton's+Chainmail) CREIGHTON'S CHAINMAIL](https://darksouls2.wiki.fextralife.com/Creighton's+Chainmail)[[Dark Armor](https://darksouls2.wiki.fextralife.com/Dark+Armor) DARK ARMOR](https://darksouls2.wiki.fextralife.com/Dark+Armor)[[Desert Sorceress Top](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Top) DESERT SORCERESS TOP](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Top)[[Dingy Robe](https://darksouls2.wiki.fextralife.com/Dingy+Robe) DINGY ROBE](https://darksouls2.wiki.fextralife.com/Dingy+Robe)[[Dragon Acolyte Robe](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Robe) DRAGON ACOLYTE ROBE](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Robe)[[Dragonrider Armor](https://darksouls2.wiki.fextralife.com/Dragonrider+Armor) DRAGONRIDER ARMOR](https://darksouls2.wiki.fextralife.com/Dragonrider+Armor)[[Drakeblood Armor](https://darksouls2.wiki.fextralife.com/Drakeblood+Set) DRAKEBLOOD ARMOR](https://darksouls2.wiki.fextralife.com/Drakeblood+Set)[[Drakekeeper Armor](https://darksouls2.wiki.fextralife.com/Drakekeeper+Armor) DRAKEKEEPER ARMOR](https://darksouls2.wiki.fextralife.com/Drakekeeper+Armor)[[Drangleic Mail](https://darksouls2.wiki.fextralife.com/Drangleic+Mail) DRANGLEIC MAIL](https://darksouls2.wiki.fextralife.com/Drangleic+Mail)[[Elite Knight Armor Better](https://darksouls2.wiki.fextralife.com/Elite+Knight+Armor) ELITE KNIGHT ARMOR](https://darksouls2.wiki.fextralife.com/Elite+Knight+Armor)[[Executioner Armor](https://darksouls2.wiki.fextralife.com/Executioner+Armor) EXECUTIONER ARMOR](https://darksouls2.wiki.fextralife.com/Executioner+Armor)CHEST ARMOR IN DARK SOULS 2 **CHEST ARMOR GALLERY**  **CHEST ARMOR MAX TABLE**  **CHEST ARMOR DEFAULT TABLE** DARK SOULS 2 CHESTS MAX UPGRADE SORTABLE TABLE  | **SET** | **icon physicaldefbonus green** | **icon physicaldef** | **icon strikedef** | **icon slashdef** | **icon thrustdef** | **icon magicdef** | **icon firedef** | **icon lightningdef** | **icon darkdef** | **icon poisedef** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S BLACK ROBES +5**](https://darksouls2.wiki.fextralife.com/Agdayne%27s+Set) | **B** | **139** | **147** | **135** | **135** | **81** | **78** | **72** | **108** | **0** | | [**ALONNE CAPTAIN ARMOR +10**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Armor) | **A** | **324** | **305** | **343** | **324** | **68** | **106** | **45** | **68** | **38** | | [**ALONNE KNIGHT ARMOR +10**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Set) | **A** | **293** | **279** | **309** | **293** | **45** | **81** | **34** | **45** | **38** | | [**ALONNE'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/Alonne%27s+Armor) | **A** | **181** | **172** | **187** | **178** | **48** | **53** | **36** | **52** | **17** | | [**ALVA ARMOR +10**](https://darksouls2.wiki.fextralife.com/Alva+Armor) | **A** | **179** | **170** | **185** | **176** | **49** | **54** | **37** | **53** | **15** | | [**ARCHDRAKE ROBES +10**](https://darksouls2.wiki.fextralife.com/Archdrake+Robes) | **A** | **178** | **178** | **178** | **178** | **57** | **54** | **93** | **53** | **13** | | [**ASTROLOGIST ROBE +10**](https://darksouls2.wiki.fextralife.com/Astrologist%27s+Set) | **B** | **121** | **126** | **117** | **117** | **87** | **60** | **60** | **74** | **0** | | [**AUROUS ARMOR +5**](https://darksouls2.wiki.fextralife.com/Aurous+Set) | **B** | **115** | **123** | **109** | **111** | **45** | **38** | **48** | **41** | **0** | | [**BANDIT ARMOR +10**](https://darksouls2.wiki.fextralife.com/Bandit+Armor) | **B** | **133** | **133** | **137** | **128** | **40** | **41** | **33** | **40** | **5** | | [**BELLKEEPER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Bellkeeper+Armor) | **B** | **132** | **138** | **128** | **128** | **28** | **26** | **38** | **50** | **0** | | [**BENHART'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Armor) | **A** | **208** | **200** | **216** | **208** | **48** | **46** | **42** | **48** | **18** | | [**BLACK HOLLOW MAGE ROBES +10**](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Robes) | **B** | **64** | **68** | **62** | **62** | **94** | **66** | **72** | **78** | **0** | | [**BLACK LEATHER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Black+Leather+Armor) | **B** | **130** | **136** | **128** | **128** | **62** | **48** | **46** | **52** | **0** | | [**BLACK ROBES +5**](https://darksouls2.wiki.fextralife.com/Black+Robes) | **B** | **101** | **108** | **96** | **96** | **110** | **74** | **74** | **74** | **0** | | [**BLACK WITCH ROBE +5**](https://darksouls2.wiki.fextralife.com/Black+Witch+Robe) | **B** | **146** | **158** | **141** | **141** | **135** | **108** | **126** | **131** | **0** | | [**BONE KING ARMOR +5**](https://darksouls2.wiki.fextralife.com/Bone+King+Armor) | **B** | **107** | **116** | **102** | **102** | **68** | **75** | **62** | **95** | **0** | | [**BRIGAND ARMOR +10**](https://darksouls2.wiki.fextralife.com/Brigand+Armor) | **B** | **114** | **124** | **112** | **106** | **56** | **44** | **42** | **48** | **0** | | [**CALE'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Cale%27s+Armor) | **B** | **78** | **76** | **76** | **80** | **22** | **24** | **18** | **22** | **0** | | [**CATARINA ARMOR +5**](https://darksouls2.wiki.fextralife.com/Catarina+Armor) | **A** | **224** | **224** | **260** | **224** | **48** | **53** | **32** | **48** | **0** | | [**CHAOS ROBE +5**](https://darksouls2.wiki.fextralife.com/Chaos+Robe) | **B** | **101** | **108** | **96** | **74** | **74** | **110** | **74** | **107** | **0** | | [**CHARRED LOYCE ARMOR +5**](https://darksouls2.wiki.fextralife.com/Charred+Loyce+Set) | **A** | **259** | **223** | **265** | **259** | **55** | **67** | **32** | **53** | **22** | | [**CREIGHTON'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Creighton%27s+Armor) | **A** | **180** | **176** | **186** | **180** | **54** | **60** | **32** | **54** | **14** | | [**DARK ARMOR +5**](https://darksouls2.wiki.fextralife.com/Dark+Armor) | **A** | **171** | **171** | **180** | **164** | **45** | **45** | **30** | **96** | **16** | | [**DESERT SORCERESS TOP +10**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Top) | **B** | **90** | **94** | **86** | **86** | **84** | **58** | **70** | **76** | **0** | | [**DINGY ROBE +10**](https://darksouls2.wiki.fextralife.com/Dingy+Robe) | **B** | **108** | **122** | **101** | **101** | **66** | **55** | **62** | **62** | **0** | | [**DRAGON ACOLYTE ARMOR +10**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Armor) | **B** | **118** | **124** | **114** | **114** | **48** | **48** | **56** | **60** | **0** | | [**DRAGONRIDER ARMOR +5**](https://darksouls2.wiki.fextralife.com/Dragonrider+Set) | **A** | **340** | **317** | **355** | **340** | **29** | **27** | **30** | **29** | **45** | | [**DRAKEBLOOD ARMOR +10**](https://darksouls2.wiki.fextralife.com/Drakeblood+Set) | **A** | **249** | **237** | **267** | **255** | **50** | **62** | **33** | **55** | **22** | | [**DRAKEKEEPER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Armor) | **A** | **333** | **320** | **351** | **333** | **44** | **49** | **39** | **44** | **40** | | [**DRANGLEIC MAIL +5**](https://darksouls2.wiki.fextralife.com/Drangleic+Mail) | **A** | **293** | **276** | **316** | **298** | **47** | **47** | **42** | **47** | **28** | | [**ELITE KNIGHT ARMOR +10**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Armor) | **A** | **208** | **202** | **228** | **208** | **58** | **64** | **42** | **58** | **15** | | [**EXECUTIONER ARMOR +5**](https://darksouls2.wiki.fextralife.com/Executioner+Armor) | **B** | **140** | **128** | **148** | **144** | **32** | **34** | **22** | **75** | **7** | | [**FALCONER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Falconer+Armor) | **B** | **148** | **156** | **142** | **142** | **44** | **38** | **50** | **44** | **12** | | [**FARAAM ARMOR +10**](https://darksouls2.wiki.fextralife.com/Faraam+Armor) | **A** | **248** | **236** | **226** | **252** | **56** | **60** | **36** | **56** | **24** | | [**GRAVE WARDEN ARMOR +10**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Armor) | **B** | **158** | **172** | **152** | **152** | **70** | **66** | **84** | **90** | **0** | | [**GYRM ARMOR +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Armor) | **A** | **258** | **258** | **269** | **246** | **37** | **34** | **30** | **37** | **26** | | [**GYRM WARRIOR ARMOR +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Armor) | **A** | **390** | **408** | **408** | **354** | **42** | **52** | **52** | **42** | **47** | | [**HARD LEATHER ARMOR +5**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Armor) | **B** | **102** | **107** | **99** | **101** | **32** | **21** | **39** | **33** | **0** | | [**HAVEL'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/Havel%27s+Armor) | **A** | **399** | **344** | **453** | **399** | **52** | **57** | **48** | **52** | **51** | | [**HEIDE KNIGHT ARMOR +10**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Armor) | **A** | **215** | **202** | **230** | **215** | **37** | **47** | **32** | **65** | **20** | | [**HEXER CHEST +5**](https://darksouls2.wiki.fextralife.com/Hexer+Chest) | **B** | **101** | **108** | **96** | **96** | **74** | **110** | **74** | **107** | **0** | | [**HOLLOW INFANTRY ARMOR +10**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+Armor) | **B** | **92** | **94** | **90** | **90** | **20** | **16** | **24** | **24** | **0** | | [**HOLLOW SOLDIER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Armor) | **A** | **138** | **132** | **146** | **140** | **44** | **46** | **30** | **44** | **7** | | [**IMPERIOUS ARMOR +10**](https://darksouls2.wiki.fextralife.com/Imperious+Armor) | **A** | **320** | **308** | **338** | **320** | **66** | **56** | **46** | **66** | **30** | | [**IMPORTED TUNIC +10**](https://darksouls2.wiki.fextralife.com/Imported+Tunic) | **B** | **94** | **106** | **90** | **90** | **28** | **24** | **34** | **28** | **0** | | [**INFANTRY ARMOR +10**](https://darksouls2.wiki.fextralife.com/Infantry+Armor) | **B** | **114** | **118** | **110** | **110** | **28** | **26** | **36** | **28** | **0** | | [**INSOLENT ARMOR +10**](https://darksouls2.wiki.fextralife.com/Insolent+Armor) | **A** | **170** | **162** | **182** | **170** | **44** | **44** | **54** | **40** | **16** | | [**IRONCLAD ARMOR +10**](https://darksouls2.wiki.fextralife.com/Ironclad+Armor) | **A** | **342** | **316** | **364** | **342** | **54** | **58** | **38** | **48** | **32** | | [**IVORY KING ARMOR +5**](https://darksouls2.wiki.fextralife.com/Ivory+king+armor) | **A** | **285** | **235** | **295** | **285** | **55** | **70** | **32** | **55** | **28** | | [**JESTER'S ROBE +10**](https://darksouls2.wiki.fextralife.com/Jester%27s+Robe) | **B** | **132** | **140** | **126** | **126** | **74** | **74** | **74** | **74** | **0** | | [**JUDGEMENT ROBE +5**](https://darksouls2.wiki.fextralife.com/Judgement+Robe) | **B** | **116** | **123** | **111** | **111** | **59** | **48** | **41** | **53** | **0** | | [**KING'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/King%27s+Armor) | **A** | **215** | **204** | **227** | **215** | **72** | **72** | **57** | **51** | **16** | | [**KNIGHT'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Knight%27s+Armor) | **A** | **184** | **178** | **208** | **184** | **54** | **58** | **40** | **54** | **20** | | [**LEATHER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Leather+Armor) | **B** | **130** | **138** | **126** | **126** | **48** | **30** | **62** | **52** | **0** | | [**LEYDIA BLACK ARMOR +5**](https://darksouls2.wiki.fextralife.com/Leydia+Black+Armor) | **B** | **105** | **116** | **99** | **99** | **72** | **50** | **44** | **95** | **0** | | [**LEYDIA WHITE ROBE +10**](https://darksouls2.wiki.fextralife.com/Leydia+White+Robe) | **B** | **96** | **106** | **92** | **92** | **64** | **64** | **54** | **82** | **0** | | [**LION MAGE ROBE +10**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Robe) | **B** | **78** | **82** | **72** | **72** | **74** | **60** | **62** | **74** | **0** | | [**LION WARRIOR CAPE +10**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Cape) | **B** | **56** | **58** | **56** | **56** | **24** | **22** | **22** | **44** | **0** | | [**LLEWELLYN ARMOR +5**](https://darksouls2.wiki.fextralife.com/Llewellyn+Armor) | **B** | **180** | **168** | **186** | **182** | **57** | **69** | **44** | **57** | **0** | | [**LOOKING GLASS ARMOR +5**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Armor) | **A** | **358** | **308** | **404** | **354** | **44** | **50** | **79** | **44** | **44** | | [**LOYCE ARMOR +5**](https://darksouls2.wiki.fextralife.com/Loyce+Set) | **A** | **247** | **238** | **255** | **249** | **67** | **55** | **32** | **53** | **20** | | [**LUCATIEL'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Lucatiel%27s+Armor) | **B** | **152** | **164** | **148** | **148** | **84** | **74** | **92** | **84** | **0** | | [**MAD WARRIOR ARMOR +5**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Armor) | **A** | **257** | **257** | **270** | **245** | **42** | **41** | **32** | **42** | **25** | | [**MANIKIN TOP +10**](https://darksouls2.wiki.fextralife.com/Manikin+Top) | **B** | **92** | **98** | **88** | **88** | **46** | **44** | **56** | **58** | **0** | | [**MASTODON ARMOR +10**](https://darksouls2.wiki.fextralife.com/Mastodon+Armor) | **A** | **396** | **368** | **422** | **396** | **52** | **56** | **34** | **52** | **35** | | [**MONASTERY ROBE +5**](https://darksouls2.wiki.fextralife.com/Monastery+Robe) | **B** | **101** | **107** | **93** | **93** | **89** | **66** | **57** | **65** | **0** | | [**MOON BUTTERFLY WINGS +5**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Wings) | **B** | **72** | **78** | **68** | **68** | **38** | **24** | **38** | **32** | **0** | | [**NAHR ALMA ARMOR +10**](https://darksouls2.wiki.fextralife.com/Nahr+Alma+Armor) | **B** | **88** | **94** | **86** | **86** | **50** | **42** | **46** | **88** | **0** | | [**NORTHWARDER ROBE +10**](https://darksouls2.wiki.fextralife.com/Northwarder+Set) | **B** | **98** | **103** | **95** | **95** | **85** | **62** | **64** | **70** | **0** | | [**OLD IRONCLAD ARMOR +10**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Armor) | **A** | **300** | **278** | **322** | **300** | **44** | **48** | **34** | **44** | **28** | | [**OLD KNIGHT ARMOR +10**](https://darksouls2.wiki.fextralife.com/Old+Knight+Armor) | **A** | **342** | **319** | **356** | **342** | **29** | **29** | **19** | **29** | **50** | | [**PATE'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/Pate%27s+Armor) | **B** | **98** | **101** | **95** | **95** | **32** | **21** | **39** | **33** | **0** | | [**PEASANT TOP +10**](https://darksouls2.wiki.fextralife.com/Peasant+Top) | **B** | **50** | **56** | **48** | **48** | **24** | **26** | **32** | **22** | **0** | | [**PENAL STRAIGHT JACKET +5**](https://darksouls2.wiki.fextralife.com/Penal+Straight+Jacket) | **B** | **113** | **116** | **116** | **105** | **47** | **59** | **42** | **53** | **0** | | [**PRIESTESS ROBE +10**](https://darksouls2.wiki.fextralife.com/Priestess+Robe) | **B** | **106** | **110** | **104** | **104** | **106** | **66** | **92** | **74** | **0** | | [**PRISONER'S TATTERS +10**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Set) | **B** | **22** | **24** | **22** | **22** | **22** | **22** | **34** | **26** | **0** | | [**RAIME'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/Raime%27s+Set) | **A** | **253** | **226** | **271** | **259** | **54** | **71** | **32** | **69** | **23** | | [**RED LION WARRIOR CAPE +10**](https://darksouls2.wiki.fextralife.com/Red+Lion+Warrior+Cape) | **B** | **68** | **70** | **66** | **66** | **32** | **30** | **30** | **52** | **0** | | [**RETAINER ROBE +10**](https://darksouls2.wiki.fextralife.com/Retainer+Robe) | **B** | **101** | **106** | **98** | **98** | **85** | **70** | **73** | **74** | **0** | | [**ROYAL SOLDIER ARMOR +10**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Armor) | **A** | **158** | **148** | **164** | **160** | **48** | **50** | **34** | **48** | **16** | | [**ROYAL SWORDSMAN ARMOR +10**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Armor) | **A** | **202** | **176** | **224** | **210** | **46** | **58** | **32** | **46** | **18** | | [**RUIN ARMOR +5**](https://darksouls2.wiki.fextralife.com/Ruin+Armor) | **A** | **209** | **189** | **225** | **213** | **50** | **56** | **33** | **50** | **18** | | [**RUSTED MASTODON ARMOR +10**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Armor) | **A** | **312** | **292** | **334** | **312** | **42** | **44** | **28** | **42** | **28** | | [**SAINT'S ROBE +5**](https://darksouls2.wiki.fextralife.com/Saint%27s+Robe) | **B** | **101** | **108** | **96** | **96** | **74** | **74** | **92** | **74** | **0** | | [**SANCTUM KNIGHT ARMOR +5**](https://darksouls2.wiki.fextralife.com/Sanctum+Knight+Set) | **A** | **295** | **275** | **317** | **297** | **45** | **45** | **40** | **46** | **27** | | [**SHADOW TOP +10**](https://darksouls2.wiki.fextralife.com/Shadow+Top) | **B** | **96** | **110** | **86** | **86** | **52** | **58** | **54** | **70** | **0** | | [**SINGER'S DRESS +5**](https://darksouls2.wiki.fextralife.com/Singer%27s+Dress) | **B** | **45** | **50** | **44** | **44** | **68** | **53** | **62** | **62** | **0** | | [**SMELTER DEMON ARMOR +5**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Armor) | **A** | **340** | **343** | **417** | **240** | **43** | **90** | **40** | **43** | **43** | | [**STEEL ARMOR +10**](https://darksouls2.wiki.fextralife.com/Steel+Armor) | **A** | **309** | **294** | **330** | **309** | **39** | **42** | **27** | **39** | **36** | | [**SYAN'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Syan%27s+Armor) | **A** | **274** | **246** | **292** | **278** | **52** | **70** | **30** | **52** | **23** | | [**TARGRAY'S ARMOR +10**](https://darksouls2.wiki.fextralife.com/Targray%27s+Armor) | **A** | **178** | **166** | **192** | **178** | **44** | **44** | **36** | **50** | **17** | | [**TATTERED CLOTH ROBE +10**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth) | **B** | **100** | **106** | **96** | **96** | **52** | **72** | **48** | **52** | **0** | | [**THRONE DEFENDER ARMOR +5**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Armor) | **A** | **284** | **272** | **293** | **284** | **57** | **63** | **33** | **57** | **25** | | [**THRONE WATCHER ARMOR +5**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Armor) | **A** | **209** | **198** | **225** | **209** | **92** | **59** | **47** | **59** | **16** | | [**TRAVELING MERCHANT COAT +10**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Set) | **B** | **148** | **158** | **144** | **144** | **42** | **46** | **50** | **42** | **0** | | [**TSELDORA TOP +10**](https://darksouls2.wiki.fextralife.com/Tseldora+Top) | **B** | **44** | **48** | **42** | **42** | **20** | **22** | **26** | **18** | **0** | | [**VARANGIAN ARMOR +10**](https://darksouls2.wiki.fextralife.com/Varangian+Armor) | **B** | **134** | **142** | **132** | **132** | **44** | **32** | **50** | **44** | **0** | | [**VELSTADT'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Armor) | **A** | **330** | **301** | **350** | **343** | **41** | **43** | **20** | **98** | **33** | | [**VENGARL'S ARMOR +5**](https://darksouls2.wiki.fextralife.com/Vengarl%27s+Armor) | **A** | **316** | **298** | **338** | **316** | **41** | **53** | **34** | **41** | **39** | | [**WANDERER COAT +10**](https://darksouls2.wiki.fextralife.com/Wanderer+Coat) | **B** | **115** | **111** | **117** | **118** | **38** | **50** | **56** | **40** | **0** | | [**WHITE HOLLOW TOP +10**](https://darksouls2.wiki.fextralife.com/White+Hollow+Top) | **B** | **104** | **108** | **102** | **102** | **88** | **64** | **66** | **74** | **0** |  CHEST ARMOR IN DARK SOULS 2 **CHEST ARMOR GALLERY**  **CHEST ARMOR MAX TABLE**  **CHEST ARMOR DEFAULT TABLE** DARK SOULS 2 CHESTS SORTABLE TABLE  | **SET** | **icon physicaldefbonus green** | **icon physicaldef** | **icon strikedef** | **icon slashdef** | **icon thrustdef** | **icon magicdef** | **icon firedef** | **icon lightningdef** | **icon darkdef** | **icon poisedef** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S BLACK ROBES**](https://darksouls2.wiki.fextralife.com/Agdayne's+Black+Robe) | **B** | **93** | **98** | **90** | **90** | **54** | **52** | **48** | **72** | **0** | | [**ALONNE CAPTAIN ARMOR**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Armor) | **A** | **162** | **153** | **171** | **162** | **34** | **53** | **23** | **34** | **38** | | [**ALONNE KNIGHT ARMOR**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Armor) | **A** | **152** | **146** | **161** | **152** | **27** | **46** | **22** | **27** | **24** | | [**ALVA ARMOR**](https://darksouls2.wiki.fextralife.com/Alva+Armor) | **A** | **89** | **85** | **90** | **88** | **25** | **27** | **19** | **26** | **15** | | [**ARCHDRAKE ROBES**](https://darksouls2.wiki.fextralife.com/Archdrake+Robes) | **A** | **89** | **89** | **89** | **89** | **28** | **27** | **47** | **27** | **14** | | [**ASTROLOGIST ROBE**](https://darksouls2.wiki.fextralife.com/Astrologist%27s+Robe) | **UNKNOWN** | **60** | **63** | **58** | **58** | **44** | **30** | **30** | **37** | **0** | | [**ARMOR OF AUROUS**](https://darksouls2.wiki.fextralife.com/Armor+of+Aurous) | **B** | **76** | **82** | **72** | **74** | **30** | **25** | **32** | **28** | **0** | | [**BANDIT ARMOR**](https://darksouls2.wiki.fextralife.com/Bandit+Armor) | **B** | **67** | **66** | **69** | **64** | **20** | **21** | **17** | **20** | **5** | | [**BELL KEEPER BELLYBAND**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Bellyband) | **B** | **66** | **69** | **64** | **64** | **14** | **13** | **19** | **25** | **0** | | [**BENHART'S ARMOR**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Armor) | **A** | **104** | **100** | **108** | **104** | **24** | **23** | **21** | **24** | **18** | | [**BLACK DRAGON ARMOR**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Armor) | **A** | **125** | **121** | **127** | **125** | **45** | **98** | **47** | **45** | **0** | | [**BLACK HOLLOW MAGE ROBE**](https://darksouls2.wiki.fextralife.com/Black+Hollow+Mage+Robe) | **B** | **32** | **34** | **31** | **31** | **47** | **33** | **36** | **39** | **0** | | [**BLACK LEATHER ARMOR**](https://darksouls2.wiki.fextralife.com/Black+Leather+Armor) | **B** | **65** | **68** | **64** | **64** | **31** | **24** | **23** | **26** | **0** | | [**BLACK ROBES**](https://darksouls2.wiki.fextralife.com/Black+Robes) | **B** | **67** | **72** | **64** | **64** | **73** | **49** | **49** | **49** | **0** | | [**BLACK WITCH ROBE**](https://darksouls2.wiki.fextralife.com/Black+Witch+Robe) | **B** | **97** | **105** | **94** | **94** | **90** | **72** | **84** | **87** | **0** | | [**BONE KING ROBE**](https://darksouls2.wiki.fextralife.com/Bone+King+Robe) | **B** | **71** | **77** | **68** | **68** | **45** | **50** | **41** | **63** | **0** | | [**BRIGAND ARMOR**](https://darksouls2.wiki.fextralife.com/Brigand+Armor) | **B** | **57** | **62** | **56** | **53** | **28** | **22** | **21** | **24** | **0** | | [**CALE'S ARMOR**](https://darksouls2.wiki.fextralife.com/Cale's+Leather+Amor) | **B** | **39** | **38** | **38** | **40** | **11** | **12** | **9** | **11** | **0** | | [**CATARINA ARMOR**](https://darksouls2.wiki.fextralife.com/Catarina+Armor) | **UNKNOWN** | **149** | **149** | **173** | **149** | **32** | **35** | **21** | **32** | **0** | | [**CHAOS ROBE**](https://darksouls2.wiki.fextralife.com/Chaos+Robe) | **B** | **67** | **72** | **64** | **49** | **49** | **73** | **49** | **71** | **0** | | [**CREIGHTON'S ARMOR**](https://darksouls2.wiki.fextralife.com/Creighton%27s+Chainmail) | **UNKNOWN** | **90** | **88** | **93** | **90** | **27** | **30** | **16** | **27** | **14** | | [**DARK ARMOR**](https://darksouls2.wiki.fextralife.com/Dark+Armor) | **A** | **114** | **114** | **120** | **109** | **30** | **30** | **20** | **64** | **16** | | [**DESERT SORCERESS TOP**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Top) | **UNKNOWN** | **45** | **47** | **43** | **43** | **42** | **29** | **35** | **38** | **0** | | [**DINGY ROBE**](https://darksouls2.wiki.fextralife.com/Dingy+Robe) | **B** | **81** | **91** | **76** | **76** | **49** | **41** | **46** | **46** | **0** | | [**DRAGON ACOLYTE ROBE**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Robe) | **B** | **59** | **62** | **57** | **57** | **24** | **24** | **28** | **30** | **0** | | [**DRAGONRIDER ARMOR**](https://darksouls2.wiki.fextralife.com/Dragonrider+Armor) | **A** | **242** | **226** | **252** | **242** | **27** | **25** | **28** | **27** | **40** | | [**DRAKEKEEPER ARMOR**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Armor) | **A** | **177** | **170** | **186** | **177** | **27** | **30** | **24** | **27** | **36** | | [**DRANGLEIC MAIL**](https://darksouls2.wiki.fextralife.com/Drangleic+Mail) | **A** | **195** | **184** | **211** | **199** | **32** | **32** | **28** | **32** | **28** | | [**ELITE KNIGHT ARMOR**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Armor) | **A** | **104** | **101** | **114** | **104** | **29** | **32** | **21** | **29** | **15** | | [**EXECUTIONER ARMOR**](https://darksouls2.wiki.fextralife.com/Executioner+Armor) | **B** | **93** | **85** | **99** | **96** | **21** | **23** | **15** | **50** | **7** | | [**FALCONER ARMOR**](https://darksouls2.wiki.fextralife.com/Falconer+Armor) | **B** | **74** | **78** | **71** | **71** | **22** | **19** | **25** | **22** | **12** | | [**FARAAM ARMOR**](https://darksouls2.wiki.fextralife.com/Faraam+Armor) | **A** | **124** | **118** | **113** | **126** | **28** | **30** | **18** | **28** | **24** | | [**GRAVE WARDEN ARMOR**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Top) | **B** | **79** | **86** | **76** | **76** | **35** | **33** | **42** | **45** | **0** | | [**GYRM ARMOR**](https://darksouls2.wiki.fextralife.com/Gyrm+Armor) | **A** | **129** | **129** | **135** | **123** | **19** | **17** | **15** | **19** | **26** | | [**GYRM WARRIOR ARMOR**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Armor) | **A** | **218** | **227** | **227** | **200** | **26** | **31** | **31** | **26** | **42** | | [**HARD LEATHER ARMOR**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Armor) | **B** | **68** | **71** | **66** | **67** | **21** | **14** | **26** | **22** | **0** | | [**HAVEL'S ARMOR**](https://darksouls2.wiki.fextralife.com/Havel%27s+Armor) | **A** | **291** | **255** | **328** | **291** | **42** | **45** | **38** | **42** | **47** | | [**HEIDE KNIGHT CHAINMAIL**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Chainmail) | **A** | **108** | **101** | **115** | **108** | **18** | **24** | **16** | **33** | **20** | | [**HEXER'S ROBES**](https://darksouls2.wiki.fextralife.com/Hexer%27s+Robes) | **UNKNOWN** | **67** | **72** | **64** | **64** | **49** | **73** | **49** | **71** | **0** | | [**HOLLOW INFANTRY ARMOR**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+Armor) | **B** | **46** | **47** | **45** | **45** | **10** | **8** | **12** | **12** | **0** | | [**HOLLOW SOLDIER ARMOR**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Armor) | **A** | **69** | **66** | **73** | **70** | **22** | **23** | **15** | **22** | **7** | | [**IMPERIOUS ARMOR**](https://darksouls2.wiki.fextralife.com/Imperious+Armor) | **A** | **160** | **154** | **169** | **160** | **33** | **28** | **23** | **33** | **30** | | [**IMPORTED TUNIC**](https://darksouls2.wiki.fextralife.com/Imported+Tunic) | **B** | **47** | **53** | **45** | **45** | **14** | **12** | **17** | **14** | **0** | | [**INFANTRY ARMOR**](https://darksouls2.wiki.fextralife.com/Infantry+Armor) | **B** | **57** | **59** | **55** | **55** | **14** | **13** | **18** | **14** | **0** | | [**INSOLENT ARMOR**](https://darksouls2.wiki.fextralife.com/Insolent+Armor) | **A** | **85** | **81** | **91** | **85** | **22** | **22** | **27** | **20** | **16** | | [**IRONCLAD ARMOR**](https://darksouls2.wiki.fextralife.com/Ironclad+Armor) | **A** | **171** | **158** | **182** | **171** | **27** | **29** | **19** | **24** | **32** | | [**JESTER'S ROBE**](https://darksouls2.wiki.fextralife.com/Jester%27s+Robes) | **B** | **66** | **70** | **63** | **63** | **37** | **37** | **37** | **37** | **0** | | [**JUDGEMENT ROBE**](https://darksouls2.wiki.fextralife.com/Judgement+Robe) | **B** | **77** | **82** | **74** | **74** | **39** | **32** | **27** | **35** | **0** | | [**KING'S ARMOR**](https://darksouls2.wiki.fextralife.com/King%27s+Armor) | **A** | **143** | **136** | **151** | **143** | **48** | **48** | **38** | **34** | **16** | | [**KNIGHT ARMOR**](https://darksouls2.wiki.fextralife.com/Knight+Armor) | **A** | **92** | **89** | **104** | **92** | **27** | **29** | **20** | **27** | **20** | | [**LEATHER ARMOR**](https://darksouls2.wiki.fextralife.com/Leather+Armor) | **B** | **65** | **69** | **63** | **63** | **24** | **15** | **31** | **26** | **0** | | [**LEYDIA BLACK ARMOR**](https://darksouls2.wiki.fextralife.com/Leydia+Black+Armor) | **B** | **70** | **77** | **66** | **66** | **48** | **33** | **29** | **63** | **0** | | [**LEYDIA WHITE ROBE**](https://darksouls2.wiki.fextralife.com/Leydia+White+Robe) | **B** | **48** | **53** | **46** | **46** | **32** | **32** | **27** | **41** | **0** | | [**LION MAGE ROBE**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Robe) | **B** | **39** | **41** | **36** | **36** | **37** | **30** | **31** | **37** | **0** | | [**LION WARRIOR CAPE**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Cape) | **B** | **28** | **29** | **28** | **28** | **12** | **11** | **11** | **22** | **0** | | [**LLEWELLYN ARMOR**](https://darksouls2.wiki.fextralife.com/Llewellyn+Armor) | **B** | **120** | **112** | **124** | **121** | **38** | **46** | **29** | **38** | **0** | | [**LOOKING GLASS ARMOR**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Armor) | **A** | **288** | **255** | **335** | **288** | **40** | **42** | **66** | **40** | **40** | | [**LUCATIEL'S ARMOR**](https://darksouls2.wiki.fextralife.com/Lucatiel%27s+Vest) | **B** | **76** | **82** | **74** | **74** | **42** | **37** | **46** | **42** | **0** | | [**MAD WARRIOR ARMOR**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Armor) | **A** | **171** | **171** | **180** | **163** | **28** | **27** | **21** | **28** | **25** | | [**MANIKIN TOP**](https://darksouls2.wiki.fextralife.com/Manikin+Top) | **B** | **46** | **49** | **44** | **44** | **23** | **22** | **28** | **29** | **0** | | [**MASTODON ARMOR**](https://darksouls2.wiki.fextralife.com/Mastodon+Armor) | **A** | **198** | **184** | **211** | **198** | **26** | **28** | **17** | **26** | **35** | | [**MONASTERY ROBE**](https://darksouls2.wiki.fextralife.com/Monastery+Longshirt) | **B** | **67** | **71** | **62** | **62** | **59** | **44** | **38** | **43** | **0** | | [**MOON BUTTERFLY WINGS**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Wings) | **UNKNOWN** | **48** | **52** | **45** | **45** | **25** | **16** | **25** | **21** | **0** | | [**NAHR ALMA ROBES**](https://darksouls2.wiki.fextralife.com/Nahr+Alma+Robes) | **B** | **44** | **47** | **43** | **43** | **25** | **21** | **23** | **44** | **0** | | [**OLD IRONCLAD ARMOR**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Armor) | **A** | **150** | **139** | **161** | **150** | **22** | **24** | **17** | **22** | **28** | | [**OLD KNIGHT ARMOR**](https://darksouls2.wiki.fextralife.com/Old+Knight+Armor) | **A** | **181** | **170** | **189** | **181** | **20** | **20** | **15** | **20** | **40** | | [**PATE'S ARMOR**](https://darksouls2.wiki.fextralife.com/Pate%27s+Armor) | **B** | **65** | **67** | **63** | **63** | **21** | **14** | **26** | **22** | **0** | | [**PEASANT ATTIRE**](https://darksouls2.wiki.fextralife.com/Peasant+Attire) | **B** | **25** | **28** | **24** | **24** | **12** | **13** | **16** | **11** | **0** | | [**PENAL STRAIGHT JACKET**](https://darksouls2.wiki.fextralife.com/Penal+Straight+Jacket) | **B** | **75** | **77** | **77** | **70** | **31** | **39** | **28** | **35** | **0** | | [**PRIESTESS ROBE**](https://darksouls2.wiki.fextralife.com/Priestess+Robe) | **B** | **53** | **55** | **52** | **52** | **53** | **33** | **46** | **37** | **0** | | [**PRISONER'S TATTERS**](https://darksouls2.wiki.fextralife.com/Prisoner's+Tatters) | **UNKNOWN** | **11** | **12** | **11** | **11** | **11** | **11** | **17** | **13** | **0** | | [**RED LION WARRIOR CAPE**](https://darksouls2.wiki.fextralife.com/Red+Lion+Warrior+Cape) | **B** | **34** | **35** | **33** | **33** | **16** | **15** | **15** | **26** | **0** | | [**ROYAL SOLDIER ARMOR**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Armor) | **A** | **79** | **74** | **82** | **80** | **24** | **25** | **17** | **24** | **16** | | [**ROYAL SWORDSMAN ARMOR**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Armor) | **A** | **101** | **88** | **112** | **105** | **23** | **29** | **16** | **23** | **18** | | [**RUIN ARMOR**](https://darksouls2.wiki.fextralife.com/Ruin+Armor) | **A** | **139** | **126** | **150** | **142** | **33** | **37** | **22** | **33** | **18** | | [**RUSTED MASTODON ARMOR**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Armor) | **A** | **156** | **146** | **167** | **156** | **21** | **22** | **14** | **21** | **28** | | [**SAINT'S DRESS**](https://darksouls2.wiki.fextralife.com/Saint's+Dress) | **B** | **67** | **72** | **64** | **64** | **49** | **49** | **61** | **49** | **0** | | [**SHADOW TOP**](https://darksouls2.wiki.fextralife.com/Shadow+Top) | **B** | **48** | **55** | **43** | **43** | **26** | **29** | **27** | **35** |  | | [**SINGER'S DRESS**](https://darksouls2.wiki.fextralife.com/Singer%27s+Dress) | **B** | **30** | **33** | **29** | **29** | **45** | **35** | **41** | **41** | **0** | | [**SMELTER DEMON ARMOR**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Armor) | **A** | **252** | **255** | **304** | **186** | **35** | **66** | **33** | **35** | **39** | | [**STEEL ARMOR**](https://darksouls2.wiki.fextralife.com/Steel+Armor) | **A** | **160** | **153** | **171** | **160** | **24** | **26** | **19** | **24** | **32** | | [**SYAN'S ARMOR**](https://darksouls2.wiki.fextralife.com/Syan%27s+Armor) | **A** | **137** | **123** | **146** | **139** | **26** | **35** | **15** | **26** | **23** | | [**TARGRAY'S ARMOR**](https://darksouls2.wiki.fextralife.com/Targray%27s+Armor) | **A** | **89** | **83** | **96** | **89** | **22** | **22** | **18** | **25** | **17** | | [**TATTERED CLOTH ROBE**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth+Robe) | **B** | **50** | **53** | **48** | **48** | **26** | **36** | **24** | **26** | **0** | | [**THRONE DEFENDER ARMOR**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Armor) | **A** | **189** | **181** | **195** | **189** | **38** | **42** | **22** | **38** | **25** | | [**THRONE WATCHER ARMOR**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Armor) | **A** | **139** | **132** | **150** | **139** | **61** | **39** | **31** | **39** | **16** | | [**TRAVELING MERCHANT COAT**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Coat) | **UNKNOWN** | **74** | **79** | **72** | **72** | **21** | **23** | **25** | **21** | **0** | | [**TSELDORA ROBE**](https://darksouls2.wiki.fextralife.com/Tseldora+Robe) | **B** | **22** | **24** | **21** | **21** | **10** | **11** | **13** | **9** | **0** | | [**VARANGIAN ARMOR**](https://darksouls2.wiki.fextralife.com/Varangian+Armor) | **B** | **67** | **71** | **66** | **66** | **22** | **16** | **25** | **22** | **0** | | [**VELSTADT'S ARMOR**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Armor) | **A** | **229** | **209** | **242** | **238** | **35** | **36** | **21** | **73** | **28** | | [**VENGARL'S ARMOR**](https://darksouls2.wiki.fextralife.com/Vengarl%27s+Armor) | **UNKNOWN** | **219** | **207** | **234** | **219** | **34** | **42** | **30** | **34** | **34** | | [**WANDERER COAT**](https://darksouls2.wiki.fextralife.com/Wanderer+Coat) | **B** | **58** | **56** | **58** | **59** | **19** | **25** | **28** | **20** | **0** | | [**WHITE HOLLOW MAGE ROBE**](https://darksouls2.wiki.fextralife.com/White+Hollow+Mage+Robe) | **B** | **52** | **54** | **51** | **51** | **44** | **32** | **33** | **37** | **0** |  [GAUNTLETS](https://darksouls2.wiki.fextralife.com/Gauntlets) **GAUNTLETS ARMOR FOR THE ENTIRE GAME AND DLCS ARE AVAILABLE IN THIS PAGE AS A SORTABLE TABLE. TO SORT THEM BY THEIR RESPECTIVE PROPERTIES, CLICK ON THE HEADER ROWS (ICONS).** GAUNTLETS **GAUNTLETS MAX**  **GAUNTLETS DEFAULT**  **TABLE KEY** GAUNTLETS MAX **CLICK ON HEADERS TO SORT!**   | **SET** | **icon physicaldefbonus green** | **icon physicaldef** | **icon strikedef** | **icon slashdef** | **icon thrustdef** | **icon magicdef** | **icon firedef** | **icon lightningdef** | **icon darkdef** | **icon poisedef** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S BLACK GLOVES +5**](https://darksouls2.wiki.fextralife.com/Agdayne%27s+Black+Gloves) | **E** | **69** | **74** | **68** | **68** | **41** | **39** | **36** | **54** | **0** | | [**ALONNE CAPTAIN GAUNTLETS +**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Gauntlets)**5** | **C** | **61** | **58** | **63** | **60** | **15** | **17** | **11** | **16** | **6** | | [**ALONNE KNIGHT GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Gauntlets) | **C** | **144** | **138** | **152** | **144** | **26** | **42** | **20** | **26** | **12** | | [**ALVA GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Alva+Gauntlets) | **C** | **58** | **56** | **60** | **58** | **16** | **18** | **12** | **18** | **4** | | [**ARCHDRAKE GLOVES +10**](https://darksouls2.wiki.fextralife.com/Archdrake+Gloves) | **C** | **58** | **58** | **58** | **58** | **18** | **18** | **30** | **18** | **6** | | [**ASTROLOGIST GLOVES +10**](https://darksouls2.wiki.fextralife.com/Astrologist+Gloves) | **E** | **50** | **52** | **48** | **48** | **36** | **24** | **24** | **30** | **0** | | [**AUROUS GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Aurous+Gauntlets) | **D** | **60** | **63** | **59** | **59** | **20** | **12** | **24** | **20** | **0** | | [**BANDIT GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Bandit+Gauntlets) | **D** | **60** | **60** | **62** | **58** | **18** | **18** | **14** | **18** | **3** | | [**BELLKEEPER GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Bellkeeper+Gauntlets) | **D** | **54** | **58** | **54** | **54** | **12** | **10** | **16** | **20** | **0** | | [**BENHART'S GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Gauntlets) | **C** | **110** | **104** | **112** | **110** | **24** | **24** | **22** | **24** | **9** | | [**BLACK DRAGON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Gauntlets) | **C** | **48** | **47** | **49** | **48** | **17** | **38** | **18** | **17** | **0** | | [**BLACK GLOVES +5**](https://darksouls2.wiki.fextralife.com/Black+Gloves) | **E** | **39** | **42** | **37** | **37** | **42** | **28** | **28** | **28** | **0** | | [**BLACK LEATHER GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Black+Leather+Gauntlets) | **E** | **60** | **62** | **58** | **58** | **28** | **22** | **20** | **24** | **0** | | [**BLACK WITCH GLOVES +5**](https://darksouls2.wiki.fextralife.com/Black+Witch+gloves) | **E** | **51** | **56** | **50** | **50** | **48** | **38** | **45** | **47** | **0** | | [**BONE KING CUFFS +5**](https://darksouls2.wiki.fextralife.com/Bone+King+Cuffs) | **E** | **53** | **59** | **51** | **51** | **35** | **38** | **30** | **47** | **0** | | [**BRIGAND GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Brigand+Gauntlets) | **E** | **66** | **72** | **64** | **62** | **32** | **26** | **24** | **28** | **0** | | [**CHAOS GLOVES +5**](https://darksouls2.wiki.fextralife.com/Chaos+Gloves) | **E** | **39** | **42** | **38** | **38** | **29** | **42** | **29** | **41** | **0** | | [**CATARINA GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Catarina+Gauntlets) | **C** | **132** | **132** | **153** | **132** | **28** | **31** | **19** | **28** | **0** | | [**CREIGHTON'S CHAIN GLOVES +10**](https://darksouls2.wiki.fextralife.com/Creighton's+chain+gloves) | **C** | **64** | **62** | **66** | **64** | **20** | **22** | **10** | **20** | **6** | | [**DARK GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Dark+Gauntlets) | **C** | **102** | **102** | **107** | **98** | **27** | **27** | **18** | **57** | **9** | | [**DESERT SORCERESS GLOVES +10**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Gloves) | **E** | **50** | **52** | **48** | **48** | **46** | **32** | **38** | **42** | **0** | | [**DINGY CUFFS +10**](https://darksouls2.wiki.fextralife.com/Dingy+Cuffs) | **E** | **64** | **72** | **60** | **60** | **38** | **32** | **36** | **36** | **0** | | [**DRAGON ACOLYTE GLOVES +10**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Gloves) | **E** | **48** | **50** | **48** | **48** | **20** | **20** | **22** | **24** | **0** | | [**DRAGONRIDER GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Dragonrider+Gauntlets) | **C** | **188** | **174** | **194** | **188** | **20** | **20** | **22** | **20** | **10** | | [**DRAKEKEEPER GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Gauntlets) | **C** | **188** | **182** | **198** | **188** | **30** | **32** | **26** | **30** | **14** | | [**DRANGLEIC GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Drangleic+Gauntlets) | **C** | **125** | **119** | **135** | **128** | **21** | **21** | **18** | **21** | **10** | | [**ELITE KNIGHT GLOVES +10**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Gloves) | **C** | **66** | **64** | **72** | **66** | **18** | **20** | **14** | **18** | **4** | | [**ENGRAVED GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Engraved+Gauntlets) | **C** | **44** | **44** | **44** | **44** | **23** | **23** | **23** | **23** | **0** | | [**EXECUTIONER GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Executioner+Gauntlets) | **D** | **56** | **52** | **60** | **58** | **13** | **14** | **9** | **30** | **4** | | [**FALCONER GLOVES +10**](https://darksouls2.wiki.fextralife.com/Falconer+Gloves) | **D** | **62** | **64** | **60** | **60** | **18** | **16** | **20** | **18** | **4** | | [**FARAAM GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Faraam+Gauntlets) | **C** | **92** | **88** | **100** | **94** | **20** | **22** | **14** | **20** | **11** | | [**GRAVE WARDEN CUFFS +10**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Cuffs) | **E** | **58** | **64** | **56** | **56** | **26** | **24** | **30** | **32** | **0** | | [**GYRM GLOVES +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Gloves) | **C** | **76** | **76** | **78** | **72** | **10** | **10** | **8** | **10** | **8** | | [**GYRM WARRIOR GLOVES +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Gloves) | **C** | **120** | **124** | **124** | **110** | **14** | **18** | **18** | **14** | **12** | | [**HARD LEATHER GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Gauntlets) | **D** | **60** | **63** | **59** | **59** | **20** | **12** | **24** | **20** | **0** | | [**HAVEL'S GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Havel%27s+Gauntlets) | **C** | **235** | **202** | **267** | **235** | **31** | **34** | **28** | **31** | **31** | | [**HEIDE KNIGHT GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Gauntlets) | **C** | **106** | **100** | **114** | **106** | **18** | **24** | **16** | **32** | **8** | | [**HEXER'S GLOVES +5**](https://darksouls2.wiki.fextralife.com/Hexer%27s+Gloves) | **E** | **39** | **42** | **38** | **38** | **29** | **42** | **29** | **41** | **0** | | [**HOLLOW INFANTRY GLOVES +10**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+gloves) | **D** | **44** | **44** | **42** | **42** | **10** | **8** | **12** | **10** | **0** | | [**HOLLOW SOLDIER GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Gauntlets) | **C** | **52** | **48** | **54** | **52** | **16** | **18** | **12** | **16** | **4** | | [**IMPERIOUS GLOVES +10**](https://darksouls2.wiki.fextralife.com/Imperious+Gloves) | **C** | **130** | **126** | **138** | **130** | **26** | **22** | **18** | **26** | **10** | | [**IMPORTED MANCHETTES +10**](https://darksouls2.wiki.fextralife.com/Imported+Manchettes) | **D** | **26** | **30** | **26** | **26** | **8** | **6** | **10** | **6** | **0** | | [**INFANTRY GLOVES +10**](https://darksouls2.wiki.fextralife.com/Infantry+Gloves) | **D** | **54** | **56** | **52** | **52** | **14** | **12** | **18** | **14** | **0** | | [**INSOLENT GLOVES +10**](https://darksouls2.wiki.fextralife.com/Insolent+Gloves) | **C** | **100** | **96** | **108** | **100** | **26** | **26** | **32** | **24** | **9** | | [**IRONCLAD GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Ironclad+Gauntlets) | **C** | **192** | **178** | **204** | **192** | **30** | **32** | **22** | **30** | **20** | | [**JESTER'S GLOVES +10**](https://darksouls2.wiki.fextralife.com/Jester%27s+Gloves) | **D** | **52** | **56** | **52** | **52** | **30** | **30** | **30** | **30** | **0** | | [**MANCHETTES OF JUDGMENT +5**](https://darksouls2.wiki.fextralife.com/Manchettes+of+Judgment) | **E** | **53** | **57** | **51** | **51** | **27** | **23** | **20** | **24** | **0** | | [**KING'S GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/King%27s+Gauntlets) | **C** | **75** | **72** | **80** | **75** | **26** | **26** | **20** | **18** | **8** | | [**KNIGHT'S GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Knight+Gauntlets) | **C** | **58** | **58** | **68** | **58** | **18** | **18** | **12** | **18** | **6** | | [**LEATHER GLOVES  +10**](https://darksouls2.wiki.fextralife.com/Leather+Gloves) | **D** | **78** | **82** | **74** | **74** | **28** | **18** | **38** | **30** | **0** | | [**LEYDIA WHITE GAUNTLETS  +5**](https://darksouls2.wiki.fextralife.com/Leydia+White+Gauntlets) | **E** | **50** | **54** | **48** | **48** | **33** | **33** | **29** | **42** | **0** | | [**LION MAGE CUFFS +10**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Cuffs) | **E** | **50** | **52** | **46** | **46** | **48** | **38** | **40** | **48** | **0** | | [**LLEWELLYN GLOVES +5**](https://darksouls2.wiki.fextralife.com/Llewellyn+Gloves) | **D** | **83** | **77** | **86** | **83** | **26** | **32** | **20** | **26** | **0** | | [**LOOKING GLASS GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Gauntlets) | **C** | **201** | **175** | **230** | **201** | **25** | **28** | **45** | **25** | **27** | | [**LUCATIEL'S GLOVES +10**](https://darksouls2.wiki.fextralife.com/Lucatiel's+Gloves) | **D** | **50** | **54** | **50** | **50** | **28** | **24** | **30** | **28** | **0** | | [**MAD WARRIOR GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Gauntlets) | **C** | **152** | **152** | **159** | **146** | **26** | **24** | **18** | **26** | **12** | | [**MANIKIN GLOVES +10**](https://darksouls2.wiki.fextralife.com/Manikin+Gloves) | **E** | **50** | **52** | **48** | **48** | **46** | **32** | **38** | **42** | **0** | | [**MASTODON GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Mastodon+Gauntlets) | **C** | **176** | **163** | **189** | **176** | **20** | **23** | **12** | **20** | **20** | | [**MONASTERY LONG GLOVES +5**](https://darksouls2.wiki.fextralife.com/Monastery+Long+Gloves) | **E** | **48** | **51** | **45** | **45** | **44** | **32** | **27** | **32** | **0** | | [**MOON BUTTERFLY CUFFS +5**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Cuffs) | **E** | **41** | **45** | **39** | **39** | **21** | **14** | **21** | **18** | **0** | | [**OLD IRONCLAD GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Gauntlets) | **C** | **168** | **156** | **180** | **168** | **24** | **26** | **20** | **24** | **18** | | [**OLD KNIGHT GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Old+Knight+Gauntlets) | **C** | **182** | **170** | **188** | **182** | **20** | **20** | **16** | **20** | **16** | | [**PATE'S GLOVES +5**](https://darksouls2.wiki.fextralife.com/Pate's+Gloves) | **D** | **57** | **60** | **57** | **57** | **20** | **12** | **24** | **20** | **0** | | [**PEASANT LONG GLOVES +10**](https://darksouls2.wiki.fextralife.com/Peasant+Long+Gloves) | **E** | **24** | **26** | **22** | **22** | **10** | **12** | **14** | **10** | **0** | | [**PENAL HANDCUFFS +5**](https://darksouls2.wiki.fextralife.com/Penal+Handcuffs) | **D** | **83** | **86** | **75** | **32** | **53** | **53** | **29** | **38** | **0** | | [**PRIESTESS GLOVES +10**](https://darksouls2.wiki.fextralife.com/Priestess+Gloves) | **E** | **34** | **36** | **34** | **34** | **22** | **20** | **30** | **24** | **0** | | [**PRISONER'S GLOVES +10**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Gloves) | **E** | **10** | **12** | **10** | **10** | **10** | **10** | **14** | **12** | **0** | | [**ROGUE GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Rogue+gauntlets) | **E** | **58** | **56** | **58** | **58** | **18** | **22** | **20** | **24** | **0** | | [**ROYAL SOLDIER GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Gauntlets) | **C** | **64** | **62** | **68** | **66** | **20** | **20** | **14** | **20** | **6** | | [**ROYAL SWORDSMAN GLOVES +10**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Gloves) | **C** | **110** | **96** | **122** | **114** | **24** | **32** | **18** | **24** | **10** | | [**RUIN GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Ruin+Gauntlets) | **C** | **123** | **113** | **134** | **126** | **29** | **32** | **20** | **29** | **7** | | [**RUSTED MASTODON GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Gauntlets) | **C** | **154** | **142** | **164** | **154** | **20** | **22** | **14** | **20** | **13** | | [**SAINT'S LONG GLOVES +5**](https://darksouls2.wiki.fextralife.com/Saint's+Long+Gloves) | **E** | **39** | **42** | **38** | **38** | **29** | **29** | **35** | **35** | **0** | | [**SHADOW GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Shadow+Gauntlets) | **E** | **60** | **68** | **54** | **54** | **32** | **36** | **34** | **42** | **0** | | [**SMELTER DEMON GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Gauntlets) | **C** | **203** | **181** | **225** | **203** | **25** | **53** | **24** | **25** | **26** | | [**STEEL GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Steel+Gauntlets) | **C** | **190** | **194** | **202** | **190** | **28** | **30** | **22** | **28** | **16** | | [**SYAN'S GAUNTLETS +10**](https://darksouls2.wiki.fextralife.com/Syan's+Gauntlets) | **C** | **104** | **92** | **110** | **104** | **20** | **26** | **12** | **20** | **9** | | [**TARGRAY'S MANIFERS +10**](https://darksouls2.wiki.fextralife.com/Targray's+Manifers) | **C** | **60** | **56** | **64** | **60** | **14** | **14** | **12** | **16** | **7** | | [**TATTERED CLOTH MANCHETTES +10**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth+Manchettes) | **E** | **58** | **62** | **58** | **58** | **32** | **42** | **28** | **32** | **0** | | [**THRONE DEFENDER GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Gauntlets) | **C** | **86** | **83** | **89** | **87** | **18** | **20** | **11** | **18** | **8** | | [**THRONE WATCHER GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Gauntlets) | **C** | **76** | **73** | **82** | **76** | **33** | **22** | **17** | **22** | **10** | | [**TRAVELING MERCHANT GLOVES +10**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Gloves) | **D** | **74** | **78** | **70** | **70** | **20** | **22** | **24** | **20** | **0** | | [**TSELDORA MANCHETTES +10**](https://darksouls2.wiki.fextralife.com/Tseldora+Manchettes) | **E** | **30** | **32** | **28** | **28** | **14** | **14** | **18** | **12** | **0** | | [**VARANGIAN CUFFS +10**](https://darksouls2.wiki.fextralife.com/Varangian+Cuffs) | **D** | **36** | **38** | **34** | **34** | **12** | **8** | **14** | **12** | **0** | | [**VELSTADT'S GAUNTLETS +5**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Gauntlets) | **C** | **108** | **98** | **114** | **112** | **13** | **14** | **6** | **32** | **14** | | [**VENGARL'S GLOVES +5**](https://darksouls2.wiki.fextralife.com/Vengarl's+Gloves) | **C** | **116** | **110** | **123** | **116** | **18** | **23** | **17** | **18** | **8** | | [**WANDERER MANCHETTES +10**](https://darksouls2.wiki.fextralife.com/Wanderer+Manchettes) | **E** | **70** | **66** | **70** | **70** | **24** | **30** | **34** | **24** | **0** | | [**WHITE PRIEST GLOVES +10**](https://darksouls2.wiki.fextralife.com/White+Priest+Gloves) | **E** | **36** | **38** | **36** | **36** | **22** | **22** | **28** | **24** | **0** |   **NOTE: UPGRADED ARMOR HAS BEEN CALCULATED FROM THE BASE ARMOR USING THE FORMULA BASE ARMOR MULTIPLIED BY 1.5 OR 2 FOR +5 AND +10 STATE RESPECTIVELY. SOME DIFFERENCES CAN BE EXPECTED, BUT IT WILL BE MINOR** GAUNTLETS **GAUNTLETS MAX**  **GAUNTLETS DEFAULT**  **TABLE KEY** GAUNTLETS DEFAULT **CLICK ON THE HEADER TO SORT!**   | **SET** |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S BLACK GLOVES**](https://darksouls2.wiki.fextralife.com/Agdayne%27s+Black+Gloves) | **E** | **46** | **49** | **45** | **45** | **27** | **26** | **24** | **36** | **0** | | [**ALONNE CAPTAIN GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Gauntlets) | **C** | **72** | **69** | **76** | **72** | **13** | **21** | **10** | **13** | **12** | | [**ALONNE KNIGHT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Gauntlets) | **C** | **72** | **69** | **76** | **72** | **13** | **21** | **10** | **13** | **12** | | [**ALVA GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Alva+Gauntlets) | **C** | **29** | **28** | **30** | **29** | **8** | **9** | **6** | **9** | **4** | | [**ARCHDRAKE GLOVES**](https://darksouls2.wiki.fextralife.com/Archdrake+Gloves) | **C** | **29** | **29** | **29** | **29** | **9** | **9** | **15** | **9** | **6** | | [**ASTROLOGIST GLOVES**](https://darksouls2.wiki.fextralife.com/Astrologist+Gloves) | **UNKNOWN** | **25** | **26** | **24** | **24** | **18** | **12** | **12** | **15** | **0** | | [**AUROUS GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Aurous+Gauntlets) | **D** | **40** | **42** | **39** | **39** | **13** | **8** | **16** | **13** | **0** | | [**BANDIT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Bandit+Gauntlets) | **D** | **30** | **30** | **31** | **29** | **9** | **9** | **7** | **9** | **3** | | [**BELLKEEPER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Bellkeeper+Gauntlets) | **D** | **27** | **29** | **27** | **27** | **6** | **5** | **8** | **10** | **0** | | [**BENHART'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Gauntlets) | **C** | **55** | **52** | **56** | **55** | **12** | **12** | **11** | **12** | **9** | | [**BLACK DRAGON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Gauntlets) | **C** | **48** | **47** | **49** | **48** | **17** | **38** | **18** | **17** | **0** | | [**BLACK GLOVES**](https://darksouls2.wiki.fextralife.com/Black+Gloves) | **E** | **26** | **28** | **25** | **25** | **28** | **19** | **19** | **19** | **0** | | [**BLACK LEATHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Black+Leather+Gauntlets) | **E** | **30** | **31** | **29** | **29** | **14** | **11** | **10** | **12** | **0** | | [**BLACK WITCH GLOVES**](https://darksouls2.wiki.fextralife.com/Black+Witch+Gloves) | **E** | **34** | **37** | **33** | **33** | **32** | **25** | **30** | **31** | **0** | | [**BONE KING CUFFS**](https://darksouls2.wiki.fextralife.com/Bone+King+Cuffs) | **E** | **35** | **39** | **34** | **34** | **23** | **25** | **20** | **31** | **0** | | [**BRIGAND GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Brigand+Gauntlets) | **E** | **33** | **36** | **32** | **31** | **16** | **13** | **12** | **14** | **0** | | [**CATARINA GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Catarina+Gauntlets) | **UNKNOWN** | **88** | **88** | **102** | **88** | **19** | **21** | **13** | **19** | **0** | | [**CHAOS GLOVES**](https://darksouls2.wiki.fextralife.com/Chaos+Gloves) | **E** | **26** | **28** | **25** | **25** | **19** | **28** | **19** | **27** | **0** | | [**CREIGHTON'S CHAIN GLOVES**](https://darksouls2.wiki.fextralife.com/Creighton's+chain+gloves) | **UNKNOWN** | **32** | **31** | **33** | **32** | **10** | **11** | **5** | **10** | **6** | | [**DARK GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Dark+Gauntlets) | **C** | **68** | **68** | **71** | **65** | **18** | **18** | **12** | **38** | **9** | | [**DESERT SORCERESS GLOVES**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Gloves) | **UNKNOWN** | **25** | **26** | **24** | **24** | **23** | **16** | **19** | **21** | **0** | | [**DINGY CUFFS**](https://darksouls2.wiki.fextralife.com/Dingy+Cuffs) | **E** | **32** | **36** | **30** | **30** | **19** | **16** | **18** | **18** | **0** | | [**DRAGON ACOLYTE GLOVES**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Gloves) | **E** | **24** | **25** | **24** | **24** | **10** | **10** | **11** | **12** | **0** | | [**DRAGONRIDER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Dragonrider+Gauntlets) | **C** | **94** | **87** | **97** | **94** | **10** | **10** | **11** | **10** | **10** | | [**DRAKEKEEPER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Gauntlets) | **C** | **94** | **91** | **99** | **94** | **15** | **16** | **13** | **15** | **14** | | [**DRANGLEIC GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Drangleic+Gauntlets) | **C** | **83** | **79** | **90** | **85** | **14** | **14** | **12** | **14** | **10** | | [**ELITE KNIGHT GLOVES**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Gloves) | **C** | **33** | **32** | **36** | **33** | **9** | **10** | **7** | **9** | **4** | | [**ENGRAVED GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Engraved+Gauntlets) | **C** | **29** | **29** | **29** | **29** | **15** | **15** | **15** | **15** | **0** | | [**EXECUTIONER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Executioner+Gauntlets) | **B** | **38** | **34** | **40** | **39** | **9** | **9** | **6** | **20** | **4** | | [**FALCONER GLOVES**](https://darksouls2.wiki.fextralife.com/Falconer+Gloves) | **UNKNOWN** | **31** | **32** | **30** | **30** | **9** | **8** | **10** | **9** | **4** | | [**FARAAM GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Faraam+Gauntlets) | **C** | **46** | **44** | **50** | **47** | **10** | **11** | **7** | **10** | **11** | | [**GRAVE WARDEN CUFFS**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Cuffs) | **E** | **29** | **32** | **28** | **28** | **13** | **12** | **15** | **16** | **0** | | [**GYRM GLOVES**](https://darksouls2.wiki.fextralife.com/Gyrm+Gloves) | **C** | **38** | **38** | **39** | **36** | **5** | **5** | **4** | **5** | **8** | | [**GYRM WARRIOR GLOVES**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Gloves) | **C** | **60** | **62** | **62** | **55** | **7** | **9** | **9** | **7** | **12** | | [**HARD LEATHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Gauntlets) | **D** | **40** | **42** | **39** | **39** | **13** | **8** | **16** | **13** | **0** | | [**HAVEL'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Havel%27s+Gauntlets) | **C** | **172** | **150** | **193** | **172** | **25** | **27** | **23** | **25** | **28** | | [**HEIDE KNIGHT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Gauntlets) | **C** | **53** | **50** | **57** | **53** | **9** | **12** | **8** | **16** | **8** | | [**HEXER'S GLOVES**](https://darksouls2.wiki.fextralife.com/Hexer%27s+Gloves) | **UNKNOWN** | **26** | **28** | **25** | **25** | **19** | **28** | **19** | **27** | **0** | | [**HOLLOW INFANTRY GLOVES**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+gloves) | **D** | **22** | **22** | **21** | **21** | **5** | **4** | **6** | **5** | **0** | | [**HOLLOW SOLDIER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Gauntlets) | **C** | **26** | **24** | **27** | **26** | **8** | **9** | **6** | **8** | **4** | | [**IMPERIOUS GLOVES**](https://darksouls2.wiki.fextralife.com/Imperious+Gloves) | **C** | **65** | **63** | **69** | **65** | **13** | **11** | **9** | **13** | **10** | | [**IMPORTED MANCHETTES**](https://darksouls2.wiki.fextralife.com/Imported+Manchettes) | **D** | **13** | **15** | **13** | **13** | **4** | **3** | **5** | **3** | **0** | | [**INFANTRY GLOVES**](https://darksouls2.wiki.fextralife.com/Infantry+Gloves) | **D** | **27** | **28** | **26** | **26** | **7** | **6** | **9** | **7** | **0** | | [**INSOLENT GLOVES**](https://darksouls2.wiki.fextralife.com/Insolent+Gloves) | **C** | **50** | **48** | **54** | **50** | **13** | **13** | **16** | **12** | **9** | | [**IRONCLAD GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Ironclad+Gauntlets) | **C** | **96** | **89** | **102** | **96** | **15** | **16** | **11** | **15** | **20** | | [**JESTER'S GLOVES**](https://darksouls2.wiki.fextralife.com/Jester%27s+Gloves) | **D** | **26** | **28** | **26** | **26** | **15** | **15** | **15** | **15** | **0** | | [**MANCHETTES OF JUDGMENT**](https://darksouls2.wiki.fextralife.com/Manchettes+of+Judgment) | **E** | **35** | **38** | **34** | **34** | **18** | **15** | **13** | **16** | **0** | | [**KING'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/King%27s+Gauntlets) | **C** | **50** | **48** | **53** | **50** | **17** | **17** | **13** | **12** | **8** | | [**KNIGHT'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Knight+Gauntlets) | **C** | **29** | **29** | **34** | **29** | **9** | **9** | **6** | **9** | **6** | | [**LEATHER GLOVES**](https://darksouls2.wiki.fextralife.com/Leather+Gloves) | **D** | **39** | **41** | **37** | **37** | **14** | **9** | **19** | **15** | **0** | | [**LEYDIA WHITE GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Leydia+White+Gauntlets) | **E** | **33** | **36** | **32** | **32** | **22** | **22** | **19** | **28** | **0** | | [**LION MAGE CUFFS**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Cuffs) | **E** | **25** | **26** | **23** | **23** | **24** | **19** | **20** | **24** |  | | [**LLEWELLYN GLOVES**](https://darksouls2.wiki.fextralife.com/Llewellyn+Gloves) | **D** | **55** | **51** | **57** | **55** | **17** | **21** | **13** | **17** | **0** | | [**LOOKING GLASS GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Gauntlets) | **C** | **149** | **132** | **168** | **149** | **20** | **23** | **34** | **20** | **24** | | [**LUCATIEL'S GLOVES**](https://darksouls2.wiki.fextralife.com/Lucatiel's+Gloves) | **D** | **25** | **27** | **25** | **25** | **14** | **12** | **15** | **14** | **0** | | [**MAD WARRIOR GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Gauntlets) | **C** | **101** | **101** | **106** | **97** | **17** | **16** | **12** | **17** | **12** | | [**MANIKIN GLOVES**](https://darksouls2.wiki.fextralife.com/Manikin+Gloves) | **E** | **24** | **25** | **23** | **23** | **12** | **11** | **14** | **15** | **0** | | [**MASTODON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Mastodon+Gauntlets) | **C** | **98** | **92** | **105** | **98** | **13** | **14** | **9** | **13** | **18** | | [**MONASTERY LONG GLOVES**](https://darksouls2.wiki.fextralife.com/Monastery+Long+Gloves) | **E** | **32** | **34** | **30** | **30** | **29** | **21** | **18** | **21** | **0** | | [**MOON BUTTERFLY CUFFS**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Cuffs) | **?** | **27** | **30** | **26** | **26** | **14** | **9** | **14** | **12** | **0** | | [**OLD IRONCLAD GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Gauntlets) | **C** | **84** | **78** | **90** | **84** | **12** | **13** | **10** | **12** | **18** | | [**OLD KNIGHT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Old+Knight+Gauntlets) | **C** | **91** | **85** | **94** | **91** | **10** | **10** | **8** | **10** | **16** | | [**PATE'S GLOVES**](https://darksouls2.wiki.fextralife.com/Pate's+Gloves) | **D** | **38** | **40** | **38** | **38** | **13** | **8** | **16** | **13** | **0** | | [**PEASANT LONG GLOVES**](https://darksouls2.wiki.fextralife.com/Peasant+Long+Gloves) | **E** | **12** | **13** | **11** | **11** | **5** | **6** | **7** | **5** | **0** | | [**PENAL HANDCUFFS**](https://darksouls2.wiki.fextralife.com/Penal+HandCuffs) | **D** | **55** | **57** | **50** | **21** | **35** | **35** | **19** | **25** | **0** | | [**PRIESTESS GLOVES**](https://darksouls2.wiki.fextralife.com/Priestess+Gloves) | **E** | **17** | **18** | **17** | **17** | **11** | **10** | **15** | **12** | **0** | | [**PRISONER'S GLOVES**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Gloves) | **UNKNOWN** | **5** | **6** | **5** | **5** | **5** | **5** | **7** | **6** | **0** | | [**ROGUE GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Rogue+gauntlets) | **E** | **29** | **28** | **29** | **29** | **9** | **11** | **10** | **12** | **0** | | [**ROYAL SOLDIER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Gauntlets) | **C** | **32** | **31** | **34** | **33** | **10** | **10** | **7** | **10** | **6** | | [**ROYAL SWORDSMAN GLOVES**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Gloves) | **C** | **55** | **48** | **61** | **57** | **12** | **16** | **9** | **12** | **10** | | [**RUIN GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Ruin+Gauntlets) | **C** | **82** | **75** | **89** | **84** | **19** | **21** | **13** | **19** | **7** | | [**RUSTED MASTODON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Gauntlets) | **C** | **77** | **71** | **82** | **77** | **10** | **11** | **7** | **10** | **13** | | [**SAINT'S LONG GLOVES**](https://darksouls2.wiki.fextralife.com/Saint's+Long+Gloves) | **E** | **26** | **28** | **25** | **25** | **19** | **19** | **23** | **23** | **0** | | [**SHADOW GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Shadow+Gauntlets) | **UNKNOWN** | **30** | **34** | **27** | **27** | **16** | **18** | **17** | **21** | **0** | | [**SMELTER DEMON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Gauntlets) | **C** | **149** | **135** | **164** | **149** | **21** | **39** | **20** | **21** | **23** | | [**STEEL GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Steel+Gauntlets) | **C** | **95** | **97** | **101** | **95** | **14** | **15** | **11** | **14** | **16** | | [**SYAN'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Syan's+Gauntlets) | **C** | **52** | **46** | **55** | **52** | **10** | **13** | **6** | **10** | **9** | | [**TARGRAY'S MANIFERS**](https://darksouls2.wiki.fextralife.com/Targray's+Manifers) | **C** | **30** | **28** | **32** | **30** | **7** | **7** | **6** | **8** | **7** | | [**TATTERED CLOTH MANCHETTES**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth+Manchettes) | **E** | **29** | **31** | **29** | **29** | **16** | **21** | **14** | **16** | **0** | | [**THRONE DEFENDER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Gauntlets) | **C** | **57** | **55** | **59** | **58** | **12** | **13** | **7** | **12** | **8** | | [**THRONE WATCHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Gauntlets) | **C** | **51** | **48** | **55** | **51** | **22** | **14** | **12** | **14** | **10** | | [**TRAVELING MERCHANT GLOVES**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Gloves) | **UNKNOWN** | **37** | **39** | **35** | **35** | **10** | **11** | **12** | **10** | **0** | | [**TSELDORA MANCHETTES**](https://darksouls2.wiki.fextralife.com/Tseldora+Manchettes) | **E** | **15** | **16** | **14** | **14** | **7** | **7** | **9** | **6** | **0** | | [**VARANGIAN CUFFS**](https://darksouls2.wiki.fextralife.com/Varangian+Cuffs) | **D** | **18** | **19** | **17** | **17** | **6** | **4** | **7** | **6** | **0** | | [**VELSTADT'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Gauntlets) | **C** | **75** | **69** | **80** | **78** | **11** | **12** | **7** | **24** | **12** | | [**VENGARL'S GLOVES**](https://darksouls2.wiki.fextralife.com/Vengarl's+Gloves) | **UNKNOWN** | **77** | **73** | **82** | **77** | **12** | **15** | **11** | **12** | **8** | | [**WANDERER MANCHETTES**](https://darksouls2.wiki.fextralife.com/Wanderer+Manchettes) | **E** | **35** | **33** | **35** | **35** | **12** | **15** | **17** | **12** | **0** | | [**WHITE PRIEST GLOVES**](https://darksouls2.wiki.fextralife.com/White+Priest+Gloves) | **E** | **18** | **19** | **18** | **18** | **11** | **11** | **14** | **12** | **0** |  GAUNTLETS **GAUNTLETS MAX**  **GAUNTLETS DEFAULT**  **TABLE KEY** GAUNTLETS DEFAULT **CLICK ON THE HEADER TO SORT!**   | **SET** |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S BLACK GLOVES**](https://darksouls2.wiki.fextralife.com/Agdayne%27s+Black+Gloves) | **E** | **46** | **49** | **45** | **45** | **27** | **26** | **24** | **36** | **0** | | [**ALONNE CAPTAIN GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Gauntlets) | **C** | **72** | **69** | **76** | **72** | **13** | **21** | **10** | **13** | **12** | | [**ALONNE KNIGHT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Gauntlets) | **C** | **72** | **69** | **76** | **72** | **13** | **21** | **10** | **13** | **12** | | [**ALVA GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Alva+Gauntlets) | **C** | **29** | **28** | **30** | **29** | **8** | **9** | **6** | **9** | **4** | | [**ARCHDRAKE GLOVES**](https://darksouls2.wiki.fextralife.com/Archdrake+Gloves) | **C** | **29** | **29** | **29** | **29** | **9** | **9** | **15** | **9** | **6** | | [**ASTROLOGIST GLOVES**](https://darksouls2.wiki.fextralife.com/Astrologist+Gloves) | **UNKNOWN** | **25** | **26** | **24** | **24** | **18** | **12** | **12** | **15** | **0** | | [**AUROUS GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Aurous+Gauntlets) | **D** | **40** | **42** | **39** | **39** | **13** | **8** | **16** | **13** | **0** | | [**BANDIT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Bandit+Gauntlets) | **D** | **30** | **30** | **31** | **29** | **9** | **9** | **7** | **9** | **3** | | [**BELLKEEPER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Bellkeeper+Gauntlets) | **D** | **27** | **29** | **27** | **27** | **6** | **5** | **8** | **10** | **0** | | [**BENHART'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Gauntlets) | **C** | **55** | **52** | **56** | **55** | **12** | **12** | **11** | **12** | **9** | | [**BLACK DRAGON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Gauntlets) | **C** | **48** | **47** | **49** | **48** | **17** | **38** | **18** | **17** | **0** | | [**BLACK GLOVES**](https://darksouls2.wiki.fextralife.com/Black+Gloves) | **E** | **26** | **28** | **25** | **25** | **28** | **19** | **19** | **19** | **0** | | [**BLACK LEATHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Black+Leather+Gauntlets) | **E** | **30** | **31** | **29** | **29** | **14** | **11** | **10** | **12** | **0** | | [**BLACK WITCH GLOVES**](https://darksouls2.wiki.fextralife.com/Black+Witch+Gloves) | **E** | **34** | **37** | **33** | **33** | **32** | **25** | **30** | **31** | **0** | | [**BONE KING CUFFS**](https://darksouls2.wiki.fextralife.com/Bone+King+Cuffs) | **E** | **35** | **39** | **34** | **34** | **23** | **25** | **20** | **31** | **0** | | [**BRIGAND GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Brigand+Gauntlets) | **E** | **33** | **36** | **32** | **31** | **16** | **13** | **12** | **14** | **0** | | [**CATARINA GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Catarina+Gauntlets) | **UNKNOWN** | **88** | **88** | **102** | **88** | **19** | **21** | **13** | **19** | **0** | | [**CHAOS GLOVES**](https://darksouls2.wiki.fextralife.com/Chaos+Gloves) | **E** | **26** | **28** | **25** | **25** | **19** | **28** | **19** | **27** | **0** | | [**CREIGHTON'S CHAIN GLOVES**](https://darksouls2.wiki.fextralife.com/Creighton's+chain+gloves) | **UNKNOWN** | **32** | **31** | **33** | **32** | **10** | **11** | **5** | **10** | **6** | | [**DARK GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Dark+Gauntlets) | **C** | **68** | **68** | **71** | **65** | **18** | **18** | **12** | **38** | **9** | | [**DESERT SORCERESS GLOVES**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Gloves) | **UNKNOWN** | **25** | **26** | **24** | **24** | **23** | **16** | **19** | **21** | **0** | | [**DINGY CUFFS**](https://darksouls2.wiki.fextralife.com/Dingy+Cuffs) | **E** | **32** | **36** | **30** | **30** | **19** | **16** | **18** | **18** | **0** | | [**DRAGON ACOLYTE GLOVES**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Gloves) | **E** | **24** | **25** | **24** | **24** | **10** | **10** | **11** | **12** | **0** | | [**DRAGONRIDER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Dragonrider+Gauntlets) | **C** | **94** | **87** | **97** | **94** | **10** | **10** | **11** | **10** | **10** | | [**DRAKEKEEPER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Gauntlets) | **C** | **94** | **91** | **99** | **94** | **15** | **16** | **13** | **15** | **14** | | [**DRANGLEIC GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Drangleic+Gauntlets) | **C** | **83** | **79** | **90** | **85** | **14** | **14** | **12** | **14** | **10** | | [**ELITE KNIGHT GLOVES**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Gloves) | **C** | **33** | **32** | **36** | **33** | **9** | **10** | **7** | **9** | **4** | | [**ENGRAVED GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Engraved+Gauntlets) | **C** | **29** | **29** | **29** | **29** | **15** | **15** | **15** | **15** | **0** | | [**EXECUTIONER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Executioner+Gauntlets) | **B** | **38** | **34** | **40** | **39** | **9** | **9** | **6** | **20** | **4** | | [**FALCONER GLOVES**](https://darksouls2.wiki.fextralife.com/Falconer+Gloves) | **UNKNOWN** | **31** | **32** | **30** | **30** | **9** | **8** | **10** | **9** | **4** | | [**FARAAM GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Faraam+Gauntlets) | **C** | **46** | **44** | **50** | **47** | **10** | **11** | **7** | **10** | **11** | | [**GRAVE WARDEN CUFFS**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Cuffs) | **E** | **29** | **32** | **28** | **28** | **13** | **12** | **15** | **16** | **0** | | [**GYRM GLOVES**](https://darksouls2.wiki.fextralife.com/Gyrm+Gloves) | **C** | **38** | **38** | **39** | **36** | **5** | **5** | **4** | **5** | **8** | | [**GYRM WARRIOR GLOVES**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Gloves) | **C** | **60** | **62** | **62** | **55** | **7** | **9** | **9** | **7** | **12** | | [**HARD LEATHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Gauntlets) | **D** | **40** | **42** | **39** | **39** | **13** | **8** | **16** | **13** | **0** | | [**HAVEL'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Havel%27s+Gauntlets) | **C** | **172** | **150** | **193** | **172** | **25** | **27** | **23** | **25** | **28** | | [**HEIDE KNIGHT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Gauntlets) | **C** | **53** | **50** | **57** | **53** | **9** | **12** | **8** | **16** | **8** | | [**HEXER'S GLOVES**](https://darksouls2.wiki.fextralife.com/Hexer%27s+Gloves) | **UNKNOWN** | **26** | **28** | **25** | **25** | **19** | **28** | **19** | **27** | **0** | | [**HOLLOW INFANTRY GLOVES**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+gloves) | **D** | **22** | **22** | **21** | **21** | **5** | **4** | **6** | **5** | **0** | | [**HOLLOW SOLDIER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Gauntlets) | **C** | **26** | **24** | **27** | **26** | **8** | **9** | **6** | **8** | **4** | | [**IMPERIOUS GLOVES**](https://darksouls2.wiki.fextralife.com/Imperious+Gloves) | **C** | **65** | **63** | **69** | **65** | **13** | **11** | **9** | **13** | **10** | | [**IMPORTED MANCHETTES**](https://darksouls2.wiki.fextralife.com/Imported+Manchettes) | **D** | **13** | **15** | **13** | **13** | **4** | **3** | **5** | **3** | **0** | | [**INFANTRY GLOVES**](https://darksouls2.wiki.fextralife.com/Infantry+Gloves) | **D** | **27** | **28** | **26** | **26** | **7** | **6** | **9** | **7** | **0** | | [**INSOLENT GLOVES**](https://darksouls2.wiki.fextralife.com/Insolent+Gloves) | **C** | **50** | **48** | **54** | **50** | **13** | **13** | **16** | **12** | **9** | | [**IRONCLAD GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Ironclad+Gauntlets) | **C** | **96** | **89** | **102** | **96** | **15** | **16** | **11** | **15** | **20** | | [**JESTER'S GLOVES**](https://darksouls2.wiki.fextralife.com/Jester%27s+Gloves) | **D** | **26** | **28** | **26** | **26** | **15** | **15** | **15** | **15** | **0** | | [**MANCHETTES OF JUDGMENT**](https://darksouls2.wiki.fextralife.com/Manchettes+of+Judgment) | **E** | **35** | **38** | **34** | **34** | **18** | **15** | **13** | **16** | **0** | | [**KING'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/King%27s+Gauntlets) | **C** | **50** | **48** | **53** | **50** | **17** | **17** | **13** | **12** | **8** | | [**KNIGHT'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Knight+Gauntlets) | **C** | **29** | **29** | **34** | **29** | **9** | **9** | **6** | **9** | **6** | | [**LEATHER GLOVES**](https://darksouls2.wiki.fextralife.com/Leather+Gloves) | **D** | **39** | **41** | **37** | **37** | **14** | **9** | **19** | **15** | **0** | | [**LEYDIA WHITE GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Leydia+White+Gauntlets) | **E** | **33** | **36** | **32** | **32** | **22** | **22** | **19** | **28** | **0** | | [**LION MAGE CUFFS**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Cuffs) | **E** | **25** | **26** | **23** | **23** | **24** | **19** | **20** | **24** |  | | [**LLEWELLYN GLOVES**](https://darksouls2.wiki.fextralife.com/Llewellyn+Gloves) | **D** | **55** | **51** | **57** | **55** | **17** | **21** | **13** | **17** | **0** | | [**LOOKING GLASS GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Gauntlets) | **C** | **149** | **132** | **168** | **149** | **20** | **23** | **34** | **20** | **24** | | [**LUCATIEL'S GLOVES**](https://darksouls2.wiki.fextralife.com/Lucatiel's+Gloves) | **D** | **25** | **27** | **25** | **25** | **14** | **12** | **15** | **14** | **0** | | [**MAD WARRIOR GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Gauntlets) | **C** | **101** | **101** | **106** | **97** | **17** | **16** | **12** | **17** | **12** | | [**MANIKIN GLOVES**](https://darksouls2.wiki.fextralife.com/Manikin+Gloves) | **E** | **24** | **25** | **23** | **23** | **12** | **11** | **14** | **15** | **0** | | [**MASTODON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Mastodon+Gauntlets) | **C** | **98** | **92** | **105** | **98** | **13** | **14** | **9** | **13** | **18** | | [**MONASTERY LONG GLOVES**](https://darksouls2.wiki.fextralife.com/Monastery+Long+Gloves) | **E** | **32** | **34** | **30** | **30** | **29** | **21** | **18** | **21** | **0** | | [**MOON BUTTERFLY CUFFS**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Cuffs) | **?** | **27** | **30** | **26** | **26** | **14** | **9** | **14** | **12** | **0** | | [**OLD IRONCLAD GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Gauntlets) | **C** | **84** | **78** | **90** | **84** | **12** | **13** | **10** | **12** | **18** | | [**OLD KNIGHT GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Old+Knight+Gauntlets) | **C** | **91** | **85** | **94** | **91** | **10** | **10** | **8** | **10** | **16** | | [**PATE'S GLOVES**](https://darksouls2.wiki.fextralife.com/Pate's+Gloves) | **D** | **38** | **40** | **38** | **38** | **13** | **8** | **16** | **13** | **0** | | [**PEASANT LONG GLOVES**](https://darksouls2.wiki.fextralife.com/Peasant+Long+Gloves) | **E** | **12** | **13** | **11** | **11** | **5** | **6** | **7** | **5** | **0** | | [**PENAL HANDCUFFS**](https://darksouls2.wiki.fextralife.com/Penal+HandCuffs) | **D** | **55** | **57** | **50** | **21** | **35** | **35** | **19** | **25** | **0** | | [**PRIESTESS GLOVES**](https://darksouls2.wiki.fextralife.com/Priestess+Gloves) | **E** | **17** | **18** | **17** | **17** | **11** | **10** | **15** | **12** | **0** | | [**PRISONER'S GLOVES**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Gloves) | **UNKNOWN** | **5** | **6** | **5** | **5** | **5** | **5** | **7** | **6** | **0** | | [**ROGUE GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Rogue+gauntlets) | **E** | **29** | **28** | **29** | **29** | **9** | **11** | **10** | **12** | **0** | | [**ROYAL SOLDIER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Gauntlets) | **C** | **32** | **31** | **34** | **33** | **10** | **10** | **7** | **10** | **6** | | [**ROYAL SWORDSMAN GLOVES**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Gloves) | **C** | **55** | **48** | **61** | **57** | **12** | **16** | **9** | **12** | **10** | | [**RUIN GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Ruin+Gauntlets) | **C** | **82** | **75** | **89** | **84** | **19** | **21** | **13** | **19** | **7** | | [**RUSTED MASTODON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Gauntlets) | **C** | **77** | **71** | **82** | **77** | **10** | **11** | **7** | **10** | **13** | | [**SAINT'S LONG GLOVES**](https://darksouls2.wiki.fextralife.com/Saint's+Long+Gloves) | **E** | **26** | **28** | **25** | **25** | **19** | **19** | **23** | **23** | **0** | | [**SHADOW GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Shadow+Gauntlets) | **UNKNOWN** | **30** | **34** | **27** | **27** | **16** | **18** | **17** | **21** | **0** | | [**SMELTER DEMON GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Gauntlets) | **C** | **149** | **135** | **164** | **149** | **21** | **39** | **20** | **21** | **23** | | [**STEEL GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Steel+Gauntlets) | **C** | **95** | **97** | **101** | **95** | **14** | **15** | **11** | **14** | **16** | | [**SYAN'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Syan's+Gauntlets) | **C** | **52** | **46** | **55** | **52** | **10** | **13** | **6** | **10** | **9** | | [**TARGRAY'S MANIFERS**](https://darksouls2.wiki.fextralife.com/Targray's+Manifers) | **C** | **30** | **28** | **32** | **30** | **7** | **7** | **6** | **8** | **7** | | [**TATTERED CLOTH MANCHETTES**](https://darksouls2.wiki.fextralife.com/Tattered+Cloth+Manchettes) | **E** | **29** | **31** | **29** | **29** | **16** | **21** | **14** | **16** | **0** | | [**THRONE DEFENDER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Gauntlets) | **C** | **57** | **55** | **59** | **58** | **12** | **13** | **7** | **12** | **8** | | [**THRONE WATCHER GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Gauntlets) | **C** | **51** | **48** | **55** | **51** | **22** | **14** | **12** | **14** | **10** | | [**TRAVELING MERCHANT GLOVES**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Gloves) | **UNKNOWN** | **37** | **39** | **35** | **35** | **10** | **11** | **12** | **10** | **0** | | [**TSELDORA MANCHETTES**](https://darksouls2.wiki.fextralife.com/Tseldora+Manchettes) | **E** | **15** | **16** | **14** | **14** | **7** | **7** | **9** | **6** | **0** | | [**VARANGIAN CUFFS**](https://darksouls2.wiki.fextralife.com/Varangian+Cuffs) | **D** | **18** | **19** | **17** | **17** | **6** | **4** | **7** | **6** | **0** | | [**VELSTADT'S GAUNTLETS**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Gauntlets) | **C** | **75** | **69** | **80** | **78** | **11** | **12** | **7** | **24** | **12** | | [**VENGARL'S GLOVES**](https://darksouls2.wiki.fextralife.com/Vengarl's+Gloves) | **UNKNOWN** | **77** | **73** | **82** | **77** | **12** | **15** | **11** | **12** | **8** | | [**WANDERER MANCHETTES**](https://darksouls2.wiki.fextralife.com/Wanderer+Manchettes) | **E** | **35** | **33** | **35** | **35** | **12** | **15** | **17** | **12** | **0** | | [**WHITE PRIEST GLOVES**](https://darksouls2.wiki.fextralife.com/White+Priest+Gloves) | **E** | **18** | **19** | **18** | **18** | **11** | **11** | **14** | **12** | **0** |    [LEGGINGS](https://darksouls2.wiki.fextralife.com/Leggings) **LEGGINGS ARMOR FOR THE ENTIRE GAME AND DLCS ARE AVAILABLE IN THIS PAGE AS A SORTABLE TABLE. TO SORT THEM BY THEIR RESPECTIVE PROPERTIES, CLICK ON THE HEADER ROWS (ICONS).** LEG ARMOR **LEGGINGS MAX**  **LEGGINGS DEFAULT**  **TABLE KEY** LEGGINGS MAX **CLICK ON THE HEADERS TO SORT!**   | **SET** | **icon physicaldefbonus green** | **icon physicaldef** | **icon strikedef** | **icon slashdef** | **icon thrustdef** | **icon magicdef** | **icon firedef** | **icon lightningdef** | **icon darkdef** | **icon poisedef** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S KILT +5**](https://darksouls2.wiki.fextralife.com/Agdayne%27s+Black+Kilt) | **E** | **70** | **74** | **68** | **68** | **41** | **39** | **36** | **54** | **0** | | [**ALONNE'S LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Leggings) | **C** | **108** | **103** | **111** | **106** | **28** | **31** | **21** | **30** | **11** | | [**ALONNE KNIGHT LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Leggings) | **C** | **201** | **192** | **213** | **201** | **31** | **55** | **23** | **31** | **23** | | [**ALVA LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Alva+Leggings) | **C** | **106** | **101** | **109** | **104** | **29** | **32** | **22** | **31** | **9** | | [**ARCHDRAKE BOOTS +10**](https://darksouls2.wiki.fextralife.com/Archdrake+Boots) | **C** | **85** | **85** | **85** | **85** | **27** | **26** | **45** | **25** | **7** | | [**ASTROLOGIST KILT +10**](https://darksouls2.wiki.fextralife.com/Astrologist+Kilt) | **E** | **90** | **94** | **87** | **87** | **65** | **44** | **44** | **55** | **0** | | [**LEGGINGS OF AUROUS INVISIBLE +5**](https://darksouls2.wiki.fextralife.com/Leggings+of+aurous+Invisible) | **E** | **72** | **77** | **68** | **69** | **28** | **23** | **30** | **26** | **0** | | [**LEGGINGS OF AUROUS +5**](https://darksouls2.wiki.fextralife.com/Leggings+of+Aurous) | **C** | **105** | **102** | **110** | **106** | **37** | **36** | **26** | **40** | **10** | | [**BANDIT LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Bandit+Leggings) | **D** | **60** | **60** | **62** | **58** | **18** | **19** | **15** | **18** | **3** | | [**BELL KEEPER TROUSERS +10**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Trousers) | **D** | **87** | **92** | **85** | **85** | **19** | **18** | **50** | **33** | **0** | | [**BENHART'S BOOTS +10**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Boots) | **C** | **129** | **124** | **134** | **129** | **30** | **28** | **26** | **30** | **11** | | [**BLACK LEATHER BOOTS +10**](https://darksouls2.wiki.fextralife.com/Black+Leather+Boots) | **E** | **74** | **76** | **72** | **72** | **35** | **27** | **25** | **29** | **0** | | [**BLACK BOOTS +5**](https://darksouls2.wiki.fextralife.com/Black+Boots) | **E** | **78** | **83** | **74** | **74** | **85** | **57** | **57** | **57** | **0** | | [**BLACK WITCH TROUSERS +5**](https://darksouls2.wiki.fextralife.com/Black+Witch+Trousers) | **E** | **52** | **56** | **50** | **50** | **48** | **38** | **45** | **46** | **0** | | [**BONE KING SKIRT +5**](https://darksouls2.wiki.fextralife.com/Bone+King+Skirt) | **E** | **81** | **89** | **78** | **78** | **52** | **57** | **46** | **72** | **0** | | [**BRIGAND TROUSERS +10**](https://darksouls2.wiki.fextralife.com/Brigand+Trousers) | **E** | **66** | **72** | **64** | **62** | **32** | **26** | **24** | **28** | **0** | | [**CALE'S SHOES +10**](https://darksouls2.wiki.fextralife.com/Cale's+Shoes) | **D** | **78** | **77** | **77** | **80** | **22** | **23** | **19** | **22** | **0** | | [**CATARINA LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Catarina+Leggings) | **C** | **132** | **132** | **153** | **132** | **28** | **31** | **19** | **28** | **13** | | [**CHAOS BOOTS +5**](https://darksouls2.wiki.fextralife.com/Chaos+Boots) | **E** | **78** | **83** | **74** | **74** | **57** | **85** | **57** | **82** | **0** | | [**CREIGHTON'S LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Creighton%27s+Leggings) | **C** | **84** | **82** | **87** | **84** | **25** | **28** | **14** | **25** | **7** | | [**DARK LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Dark+Leggings) | **C** | **101** | **101** | **107** | **97** | **27** | **27** | **18** | **56** | **9** | | [**DESERT SORCERESS SKIRT +10**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Skirt) | **E** | **79** | **83** | **77** | **77** | **74** | **51** | **61** | **67** | **0** | | [**DRAGON ACOLYTE BOOTS +10**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Boots) | **E** | **73** | **76** | **71** | **71** | **30** | **30** | **34** | **37** | **0** | | [**DRAGONRIDER LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Dragonrider+Leggings) | **C** | **158** | **147** | **165** | **158** | **14** | **13** | **14** | **14** | **14** | | [**DRAKEKEEPER BOOTS +10**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Boots) | **C** | **178** | **171** | **188** | **178** | **23** | **26** | **20** | **23** | **17** | | [**DRANGLEIC LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Drangleic+Leggings) | **C** | **153** | **145** | **166** | **156** | **25** | **25** | **22** | **25** | **12** | | [**ELITE KNIGHT LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Leggings) | **C** | **122** | **119** | **135** | **122** | **35** | **37** | **25** | **35** | **9** | | [**EXECUTIONER LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Executioner+Leggings) | **D** | **56** | **52** | **60** | **58** | **13** | **14** | **9** | **30** | **4** | | [**FALCONER BOOTS +10**](https://darksouls2.wiki.fextralife.com/Falconer+Boots) | **D** | **111** | **118** | **107** | **107** | **33** | **28** | **38** | **33** | **8** | | [**FARAAM BOOTS +10**](https://darksouls2.wiki.fextralife.com/Faraam+Boots) | **C** | **156** | **147** | **166** | **159** | **35** | **38** | **23** | **35** | **11** | | [**FLOWER SKIRT +10**](https://darksouls2.wiki.fextralife.com/Flower+Skirt) | **E** | **52** | **55** | **50** | **50** | **30** | **25** | **28** | **31** | **0** | | [**FLYING FELINE BOOTS +5**](https://darksouls2.wiki.fextralife.com/Flying+Feline+Boots) | **E** | **60** | **74** | **53** | **54** | **22** | **14** | **37** | **24** | **0** | | [**GRAVE WARDEN BOTTOMS +10**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Bottoms) | **E** | **100** | **109** | **96** | **96** | **44** | **42** | **53** | **57** | **0** | | [**GYRM BOOTS +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Boots) | **C** | **117** | **117** | **123** | **112** | **17** | **16** | **14** | **17** | **14** | | [**GYRM WARRIOR BOOTS +10**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Boots) | **C** | **175** | **183** | **183** | **159** | **19** | **23** | **23** | **19** | **24** | | [**HARD LEATHER LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Leggings++10) | **D** | **80** | **83** | **78** | **78** | **25** | **16** | **31** | **26** | **0** | | [**HAVEL'S LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Havel%27s+Leggings) | **C** | **235** | **202** | **267** | **235** | **31** | **34** | **28** | **31** | **31** | | [**HEIDE KNIGHT LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Leggings) | **C** | **126** | **119** | **135** | **126** | **22** | **28** | **18** | **38** | **10** | | [**HEXER LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Hexer+Leggings) | **E** | **78** | **83** | **74** | **74** | **57** | **85** | **57** | **57** | **0** | | [**HOLLOW INFANTRY BOOTS +10**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+Boots) | **D** | **70** | **72** | **68** | **68** | **15** | **13** | **19** | **15** | **0** | | [**HOLLOW SOLDIER LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Leggings) | **C** | **29** | **28** | **30** | **29** | **9** | **10** | **6** | **9** | **0** | | [**IMPERIOUS LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Imperious+Legging) | **C** | **157** | **150** | **166** | **157** | **28** | **22** | **17** | **28** | **17** | | [**IMPORTED TROUSERS +10**](https://darksouls2.wiki.fextralife.com/Imported+Trousers) | **D** | **52** | **58** | **50** | **50** | **15** | **13** | **18** | **15** | **0** | | [**INFANTRY LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Infantry+Leggings) | **D** | **86** | **90** | **85** | **85** | **22** | **20** | **28** | **22** | **0** | | [**INSOLENT BOOTS +10**](https://darksouls2.wiki.fextralife.com/Insolent+Boots) | **C** | **101** | **96** | **108** | **101** | **26** | **26** | **32** | **24** | **9** | | [**IRONCLAD LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Ironclad+Leggings) | **C** | **170** | **155** | **182** | **170** | **24** | **27** | **16** | **24** | **23** | | [**JESTER'S BOOTS +10**](https://darksouls2.wiki.fextralife.com/Jester%27s+Boots) | **D** | **62** | **66** | **60** | **60** | **35** | **35** | **35** | **35** | **0** | | [**JUDGEMENT LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Tights+of+Judgment) | **E** | **125** | **134** | **120** | **120** | **63** | **51** | **44** | **56** | **0** | | [**KING'S LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/King%27s+Leggings) | **C** | **127** | **121** | **134** | **127** | **42** | **42** | **34** | **30** | **10** | | [**KNIGHT'S LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/King%27s+Leggings) | **C** | **108** | **105** | **123** | **108** | **32** | **35** | **23** | **32** | **12** | | [**LEATHER LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Leather+Leggings) | **D** | **77** | **82** | **75** | **75** | **28** | **18** | **37** | **30** | **0** | | [**LION MAGE SKIRT +10**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Skirt) | **E** | **50** | **53** | **46** | **46** | **47** | **38** | **39** | **47** | **0** | | [**LION WARRIOR BOOTS +10**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Boots) | **E** | **45** | **47** | **44** | **44** | **19** | **18** | **18** | **35** | **0** | | [**LLEWELLYN LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Llewellyn+Leggings) | **D** | **82** | **76** | **85** | **83** | **26** | **31** | **20** | **26** | **4** | | [**LOOKING GLASS LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Leggings) | **C** | **201** | **175** | **230** | **201** | **25** | **28** | **45** | **25** | **27** | | [**LUCATIEL'S LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Lucatiel%27s+Leggings) | **D** | **102** | **109** | **98** | **98** | **56** | **50** | **61** | **56** | **0** | | [**MAD WARRIOR LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Leggings) | **C** | **152** | **152** | **160** | **145** | **25** | **24** | **18** | **25** | **12** | | [**MANIKIN LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Manikin+Leggings) | **E** | **64** | **68** | **61** | **61** | **32** | **31** | **38** | **40** | **0** | | [**MASTODON LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Mastodon+Leggings) | **C** | **217** | **201** | **233** | **217** | **25** | **28** | **15** | **25** | **27** | | [**MONASTERY SKIRT +5**](https://darksouls2.wiki.fextralife.com/Monastery+Skirt) | **E** | **71** | **75** | **66** | **66** | **63** | **46** | **40** | **45** | **0** | | [**MOON BUTTERFLY SKIRT +5**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Skirt) | **E** | **61** | **67** | **58** | **58** | **32** | **21** | **33** | **27** | **0** | | [**OLD IRONCLAD LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Leggings) | **C** | **146** | **134** | **159** | **146** | **18** | **20** | **13** | **18** | **21** | | [**OLD KNIGHT LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Old+Knight+Leggings) | **C** | **171** | **160** | **179** | **171** | **15** | **15** | **10** | **15** | **22** | | [**PATE'S LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Pate's+Trousers) | **D** | **77** | **80** | **75** | **75** | **25** | **16** | **31** | **26** | **0** | | [**PEASANT LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Peasant+Leggings) | **E** | **34** | **38** | **33** | **33** | **16** | **17** | **21** | **16** | **0** | | [**PENAL SKIRT +5**](https://darksouls2.wiki.fextralife.com/Penal+Skirt) | **D** | **102** | **105** | **105** | **95** | **42** | **53** | **38** | **47** | **0** | | [**PRIESTESS KILT +10**](https://darksouls2.wiki.fextralife.com/Priestess+Kilt) | **E** | **72** | **74** | **70** | **0** | **44** | **44** | **62** | **50** | **0** | | [**PRISONER'S WAISTCLOTH +10**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Waistcloth) | **E** | **10** | **11** | **9** | **9** | **10** | **11** | **15** | **12** | **0** | | [**ROYAL SOLDIER LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Leggings) | **C** | **91** | **86** | **95** | **92** | **28** | **29** | **19** | **28** | **8** | | [**ROYAL SWORDSMAN LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Leggings) | **C** | **110** | **96** | **122** | **114** | **25** | **32** | **17** | **25** | **10** | | [**RUIN LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Ruin+Leggings) | **C** | **123** | **112** | **133** | **126** | **29** | **32** | **20** | **29** | **12** | | [**RUSTED MASTODON LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Leggings) | **C** | **185** | **171** | **198** | **185** | **19** | **22** | **11** | **29** | **20** | | [**SAINT'S LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Saint%27s+Leggings) | **E** | **78** | **83** | **74** | **74** | **57** | **57** | **70** | **57** | **0** | | [**SHADOW LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Shadow+Leggings) | **E** | **60** | **67** | **53** | **53** | **32** | **36** | **33** | **43** | **0** | | [**SMELTER DEMON LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Leggings) | **C** | **203** | **181** | **225** | **203** | **25** | **53** | **24** | **25** | **26** | | [**STEEL LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Steel+Leggings) | **C** | **183** | **174** | **196** | **183** | **23** | **25** | **16** | **23** | **19** | | [**SYAN'S LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Syan%27s+Leggings) | **C** | **141** | **126** | **150** | **143** | **27** | **54** | **16** | **27** | **12** | | [**TARGRAY'S LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Targray%27s+Leggings) | **C** | **105** | **98** | **114** | **105** | **26** | **26** | **53** | **29** | **10** | | [**THRONE DEFENDER LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Leggings) | **C** | **158** | **152** | **163** | **159** | **32** | **35** | **19** | **32** | **13** | | [**THRONE WATCHER LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Leggings) | **C** | **123** | **117** | **132** | **123** | **54** | **35** | **28** | **35** | **12** | | [**TRAVELING MERCHANT BOOTS +10**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Boots) | **D** | **73** | **78** | **71** | **71** | **21** | **23** | **24** | **21** | **0** | | [**TSELDORA TROUSERS +10**](https://darksouls2.wiki.fextralife.com/Tseldora+Trousers) | **E** | **29** | **32** | **28** | **28** | **13** | **14** | **18** | **13** | **0** | | [**VARANGIAN LEGGINGS +10**](https://darksouls2.wiki.fextralife.com/Varangian+Leggings) | **D** | **52** | **55** | **51** | **51** | **17** | **12** | **20** | **17** | **0** | | [**VELSTADT'S LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Leggings) | **C** | **157** | **143** | **166** | **163** | **20** | **21** | **10** | **47** | **16** | | [**VENGARL'S LEGGINGS +5**](https://darksouls2.wiki.fextralife.com/Vengarl%27s+Leggings) | **C** | **165** | **156** | **176** | **165** | **21** | **27** | **18** | **21** | **17** | | [**WANDERER BOOTS +10**](https://darksouls2.wiki.fextralife.com/Wanderer+Boots) | **E** | **69** | **67** | **70** | **71** | **23** | **30** | **33** | **24** | **0** | | [**WHITE PRIEST SKIRT +10**](https://darksouls2.wiki.fextralife.com/White+Priest+Skirt) | **E** | **80** | **84** | **79** | **79** | **48** | **48** | **63** | **53** | **0** | | [**XANTHOUS WAISTCLOTH +5**](https://darksouls2.wiki.fextralife.com/Xanthous+Waistcloth) | **E** | **80** | **92** | **80** | **69** | **61** | **16** | **38** | **47** | **0** |   **NOTE: UPGRADED ARMOR HAS BEEN CALCULATED FROM THE BASE ARMOR USING THE FORMULA BASE ARMOR MULTIPLIED BY 1.5 OR 2 FOR +5 AND +10 STATE RESPECTIVELY. SOME DIFFERENCES CAN BE EXPECTED, BUT IT WILL BE MINOR**  **: ALL LEG ARMOR PIECES HAVE BEEN MANUALLY CHECKED AND CORRECTED.** LEG ARMOR **LEGGINGS MAX**  **LEGGINGS DEFAULT**  **TABLE KEY** LEGGINGS DEFAULT **CLICK ON THE HEADERS TO SORT!**   | **SET** |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | [**AGDAYNE'S BLACK KILT**](https://darksouls2.wiki.fextralife.com/Agdayne%27s+Black+Kilt) | **E** | **46** | **49** | **45** | **45** | **27** | **26** | **24** | **26** | **0** | | [**ALONNE CAPTAIN LEGGINGS**](https://darksouls2.wiki.fextralife.com/Alonne+Captain+Leggings) | **C** | **105** | **100** | **111** | **105** | **19** | **31** | **15** | **19** | **20** | | [**ALONNE KNIGHT LEGGINGS**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Leggings) | **C** | **105** | **100** | **111** | **105** | **19** | **31** | **15** | **19** | **20** | | [**ALVA LEGGINGS**](https://darksouls2.wiki.fextralife.com/Alva+Leggings) | **C** | **53** | **50** | **55** | **52** | **15** | **16** | **11** | **16** | **9** | | [**ARCHDRAKE LEGGINGS**](https://darksouls2.wiki.fextralife.com/Archdrake+Leggings) | **C** | **43** | **43** | **43** | **43** | **14** | **13** | **22** | **13** | **8** | | [**ASTROLOGIST KILT**](https://darksouls2.wiki.fextralife.com/Astrologist+Kilt) | **UNKNOWN** | **45** | **47** | **43** | **43** | **33** | **22** | **22** | **28** | **0** | | [**AUROUS INVISIBLE LEGGINGS**](https://darksouls2.wiki.fextralife.com/Aurous+Invisible+Leggings) | **E** | **48** | **51** | **45** | **46** | **19** | **15** | **20** | **17** | **0** | | [**AUROUS VISIBLE LEGGINGS**](https://darksouls2.wiki.fextralife.com/Aurous+Visible+Leggings) | **C** | **70** | **68** | **74** | **71** | **25** | **24** | **17** | **26** | **10** | | [**BANDIT LEGGINGS**](https://darksouls2.wiki.fextralife.com/Bandit+Leggings) | **D** | **30** | **30** | **31** | **29** | **9** | **9** | **7** | **9** | **3** | | [**BELLKEEPER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Bellkeeper+Leggings) | **D** | **44** | **46** | **43** | **43** | **9** | **9** | **12** | **17** | **0** | | [**BENHART'S BOOTS**](https://darksouls2.wiki.fextralife.com/Benhart%27s+Boots) | **C** | **64** | **62** | **67** | **64** | **15** | **14** | **13** | **15** | **11** | | [**BLACK DRAGON LEGGINGS**](https://darksouls2.wiki.fextralife.com/Black+Dragon+Leggings) | **C** | **72** | **70** | **74** | **72** | **26** | **57** | **27** | **26** | **0** | | [**BLACK LEATHER BOOTS**](https://darksouls2.wiki.fextralife.com/Black+Leather+Boots) | **E** | **37** | **38** | **36** | **36** | **18** | **13** | **13** | **15** | **0** | | [**BLACK BOOTS**](https://darksouls2.wiki.fextralife.com/Black+Boots) | **E** | **52** | **55** | **49** | **49** | **56** | **38** | **38** | **38** | **0** | | [**BLACK WITCH TROUSERS**](https://darksouls2.wiki.fextralife.com/Black+Witch+Trousers) | **E** | **34** | **37** | **33** | **33** | **32** | **25** | **30** | **31** | **0** | | [**BONE KING SKIRT**](https://darksouls2.wiki.fextralife.com/Bone+King+Skirt) | **E** | **54** | **59** | **52** | **52** | **34** | **38** | **31** | **48** | **0** | | [**BRIGAND TROUSERS**](https://darksouls2.wiki.fextralife.com/Brigand+Trousers) | **E** | **33** | **36** | **32** | **31** | **16** | **13** | **12** | **14** | **0** | | [**CALE'S SHOES**](https://darksouls2.wiki.fextralife.com/Cale's+Shoes) | **D** | **83** | **82** | **82** | **86** | **24** | **25** | **20** | **24** | **0** | | [**CATARINA LEGGINGS**](https://darksouls2.wiki.fextralife.com/Catarina+Leggings) | **UNKNOWN** | **88** | **88** | **102** | **88** | **19** | **21** | **13** | **19** | **0** | | [**CHAOS BOOTS**](https://darksouls2.wiki.fextralife.com/Chaos+Boots) | **E** | **52** | **55** | **49** | **49** | **38** | **56** | **38** | **54** | **0** | | [**CREIGHTON'S CHAIN LEGGINGS**](https://darksouls2.wiki.fextralife.com/Creighton's+Chain+Leggings) | **UNKNOWN** | **42** | **41** | **43** | **42** | **13** | **14** | **7** | **13** | **7** | | [**DARK LEGGINGS**](https://darksouls2.wiki.fextralife.com/Dark+Leggings) | **C** | **68** | **68** | **71** | **65** | **18** | **18** | **12** | **38** | **9** | | [**DESERT SORCERESS SKIRT**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress+Skirt) | **UNKNOWN** | **40** | **42** | **39** | **39** | **37** | **26** | **31** | **34** | **0** | | [**DRAGON ACOLYTE BOOTS**](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte+Boots) | **E** | **36** | **38** | **35** | **35** | **15** | **15** | **17** | **18** | **0** | | [**DRAGONRIDER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Dragonrider+Leggings) | **C** | **112** | **104** | **116** | **112** | **12** | **12** | **13** | **12** | **12** | | [**DRAKEKEEPER BOOTS**](https://darksouls2.wiki.fextralife.com/Drakekeeper+Boots) | **C** | **94** | **91** | **99** | **94** | **15** | **16** | **13** | **15** | **14** | | [**DRANGLEIC LEGGINGS**](https://darksouls2.wiki.fextralife.com/Drangleic+Leggings) | **C** | **102** | **97** | **110** | **104** | **17** | **17** | **15** | **17** | **12** | | [**ELITE KNIGHT LEGGINGS**](https://darksouls2.wiki.fextralife.com/Elite+Knight+Leggings) | **C** | **61** | **59** | **67** | **61** | **17** | **19** | **13** | **17** | **9** | | [**EXECUTIONER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Executioner+Leggings) | **D** | **38** | **34** | **40** | **39** | **9** | **9** | **6** | **20** | **4** | | [**FALCONER BOOTS**](https://darksouls2.wiki.fextralife.com/Falconer+Boots) | **D** | **55** | **59** | **54** | **54** | **17** | **14** | **19** | **17** | **8** | | [**FARAAM BOOTS**](https://darksouls2.wiki.fextralife.com/Faraam+Boots) | **C** | **78** | **74** | **83** | **79** | **18** | **19** | **12** | **18** | **11** | | [**FLYING FELINE BOOTS**](https://darksouls2.wiki.fextralife.com/Flying+Feline+Boots) | **E** | **40** | **49** | **35** | **36** | **15** | **9** | **25** | **16** | **0** | | [**GRAVE WARDEN BOTTOMS**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Bottoms) | **E** | **50** | **54** | **48** | **48** | **22** | **21** | **27** | **28** | **0** | | [**GYRM BOOTS**](https://darksouls2.wiki.fextralife.com/Gyrm+Boots) | **C** | **59** | **59** | **61** | **56** | **8** | **8** | **7** | **8** | **14** | | [**GYRM WARRIOR BOOTS**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Boots) | **C** | **97** | **101** | **101** | **89** | **12** | **14** | **14** | **12** | **22** | | [**HARD LEATHER BOOTS**](https://darksouls2.wiki.fextralife.com/Hard+Leather+Boots) | **D** | **40** | **42** | **39** | **39** | **13** | **8** | **16** | **13** | **0** | | [**HAVEL'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/Havel%27s+Leggings) | **C** | **172** | **150** | **193** | **172** | **25** | **27** | **23** | **25** | **28** | | [**HEIDE KNIGHT LEGGINGS**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Leggings) | **C** | **63** | **59** | **68** | **63** | **11** | **14** | **9** | **19** | **10** | | [**HEXER'S BOOTS**](https://darksouls2.wiki.fextralife.com/Hexer's+Boots) | **E** | **52** | **55** | **49** | **49** | **38** | **56** | **38** | **54** | **0** | | [**HOLLOW INFANTRY BOOTS**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry+Boots) | **D** | **35** | **36** | **34** | **34** | **8** | **6** | **9** | **8** | **0** | | [**HOLLOW SOLDIER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Hollow+Soldier+Leggings) | **C** | **14** | **14** | **15** | **15** | **5** | **5** | **3** | **5** | **0** | | [**IMPERIOUS LEGGINGS**](https://darksouls2.wiki.fextralife.com/Imperious+Leggings) | **C** | **82** | **79** | **86** | **82** | **17** | **14** | **12** | **17** | **14** | | [**IMPORTED TROUSERS**](https://darksouls2.wiki.fextralife.com/Imported+Trousers) | **D** | **26** | **29** | **25** | **25** | **8** | **7** | **8** | **9** | **0** | | [**INFANTRY BOOTS**](https://darksouls2.wiki.fextralife.com/Infantry+Boots) | **D** | **43** | **45** | **42** | **42** | **11** | **10** | **14** | **11** | **0** | | [**INSOLENT BOOTS**](https://darksouls2.wiki.fextralife.com/Insolent+Boots) | **C** | **50** | **48** | **54** | **50** | **13** | **13** | **16** | **12** | **9** | | [**IRONCLAD LEGGINGS**](https://darksouls2.wiki.fextralife.com/Ironclad+Leggings) | **C** | **96** | **89** | **102** | **96** | **15** | **16** | **11** | **15** | **20** | | [**JESTER'S TIGHTS**](https://darksouls2.wiki.fextralife.com/Jester's+Tights) | **D** | **31** | **33** | **30** | **30** | **17** | **17** | **17** | **17** | **0** | | [**KING'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/King%27s+Leggings) | **C** | **85** | **81** | **90** | **85** | **28** | **28** | **22** | **20** | **10** | | [**KNIGHT'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/Knight%27s+Leggings) | **C** | **54** | **52** | **61** | **54** | **16** | **17** | **12** | **16** | **12** | | [**LEATHER BOOTS**](https://darksouls2.wiki.fextralife.com/Leather+Boots) | **D** | **39** | **41** | **37** | **37** | **14** | **9** | **19** | **15** | **0** | | [**LION MAGE SKIRT**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Skirt) | **E** | **25** | **26** | **23** | **23** | **24** | **19** | **20** | **24** | **0** | | [**LION WARRIOR SKIRT**](https://darksouls2.wiki.fextralife.com/Lion+Warrior+Skirt) | **E** | **23** | **23** | **22** | **22** | **10** | **9** | **9** | **17** | **0** | | [**LLEWELLYN SHOES**](https://darksouls2.wiki.fextralife.com/Llewellyn+Shoes) | **D** | **55** | **51** | **57** | **55** | **17** | **21** | **13** | **17** | **0** | | [**LOOKING GLASS LEGGINGS**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Leggings) | **C** | **149** | **132** | **168** | **149** | **20** | **23** | **34** | **20** | **24** | | [**LUCATIEL'S TROUSERS**](https://darksouls2.wiki.fextralife.com/Lucatiel's+Trousers) | **D** | **55** | **49** | **49** | **28** | **25** | **30** | **28** | **0** | **22** | | [**MAD WARRIOR LEGGINGS**](https://darksouls2.wiki.fextralife.com/Mad+Warrior+Leggings) | **C** | **101** | **101** | **106** | **97** | **17** | **16** | **12** | **17** | **12** | | [**MANIKIN BOOTS**](https://darksouls2.wiki.fextralife.com/Manikin+Boots) | **E** | **32** | **34** | **31** | **31** | **16** | **15** | **19** | **20** | **0** | | [**MASTODON LEGGINGS**](https://darksouls2.wiki.fextralife.com/Mastodon+Leggings) | **C** | **98** | **92** | **105** | **98** | **13** | **14** | **9** | **13** | **24** | | [**MONASTERY SKIRT**](https://darksouls2.wiki.fextralife.com/Monastery+Skirt) | **E** | **47** | **50** | **44** | **44** | **42** | **31** | **27** | **30** | **0** | | [**MOON BUTTERFLY SKIRT**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Skirt) | **UNKNOWN** | **41** | **45** | **39** | **39** | **21** | **14** | **22** | **18** | **0** | | [**OLD IRONCLAD LEGGINGS**](https://darksouls2.wiki.fextralife.com/Old+Ironclad+Leggings) | **C** | **84** | **78** | **90** | **84** | **12** | **13** | **10** | **12** | **18** | | [**OLD KNIGHT LEGGINGS**](https://darksouls2.wiki.fextralife.com/Old+Knight+Leggings) | **C** | **91** | **85** | **94** | **91** | **10** | **10** | **8** | **10** | **16** | | [**PATE'S TROUSERS**](https://darksouls2.wiki.fextralife.com/Pate's+Trousers) | **D** | **38** | **40** | **38** | **38** | **13** | **8** | **16** | **13** | **0** | | [**PEASANT TROUSERS**](https://darksouls2.wiki.fextralife.com/Peasant+Trousers) | **E** | **17** | **19** | **16** | **16** | **8** | **9** | **11** | **8** | **0** | | [**PENAL SKIRT**](https://darksouls2.wiki.fextralife.com/Penal+Skirt) | **D** | **68** | **70** | **70** | **63** | **28** | **35** | **26** | **32** | **0** | | [**PRIESTESS SKIRT**](https://darksouls2.wiki.fextralife.com/Priestess+Skirt) | **E** | **36** | **37** | **35** |  | **22** | **22** | **31** | **25** | **0** | | [**PRISONER'S WAISTCLOTH**](https://darksouls2.wiki.fextralife.com/Prisoner%27s+Waistcloth) | **UNKNOWN** | **5** | **6** | **5** | **5** | **5** | **5** | **7** | **6** | **0** | | [**ROYAL SOLDIER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Royal+Soldier+Leggings) | **C** | **45** | **43** | **47** | **46** | **14** | **14** | **10** | **14** | **8** | | [**ROYAL SWORDSMAN LEGGINGS**](https://darksouls2.wiki.fextralife.com/Royal+Swordsman+Leggings) | **C** | **55** | **48** | **61** | **57** | **12** | **16** | **9** | **12** | **10** | | [**RUIN LEGGINGS**](https://darksouls2.wiki.fextralife.com/Ruin+Leggings) | **C** | **82** | **75** | **88** | **84** | **19** | **22** | **13** | **19** | **12** | | [**RUSTED MASTODON LEGGINGS**](https://darksouls2.wiki.fextralife.com/Rusted+Mastodon+Leggings) | **C** | **96** | **90** | **103** | **96** | **13** | **14** | **8** | **13** | **17** | | [**SAINT'S TROUSERS**](https://darksouls2.wiki.fextralife.com/Saint's+Trousers) | **E** | **52** | **55** | **49** | **49** | **38** | **38** | **47** | **38** | **0** | | [**SHADOW LEGGINGS**](https://darksouls2.wiki.fextralife.com/Shadow+Leggings) | **UNKNOWN** | **30** | **34** | **27** | **27** | **16** | **18** | **17** | **21** | **0** | | [**SMELTER DEMON LEGGINGS**](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Leggings) | **C** | **149** | **135** | **164** | **149** | **21** | **39** | **20** | **21** | **23** | | [**STEEL LEGGINGS**](https://darksouls2.wiki.fextralife.com/Steel+Leggings) | **C** | **95** | **91** | **101** | **95** | **14** | **15** | **11** | **14** | **16** | | [**SYAN'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/Syan%27s+Leggings) | **C** | **70** | **63** | **75** | **72** | **14** | **18** | **8** | **14** | **12** | | [**TARGRAY'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/Targray%27s+Leggings) | **C** | **53** | **49** | **57** | **53** | **13** | **13** | **11** | **15** | **10** | | [**THRONE DEFENDER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Throne+Defender+Leggings) | **C** | **105** | **101** | **109** | **106** | **21** | **24** | **12** | **21** | **13** | | [**THRONE WATCHER LEGGINGS**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Leggings) | **C** | **82** | **78** | **88** | **82** | **36** | **23** | **19** | **23** | **12** | | [**TIGHTS OF JUDGEMENT**](https://darksouls2.wiki.fextralife.com/Tights+of+Judgement) | **E** | **83** | **89** | **80** | **80** | **42** | **34** | **29** | **37** | **0** | | [**TRAVELEING MERCHANT LEGGINGS**](https://darksouls2.wiki.fextralife.com/Traveleing+Merchant+Leggings) | **UNKNOWN** | **37** | **39** | **35** | **35** | **10** | **11** | **12** | **10** | **0** | | [**TSELDORA TROUSERS**](https://darksouls2.wiki.fextralife.com/Tseldora+Trousers) | **E** | **15** | **16** | **14** | **14** | **7** | **7** | **9** | **6** | **0** | | [**VARANGIAN LEGGINGS**](https://darksouls2.wiki.fextralife.com/Varangian+Leggings) | **D** | **26** | **27** | **25** | **25** | **8** | **6** | **10** | **8** | **0** | | [**VELSTADT'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/Velstadt%27s+Leggings) | **C** | **108** | **99** | **115** | **113** | **16** | **17** | **10** | **34** | **14** | | [**VENGARL'S LEGGINGS**](https://darksouls2.wiki.fextralife.com/Vengarl%27s+Leggings) | **UNKNOWN** | **115** | **108** | **122** | **115** | **18** | **22** | **16** | **18** | **14** | | [**WANDERER BOOTS**](https://darksouls2.wiki.fextralife.com/Wanderer+Boots) | **E** | **35** | **33** | **35** | **35** | **12** | **15** | **17** | **12** | **0** | | [**WHITE PRIEST SKIRT**](https://darksouls2.wiki.fextralife.com/White+Priest+Skirt) | **E** | **40** | **42** | **39** | **39** | **24** | **24** | **31** | **27** | **0** | | [**XANTHOUS WAISTCLOTH**](https://darksouls2.wiki.fextralife.com/Xanthous+Waistcloth) | **E** | **54** | **61** | **54** | **46** | **40** | **11** | **25** | **31** | **0** |    LEG ARMOR **LEGGINGS MAX**  **LEGGINGS DEFAULT**  **TABLE KEY** TABLE KEY  |  |  | | --- | --- | |  | **PHYSICAL DEFENSE** | |  | **MAGIC DEFENSE** | |  | **FIRE DEFENSE** | |  | **LIGHTNING DEFENSE** | |  | **POISE** | |  | **POISON RESIST** | |  | **BLEED RESIST** | |  | **DARK RESIST** | |  | **PETRIFY RESIST** | |  | **CURSE RESIST** |  [RINGS](https://darksouls2.wiki.fextralife.com/Rings)  **RINGS ARE AN IMPORTANT CATEGORY OF EQUIPMENT IN DARK SOULS 2. THIS PAGE HAS A LIST OF ALL OF THE RINGS AVAILABLE IN THE GAME, SEPARATED BY DEFAULT, AND DLC RINGS. SOME RINGS HAVE UPGRADED VERSIONS, HAVING A MAXIMUM OF +3. SOME CAN ONLY BE FOUND IN NG+. CLICK ON EACH RING TO FIND SPECIFIC WRITTEN LOCATION INFORMATION.**   * **RINGS CAN BE REPAIRED AT A BLACKSMITH, BUT NOT UPGRADED. UPGRADED VERSIONS MUST BE ACQUIRED THROUGHOUT THE GAME FROM CORPSES, CHESTS, BOSSES, ETC.** * **ONE CANNOT WEAR TWO RINGS OF SAME KIND, REGARDLESS OF ITS UPGRADE LEVEL.** * **CLICK THE TABLE HEADER TO SORT THE TABLE**  ALL RINGS [**RINGS**](https://darksouls2.wiki.fextralife.com/Rings)  [**CROWN OF THE SUNKEN KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Rings)  [**CROWN OF THE OLD IRON KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King+Rings)  [**CROWN OF THE IVORY KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King+Rings) BASE GAME RINGS  | **IMAGE** | **NAME** | **WEIGHT** | **EFFECTS** | **ACQUIRED FROM** | **+1/+2/+3 AVAILABLE?** | | --- | --- | --- | --- | --- | --- | | **agape ring** | [**AGAPE RING**](https://darksouls2.wiki.fextralife.com/Agape+Ring) | * **0.2** | * **ABSORBS SOULS IN PLACE OF ITS WEARER** | * [**STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis) | **NO** | | **tiny beings ring** | [**LIFE RING**](https://darksouls2.wiki.fextralife.com/Life+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** * **+3=1.2** | * **RAISES MAXIMUM HP BY 5%** * **+1 = 7.5%** * **+2 = 12.5%** * **+3 = 15%** | * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) * **STARTER'S GIFT** * **+1:**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) * **+2:**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana) * **+3:**[**CROWN OF THE OLD IRON KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King) | **YES (+3)** | | **cloranthy ring** | [**CHLORANTHY RING**](https://darksouls2.wiki.fextralife.com/Chloranthy+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** | * **INCREASES STAMINA RECOVERY RATE BY 12.5%** * **+1 = 20%** * **+2 = 25%** | * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) * **+1:**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) * **+2:**[**EXECUTIONER'S CHARIOT**](https://darksouls2.wiki.fextralife.com/Executioner%27s+Chariot)**(NG+ ONLY)** | **YES (+2)** | | **royal soldiers ring** | [**ROYAL SOLDIER'S RING**](https://darksouls2.wiki.fextralife.com/Royal+Soldier%27s+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** | * **INCREASES MAXIMUM LOAD BY 10%** * **+1 = 15%** * **+2 = 20%** | * [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf) * **+1:**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) * **+2:**[**VELSTADT, THE ROYAL AEGIS**](https://darksouls2.wiki.fextralife.com/Velstadt%2C+the+Royal+Aegis)**(NG+ ONLY)** | **YES (+2)** | | **first dragon ring** | [**FIRST DRAGON RING**](https://darksouls2.wiki.fextralife.com/First+Dragon+Ring)[**SECOND DRAGON RING**](https://darksouls2.wiki.fextralife.com/Second+Dragon+Ring)[**THIRD DRAGON RING**](https://darksouls2.wiki.fextralife.com/Third+Dragon+Ring) | * **1ST=0.5** * **2ND=0.8** * **3RD=1.0** | * **INCREASES HP BY 3%, STAMINA BY 5% AND MAXIMUM LOAD BY 5%** * **2ND = 5%; 10%; 10%** * **3RD = 7.5%; 12.5%; 12.5%** | * **1ST:**[**COMPANY OF CHAMPIONS**](https://darksouls2.wiki.fextralife.com/Company+of+Champions)**(RANK 2)** * **2ND:**[**MANSCORPION TARK**](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark) * **3RD:**[**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine) | **YES (+3)** | | **ring of steel protection** | [**RING OF STEEL PROTECTION**](https://darksouls2.wiki.fextralife.com/Ring+of+Steel+Protection) | * **+0=1.0** * **+1=1.5** * **+2=2.0** | * **INCREASES PHYSICAL DEFENSE BY 50** * **+1 = 75** * **+2 = 100** | * [**CRESTFALLEN SAULDEN**](https://darksouls2.wiki.fextralife.com/Crestfallen+Saulden) * **+1:**[**LUCATIEL OF MIRRAH**](https://darksouls2.wiki.fextralife.com/Lucatiel+of+Mirrah) * **+2:**[**LOOKING GLASS KNIGHT**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight)**(NG+ ONLY)** | **YES (+2)** | | **spell quartz ring** | [**SPELL QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Spell+Quartz+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** * **+3=1.0** | * **INCREASES MAGIC DEFENSE BY 50** * **+1 = 80** * **+2 = 100** * **+3 =150** | * [**CARHILLION OF THE FOLD**](https://darksouls2.wiki.fextralife.com/Carhillion+of+the+Fold) * **+1:**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) * **+2:**[**KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/King%27s+Passage) * **+3:**[**CROWN OF THE OLD IRON KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King) * **STARTING RING FOR EXPLORER** | **YES (+3)** | | **flame quartz ring** | [**FLAME QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Flame+Quartz+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** * **+3=1.0** | * **INCREASES FIRE DEFENSE BY 50** * **+1 = 80** * **+2 = 100** * **+3 = 150** | * [**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) * **+1:**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+giants) * **+2:**[**GUARDIAN DRAGON**](https://darksouls2.wiki.fextralife.com/Guardian+Dragon)**, RANDOM POSSIBLE DROP FROM THE NON-RESPAWNING DRAGONS IN DRAGON AERIE.** * **+3:**[**CROWN OF THE OLD IRON KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King) | **YES (+3)** | | **thunder quartz ring** | [**THUNDER QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Thunder+Quartz+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** * **+3=1.0** | * **INCREASES LIGHTNING DEFENSE BY 50POINTS.** * **+1 = 80** * **+2 = 100** * **+3 = 150** | * [**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) * **+1:**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) * **+2:**[**ROYAL SORCERER NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) * **+3:**[**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King) | **YES (+3)** | | **dark quartz ring** | [**DARK QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Dark+Quartz+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** * **+3=1.0** | * **INCREASES DARK DEFENSE BY 50** * **+1 = 80** * **+2 = 100** * **+3 = 150** | * [**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) * **+1:**[**TSELDORAN SETTLER**](https://darksouls2.wiki.fextralife.com/Tseldoran+Settler)**(DUKE TSELDORA)** * **+2:**[**LEYDIA WITCH**](https://darksouls2.wiki.fextralife.com/Leydia+Witch) * **+3:**[**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King) | **YES (+3)** | | **poisonbite ring** | [**POISONBITE RING**](https://darksouls2.wiki.fextralife.com/Poisonbite+Ring) | * **+0=0.5** * **+1=1.5** | * **INCREASES POISON RESISTANCE BY 150** * **+1 = 300** | * [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) * [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**(PLEASE CONFIRM AND ADD TO HARVEST VALLEY PAGE)** * [**CROMWELL THE PARDONER**](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner) * **+1:**[**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+DLC) | **YES (+1)** | | **bloodbite ring** | [**BLOODBITE RING**](https://darksouls2.wiki.fextralife.com/Bloodbite+Ring) | * **+0=0.5** * **+1=1.5** | * **INCREASES BLEEDING RESISTANCE BY 150** * **+ 1 = 300** | * [**CROMWELL THE PARDONER**](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner) * [**WAY OF BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+Blue) * **+1:**[**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+DLC) | **YES (+1)** | | **cursebite ring** | [**CURSEBITE RING**](https://darksouls2.wiki.fextralife.com/Cursebite+Ring) | * **0.8** | * **INCREASES CURSE RESISTANCE BY 400** | * [**CROMWELL THE PARDONER**](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner) * [**MAGEROLD OF LANAFIR**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir) | **NO** | | **bracing knuckle ring** | [**BRACING KNUCKLE RING**](https://darksouls2.wiki.fextralife.com/Bracing+Knuckle+Ring) | * **+0=0.5** * **+1=0.8** * **+2=1.0** | * **REDUCE WEAPON DEGRADATION BY 20%, +1 = 35%, +2 = 50%,** * **ARMOR DEGRADATION BY 20%, +1 = 25%, +2 = 45%,** * **RING DEGRADATION BY 20%, +1 = 25%, +2 = 45%** | * [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) * **+1:**[**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) * **+2:**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) | **YES (+2)** | | **ash knuckle ring** | [**ASH KNUCKLE RING**](https://darksouls2.wiki.fextralife.com/Ash+Knuckle+Ring) | * **0.8** | * **INCREASES PETRIFICATION RESISTANCE BY 400** | * [**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints) | **NO** | | **dispelling ring** | [**DISPELLING RING**](https://darksouls2.wiki.fextralife.com/Dispelling+Ring) | * **+0=1.0** * **+1=4.0** | * **INCREASES MAGIC, LIGHTNING, FIRE, AND DARK DEFENSE BY 60** * **+1 = INCREASES MAGIC, LIGHTNING, FIRE, AND DARK DEFENSE BY 120** | * [**ROYAL SORCERER NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) * **+1:**[**CROWN OF THE OLD IRON KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King) | **YES (+1)** | | **ring of resistance** | [**RING OF RESISTANCE**](https://darksouls2.wiki.fextralife.com/Ring+of+Resistance) | * **+0=0.8** * **+1=1.5** | * **RAISES POISON, BLEED, CURSE, AND PETRIFY RESIST BY 120** * **+1 = RAISES POISON, BLEED, CURSE, AND PETRIFY RESIST BY 180** | * [**CROMWELL THE PARDONER**](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner) * **+1:**[**CROWN OF THE IVORY KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King) | **NO** | | **ring of blades** | [**RING OF BLADES**](https://darksouls2.wiki.fextralife.com/Ring+of+Blades) | * **+0=1.0** * **+1=1.5** * **+2=2.0** | * **INCREASES PHYSICAL ATTACK BY 20** * **+1 = 35** * **+2 = 50** | * [**THE PURSUER**](https://darksouls2.wiki.fextralife.com/The+Pursuer)**,** * **+1: THE PURSUER THAT SPAWNS WHERE SMELTER DEMON WAS AFTER IT IS DEAD** * **+2: THE PURSUERS IN DRANGLEIC CASTLE´S THRONE ROOM (NG+ ONLY)** | **YES** | | **ring of knowledge** | [**RING OF KNOWLEDGE**](https://darksouls2.wiki.fextralife.com/Ring+of+Knowledge) | * **0.5** | * **INCREASES INTELLIGENCE BY 5** | * [**STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis) | **NO** | | **ring of prayer** | [**RING OF PRAYER**](https://darksouls2.wiki.fextralife.com/Ring+of+Prayer) | * **0.5** | * **INCREASES FAITH BY 5** | * [**LICIA OF LINDELT**](https://darksouls2.wiki.fextralife.com/Licia+of+Lindelt) | **NO** | | **stone ring** | [**STONE RING**](https://darksouls2.wiki.fextralife.com/Stone+Ring) | * **1.5** | * **DEAL ADDITIONAL 30 DAMAGE TO POISE** | * [**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt) | **NO** | | **red tearstone ring** | [**RED TEARSTONE RING**](https://darksouls2.wiki.fextralife.com/Red+Tearstone+Ring) | * **1.5** | * **BOOSTS ATTACK BY 20% WHEN HP IS BELOW 30%** | * [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep) * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) | **NO** | | **blue tearstone ring** | [**BLUE TEARSTONE RING**](https://darksouls2.wiki.fextralife.com/Blue+Tearstone+Ring) | * **1.0** | * **INCREASES DEFENSE BY 35% WHEN HP IS BELOW 30%** | * [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna) * [**WAY OF BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+Blue) | **NO** | | **ring of giants** | [**RING OF GIANTS**](https://darksouls2.wiki.fextralife.com/Ring+of+Giants) | * **+0=2.0** * **+1=3.0** * **+2=5.0** | * **INCREASES POISE BY 10** * **+1 = 20** * **+2 = 30** | * [**GAVLAN**](https://darksouls2.wiki.fextralife.com/Gavlan) * **+1:**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch) * **+2:**[**GIANT LORD**](https://darksouls2.wiki.fextralife.com/Giant+Lord)**(NG+ ONLY)** | **YES** | | **old leo ring** | [**OLD LEO RING**](https://darksouls2.wiki.fextralife.com/Old+Leo+Ring) | * **0.5** | * **STRENGTHENS THRUST WEAPON COUNTER ATTACKS BY 12.5%** | * [**OLD DRAGONSLAYER**](https://darksouls2.wiki.fextralife.com/Old+Dragonslayer) | **NO** | | **ring of soul protection** | [**RING OF SOUL PROTECTION**](https://darksouls2.wiki.fextralife.com/Ring+of+Soul+Protection) | * **1.0** | **DO NOT TURN HOLLOW OR LOSE SOULS UPON DEATH, IMMUNE TO PETRIFICATION. BREAKS WHEN ACTIVATED BUT CAN BE REPAIRED FOR 6000 SOULS.** | * [**THE GUTTER**](https://darksouls2.wiki.fextralife.com/The+Gutter) * [**HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl) | **NO** | | **ring of life protection** | [**RING OF LIFE PROTECTION**](https://darksouls2.wiki.fextralife.com/Ring+of+Life+Protection) | * **1.0** | **DO NOT TURN HOLLOW OR LOSE SOULS UPON DEATH. WILL NOT PREVENT DEATH BY PETRIFICATION, BUT DYING FROM PETRIFICATION WHILE WEARING THE RING WILL STILL RETAIN ALL SOULS AND HUMAN FORM. BREAKS WHEN ACTIVATED BUT CAN BE REPAIRED FOR 3000 SOULS. \*NOTE: IF YOU ARE CURSED WHILE WEARING THIS RING, YOU WILL TURN HOLLOW BUT THE RING WILL NOT BREAK. YOU WILL NEED TO SPEND ONE HUMAN EFFIGY (OR OTHER WAYS OF REGAINING HUMANITY) TO RETURN TO HUMAN FORM.** | * [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf) * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) * [**FELKIN THE OUTCAST**](https://darksouls2.wiki.fextralife.com/Felkin+the+Outcast) | **NO** | | **lingering dragoncrest ring** | [**LINGERING DRAGONCREST RING**](https://darksouls2.wiki.fextralife.com/Lingering+Dragoncrest+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** | * **EXTENDS LENGTH OF SPELL EFFECTS BY 15%** * **+1 = 25%** * **+2 = 40%** | * [**STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis) * **+1:**[**DESERT SORCERESS**](https://darksouls2.wiki.fextralife.com/Desert+Sorceress) * **+2: DEFEAT 1000**[**DARK SPIRITS**](https://darksouls2.wiki.fextralife.com/Online) | **YES** | | **clear bluestone ring** | [**CLEAR BLUESTONE RING**](https://darksouls2.wiki.fextralife.com/Clear+Bluestone+Ring) | * **+0=0.2** * **+1=0.5** * **+2=0.8** | * **SHORTENS SPELL CASTING TIME BY 20%** * **+1 = 35%** * **+2 = 55%** | * [**CARHILLION OF THE FOLD**](https://darksouls2.wiki.fextralife.com/Carhillion+of+the+Fold) * **+1:**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) * **+2:**[**SKELETON LORDS**](https://darksouls2.wiki.fextralife.com/Skeleton+Lords)**(NG+ ONLY)** | **YES** | | **northern ritual band** | [**NORTHERN RITUAL BAND**](https://darksouls2.wiki.fextralife.com/Northern+Ritual+Band) | * **+0=0.5** * **+1=0.8** * **+2=1.0** | * **INCREASES SPELL USES BY 10%, +1 = 20%, +2 = 30%,** * **REDUCES HP BY 20%, +1 = 35%, +2 = 50%** | * [**SINNER'S RISE**](https://darksouls2.wiki.fextralife.com/Sinner%27s+Rise) * **+1:**[**CARHILLION OF THE FOLD**](https://darksouls2.wiki.fextralife.com/Carhillion+of+the+Fold) * **+2:**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep) | **YES** | | **southern ritual band** | [**SOUTHERN RITUAL BAND**](https://darksouls2.wiki.fextralife.com/Southern+Ritual+Band) | * **+0=1.0** * **+1=1.2** * **+2=1.5** | * **INCREASES ATTUNEMENT SLOTS BY 1** * **+1 = 2** * **+2 = 3** | * [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna) * **+1:**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora) * **+2:**[**SCORPIONESS NAJKA**](https://darksouls2.wiki.fextralife.com/Scorpioness+Najka)**(NG+ ONLY)** | **YES** | | **covetous gold serpent ring** | [**COVETOUS GOLD SERPENT RING**](https://darksouls2.wiki.fextralife.com/Covetous+Gold+Serpent+Ring) | * **+0=1.0** * **+1=1.2** * **+2=1.5** | * **INCREASES ITEM DISCOVERY BY 50%** * **+1 = 75%** * **+2 = 100%** | * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) * **+1:**[**MAGEROLD OF LANAFIR**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir) * **+2:**[**BELFRY GARGOYLE**](https://darksouls2.wiki.fextralife.com/Belfry+Gargoyle)**(NG+ ONLY)** | **YES** | | **covetous silver serpent ring** | [**COVETOUS SILVER SERPENT RING**](https://darksouls2.wiki.fextralife.com/Covetous+Silver+Serpent+Ring) | * **+0=1.0** * **+1=1.2** * **+2=1.5** | * **FALLEN FOES YIELD 10% MORE SOULS** * **+1 = 20%** * **+2 = 30%** | * [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) * **+1:**[**MERCHANT HAG MELENTIA**](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia) * **+2:**[**MYTHA, THE BANEFUL QUEEN**](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen)**(NG+ ONLY)** | **YES** | | **ring of the evil eye** | [**RING OF THE EVIL EYE**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Evil+Eye) | * **+0=1.0** * **+1=1.2** * **+2=1.5** | * **ABSORB 30 HP FROM EACH DEFEATED FOE** * **+1 = 50** * **+2 = 80** | * [**THE GUTTER**](https://darksouls2.wiki.fextralife.com/Gutter)**,**[**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir) * **+1:**[**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie)**,**[**THE PIT**](https://darksouls2.wiki.fextralife.com/The+Pit) * **+2:**[**THRONE DEFENDER AND WATCHER**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+and+Throne+Defender)**(NG+ ONLY)** | **YES** | | **ring of restoration** | [**RING OF RESTORATION**](https://darksouls2.wiki.fextralife.com/Ring+of+Restoration) | * **1.0** | * **RESTORES 2 HP EVERY SECOND** | * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**(REQUIRES SOLDIER'S KEY)** | **NO** | | **ring of binding** | [**RING OF BINDING**](https://darksouls2.wiki.fextralife.com/Binding+Ring) | * **0.2** | * **LIMITS HP REDUCTION WHEN HOLLOWING BY 25%, AND STOPS HP REDUCTION AT 80% OF MAX INSTEAD OF 50%** | * [**CATHEDRAL OF BLUE**](https://darksouls2.wiki.fextralife.com/Cathedral+of+Blue)**BEFORE OLD DRAGONSLAYER BOSS** | **NO** | | **silvercat ring** | [**SILVERCAT RING**](https://darksouls2.wiki.fextralife.com/Silvercat+Ring) | * **0.2** | * **REDUCES DAMAGE FROM FALLING** | * [**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir) | **NO** | | **redeye ring** | [**REDEYE RING**](https://darksouls2.wiki.fextralife.com/Redeye+Ring) | * **0.2** | * **EASIER TO BE DETECTED BY ENEMIES AND DRAWS THEIR ATTENTION.** * **CAN BE USED FOR MOST BOSSES TO DIRECT THE FIGHT (VERY USEFUL TO HELP OTHERS)** * **ADDS A FIERY RED EFFECT TO YOUR HEAD AROUND THE EYES.** | * [**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir) | **NO** | | **gowers ring of protection** | [**GOWER'S RING OF PROTECTION**](https://darksouls2.wiki.fextralife.com/Gower%27s+Ring+of+Protection) | * **10.0** | * **MAKES A TRANSPARENT HOLLOW APPEAR ON YOUR BACK THAT (DOESN'T NEGATE DAMAGE ANYMORE) WILL REDUCE DAMAGE TAKEN FROM BEHIND. BREAKS AFTER ABSORBING 5 ATTACKS, REGARDLESS OF THEIR STRENGTH.** | * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**(NG+ ONLY, OR BONFIRE ASCETIC)** * **SOFTS:**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) | **NO** | | **name engraved ring** | [**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-engraved+Ring) | * **0.2** | * **EASIER TO CONNECT TO PLAYERS WHO CHOSE SAME GOD** | * [**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir) | **NO** | | **slumbering dragoncrest ring** | [**SLUMBERING DRAGONCREST RING**](https://darksouls2.wiki.fextralife.com/Slumbering+Dragoncrest+Ring) | * **0.2** | * **WALKING/RUNNING PRODUCES NO SOUND.** | * [**RAT KING**](https://darksouls2.wiki.fextralife.com/Rat+King) | **NO** | | **hawk ring** | [**HAWK RING**](https://darksouls2.wiki.fextralife.com/Hawk+Ring) | * **0.2** | * **EXTENDS THE RANGE OF ARROWS BY 7.55%** | * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) | **NO** | | **old sun ring** | [**OLD SUN RING**](https://darksouls2.wiki.fextralife.com/Old+Sun+Ring) | * **3.0** | **HAS A 10-30% OF CAUSING AN EXPLOSION ONCE IT REACHES THE DAMAGE THRESHOLD. THE HIGHER THE DURABILITY, THE HIGHER THE PROBABILITY** | * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) | **NO** | | **illusory ring of a conqueror** | [**ILLUSORY RING OF A CONQUEROR**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+a+Conqueror) | * **0.2** | * **LEFT HAND WEAPON BECOMES INVISIBLE** | * **CLEAR GAME WITHOUT DYING** | **NO** | | **illusory ring of the exalted** | [**ILLUSORY RING OF THE EXALTED**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+the+Exalted) | * **0.2** | * **RIGHT HAND WEAPON BECOMES INVISIBLE** | * **CLEAR GAME WITHOUT RESTING AT BONFIRE** | **NO** | | **ring of the dead** | [**RING OF THE DEAD**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Dead) | * **0.2** | * **KEEP HUMAN APPEARANCE EVEN WHEN HOLLOW** | * [**IMPRISONED MILFANITO**](https://darksouls2.wiki.fextralife.com/Milfanito) | **NO** | | **ring of thorns** | [**RING OF THORNS**](https://darksouls2.wiki.fextralife.com/Ring+of+Thorns) | * **+0=0.5** * **+1=0.8** * **+2=0.8** | * **HAS A 30% CHANCE OF COUNTER-ATTACKING WHEN DAMAGE IS TAKEN** * **+1 = 50%** * **+2 = 70%** | * [**MILD MANNERED PATE**](https://darksouls2.wiki.fextralife.com/Mild+Mannered+Pate) * **+1:**[**GRAVE WARDEN AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne) * **+2:**[**INVADE**](https://darksouls2.wiki.fextralife.com/Online)**AND DEFEAT THE HOST PLAYER 1000 TIMES** | **YES** | | **delicate string** | [**DELICATE STRING**](https://darksouls2.wiki.fextralife.com/Delicate+String) | * **0.2** | * **INCREASES CHANCE OF BEING INVADED** | * [**TITCHY GREN**](https://darksouls2.wiki.fextralife.com/Gren) | **NO** | | **white ring** | [**WHITE RING**](https://darksouls2.wiki.fextralife.com/White+Ring) | * **1.0** | * **TAKE THE APPEARANCE OF A WHITE PHANTOM** | * [**DYNA & TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo) | **NO** | | **ring of whispers** | [**RING OF WHISPERS**](https://darksouls2.wiki.fextralife.com/Ring+of+Whispers) | * **0.5** | * **CAUSES A SOUND WHEN YOU'RE NEAR ENEMIES.** * **CAN BE USED TO TALK TO**[**MANSCORPION TARK**](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark)**.** | * [**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir) | **NO** | | **kings ring** | [**KING'S RING**](https://darksouls2.wiki.fextralife.com/King%27s+Ring) | * **0.2** | * **OPENS THE KING'S GATES AND INCREASES FIRE ELEMENT DAMAGE BY 5 POINTS.** | * [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) | **NO** | | **blue seal** | [**BLUE SEAL**](https://darksouls2.wiki.fextralife.com/Blue+Seal) | * **0.2** | * **COVENANT RING FOR APOSTLES OF BLUE. INCREASES MAX HP BY 3%** | * **JOIN THE**[**WAY OF BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue)**VIA CRESTFALLEN SAULDEN** | **NO** | | **guardians seal** | [**GUARDIAN'S SEAL**](https://darksouls2.wiki.fextralife.com/Guardian%27s+Seal) | * **0.2** | * **AUTOMATICALLY SUMMONS YOU TO OTHER WORLDS** | * **JOIN THE**[**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**IN THE CATHEDRAL OF BLUE VIA BLUE SENTINEL TARGRAY** | **NO** | | **crest of blood** | [**CREST OF BLOOD**](https://darksouls2.wiki.fextralife.com/Crest+of+Blood) | * **0.2** | * **COVENANT RING GIVEN TO THOSE WHO SEEK BLOOD. ADDS 50 TO BLEED ATTACK (ONLY IF THE WEAPON ALREADY HAS BLEED ATTACK PRESENT).** * **IF A WEAPON HAS BLEED ATTACK PRIOR TO IMBUEMENT & BLEED IMBUEMENT IS USED, THEN THIS RING WILL ADD 60 (20% BONUS) TO BLEED ATTACK.** * **IF A WEAPON HAS BLEED ATTACK PRIOR TO IMBUEMENT AND NEW IMBUEMENT IS USED (MEANING A NEW DAMAGE TYPE IS ADDED), THEN THIS RING WILL ADD 40 (20% REDUCTION) TO BLEED ATTACK.** | * **JOIN THE**[**BROTHERHOOD OF BLOOD**](https://darksouls2.wiki.fextralife.com/Brotherhood+of+Blood)**IN UNDEAD PURGATORY VIA TITCHY GREN** | **NO** | | **crest of the rat** | [**CREST OF THE RAT**](https://darksouls2.wiki.fextralife.com/Crest+of+the+Rat) | * **0.2** | * **RING OF THE RAT KING COVENANT.** * **PULLS PLAYERS FROM THEIR WORLD INTO YOURS. YOU MUST BE WITHIN DOORS OF PHARROS OR GRAVE OF SAINTS FOR THIS TO WORK.** * **INCREASES POISON ATTACK BY 25, 50, OR 60 DEPENDING ON WEAPON'S INNATE OR INFUSED STATE.** | * [**RAT KING**](https://darksouls2.wiki.fextralife.com/Rat+King)**IN GRAVE OF SAINTS** | **NO** | | **bell keepers seal** | [**BELL KEEPER'S SEAL**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal) | * **0.2** | * **RING FOR THE BELL KEEPER COVENANT. ALLOWS INVASIONS AS A GREY SPIRIT TO DEFEND THE BELL TOWER** | * **JOIN THE**[**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**IN BELFRY LUNA OR BELFRY SOL** | **NO** | | **sun seal** | [**SUN SEAL**](https://darksouls2.wiki.fextralife.com/Sun+Seal) | * **0.2** | * **COVENANT RING FOR HEIRS OF THE SUN. INCREASES THE STRENGTH OF MIRACLES BY 5%** | * **JOIN THE**[**HEIRS TO THE SUN**](https://darksouls2.wiki.fextralife.com/Heirs+of+the+Sun)**IN HARVEST VALLEY** | **NO** | | **vanquishers seal** | [**VANQUISHER'S SEAL**](https://darksouls2.wiki.fextralife.com/Vanquisher%27s+Seal) | * **0.2** | * **COVENANT RING FOR CHAMPIONS. INCREASES BARE HANDED ATTACK POWER.** | * [**COMPANY OF CHAMPIONS**](https://darksouls2.wiki.fextralife.com/Company+of+Champions)**(RANK 3)** | **NO** | | **ancient dragon seal** | [**ANCIENT DRAGON SEAL**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon+Seal) | * **0.2** | * **COVENANT RING FOR WOULD-BE DRAGONS. ESTUS FLASK USE RESTORES 50 HP MORE.** | * **JOIN THE**[**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**IN IRON KEEP VIA MAGEROLD OF LANAFIR AFTER GIVING HIM THE PETRIFIED EGG** | **NO** | | **abyss seal** | [**ABYSS SEAL**](https://darksouls2.wiki.fextralife.com/Abyss+Seal) | * **0.2** | * **COVENANT RING FOR PILGRIMS OF DARK. ALSO INCREASES THE POWER OF HEXES BY 7.5% AT THE COST OF 30 HP PER CAST.** | * [**PILGRIMS OF DARK**](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark)**(MEET DARKDIVER GRANDAHL IN SHADED WOODS, BLACK GULCH AND DRANGLEIC CASTLE)** | **NO** | | **illusory%20ring2** | [**ILLUSORY RING OF THE VENGEFUL**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+the+Vengeful) | * **0.9** | * **REMOVED FROM THE FINAL VERSION OF THE GAME.** | * **UNAVAILABLE** | **NO** | | **illusory%20ring3** | [**ILLUSORY RING OF THE GUILTY**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+the+Guilty) | * **UNKNOWN WEIGHT** | * **REMOVED FROM THE FINAL VERSION OF THE GAME.** | * **UNAVAILABLE** | **NO** | | **lightning clutch ring** | [**LIGHTNING CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Lightning+Clutch+Ring) | * **2.0** | * **GRANTS THE USER BONUS LIGHTNING DAMAGE.** * **LOWERS THE WEARER'S DEFENCE AGAINST ALL TYPES OF PHYSICAL ATTACK BY 80 POINTS.** | * [**DRAGONS SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)**(REQUIRES DLC:**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+The+Sunken+King)**)** | **NO** | | **sorcery clutch ring** | [**SORCERY CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Sorcery+Clutch+Ring) | * **2.0** | * **INCREASES MAGIC ATTACK RATING FOR WEAPONS AND CATALYSTS** * **LOWERS THE WEARER'S DEFENCE AGAINST ALL TYPES OF PHYSICAL ATTACK BY 80 POINTS.** | * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**(REQUIRES DLC:**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**)** | **NO** | | **dark clutch ring** | [**DARK CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Dark+Clutch+Ring) | * **2.0** | * **THE RING ADDS DARK ATTACK RATING TO WEAPONS WITH BASE DARK ELEMENTAL DAMAGE** * **LOWERS THE WEARER'S DEFENCE AGAINST ALL TYPES OF PHYSICAL ATTACK BY 80 POINTS.** * **THE ATTACK RATING INCREASE VARIES FROM WEAPON TO WEAPON AND APPLIES TO STAVES & CHIMES.** | * [**FROZEN ELYUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**(REQUIRES DLC:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**)** | **NO** | | **fire clutch ring** | [**FIRE CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Fire+Clutch+Ring) | * **2.0** | * **INCREASES FIRE DAMAGE** * **THIS RING ALSO AFFECTS**[**PYROMANCY FLAMES**](https://darksouls2.wiki.fextralife.com/Pyromancy+Flames+) * **LOWERS THE WEARER'S DEFENCE AGAINST ALL TYPES OF PHYSICAL ATTACK BY 80 POINTS.** | * [**FROZEN ELYUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**(REQUIRES DLC:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**)** | **NO** | | **flynns ring** | [**FLYNN'S RING**](https://darksouls2.wiki.fextralife.com/Flynn's+Ring) | * **0.2** | * **GRANTS THE USER BONUS PHYSICAL ATTACK BASED ON THEIR MAXIMUM EQUIP LOAD STAT** * **THE LOWER THE USER'S EQUIP LOAD IS, THE HIGHER THE DAMAGE BONUS** * **DOES NOT AFFECT BOW NOR GREATBOW DAMAGE** | * [**DRAGON SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon's+Sanctum)**(REQUIRES         DLC:**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**)** | **NO** | | **ring of the embedded** | [**RING OF THE EMBEDDED**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Embedded) | * **2.0** | * **INCREASES THE WEARERS VIGOR, ENDURANCE, AND VITALITY BY X POINTS DEPENDING ON WEARER'S STAT VALUES. THE LESSER THE PLAYER STATS THE BETTER THE EFFECT** * **INCREASES DAMAGE TAKEN BY 8%** | * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**(REQUIRES    DLC:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**)** | **NO** | | **yorghs ring** | [**YORGH'S RING**](https://darksouls2.wiki.fextralife.com/Yorgh's+Ring) | * **0.5** | * **HAS A CHANCE TO PREVENT ANY DAMAGE FROM SPELLS THAT HIT YOU.** | * [**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest) **(REQUIRES DLC:**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**)** | **NO** | | **strength ring** | [**STRENGTH RING**](https://darksouls2.wiki.fextralife.com/Strength+Ring) | * **1.5** | * **INCREASES STRENGTH BY 5** | * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**(REQUIRES DLC:**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**)** | **NO** | | **simpletons ring** | * [**SIMPLETON'S RING**](https://darksouls2.wiki.fextralife.com/Simpleton's+Ring) | * **1.5** | * **MAKES WEARER "INVISIBLE" WHILE ROLLING** * **INCREASES ADAPTABILITY BY 5** | * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**(REQUIRES DLC:**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**)** | **NO** | |  | * [**RING OF THE LIVING**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Living) | * **0.2** | * **APPEAR HUMAN WHEN YOU'RE A PHANTOM/SPIRIT** | * [**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts+)**(REQUIRES DLC:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**)** | **NO** | | **Ivory Warrior Ring** | * [**IVORY WARRIOR RING**](https://darksouls2.wiki.fextralife.com/Ivory+Warrior+Ring) | * **5.0** | * **ATTACKS GREATLY REDUCE ENEMY STAMINA IF ENEMY IS BLOCKING.** | * [**WHITE COVETOUS DEMON**](https://darksouls2.wiki.fextralife.com/White+Covetous+Demon)**(REQUIRES DLC:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**)** | **NO** | | **dexterity ring** | * [**DEXTERITY RING**](https://darksouls2.wiki.fextralife.com/Dexterity+Ring) | * **1.5** | * **INCREASES DEXTERITY BY 5** | * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**(REQUIRES DLC:**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**)** | **NO** | | **baneful bird ring** | * [**BANEFUL BIRD RING**](https://darksouls2.wiki.fextralife.com/Baneful+Bird+Ring) | * **2.0** | * **INCREASES STABILITY OF WEAPONS AND SHIELDS BY 5** | * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**(REQUIRES DLC:**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**)** | **NO** |  [CROWN OF THE SUNKEN KING RINGS](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Rings)  [**RINGS**](https://darksouls2.wiki.fextralife.com/Rings)  [**CROWN OF THE SUNKEN KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Rings)  [**CROWN OF THE OLD IRON KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King+Rings)  [**CROWN OF THE IVORY KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King+Rings) [CROWN OF THE SUNKEN KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)RINGS  | **IMAGE** | **NAME** | **WEIGHT** | **EFFECTS** | **ACQUIRED FROM** | **+1/+2/+3 AVAILABLE?** | | --- | --- | --- | --- | --- | --- | |  | [**FLYNN'S RING**](https://darksouls2.wiki.fextralife.com/Flynn%27s+Ring) | **0.2** | * **GRANTS THE USER BONUS PHYSICAL ATTACK BASED ON THEIR MAXIMUM EQUIP LOAD (VITALITY) STAT. LOWER STAT, BETTER BONUS** | * **CAN BE FOUND IN AN IRON CHEST IN**[**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)**AFTER FALLING THROUGH THE GAP IN THE STAIRS AND THEN TAKING A LEFT, DROPPING DOWN INTO THE ROOM WITH THE CORROSIVE EGG CRAWLERS THEN GOING UP A LADDER.** | **NO** | |  | [**YORGH'S RING**](https://darksouls2.wiki.fextralife.com/Yorgh%27s+Ring) | **0.5** | * **HAS A CHANCE TO PREVENT ANY DAMAGE FROM SPELLS THAT HIT YOU.** | * **AFTER THE FINAL BOSS FIGHT. YOU FIND IT ON A CORPSE NEAR TO THE PORTAL, WHERE YOU GET THE CROWN.** | **NO** | |  | [**LIGHTNING CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Lightning+Clutch+Ring) | **2.0** | * **GRANTS THE USER BONUS LIGHTNING DAMAGE AND REDUCES THE PLAYER'S PHYSICAL DEFENSE BY 80 POINTS.** * **THE RING SEEMS TO ADD A BONUS OF +30 AR TO THE LIGHTNING DAMAGE ON WEAPONS.** | * **AFTER ENTERING THE**[**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)**THERE IS A CLOSED DOOR ON THE LEFT SIDE, USE THE**[**ETERNAL SANCTUM KEY**](https://darksouls2.wiki.fextralife.com/Eternal+Sanctum+Key)**TO OPEN IT. INSIDE THERE ARE 2 SANCTUM PRIESTESS AND 5 CHESTS. THE RING IS INSIDE THE 2ND CHEST FROM THE LEFT.** | **NO** | |  | [**THUNDER QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Thunder+Quartz+Ring) | **1.0** | * **INCREASES LIGHTNING DEFENSE BY 150** | * **NEAR THE SECOND BONFIRE IN**[**SHULVA**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City)**, ON A CORPSE IN ONE OF THE MOVING PILLARS THAT YOU USE TO GET TO THE SECOND BONFIRE. IN THE SECOND CLOSEST PILLAR TO THE BONFIRE. ON THE HIGHER LEDGE OF THE PILLAR, THE LEDGE UNDER IT HAS A CORPSE WITH TWO DARKNIGHT STONES.** | **YES (+3)** | |  | [**DARK QUARTZ RING**](https://darksouls2.wiki.fextralife.com/Dark+Quartz+Ring) | **1.0** | * **INCREASES DARK DEFENSE BY 150** | * **LOOT FROM A BODY ON TOP OF A PLATFORM IN THE FIRST AREA OF**[**SHULVA - SANCTUM CITY**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City) | **YES (+3)** | |  | [**POISONBITE RING**](https://darksouls2.wiki.fextralife.com/Poisonbite+Ring) | **1.5** | * **INCREASES POISON RESISTANCE BY 300** | * **AT THE FIRST BONFIRE IN**[**SHULVA - SANCTUM CITY**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City)**, AFTER THE FIRST SANCTUM KNIGHT THAT IS SITTING DOWN, LOOK LEFT AND SHOOT THE OBELISK SWITCH ON A SMALL PIECE OF LAND ACROSS THE GAP. THIS RAISES A PLATFORM YOU DROP ONTO. ONCE ON THE PLATFORM, GO THROUGH THE DOOR ON THE LEFT, AND GO UP THE STAIRS. YOU CAN FIND THE RING ON THE CORPSE ON THE TOP OF THE TOWER.** | **YES (+1)** | |  | [**BLOODBITE RING**](https://darksouls2.wiki.fextralife.com/Bloodbite+Ring) | **1.5** | * **INCREASES BLEED RESISTANCE BY 300** | * **IN**[**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)**, IN A METAL CHEST NEXT TO A WALKWAY IN THE ROOM WITH FLOORS COVERED WITH SPIKES.** | **YES (+1)** |  [CROWN OF THE OLD IRON KING RINGS](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King+Rings) [**RINGS**](https://darksouls2.wiki.fextralife.com/Rings)  [**CROWN OF THE SUNKEN KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King+Rings)  [**CROWN OF THE OLD IRON KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King+Rings)  [**CROWN OF THE IVORY KING RINGS**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King+Rings) [CROWN OF THE OLD IRON KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)RINGS  | **IMAGE** | **NAME** | **WEIGHT** | **EFFECTS** | **ACQUIRED FROM** | **+1/+2/+3 AVAILABLE?** | | --- | --- | --- | --- | --- | --- | |  | [**BANEFUL BIRD RING**](https://darksouls2.wiki.fextralife.com/Baneful+Bird+Ring) | * **2.0** | * **INCREASES STABILITY OF WEAPONS AND SHIELDS BY 5** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **NO** | |  | [**DEXTERITY RING**](https://darksouls2.wiki.fextralife.com/Dexterity+Ring) | * **1.5** | * **INCREASES DEXTERITY BY 5** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **NO** | |  | [**STRENGTH RING**](https://darksouls2.wiki.fextralife.com/Strength+Ring) | * **1.5** | * **INCREASES STRENGTH BY 5** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **NO** | |  | [**LIFE RING+3**](https://darksouls2.wiki.fextralife.com/Life+Ring) | * **1.2** | * **+3 = INCREASES HP BY 15%** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **YES** | |  | [**SORCERY CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Sorcery+Clutch+Ring) | * **2.0** | * **INCREASES MAGIC ATTACK RATING BY 30** * **DECREASES PHYSICAL DEFENSE BY 80** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **NO** | |  | [**SIMPLETON'S RING**](https://darksouls2.wiki.fextralife.com/Simpleton%27s+Ring) | * **1.5** | * **MAKES WEARER "INVISIBLE" WHILE ROLLING** * **INCREASES ADAPTABILITY BY 5** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **NO** | |  | [**SPELL QUARTZ RING +3**](https://darksouls2.wiki.fextralife.com/Spell+Quartz+Ring) | * **1.0** | * **+3 = INCREASES MAGIC DEFENSE BY 150 POINTS** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **YES** | |  | [**FLAME QUARTZ RING +3**](https://darksouls2.wiki.fextralife.com/Flame+Quartz+Ring) | * **1.0** | * **+3 = INCREASES FIRE DEFENSE BY 150 POINTS** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **YES** | |  | [**DISPELLING RING +1**](https://darksouls2.wiki.fextralife.com/Dispelling+Ring) | * **4.0** | * **+1 = INCREASES MAGIC, LIGHTNING, FIRE,AND DARK DEFENSE BY 120** | [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | **YES** |  [CROWN OF THE IVORY KING RINGS](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King+Rings) [CROWN OF THE IVORY KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)RINGS  | **IMAGE** | **NAME** | **WEIGHT** | **EFFECTS** | **ACQUIRED FROM** | **+1/+2 AVAILABLE?** | | --- | --- | --- | --- | --- | --- | |  | [**DARK CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Dark+Clutch+Ring) | * **2.0** | * **INCREASES DARK DAMAGE TO WEAPONS WITH DARK INFUSION OR BASE DARK DAMAGE.** * **DECREASES PHYSICAL DEFENSES BY 80 POINTS EACH.** | [**OUTER WALL**](https://darksouls2.wiki.fextralife.com/Outer+Wall)**BONFIRE, RIGHT FROM THE START AND PASSING A ROOM WITH ENEMIES AND BOXES, THEN DROPPING DOWN.** | **NO** | |  | [**IVORY WARRIOR RING**](https://darksouls2.wiki.fextralife.com/Ivory+Warrior+Ring) | * **5.0** | * **ATTACKS GREATLY REDUCE ENEMY**[**STAMINA**](https://darksouls2.wiki.fextralife.com/Stamina)**IF ENEMY IS BLOCKING**[**.**](https://darksouls2.wiki.fextralife.com/Stamina) | **DROP FROM THE**[**WHITE COVETOUS DEMON**](https://darksouls2.wiki.fextralife.com/White+Covetous+Demon)**IN THE CROWN OF THE IVORY KING DLC. HE IS PAST THE LARGE GATE NEAR THE**[**LOWER GARRISON**](https://darksouls2.wiki.fextralife.com/Lower+Garrison)**BONFIRE IN**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**.** | **NO** | |  | [**RING OF THE EMBEDDED**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Embedded) | * **2.0** | * **INCREASES**[**VIGOR**](https://darksouls2.wiki.fextralife.com/Vigor)**,**[**ENDURANCE**](https://darksouls2.wiki.fextralife.com/Endurance)**AND**[**VITALITY**](https://darksouls2.wiki.fextralife.com/Vitality)**PROPORTIONALLY TO PLAYER STATS. (WORSE STATS, BETTER EFFECTS).** * **INCREASES DAMAGE TAKEN BY 8%** | **SECOND BONFIRE OF**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**. AFTER DEFEATING ALL THE ENEMIES IN THE FIRST AREA, BEFORE CLIMBING THE FIRST SET OF STAIRS, TURN RIGHT AND FOLLOW THE SNOWY CLIFF FACE TO A BODY WITH THE RING ON IT** | **NO** | |  | [**RING OF THE LIVING**](https://darksouls2.wiki.fextralife.com/Ring+of+the+Living) | * **0.2** | * **APPEAR HUMAN WHEN YOU'RE A PHANTOM/SPIRIT.** | [**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)**AREA, FOUND ON A CORPSE BEFORE THE CHASM LEADING TO THE BOSSES**[**LUD, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Lud%2C+the+King%27s+Pet)**AND**[**ZALLEN, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Zallen%2C+the+King%27s+Pet) | **NO** | |  | [**FIRE CLUTCH RING**](https://darksouls2.wiki.fextralife.com/Fire+Clutch+Ring) | * **2.0** | * **INCREASES FIRE DAMAGE TO WEAPONS WITH FIRE INFUSION OR BASE FIRE DAMAGE.** * **DECREASES PHYSICAL DEFENSES BY 80 POINTS EACH.** | **TREASURE CHEST IN THE**[**INNER WALL**](https://darksouls2.wiki.fextralife.com/Inner+Wall)**BONFIRE: AFTER YOU BEAT**[**AVAA, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Avaa%2C+the+King%27s+Pet)**AND GET THE STORM GONE. RIGHT BEFORE YOU OPEN THE DOOR TO THE FIRST ELEUM LOYCE KNIGHT, TURN BACK AND GO THOUGH THE LEFT PASSAGE. ON THE RIGHT WALL IS AN ILLUSORY WALL. FOLLOW THE WAY TILL YOU HAVE TO JUMP ON A BRIDGE, KILL THE ICE SOLDIER AND BEHIND HIM THERE IS THE CHEST.** | **NO** | |  | [**RING OF RESISTANCE**](https://darksouls2.wiki.fextralife.com/Ring+of+Resistance) | * **1.5** | * **INCREASES RESISTANCE TO**[**POISON, BLEEDING, PETRIFICATION, AND CURSES**](https://darksouls2.wiki.fextralife.com/status+effects)**BY 180** | **TREASURE IN**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**. BY THE INVISIBLE PHANTOMS WHO USE BALLISTAS IN THE FROZEN STAIRS. LOOK FOR A CORPSE WITH THE RING.** | **YES (+1)** | |  [UPGRADES](https://darksouls2.wiki.fextralife.com/Upgrades)  **INFUSIONS AND REINFORCEMENTS IN DARK SOULS 2 ALLOW THE PLAYER TO IMPROVE THE TOTAL STATISTICS AND SCALING QUALITY OF EQUIPMENT, AND TO ' INFUSE' THOSE ITEMS WITH ELEMENTAL STONES, GIVING THEM ELEMENTAL PROPERTIES LIKE DARK OR POISON. IN CERTAIN SITUATIONS, INFUSIONS CAN GRANT THE PLAYER AN ADVANTAGE OVER PARTICULAR ENEMIES, AS MANY HAVE AT LEAST ONE ELEMENTAL WEAKNESS. THIS SECTION CONTAINS AN OVERVIEW OF POSSIBLE EQUIPMENT MODIFICATIONS, ALONG WITH THEIR EFFECTS AND REQUIREMENTS.** INFUSION AND REINFORCEMENT UPGRADES **A SIGNIFICANT DIFFERENCE TO NOTE WITH DARK SOULS II, AS COMPARED TO THE ORIGINAL, IS THE ABILITY TO INFUSE WEAPONS WITH ELEMENTAL PROPERTIES ALREADY PRESENT. FOR EXAMPLE, A WEAPON WITH AN INHERENT ELEMENTAL PROPERTY, SUCH AS THE**[**HEIDE KNIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Heide+Knight+Sword)**, CAN STILL BE CONVERTED INTO A DARK HEIDE KNIGHT SWORD, MEANING IT WILL DEAL BOTH DARK AND LIGHTNING DAMAGE.  PLEASE SEE**[**WEAPON AR AND SCALING CALCULATOR**](https://darksouls2.wiki.fextralife.com/Weapon+AR+and+Scaling+Calculator)**FOR A SIMPLE TOOL TO CALCULATE WEAPON DAMAGE OUTPUT.** HOW DOES ONE UPGRADE EQUIPMENT? **REINFORCEMENT REFERS TO INCREMENTAL UPGRADES OF A WEAPON (+1, +4, ETC.), REGARDLESS OF ITS CURRENT INFUSION OR LACK THEREOF. THESE INCREMENTAL UPGRADES CAN BE PERFORMED BY ANY BLACKSMITH. DEPENDING ON WHAT TYPE AND STATE OF WEAPON YOU ARE REINFORCING, THE REQUIRED SOULS AND TYPE/QUANTITY OF STONES NEEDED TO REINFORCE THE WEAPON WILL DIFFER. EACH UPGRADE INCREASES THE WEAPON'S BASE DAMAGE BY 10% OF ITS *ORIGINAL, UN-UPGRADED* BASE DAMAGE; THEREFORE, EVERY +X BONUS, WHEN MULTIPLIED BY TEN, REPRESENTS A DAMAGE-INCREASE PERCENTAGE OVER THE WEAPON'S INITIAL BASE DAMAGE VALUE (+5 = +50% DAMAGE, +10 = +100% DAMAGE, ETC.). +10 WEAPONS, THEREFORE, ALWAYS DEAL TWICE THE NORMAL BASE DAMAGE OF UN-UPGRADED WEAPONS.**  **UNIQUE WEAPONS, THAT UPGRADE VIA**[**TWINKLING TITANITE**](https://darksouls2.wiki.fextralife.com/Twinkling+Titanite)**, FOLLOW THE SAME RULES BUT ARE CAPPED AT +5, GIVING THEM +50% BASE DAMAGE, WHICH IS WHY THEY DEAL MORE DAMAGE INITIALLY.**  [**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons)**INCREASE BY 30% PER UPGRADE, RATHER THAN BY 10%, BUT STOP AT +5 (+150%), GRANTING THEM HIGHER BASE DAMAGE INCREASES THAN REGULAR WEAPONS, DESPITE THEIR LOWER UPGRADE CAP. TO FIGURE OUT WHICH WEAPON (BETWEEN REGULAR, UNIQUE, AND BOSS) WILL ULTIMATELY HAVE THE HIGHEST DAMAGE WHEN FULLY UPGRADED, MULTIPLY THEIR CURRENT BASE DAMAGE BY 2, 1.5, AND 2.5 RESPECTIVELY. NOTE THAT ATTRIBUTE SCALING ALSO INCREASES AS WEAPONS ARE UPGRADED, SO KEEP THAT IN MIND WHEN COMPARING AND CHOOSING WEAPONS.**  **INFUSION IS THE PROCESS OF APPLYING AN ELEMENTAL PROPERTY TO A PIECE OF EQUIPMENT. DARK SOULS II FEATURES A NEW ASCENSION SYSTEM THAT ALLOWS PLAYERS TO INFUSE EQUIPMENT INDEPENDENTLY OF ITS REINFORCEMENT LEVEL. APPLYING ANY ELEMENTAL ORE STONE TO EQUIPMENT WILL DECREASE ALL ATTACK RATINGS, DAMAGE REDUCTIONS, AND SCALING GRADES NOT RELATED TO THAT PARTICULAR ELEMENT, BUT WILL INCREASE ALL OTHER STATISTICS AND ADD A SCALING GRADE FOR THE CORRESPONDING ELEMENT TYPE. INFUSIONS ARE NOT PERMANENT, EITHER, AS THE EFFECTS CAN BE UNDONE BY THE APPLICATION OF A**[**PALESTONE**](https://darksouls2.wiki.fextralife.com/Palestone)**.** NOTES ON INFUSIONS  * **WEAPON INFUSION CAN ONLY BE PERFORMED BY ONE BLACKSMITH:**[**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**.** * **MCDUFF WILL REQUIRE A**[**DULL EMBER**](https://darksouls2.wiki.fextralife.com/Dull+Ember)**BEFORE HIS SERVICES ARE MADE AVAILABLE.** * **INFUSING A SHIELD WILL INCREASE ITS DAMAGE REDUCTION FOR THAT ELEMENT TO VARYING DEGREES, DEPENDING ON THE SHIELD, WHILE LOWERING ALL OTHER DEFENSES.** * **FEW SHIELDS CAN BE INFUSED TO RECEIVE 100% DAMAGE REDUCTION AGAINST SPECIFIC ELEMENTS.** * **ARMOR CANNOT BE INFUSED.**   **SHIELDS WITH 100% ELEMENTAL DAMAGE REDUCTION AFTER INFUSION:**   |  |  | | --- | --- | | **SHIELD** | **INFUSION** | | [**MOON BUTTERFLY SHIELD**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Shield) | **POISON** | | [**BLOSSOM KITE SHIELD**](https://darksouls2.wiki.fextralife.com/Blossom+Kite+Shield) | **POISON** | | [**MAGIC SHIELD**](https://darksouls2.wiki.fextralife.com/Magic+Shield) | **MAGIC** | | [**REBEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Rebel%27s+Greatshield) | **MAGIC/FIRE/LIGHTNING/DARK/POISON/BLEED** | | [**TRANSGRESSOR'S LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Transgressor%27s+Leather+Shield) | **DARK** | | [**WATCHER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Watcher%27s+Shield) | **LIGHTNING** | | [**MASTODON GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Mastodon+Greatshield) | **LIGHTNING** | | [**HAVEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Havel%27s+Greatshield) | **MAGIC** | | [**OLD KNIGHT GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Old+Knight+Greatshield) | **POISON/BLEED** | | [**GREATSHIELD OF GLORY**](https://darksouls2.wiki.fextralife.com/Greatshield+of+Glory) | **FIRE** |   **(NOTE: THE**[**GYRM GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Gyrm+Greatshield)**HAS 100% PHYSICAL AND FIRE DAMAGE REDUCTION BY DEFAULT.)** BLACKSMITHS **THE FOLLOWING ARE NPCS WHO PROVIDE BLACKSMITH SERVICES TO THE PLAYER:**   * [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast) * [**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) * [**WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)  INFUSION PATHS, ORE & BOSS SOUL WEAPONS [**INFUSION PATHS**](https://darksouls2.wiki.fextralife.com/Infusion+Paths)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons)   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **ICON** | **NAME** | **SMITH AVAILABILITY** | **ORE TYPE** | **NOTES** | | Icon for Dark Souls II by Maxine | **NORMAL** | [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)**,** [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | **+1 TO +3** [**TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Titanite+Shard) **+4 TO +6** [**L. TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Large+Titanite+Shard) **+7 TO +9** [**TITANITE CHUNK**](https://darksouls2.wiki.fextralife.com/Titanite+Chunk) **+10**[**TITANITE SLAB**](https://darksouls2.wiki.fextralife.com/Titanite+Slab) | **UPGRADES WEAPON PHYSICAL BASE POWER BY 10% OF INITIAL VALUE PER LEVEL, INCREASES STAT SCALING, AND CAN BE ENCHANTED WITH TEMPORARY WEAPON EFFECTS.** | | The Entire Dark Souls Story Explained | **BOSS WEAPONS & ARMOR** | [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)**,** [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | **BOSS WEAPON +5**[**PETRIFIED**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone)[**DRAGON BONE**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone) | **UPGRADES WEAPON PHYSICAL BASE POWER BY 30% OF INITIAL VALUE PER LEVEL, INCREASES STAT SCALING.** | | DS2 icon by habanacoregamer by habanacoregamer on DeviantArt | **SPECIAL WEAPONS & ARMOR** | [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)**,** [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | **SPECIAL ARMOR +5**[**TWINKLING TITANITE**](https://darksouls2.wiki.fextralife.com/Twinkling+Titanite) | **UPGRADES WEAPON PHYSICAL BASE POWER BY 10% OF INITIAL VALUE PER LEVEL, INCREASES STAT SCALING.** | |  | **MAGIC** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**FAINTSTONE**](https://darksouls2.wiki.fextralife.com/Faint+Stone) | **REDUCES PHYSICAL DAMAGE, AS WELL AS STRENGTH AND DEXTERITY SCALING, BUT IMPROVES MAGIC SCALING AND ADDS MAGIC DAMAGE.  REDUCES BASE PHYSICAL DAMAGE BY 30.5%, ADDS BASE MAGIC DAMAGE, ADDS INITIAL C MAGIC SCALING TO PREVIOUSLY UN-INFUSED, UN-UPGRADED, AND SCALABLE WEAPONS, AND REDUCES STRENGTH AND DEXTERITY SCALING DOWN BY 1-2 LETTERS. IF ADDED TO A WEAPON THAT DOES ADDITIONAL NON-PHYSICAL DAMAGE (OTHER THAN MAGIC) WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS LESS BASE MAGIC DAMAGE. IF ADDED TO A WEAPON THAT DOES MAGIC DAMAGE WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS MORE BASE MAGIC DAMAGE.** | |  | **FIRE** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**FIREDRAKE STONE**](https://darksouls2.wiki.fextralife.com/Firedrake+Stone) | **REDUCES PHYSICAL DAMAGE, AS WELL AS STRENGTH AND DEXTERITY SCALING, BUT IMPROVES FIRE SCALING AND ADDS FIRE DAMAGE.  REDUCES BASE PHYSICAL DAMAGE BY 30.5%, ADDS BASE FIRE DAMAGE, ADDS INITIAL C FIRE SCALING TO PREVIOUSLY UN-INFUSED, UN-UPGRADED, AND SCALABLE WEAPONS, AND REDUCES STRENGTH AND DEXTERITY SCALING DOWN BY 1-2 LETTERS. IF ADDED TO A WEAPON THAT DOES ADDITIONAL NON-PHYSICAL DAMAGE (OTHER THAN FIRE) WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS LESS BASE FIRE DAMAGE. IF ADDED TO A WEAPON THAT DOES FIRE DAMAGE WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS MORE BASE FIRE DAMAGE.** | |  | **LIGHTNING** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**BOLTSTONE**](https://darksouls2.wiki.fextralife.com/Boltstone) | **REDUCES PHYSICAL DAMAGE, AS WELL AS STRENGTH AND DEXTERITY SCALING, BUT IMPROVES LIGHTNING SCALING AND ADDS LIGHTNING DAMAGE.  REDUCES BASE PHYSICAL DAMAGE BY 30.5%, ADDS BASE LIGHTNING DAMAGE, ADDS INITIAL C LIGHTNING SCALING TO PREVIOUSLY UN-INFUSED, UN-UPGRADED, AND SCALABLE WEAPONS, AND REDUCES STRENGTH AND DEXTERITY SCALING DOWN BY 1-2 LETTERS. IF ADDED TO A WEAPON THAT DOES ADDITIONAL NON-PHYSICAL DAMAGE (OTHER THAN LIGHTNING) WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS LESS BASE LIGHTNING DAMAGE. IF ADDED TO A WEAPON THAT DOES LIGHTNING DAMAGE WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS MORE BASE LIGHTNING DAMAGE.** | |  | **DARK** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**DARKNIGHT STONE**](https://darksouls2.wiki.fextralife.com/Darknight+Stone) | **REDUCES PHYSICAL DAMAGE, AS WELL AS STRENGTH AND DEXTERITY SCALING, BUT IMPROVES DARK SCALING AND ADDS DARK DAMAGE.  REDUCES BASE PHYSICAL DAMAGE BY 30.5%, ADDS BASE DARK DAMAGE, ADDS INITIAL C DARK SCALING TO PREVIOUSLY UN-INFUSED, UN-UPGRADED, AND SCALABLE WEAPONS, AND REDUCES STRENGTH AND DEXTERITY SCALING DOWN BY 1-2 LETTERS. IF ADDED TO A WEAPON THAT DOES ADDITIONAL NON-PHYSICAL DAMAGE (OTHER THAN DARK) WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS LESS BASE DARK DAMAGE. IF ADDED TO A WEAPON THAT DOES DARK DAMAGE WITHOUT HAVING BEEN INFUSED, REDUCES ALL OTHER BASE DAMAGE TYPES BY A SMALLER PERCENTAGE AND ADDS MORE BASE DARK DAMAGE.** | |  | **POISON** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**POISON STONE**](https://darksouls2.wiki.fextralife.com/Poison+Stone) | **REDUCES BASE DAMAGE AND SCALING BUT ADDS A POISON EFFECT. MOST EFFECTIVE ON WEAPONS THAT EITHER ALREADY HAVE A POISON EFFECT, AS THIS INFUSION WILL ENHANCE THE EFFECT, OR ON WEAPONS WITH FAST ATTACK SPEED, TO BUILD UP POISON QUICKLY.  REDUCES BASE PHYSICAL DAMAGE BY 30.5%, ADDS 112 TO THE POISON EFFECT OF A PREVIOUSLY UN-INFUSED, UN-UPGRADED WEAPON, AND REDUCES STRENGTH AND DEXTERITY SCALING DOWN BY 1-2 LETTERS. IF ADDED TO A WEAPON THAT DOES ADDITIONAL NON-PHYSICAL DAMAGE WITHOUT HAVING BEEN INFUSED (SUCH AS THE**[**CRESCENT AXE**](https://darksouls2.wiki.fextralife.com/Crescent+Axe)**), IT ADDS 96 TO THE POISON EFFECT AND REDUCES ALL BASE DAMAGE TYPES BY 11%.** | |  | **BLEED** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**BLEED STONE**](https://darksouls2.wiki.fextralife.com/Bleed+Stone) | **REDUCES BASE DAMAGE AND SCALING BUT ADDS A BLEED EFFECT. MOST EFFECTIVE ON WEAPONS THAT EITHER ALREADY HAVE A BLEED EFFECT, AS THIS INFUSION WILL ENHANCE THE EFFECT, OR ON WEAPONS WITH FAST ATTACK SPEED, TO BUILD UP BLEED QUICKLY.  REDUCES BASE PHYSICAL DAMAGE BY 30.5%, ADDS 112 TO THE BLEED EFFECT OF A PREVIOUSLY UN-INFUSED, UN-UPGRADED WEAPON, AND REDUCES STRENGTH AND DEXTERITY SCALING DOWN BY 1-2 LETTERS. IF ADDED TO A WEAPON THAT DOES ADDITIONAL NON-PHYSICAL DAMAGE WITHOUT HAVING BEEN INFUSED (SUCH AS THE**[**CRESCENT AXE**](https://darksouls2.wiki.fextralife.com/Crescent+Axe)**), IT ADDS 96 TO THE BLEED EFFECT AND REDUCES ALL BASE DAMAGE TYPES BY 11%. .** | |  | **RAW** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**RAW STONE**](https://darksouls2.wiki.fextralife.com/Raw+Stone) | **UPGRADES WEAPON PHYSICAL BASE POWER, DECREASES STAT SCALING, AND CAN BE ENCHANTED WITH TEMPORARY WEAPON EFFECTS.  BEST USED ON WEAPONS THAT HAVE VERY LOW SCALING TO BEGIN WITH, AS WEAPONS THAT RELY ON THEIR SCALING FOR DAMAGE WILL MOST LIKELY LOSE DAMAGE BY CHOOSING THIS INFUSION. IT CAN ALSO BE EFFECTIVE WHEN A PLAYER KNOWS THAT THEY WON'T BE GETTING THEIR STATS HIGH ENOUGH FOR THE WEAPON'S SCALING TO TRULY SHINE.  ADDS INITIAL 14.4% TO THE BASE PHYSICAL/MAGIC/FIRE/LIGHTNING/DARK ATTACK OF A PREVIOUSLY UN-UPGRADED, UN-INFUSED WEAPON AND REDUCES THE STRENGTH/DEXTERITY/MAGIC/FIRE/LIGHTNING/DARK SCALING DOWN TO D OR E.  EXTREMELY USEFUL ON WEAPONS WITHOUT SCALING AS IT'LL SIMPLY ADD UP THE DAMAGE.** | |  | **ENCHANTED** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**MAGIC STONE**](https://darksouls2.wiki.fextralife.com/Magic+Stone) | **REDUCES STRENGTH/DEXTERITY/FIRE/LIGHTNING/DARK SCALING DOWN TO D OR E, ADDS INITIAL D MAGIC SCALING, DOES NOT AFFECT BASE DAMAGES, AND MAKES PHYSICAL DAMAGE—NOT MAGIC DAMAGE—SCALE WITH**[**INTELLIGENCE**](https://darksouls2.wiki.fextralife.com/Intelligence)**.  WEAPONS THAT ALREADY INCLUDE MAGIC DAMAGE AND/OR HAVE LOW MAGIC SCALING EFFECTIVELY BENEFIT FROM THE ENCHANTED INFUSION; ALSO, THE INFUSION IS IDEAL FOR BUILDS THAT ONLY USE MAGIC AS THEIR PRIMARY MEANS OF DAMAGE AND/OR BUILDS THAT HAVE HIGH INTELLIGENCE.  IF USED ON A WEAPON WITH NO SCALING, SUCH AS THE**[**BLUEMOON GREATSWORD**](https://darksouls2.wiki.fextralife.com/BlueMoon+Greatsword)**OR**[**AVELYN**](https://darksouls2.wiki.fextralife.com/Avelyn)**, THE WEAPON WILL GAIN THE SAME D RANK (OR C AFTER FULLY UPGRADED) PHYSICAL-DAMAGE INTELLIGENCE SCALING; ALSO, IT WILL OUTSCALE ANY RAW WEAPON WHEN INTELLIGENCE IS AT 50 POINTS OR ABOVE.** | |  | **MUNDANE** | [**STEADY**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)[**HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | [**OLD MUNDANE STONE**](https://darksouls2.wiki.fextralife.com/Old+Mundane+Stone) | **UPGRADES WEAPON TO SCALE BY THE PLAYER'S LOWEST STAT, BUT DECREASES WEAPON BASE DAMAGE BY ABOUT 50% AND DECREASES THE ORIGINAL STAT SCALING. USEFUL FOR BUILDS THAT HAVE NEAR-EQUAL STATS, USING FAST-ATTACK WEAPONS. WITH 30 POINTS IN EVERY STAT, A MUNDANE WEAPON GETS +200 BONUS DAMAGE; IF THE SAME PLAYER CONTINUES TO LEVEL UP, A MUNDANE WEAPON DOES NOT GAIN DAMAGE UNTIL ALL NINE STATS ARE EQUAL AGAIN (SUCH AS LEVELING UP EVERY STAT TO HAVE 32 POINTS), SINCE THE WEAPON WILL ONLY SCALE WITH THE LOWEST STAT, WHICH WOULD STILL BE 30—ALSO, LEVELING UP DOES NOT DECREASE ANY DAMAGE.  EXTREMELY USEFUL ON WEAPONS WITH LOW BASE DAMAGE OR WITHOUT SCALING, SUCH AS THE**[**HANDMAID'S LADLE**](https://darksouls2.wiki.fextralife.com/Handmaid%27s+Ladle)**,**[**PARRYING DAGGER**](https://darksouls2.wiki.fextralife.com/Parrying+Dagger)**, AND**[**BROKEN STRAIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Broken+Straight+Sword)**.** |  UPGRADE PATHS AND WEAPON ENCHANTMENTS **WEAPON ENCHANTMENTS, SUCH AS**[**DARK WEAPON**](https://darksouls2.wiki.fextralife.com/Dark+Weapon)**AND**[**SUNLIGHT BLADE**](https://darksouls2.wiki.fextralife.com/Sunlight+Blade)**, AS WELL AS ITEMS THAT APPLY AN ELEMENTAL EFFECT ON TO THE WEAPON, SUCH AS**[**GOLD PINE RESIN**](https://darksouls2.wiki.fextralife.com/Gold+Pine+Resin)**AND**[**ROTTING PINE RESIN**](https://darksouls2.wiki.fextralife.com/Rotting+Pine+Resin)**, WILL ONLY WORK ON WEAPONS WITH CERTAIN UPGRADE PATHS AND INFUSIONS. NORMAL AND RAW WEAPONS CAN BE AFFECTED BY ALL WEAPON ENCHANTMENTS AND WORK WITH ITEM BUFFS, WHILE WEAPONS WITH INFUSIONS CAN BE AFFECTED BY WEAPON ENCHANTMENTS BUT NOT ITEMS. WHEN CHOOSING YOUR INFUSION BEAR IN MIND WHETHER YOUR CHARACTER CAN/WILL BE USING A WEAPON ENCHANTMENT AS THEY WILL WORK BEST WITH WEAPONS INFUSED WITH THE SAME ELEMENT. THIS IS DUE TO THE FACT THAT NOT ONLY DO WEAPON ENCHANTMENTS ADD ELEMENTAL DAMAGE BUT ALSO INCREASE THE DAMAGE OF THEIR ELEMENT BY 30%. FOR INSTANCE IF A PLAYER WAS TO CAST**[**SUNLIGHT BLADE**](https://darksouls2.wiki.fextralife.com/Sunlight+Blade)**ON A WEAPON WITH ONLY PHYSICAL DAMAGE, THEN IT WOULD SIMPLY ADD 50 POINTS OF LIGHTNING DAMAGE, HOWEVER IF THE PLAYER WERE TO CAST IT ON A WEAPON THAT ALREADY HAS LIGHTNING DAMAGE THEN THAT DAMAGE WILL BE INCREASED BY 30% AND THEN ON TOP OF THAT THE WEAPON WILL RECEIVE 50 POINTS OF LIGHTNING DAMAGE RESULTING IN FAR MORE DAMAGE. ALSO TAKE INTO ACCOUNT WHAT STATS YOUR CHARACTER WILL BE USING, REMEMBER THAT INTELLIGENCE INCREASES MAGIC, FIRE AND DARK DAMAGE WHILE FAITH INCREASES FIRE, LIGHTNING AND DARK DAMAGE. THEREFORE IT MAKES LITTLE SENSE TO INFUSE A WEAPON WITH MAGIC IF THE CHARACTER IS USING FAITH AS THEY WON'T BE ABLE TO BENEFIT FROM IT AS MUCH AS IF THEY WERE USING AN INFUSION THAT SCALED WITH FAITH.  EVERYONE! I KNOW THE SECRETS TO HOW THE BASE DAMAGE OF MOST INFUSED WEAPONS, I WILL EXPLAIN THE EXCEPTION IN THE END. WHEN YOU INFUSE ANY WEAPON IT'S BASE DAMAGE WILL DROP TO 70% OF ITS ORIGINAL DAMAGE, SO A MAGIC +10 FALCHION AND NONE-UPGRADED MAGIC FALCHION WILL WILL BOTH HAVE 30% LESS DAMAGE IN ITS PHYSICAL DAMAGE THAN ITS NONE INFUSED COUNTER PARTS. IN ADDITION TO THIS THE WEAPON WILL ALSO HAVE A 70% OF THE BASE DAMAGE ADD TO WHATEVER YOU INFUSED IT IN (I WILL COVER POISON AND BLEED IN A SECOND). SO FOR A NONE-UPGRADED MAGIC FALCHION, WHOSE NONE-INFUSED COUNTER PART HAS A BASE DAMAGE OF 120, IT WILL HAVE 84 IN MAGIC AND PHYSICAL DAMAGE. WHEN FULLY UPGRADED IT WILL HAVE 168 DAMAGE IN PHYSICAL AND MAGIC COMPARED TO ITS NONE-INFUSED COUNTERPART'S 240 IN PHYSICAL. NOW I WILL MOVE ON TO POISON AND BLEED WHICH WORK DIFFERENTLY. THE BASE DAMAGE IS STILL 70% OF WHAT IT WOULD REGULARLY BE, BUT RATHER THAN GETTING 70% OF ITS BASE PHYSICAL DAMAGE IN POISON IT GETS A BASE 112 DAMAGE IN WHICH EVER YOU INFUSE IT IN AND EVERY UPGRADE ADDS 2.8 DAMAGE TO TO THE INFUSED DAMAGE. AN EXAMPLE WOULD BE THE UTCHIGATANA, WHEN AT NOT UPGRADED BUT INFUSED IT WILL HAVE 77 BASE PHYSICAL DAMAGE AND 112 POISON DAMAGE. WHEN FULLY UPGRADED IT WOULD HAVE 154 DAMAGE AND 140 POISON DAMAGE. ONE THING YOU MUST KEEP IN MIND IS THAT THIS DOES NOT APPLY TO ALL WEAPONS. THE WEAPONS THAT THESE RULES DON'T APPLY TO WOULD BE ANY WEAPON THAT ALREADY HAS DAMAGE IN ANYTHING OTHER THAN PHYSICAL. THE RULES ON THE MINUS IN 70% IS TRUE FOR ALL WEAPONS, THIS ALSO APPLIES TO THE ELEMENTAL DAMAGE IT ALREADY HAS (MINUSING POISON AND BLEED), BUT WHEN INFUSING A WEAPON WITH THE TYPE OF DAMAGE IT ALREADY HAS, THE INCREASE IN DAMAGE IS DIFFERENT TO OTHER REGULAR WEAPONS. SOME WEAPONS THIS APPLY TO WOULD BE THE FALCHION WITH BLEED, HEIDE KNIGHT WEAPONS WITH LIGHTNING, BLACK KNIGHT WEAPONS WITH FIRE. THERE ARE SOME WEAPONS THAT NONE OF THESE RULES APPLY FOR, LIKE THE MANIKIN SABER WHOSE DAMAGES INCREASES WHEN INFUSED RATHER THAN DECREASES. AS FOR DEFENSES, THIS NEED MORE RESEARCH.** [ORE](https://darksouls2.wiki.fextralife.com/ore)  **PLEASE VISIT OUR**[**TITANITE FARMING**](https://darksouls2.wiki.fextralife.com/Titanite+Farming)**PAGE FOR IDEAS ON WHERE TO OBTAIN ORE AND**[**UPGRADES**](https://darksouls2.wiki.fextralife.com/Upgrades)**FOR THE EFFECTS OF APPLYING ORE TO EQUIPMENT.**   | **ICON** | **ITEM NAME** | **USAGE** | **HOW TO OBTAIN IT** | | --- | --- | --- | --- | |  | [**TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Titanite+Shard) | **REINFORCE STANDARD EQUIPMENT UP TO +3 (6 NEEDED)** | * **SOLD BY THE**[**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)**IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**, ONLY 10 PIECES FOR 800 SOULS EACH.** * **UNLIMITED SUPPLY SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**AFTER PROGRESSING THROUGH GAME FARTHER.** | |  | [**LARGE TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Large+Titanite+Shard) | **REINFORCE STANDARD EQUIPMENT UP TO +6 (6 NEEDED)** | * **UNLIMITED SUPPLY SOLD BY THE**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**AFTER ALL 4 GREATER SOULS ARE EMBRACED.** * **UNLIMITED SUPPLY SOLD BY**[**BLACKSMITH MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**IN THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**.** * **DROPS FROM VILLAGERS IN THE**[**BRIGHTSTONE COVE**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, OLD IRONCLADS IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, COAL TAR IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**, IRONCLAD SOLDIERS IN**[**IRONKEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**, GYRM (ONES IN BLUE) IN**[**DOORS OF PHARROS,**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**THE GIANT BASILISK IN THE**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**AND ETC.** | |  | [**TITANITE CHUNK**](https://darksouls2.wiki.fextralife.com/Titanite+Chunk) | **REINFORCE STANDARD EQUIPMENT UP TO +9 (6 NEEDED)** | * **UNLIMITED SUPPLY SOLD BY THE**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**AFTER NASHANDRA IS DEFEATED.** * **DROPPED BY COAL TAR IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**, GYRM WARRIORS (BOTH AXE AND HAMMER VARIANTS) IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**AND ETC.** * **WHEN MEMBER OF BELL TOWER COVENANT, ACQUIRED AFTER EACH SUCCESSFUL DEFEAT.** | |  | [**TITANITE SLAB**](https://darksouls2.wiki.fextralife.com/Titanite+Slab) | **REINFORCE STANDARD EQUIPMENT UP TO +10 (1 NEEDED)** | * **1 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**.** * **DROPS FROM THE**[**STONE SOLDIER**](https://darksouls2.wiki.fextralife.com/Stone+Soldier)**(BOTH TWINBLADE AND SPEAR VARIANTS) IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. (INFINITE SPAWING AND DROP AT THE KING'S GATE AREA** * **ONE IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, IN THE BASEMENT OF THE ROOM WITH THE BALLISTAS TRAP, AFTER USING A**[**PHARROS LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros%27+Lockstone)**.** * **TRADING SMALL SMOOTH & SILKY STONES , SMOOTH & SILKY STONES , OR PETRIFIED SOMETHING WITH**[**DYNA AND TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo) * **1 GIVEN BY MCDUFF AFTER SHOPPING AND IMBUING (UNCERTAIN EXACLY HOW MUCH)** * **1 DROPS AFTER DEFEATING THE PROWLING MAGUS AND CONGREGATION BOSS IN BRIGHTSTONE COVE TSELDORA - ROYAL ARMY CAMPSITE** | |  | [**TWINKLING TITANITE**](https://darksouls2.wiki.fextralife.com/Twinkling+Titanite) | **REINFORCE WHAT CANNOT NORMALLY BE REINFORCED TO +5 (15 NEEDED)** | * **DROPPED BY THE**[**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/crystal+lizard)**.** * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**.** * **DROPPED BY ARCHDRAKE KNIGHTS AND SORCERESSES IN THE SHRINE OF AMANA.** * **2 CAN BE OBTAINED CLOSE TO THE "**[**THE PLACE UNEKNOWNST**](https://darksouls2.wiki.fextralife.com/The+Place+Unbeknownst)**" BONFIRE IN**[**THE FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/The+Forest+of+Fallen+Giants)**. THIS IS USEFUL, AS THE MEMORY OF GIANTS PROVIDES A BONFIRE ASCETIC, ALLOWING FOR AN INFINITE AMOUNT OF TWINKLING TITANITE.** | |  | [**RAW STONE**](https://darksouls2.wiki.fextralife.com/Raw+Stone) | **CHANGES WEAPON CLASS TO RAW.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **DROPPED BY**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) * **1 FOUND IN CHEST IN HARVEST VALLEY. IN THE CAVE NEXT TO THE FIRST DARK MAGIC GIANT.** | |  | [**FAINTSTONE**](https://darksouls2.wiki.fextralife.com/Faint+Stone) | **IMBUES WEAPONS WITH MAGIC OR PROVIDE MAGIC REDUCTION TO SHIELDS.** | * **3 SOLD**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) * **RARE DROP FROM THE GHOSTS IN THE UNDEAD CRYPT** | |  | [**FIREDRAKE STONE**](https://darksouls2.wiki.fextralife.com/Firedrake+Stone) | **IMBUES WEAPONS WITH FIRE OR PROVIDE FIRE REDUCTION TO SHIELDS.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **DROPPED BY THE BASILISKS IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, IRONCLAD SOLDIERS IN**[**IRONKEEP**](https://darksouls2.wiki.fextralife.com/Ironkeep) | |  | [**BOLTSTONE**](https://darksouls2.wiki.fextralife.com/Boltstone) | **IMBUES WEAPONS WITH LIGHTNING OR PROVIDE LIGHTNING REDUCTION TO SHIELDS.** | * **3 SOLD**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **UNLIMITED SOLD BY BLUE SENTINEL TARGRAY** * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) | |  | [**DARKNIGHT STONE**](https://darksouls2.wiki.fextralife.com/Darknight+Stone) | **IMBUES WEAPONS WITH DARK OR PROVIDE DARK REDUCTION TO SHIELDS.** | * **3 SOLD**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) * **RARE DROP FROM THE GHOSTS IN THE UNDEAD CRYPT** | |  | [**POISON STONE**](https://darksouls2.wiki.fextralife.com/Poison+Stone) | **IMBUES WEAPONS WITH POISON OR PROVIDE POISON REDUCTION TO SHIELDS.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **2 FOUND OUTSIDE THE ENTRANCE TO**[**MYTHA, THE BANEFUL QUEEN**](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen)**'S ROOM** * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) | |  | [**BLEED STONE**](https://darksouls2.wiki.fextralife.com/Bleed+Stone) | **IMBUES WEAPONS WITH BLEED OR PROVIDE BLEED REDUCTION TO SHIELDS.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **1 FOUND ON CORPSE IN GRAVE OF SAINTS. AFTER ROYAL RAT VANGUARD BOSS FIGHT.** * **1 FOUND IN A ILLUSORY WALL IN SINNER'S RISE** * **DROPPED BY LIZARDMEN IN SHRINE OF AMANA AND BASILISKS** | |  | [**MAGIC STONE**](https://darksouls2.wiki.fextralife.com/Magic+Stone) | **CAUSES PHYSICAL DAMAGE TO SCALE WITH INTELLIGENCE** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **DROPPED BY THE FIRE MAGES IN**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) * **DROPPED BY GYRM WARRIOR (HAMMER, AXE NOT CONFIRMED) IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**- RARE** | |  | [**OLD MUNDANE STONE**](https://darksouls2.wiki.fextralife.com/Old+Mundane+Stone) | **GRANTS THE POWER OF THE MUNDANE TO WEAPON** | * **DROPPED BY GYRM WARRIORS IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros) | |  | [**PALESTONE**](https://darksouls2.wiki.fextralife.com/Palestone) | **UNDO THE UPGRADE PATH YOU CHOOSE BUT KEEPS THE WEAPON REINFORCEMENT LVL** | * **DROPPED BY**[**OLD KNIGHTS**](https://darksouls2.wiki.fextralife.com/Old+Knight)**IN**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame) * **DROPPED BY**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk)**.** | |  | [**PETRIFIED DRAGON BONE**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone) | **REINFORCES SPECIAL EQUIPMENT TO +5 (15 NEEDED)** | * **OCCASIONALLY DROPPED BY**[**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/crystal+lizard)**.** * **FOUND THROUGHOUT THE WORLD.** * **DROPPED BY DRAGON ACOLYTE IN ALDIA'S KEEP.** * **DROPPED BY THE OPTIONAL BOSS ANCIENT DRAGON.** | |  | [**FIRE SEED**](https://darksouls2.wiki.fextralife.com/Fire+Seed) | **UPGRADES**[**PYROMANCY FLAMES**](https://darksouls2.wiki.fextralife.com/Flames)**UP TO +10** | * **FOUND THROUGHOUT THE WORLD** * **3 SOLD BY**[**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) |  [TITANITE FARMING |](https://darksouls2.wiki.fextralife.com/Titanite+Farming) **TITANITE FARMING IN DARK SOULS 2 IS COVERED ON THIS PAGE.** TITANITE FARMING **HERE IS A LIST OF AREAS AND ENEMIES WHICH YOU CAN FARM IN ORDER TO OBTAIN STANDARD TITANITE UPGRADE ORES. AS ALWAYS WHEN FARMING FOR DROPS, REMEMBER AT LEAST TO EQUIP YOUR**[**COVETOUS GOLD SERPENT RING**](https://darksouls2.wiki.fextralife.com/Covetous+Gold+Serpent+Ring)**—MAYBE ALSO A**[**TRAVELING MERCHANT HAT**](https://darksouls2.wiki.fextralife.com/Traveling+Merchant+Hat)**,**[**JESTER'S CAP**](https://darksouls2.wiki.fextralife.com/Jester's+Cap)**, OR**[**PRISONER'S HOOD**](https://darksouls2.wiki.fextralife.com/Prisoner's+Hood)**—AND TO USE**[**RUSTED COINS**](https://darksouls2.wiki.fextralife.com/Rusted+Coin)**OR**[**WATCHDRAGON PARMA**](https://darksouls2.wiki.fextralife.com/Watchdragon+Parma)**IF YOU CAN.**   * [**TITANITE SHARDS**](https://darksouls2.wiki.fextralife.com/Titanite+Shard)**CAN BE LOOTED FROM THE LARGE, GREEN**[**STEELWORKER UNDEAD**](https://darksouls2.wiki.fextralife.com/Hammersmith)**AT LOWER**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**, AS WELL FROM AS THE PEASANT VILLAGERS IN UPPER**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. ALSO, ONE SKELETON WARRIOR IN**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**, RESTING HIS BONES IN THE SAME CAVE AS**[**GAVLAN**](https://darksouls2.wiki.fextralife.com/Gavlan)**, HAS A VERY HIGH DROP RATE FOR TITANITE SHARDS. ONCE YOU HAVE CLEARED**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**,**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**WILL SELL AN UNLIMITED NUMBER OF TITANITE SHARDS FOR 1,000 SOULS EACH.** * [**LARGE TITANITE SHARDS**](https://darksouls2.wiki.fextralife.com/Large+Titanite+Shard)**CAN BE FOUND RESTING IN THE BELLIES OF THE**[**PARASITIC SPIDERS**](https://darksouls2.wiki.fextralife.com/Ducal+Spider)**IN LOWER**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. SOME OTHER CREATURES ARE ALSO KNOWN TO CARRY THEM AROUND ARE THE**[**IRON KEEP'S**](https://darksouls2.wiki.fextralife.com/Iron+Keep)[**IRONCLADS**](https://darksouls2.wiki.fextralife.com/Ironclad+Soldier)**AND THE**[**BLACK GULCH'S**](https://darksouls2.wiki.fextralife.com/Black+Gulch)[**COAL TARS**](https://darksouls2.wiki.fextralife.com/Coal+Tar)**. IF THE PLAYER RETRIEVES THE**[**DULL EMBER**](https://darksouls2.wiki.fextralife.com/Dull+Ember)**AND GIVES IT TO**[**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**, HE WILL THEN SELL AN UNLIMITED NUMBER OF LARGE TITANITE SHARDS FOR 2,500 SOULS APIECE.**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**ALSO STOCKS TEN OF THEM AFTER YOU CLEAR IRON KEEP, AND AN UNLIMITED NUMBER ONCE YOU HAVE CLEARED**[**DRANGLEIC CASTLE.**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**AN ADDITIONAL METHOD PREFERRED BY SOME IS BY FARMING THE**[**GREAT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)**IN**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**. STARTING FROM THE FIRST BONFIRE, GO LEFT AND JUMP DOWN ON THE MUSHROOMS ATTACHED TO THE WALL ON THE RIGHT INSIDE THE CAVE. (**[**FLYING FELINE BOOTS**](https://darksouls2.wiki.fextralife.com/Flying+Feline+Boots)**OR**[**SILVERCAT RING**](https://darksouls2.wiki.fextralife.com/Silvercat+Ring)**IS HIGHLY RECOMMENDED). KILL THE**[**GREAT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)**TO OBTAIN 3**[**LARGE TITANITE SHARDS**](https://darksouls2.wiki.fextralife.com/Large+Titanite+Shard)**EVERY TIME YOU KILL HIM. (THE USE OF**[**HOMEWARD BONES**](https://darksouls2.wiki.fextralife.com/Homeward+Bone)**,**[**HOMEWARD**](https://darksouls2.wiki.fextralife.com/Homeward)**, OR IF YOU ARE FURTHER IN THE GAME, THE**[**AGED FEATHER**](https://darksouls2.wiki.fextralife.com/Aged+Feather)**, COME RECOMMENDED FOR SPEEDING UP THIS PROCESS).** * [**TITANITE CHUNKS**](https://darksouls2.wiki.fextralife.com/Titanite+Chunk)**CAN BE FARMED FROM THE BIG-BONED, CHUNKY**[**GYRM**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior)**AT THE**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**. YOU CAN ALSO OBTAIN TITANITE CHUNKS OR LARGE TITANITE SHARDS FROM THE DULL-WITTED, SUPERSTITIOUS**[**PEASANTS**](https://darksouls2.wiki.fextralife.com/Hollow+Peasant)**LIVING NEAR THE FIRST BONFIRE IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, OR YOU CAN PRY THEM AWAY FROM THE STICKY-FINGERED COAL TARS IN BLACK GULCH. ALTERNATIVELY,**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**SELLS TEN CHUNKS AFTER YOU CLEAR THE**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**, AND AN UNLIMITED NUMBER AFTER YOU DEFEAT**[**NASHANDRA**](https://darksouls2.wiki.fextralife.com/Nashandra)**. FINALLY, IN ONLINE PLAY ONLY, THE COVENANT OF THE**[**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**MAKES FARMING TITANITE CHUNKS SINFULLY EASY; EVERY TIME THAT YOU SUCCESSFULLY DEFEAT A HOST AS A GRAY PHANTOM, YOU ARE ALLOWED TO SLICE OFF A CHUNK. TEAR 'EM TO SHREDS! ADDITIONALLY, USING A**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**AT THE POISON POOL BONFIRE IN**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**WILL ALLOW YOU TO GET 3**[**TITANITE CHUNKS**](https://darksouls2.wiki.fextralife.com/Titanite+Chunks)**IN THE FIRST POISON MIST AREA.** * [**TITANITE SLABS**](https://darksouls2.wiki.fextralife.com/Titanite+Slab)**DROP FROM THE STONE SPEAR SOLDIERS OUTSIDE OF THE KING'S GATE BONFIRE IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**, FROM THE**[**IMPERFECT**](https://darksouls2.wiki.fextralife.com/The+Imperfect)**NEAR THE LAIR OF THE IMPERFECT BONFIRE IN**[**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon's+Sanctum)**, AND FROM THE**[**IRON WARRIORS**](https://darksouls2.wiki.fextralife.com/Iron+Warrior)**AROUND**[**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**AND**[**IRON PASSAGE**](https://darksouls2.wiki.fextralife.com/Iron+passage)**. THEY CAN ALSO BE FARMED IN THE**[**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie)**FROM MULTIPLE**[**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/crystal+lizard)**.** * [**TWINKLING TITANITE**](https://darksouls2.wiki.fextralife.com/Twinkling+Titanite)**DROPS FROM THE ARCHDRAKE CLERICS AND**[**AMANA PRIESTESSES**](https://darksouls2.wiki.fextralife.com/Amana+Priestess)**IN SHRINE OF AMANA. DROP RATES WERE TESTED AGAINST THESE ENEMIES WHILE WEARING A GOLD SERPENT RING +2. CLERICS HAVE HIGHER DROP RATE THAN PRIESTESSES, AND 9 PIECES WERE OBTAINED WHILE FIGHTING THROUGH ENTIRE AREA ONCE.**[**VIDEO OF THIS TECHNIQUE.**](https://youtu.be/m0Bfzd5jXzE) * **PROBABLY THE BEST PLACE TO FARM FOR TITANITE OF ALL KINDS, INCLUDING**[**PETRIFIED DRAGON BONE**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone)**AND INFUSION ORES, IS THE**[**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie)**. AFTER KILLING THE CRYSTAL LIZARDS AND THE**[**GUARDIAN DRAGONS**](https://darksouls2.wiki.fextralife.com/Guardian+Dragon)**AND LOOTING EVERYTHING, YOU CAN USE A**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**TO RESPAWN 'EM ALL AND START AGAIN.**[**VIDEO HERE**](https://youtu.be/XwiFocimyVc)  [ITEMS](https://darksouls2.wiki.fextralife.com/Items)  **ITEMS IN DARK SOULS 2 ARE FOUND IN GAME EITHER ON BODIES, DROPPED FROM SLAIN ENEMIES, REWARDS, SOLD BY MERCHANTS, THROUGH TRADE WITH**[**DYNA & TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo)**, OR FROM CHESTS.**  **BE WARNED: WHILE A CHEST CARRIES THE RISK OF BEING A**[**MIMIC**](https://darksouls2.wiki.fextralife.com/Mimic)**, IT IS POSSIBLE TO DESTROY WOODEN CHESTS WITH A FEW HITS. IF YOU DO THIS, THE ITEMS THEY CONTAIN WILL BE DESTROYED, AND IN THEIR PLACE WILL BE**[**RUBBISH**](https://darksouls2.wiki.fextralife.com/Rubbish)**. ALSO YOU CAN HIT THE CHEST ONCE (MELEE OR FROM SAFE DISTANCE), IF A HEALTHBAR APPEARS ABOVE THE CHEST, FINISH HIM. 2. OR SIMPLY EQUIP ANYTHING FROM THE MOON BUTTERFLY SET AND STAND NEAR THE CHEST. A MIMIC WILL START TO GET A POISON MIST FROM YOUR GEAR. ALTERNATIVELY, LOOK CLOSELY; MIMICS HAVE LOCKS.** ALL ITEMS **TABLES ARE SORTABLE - CLICK THE HEADER TO SORT.**  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** | **DESCRIPTION** | **DETAILS** | | --- | --- | --- | --- | | **estus flask** | [**ESTUS FLASK**](https://darksouls2.wiki.fextralife.com/Estus+Flask)**(+1 TO +5)** | **A GREEN GLASS BOTTLE OF UNKNOWN MAKE. FILL IT WITH ESTUS AT A BONFIRE, AND DRINK FROM IT TO RESTORE HP. THE NATURE OF THE LINK BETWEEN THE ESTUS FLASKS AND THE BONFIRES THAT ILLUMINATE THE WORLD OF THE UNDEAD IS ENTIRELY UNKNOWN. BUT THAT IS OF LITTLE CONCERN, FOR ANY UNDEAD KNOWS THE VALUE OF THESE PRECIOUS FLASKS.** | **DRINK TO RESTORE 550 HP (+1 = +50 HP), REPLENISH AT BONFIRES. REINFORCED WITH**[**ESTUS FLASK SHARD**](https://darksouls2.wiki.fextralife.com/Estus+Flask+Shard) | | **Icon Human%20Effigy** | [**HUMAN EFFIGY**](https://darksouls2.wiki.fextralife.com/Human+Effigy) | **A WARM, SOFT, SHADOW-LIKE EFFIGY. USE THIS ITEM TO REVERSE HOLLOWING. IT ALSO WEAKENS THE LINKS TO OTHER WORLDS, PREVENTING INVASIONS AND MOST COOPERATION. PEER CLOSELY AT AN EFFIGY, AND ONE BEGINS TO PERCEIVE A HUMAN FORM, BUT WHOSE FORM IT TAKES DEPENDS ON THE PERSON LOOKING.** | **REVERSES HOLLOWING, RETURNS MAXIMUM HEALTH TO MAXIMUM AMOUNT. CAN BE BURNED AT BONFIRES TO BLOCK CERTAIN TYPES OF INVASIONS** | | **bonfire ascetic** | [**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic) | **TOSSING THIS INTO A BONFIRE STRENGTHENS NEARBY FOES. ONCE THE BONFIRE ASCETIC IS DEVOURED BY THE FLAMES, ITS EFFECTS CAN NEVER BE REVERSED. BE PREPARED BEFORE USING THIS PERILOUS EMBER. FIRE EXHIBITS A CONNECTION TO THE CURSE, AND WHEN THE FLAMES GROW STRONGER, SO DOES THE CURSE.** | **BURNING AT A BONFIRE WILL INCREASE THE AREA'S DIFFICULTY TO THE NEXT NG LEVEL (SO NG WILL BECOME NG+, NG+ WILL BECOME NG++). THIS WILL ALLOW THE PLAYER TO OBTAIN ITEMS AND SECRETS NORMALLY FOUND IN THE NEXT PLAYTHROUGH. THIS EFFECT IS PERMANENT, AND CARRIES OVER TO SUBSEQUENT PLAYTHROUGHS.** | | **divine blessing** | [**DIVINE BLESSING**](https://darksouls2.wiki.fextralife.com/Divine+Blessing) | **HOLY WATER ENDOWED WITH A DIVINE BLESSING. CURES STATUS EFFECTS AND FULLY RESTORES HP. WATER BLESSES BY AN ANCIENT GODDESS. HER NAME IS LONG FORGOTTEN, AND THE MAGIC ACADEMY OF MELFIA DENIES EVEN HER EXISTENCE. IN ANY AGE, THERE ARE THOSE WHO REFUSE TO SEE REASON. IT IS THEIR MEDDLING THAT DISTORTS THE TRUTH.** | **FULLY RESTORES HP AND CURES ALL STATUS EFFECTS** | | **lifegem** | [**LIFEGEM**](https://darksouls2.wiki.fextralife.com/Lifegem) | **SMALL STONE MADE UP OF CRYSTALLIZED SOULS. GRADUALLY RESTORES A SMALL AMOUNT OF HP. OFTEN FOUND NEAR ABANDONED CORPSES, AS IF IT WERE WHAT REMAINS OF THE SOUL.** | **RESTORES 500 HP OVER 11 SECONDS** | | **radiant lifegem** | [**RADIANT LIFEGEM**](https://darksouls2.wiki.fextralife.com/Radiant+Lifegem) | **STONE MADE UP OF CRYSTALLIZED SOULS. GRADUALLY RESTORES HP. THE DULL GLIMMER OF THESE MYSTERIOUS STONES BRIGHTENS WITH THE PASSAGE OF TIME.** | **RESTORES 850 HP OVER 19 SECONDS** | | **old radiant lifegem** | [**OLD RADIANT LIFEGEM**](https://darksouls2.wiki.fextralife.com/Old+Radiant+Lifegem) | **STONE MADE UP OF CRYSTALLIZED SOULS. GRADUALLY RESTORES A LARGE AMOUNT OF HP. A RARE STONE WITH SO BRILLIANT A SHINE WOULD FETCH A HANDSOME PRICE. BUT WHAT VALUE COULD IT REALLY HAVE, WITHOUT KNOWING WHO DIED TO LEAVE IT BEHIND?** | **RESTORES 1300 HP OVER 29 SECONDS** | | **elizabeth mushroom** | [**ELIZABETH MUSHROOM**](https://darksouls2.wiki.fextralife.com/Elizabeth+Mushroom) | **SPECIALLY TREATED DRIED MUSHROOM. CREATES A EUPHORIC SENSATION WHEN INGESTED, AND RESTORES A LARGE AMOUNT OF HP OVER TIME. SAINT ELIZABETH DEVOTED HER LIFE TO HELPING THE NEEDY BY CONCOCTING MEDICINE AND POTIONS. IT'S THOUGHT HER GREAT VIRTUE WAS MATCHED ONLY BY HER SUBLIME BEAUTY, BUT WHO CAN SAY NOW?** | **RESTORES 2000 HP OVER 44 SECONDS.** | | **green blossom** | [**GREEN BLOSSOM**](https://darksouls2.wiki.fextralife.com/Green+Blossom) | **GREEN WEED SHAPED LIKE A LEAFY FLOWER. TEMPORARILY BOOSTS STAMINA RECOVERY SPEED. AT ONE POINT, THIS HERB WAS AVOIDED DUE TO ITS UNUSUALLY BITTER TASTE, BUT ONCE ITS EFFECTS BECAME KNOWN, IT WAS HARVESTED TO NEAR EXTINCTION BY MERCHANTS. NOW, ONLY EXCEPTIONALLY RARE, WILD SPECIMENS OF THIS PLANT ARE LEFT.** | **BOOSTS STAMINA RECOVERY BY 13-15% FOR 60 SECONDS** | | **poison moss** | [**POISON MOSS**](https://darksouls2.wiki.fextralife.com/Poison+Moss) | **A FAINTLY POISONOUS CLUMP OF MOSS. WHEN INGESTED, IT COUNTERACTS POISON AND CLEANSES ONE'S INSIDES. IF ENOUGH POISON BUILDS UP IN THE BODY TO BREAK OUT AND CAUSE POISONING, YOUR HP WILL START TO DECREASE. IF YOU WISH TO STAY ALIVE, YOU WOULD DO WELL TO KEEP A SUPPLY CLOSE TO HAND.** | **REDUCES POISON BUILD-UP AND CURES POISON** | | **monastery charm** | [**MONASTERY CHARM**](https://darksouls2.wiki.fextralife.com/Monastery+Charm) | **A BLESSED CHARM. CURES POISON AND RESTORES HP. MANY SUCH CHARMS WERE BLESSED IN RECONSTRUCTED ANCIENT CEREMONIES, CARRIED OUT IN THE MONASTERY OF LINDELT, NOW KNOWN AS THE NEW HOME OF MIRACLES. THOUGH IT MAY LACK THE POWER OF AN ORIGINAL, IN CIRCUMSTANCES DIRE ENOUGH, AN IMITATION CAN BE QUITE ENOUGH.** | **CURES POISON AND RESTORES 850 HP** | | **dragon charm** | [**DRAGON CHARM**](https://darksouls2.wiki.fextralife.com/Dragon+Charm) | **A BLESSED CHARM. CURES POISON AND GREATLY RESTORES HP. A RARE, ANCIENT CHARM THAT IS SAID TO BE ENDOWED WITH THE POWER OF DRAGONS. IT IS NOT CLEAR WHETHER IT IS A MAN-MADE CREATION, OR OF SOME OTHER NATURE.** | **CURES POISON AND RESTORES 1500 HP** | | **amber herb** | [**AMBER HERB**](https://darksouls2.wiki.fextralife.com/Amber+Herb) | **AN ANNUAL HERB WITH AN AMBER COLOR SO DEEP, IT GIVES THE IMPRESSION OF LUMINESCENCE. RESTORES A SMALL NUMBER OF SPELL USES. IT IS THE MISTAKEN BELIEF OF MANY THAT THE FLOWERS OF THIS HERB DO NOT BLOSSOM. HOWEVER, SMALL, WHITE FLOWERS DO BLOSSOM DURING DUSK WHEN THE MOON IS VISIBLE.** | **RESTORES 35% OF TOTAL NUMBER OF SPELL USES** | | **twilight herb** | [**TWILIGHT HERB**](https://darksouls2.wiki.fextralife.com/Twilight+Herb) | **A GRAY HERB THAT GROWS HIDDEN AMONG THE ROCKY SURFACES OF TALL MOUNTAINS. RESTORES A NUMBER OF SPELL USES. THERE IS NO END TO THE SCORES OF PEOPLE WHO RISK LIFE AND LIMB TO FORAGE FOR THIS VALUABLE HERB, WHICH LED TO A BANNING OF ITS HARVEST IN SOME REGIONS.** | **RESTORES 50% OF TOTAL NUMBER OF SPELL USES** | | **wilted dusk herb** | [**WILTED DUSK HERB**](https://darksouls2.wiki.fextralife.com/Wilted+Dusk+Herb) | **A WILTED AND FADED STALK OF DUSK HERB. RESTORES A GREAT DEAL OF SPELL USES. A DARK HERB IN BLOOM WORKS WONDERS, BUT WILL WILT IN THE BLINK OF AN EYE. NEEDLESS TO SAY, FINDING SUCH AN HERB IS OF THE UTMOST DIFFICULTY.** | **RESTORES 70% OF ALL SPELL USES** | | **rouge water** | [**ROUGE WATER**](https://darksouls2.wiki.fextralife.com/Rouge+Water) | **CRIMSON WATER OF UNKNOWN ORIGIN. RESTORES HP AND SPELL USES. THOUGH KNOWN TO SOME AS RED HOLY WATER, NOT EVERYONE ACKNOWLEDGES ITS HOLY STATUS.** | **RESTORES 850 HP AND 50% OF SPELL USES.** | | **crimson water** | [**CRIMSON WATER**](https://darksouls2.wiki.fextralife.com/Crimson+Water) | **CRIMSON WATER OF UNKNOWN ORIGIN. GREATLY RESTORES HP AND SPELL USES. THOSE WHO HAVE EXPERIENCED THE POWERFUL EFFECT OF THIS DIMLY LUCENT RED WATER CARE THAT ITS VERY ORIGINS ARE COMPLETELY UNKNOWN.** | **RESTORES 1500 HP AND 70% OF SPELL USES** | | **small blue burr** | [**SMALL BLUE BURR**](https://darksouls2.wiki.fextralife.com/Small+Blue+Burr) | **A SMALL BLUE BURR. TEMPORARILY BOOSTS MAGIC DEFENSE. THESE BURRS BLOOM MAGNIFICENTLY ON A SHRUB EVERY FEW YEARS, THEIR COLOR AND EFFECT DETERMINED BY SOIL QUALITY AND RECENT WEATHER. KNOWN TO HAVE BEEN USED IN RITUALS LONG AGO.** | **BOOSTS MAGIC DEF BY 150 FOR 90 SECONDS** | | **small yellow burr** | [**SMALL YELLOW BURR**](https://darksouls2.wiki.fextralife.com/Small+Yellow+Burr) | **A SMALL YELLOW BURR. TEMPORARILY BOOSTS LIGHTNING DEFENSE. THESE BURRS BLOOM MAGNIFICENTLY ON A SHRUB EVERY FEW YEARS, THEIR COLOR AND EFFECT DETERMINED BY SOIL QUALITY AND RECENT WEATHER. KNOWN TO HAVE BEEN USED IN RITUALS LONG AGO.** | **BOOSTS LIGHTNING DEF BY 150 FOR 90 SECONDS** | | **small orange burr** | [**SMALL ORANGE BURR**](https://darksouls2.wiki.fextralife.com/Small+Orange+Burr) | **A SMALL ORANGE BURR. TEMPORARILY BOOSTS FIRE DEFENSE. THESE BURRS BLOOM MAGNIFICENTLY ON A SHRUB EVERY FEW YEARS, THEIR COLOR AND EFFECT DETERMINED BY SOIL QUALITY AND RECENT WEATHER. KNOWN TO HAVE BEEN USED IN RITUALS LONG AGO.** | **BOOSTS FIRE DEF BY 150 FOR 90 SECONDS** | | **common fruit** | [**COMMON FRUIT**](https://darksouls2.wiki.fextralife.com/Common+Fruit) | **A SPOTTED FRUIT. TEMPORARILY BOOSTS POISON RESIST. THIS COMMON FRUIT HAS NO TASTE, BUT WHEN FACING A TRUE TEST OF METTLE, ITS BENEFITS COULD MAKE THE DIFFERENCE BETWEEN LIFE AND DEATH.** | **BOOSTS POISON DEF BY 200 FOR 90 SECONDS** | | **dark troches** | [**DARK TROCHES**](https://darksouls2.wiki.fextralife.com/Dark+Troches) | **TROCHES WITH AN INEXPLICABLY PUNGENT ODOR. TEMPORARILY BOOSTS DARK DEFENSE. VERBAL HISTORIES OFTEN MENTION SAINT ELIZABETH; HER UNIQUELY CONCOCTED MEDICINES AND POTIONS ARE STILL WIDELY USED TODAY.** | **BOOSTS DARK DEF BY 150 FOR 90 SECONDS** | | **red leech troches** | [**RED LEECH TROCHES**](https://darksouls2.wiki.fextralife.com/Red+Leech+Troches) | **TROCHES WITH AN ODDLY CHARRED ODOR. TEMPORARILY BOOSTS BLEEDING RESIST. VERBAL HISTORIES OFTEN MENTION SAINT ELIZABETH; HER UNIQUELY CONCOCTED MEDICINES AND POTIONS ARE STILL WIDELY USED TODAY.** | **BOOSTS BLEED DEF BY 200 FOR 90 SECONDS** | | **triclops snake troches** | [**TRICLOPS SNAKE TROCHES**](https://darksouls2.wiki.fextralife.com/Triclops+Snake+Troches) | **TROCHES THAT EXUDE THE SCENT OF RUST. TEMPORARILY BOOSTS PETRIFY RESIST. VERBAL HISTORIES OFTEN MENTION SAINT ELIZABETH; HER UNIQUELY CONCOCTED MEDICINES AND POTIONS ARE STILL WIDELY USED TODAY.** | **BOOSTS PETRIFY DEF BY 200 FOR 90 SECONDS** | | **aromatic ooze** | [**AROMATIC OOZE**](https://darksouls2.wiki.fextralife.com/Aromatic+Ooze) | **A MYSTERIOUS STICKY SUBSTANCE THAT RADIATES A PALE WHITE LIGHT. APPLIES MAGIC TO RIGHT-HAND WEAPON. THE AFFECTED WEAPONS INFLICTS MAGIC DAMAGE FOR A SHORT TIME. PARTICULARLY EFFECTIVE AGAINST HEAVILY ARMORED FOES OR CREATURES WITH THICK SCALES.** | **BOOSTS EXISTING MAGIC DAMAGE BY 30% AND ADDS 50 MAGIC ATTACK VALUE OF THE RIGHT-HAND WEAPON FOR 90 SECONDS** | | **dark pine resin** | [**DARK PINE RESIN**](https://darksouls2.wiki.fextralife.com/Dark+Pine+Resin) | **HEXED PINE RESIN. APPLIES DARK FLAME TO RIGHT-HAND WEAPON. THE AFFECTED WEAPON INFLICTS DARK DAMAGE FOR A SHORT TIME. PARTICULARLY EFFECTIVE AGAINST ENEMIES THAT FEAR DARK, SUCH AS CLERICS AND MAGICAL CREATURES.** | **BOOSTS EXISTING DARK DAMAGE BY 30% AND ADDS 50 DARK ATTACK VALUE OF THE RIGHT-HAND WEAPON FOR 90 SECONDS** | | **gold pine resin** | [**GOLD PINE RESIN**](https://darksouls2.wiki.fextralife.com/Gold+Pine+Resin) | **A RARE PINE RESIN WITH A GOLDEN TINT. APPLIES LIGHTNING TO RIGHT-HAND WEAPON. THE AFFECTED WEAPON INFLICTS LIGHTNING DAMAGE FOR A SHORT TIME. PARTICULARLY EFFECTIVE AGAINST FOES WHO ARE RESISTANT TO MAGIC AND FIRE.** | **BOOSTS EXISTING LIGHTNING DAMAGE BY 30% AND ADDS 50 LIGHTNING ATTACK VALUE OF THE RIGHT-HAND WEAPON FOR 90 SECONDS** | | **charcoal pine resin** | [**CHARCOAL PINE RESIN**](https://darksouls2.wiki.fextralife.com/Charcoal+Pine+Resin) | **BLACK CHARCOAL-LIKE PINE RESIN. APPLIES FIRE TO RIGHT-HAND WEAPON. THE AFFECTED WEAPON INFLICTS FIRE DAMAGE FOR A SHORT TIME. PARTICULARLY EFFECTIVE AGAINST ENEMIES VULNERABLE TO FIRE, SUCH AS UNDEAD OR BEASTS.** | **BOOSTS EXISTING FIRE DAMAGE BY 30% AND ADDS 50 FIRE ATTACK VALUE OF THE RIGHT-HAND WEAPON FOR 90 SECONDS** | | **rotten pine resin** | [**ROTTEN PINE RESIN**](https://darksouls2.wiki.fextralife.com/Rotten+Pine+Resin) | **THIS ROTTEN PINE RESIN HAS GONE POISONOUS. APPLIES POISON TO RIGHT-HAND WEAPON. POISONED FOES SLOWLY LOSE HP OVER TIME.** | **BOOSTS EXISTING POISON DAMAGE BY 30% AND ADDS 20 POISON ATTACK VALUE OF THE RIGHT-HAND WEAPON FOR 90 SECONDS** | | **bleeding serum** | [**BLEEDING SERUM**](https://darksouls2.wiki.fextralife.com/Bleeding+Serum) | **A JAR OF CARNIVOROUS PLANT SECRETIONS. APPLIES BLEEDING EFFECT TO RIGHT-HAND WEAPONS. BLEEDING FOES' MAX HP IS LOWERED.** | **BOOSTS EXISTING BLEED DAMAGE BY 30% AND ADDS 20 BLEED ATTACK VALUE OF THE RIGHT-HAND WEAPON FOR 90 SECONDS** | | **prism stone** | [**PRISM STONE**](https://darksouls2.wiki.fextralife.com/Prism+Stone) | **A SLIGHTLY WARM ROCK. EMITS A BEAUTIFUL, PHASING AURA OF SEVEN COLORS, WITH A VERY RARE EIGHTH. THE PRISM STONE DOES NOTHING SPECIAL, BUT IF YOU FEEL YOU MAY LOSE YOUR WAY, IT CAN SERVE AS A PATH MARKER.** | **EMITS LIGHT, AND MARKS ONE'S PATH. CAN ALSO BE TRADED TO THE CROWS IN THINGS BETWIXT FOR RANDOM ITEMS. WORST REWARDED TRADE ITEM.** | | **small smooth and silky stone** | [**SMALL SMOOTH & SILKY STONE**](https://darksouls2.wiki.fextralife.com/Small+Smooth+%26+Silky+Stone) | **A SIMPLE PEBBLE THAT MAYBE USED TO SLAY A GIANT.** | **RESTORES 10% OF HP WHEN USED, TRADE TO THE CROWS IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**FOR RANDOM ITEMS.** | | **smooth and silky stone** | [**SMOOTH & SILKY STONE**](https://darksouls2.wiki.fextralife.com/Smooth+%26+Silky+Stone) | **A PERFECTLY SMOOTH AND SILKY STONE. USE TO RESTORE HP. THE SHINE OF THIS STONE IS NO ORDINARY POLISH, AND CAN ONLY BE ACHIEVED OVER A LONG PERIOD. SOME IN THIS LAND ARE IN SEARCH OF SUCH MYSTICAL STONES.** | **RESTORES 20% OF HP WHEN USED, TRADE TO THE CROWS IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**FOR RANDOM ITEMS.** | | **petrified something** | [**PETRIFIED SOMETHING**](https://darksouls2.wiki.fextralife.com/Petrified+Something) | **AN UNIDENTIFIED PETRIFIED OBJECT. PLEASANT TO THE TOUCH, DESPITE ITS LOOKS. A RARE AND PECULIAR THING, TO BE CERTAIN, BUT ONE WITHOUT A KNOWN PURPOSE.** | **TRADE TO THE CROWS IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**FOR RANDOM ITEMS. BEST REWARDED TRADE ITEM.** | | **silver talisman** | [**SILVER TALISMAN**](https://darksouls2.wiki.fextralife.com/Silver+Talisman) | **A TINY CHARM EMBEDDED WITH IMITATIVE MAGIC. USE TO TRANSFORM INTO SOMETHING TO BLEND IN. USE THIS TALISMAN TO HIDE FROM INVADERS. ONLY PROVIDES THE MOST SUPERFICIAL CAMOUFLAGE, BUT SOMETIMES THAT IS ENOUGH TO DO THE TRICK.** | **TRANSFORM TO BLEND IN TO ENVIRONMENT. SIMILAR TO**[**CHAMELEON**](https://darksouls2.wiki.fextralife.com/Chameleon)**.** | | **Flame Butterfly** | [**FLAME BUTTERFLY**](https://darksouls2.wiki.fextralife.com/Flame+Butterfly) | **BOTTLE FILLED WITH DRIED RED BUTTERFLIES. STIMULATION OF THESE RARE BUTTERFLIES CREATES A SMALL FLAME, ALLOWING THE TORCHES TO BE LIT ON THE GO. THESE BUTTERFLIES EXUDE SECRETIONS WHICH IGNITE UPON EXPOSURE TO AIR, PROTECTING THEM FROM NATURAL PREDATORS. KNOWN AND LOVED AS HANDY FIRE-LIGHTERS, BUT FEARED AS CATALYSTS OF DISASTROUS FIRES WHEN FOUND IN SWARMS.** | **ALLOWS YOU TO IGNITE A TORCH WITHOUT THE NEED OF A BONFIRE.** | | **lloyds talisman** | [**LLOYD'S TALISMAN**](https://darksouls2.wiki.fextralife.com/Lloyd%27s+Talisman) | **TALISMAN USED BY CLERIC KNIGHTS. BLOCKS ESTUS RECOVERY WITHIN A LIMITED AREA. IT IS SAID THAT THE CLERIC KNIGHTS USED THESE TALISMANS TO HUNT DOWN ACCURSED UNDEAD. CLERIC KNIGHTS FIGHT WITH PRIDE, AND BY BLOCKING THE RECOVERY OF THE UNDEAD, THEY CAN ALSO FIGHT WITH IMPUNITY.** | **BLOCKS ESTUS RECOVERY WITHIN A LIMITED AREA.** | | **rusted coin** | [**RUSTED COIN**](https://darksouls2.wiki.fextralife.com/Rusted+Coin) | **AN OLD RUSTED COIN. CRUSHING THE COIN TEMPORARILY BOOSTS LUCK. THIS RUSTED COIN GIVES YOU THAT LITTLE EXTRA BIT OF LUCK, MAKING ITEMS AND THE LIKE EASIER TO FIND. THE COIN IS ENGRAVED WITH THE IMAGE OF A GOD THAT WAS WORSHIPPED IN ANCIENT TIMES, BUT NO ONE KNOWS ITS TRUE ORIGINS.** | **BOOSTS LUCK AND ITEM DISCOVERY BY 1% FOR 300 SECONDS** | | **repair powder** | [**REPAIR POWDER**](https://darksouls2.wiki.fextralife.com/Repair+Powder) | **ENCHANTED METAL RENDERED INTO POWDER. REPAIRS EQUIPMENT. WEAPONS AND ARMOR WEAR DOWN WITH USE. ALLOW TOO MUCH WEAR, AND YOU WON'T BE ABLE TO USE THEM. YOU HAVE ONLY YOURSELF TO BLAME IF YOU FIND YOURSELF IN CRISIS WITH NO POWDER TO SPARE.** | **RESTORE EQUIPMENT DURABILITY OF ALL SLOT WEAPONS, ARMOR AND RINGS. RESTORES 30 DURABILITY TO WEAPONS, 50 TO ARMOR AND 20 TO RINGS** | | **alluring skull** | [**ALLURING SKULL**](https://darksouls2.wiki.fextralife.com/Alluring+Skull) | **A SKULL OF UNKNOWN OWNERSHIP. SMASHING IT RELEASES TRACES OF SOULS, WHICH ATTRACT NEARBY FOES. DOES NOT WORK ON ALL ENEMIES, BUT CAN PROVE USEFUL IN UNEXPECTED WAYS.** | **ATTRACTS CERTAIN ENEMIES** | | **homeward bone** | [**HOMEWARD BONE**](https://darksouls2.wiki.fextralife.com/Homeward+Bone) | **A WHITE-ASHEN BONE. RETURN TO LAST BONFIRE RESTED AT. BONFIRES BURN ON THE BONES OF UNDEAD. AND THIS BONE, BELONGING TO ONE WHOSE JOURNEY WAS CUT SHORT, HAS THE POWER TO TRAVEL TO BONFIRES. AS IF IT YEARNS TO RESUME ITS FUTILE QUEST...** | **RETURN TO LAST BONFIRE RESTED AT** | | **simpletons spice** | [**SIMPLETON'S SPICE**](https://darksouls2.wiki.fextralife.com/Simpleton%27s+Spice) | **A SPICE EXUDING A PECULIAR AROMA. A SPELL DEMANDS DEVOTION FROM ITS CASTER, BUT USING THIS SPICE MAKES A CHOSEN SPELL ATTAINABLE WITH 1 LESS INTELLIGENCE. WILL ONLY WORK WITH ASSISTANCE FROM A CERTAIN PERSON. THE SPICE DOES NOT RAISE ONE'S INTELLIGENCE, BUT ONLY OBFUSCATES THE REQUIREMENT.** | **LOWERS REQUIRED INTELLIGENCE BY 1 FOR CHOSEN SPELL** | | **skeptics spice** | [**SKEPTIC'S SPICE**](https://darksouls2.wiki.fextralife.com/Skeptic%27s+Spice) | **A SPICE EXUDING A PECULIAR AROMA. A SPELL DEMANDS DEVOTION FROM ITS CASTER, BUT USING THIS SPICE MAKES A CHOSEN SPELL ATTAINABLE WITH 1 LESS FAITH. WILL ONLY WORK WITH ASSISTANCE FROM A CERTAIN PERSON. THE SPICE DOES NOT RAISE ONE'S FAITH, BUT ONLY OBFUSCATES THE REQUIREMENT.** | **LOWERS REQUIRED FAITH BY 1 FOR CHOSEN SPELL** | | **estus flask shard** | [**ESTUS FLASK SHARD**](https://darksouls2.wiki.fextralife.com/Estus+Flask+Shard) | **THE SHARD OF AN ESTUS FLASK. SHARDS ARE DEEPLY SOAKED IN ESTUS. GRAFT THE SHARD TO AN ESTUS FLASK TO INCREASE FLASK USES. OVER THE AGES, COUNTLESS SOULS RESTED THEIR BONES AS THEY DRANK FROM THE ORIGINAL FLASK. AND NOW THIS SHARD REMAINS, SERVING AS A VESTIGE OF THEIR HOPES AND DREAMS.** | **TURN IN TO THE EMERALD HERALD TO GRANT ADDITIONAL ESTUS FLASK USES** | | **sublime bone dust** | [**SUBLIME BONE DUST**](https://darksouls2.wiki.fextralife.com/Sublime+Bone+Dust) |  | **BURN IN BONFIRE TO UPGRADE ESTUS FLASK (MORE HP GAIN)** | | **soul vessel** | [**SOUL VESSEL**](https://darksouls2.wiki.fextralife.com/Soul+Vessel) | **A VESSEL THAT WILL ACCEPT YOUR SOULS. IT CAN ALLOW REALLOCATION OF LEVELS, BUT WITHOUT PROPER ASSISTANCE, IT MAY SIMPLY DRAIN YOU OF YOUR SOULS. IF YOU TRULY WISH TO START AGAIN, GO TO THE PLACE WHERE YOUR JOURNEY BEGAN.** | **ALLOWS YOU TO REALLOCATE POINTS VIA STROWEN AT THE FIREKEEPER'S DWELLING IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt) | | **pharros lockstone** | [**PHARROS' LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros%27+Lockstone) | **STONE ACTIVATING A CREATION OF PHARROS THE VAGABOND. PHARROS THE VAGABOND WAS A LEGEND WHO WANDERED THE LANDS, CREATING CONTRAPTIONS TO HELP THOSE IN SINCERE AND DIRE NEED. THE SCOPE OF HIS TRAVELS WAS SO WIDE THAT THE PHARROS HAS BEEN MISTAKENLY CRED WITH MANY INVENTIONS THAT WERE CRAFTED BY OTHERS.** | **ACTIVATE PHARROS' CONTRAPTION.** | | **fragrant branch of yore** | [**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/Fragrant+Branch+of+Yore) | **A FRAGRANT TREE BRANCH WITH A FAINT SWEET SMELL. RESTORES THE LIFE OF THINGS TURNED TO STONE. EXTENDED INHALATION OF THE BRANCH'S SCENT CAN LEAD TO COUGHING AND NAUSEA.** | **RESTORES LIVING THINGS FROM PETRIFICATION** | | **Goldenfruit%20Balm** | [**GOLDENFRUIT BALM**](https://darksouls2.wiki.fextralife.com/Goldenfruit+Balm) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM A BALM EXTRACTED FROM A RARE PLANT. THIS SPECIAL FRAGRANT OIL AFFECTS THE MIND, GRANTING A FLEETING SENSE OF EMPOWERMENT.** | **TEMPORARILY INCREASES FAITH.** | | **Old%20Growth%20Balm** | [**OLD GROWTH BALM**](https://darksouls2.wiki.fextralife.com/Old+Growth+Balm) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM** | **TEMPORARILY INCREASES STRENGTH.** | | **Blackweed%20Balm** | [**BLACKWEED BALM**](https://darksouls2.wiki.fextralife.com/Blackweed+Balm) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM. A BALM EXTRACTED FROM A RARE PLANT.** | **TEMPORARILY INCREASES INTELLIGENCE.** | | **Vine%20Balm** | [**VINE BALM**](https://darksouls2.wiki.fextralife.com/Vine+Balm) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM. A BALM EXTRACTED FROM A RARE PLANT.** | **TEMPORARILY INCREASES DEXTERITY.** | | **Dried%20Root** | [**DRIED ROOT**](https://darksouls2.wiki.fextralife.com/Dried+Root) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM. ROOT OF A PERENNIAL HERB NATIVE TO THE SOUTH.** | **RESTORES 1000 HP OVER 500 SECONDS** | | **Brightbug** | [**BRIGHTBUG**](https://darksouls2.wiki.fextralife.com/Brightbug) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM A TINY BUG THAT PRODUCES LIGHT.** | **INFLICT MORE DAMAGE, RECEIVE LESS.** | | **Smelter%20Wedge** | [**SMELTER WEDGE**](https://darksouls2.wiki.fextralife.com/Smelter+Wedge) | [**CROWN OF THE OLD IRON DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**ITEM** | **DESTROYS THE ASHEN IDOL.** |  [TOOLS |](https://darksouls2.wiki.fextralife.com/Tools) [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** | **DETAILS** | | --- | --- | --- | |  | [**TORCH**](https://darksouls2.wiki.fextralife.com/Torch) | **HELD IN LEFT HAND, BRIGHTENS DARK AREAS. USED TO LIGHT STANDING TORCHES IN CERTAIN AREAS AND SCARE AWAY SOME ENEMIES. TIME-LIMITED USAGE.** | |  | [**HELLO CARVING**](https://darksouls2.wiki.fextralife.com/Hello+Carving) | **WHEN USED, LEAVES AN AUDIBLE SOUND SAYING "HELLO." HAS UNLIMITED USES.** | |  | [**THANK YOU CARVING**](https://darksouls2.wiki.fextralife.com/Thank+You+Carving) | **WHEN USED, LEAVES AN AUDIBLE SOUND SAYING "THANK YOU." HAS UNLIMITED USES.** | |  | [**I'M SORRY CARVING**](https://darksouls2.wiki.fextralife.com/I%27m+Sorry+Carving) | **WHEN USED, LEAVES AN AUDIBLE SOUND SAYING "I'M SORRY." HAS UNLIMITED USES.** | |  | [**VERY GOOD! CARVING**](https://darksouls2.wiki.fextralife.com/Very+Good%21+Carving) | **WHEN USED, LEAVES AN AUDIBLE SOUND SAYING "VERY GOOD." HAS UNLIMITED USES.** | |  | [**RUBBISH**](https://darksouls2.wiki.fextralife.com/Rubbish) | **HAS NO VALUE. OBTAINED FROM BREAKING A WOODEN CHEST.** | |  | [**DRAGON HEAD STONE**](https://darksouls2.wiki.fextralife.com/Dragon+Head+Stone) | **TURNS YOUR HEAD INTO THAT OF A DRAGON** | |  | [**DRAGON TORSO STONE**](https://darksouls2.wiki.fextralife.com/Dragon+Torso+Stone) | **TURNS YOUR BODY INTO THAT OF A DRAGON** | |  | [**DARKSIGN**](https://darksouls2.wiki.fextralife.com/Darksign) | **LOSE SOULS, AND RETURN TO LAST BONFIRE USED.** | |  | [**AGED FEATHER**](https://darksouls2.wiki.fextralife.com/Aged+Feather) | **RETURN TO LAST BONFIRE RESTED AT. HAS UNLIMITED USES.** | |  | [**BINOCULARS**](https://darksouls2.wiki.fextralife.com/Binoculars) | **WIELDED LIKE A WEAPON, CAN BE USED TO AIM MAGIC WHILE LOOKING THROUGH THE BINOCULARS.** | |  | [**PETRIFIED EGG**](https://darksouls2.wiki.fextralife.com/Petrified+Egg) | **USED TO JOIN THE**[**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**COVENANT. GIVE THE ITEM TO**[**MAGEROLD OF LANAFIR**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)**.** |  [PROJECTILES](https://darksouls2.wiki.fextralife.com/Projectiles)  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** | **DETAILS** | | --- | --- | --- | |  | [**THROWING KNIFE**](https://darksouls2.wiki.fextralife.com/Throwing+Knife) | **THROW AT ENEMIES TO INFLICT DAMAGE** | |  | [**POISON THROWING KNIFE**](https://darksouls2.wiki.fextralife.com/Poison+Throwing+Knife) | **THROW AT ENEMIES TO INFLICT POISON DAMAGE** | |  | [**LACERATING KNIFE**](https://darksouls2.wiki.fextralife.com/Lacerating+Knife) | **THROW AT ENEMIES TO INFLICT BLEED DAMAGE** | |  | [**FIREBOMB**](https://darksouls2.wiki.fextralife.com/Firebomb) | **EXPLODES TO DEAL FIRE DAMAGE.** | |  | [**BLACK FIREBOMB**](https://darksouls2.wiki.fextralife.com/Black+Firebomb) | **EXPLODES TO DEALS FIRE DAMAGE. EXPLOSION IS MUCH BIGGER THAN REGULAR FIREBOMB.** | |  | [**WITCHING URN**](https://darksouls2.wiki.fextralife.com/Witching+Urn) | **EXPLODES TO DEAL MAGIC DAMAGE.** | |  | [**LIGHTNING URN**](https://darksouls2.wiki.fextralife.com/Lightning+Urn) | **EXPLODES TO DEAL LIGHTNING DAMAGE.** | |  | [**HEXING URN**](https://darksouls2.wiki.fextralife.com/Hexing+Urn) | **EXPLODES TO DEAL DARK DAMAGE.** | |  | [**DUNG PIE**](https://darksouls2.wiki.fextralife.com/Dung+Pie) | **DEALS POISON DAMAGE TO BOTH ENEMY AND THROWER** | |  | [**CORROSIVE URN**](https://darksouls2.wiki.fextralife.com/Corrosive+Urn) | **USES ACID TO DESTROY EQUIPMENT.** | |  | [**HOLY WATER URN**](https://darksouls2.wiki.fextralife.com/Holy+Water+Urn) | **CLEANSE UNDEAD WITH HOLY ESSENCE.** |  [MULTIPLAYER ITEMS](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** | **DETAILS** | | --- | --- | --- | | **white sign soapstone** | [**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone) | **PLACES SIGN ONTO THE GROUND TO SET USER UP TO BE SUMMONED BY OTHER PLAYERS TO HELP THEM DEFEAT THE AREA BOSS. SUMMONED PLAYERS REFERRED TO AS "PHANTOMS". NOTE: CANNOT BE USED WHILE BEING MEMBER OF THE COMPANY OF CHAMPIONS COVENANT.** | | **small white sign soapstone** | [**SMALL WHITE SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Soapstone) | **PLACES SMALL SIGN TO SET USER UP TO BE SUMMONED BY OTHER PLAYERS FOR A SHORT DURATION. SUMMONED PLAYERS REFERRED TO AS "SHADES". NOTE: CANNOT BE USED WHILE BEING MEMBER OF THE COMPANY OF CHAMPIONS COVENANT.** | | **red sign soapstone** | [**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone) | **PLACES SIGN ONTO THE GROUND TO SET USER UP TO BE SUMMONED BY OTHER PLAYERS AS A RED PHANTOM.** | | **bone of order** | [**BONE OF ORDER**](https://darksouls2.wiki.fextralife.com/Bone+of+Order) | **RESTORES THE LINK TO OTHER WORLDS. USED TO RESET A PENALTY FOR CUTTING THE INTERNET CONNECTION DURING AN INVASION (YOU CAN GET MORE THAN ONE)** | | **black separation crystal** | [**BLACK SEPARATION CRYSTAL**](https://darksouls2.wiki.fextralife.com/Black+Separation+Crystal) | **BANISH ALLIED PHANTOMS IF YOU ARE THE HOST PLAYER, OR RETURN TO YOUR WORLD IF YOU ARE A PHANTOM.** | | **cracked red eye orb** | [**CRACKED RED EYE**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)[**ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb) | **INVADE OTHER WORLDS.** | | **cracked blue eye orb** | [**CRACKED BLUE EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Blue+Eye+Orb) | **INVADE THE WORLD OF THE GUILTY.** | | **dragon eye** | [**DRAGON EYE**](https://darksouls2.wiki.fextralife.com/Dragon+Eye) | **OBTAINED THROUGH THE DRAGON COVENANT AS DRAGON REMNANTS. LEAVES A SUMMON SIGN SO THAT THE CREATOR OF THE SIGN WILL BE SUMMONED FOR PVP COMBAT.** | | **dried fingers** | [**DRIED FINGERS**](https://darksouls2.wiki.fextralife.com/Dried+Fingers) | **RESETS THE INVASION TIMER. (THERE IS A SMALL PERIOD AFTER BEING INVADED IN WHICH YOU ARE IMMUNE TO INVASIONS)** | | **Crushed Eye Orb** | [**CRUSHED EYE ORB**](https://darksouls2.wiki.fextralife.com/Crushed+Eye+Orb) | **USED TO INVADE NPCS WHO ARE TRAITORS.** | | **token of fidelity** | [**TOKEN OF FIDELITY**](https://darksouls2.wiki.fextralife.com/Token+of+Fidelity) | **PROOF OF HELPING ANOTHER WORLD'S MASTER.** | | **token of spite** | [**TOKEN OF SPITE**](https://darksouls2.wiki.fextralife.com/Token+of+Spite) | **PROOF OF DEFEATING ANOTHER WORLD'S MASTER.** | | **sunlight medal** | [**SUNLIGHT MEDAL**](https://darksouls2.wiki.fextralife.com/Sunlight+Medal) | **USED TO INCREASE RANK WITH THE HEIRS OF THE SUN COVENANT. AWARDED TO HEIRS OF THE SUN COVENANT MEMBERS THAT HELP OTHERS DEFEAT BOSSES. OTHER PLAYER PARTICIPANTS THAT SUMMONED THE COVENANT MEMBER WILL ALSO RECEIVE A MEDAL REGARDLESS OF THEIR ASSOCIATION WITH THE COVENANT.** | | **dragon scale** | [**DRAGON SCALE**](https://darksouls2.wiki.fextralife.com/Dragon+Scale) | **USED TO INCREASE RANK WITH THE DRAGON REMNANTS COVENANT.** | | **rat tail** | [**RAT TAIL**](https://darksouls2.wiki.fextralife.com/Rat+Tail) | **USED TO INCREASE RANK WITH THE THE RAT KING COVENANT.** | | **champions tablet** | [**CHAMPION'S TABLET**](https://darksouls2.wiki.fextralife.com/Champion%27s+Tablet) | **VIEW THE NAMES OF MEMBERS OF COMPANY OF CHAMPIONS COVENANT.** | | **Awestone** | [**AWESTONE**](https://darksouls2.wiki.fextralife.com/Awestone) | **USED TO INCREASE RANK WITH THE COMPANY OF CHAMPIONS COVENANT.** | | **Seed of a Tree of Giants** | [**SEED OF A TREE OF GIANTS**](https://darksouls2.wiki.fextralife.com/Seed+of+a+Tree+of+Giants) | **MAKES ENEMIES ATTACK INVADERS.** |  [KEYS](https://darksouls2.wiki.fextralife.com/keys) [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)  ***WARNING:*DO NOT REFRESH PAGE OTHERWISE YOURBOX WILL DISAPPEAR!! KEY ITEMS DESIGNED TO OPEN DOORS, OR GRANT PASSAGE TO CERTAIN AREAS WHEN THEY ARE HELD.**   | **FOUND KEY LOCATION?** | **IMAGE** | **NAME** | **FOUND LOCATION** | **UNLOCKS LOCATION** | | --- | --- | --- | --- | --- | | **Top of Form**    **Bottom of Form** |  | [**UNDEAD LOCKAWAY KEY**](https://darksouls2.wiki.fextralife.com/Undead+Lockaway+Key) | **GO THROUGH THE SKELETON CAVE CROSS THE WATER ON A SMALL WOODEN BRIDGE TAKE A STRAIGHT RIGHT AND THE KEY IS IN A SIMILAR PRISON AS A BONFIRE.** | **KEY TO THE PRISON IN**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**.** | | **Top of Form**    **Bottom of Form** |  | [**LENIGRAST'S KEY**](https://darksouls2.wiki.fextralife.com/Lenigrast%27s+Key) | **PURCHASED FROM**[**MELENTIA**](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia)**IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**.** | **KEY TO**[**BLACKSMITH LENIGRAST'S**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)**SHOP IN MAJULA.** | | **Top of Form**    **Bottom of Form** |  | [**SOLDIER KEY**](https://darksouls2.wiki.fextralife.com/Soldier+Key) | **OBTAINED FROM KILLING**[**THE LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant)**BOSS.** | **OPENS SEVERAL DOORS IN THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**.** | | **Top of Form**    **Bottom of Form** |  | [**KEY TO KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/Key+to+King%27s+Passage) | **ROOM AT THE TOP OF THE LIFT IN DRANGLEIC CASTLE.** | **OPENS DOOR NEAR BOTTOM OF LIFT IN DRANGLEIC CASTLE.** | | **Top of Form**    **Bottom of Form** |  | [**BASTILLE KEY**](https://darksouls2.wiki.fextralife.com/Bastille+Key) | **AFTER YOU'VE BEATEN THE BELFRY BOSS, WALKTHROUGH THE AREA AND DEFEAT THE DOGS AND DARK SPIRIT ON THE GROUND AFTER THAT THE KEY IS ON THE GROUND ON A DEAD CORPSE.** | **OPENS CELLS OF THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**. THIS KEY ALSO LETS YOU OPEN THE CELLS RIGHT BEFORE THE LOST SINNER BOSS BATTLE (IF YOU OPEN THESE CELLS AND LIGHT THE OIL ON FIRE, IT BRIGHTENS UP THE ROOM WHERE THE LOST SINNER IS AND LETS YOU LOCK ON A LOT EASIER).** | | **Top of Form**    **Bottom of Form** |  | [**IRON KEY**](https://darksouls2.wiki.fextralife.com/Iron+Key) | **IRON KEEP, UNDER THE PERPETUAL FLAME TRAP. AFTER YOU DEFEAT THE SMELTER DEMON, CLIMB THE LADDER BY THE BONFIRE AND PULL THE LEVER TO TURN OFF THE TRAP.** | **OPENS DOOR BEFORE**[**THE LAST GIANT**](https://darksouls2.wiki.fextralife.com/Bosses#Bosses---The+Last+Giant)**IN THE FOREST OF FALLEN GIANTS. THERE ARE MULTIPLE GIANT FIRE LIZARDS GUARDING**[**REBEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Rebel%27s+Greatshield)**AND NUMEROUS OTHER LOOT ITEMS.** | | **Top of Form**    **Bottom of Form** |  | [**FORGOTTEN KEY**](https://darksouls2.wiki.fextralife.com/Forgotten+Key) | **DOWN SEVERAL LEDGES IN BETWEEN THE TWO WORM LIKE ENEMIES IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**. DROPPED FROM SECOND GIANT.** | **OPEN AN ARCHED DOOR IN BLACK GULCH TO ACCESS DARKDIVER GRANDAHL OPEN A DOOR IN THE GUTTER TO OBTAIN HAVEL'S EQUIPMENT OPEN A DOOR IN THE WELL WITHIN MAJULA FOR 3 CHESTS** | | **Top of Form**    **Bottom of Form** |  | [**BRIGHTSTONE KEY**](https://darksouls2.wiki.fextralife.com/Brightstone+Key) | **IN A ROOM AFTER THE BOSS OF**[**BRIGHTSTONE COVE TSELDORA.**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora) | **LEADS TO A CHEST CONTAINING A FIRE SEED, GREAT FIREBALL AND THE BLACK KNIGHT ULTRA GREATSWORD IN THE ROOM WHERE SPIDERS FALL FROM THE CEILING** | | **Top of Form**    **Bottom of Form** |  | [**KEY TO THE EMBEDDED**](https://darksouls2.wiki.fextralife.com/Key+to+the+embedded) | **DROPPED BY THE BOSS OF THE**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**, THE**[**DEMON OF SONG.**](https://darksouls2.wiki.fextralife.com/Demon+of+Song) | **OPENS DOOR AFTER USING LIFT IN DRANGLEIC CASTLE.** | | **Top of Form**    **Bottom of Form** |  | [**ANTIQUATED KEY**](https://darksouls2.wiki.fextralife.com/Antiquated+Key) | **NEAR THE 'TOWER APART' BONFIRE IN**[**LOST BASTILLE.**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) | **OPENS THE WOODEN DOOR IN THE BOARDED ROOM OF THE LOST BASTILLE** | | **Top of Form**    **Bottom of Form** |  | [**FANG KEY**](https://darksouls2.wiki.fextralife.com/Fang+Key) | **DROPPED BY A LION KNIGHT NEAR THE SHADED RUINS BONFIRE AFTER USING A**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/fragrant+branch+of+yore)**ON IT. DO NOT WORRY ABOUT SENDING THE KNIGHT OVER THE LEDGE. YOU WILL BE GIVEN KEY AUTOMATICALLY ON ITS DEATH.** | **RESCUE**[**WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)**IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) | | **Top of Form**    **Bottom of Form** |  | [**HOUSE KEY**](https://darksouls2.wiki.fextralife.com/House+Key) | **SPEAK WITH CALE THE CARTOGRAPHER IN THE FOREST OF THE GIANTS, AND EXHAUST HIS DIALOGUE. CALE IS LOCATED IN A CAVE PAST THE AREA WHERE YOU CAN JUMP DOWN ON THE ROOFTOPS. WATCH OUT, THE FIRST TIME YOU GO THROUGH THE CAVE, A LARGE METAL BALL WITH ROLL DOWN IN FRONT OF YOU AND TRY TO CRUSH YOU.** | **OPENS THE ABANDONED HOUSE IN MAJULA.** | | **Top of Form**    **Bottom of Form** |  | [**TSELDORA DEN KEY**](https://darksouls2.wiki.fextralife.com/Tseldora+Den+Key) | **GIVEN BY PATE UPON KILLING CREIGHTON, OR VICE VERSA, IN BRIGHTSTONE COVE. YOU MUST FINISH ALL OF THEIR DIALOGUE.** | **OPENS THE LOCKED DOOR BEHIND THE "HEAVY" DOOR LOCATED AFTER THE 3RD BONFIRE. YOU MUST FIRST BREAK THE HEAVY DOOR AND THEN PROCEED TO THE LOCKED DOOR WITH THE KEY. INSIDE IS AN EXPLOSIVE TRAP CHEST ON THE LEFT AND A CHEST CONTAINING THE ENGRAVED GAUNTLETS ON THE RIGHT.** | | **Top of Form**    **Bottom of Form** |  | [**ALDIA KEY**](https://darksouls2.wiki.fextralife.com/Aldia+Key) | **FOUND IN ROOM OF ACID IN MAIN HALL OF ALDIA'S KEEP.** | **UNLOCKS DOOR ACROSS THE HALL.** | | **Top of Form**    **Bottom of Form** |  | [**ETERNAL SANCTUM KEY**](https://darksouls2.wiki.fextralife.com/Eternal+Sanctum+Key) | [**CROWN OF THE SUNKEN KING DLC**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**ITEM** | **OPENS THE INNER CHAMBER OF THE ETERNAL SANCTUM.** | | **Top of Form**    **Bottom of Form** |  | [**HEAVY IRON KEY**](https://darksouls2.wiki.fextralife.com/Heavy+Iron+Key) | **OBTAINED AFTER PURCHASING THE**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**DLC** | **OPENS THE DOOR TO**[**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**.** | | **Top of Form**    **Bottom of Form** |  | [**TOWER KEY**](https://darksouls2.wiki.fextralife.com/Tower+Key) |  |  | | **Top of Form**    **Bottom of Form** |  | [**ROTUNDA LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Rotunda+Lockstone) | **BUY FROM LICIA OF LINDELT FOR 3000 SOULS, AFTER YOU SPEAK WITH HER NEAR THE BONFIRE AFTER THE DRAGONRIDER IN HEIDE'S TOWER OF FLAME. SHE WILL APPEAR BY THE ROTUNDA SWITCH. SHE ALSO DROPS THE LOCKSTONE IF KILLED.** | **TURNS THE ROTUNDA IN MAJULA TO ALLOW THE PLAYER TO ACCESS HUNTSMAN'S COPSE.** | | **Top of Form**    **Bottom of Form** |  | [**GIANT'S KINSHIP**](https://darksouls2.wiki.fextralife.com/Giant%27s+Kinship) | **DROPPED BY THE BOSS GIANT LORD IN THE MEMORY OF JEIGH.** | **ALLOWS ACCESS TO FINAL BOSS FIGHT BEHIND KING DOOR IN DRANGLEIC CASTLE.** | | **Top of Form**    **Bottom of Form** |  | [**ASHEN MIST HEART**](https://darksouls2.wiki.fextralife.com/Ashen+Mist+Heart) | **GIVEN BY ANCIENT DRAGON IN DRAGON SHRINE.** | **ALLOWS ACCESS TO MEMORIES OF DEAD GIANTS IN FOREST OF FALLEN GIANTS AND THE DEAD DRAGON WHERE YOU FIGHT DUKE'S DEAR FREJA.** | | **Top of Form**    **Bottom of Form** |  | [**LADDER MINIATURE**](https://darksouls2.wiki.fextralife.com/Ladder+Miniature) | **BUY FROM THE LADDERSMITH.** | **USED IN**[**SORCEROR NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan)**SIDE QUEST.** | | **Top of Form**    **Bottom of Form** |  | [**DULL EMBER**](https://darksouls2.wiki.fextralife.com/Dull+Ember) | **FOUND ON A SKELETON THAT LIES ON A LEDGE NEAR IRON CHEST WITH**[**ZWEIHANDER**](https://darksouls2.wiki.fextralife.com/Zweihander)**IN**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**.** | **GIVEN TO**[**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**. HE WILL START**[**INFUSING**](https://darksouls2.wiki.fextralife.com/Upgrades)**PLAYERS WEAPONS AND PERFORMING OTHER BLACKSMITH DUTIES.** | | **Top of Form**    **Bottom of Form** |  | [**DRAGON TALON**](https://darksouls2.wiki.fextralife.com/Dragon+Talon) | **AUTOMATICALLY ADDED TO PLAYER'S INVENTORY AFTER PURCHASING THE**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**DLC DLC ITEM:**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**.** | **OPENS THE DOOR TO**[**SHULVA - SANCTUM CITY**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City) | | **Top of Form**    **Bottom of Form** |  | [**DRAGON STONE**](https://darksouls2.wiki.fextralife.com/Dragon+Stone) | **IN A METAL CHEST IN THE ROOM WITH SPIKED FLOORS IN**[**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum) **DLC ITEM:**[**CROWN OF THE SUNKEN KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)**.** | **LOWERS THE PATH THAT ALLOWS THE PLAYER TO GO TO**[**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest) | | **Top of Form**    **Bottom of Form** |  | [**SCORCHING IRON SCEPTER**](https://darksouls2.wiki.fextralife.com/Scorching+Iron+Scepter) | **DLC ITEM:**[**CROWN OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)**.** | **ACTIVATES THE ELEVATORS IN**[**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) | | **Top of Form**    **Bottom of Form** |  | [**FROZEN FLOWER**](https://darksouls2.wiki.fextralife.com/Frozen+Flower) | **AUTOMATICALLY ADDED TO PLAYER'S INVENTORY FOR**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**DLC. DLC ITEM:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**.** | **GRANTS ACCESS TO DLC AREA:**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**.** | | **Top of Form**    **Bottom of Form** |  | [**GARRISON WARD KEY**](https://darksouls2.wiki.fextralife.com/Garrison+Ward+Key) | **FROM THE**[**OUTER WALL**](https://darksouls2.wiki.fextralife.com/Outer+Wall)**BONFIRE, PROCEED AS IF TOWARDS**[**ABANDONED DWELLING**](https://darksouls2.wiki.fextralife.com/Abandoned+Dwelling)**AND FIND THE NEW PATH JUST BEFORE DROPPING DOWN TO IT. YOU WILL NOTE URNS THAT YOU MUST USE YOUR TORCH ON, AND A DOOR WILL OPEN REVEALING A**[**FLEXILE SENTRY**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry)**MINI-BOSS, THAT GUARDS THE CORPSE HOLDING THIS KEY. DLC ITEM:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**.** | **OPENS THE LOCKED GATE IN**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**, UNLOCKING ACCESS TO THE**[**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)**AND THE**[**EXPULSION CHAMBER**](https://darksouls2.wiki.fextralife.com/Expulsion+Chamber)**BONFIRE.** | | **Top of Form**    **Bottom of Form** |  | [**EYE OF THE PRIESTESS**](https://darksouls2.wiki.fextralife.com/Eye+Of+the+Priestess) | **FOUND AT A GIANT FLAMING ALTAR AFTER YOU FOLLOW THE MAIN PATH AFTER THE SECOND BONFIRE OF**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**. THIS IS PAST THE LARGE GATE GUARDED BY THE LANCE ICE SOLDIER. DLC ITEM:**[**CROWN OF THE IVORY KING**](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)**.** | **ALLOWS YOU TO SEE ENEMIES WITH A CLOAK EFFECT. THIS INCLUDES**[**AAVA, THE KING'S PET**](https://darksouls2.wiki.fextralife.com/Aava%2C+the+King%27s+Pet)**AND INVISIBLE SOLDIERS THROUGH THE IVORY CROWN DLC.** |    [AMMUNITION](https://darksouls2.wiki.fextralife.com/Ammunition)  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** |  |  |  |  |  | **DETAILS** | **ACQUIRED FROM** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | [WOOD ARROW](https://darksouls2.wiki.fextralife.com/Wood+Arrow) | **50** |  |  |  |  | **ARROW MADE FROM WOOD.** | [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast) | |  | [IRON ARROW](https://darksouls2.wiki.fextralife.com/Iron+Arrow) | **85** |  |  |  |  | **ARROW MADE FROM IRON. INFLICTS MORE DAMAGE COMPARED TO WOOD ARROWS.** | [**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | |  | [FIRE ARROW](https://darksouls2.wiki.fextralife.com/Fire+Arrow) | **50** |  | **160** |  |  | **ARROW THAT INFLICTS FIRE DAMAGE.** | [**WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex) | |  | [MAGIC ARROW](https://darksouls2.wiki.fextralife.com/Magic+Arrow) | **50** | **160** |  |  |  | **ARROW THAT INFLICTS MAGIC DAMAGE.** | [**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) | |  | [LIGHTNING ARROW](https://darksouls2.wiki.fextralife.com/Lightning+Arrow) | **50** |  |  | **140** |  | **ARROW THAT INFLICTS LIGHTNING DAMAGE.** | [**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) | |  | [DARK ARROW](https://darksouls2.wiki.fextralife.com/Dark+Arrow) | **50** |  |  |  | **160** | **ARROW THAT INFLICTS DARK DAMAGE.** | [**GRAVE WARDEN AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne) | |  | [POISON ARROW](https://darksouls2.wiki.fextralife.com/Poison+Arrow) **300** | **50** |  |  |  |  | **ARROWS IMBUED WITH POISON. POISONED FOES SLOWLY LOSE HP OVER TIME.** | [**LONESOME GAVLAN**](https://darksouls2.wiki.fextralife.com/Lonesome+Gavlan) | |  | [LACERATING ARROW](https://darksouls2.wiki.fextralife.com/Lacerating+Arrow) **300** | **50** |  |  |  |  | **ARROW THAT INFLICTS BLEEDING DAMAGE. BLEEDING FOES LOSE SOME OF THEIR MAX HP.** | **FIND IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora) | |  | [IRON GREAT ARROW](https://darksouls2.wiki.fextralife.com/Iron+Greatarrow) | **200** |  |  |  |  | **GREAT ARROW MADE OF IRON.** | [**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) | |  | [LIGHTNING GREAT ARROW](https://darksouls2.wiki.fextralife.com/Lightning+Greatarrow) | **100** |  |  | **250** |  | **GREAT ARROW THAT INFLICTS LIGHTNING DAMAGE.** | [**ROYAL SORCERER NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) | |  | [FIRE GREAT ARROW](https://darksouls2.wiki.fextralife.com/Fire+Greatarrow) | **100** |  | **200** |  |  | **GREAT ARROW THAT INFLICTS FIRE DAMAGE.** | [**ROYAL SORCERER NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) | |  | [DESTRUCTIVE GREAT ARROW](https://darksouls2.wiki.fextralife.com/Destructive+Greatarrow) | **250** |  |  |  |  | **GREAT ARROW THAT INFLICTS DURABILITY DAMAGE TO OPPONENT'S EQUIPMENT.** | [**HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl)[**ROYAL SORCERER NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) | |  | [WOOD BOLT](https://darksouls2.wiki.fextralife.com/Wood+Bolt) | **70** |  |  |  |  | **CROSSBOW BOLT MADE FROM WOOD.** | [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast) | |  | [HEAVY BOLT](https://darksouls2.wiki.fextralife.com/Heavy+Bolt) | **100** |  |  |  |  | **CROSSBOW BOLT MADE FROM IRON. INFLICTS MORE DAMAGE COMPARED TO WOODEN BOLTS.** | [**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast) | |  | [MAGIC BOLT](https://darksouls2.wiki.fextralife.com/Magic+Bolt) | **70** | **160** |  |  |  | **CROSSBOW BOLT THAT INFLICTS MAGIC DAMAGE.** | [**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) | |  | [LIGHTNING BOLT](https://darksouls2.wiki.fextralife.com/Lightning+Bolt) | **70** |  |  | **160** |  | **CROSSBOW BOLT THAT INFLICTS LIGHTNING DAMAGE.** | [**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) | |  | [FIRE BOLT](https://darksouls2.wiki.fextralife.com/Fire+Bolt) | **70** |  | **160** |  |  | **CROSSBOW BOLT THAT INFLICTS FIRE DAMAGE.** | [**WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex) | |  | [DARK BOLT](https://darksouls2.wiki.fextralife.com/Dark+Bolt) | **70** |  |  |  | **160** | **CROSSBOW BOLT THAT INFLICTS DARK DAMAGE.** | [**GRAVE WARDEN AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne) |  [SOULS](https://darksouls2.wiki.fextralife.com/Souls)  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** | **DETAILS** | | --- | --- | --- | |  | [**FADING SOUL**](https://darksouls2.wiki.fextralife.com/Fading+Soul) | **GIVES 50 SOULS WHEN CONSUMED** | |  | [**SOUL OF A LOST UNDEAD**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Lost+Undead) | **GIVES 200 SOULS WHEN CONSUMED.** | |  | [**LARGE SOUL OF A LOST UNDEAD**](https://darksouls2.wiki.fextralife.com/Large+Soul+of+a+Lost+Undead) | **GIVES 400 SOULS WHEN CONSUMED.** | |  | [**SOUL OF A NAMELESS SOLDIER**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Nameless+Soldier) | **GIVES 800 SOULS WHEN CONSUMED.** | |  | [**LARGE SOUL OF A NAMELESS SOLDIER**](https://darksouls2.wiki.fextralife.com/Large+Soul+of+a+Nameless+Soldier) | **GIVES 1,000 SOULS WHEN CONSUMED.** | |  | [**SOUL OF A PROUD KNIGHT**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Proud+Knight) | **GIVES 2,000 SOULS WHEN CONSUMED.** | |  | [**LARGE SOUL OF A PROUD KNIGHT**](https://darksouls2.wiki.fextralife.com/Large+Soul+of+a+Proud+Knight) | **GIVES 3,000 SOULS WHEN CONSUMED.** | |  | [**SOUL OF A BRAVE WARRIOR**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Brave+Warrior) | **GIVES 5,000 SOULS WHEN CONSUMED.** | |  | [**LARGE SOUL OF A BRAVE WARRIOR**](https://darksouls2.wiki.fextralife.com/Large+Soul+of+a+Brave+Warrior) | **GIVES 8,000 SOULS WHEN CONSUMED.** | |  | [**SOUL OF A HERO**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Hero) | **GIVES 10,000 SOULS WHEN CONSUMED.** | |  | [**SOUL OF A GREAT HERO**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Great+Hero) | **GIVES 20,000 SOULS WHEN CONSUMED.** | |  | [**SOUL OF A GIANT**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Giant) | **GIVES 10,000 SOULS WHEN CONSUMED, OR WILL LOWER VENDRICK'S DEFENSE WHILE IN INVENTORY** |  [BOSS SOULS](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **IMAGE** | **NAME** | **WEAPON/SHIELD** | **SORCERY** | **MIRACLE** | **PYROMACY** | **HEX** | **CONSUME** | | --- | --- | --- | --- | --- | --- | --- | --- | |  | [SOUL OF THE PURSUER](https://darksouls2.wiki.fextralife.com/Soul+of+the+Pursuer) | [**PURSUER'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Ultra+Greatsword)[**PURSUER'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Greatshield) | **-** | **-** | **-** | **-** | **8,000** | |  | [SOUL OF THE LAST GIANT](https://darksouls2.wiki.fextralife.com/Soul+of+the+Last+Giant) | [**GIANT STONE AXE**](https://darksouls2.wiki.fextralife.com/Giant+Stone+Axe) | **-** | **-** | **-** | **-** | **6,000** | |  | [DRAGONRIDER SOUL](https://darksouls2.wiki.fextralife.com/Dragonrider+Soul) | [**DRAGONRIDER'S HALBERD**](https://darksouls2.wiki.fextralife.com/Dragonrider%27s+Halberd)[**DRAGONRIDER TWINBLADE**](https://darksouls2.wiki.fextralife.com/Dragonrider+Twinblade)[**DRAGONRIDER BOW**](https://darksouls2.wiki.fextralife.com/Dragonrider+Bow)[**DRAGONRIDER GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Dragonrider+Greatshield) | **-** | **-** | **-** | **-** | **6,000** | |  | [OLD DRAGONSLAYER SOUL](https://darksouls2.wiki.fextralife.com/Old+Dragonslayer+Soul) | [**DRAGONSLAYER SPEAR**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Spear) | **-** | **-** | **-** | **-** | **10,000** | |  | [FLEXILE SENTRY SOUL](https://darksouls2.wiki.fextralife.com/Flexile+Sentry+Soul) | [**WARPED SWORD**](https://darksouls2.wiki.fextralife.com/Warped+Sword)[**ARCED SWORD**](https://darksouls2.wiki.fextralife.com/Arced+Sword)[**BARBED CLUB**](https://darksouls2.wiki.fextralife.com/Barbed+Club) | **-** | **-** | **-** | **-** | **6,000** | |  | [**RUIN SENTINEL SOUL**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel+Soul) | **-** | [**HEAVY HOMING SOUL ARROW**](https://darksouls2.wiki.fextralife.com/Heavy+Homing+Soul+Arrow) | **-** | **-** | **-** | **6,000** | |  | [SOUL OF THE LOST SINNER](https://darksouls2.wiki.fextralife.com/Soul+of+the+Lost+Sinner) | [**LOST SINNER'S SWORD**](https://darksouls2.wiki.fextralife.com/Lost+Sinner%27s+Sword) | **-** | **-** | **-** | **-** | **25,000** | |  | [EXECUTIONER'S CHARIOT SOUL](https://darksouls2.wiki.fextralife.com/Executioner%27s+Chariot+Soul) | [**SHIELD CROSSBOW**](https://darksouls2.wiki.fextralife.com/Shield+Crossbow)[**CHARIOT LANCE**](https://darksouls2.wiki.fextralife.com/Chariot+Lance) | **-** | **-** | **-** | **-** | **8,000** | |  | [SKELETON LORD'S SOUL](https://darksouls2.wiki.fextralife.com/Skeleton+Lord%27s+Soul) | [**ROARING HALBERD**](https://darksouls2.wiki.fextralife.com/Roaring+Halberd) | **-** | **-** | **-** | **-** | **6,000** | |  | [COVETOUS DEMON SOUL](https://darksouls2.wiki.fextralife.com/Covetous+Demon+Soul) | [**BONE SCYTHE**](https://darksouls2.wiki.fextralife.com/Bone+Scythe) | **-** | **-** | **-** | **-** | **6,000** | |  | [MYTHA, THE BANEFUL QUEEN SOUL](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen+Soul) | [**MYTHA'S BENT BLADE**](https://darksouls2.wiki.fextralife.com/Mytha%27s+Bent+Blade) | **-** | **-** | **-** | **-** | **10,000** | |  | [SMELTER DEMON SOUL](https://darksouls2.wiki.fextralife.com/Smelter+Demon+Soul) | [**SMELTER SWORD**](https://darksouls2.wiki.fextralife.com/Smelter+Sword) | **-** | **-** | **-** | **-** | **8,000** | |  | [OLD IRON KING SOUL](https://darksouls2.wiki.fextralife.com/Old+Iron+King+Soul) | [**IRON KING HAMMER**](https://darksouls2.wiki.fextralife.com/Iron+King+Hammer) | **-** | **-** | **-** | **-** | **25,000** | |  | [ROYAL RAT VANGUARD SOUL](https://darksouls2.wiki.fextralife.com/Royal+Rat+Vanguard+Soul) | **-** | **-** | **-** | [**TOXIC MIST**](https://darksouls2.wiki.fextralife.com/Toxic+Mist) | **-** | **6,000** | |  | [SOUL OF THE ROTTEN](https://darksouls2.wiki.fextralife.com/Soul+of+the+Rotten) | [**BUTCHER'S KNIFE**](https://darksouls2.wiki.fextralife.com/Butcher%27s+Knife) | **-** | **-** | **-** | **-** | **25,000** | |  | [SCORPIONESS NAJKA SOUL](https://darksouls2.wiki.fextralife.com/Scorpioness+Najka+Soul) | **-** | [**SOUL SHOWER**](https://darksouls2.wiki.fextralife.com/Soul+Shower) | **-** | **-** | **-** | **8,000** | |  | [ROYAL RAT AUTHORITY SOUL](https://darksouls2.wiki.fextralife.com/Royal+Rat+Authority+Soul) | **-** | **-** | **-** | [**ACID SURGE**](https://darksouls2.wiki.fextralife.com/Acid+Surge) | **-** | **6,000** | |  | [SOUL OF THE DUKE'S DEAR FREJA](https://darksouls2.wiki.fextralife.com/Soul+of+the+Duke%27s+Dear+Freja) | [**SPIDER FANG**](https://darksouls2.wiki.fextralife.com/Spider+Fang)[**SPIDER'S SILK**](https://darksouls2.wiki.fextralife.com/Spider%27s+Silk) | **-** | **-** | **-** | **-** | **25,000** | |  | [LOOKING GLASS KNIGHT SOUL](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight+Soul) | [**THORNED GREATSWORD**](https://darksouls2.wiki.fextralife.com/Thorned+Greatsword)[**KING'S MIRROR**](https://darksouls2.wiki.fextralife.com/King%27s+Mirror) | **-** | **-** | **-** | **-** | **18,000** | |  | [DEMON OF SONG SOUL](https://darksouls2.wiki.fextralife.com/Demon+of+Song+Soul) | [**SPOTTED WHIP**](https://darksouls2.wiki.fextralife.com/Spotted+Whip) | **-** | **-** | **-** | **-** | **12,000** | |  | [SOUL OF VELSTADT](https://darksouls2.wiki.fextralife.com/Soul+of+Velstadt) | [**SACRED CHIME HAMMER**](https://darksouls2.wiki.fextralife.com/Sacred+Chime+Hammer) | **-** | [**SACRED OATH**](https://darksouls2.wiki.fextralife.com/Sacred+Oath) | **-** | **-** | **15,000** | |  | [SOUL OF THE KING](https://darksouls2.wiki.fextralife.com/Soul+of+the+King) | [**RULER'S SWORD**](https://darksouls2.wiki.fextralife.com/Ruler%27s+Sword)[**KING'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/King%27s+Ultra+Greatsword)[**KING'S SHIELD**](https://darksouls2.wiki.fextralife.com/King%27s+Shield) | **-** | **-** | **-** | **-** | **50,000** | |  | [GUARDIAN DRAGON SOUL](https://darksouls2.wiki.fextralife.com/Guardian+Dragon+Soul) | [**SPITFIRE SPEAR**](https://darksouls2.wiki.fextralife.com/Spitfire+Spear)[**DRAKEWING ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Drakewing+Ultra+Greatsword) | **-** | **-** | **-** | **-** | **14,000** | |  | [ANCIENT DRAGON SOUL](https://darksouls2.wiki.fextralife.com/Ancient+Dragon+Soul) | [**CURVED DRAGON GREATSWORD**](https://darksouls2.wiki.fextralife.com/Curved+Dragon+Greatsword) | **-** | **-** | **-** | **-** | **75,000** | |  | [GIANT LORD SOUL](https://darksouls2.wiki.fextralife.com/Giant+Lord+Soul) | **-** | **-** | **-** | **-** | [**REPEL**](https://darksouls2.wiki.fextralife.com/Repel) | **25,000** | |  | [SOUL OF NASHANDRA](https://darksouls2.wiki.fextralife.com/Soul+of+Nashandra) | [**SCYTHE OF WANT**](https://darksouls2.wiki.fextralife.com/Scythe+of+Want)[**CHIME OF WANT**](https://darksouls2.wiki.fextralife.com/Chime+of+Want)[**BOW OF WANT**](https://darksouls2.wiki.fextralife.com/Bow+of+Want) | **-** | **-** | **-** | **-** | **30,000** | |  | [THRONE DEFENDER SOUL](https://darksouls2.wiki.fextralife.com/Throne+Defender+Soul) | [**DEFENDER GREATSWORD**](https://darksouls2.wiki.fextralife.com/Defender+Greatsword)[**DEFENDER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Defender%27s+Shield) | **-** | **-** | **-** | **-** | **16,000** | |  | [THRONE WATCHER SOUL](https://darksouls2.wiki.fextralife.com/Throne+Watcher+Soul) | [**WATCHER GREATSWORD**](https://darksouls2.wiki.fextralife.com/Watcher+Greatsword)[**WATCHER'S SHIELD**](https://darksouls2.wiki.fextralife.com/Watcher%27s+Shield) | **-** | **-** | **-** | **-** | **16,000** | |  | [DARKLURKER SOUL](https://darksouls2.wiki.fextralife.com/Darklurker+Soul) | **-** | **-** | **-** | **-** | [**LIFEDRAIN PATCH**](https://darksouls2.wiki.fextralife.com/Lifedrain+Patch) | **22,000** | |  | [BELFRY GARGOYLE SOUL](https://darksouls2.wiki.fextralife.com/Belfry+Gargoyle+Soul) | [**GARGOYLE BIDENT**](https://darksouls2.wiki.fextralife.com/Gargoyle+Bident) | **-** | **-** | **-** | **-** | **6,000** | |  | [OLD WITCH SOUL](https://darksouls2.wiki.fextralife.com/Old+Witch+Soul) | [**CHAOS BLADE**](https://darksouls2.wiki.fextralife.com/Chaos+Blade) | **-** | **-** | [**FLAME WEAPON**](https://darksouls2.wiki.fextralife.com/Flame+Weapon) | **-** | **60,000** | |  | [OLD KING SOUL](https://darksouls2.wiki.fextralife.com/Old+King+Soul) | [**DRAGONSLAYER GREATBOW**](https://darksouls2.wiki.fextralife.com/Dragonslayer+Greatbow) | **-** | [**BLINDING BOLT**](https://darksouls2.wiki.fextralife.com/Blinding+Bolt) | **-** | **-** | **75,000** | |  | [OLD DEAD ONE SOUL](https://darksouls2.wiki.fextralife.com/Old+Dead+One+Soul) | [**CRYPT BLACKSWORD**](https://darksouls2.wiki.fextralife.com/Crypt+Blacksword) | **-** | **-** | **-** | [**NUMBNESS**](https://darksouls2.wiki.fextralife.com/Numbness) | **60,000** | |  | [OLD PALEDRAKE SOUL](https://darksouls2.wiki.fextralife.com/Old+Paledrake+Soul) | [**MOONLIGHT GREATSWORD**](https://darksouls2.wiki.fextralife.com/Moonlight+Greatsword) | [**CRYSTAL SOUL SPEAR**](https://darksouls2.wiki.fextralife.com/Crystal+Soul+Spear) | **-** | **-** | **-** | **60,000** | |  | [SOUL OF ELANA, SQUALID QUEEN](https://darksouls2.wiki.fextralife.com/Soul+of+Elana%2C+Squalid+Queen) | [**WRATHFUL AXE**](https://darksouls2.wiki.fextralife.com/Wrathful+Axe) |  | **-** | **-** | **-** | **30,000** | |  | [SOUL OF SINH, THE SLUMBERING DRAGON](https://darksouls2.wiki.fextralife.com/Soul+of+Sinh%2C+the+Slumbering+Dragon) | [**YORGH'S SPEAR**](https://darksouls2.wiki.fextralife.com/Yorgh%27s+Spear) |  | **-** | **-** | **-** | **18,000** | |  | [SOUL OF SIR ALONNE](https://darksouls2.wiki.fextralife.com/Soul+of+Sir+Alonne) | [**BEWITCHED ALONNE SWORD**](https://darksouls2.wiki.fextralife.com/Bewitched+Alonne+Sword) |  | **-** | **-** | **-** | **16,000** | |  | [SOUL OF THE FUME KNIGHT](https://darksouls2.wiki.fextralife.com/Soul+of+the+Fume+Knight) | [**FUME SWORD**](https://darksouls2.wiki.fextralife.com/Fume+Sword)[**FUME ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Fume+Ultra+Greatsword) |  | **-** | **-** | **-** | **16,000** | |  | [SOUL OF NADALIA, BRIDE OF ASH (FRAGMENT)](https://darksouls2.wiki.fextralife.com/Soul+of+Nadalia%2C+Bride+of+Ash+%28fragment%29) |  |  | **-** | **-** | **-** |  | |  | [SOUL OF NADALIA, BRIDE OF ASH](https://darksouls2.wiki.fextralife.com/Soul+of+Nadalia%2C+Bride+of+Ash) | [**CHIME OF SCREAMS**](https://darksouls2.wiki.fextralife.com/Chime+of+Screams) |  | **-** | [**OUTCRY**](https://darksouls2.wiki.fextralife.com/Outcry) | **-** | **30,000** | |  | [SOUL OF AAVA, THE KING'S PET](https://darksouls2.wiki.fextralife.com/Soul+of+Aava%2C+the+King%27s+Pet) | [**IVORY STRAIGHT SWORD**](https://darksouls2.wiki.fextralife.com/Ivory+Straight+Sword) | **-** | **-** | **-** | **-** | **16,000** | |  | [SOUL OF LUD, THE KING'S PET](https://darksouls2.wiki.fextralife.com/Soul+of+Lud%2C+the+King%27s+Pet) | [**LOYCE GREATSWORD**](https://darksouls2.wiki.fextralife.com/Loyce+Greatsword) | **-** | **-** | **-** | **-** | **16,000** | |  | [SOUL OF ZALLEN, THE KING'S PET](https://darksouls2.wiki.fextralife.com/Soul+of+Zallen%2C+the+King%27s+Pet) | [**LOYCE SHIELD**](https://darksouls2.wiki.fextralife.com/Loyce+Shield) | **-** | **-** | **-** | **-** | **16,000** | |  | [SOUL OF THE IVORY KING](https://darksouls2.wiki.fextralife.com/Soul+of+the+Ivory+King) | [**IVORY KING ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Ivory+King+Ultra+Greatsword) | **-** | **-** | **-** | **-** | **30,000** | | **soul_of_nashandra** | [SOUL OF ALSANNA](https://darksouls2.wiki.fextralife.com/Soul+of+Alsanna) | [**ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/+Eleum+Loyce+) | **-** | **-** | **-** | **-** | **30,000** |  [ORES](https://darksouls2.wiki.fextralife.com/Ores)  [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)  **PLEASE VISIT OUR**[**TITANITE FARMING**](https://darksouls2.wiki.fextralife.com/Titanite+Farming)**PAGE FOR IDEAS ON WHERE TO OBTAIN ORE AND**[**UPGRADES**](https://darksouls2.wiki.fextralife.com/Upgrades)**FOR THE EFFECTS OF APPLYING ORE TO EQUIPMENT.**   |  |  |  |  | | --- | --- | --- | --- | | **ICON** | **ITEM NAME** | **USAGE** | **HOW TO OBTAIN IT** | |  | [**TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Titanite+Shard) | **REINFORCE STANDARD EQUIPMENT UP TO +3 (6 NEEDED)** | * **SOLD BY THE**[**BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)**IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**, ONLY 10 PIECES FOR 800 SOULS EACH.** * **UNLIMITED SUPPLY SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**AFTER PROGRESSING THROUGH GAME FARTHER.** | |  | [**LARGE TITANITE SHARD**](https://darksouls2.wiki.fextralife.com/Large+Titanite+Shard) | **REINFORCE STANDARD EQUIPMENT UP TO +6 (6 NEEDED)** | * **UNLIMITED SUPPLY SOLD BY THE**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**AFTER ALL 4 GREATER SOULS ARE EMBRACED.** * **UNLIMITED SUPPLY SOLD BY**[**BLACKSMITH MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**IN THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**.** * **DROPS FROM VILLAGERS IN THE**[**BRIGHTSTONE COVE**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, OLD IRONCLADS IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, COAL TAR IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**, IRONCLAD SOLDIERS IN**[**IRONKEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**, GYRM (ONES IN BLUE) IN**[**DOORS OF PHARROS,**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**THE GIANT BASILISK IN THE**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**AND ETC.** | |  | [**TITANITE CHUNK**](https://darksouls2.wiki.fextralife.com/Titanite+Chunk) | **REINFORCE STANDARD EQUIPMENT UP TO +9 (6 NEEDED)** | * **UNLIMITED SUPPLY SOLD BY THE**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**AFTER NASHANDRA IS DEFEATED.** * **DROPPED BY COAL TAR IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**, GYRM WARRIORS (BOTH AXE AND HAMMER VARIANTS) IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**AND ETC.** * **WHEN MEMBER OF BELL TOWER COVENANT, ACQUIRED AFTER EACH SUCCESSFUL DEFEAT.** | |  | [**TITANITE SLAB**](https://darksouls2.wiki.fextralife.com/Titanite+Slab) | **REINFORCE STANDARD EQUIPMENT UP TO +10 (1 NEEDED)** | * **1 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**.** * **DROPS FROM THE**[**STONE SOLDIER**](https://darksouls2.wiki.fextralife.com/Stone+Soldier)**(BOTH TWINBLADE AND SPEAR VARIANTS) IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. (INFINITE SPAWING AND DROP AT THE KING'S GATE AREA** * **ONE IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, IN THE BASEMENT OF THE ROOM WITH THE BALLISTAS TRAP, AFTER USING A**[**PHARROS LOCKSTONE**](https://darksouls2.wiki.fextralife.com/Pharros%27+Lockstone)**.** * **TRADING SMALL SMOOTH & SILKY STONES , SMOOTH & SILKY STONES , OR PETRIFIED SOMETHING WITH**[**DYNA AND TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo) * **1 GIVEN BY MCDUFF AFTER SHOPPING AND IMBUING (UNCERTAIN EXACLY HOW MUCH)** * **1 DROPS AFTER DEFEATING THE PROWLING MAGUS AND CONGREGATION BOSS IN BRIGHTSTONE COVE TSELDORA - ROYAL ARMY CAMPSITE** | |  | [**TWINKLING TITANITE**](https://darksouls2.wiki.fextralife.com/Twinkling+Titanite) | **REINFORCE WHAT CANNOT NORMALLY BE REINFORCED TO +5 (15 NEEDED)** | * **DROPPED BY THE**[**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/crystal+lizard)**.** * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)**.** * **DROPPED BY ARCHDRAKE KNIGHTS AND SORCERESSES IN THE SHRINE OF AMANA.** * **2 CAN BE OBTAINED CLOSE TO THE "**[**THE PLACE UNEKNOWNST**](https://darksouls2.wiki.fextralife.com/The+Place+Unbeknownst)**" BONFIRE IN**[**THE FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/The+Forest+of+Fallen+Giants)**. THIS IS USEFUL, AS THE MEMORY OF GIANTS PROVIDES A BONFIRE ASCETIC, ALLOWING FOR AN INFINITE AMOUNT OF TWINKLING TITANITE.** | |  | [**RAW STONE**](https://darksouls2.wiki.fextralife.com/Raw+Stone) | **CHANGES WEAPON CLASS TO RAW.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **DROPPED BY**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) * **1 FOUND IN CHEST IN HARVEST VALLEY. IN THE CAVE NEXT TO THE FIRST DARK MAGIC GIANT.** | |  | [**FAINTSTONE**](https://darksouls2.wiki.fextralife.com/Faint+Stone) | **IMBUES WEAPONS WITH MAGIC OR PROVIDE MAGIC REDUCTION TO SHIELDS.** | * **3 SOLD**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) * **RARE DROP FROM THE GHOSTS IN THE UNDEAD CRYPT** | |  | [**FIREDRAKE STONE**](https://darksouls2.wiki.fextralife.com/Firedrake+Stone) | **IMBUES WEAPONS WITH FIRE OR PROVIDE FIRE REDUCTION TO SHIELDS.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **DROPPED BY THE BASILISKS IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, IRONCLAD SOLDIERS IN**[**IRONKEEP**](https://darksouls2.wiki.fextralife.com/Ironkeep) | |  | [**BOLTSTONE**](https://darksouls2.wiki.fextralife.com/Boltstone) | **IMBUES WEAPONS WITH LIGHTNING OR PROVIDE LIGHTNING REDUCTION TO SHIELDS.** | * **3 SOLD**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **UNLIMITED SOLD BY BLUE SENTINEL TARGRAY** * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) | |  | [**DARKNIGHT STONE**](https://darksouls2.wiki.fextralife.com/Darknight+Stone) | **IMBUES WEAPONS WITH DARK OR PROVIDE DARK REDUCTION TO SHIELDS.** | * **3 SOLD**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) * **RARE DROP FROM THE GHOSTS IN THE UNDEAD CRYPT** | |  | [**POISON STONE**](https://darksouls2.wiki.fextralife.com/Poison+Stone) | **IMBUES WEAPONS WITH POISON OR PROVIDE POISON REDUCTION TO SHIELDS.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **2 FOUND OUTSIDE THE ENTRANCE TO**[**MYTHA, THE BANEFUL QUEEN**](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen)**'S ROOM** * **RARE DROP FROM**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk) | |  | [**BLEED STONE**](https://darksouls2.wiki.fextralife.com/Bleed+Stone) | **IMBUES WEAPONS WITH BLEED OR PROVIDE BLEED REDUCTION TO SHIELDS.** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **1 FOUND ON CORPSE IN GRAVE OF SAINTS. AFTER ROYAL RAT VANGUARD BOSS FIGHT.** * **1 FOUND IN A ILLUSORY WALL IN SINNER'S RISE** * **DROPPED BY LIZARDMEN IN SHRINE OF AMANA AND BASILISKS** | |  | [**MAGIC STONE**](https://darksouls2.wiki.fextralife.com/Magic+Stone) | **CAUSES PHYSICAL DAMAGE TO SCALE WITH INTELLIGENCE** | * **3 SOLD BY**[**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) * **DROPPED BY THE FIRE MAGES IN**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) * **DROPPED BY GYRM WARRIOR (HAMMER, AXE NOT CONFIRMED) IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**- RARE** | |  | [**OLD MUNDANE STONE**](https://darksouls2.wiki.fextralife.com/Old+Mundane+Stone) | **GRANTS THE POWER OF THE MUNDANE TO WEAPON** | * **DROPPED BY GYRM WARRIORS IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros) | |  | [**PALESTONE**](https://darksouls2.wiki.fextralife.com/Palestone) | **UNDO THE UPGRADE PATH YOU CHOOSE BUT KEEPS THE WEAPON REINFORCEMENT LVL** | * **DROPPED BY**[**OLD KNIGHTS**](https://darksouls2.wiki.fextralife.com/Old+Knight)**IN**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame) * **DROPPED BY**[**BASILISKS**](https://darksouls2.wiki.fextralife.com/Basilisk)**.** | |  | [**PETRIFIED DRAGON BONE**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone) | **REINFORCES SPECIAL EQUIPMENT TO +5 (15 NEEDED)** | * **OCCASIONALLY DROPPED BY**[**CRYSTAL LIZARDS**](https://darksouls2.wiki.fextralife.com/crystal+lizard)**.** * **FOUND THROUGHOUT THE WORLD.** * **DROPPED BY DRAGON ACOLYTE IN ALDIA'S KEEP.** * **DROPPED BY THE OPTIONAL BOSS ANCIENT DRAGON.** | |  | [**FIRE SEED**](https://darksouls2.wiki.fextralife.com/Fire+Seed) | **UPGRADES**[**PYROMANCY FLAMES**](https://darksouls2.wiki.fextralife.com/Flames)**UP TO +10** | * **FOUND THROUGHOUT THE WORLD** * **3 SOLD BY**[**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) |  [UNUSED ITEMS](https://darksouls2.wiki.fextralife.com/Unused+Items) [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)  [**TOOLS**](https://darksouls2.wiki.fextralife.com/Tools)  [**PROJECTILES**](https://darksouls2.wiki.fextralife.com/Projectiles)  [**MULTIPLAYER ITEMS**](https://darksouls2.wiki.fextralife.com/Multiplayer+Items)  [**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)  [**AMMUNITION**](https://darksouls2.wiki.fextralife.com/Ammunition)  [**SOULS**](https://darksouls2.wiki.fextralife.com/Souls)  [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)  [**ORES**](https://darksouls2.wiki.fextralife.com/Ores)  [**UNUSED ITEMS**](https://darksouls2.wiki.fextralife.com/Unused+Items)   | **USELESS** | [**BELL OF THE IDOL**](https://darksouls2.wiki.fextralife.com/Bell+of+the+Idol) | **ITEM USED TO CAST MIRACLES/HEXES IN THE NETWORK TEST. CHIMES ARE USED IN THE RELEASE VERSION FOR THIS, BUT THIS ONE IS STILL LISTED IN THE GAME CODE.** | | --- | --- | --- | | **USELESS** | [**DISC BELL**](https://darksouls2.wiki.fextralife.com/Disc+Bell) | **ITEM USED TO CAST MIRACLES/HEXES IN THE NETWORK TEST. CHIMES ARE USED IN THE RELEASE VERSION FOR THIS, BUT THIS ONE IS STILL LISTED IN THE GAME CODE.** | | **USELESS** | [**DRAGONKNIGHT'S BELL**](https://darksouls2.wiki.fextralife.com/Dragonknight%27s+Bell) | **ITEM USED TO CAST MIRACLES/HEXES IN THE NETWORK TEST. CHIMES ARE USED IN THE RELEASE VERSION FOR THIS, BUT THIS ONE IS STILL LISTED IN THE GAME CODE.** | | **USELESS** | [**RHOY'S STONE**](https://darksouls2.wiki.fextralife.com/Rhoy%27s+Stone) | **ITEM LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. IT MAKES THE ENEMIES IN AN AREA STRONGER UNTIL DEATH OR UNTIL YOU SEE A LOADING SCREEN OF SOME SORT. IT IS LIKE A BONFIRE ASCETIC BUT YOU DONT NEED A BONFIRE.** | | **USELESS** | [**RHOY'S STONE OF KNOWLEDGE**](https://darksouls2.wiki.fextralife.com/Rhoy%27s+Stone+of+Knowledge) | **ITEM LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. DECREASE A SPELL REQUIERMENT BY 5** | | **USELESS** | [**GOLD TALISMAN**](https://darksouls2.wiki.fextralife.com/Gold+Talisman) | **ITEM LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. IT IS USED TO CAST BOTH SORCERIES AND PYROMANCIES. YOU NEED AROUND 40 INT. TO WIELD.** | | **USELESS** | [**FAKE DEAD TALISMAN**](https://darksouls2.wiki.fextralife.com/Fake+Dead+Talisman) | **ITEM LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. A INVISIBLE TALISMAN THAT CAN CAST HEXES, BUT YOU NEED AROUND 30 INT, AND 40 FAITH** | | **USELESS** | [**ILLUSORY TALISMAN**](https://darksouls2.wiki.fextralife.com/Illusory+Talisman) | **ITEM LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. IT CAST INVISIBLE MIRACLES.** | |  | [**ILLUSORY RING OF THE VENGEFUL**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+the+Vengeful) | **RING LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. "ILLUSORY" RINGS CHANGE THE PLAYER APPEARANCE. TAKE THE APPEARANCE OF A RED PHANTOM.** | |  | [**ILLUSORY RING OF THE GUILTY**](https://darksouls2.wiki.fextralife.com/Illusory+Ring+of+the+Guilty) | **RING LISTED IN THE GAME CODE, BUT NOT AVAILABLE IN-GAME. "ILLUSORY" RINGS CHANGE THE PLAYER APPEARANCE. HIDES ALL SINS, BUT WHEN REMOVED IT BREAKS AND ALL SINS ARE OPEN AGAIN. IT COST 40000 SOULS TO REPAIR.** | | **USELESS** | [**INQUISITOR'S BLADE**](https://darksouls2.wiki.fextralife.com/Inquisitor%27s+Blade) | **LISTED AS A**[**KATANA**](https://darksouls2.wiki.fextralife.com/Katanas)**IN THE GAME CODE, IT'S EXISTANCE IN-GAME NEEDS TO BE CONFIRMED.** | | **USELESS** | [**SHADOW CLAWS**](https://darksouls2.wiki.fextralife.com/Shadow+Claws) | **LISTED AS A**[**CLAW**](https://darksouls2.wiki.fextralife.com/Fist+Weapons)**IN THE GAME CODE, IT'S EXISTANCE IN-GAME NEEDS TO BE CONFIRMED.** | |  | [**IMPERIAL SHIELD**](https://darksouls2.wiki.fextralife.com/Imperial+Shield) | **NETWORK TEST SHIELD, RENAMED TO**[**PATE'S SHIELD**](https://darksouls2.wiki.fextralife.com/Pate%27s+Shield)**IN THE FINAL VERSION OF THE GAME.** |  [SOUL MEMORY](https://darksouls2.wiki.fextralife.com/Soul+Memory) **SOUL MEMORY IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**IS AN ONLINE OR GAMEPLAY MECHANIC IN THE GAME. SOUL MEMORY HELPS THE PLAYER TRACK THE TOTAL NUMBER OF SOULS THE PLAYER HAS OBTAINED AND DETERMINES WHO THE PLAYER CAN OR CANNOT CONNECT TO ONLINE IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ONLINE MULTIPLAYER. SO IF YOU HAVE A HIGH SOUL MEMORY CHARACTER, YOU'LL BE PAIRED WITH SIMILAR PLAYERS AS WELL. TO PLAY WITH OTHER PLAYERS, YOU MUST BE WITHIN A SIMILAR SOUL MEMORY RANGE.** SOUL MEMORY TIPS IN DARK SOULS 2WHAT IS SOUL MEMORY USED FOR IN DARK SOULS 2? **SOUL MEMORY IS THE CUMULATIVE TOTAL OF ALL THE SOULS GATHERED ON A CHARACTER. IN THIS GAME, IT IS PART OF THE FORMULA THAT SETS THE MINIMUM AND MAXIMUM RANGE FOR INTERACTIONS BETWEEN PLAYERS**[**ONLINE**](https://darksouls2.wiki.fextralife.com/online)**(CO-OP AND INVASIONS). THIS IS, FOR EXAMPLE, TO PREVENT A PLAYER OF A CERTAIN LEVEL THAT IS CLOSE TO THE END OF THE GAME FROM INVADING/DOING CO-OP WITH A PLAYER OF THE SAME LEVEL THAT MIGHT BE STILL IN THE FIRST AREAS OF THE GAME.**  **IF YOU WISH TO PLAY WITH OTHERS, YOU MUST BE WITHIN A SIMILAR SOUL MEMORY RANGE. HIGHER SOUL LEVEL CHARACTERS CAN STILL BE PAIRED WITH LOWER LEVELED CHARACTERS WHO HAVE SIMILAR SOUL MEMORY RANGES.**   * **SOUL ITEMS AND BOSS SOULS YOU PICK UP ADD TO YOUR SOUL MEMORY ONLY WHEN YOU USE THEM.** * **YOU CAN CHECK YOUR SOUL MEMORY ON YOUR PLAYER STATUS SCREEN, THE TOP RIGHT-HAND NUMBER.** * **SOULS PICKED UP FROM YOUR BLOODSTAIN AFTER DYING WON'T ADD UP TO YOUR SOUL MEMORY.** * **SOULS LOST UPON DYING A SECOND TIME WITHOUT TOUCHING YOUR BLOODSTAIN STILL COUNT IN YOUR SOUL MEMORY.**   + **IT IS BETTER TO ALWAYS RECOVER YOUR SOULS ON THE BLOODSTAIN IF YOU DON'T WANT TO GET "UNDER(SOUL)LEVELED".** * **A SUMMONING RANGE CALCULATOR CAN BE FOUND**[**HERE**](https://darksouls2.wiki.fextralife.com/Summon+Range+Calculator)**.**  FACTS ABOUT SOUL MEMORY IN DARK SOULS 2  * **SOUL LEVEL DOES NOT MATTER IN SUMMONING - IT IS PURELY SOUL MEMORY THAT AFFECTS IT.** * **NG SHARES THE SAME RANGES AS NG+.** * **THE SOUL MEMORY THRESHOLD FLATTENS OUT AT 45M. ONCE YOU PASS THIS THRESHOLD, YOU CAN SUMMON AND BE SUMMONED BY ANYONE ELSE PAST IT, REGARDLESS OF HOW LARGE THE GAP IS! IF YOUR SM IS 50M AND YOUR FRIENDS ARE 400M, YOU CAN STILL SUMMON EACH OTHER REGARDLESS.**  HOW DOES SOUL MEMORY AFFECT ONLINE PLAY IN DARK SOULS 2? **ONE OF**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**'S ONLINE MECHANICS IS SOUL MEMORY. SOUL MEMORY TRACKS THE NUMBER OF SOULS THAT THE PLAYER HAS COLLECTED DURING THE LIFETIME OF THE CHARACTER. THIS WILL DETERMINE THE TIER OF PLAYERS THAT THE PLAYER CAN CONNECT WITH IN MULTIPLAYER. ONE OF THE MAIN ISSUES, HOWEVER, IS THE WAY THE SYSTEM TRACKS THE PLAYER. THE SYSTEM WOULD TRACK TIME SPENT RATHER THAN THE MAJOR STRENGTH OF INDIVIDUAL PLAYERS IN THE GAME. THIS IS WHERE THE**[**AGAPE RING**](https://darksouls2.wiki.fextralife.com/Agape+Ring)**COMES IN. THE AGAPE RING WAS AN ADDITION TO THE GAME THAT ALLOWS THE PLAYERS TO STAY AT A CERTAIN SOUL MEMORY LEVEL WITHOUT NEEDING TO WORRY ABOUT REACHING TIERS THAT THEY DO NOT DESIRE.** SOUL MEMORY TIERS AND EXACT RANGES FOR MULTIPLAYER CONNECTIONS IN DARK SOULS 2 **NOTE THAT THE SPECIFICS MAY BE SUBJECT TO CHANGE IN FUTURE CALIBRATIONS, BUT THIS APPEARS TO BE PRECISELY HOW IT WORKS FOR NOW. TESTED ON PS3.  HOW ARE THE RANGES CALCULATED?**   * **SOUL MEMORY IS DIVIDED INTO TIERS, BUT THE TIERS ARE NOT HARD BOUNDARIES. INSTEAD, DIFFERENT MULTIPLAYER ITEMS EXTEND ACROSS DIFFERENT AMOUNTS OF NEIGHBORING TIERS. SO THERE'S NO DIRECT MATH INVOLVED, IT'S A QUESTION OF**   + **A) WHAT TIER AM I IN? AND**   + **B) HOW MANY TIERS ABOVE AND BELOW MY OWN CAN I PAIR UP WITH?** * **IT IS NOT ANYTHING LIKE +/- 25%, 50,000, ETC.**  CAN YOU DECREASE YOUR SOUL MEMORY IN DARK SOULS 2? **UNFORTUNATELY, YOU CAN'T LOWER YOUR SOUL MEMORY IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. THIS IS TO AVOID SCENARIOS SUCH AS HAVING LOW-LEVEL PLAYERS PROGRESSING THE GAME EQUIPPED WITH HIGH TIER/LEVEL EQUIPMENT FROM PREYING ON NEW PLAYERS. THE WHOLE POINT IS TO TRY AND KEEP THINGS BALANCED BETWEEN PLAYERS OF**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**.** HOW TO STOP YOUR SOUL MEMORY FROM GOING ANY HIGHER IN DARK SOULS 2? **YOU CAN STOP YOUR SOUL MEMORY FROM GOING ANY HIGHER BY USING THE**[**AGAPE RING**](https://darksouls2.wiki.fextralife.com/Agape+Ring)**IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. WITH THE**[**AGAPE RING**](https://darksouls2.wiki.fextralife.com/Agape+Ring)**, PLAYERS CAN NOW KEEP THEIR SOUL MEMORY AT A CERTAIN POINT WITHOUT WORRYING ABOUT IT GOING ANY HIGHER. WITHOUT THE RING, YOUR SOUL MEMORY WOULD STILL GO UP EVEN THOUGH YOU'RE NOT TRYING TO LEVEL UP TO HIGHER TIERS.** TIERS AND MULTIPLAYER ITEMS IN DARK SOULS 2  |  |  | | --- | --- | | **TIER #** | **SOUL MEMORY** | | **1** | **0 - 9,999** | | **2** | **10,000 - 19,999** | | **3** | **20,000 - 29,999** | | **4** | **30,000 - 39,999** | | **5** | **40,000 - 49,999** | | **6** | **50,000 - 69,999** | | **7** | **70,000 - 89,999** | | **8** | **90,000 - 109,999** | | **9** | **110,000 - 129,999** | | **10** | **130,000 - 149,999** | | **11** | **150,000 - 179,999** | | **12** | **180,000 - 209,999** | | **13** | **210,000 - 239,999** | | **14** | **240,000 - 269,999** | | **15** | **270,000 - 299,999** | | **16** | **300,000 - 349,999** | | **17** | **350,000 - 399,999** | | **18** | **400,000 - 449,999** | | **19** | **450,000 - 499,999** | | **20** | **500,000 - 599,999** | | **21** | **600,000 - 699,999** | | **22** | **700,000 - 799,999** | | **23** | **800,000 - 899,999** | | **24** | **900,000 - 999,999** | | **25** | **1,000,000 - 1,099,999** | | **26** | **1,100,000 - 1,199,999** | | **27** | **1,200,000 - 1,299,999** | | **28** | **1,300,000 - 1,399,999** | | **29** | **1,400,000 - 1,499,999** | | **30** | **1,500,000 - 1,749,999** | | **31** | **1,750,000 - 1,999,999** | | **32** | **2,000,000 - 2,249,999** | | **33** | **2,250,000 - 2,499,999** | | **34** | **2,500,000 - 2,749,999** | | **35** | **2,750,000 - 2,999,999** | | **36** | **3,000,000 - 4,999,999** | | **37** | **5,000,000 - 6,999,999** | | **38** | **7,000,000 - 8,999,999** | | **39** | **9,000,000 - 11,999,999** | | **40** | **12,000,000 - 14,999,999** | | **41** | **15,000,000 - 19,999,999** | | **42** | **20,000,000 - 29,999,999** | | **43** | **30,000,000 - 44,999,999** | | **44** | **45,000,000 - 999,999,999** |  MULTIPLAYER ITEMS IN DARK SOULS 2  |  |  |  |  | | --- | --- | --- | --- | | **MULTIPLAYER ITEM** | **DOWNWARD RANGE** | **UPWARD RANGE** | **EXAMPLE** | | [**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone) | **-3 TIERS** | **+1 TIER** | **TIER 20 CAN SEND THEIR SIGN TO A HOST IN TIERS 17 - 21** | | [**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone) **WITH** [**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-Engraved+Ring) | **-6 TIERS** | **+4 TIERS** | **TIER 20 CAN SEND THEIR SIGN TO A HOST IN TIERS 14 - 24** | | [**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone) | **-4 TIERS** | **+2 TIERS** | **TIER 20 CAN SEND THEIR SIGN TO A HOST IN TIERS 16 - 22** | | [**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone) **WITH** [**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-Engraved+Ring) | **-7 TIERS** | **+5 TIERS** | **TIER 20 CAN SEND THEIR SIGN TO A HOST IN TIERS 13 - 25** | | [**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone) | **-5 TIERS** | **+2 TIERS** | **TIER 20 CAN SEND THEIR SIGN TO A HOST IN TIERS 15 - 22** | | [**DRAGON EYE**](https://darksouls2.wiki.fextralife.com/Dragon+Eye) | **-5 TIERS** | **+5 TIERS** | **TIER 20 CAN SEND THEIR SIGN TO A HOST IN TIERS 15 - 25** | | [**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb) | **NONE** | **+4 TIERS** | **TIER 20 CAN INVADE A HOST IN TIERS 20 - 24** | | [**CRACKED BLUE EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Blue+Eye+Orb) | **-3 TIERS** | **+3 TIERS** | **TIER 20 CAN INVADE A HOST IN TIERS 17 - 23** | | [**BELL KEEPER'S SEAL**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal) | **-1 TIER** | **+3 TIERS** | **TIER 20 CAN INVADE A HOST IN TIERS 19 - 23** |  NOTES & TIPS ABOUT SOUL MEMORY IN DARK SOULS 2  * **???** * **OTHER NOTES, TIPS, AND TRIVIA GO HERE.**   **UNTESTED**   * **ABYSS INVASIONS** * **MIRROR KNIGHT SUMMONS**  1. [**TESTED BY HIROKISUGIHARA & ILLUSORYWALL**](https://fextralife.com/forums/t29554/everything-you-need-to-know-about-soul-memory/?start=30#p585182) 2. ***ALL CRS GO TO ILLUSORYWALL & OPTIC\_NIKO, HELLKITE\_DRAKE, EIN DEATH, HIROKI SUGIHARA, GREENSVADHISTHANA, EUR0PA, BLADE, AND NECROI!***  [PVP SOUL VALUE](https://darksouls2.wiki.fextralife.com/PvP+Soul+Value)  **PVP SOULS VALUE IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**IS A SET AMOUNT DEPENDING THE PLAYER'S SOUL LEVEL. UNLIKE IN DKS1, YOU NO LONGER GAIN THE AMOUNT OF SOULS THE VANQUISHED PLAYER CARRIES (IT'S NOT TRUE, IN DKS1 YOU GAIN 10% OF THE COST OF SOULS REQUIRED TO REACH YOUR OPPONENT SOUL LEVEL). RATHER THAN GAINING HELD SOULS FROM PLAYERS, A PERCENTAGE FORMULA NOW DETERMINES HOW MUCH YOU GAIN. YOU GAIN AN AMOUNT BASED ON THE COST OF SOULS REQUIRED TO REACH THAT PLAYER'S SOUL LEVEL FROM THEIR PREVIOUS ONE. FOR EXAMPLE, IF YOU INVADED A SL150 PLAYER USING A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**AND VANQUISHED HIM, YOU WILL GAIN 2,987 SOULS. THIS PAGE COVERS RELEVANT INFORMATION OF PVP SOUL LEVEL VALUE FOR DARK SOULS 2.** PVP SOUL VALUE GUIDE FOR DARK SOULS 210% REWARDS SOUL VALUE IN DARK SOULS 2 **WHEN INVADING ANOTHER PLAYER AND KILLING THE HOST OR THEIR SUMMONED PHANTOM, YOU WILL OBTAIN 10% SOULS OF THEIR LEVELING COST. INCLUDES DEFEATING A HOST:**   * **USING A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb) * **AS A**[**BELL KEEPER**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**INVADER** * **AS A**[**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone)**SUMMON** * **AS A**[**DRAGON REMNANT**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**SUMMON**   **ALSO, DEFEATING A RED PHANTOM AS A**[**BLUE SENTINEL**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**MEMBER. HOSTS ALSO GAIN 10% WHEN DEFEATING PLAYERS FOR CONSENSUAL SUMMONS SUCH AS:**   * **DEFEATING RED PHANTOMS BY**[**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone) * **DEFEATING**[**DRAGON REMNANT**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**MEMBERS BY DRAGON EYE** * **DEFEATING**[**RAT KING**](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant)**MEMBERS BY RAT KING SUMMON.**  37.5% REWARDS SOUL VALUE IN DARK SOULS 2 **WHEN A HOST DEFEATS AN INVADING PLAYER WITHOUT CONSENT, THE HOST OBTAINS 37.5% OF THE PLAYER'S LEVELING COST. INCLUDES DEFEATING:**   * **A**[**BELL KEEPER**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**INVADER** * **A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**INVADER** * **A**[**BLUE SENTINEL**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**INVADER BY**[**CRACKED BLUE EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Blue+Eye+Orb)   **ALSO INCLUDES DEFEATING A RAT KING MEMBER WHEN YOU ARE SUMMONED AS A GREY SPIRIT.** ZERO REWARDS VALUE IN DARK SOULS 2 **A BLUE SENTINEL WILL NEVER GAIN SOULS BY DEFEATING THE HOST USING A**[**CRACKED BLUE EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Blue+Eye+Orb)**. ADDITIONALLY,**[**BLUE SENTINELS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels)**AND**[**BROTHERHOOD OF BLOOD**](https://darksouls2.wiki.fextralife.com/Brotherhood+of+Blood)**COVENANTS WILL NEVER OBTAIN ANY SOULS WHEN WINNING IN THE ARENA.** DARK SOULS 2 SOUL LEVEL VALUE TABLES **USING THE TABLES BELOW, YOU CAN CONFIRM A PLAYER'S LEVEL BY THE AMOUNT OF SOULS GAINED FROM DEFEATING HIM/HER.** 10% REWARDS SOUL LEVEL VALUE TABLE  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | **LEVEL** | **SOULS** | **LEVEL** | **SOULS** | **LEVEL** | **SOULS** | **LEVEL** | **SOULS** | | **1** | **0** | **51** | **440** | **101** | **1377** | **151** | **2986** | | **2** | **50** | **52** | **454** | **102** | **1400** | **152** | **3031** | | **3** | **52** | **53** | **470** | **103** | **1424** | **153** | **3077** | | **4** | **55** | **54** | **486** | **104** | **1449** | **154** | **3123** | | **5** | **58** | **55** | **502** | **105** | **1473** | **155** | **3170** | | **6** | **61** | **56** | **520** | **106** | **1498** | **156** | **3217** | | **7** | **65** | **57** | **533** | **107** | **1524** | **157** | **3266** | | **8** | **68** | **58** | **546** | **108** | **1550** | **158** | **3315** | | **9** | **72** | **59** | **560** | **109** | **1576** | **159** | **3364** | | **10** | **76** | **60** | **574** | **110** | **1603** | **160** | **3415** | | **11** | **81** | **61** | **588** | **111** | **1630** | **161** | **3466** | | **12** | **85** | **62** | **603** | **112** | **1658** | **162** | **3518** | | **13** | **90** | **63** | **618** | **113** | **1686** | **163** | **3571** | | **14** | **94** | **64** | **633** | **114** | **1715** | **164** | **3624** | | **15** | **99** | **65** | **649** | **115** | **1744** | **165** | **3679** | | **16** | **104** | **66** | **665** | **116** | **1773** | **166** | **3734** | | **17** | **110** | **67** | **682** | **117** | **1800** | **167** | **3790** | | **18** | **115** | **68** | **699** | **118** | **1827** | **168** | **3847** | | **19** | **121** | **69** | **716** | **119** | **1854** | **169** | **3905** | | **20** | **127** | **70** | **734** | **120** | **1882** | **170** | **3963** | | **21** | **134** | **71** | **753** | **121** | **1910** | **171** | **4023** | | **22** | **140** | **72** | **769** | **122** | **1939** | **172** | **4071** | | **23** | **147** | **73** | **786** | **123** | **1968** | **173** | **4120** | | **24** | **155** | **74** | **803** | **124** | **1998** | **174** | **4169** | | **25** | **163** | **75** | **821** | **125** | **2028** | **175** | **4219** | | **26** | **169** | **76** | **839** | **126** | **2058** | **176** | **4270** | | **27** | **177** | **77** | **858** | **127** | **2089** | **177** | **4321** | | **28** | **184** | **78** | **877** | **128** | **2120** | **178** | **4373** | | **29** | **192** | **79** | **896** | **129** | **2152** | **179** | **4425** | | **30** | **200** | **80** | **916** | **130** | **2184** | **180** | **4478** | | **31** | **208** | **81** | **936** | **131** | **2217** | **181** | **4532** | | **32** | **217** | **82** | **956** | **132** | **2251** | **182** | **4568** | | **33** | **226** | **83** | **977** | **133** | **2284** | **183** | **4605** | | **34** | **236** | **84** | **999** | **134** | **2319** | **184** | **4642** | | **35** | **246** | **85** | **1021** | **135** | **2353** | **185** | **4679** | | **36** | **256** | **86** | **1043** | **136** | **2389** | **186** | **4716** | | **37** | **267** | **87** | **1066** | **137** | **2424** | **187** | **4754** | | **38** | **278** | **88** | **1090** | **138** | **2461** | **188** | **4792** | | **39** | **290** | **89** | **1114** | **139** | **2498** | **189** | **4831** | | **40** | **302** | **90** | **1138** | **140** | **2535** | **190** | **4869** | | **41** | **314** | **91** | **1163** | **141** | **2573** | **191** | **4908** | | **42** | **325** | **92** | **1183** | **142** | **2612** | **192** | **4947** | | **43** | **336** | **93** | **1203** | **143** | **2651** | **193** | **4987** | | **44** | **348** | **94** | **1224** | **144** | **2691** | **194** | **5027** | | **45** | **360** | **95** | **1245** | **145** | **2731** | **195** | **5067** | | **46** | **372** | **96** | **1266** | **146** | **2772** | **196** | **5108** | | **47** | **384** | **97** | **1287** | **147** | **2814** | **197** | **5149** | | **48** | **398** | **98** | **1309** | **148** | **2856** | **198** | **5190** | | **49** | **411** | **99** | **1331** | **149** | **2899** | **199** | **5231** | | **50** | **425** | **100** | **1354** | **150** | **2942** | **200** | **5273** |  37.5% REWARDS SOUL LEVEL VALUE TABLE  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | **LEVEL** | **SOULS** | **LEVEL** | **SOULS** | **LEVEL** | **SOULS** | **LEVELS** | **SOULS** | | **1** | **0** | **51** | **1650** | **101** | **5165** | **151** | **11200** | | **2** | **187** | **52** | **1705** | **102** | **5253** | **152** | **11368** | | **3** | **198** | **53** | **1764** | **103** | **5343** | **153** | **11539** | | **4** | **208** | **54** | **1824** | **104** | **5433** | **154** | **11712** | | **5** | **220** | **55** | **1885** | **105** | **5526** | **155** | **11888** | | **6** | **232** | **56** | **1950** | **106** | **5620** | **156** | **12066** | | **7** | **244** | **57** | **1998** | **107** | **5715** | **157** | **12247** | | **8** | **258** | **58** | **2048** | **108** | **5812** | **158** | **12431** | | **9** | **272** | **59** | **2100** | **109** | **5911** | **159** | **12618** | | **10** | **287** | **60** | **2152** | **110** | **6012** | **160** | **12807** | | **11** | **303** | **61** | **2206** | **111** | **6114** | **161** | **12999** | | **12** | **320** | **62** | **2261** | **112** | **6218** | **162** | **13194** | | **13** | **337** | **63** | **2317** | **113** | **6324** | **163** | **13392** | | **14** | **355** | **64** | **2376** | **114** | **6431** | **164** | **13593** | | **15** | **373** | **65** | **2435** | **115** | **6540** | **165** | **13797** | | **16** | **393** | **66** | **2496** | **116** | **6651** | **166** | **14004** | | **17** | **414** | **67** | **2558** | **117** | **6751** | **167** | **14214** | | **18** | **434** | **68** | **2622** | **118** | **6853** | **168** | **14427** | | **19** | **456** | **69** | **2688** | **119** | **6955** | **169** | **14643** | | **20** | **479** | **70** | **2755** | **120** | **7060** | **170** | **14863** | | **21** | **502** | **71** | **2824** | **121** | **7165** | **171** | **15086** | | **22** | **528** | **72** | **2886** | **122** | **7273** | **172** | **15267** | | **23** | **554** | **73** | **2949** | **123** | **7382** | **173** | **15450** | | **24** | **582** | **74** | **3014** | **124** | **7493** | **174** | **15636** | | **25** | **611** | **75** | **3081** | **125** | **7605** | **175** | **15823** | | **26** | **637** | **76** | **3148** | **126** | **7719** | **176** | **16013** | | **27** | **663** | **77** | **3218** | **127** | **7835** | **177** | **16205** | | **28** | **691** | **78** | **3289** | **128** | **7953** | **178** | **16399** | | **29** | **720** | **79** | **3361** | **129** | **8072** | **179** | **16596** | | **30** | **751** | **80** | **3435** | **130** | **8193** | **180** | **16795** | | **31** | **782** | **81** | **3510** | **131** | **8316** | **181** | **16997** | | **32** | **815** | **82** | **3588** | **132** | **8441** | **182** | **17133** | | **33** | **849** | **83** | **3667** | **133** | **8567** | **183** | **17270** | | **34** | **885** | **84** | **3747** | **134** | **8696** | **184** | **17408** | | **35** | **922** | **85** | **3830** | **135** | **8826** | **185** | **17548** | | **36** | **961** | **86** | **3914** | **136** | **8959** | **186** | **17688** | | **37** | **1001** | **87** | **4000** | **137** | **9093** | **187** | **17829** | | **38** | **1044** | **88** | **4088** | **138** | **9229** | **188** | **17972** | | **39** | **1087** | **89** | **4178** | **139** | **9368** | **189** | **18116** | | **40** | **1133** | **90** | **4270** | **140** | **9508** | **190** | **18261** | | **41** | **1180** | **91** | **4364** | **141** | **9651** | **191** | **18407** | | **42** | **1221** | **92** | **4438** | **142** | **9796** | **192** | **18554** | | **43** | **1262** | **93** | **4513** | **143** | **9943** | **193** | **18703** | | **44** | **1305** | **94** | **4590** | **144** | **10092** | **194** | **18852** | | **45** | **1350** | **95** | **4668** | **145** | **10243** | **195** | **19003** | | **46** | **1395** | **96** | **4748** | **146** | **10397** | **196** | **19155** | | **47** | **1443** | **97** | **4828** | **147** | **10553** | **197** | **19308** | | **48** | **1492** | **98** | **4911** | **148** | **10711** | **198** | **19463** | | **49** | **1543** | **99** | **4994** | **149** | **10872** | **199** | **19618** | | **50** | **1595** | **100** | **5079** | **150** | **11035** | **200** | **19776** |  [SUMMON RANGE CALCULATOR](https://darksouls2.wiki.fextralife.com/Summon+Range+Calculator) **DARK SOULS 2 SUMMON RANGE CALCULATOR - THIS CALCULATOR IS CURRENT TO**[**PATCH 1.06 - REG 1.08**](https://darksouls2.wiki.fextralife.com/Regulation+1.08)**. SUMMON AND PVP RANGE IN DARK SOULS 2 IS CALCULATED BY**[**SOUL MEMORY**](https://darksouls2.wiki.fextralife.com/soul+memory)**.** SUMMON RANGE CALCULATOR**FINDING ONLINE PLAYERS**  * **INSTRUCTIONS: INSERT YOUR SOUL MEMORY AMOUNT THE INPUT BOX, THEN MOVE THE MOUSE ICON TO THE ITEM YOU WANT TO KNOW THE SOUL MEMORY RANGE.** * [**PATCH 1.10**](https://darksouls2.wiki.fextralife.com/Patch+1.10)**ADDED A FUNCTION TO MAKE RANDOM MATCHMAKING EASIER: WHEN YOU'RE IN THE WARP MENU, THE AREAS WITH MULTIPLAYER ACTIVITY CLOSE TO YOUR**[**SOUL MEMORY**](https://darksouls2.wiki.fextralife.com/Soul+Memory)**WILL BE OUTLINED IN ORANGE.**  |  | | --- | |  |   **THERE IS A TIER/THRESHOLD OF SOUL MEMORY AT 45 MILLION, WHAT SOME PLAYERS ARE CALLING THE "TOP TIER", UPON PASSING THIS THRESHOLD, SOUL MEMORY WILL BECOME MEANINGLESS BETWEEN PLAYERS. FOR EXAMPLE: A PLAYER WITH A SOUL MEMORY OF 45 MILLION CAN INVADE A PLAYER WITH A SOUL MEMORY OF 700 MILLION, AND VICE VERSA. THE NAME-ENGRAVED RING REDUCES THE SOUL MEMORY REQUIRED TO INVADE AND SUMMON PLAYERS IN THE "TOP TIER". ANOTHER THING TO NOTE IS THE CRACKED BLUE EYE ORB, A PLAYER IN THE TOP TIER CAN INVADE DOWNWARDS TO 15 MILLION, HOWEVER THE INCREASED RANGE OF THE BLUE EYE ORB WILL ALLOW PLAYERS TO INVADE OTHERS WHO ARE IN THE 12 MILLION - 15 MILLION RANGE (A SORT OF PSEUDO TOP TIER) AND VICE VERSA A 12 MILLION PLAYER CAN INVADE INFINITELY UPWARDS.  NOTE: NG AND NG+ USE THE SAME MATCHMAKING FORMULA.  \*CAPPING AT SL 150? MANY COMMUNITY MEMBERS HAVE DECIDED TO STOP INCREASING THEIR SOUL LEVEL AT 150, HOWEVER THIS WAS PARTLY DUE TO THEIR BELIEF THAT MATCHMAKING WORKED OFF OF SOUL LEVEL AND NOT SOUL MEMORY IN NG+, THIS HAS BEEN PROVED UNTRUE BY COMMUNITY MEMBER ILLUSORYWALL (FOUND ON GAMEFAQS OR HIS TUMBLR BLOG). BY PART OF DOING PVP A PLAYER WILL INCREASE HIS SOUL MEMORY, EVENTUALLY TO THE POINT THAT YOU WILL START GETTING MATCHED WITH PLAYERS AT A MUCH HIGHER SOUL LEVEL. CAPPING AT 150 DOES HAVE A PURPOSE THOUGH. IF YOUR INTENTION IS TO PARTICIPATE IN ORGANISED PVP EVENTS VS PLAYERS AT 150 ONLY, CAPPING AT 150 CAN BE FOR YOU, ALSO IF YOU WANT TO ONLY USE THE DUEL ARENA(S). HOWEVER IF YOU WANT TO BE INVADED BY RANDOM PLAYERS AND INVADE RANDOM PLAYERS, THERE IS ABSOLUTELY NO REASON TO STOP INCREASING YOUR SOUL LEVEL, YOU WILL ONLY WEAKEN YOURSELF IN ONLINE PLAY IF YOU DO NOT. SKILL DOES DETERMINE THE WINNER OF SOME FIGHTS, BUT IF YOU WERE TO REMAIN AT 150 AND CONSISTENTLY INCREASED YOUR SOUL MEMORY AND SAY, MANAGED TO MAKE IT PAST 15 MILLION (THE TOP TIER), THEN YOU WILL FIND YOURSELF FACING PLAYERS WITH SOUL LEVELS IN THE HUNDREDS, WITH 40 IN ALL STATS, OR HIGHER. HOWEVER IF ONE WISHES TO MAINTAIN A FOCUSED BUILD THERE IS NO REASON TO CONTINUE INCREASING ONES SOUL LEVEL**   * [**SOUL MEMORY**](https://darksouls2.wiki.fextralife.com/Soul+Memory)   **IS THE TOTAL AMOUNT OF SOULS THAT A PLAYER HAS ACCUMULATED. SPENDING THEM DOES NOT ADD TO THIS TOTAL AMOUNT, MERELY EARNING SOULS ADD TO THIS TOTAL AMOUNT, PERIOD. COLLECTING CONSUMABLE ITEMS THAT GRANT SOULS UPON USE DOES NOT INCREASE YOUR SOUL MEMORY. USING THOSE ITEMS HOWEVER WILL INCREASE YOUR SOUL MEMORY.**   * **SOUL MEMORY CAN BE CHECKED IN THE "PLAYER STATUS" MENU. IF YOU ARE HAVING TROUBLE LOCATING A SUMMON SIGN IT IS OFTEN BENEFICIAL TO LEAVE THE AREA AND COME BACK.**  SOUL MEMORY TIERS AND EXACT RANGES FOR MULTIPLAYER CONNECTIONS **HOW ARE THE RANGES CALCULATED? SOUL MEMORY IS DIVIDED INTO TIERS, BUT THE TIERS ARE NOT HARD BOUNDARIES. INSTEAD, DIFFERENT MULTIPLAYER ITEMS EXTEND ACROSS DIFFERENT AMOUNTS OF NEIGHBORING TIERS. SO THERE'S NO DIRECT MATH INVOLVED, IT'S A QUESTION OF A) WHAT TIER AM I IN?, AND B) HOW MANY TIERS ABOVE AND BELOW MY OWN CAN I PAIR UP WITH? IT IS NOT ANYTHING LIKE +/- 25%, 50,000, ETC.  THE TIERS HERE IS A LIST OF THE TIERS. BOLDED VALUES IN THE LEFT COLUMN INDICATE AN INCREASE IN TIER SIZE.**   |  |  | | --- | --- | | **TIER #** | **SOUL MEMORY** | | **1** | **0 - 9,999** | | **2** | **10,000 - 19,999** | | **3** | **20,000 - 29,999** | | **4** | **30,000 - 39,999** | | **5** | **40,000 - 49,999** | | **6** | **50,000 - 69,999** | | **7** | **70,000 - 89,999** | | **8** | **90,000 - 109,999** | | **9** | **110,000 - 129,999** | | **10** | **130,000 - 149,999** | | **11** | **150,000 - 179,999** | | **12** | **180,000 - 209,999** | | **13** | **210,000 - 239,999** | | **14** | **240,000 - 269,999** | | **15** | **270,000 - 299,999** | | **16** | **300,000 - 349,999** | | **17** | **350,000 - 399,999** | | **18** | **400,000 - 449,999** | | **19** | **450,000 - 499,999** | | **20** | **500,000 - 599,999** | | **21** | **600,000 - 699,999** | | **22** | **700,000 - 799,999** | | **23** | **800,000 - 899,999** | | **24** | **900,000 - 999,999** | | **25** | **1,000,000 - 1,099,999** | | **26** | **1,100,000 - 1,199,999** | | **27** | **1,200,000 - 1,299,999** | | **28** | **1,300,000 - 1,399,999** | | **29** | **1,400,000 - 1,499,999** | | **30** | **1,500,000 - 1,749,999** | | **31** | **1,750,000 - 1,999,999** | | **32** | **2,000,000 - 2,249,999** | | **33** | **2,250,000 - 2,499,999** | | **34** | **2,500,000 - 2,749,999** | | **35** | **2,750,000 - 2,999,999** | | **36** | **3,000,000 - 4,999,999** | | **37** | **5,000,000 - 6,999,999** | | **38** | **7,000,000 - 8,999,999** | | **39** | **9,000,000 - 11,999,999** | | **40** | **12,000,000 - 14,999,999** | | **41** | **15,000,000 - 19,999,999** | | **42** | **20,000,000 - 29,999,999** | | **43** | **30,000,000 - 44,999,999** | | **44** | **45,000,000 - 999,999,999** |  MULTIPLAYER ITEM RANGES [**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)   * **"DOWN 2, UP 1"** * **SOMEONE AT TIER 20 CAN SEND THEIR SIGN TO HOSTS IN TIERS 18 - 21.**   [**WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/White+Sign+Soapstone)**WITH**[**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-Engraved+Ring)   * **"DOWN 5, UP 4"** * **SOMEONE AT TIER 20 CAN SEND THEIR SIGN TO HOSTS IN TIERS 15 - 24.**   [**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)   * **"DOWN 3, UP 1"** * **SOMEONE AT TIER 20 CAN SEND THEIR SIGN TO HOSTS IN TIERS 17 - 21.**   [**SMALL WHITE SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Small+White+Sign+Soapstone)**WITH**[**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-Engraved+Ring)   * **"DOWN 6, UP 5"** * **SOMEONE AT TIER 20 CAN SEND THEIR SIGN TO HOSTS IN TIERS 14 - 25.**   [**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**&**[**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)   * **"DOWN 0, UP 3"** * **SOMEONE AT TIER 20 CAN INVADE HOSTS IN TIERS 20 - 23.**   [**CRACKED BLUE EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Blue+Eye+Orb)   * **"DOWN 2, UP 2"** * **SOMEONE AT TIER 20 CAN INVADE HOSTS IN TIERS 18 - 22.**   [**RED SIGN SOAPSTONE**](https://darksouls2.wiki.fextralife.com/Red+Sign+Soapstone)   * **"DOWN 3, UP 2"** * **SOMEONE AT TIER 20 CAN SEND THEIR SIGN TO HOSTS IN TIERS 17 - 22.**   [**DRAGON EYE**](https://darksouls2.wiki.fextralife.com/Dragon+Eye)   * **"DOWN 4, UP 4"** * **SOMEONE AT TIER 20 CAN SEND THEIR SIGN TO HOSTS IN TIERS 16 - 24.**   [**RAT KING COVENANT**](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant)   * **"DOWN 1, UP 3"** * **A HOST AT TIER 20 CAN SUMMON PHANTOMS FROM TIERS 19 - 23.**   **UNTESTED**   * **GUARDIAN SEAL SUMMONS** * **ABYSS INVASIONS** * **MIRROR KNIGHT SUMMONS**  1. **POSTED BY**[**ILLUSORYWALL**](https://fextralife.com/forums/memberlist.php?mode=viewprofile&u=6949)**ON**[**REDDIT.**](http://www.reddit.com/r/DarkSouls2/comments/254ty1/soul_memory_tiers_and_exact_ranges_for/)  [PLAYER TRADE |](https://darksouls2.wiki.fextralife.com/Player+Trade)  **PLAYER TRADE FOR**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**, ALSO SIMPLY KNOWN AS TRADING, IS AN ONLINE MECHANIC WHERE PLAYERS CAN EXCHANGE VARIOUS ITEMS AND EQUIPMENT BETWEEN PLAYERS. THERE MAY BE LIMITATIONS TO WHICH ITEMS AND EQUIPMENT CAN BE TRADED. UPGRADED WEAPONS ARE ONE EXAMPLE OF EQUIPMENT THAT YOU CAN TRADE WITHOUT LIMITATIONS. GUIDELINES, VARIOUS MECHANICS, AND ANY OTHER INFORMATION REGARDING TRADING CAN BE FOUND ON THIS PAGE.** PLAYER TRADE IN DARK SOULS 2HOW DOES PLAYER TRADE WORK IN DARK SOULS 2? **TRADING HAS PLAYED A BIG ROLE FOR PLAYERS ONLINE FROM**[**DARK SOULS REMASTERED**](https://darksouls2.wiki.fextralife.com/Dark+Souls+Wiki)**, ALL THE WAY TO**[**DARK SOULS III**](https://darksouls2.wiki.fextralife.com/Dark+Souls+3+Wiki)**. IT'S BEEN HELPING PLAYERS ACQUIRE SPECIFIC ITEMS THAT THEY DESIRE WITHOUT HAVING TO FARM IF ANOTHER PLAYER HAS IT AND IS OPEN TO TRADING OR GIVING IT AWAY. TRADING BETWEEN PLAYERS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**CAN BE DONE BY SIMPLY DROPPING A PARTICULAR WEAPON OR ITEM FOR ANOTHER PLAYER IN THE GAME. DURING ONLINE SESSIONS IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**, MERELY GO TO YOUR INVENTORY AND SELECT THE SPECIFIC ITEM THAT YOU WANT TO LEAVE FOR ANOTHER PLAYER. DO TAKE NOTE THAT SINCE THERE ISN'T ANY DIRECT TRADE ACCEPT OPTION IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**, OTHER PLAYERS MIGHT NOT FULFILL THEIR PART OF THE DEAL OR MIGHT SCAM YOU WITH ANOTHER ITEM ONCE YOU FULFILL YOUR PART. AS MUCH AS POSSIBLE, TRADE WITH EXTRA CAUTION OR TRADE WITH TRUSTWORTHY PLAYERS.** WHAT ITEMS CAN YOU TRADE IN DARK SOULS 2? **THERE ARE VARIOUS ITEMS THAT CAN BE TRADED IN**[**DARK SOULS II**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. YOU CAN TRADE UPGRADED**[**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)**,**[**RINGS**](https://darksouls2.wiki.fextralife.com/Rings)**, EFFIGIES, AND OTHER CONSUMABLE ITEMS. HOWEVER, THERE ARE ALSO LIMITATIONS WHEN IT COMES TO TRADING. THERE ARE ITEMS SUCH AS**[**SPELLS**](https://darksouls2.wiki.fextralife.com/Spells)**,**[**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)**, AND UPGRADE MATERIALS THAT CANNOT BE TRADED IN THE GAME. IF YOU WANT TO KNOW IF SOMETHING IS UNTRADABLE JUST SELECT THE ITEM AND SEE IF "LEAVE" IS AN OPTION. IF THERE'S NO LEAVE OPTION, THEN IT'S NOT TRADABLE. FOR UPGRADE MATERIALS/ITEMS, ONE GOOD WAY TO COUNTER THIS LIMITATION IS TO HAVE ANOTHER PLAYER UPGRADE THE CERTAIN WEAPON THAT YOU WANT, AND HAVE HIM/HER DROP IT FOR YOU—YOU DO NOT NEED TO HAVE UPGRADED A WEAPON TO THE SAME UPGRADE LEVEL, BUT YOU DO NEED TO BE WITHIN A SIMILAR SOUL LEVEL RANGE TO THE PLAYER DOING THE DROPPING.**  **ITEMS THAT CAN BE TRADED :**   * [**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons) * [**RINGS**](https://darksouls2.wiki.fextralife.com/Rings) * [**CONSUMABLES**](https://darksouls2.wiki.fextralife.com/Consumables)   **ITEMS THAT CANNOT BE TRADED :**   * [**PETRIFIED DRAGON BONE**](https://darksouls2.wiki.fextralife.com/Petrified+Dragon+Bone) * [**SPELLS**](https://darksouls2.wiki.fextralife.com/Spells)**/**[**MAGIC**](https://darksouls2.wiki.fextralife.com/Magic) * [**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls) * **TWINKLING** * **TITANITE**  [LOCATIONS |](https://darksouls2.wiki.fextralife.com/Locations) **LOCATIONS IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**FEATURSE ALL ACCESSIBLE REGIONS AND LOCATIONS AVAILABLE IN THE WORLD OF DARK SOULS 2. THIS WILL HELP YOU FIND THE HIDDEN**[**ILLUSORY WALLS**](https://darksouls2.wiki.fextralife.com/Illusory+Wall)**, OR**[**STUDY MAPS**](https://darksouls2.wiki.fextralife.com/Maps)**. FOLLOW THE AREAS IN THE ORDER PROPOSED IN PROGRESS ROUTES FOR OUR RECOMMENDED APPROACH IN HOW TO MOST EFFICIENTLY CLEAR A GAME CYCLE. SEE OUR PAGE ON**[**MAPS**](https://darksouls2.wiki.fextralife.com/Maps)**FOR DETAILED MAPS OF EVERY LOCATION WITH THE FIXED**[**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)**,**[**ARMOR**](https://darksouls2.wiki.fextralife.com/Armor)**AND**[**ITEMS**](https://darksouls2.wiki.fextralife.com/Items)**YOU CAN LOOT. THROUGHOUT DRANGLEIC, THERE ARE**[**BONFIRES**](https://darksouls2.wiki.fextralife.com/Bonfires)**SCATTERED OVER THE VARIOUS AREAS. AFTER REACHING A NEW BONFIRE, YOU MAY LIGHT IT THEN REST AT IT. RESTING AT BONFIRES RESTORES YOUR HEALTH ALONG WITH ANY FORM OF SPELLS, ESTUS FLASKS, AND ITEM DURABILITY ALONG WITH RESPAWNING MOST TYPES OF ENEMIES IN SAID AREA.** DARK SOULS 2 ALL LOCATIONSDARK SOULS 2 WORLD LOCATIONS  * [**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt) * [**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula) * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) * [**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame) * [**CATHEDRAL OF BLUE**](https://darksouls2.wiki.fextralife.com/Cathedral+of+Blue) * [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man's+Wharf) * [**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/The+Lost+Bastille) * [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna) * [**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Sinners'+Rise) * [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse) * [**UNDEAD PURGATORY**](https://darksouls2.wiki.fextralife.com/Undead+Purgatory) * [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley) * [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak) * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) * [**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol) * [**THE PIT**](https://darksouls2.wiki.fextralife.com/The+Pit) * [**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints) * [**THE GUTTER**](https://darksouls2.wiki.fextralife.com/The+Gutter) * [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch) * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods) * [**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros) * [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora) * [**LORD'S PRIVATE CHAMBER**](https://darksouls2.wiki.fextralife.com/Lord's+Private+Chamber) * [**SHRINE OF WINTER**](https://darksouls2.wiki.fextralife.com/Shrine+of+Winter) * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) * [**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana) * [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) * [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep) * [**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie) * [**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine) * [**DARK CHASM OF OLD**](https://darksouls2.wiki.fextralife.com/Dark+Chasm+of+Old) * [**MEMORY OF VAMMAR**](https://darksouls2.wiki.fextralife.com/Memory+of+Vammar) * [**MEMORY OF ORRO**](https://darksouls2.wiki.fextralife.com/Memory+of+Orro) * [**MEMORY OF JEIGH**](https://darksouls2.wiki.fextralife.com/Memory+of+Jeigh) * [**DRAGON MEMORIES**](https://darksouls2.wiki.fextralife.com/Dragon+Memories) * [**THRONE OF WANT**](https://darksouls2.wiki.fextralife.com/Throne+Of+Want)  DARK SOULS 2 DLC LOCATIONS[CROWN OF THE SUNKEN KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)  * [**SHULVA, SANCTUM CITY**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City) * [**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum) * [**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest) * [**CAVE OF THE DEAD**](https://darksouls2.wiki.fextralife.com/Cave+of+the+Dead) * [**MEMORY OF THE KING**](https://darksouls2.wiki.fextralife.com/Memory+of+the+King)  [CROWN OF THE OLD IRON KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)  * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) * [**IRON PASSAGE**](https://darksouls2.wiki.fextralife.com/Iron+passage) * [**MEMORY OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Memory+of+the+Old+Iron+King)  [CROWN OF THE IVORY KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King)  * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce) * [**GRAND CATHEDRAL**](https://darksouls2.wiki.fextralife.com/Grand+Cathedral) * [**OLD CHAOS**](https://darksouls2.wiki.fextralife.com/Old+Chaos) * [**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)    WORLD INTERCONNECTIVITY MAPCLICK MAP TO ENLARGE! **[DS2map2](https://darksouls2.wiki.fextralife.com/file/Dark-Souls-2/DS2map2.jpg?v=1472739312659)** [BONFIRES |](https://darksouls2.wiki.fextralife.com/Bonfires)  |  | | --- | | BONFIRE | | **bonfires dark souls 2 wiki guide 300px** | | **REST AT BONFIRE** |   **BONFIRES IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**ARE THE CHECKPOINT FEATURES IN THE GAME. BONFIRES ARE SPECIAL LOCATIONS THAT TAKE FORM AS A BONFIRE WHICH ACT LIKE PLACES OF REST WHERE PLAYERS CAN REPLENISH HEALTH AND ESTUS AND SERVE AS CHECKPOINTS ON YOUR JOURNEY. THESE ALSO ACT AS RESPAWN POINTS FOR PLAYERS THAT HAVE DIED. PLAYERS WILL SPAWN AT THE LAST BONFIRE THAT THEY REST AT. BONFIRE NEED TO BE KINDLED TO BE USED, THEY WILL THEN ALSO APPEAR ON YOUR MENU. UNKINDLED BONFIRES ARE UNLOCKED AND WILL BE MARKED WITH A QUESTION MARK UNTIL KINDLED. ALL BONFIRE LOCATIONS, INCLUDING THOSE THAT WERE ADDED AFTER THE**[**DLC**](https://darksouls2.wiki.fextralife.com/DLC)**TRILOGY, HAVE BEEN LISTED BELOW. BONFIRES HAVE SINCE BEEN UPDATED IN NEWER SOULS GAME TITLES AND HAVE BEEN RENAMED TO**[**SITES OF GRACE**](https://eldenring.wiki.fextralife.com/Sites+of+Grace)**IN FROMSOFTWARE'S RECENT 2022 GAME, ELDEN RING.** WHAT ARE BONFIRES IN DARK SOULS 2? **BONFIRES ARE CHECKPOINTS THAT CAN BE FOUND THROUGHOUT THE DIFFERENT**[**LOCATIONS**](https://darksouls2.wiki.fextralife.com/Locations)**OF DARK SOULS 2. BEFORE THEY ARE KINDLED, THEY APPEAR A SWORD IN THE GROUND WITH A SMALL GLOW WHICH WILL PROMPT YOU TO LIGHT THE BONFIRE AS YOU APPROACH. THEY CAN BE UNLOCKED AND THEN REVISITED AT ANY POINT IN ORDER TO REST, RESTORE AND STRENGTHEN ANY ITEMS THAT CAN BE UPGRADED OR ATTUNED USING ONE OF THE FEATURES OF THE BONFIRE. EACH LOCATION SHOULD HAVE A BONFIRE WITHIN THE VICINITY, WHICH MAY THEN BE SHOWN IN YOUR MENU ONCE UNLOCKED OR KINDLED.** WHAT ARE PRIMAL BONFIRES IN DARK SOULS 2? **THESE ARE SPECIAL BONFIRES THAT CAN BE ACCESSED AFTER DEFEATING ONE OF FOUR OLD ONES, THE MAIN**[**BOSSES**](https://darksouls2.wiki.fextralife.com/Bosses)**, FOR THEIR GREAT SOULS. AFTER EACH DEFEAT, A PRIMAL BONFIRE WILL BECOME AVAILABLE, BUT WILL NOT HAVE THE SAME FEATURES AS A REGULAR BONFIRE. INSTEAD, THESE BONFIRES WILL PROMPT PLAYERS TO RETURN TO THE**[**THE FAR FIRE**](https://darksouls2.wiki.fextralife.com/The+Far+Fire)**BONFIRE IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**.** BONFIRE INFORMATION AND FEATURES DARK SOULS 2 **BONFIRE FEATURES:**   * **CHECKPOINT: RESPAWN FROM THE MOST RECENT BONFIRE YOU RESTED AT** * **FAST TRAVEL: USE THE BONFIRE TO TRAVEL TO ANY KINDLED BONFIRES** * **BURN ITEMS: THIS ACTION GRANTS ADDITIONAL EFFECTS TO ITEMS THAT ARE BURNED AT A BONFIRE** * **ATTUNE SPELLS: ADD OR REMOVE SPELL SCROLLS FROM ATTUNEMENT SLOTS.** * **ACCESS ITEM BOX: USE TO DEPOSIT ITEMS AT THE BONFIRE.**  BONFIRE FEATURES GUIDE DS2DS2 BONFIRE: ATTUNE SPELLS **ADD OR REMOVE SPELL SCROLLS FROM ATTUNEMENT SLOTS.**   * **THE ATTUNE**[**MAGIC**](https://darksouls2.wiki.fextralife.com/Magic)**FUNCTION WILL APPEAR ON THE MENU AFTER ACQUIRING A SPELL SCROLL (HEX, MIRACLE, PYROMANCY, SORCERY)** * **THE**[**STARTING CLASSES**](https://darksouls2.wiki.fextralife.com/Starting+Classes)**WHICH BEGIN WITH A SPELL WILL HAVE THE ATTUNE SPELL FUNCTION AVAILABLE IMMEDIATELY**  DS2 BONFIRE: TRAVELING  * **USE THIS MENU TO TRAVEL TO ANY KINDLED BONFIRE** * **AFTER TALKING TO THE QUEEN IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**, UNKINDLED BONFIRES WILL BE MARKED WITH "???" ICONS ON THE TRAVEL MENU**  DS2 BONFIRE: ITEM BOX  * **USE TO DEPOSIT ITEMS AT THE BONFIRE.** * **ITEMS STORED AT A BONFIRE CANNOT BE RETRIEVED BY CHARACTERS ON A DIFFERENT SAVE SLOT**   **bonfire homepage dark souls 2 wiki guide 300px min** ALL BONFIRE LOCATIONS IN DARK SOULS 2[MAJULA](https://darksouls2.wiki.fextralife.com/Majula)  * [**THE FAR FIRE**](https://darksouls2.wiki.fextralife.com/The+Far+Fire)  [THINGS BETWIXT](https://darksouls2.wiki.fextralife.com/Things+Betwixt)  * [**FIRE KEEPERS' DWELLING**](https://darksouls2.wiki.fextralife.com/Fire+Keepers'+Dwelling)  [FOREST OF FALLEN GIANTS](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)  * [**THE CRESTFALLEN'S RETREAT**](https://darksouls2.wiki.fextralife.com/The+Crestfallen's+Retreat) * [**CARDINAL TOWER**](https://darksouls2.wiki.fextralife.com/Cardinal+Tower) * [**SOLDIER'S REST**](https://darksouls2.wiki.fextralife.com/Soldier's+Rest) * [**THE PLACE 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BELOW IS A LIST OF ALL NPCS IN DARK SOULS II AND THEIR FUNCTIONS. IF YOU KILL AN NPC, A TOMBSTONE WILL APPEAR AT THEIR ORIGINAL LOCATION. THE APPEARANCE OF THE TOMBSTONE IS NOT IMMEDIATE AND CAN TAKE QUITE A WHILE, MULTIPLE HOURS OF GAMEPLAY MAY BE NECESSARY DEPENDING ON HOW MANY NPCS YOU'VE SLAUGHTERED. IF MULTIPLE NPCS ARE KILLED, TOMBSTONES WILL APPEAR IN ORDER OF THE NPC'S DEATH. PLAYERS CAN VISIT TOMBSTONES AND PAY SOULS TO RESURRECT NPCS AS GHOSTS. GHOST NPCS PROVIDE THE SAME FUNCTIONS THEY DO AS WHEN THEY'RE ALIVE. IF THE PLAYER IS KILLED AFTER REVIVING AN NPC, PAYMENT WILL BE REQUIRED TO RESURRECT THE NPC AGAIN.** ALL NPCS IN DARK SOULS 2 [**TRAINERS**](https://darksouls2.wiki.fextralife.com/Trainers)  [**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)  [**BLACKSMITHS**](https://darksouls2.wiki.fextralife.com/Blacksmiths)  [**COVENANT LEADERS**](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  [**PHANTOMS**](https://darksouls2.wiki.fextralife.com/Phantoms)  [**[Milibethframe](https://darksouls2.wiki.fextralife.com/Milibeth) MILIBETH**](https://darksouls2.wiki.fextralife.com/Milibeth)  [**[strowenframe](https://darksouls2.wiki.fextralife.com/Strowen) STROWEN**](https://darksouls2.wiki.fextralife.com/Strowen)  [**[dynatilloframe](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo) DYNA AND TILLO**](https://darksouls2.wiki.fextralife.com/Dyna+and+Tillo)  [**[Shanalotteframe](https://darksouls2.wiki.fextralife.com/Emerald+Herald) 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[**[grandahlframe](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl) DARKDIVER GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)  [**[ratatatframe](https://darksouls2.wiki.fextralife.com/Rat+King) RAT KING**](https://darksouls2.wiki.fextralife.com/Rat+King)  [**[mageroldframe](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir) MAGEROLD OF LANAFIR**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)  [**[vengarlframe](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl) HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl)  [**[ornifexframe](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex) WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)  [**[drummondframe](https://darksouls2.wiki.fextralife.com/Captain+Drummond) CAPTAIN DRUMMOND**](https://darksouls2.wiki.fextralife.com/Captain+Drummond)  [**[tarkframe](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark) MANSCORPION TARK**](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark)  [**[cromwellframe](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner) CROMWELL THE PARDONER**](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner)  [**[wellagerframe](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager)  [**[nashandraframe](https://darksouls2.wiki.fextralife.com/Nashandra) NASHANDRA**](https://darksouls2.wiki.fextralife.com/Nashandra)  [**[milfanitoframe](https://darksouls2.wiki.fextralife.com/Milfanito) MILFANITO**](https://darksouls2.wiki.fextralife.com/Milfanito)  [**[vendrickframe](https://darksouls2.wiki.fextralife.com/Vendrick) KING VENDRICK**](https://darksouls2.wiki.fextralife.com/Vendrick)  [**[dragonframe](https://darksouls2.wiki.fextralife.com/Ancient+Dragon) ANCIENT DRAGON**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon)  [**[alsannaframe](https://darksouls2.wiki.fextralife.com/Alsanna,+Silent+Oracle) ALSANNA, SILENT ORACLE**](https://darksouls2.wiki.fextralife.com/Alsanna,+Silent+Oracle)  [**[glencourframe](https://darksouls2.wiki.fextralife.com/Masterless+Glencour) MASTERLESS GLENCOUR**](https://darksouls2.wiki.fextralife.com/Masterless+Glencour)  [**[Bellclaireframe65](https://darksouls2.wiki.fextralife.com/Pilgrim+Bellclaire) PILGRIM BELLCLAIRE**](https://darksouls2.wiki.fextralife.com/Pilgrim+Bellclaire)  [**[thomasframe](https://darksouls2.wiki.fextralife.com/Jester+Thomas) JESTER THOMAS**](https://darksouls2.wiki.fextralife.com/Jester+Thomas)  [**[feliciaframe212](https://darksouls2.wiki.fextralife.com/Felicia+the+Brave) FELICIA THE BRAVE**](https://darksouls2.wiki.fextralife.com/Felicia+the+Brave)  [**[boydframe](https://darksouls2.wiki.fextralife.com/Ashen+Knight+Boyd) ASHEN KNIGHT BOYD**](https://darksouls2.wiki.fextralife.com/Ashen+Knight+Boyd)  [**[schmidtframe33](https://darksouls2.wiki.fextralife.com/Lone+Hunter+Schmidt) LONE HUNTER SCHMIDT**](https://darksouls2.wiki.fextralife.com/Lone+Hunter+Schmidt)  [**[melindaframe000](https://darksouls2.wiki.fextralife.com/Melinda+the+Butcher) MELINDA THE BUTCHER**](https://darksouls2.wiki.fextralife.com/Melinda+the+Butcher)  [**[usurperframe](https://darksouls2.wiki.fextralife.com/Nameless+Usurper) NAMELESS USURPER**](https://darksouls2.wiki.fextralife.com/Nameless+Usurper)  [**[peculiarframe](https://darksouls2.wiki.fextralife.com/Peculiar+Kindalur) PECULIAR KINDALUR**](https://darksouls2.wiki.fextralife.com/Peculiar+Kindalur)  [**[roennaframe23123](https://darksouls2.wiki.fextralife.com/Merciless+Roenna) MERCILESS ROENNA**](https://darksouls2.wiki.fextralife.com/Merciless+Roenna)  [**[bowmanframe](https://darksouls2.wiki.fextralife.com/Bowman+Guthry) BOWMAN GUTHRY**](https://darksouls2.wiki.fextralife.com/Bowman+Guthry)  [**[aslatielframe765](https://darksouls2.wiki.fextralife.com/Aslatiel+of+Mirrah) ASLATIEL OF MIRRAH**](https://darksouls2.wiki.fextralife.com/Aslatiel+of+Mirrah)  [**[rhoyframe864](https://darksouls2.wiki.fextralife.com/Rhoy+the+Explorer) RHOY THE EXPLORER**](https://darksouls2.wiki.fextralife.com/Rhoy+the+Explorer) [TRAINERS |](https://darksouls2.wiki.fextralife.com/Trainers) **TRAINERS ARE**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. NPCS CATEGORIZED AS TRAINERS CAN ALSO BE**[**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)**AND PLAYERS MAY BE ABLE TO PURCHASE ITEMS FROM THEM WHEN YOU ACCESS THEIR MENU, OR REINFORCE AND UPGRADE DIFFERENT ITEMS OR TRADE WITH THEM. WHEN ACCESSING THEIR INVENTORY, THEY WILL USUALLY HAVE A FOCUSED SEET OF ITEMS TO OFFER. THESE TRAINERS CAN BE ENCOUNTERED IN DIFFERENT**[**LOCATIONS**](https://darksouls2.wiki.fextralife.com/Locations)**. OTHERS MAY BE SORTED INTO DIFFERENT STRENGTHS SUCH AS A HEXES TRAINER OR SORCERY TRAINER FOR MAGIC. DEPENDING ON THEIR UNIQUE PERSONALITIES AND FEATURES, SOME TRAINERS MAY REQUIRE PLAYERS TO REACH A MINIMUM LEVEL FOR A SPECIFIC**[**ATTRIBUTES**](https://darksouls2.wiki.fextralife.com/Attributes)**OR**[**STATS**](https://darksouls2.wiki.fextralife.com/Stats)**IN ORDER TO GAIN ACCESS TO ALL THEIR FEATURES AND DIALOGUE.**  [**TRAINERS**](https://darksouls2.wiki.fextralife.com/Trainers)  [**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)  [**BLACKSMITHS**](https://darksouls2.wiki.fextralife.com/Blacksmiths)  [**COVENANT LEADERS**](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  [**PHANTOMS**](https://darksouls2.wiki.fextralife.com/Phantoms)  [**OTHER NPCS**](https://darksouls2.wiki.fextralife.com/Other+NPCs) ALL TRAINERS DARK SOULS 2 [**[carhillionframe](https://darksouls2.wiki.fextralife.com/Carhillion+of+the+Fold) CARHILLION OF THE FOLD**](https://darksouls2.wiki.fextralife.com/Carhillion+of+the+Fold)  [**[straidframe](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis) STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)  [**[rosabethframe](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)  [**[grenframe](https://darksouls2.wiki.fextralife.com/Titchy+Gren) TITCHY GREN**](https://darksouls2.wiki.fextralife.com/Titchy+Gren)  [**[liciaframe](https://darksouls2.wiki.fextralife.com/Licia+of+Lindeldt) LICIA OF LINDELT**](https://darksouls2.wiki.fextralife.com/Licia+of+Lindeldt)  [**[targrayframe](https://darksouls2.wiki.fextralife.com/Blue+Sentinel+Targray) BLUE SENTINEL TARGRAY**](https://darksouls2.wiki.fextralife.com/Blue+Sentinel+Targray)  [**[felkinframe](https://darksouls2.wiki.fextralife.com/Felkin+the+Outcast) FELKIN THE OUTCAST**](https://darksouls2.wiki.fextralife.com/Felkin+the+Outcast)  [**[grandahlframe](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl) DARKDIVER GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl) [MERCHANTS](https://darksouls2.wiki.fextralife.com/Merchants) **MERCHANTS ARE**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. MERCHANTS CAN BE ENCOUNTERED THROUGHOUT THE DIFFERENT LOCATIONS AND USUALLY OFFER A SET OF ITEMS FOR SALE. PLAYERS CAN INTERACT WITH THEM TO BRING UP THEIR SPECIFIC MENU AND ASK TO VIEW THEIR WARES. DEPENDING ON THE TYPE OF MERCHANT THEY ARE, THEY COULD SELL A STOCK OF VARIOUS GENERAL GOOD OR A STOCK OF SPECIFIC TYPES OF ITEMS, OR WEAPONS. CERTAIN MERCHANTS AWARD PLAYERS FOR THEIR INTERACTION AND MAY PROVIDE A GIFT UPON SPENDING A MINIMUM AMOUNT WITH THEM. IF PLAYERS CHOOSE TO, THEY MAY ALSO BE FOUGHT AND KILLED FOR SPECIFIC FOR THEIR LOOT THAT CAN BE FOUND IN EACH OF THEIR INDIVIDUAL PAGES.**  [**TRAINERS**](https://darksouls2.wiki.fextralife.com/Trainers)  [**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)  [**BLACKSMITHS**](https://darksouls2.wiki.fextralife.com/Blacksmiths)  [**COVENANT LEADERS**](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  [**PHANTOMS**](https://darksouls2.wiki.fextralife.com/Phantoms)  [**OTHER NPCS**](https://darksouls2.wiki.fextralife.com/Other+NPCs) ALL MERCHANTS IN DARK SOULS 2 [**[melentiaframe](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia) MERCHANT HAG MELENTIA**](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia)  [**[armourerframe](https://darksouls2.wiki.fextralife.com/Maughlin+the+Armourer) MAUGHLIN THE ARMOURER**](https://darksouls2.wiki.fextralife.com/Maughlin+the+Armourer)  [**[gavlanframe](https://darksouls2.wiki.fextralife.com/Lonesome+Gavlan) LONESOME GAVLAN**](https://darksouls2.wiki.fextralife.com/Lonesome+Gavlan)  [**[straidframe](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis) STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)  [**[gilliganframe](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan) LADDERSMITH GILLIGAN**](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan)  [**[mageroldframe](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir) MAGEROLD OF LANAFIR**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)  [**[wellagerframe](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager) CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager)  **[chloanneframe](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)** [**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne)  **[rosabethframe](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)** [**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)  **[shalqoirframe](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir)** [**SWEET SHALQUOIR**](https://darksouls2.wiki.fextralife.com/Sweet+Shalquoir)  **[liciaframe](https://darksouls2.wiki.fextralife.com/Licia+of+Lindelt)** [**LICIA OF LINDELDT**](https://darksouls2.wiki.fextralife.com/Licia+of+Lindeldt)  **[navlaanframe](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan)** [**ROYAL SORCERER NAVLAAN**](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan)  **[felkinframe](https://darksouls2.wiki.fextralife.com/Felkin+the+Outcast)** [**FELKIN THE OUTCAST**](https://darksouls2.wiki.fextralife.com/Felkin+the+Outcast)  **[agdayneframe](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)** [**GRAVE WARDEN AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)  **[grenframe](https://darksouls2.wiki.fextralife.com/Titchy+Gren)** [**TITCHY GREN**](https://darksouls2.wiki.fextralife.com/Titchy+Gren)  **[grandahlframe](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)** [**DARKDIVER GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)  **[cromwellframe](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner)** [**CROMWELL THE PARDONER**](https://darksouls2.wiki.fextralife.com/Cromwell+the+Pardoner)  [**HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl) [BLACKSMITHS |](https://darksouls2.wiki.fextralife.com/Blacksmiths) **BLACKSMITHS ARE**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. BLACKSMITHS IN DARK SOULS 2 ARE USUALLY ALSO CATEGORIZED AS MERCHANTS WITH A SET OF WARES THAT FOCUS ON**[**WEAPONS**](https://darksouls2.wiki.fextralife.com/Weapons)**,**[**ARMOR**](https://darksouls2.wiki.fextralife.com/Armor)**AND EQUIPMENT. THEIR EQUIPMENT CAN EITHER BE FOR PURCHASE OR TRADE, OR THEY INSTEAD MAY OFFER OTHER FEATURES OR SKILLS THAT WILL AND YOU AND POTENTIALLY IMPROVE YOUR CURRENT EQUIPMENT. SOME OF THESE SPECIALTY SKILLS INCLUDE INFUSING EQUIPMENT. SOME OF THESE BLACKSMITHS WILL HAVE REQUIREMENTS BEFORE THEIR SERVICES OR WARES ARE UNLOCKED, THIS COULD INVOLVE ACQUIRING AN ITEM FOR THEM OR REACHING A MINIMUM LEVEL REQUIREMENT IN CERTAIN SKILLS OR**[**ATTRIBUTES**](https://darksouls2.wiki.fextralife.com/Attributes)**.**  [**TRAINERS**](https://darksouls2.wiki.fextralife.com/Trainers)  [**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)  [**BLACKSMITHS**](https://darksouls2.wiki.fextralife.com/Blacksmiths)  [**COVENANT LEADERS**](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  [**PHANTOMS**](https://darksouls2.wiki.fextralife.com/Phantoms)  [**OTHER NPCS**](https://darksouls2.wiki.fextralife.com/Other+NPCs) ALL BLACKSMITHS DARK SOULS 2 [**[lenigrastframe](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast) BLACKSMITH LENIGRAST**](https://darksouls2.wiki.fextralife.com/Blacksmith+Lenigrast)  [**[mcduffframe](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff) STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)  [**[ornifexframe](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex) WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)  [**[straidframe](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis) STRAID OF OLAPHIS**](https://darksouls2.wiki.fextralife.com/Straid+of+Olaphis)     [COVENANT LEADERS](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  **COVENANT LEADERS ARE**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. THESE ARE THE MAIN NPCS AND LEADERS OF THE**[**COVENANTS**](https://darksouls2.wiki.fextralife.com/Covenants)**IN THE GAME. THERE ARE 9 COVENANTS IN TOTAL THAT WORK AS FACTIONS OR PACTS, AND PLAYERS CAN CHOOSE TO ALIGN WITH A SPECIFIC COVENANT IN THE GAME TO REAP EXTRA REWARDS OF BENEFITS. THESE BENEFITS COULD INCLUDE A UNIQUE MULTIPLAYER ITEM USABLE ONLY BY MEMBERS OF THAT COVENANT, OR OTHER**[**ITEMS**](https://darksouls2.wiki.fextralife.com/Items)**AND EQUIPMENT. TO ALIGN WITH A COVENANT PLAYERS MUST PLEDGE AN OATH THESE NPCS. THEY MUST THEN ABIDE BY SPECIFC COVENANT RULES AND BEHAVIOURS TO REMAIN IN THE COVENANAT.**  [**TRAINERS**](https://darksouls2.wiki.fextralife.com/Trainers)  [**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)  [**BLACKSMITHS**](https://darksouls2.wiki.fextralife.com/Blacksmiths)  [**COVENANT LEADERS**](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  [**PHANTOMS**](https://darksouls2.wiki.fextralife.com/Phantoms)  [**OTHER NPCS**](https://darksouls2.wiki.fextralife.com/Other+NPCs) ALL COVENANT LEADERS DARK SOULS 2  | **IMAGE** | **DESCRIPTION** | | --- | --- | | **[grenframe](https://darksouls2.wiki.fextralife.com/Titchy+Gren)** | [TITCHY GREN](https://darksouls2.wiki.fextralife.com/Titchy+Gren)COVENANT: [BROTHERHOOD OF BLOOD](https://darksouls2.wiki.fextralife.com/Brotherhood+of+Blood) Sanguinary%20Covenant%20Trophy **THIS NPC IS NOTABLE IN THAT HE IS APPROXIMATELY HALF THE SIZE OF THE PLAYER CHARACTER (AND HIS GEAR REFERS TO HIM AS "TINY"). GREN IS A DEVOTEE OF THE BLOOD GOD NAHR ALMA AND INTRODUCES THE PLAYER TO THE**[**BROTHERHOOD OF BLOOD COVENANT**](https://darksouls2.wiki.fextralife.com/Covenants)**IF THEY HAVE AT LEAST 1**[**TOKEN OF SPITE**](https://darksouls2.wiki.fextralife.com/token+of+spite)**- OBTAINED FROM A CHEST IN THE GRAVE OF SAINTS AREA. THESE TOKENS CAN ALSO BE OBTAINED ONLINE BY SUCCESSFULLY INVADING AND KILLING OTHER PLAYER CHARACTERS THROUGH THE USE OF A**[**CRACKED RED EYE ORB**](https://darksouls2.wiki.fextralife.com/Cracked+Red+Eye+Orb)**.  ONCE THE PLAYER HAS PLEDGED ALLEGIANCE TO THE COVENANT AND NAHR ALMA, GREN WILL DISCUSS THE BROTHERHOOD MECHANICS AND WAYS IN MORE DEPTH, AND WILL ALSO BECOME AVAILABLE AS A MERCHANT. GREN'S GHOST CAN BE SUMMONED FOR 3,000 SOULS IF YOU KILLED HIM FOR SOME REASON.** | | **[targrayframe](https://darksouls2.wiki.fextralife.com/Blue+Sentinel+Targray)** | Protector%20Covenant%20Trophy[BLUE SENTINEL TARGRAY](https://darksouls2.wiki.fextralife.com/Blue+Sentinel+Targray)COVENANT: [BLUE SENTINELS](https://darksouls2.wiki.fextralife.com/Blue+Sentinels) **"A RELIGIOUS SEEKER, THIS KNIGHT'S STOUT FAITH GUIDES STRICT PRINCIPLES THAT HE ENFORCES ON HIMSELF AND EXPECTS OF OTHERS. DESPITE ADMIRABLE DEVOTION TO HIS SACRED MISSION, HE MAY PERHAPS BE ACCUSED OF NARROW-MINDEDNESS." BLUE SENTINEL TARGRAY. AN APOSTLE CALLED BLUE KNIGHT. HE DEMANDS HIMSELF AND OTHERS A STRICT DISCIPLINE AS A 'GUIDE' FROM THE BLUE SENTINEL COVENANT. HE DEVOTES HIS LIFE FOR HIS NOBLE MISSION, HOWEVER, SOMETIMES HIS WORDS AND ACTIONS BETRAY A NARROW MIND."  HIS SPIRIT CAN BE SUMMONED FOR 6000 SOULS IF HE IS KILLED.** | | **[sauldenframe](https://darksouls2.wiki.fextralife.com/Crestfallen+Saulden)** | [CRESTFALLEN SAULDEN](https://darksouls2.wiki.fextralife.com/Crestfallen+Saulden)COVENANT: [WAY OF THE BLUE](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue) Protector%20Covenant%20Trophy **THE EARLIEST AVAILABLE COVENANT LEADER, CRESTFALLEN SAULDEN CAN BE FOUND AT THE BASE OF THE TOWER IN**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**. MUCH LIKE HIS COUNTERPART, THE CRESTFALLEN WARRIOR IN DARK SOULS, HE GIVES DIRECTION IN THE EARLY STAGES OF THE GAME, AND MAKES FREQUENT COMMENTS REGARDING THE IMPOSSIBILITY OF THE CHOSEN UNDEAD'S TASK.  UPON INITIALLY EXHAUSTING ALL OF HIS AVAILABLE DIALOGUE AT ANY GIVEN POINT, HIS FINAL COMMENT WILL BE A RECOMMENDATION TO JOIN THE WAY OF THE BLUE COVENANT. THERE ARE NO ENTRY REQUIREMENTS, AND UPON ACCEPTANCE WILL PRESENT THE CHOSEN UNDEAD WITH THE**[**BLUE SEAL**](https://darksouls2.wiki.fextralife.com/Blue+Seal) | | **[bellkeeperframe](https://darksouls2.wiki.fextralife.com/Bell+Keeper)** | [BELL KEEPER](https://darksouls2.wiki.fextralife.com/Bell+Keeper)COVENANT: [THE BELL KEEPERS](https://darksouls2.wiki.fextralife.com/Bell+Keepers) Clangorous%20Covenant%20Trophy **THE**[**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**GUARD THE**[**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)**IN**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**AND THE**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**IN THE**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**, RESPECTIVELY. THEY ARE ALMOST IDENTICAL, THE ONLY DISCERNIBLE DIFFERENCE BETWEEN THEM BEING SECTIONS OF DIALOGUE. THE BELL KEEPERS ARE MARIONETTES, CREATED BY THE PRINCE OF ALKEN - COMMONLY ASSUMED TO BE HE WHO BECAME THE**[**OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Old+Iron+King)**- AND THE PRINCESS OF VENN, WHOSE IDENTITY IS UNCLEAR. THEIR SOLE PURPOSE IS TO KILL ANY TRESPASSERS INTO THEIR RESPECTIVE TOWERS.  UPON EXHAUSTING THE DIALOGUE OF EITHER OF THESE PASSIVE MARIONETTES, THE CHOSEN UNDEAD WILL BE GIVEN THE OPTION TO JOIN THE**[**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keepers)**COVENANT, AND THE RELEVANT BELL KEEPER WILL PROVIDE THE**[**BELL KEEPER'S SEAL**](https://darksouls2.wiki.fextralife.com/Bell+Keeper%27s+Seal)**- IN ADDITION TO FIVE**[**RUSTED COINS**](https://darksouls2.wiki.fextralife.com/Rusted+Coin)**- TO THOSE WHO CHOOSE TO DO SO.** | | **[ratatatframe](https://darksouls2.wiki.fextralife.com/Rat+King)** | [RAT KING](https://darksouls2.wiki.fextralife.com/Rat+King)COVENANT: [RAT KING COVENANT](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant) Gnawing%20Covenant%20Trophy **THE RAT KING IS PRESENT IN TWO LOCATIONS:**[**THE DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**AND THE**[**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints)**. HE IS ONLY ACCESSIBLE UPON DEFEAT OF THE**[**ROYAL RAT AUTHORITY**](https://darksouls2.wiki.fextralife.com/Royal+Rat+Authority)**OR THE**[**ROYAL RAT VANGUARD**](https://darksouls2.wiki.fextralife.com/Royal+Rat+Vanguard)**, RESPECTIVELY.  NOTABLY PREJUDICED TOWARDS HUMANS, THE RAT KING WILL GAIN A NEW RESPECT FOR THE CHOSEN UNDEAD IF THEY ARE CARRYING AT LEAST ONE**[**RAT TAIL**](https://darksouls2.wiki.fextralife.com/Rat+Tail)**- OBTAINED AFTER VICTORY IN THE PREREQUISITE BOSS BATTLE. ONCE THIS REQUIREMENT HAS BEEN MET, THE CHOSEN UNDEAD WILL BE OFFERED THE OPPORTUNITY TO JOIN THE**[**RAT KING**](https://darksouls2.wiki.fextralife.com/Rat+King+covenant)**COVENANT AND DEFEND THE**[**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints)**AND**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**LEVELS. THE RAT KING ONLY NEEDS TO BE SPOKEN TO AT ONE OF THESE LOCATIONS TO JOIN THE COVENANT, AND IS AVAILABLE AT EITHER AT ANY TIME.** | | **[mageroldframe](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)** | [MAGEROLD OF LANAFIR](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)COVENANT: [DRAGON REMNANTS](https://darksouls2.wiki.fextralife.com/Dragon+Remnants) Covenant%20of%20the%20Ancients%20Trophy **DESPITE SEEMINGLY HAVING NO CONNECTION TO THE DRAGONS, MAGEROLD IS THE LEADER OF THE**[**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**COVENANT. HE CAN BE FOUND NEAR THE BEGINNING OF THE**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**, ALTHOUGH THE PLAYER WILL BE UNABLE TO JOIN THE COVENANT WHEN THEY FIRST PASS THROUGH HERE.  ONCE THE CHOSEN UNDEAD HAS OBTAINED THE**[**PETRIFIED EGG**](https://darksouls2.wiki.fextralife.com/Petrified+Egg)**FROM THE**[**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)**,**[**MAGEROLD**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)**WILL REQUESTS THE EGG FOR HIMSELF. HE WILL NO LONGER INTERACT WITH THE PLAYER UNTIL EITHER THEY AGREE TO GIVE HIM THE**[**EGG**](https://darksouls2.wiki.fextralife.com/Petrified+Egg)**, OR OTHERWISE REMOVE IT FROM THEIR INVENTORY. ONCE THE CHOSEN UNDEAD HAS GIVEN**[**MAGEROLD**](https://darksouls2.wiki.fextralife.com/Magerold+of+Lanafir)**THE EGG, THEY WILL HAVE THE OPTION OF JOINING THE**[**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**COVENANT. AT THIS POINT HE WILL ALSO RESUME HIS FUNCTION AS A MERCHANT, REGARDLESS OF WHETHER THE CHOSEN UNDEAD CHOOSES TO JOIN.** | | **[grandahlframe](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)** | [DARKDIVER GRANDAHL](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)COVENANT: [PILGRIMS OF DARK](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark) Abysmal%20Covenant%20Trophy **THE CHOSEN UNDEAD MUST FIND**[**DARKDIVER GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)**IN THREE LOCATIONS BEFORE THE**[**PILGRIMS OF DARK**](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark)**COVENANT BECOMES AVAILABLE. THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**, THE**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**AND**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) **THE ORDER IN WHICH THESE PLACES ARE VISITED HAS NO IMPACT, BUT THE PLAYER MUST EXHAUST HIS DIALOGUE IN THE FIRST TWO PLACES THEY MEET HIM. THE THIRD TIME THEY MEET,**[**GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)**WILL OFFER THE PLAYER THE OPPORTUNITY TO JOIN THE COVENANT. IF THE PLAYER CHOOSES TO KILL**[**DARKDIVER GRANDAHL**](https://darksouls2.wiki.fextralife.com/Darkdiver+Grandahl)**, JOINING THE COVENANT WILL BE IMPOSSIBLE UNTIL THE NEXT PLAYTHROUGH.** |  [PHANTOMS |](https://darksouls2.wiki.fextralife.com/Phantoms)  **PHANTOMS ARE**[**NPCS**](https://darksouls2.wiki.fextralife.com/NPCs)**IN**[**DARK SOULS 2**](https://darksouls2.wiki.fextralife.com/Dark+Souls+2+Wiki)**. THESE INCLUDE ALL INVADER NPCS AND SUMMONED NPCS. THESE ARE INVADERS ACT AS**[**ENEMIES**](https://darksouls2.wiki.fextralife.com/Enemies)**THAT MAY SUDDENLY APPEAR AS YOU ENTER SPECIFIC**[**LOCATIONS**](https://darksouls2.wiki.fextralife.com/Locations)**. THESE INVASIONS ARE WHEN HOSTILE NPCS INVADE YOUR CURRENT LOCATION AND INITIATE IN COMBAT ONCE WITHIN PROXIMITY. ONCE AN INVASION OCCURS, A NOFICIATION WILL APPEAR MENTIONING THAT YOU HAVE BEEN INVADED BY A DARK SPIRIT, FOLLOWED BY THE NAME OF THE INVADER. YOU MAY THEN SEEK OUT THE INVADER AND BEGIN**[**COMBAT**](https://darksouls2.wiki.fextralife.com/Combat)**. ON THE OTHER HAND THERE ARE ALSO PHANTOMS THAT CAN BE SUMMONED AND INSTEAD ACT AS ALLIES. THESE PHANTONS, INVADE ENEMIES IN A WAY AND AID YOU IN BATTLE. SOME CONDITIONS AND INTERACTIONS MIGHT BE REQUIRED BEFORE THEY CAN BECOME AVAILABLE AS A SUMMONED PHANTOM.**  [**TRAINERS**](https://darksouls2.wiki.fextralife.com/Trainers)  [**MERCHANTS**](https://darksouls2.wiki.fextralife.com/Merchants)  [**BLACKSMITHS**](https://darksouls2.wiki.fextralife.com/Blacksmiths)  [**COVENANT LEADERS**](https://darksouls2.wiki.fextralife.com/Covenant+Leaders)  [**PHANTOMS**](https://darksouls2.wiki.fextralife.com/Phantoms)  [**OTHER NPCS**](https://darksouls2.wiki.fextralife.com/Other+NPCs) ALL ‍‍INVADER NPC PHANTOMS DARK SOULS 2‍‍INVADER NPC PHANTOMS DS2[MELINDA THE BUTCHER](https://darksouls2.wiki.fextralife.com/Melinda+the+Butcher)  * [**THE GUTTER**](https://darksouls2.wiki.fextralife.com/The+Gutter)  [MALDRON THE ASSASSIN](https://darksouls2.wiki.fextralife.com/Maldron+the+Assassin)  * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower) * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**(NO NOTIFICATION WILL APPEAR TO INDICATE YOU HAVE BEEN INVADED ALSO WORN WHITE RING TO DISGUISE AS FRIENDLY PHANTOM)**  [ARMORER DENNIS](https://darksouls2.wiki.fextralife.com/Armorer+Dennis) (SCHOLAR OF THE FIRST SIN ONLY)  * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants) * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)  [OLIVER THE COLLECTOR](https://darksouls2.wiki.fextralife.com/Oliver+The+Collector) (SCHOLAR OF THE FIRST SIN ONLY)  * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)  [PROWLERS](https://darksouls2.wiki.fextralife.com/Prowlers)  * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)  [JESTER THOMAS](https://darksouls2.wiki.fextralife.com/Jester+Thomas)  * [**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)  [HOLY KNIGHT AURHEIM](https://darksouls2.wiki.fextralife.com/Holy+Knight+Aurheim)  * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)  [QUICKSWORD RACHEL](https://darksouls2.wiki.fextralife.com/Quicksword+Rachel)  * [**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)  [ROCKSHIELD BALDYR](https://darksouls2.wiki.fextralife.com/Rockshield+Baldyr)  * [**SHULVA, SANCTUM CITY**](https://darksouls2.wiki.fextralife.com/Shulva+-+Sanctum+City)  [HEXER NICHOLAI](https://darksouls2.wiki.fextralife.com/Hexer+Nicholai)  * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)  [CASTAWAY WITCH DONNA](https://darksouls2.wiki.fextralife.com/Castaway+Witch+Donna)  * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)  [FENCER SHARRON](https://darksouls2.wiki.fextralife.com/Fencer+Sharron) (SCHOLAR OF THE FIRST SIN ONLY)  * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) * [**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie)  [THE FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn)  * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+Of+Fallen+Giants) * [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse) * [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley) * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) * [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch) * [**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie) * [**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille) * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) * [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt) * [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**(SUMMONED AFTER LIGHTING EACH TORCH SCONCE, NO NOTIFICATION WILL BE RECEIVED)** * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**(OUTER WALL BONFIRE)**  [THE BELL KEEPER](https://darksouls2.wiki.fextralife.com/The+Bell+Keeper)  * [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna) * [**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)  [VORGEL THE SINNER](https://darksouls2.wiki.fextralife.com/Vogel+the+Sinner)  * [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)  [MERCILESS ROENNA](https://darksouls2.wiki.fextralife.com/Merciless+Roenna)  * [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)  [RHOY THE EXPLORER](https://darksouls2.wiki.fextralife.com/Rhoy+the+Explorer)  * [**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints#.U2HjaVdkXa4)**(ONLY SPAWNS OFFLINE)**  [PECULIAR KINDULAR](https://darksouls2.wiki.fextralife.com/Peculiar+Kindular)  * [**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)  [NAMELESS USURPER](https://darksouls2.wiki.fextralife.com/Nameless+Usurper)  * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) * [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)  [BOWMAN GUTHRY](https://darksouls2.wiki.fextralife.com/Bowman+Guthry) (SCHOLAR OF THE FIRST SIN ONLY)  * [**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**(ONLY SPAWNS OFFLINE)** * [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)  [DRAGONFANG VILLARD](https://darksouls2.wiki.fextralife.com/Dark+Spirit+Dragonfang+Villard)  * [**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)  [ROYAL SORCERER NAVLAAN](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) (ONLY INVADES IF RELEASED FROM HIS PRISON IN [ALDIA'S KEEP](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep#.U2HxEVdkXa4))  * [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep) * [**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie) * [**THE GUTTER**](https://darksouls2.wiki.fextralife.com/The+Gutter) * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle) * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forrest+of+Fallen+Giants) * [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)  [ASLATIEL OF MIRRAH](https://darksouls2.wiki.fextralife.com/Aslatiel+of+Mirrah)  * [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)  WOODLAND CHILD VICTOR & WOODLAND CHILD GULLY  * [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)  SCRIPTED GHOSTS DS2[BELFRY LUNA](https://darksouls2.wiki.fextralife.com/Belfry+Luna)  * **AFTER DEFEATING THE GARGOYLES SCRIPTED GHOSTS WILL SHOW YOU THE WAY DOWN A LADDER NEAR THE BONFIRE.**  SUMMONED NPC PHANTOMS  * **NOTE: THESE CAN ONLY BE SUMMONED WHILE IN HUMAN FORM AND YOU WILL GET 25% LESS SOULS WHILE YOU HAVE A WHITE PHANTOM IN YOUR WORLD!**  [PILGRIM BELLCLAIRE](https://darksouls2.wiki.fextralife.com/Pilgrim+Bellclaire" \o "Dark Souls 2 Pilgrim Bellclaire)  * **FOUND AT THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**, IN A CELL IN THE AREA BEFORE THE BOSS FIGHT WITH**[**RUIN SENTINELS YAHIM, RICCE AND ALESSIA**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**.**   [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. JUST BEFORE THE**[**DRAGONRAIDER**](https://darksouls2.wiki.fextralife.com/Dragonraider)**BOSSFIGHT (SCHOLAR OF THE FIRST SIN ONLY).** [LUCATIEL OF MIRRAH](https://darksouls2.wiki.fextralife.com/Lucatiel+of+Mirrah" \o "Dark Souls 2 Lucatiel of Mirrah)  * [**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Sinners'+Rise)**(**[**LOST SINNER**](https://darksouls2.wiki.fextralife.com/The+Lost+Sinner)**), AFTER DESCENDING TO THE BOTTOM FROM THE LIFT. IN THE BACK RIGHT-HAND CORNER. MAY HAVE TO TALK TO HER AT**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf#.U2Hwg1dkXa4)**OR**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**BEFOREHAND.** * [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-Man%27s+Wharf#.U2Hwg1dkXa4)**(**[**FLEXILE SENTRY**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry)**), NEAR THE SHORTCUT GATE IN THE HOUSE, APPEARS AFTER EXHAUSTING HER DIALOGUE NEAR THE BONFIRE.** * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep#.U2Hw1ldkXa4)**(**[**SMELTER DEMON**](https://darksouls2.wiki.fextralife.com/Smelter+Demon)**), RIGHT OUTSIDE OF THE BOSS ROOM.** * [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch#.U2Hw31dkXa4)**(**[**THE ROTTEN**](https://darksouls2.wiki.fextralife.com/The+Rotten)**), NEAR THE HIDDEN BONFIRE.** * [**GRAND CATHEDRAL**](https://darksouls2.wiki.fextralife.com/Grand+Cathedral)**(**[**BURNT IVORY KING**](https://darksouls2.wiki.fextralife.com/Burnt+Ivory+King)**), UP THE STAIRS FROM THE BONFIRE.** * **IN ORDER TO COMPLETE LUCATIEL'S STORYLINE, THE PLAYER MUST SUMMON HER FOR AT LEAST THREE OF THE FIVE BOSS BATTLES, AND SURVIVE ALL THREE. DOING SO IS THE ONLY WAY TO EARN THE TROPHY/ACHIEVEMENT FOR COMPLETING HER STORYLINE. THIS CAN APPARENTLY BE DONE ACROSS ALL PLAYTHROUGHS OR THROUGH THE USE OF A BONFIRE ASCETIC TO FIGHT THE SAME BOSS.**  [MILD-MANNERED PATE](https://darksouls2.wiki.fextralife.com/Mild+Mannered+Pate" \o "Dark Souls 2 Mild Mannered Pate)  * [**FOREST OF THE FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants#.U2HxQldkXa4)**, SPEAK WITH HIM BEFORE ENTERING THE AMBUSH ON THE LOWER LEVEL OF CARDINAL TOWER, AND THEN AGAIN AFTER YOU ESCAPE AND KILL ALL THE ENEMIES. HIS SUMMON SIGN CAN BE FOUND JUST OUTSIDE**[**THE LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant)**'S BOSS FOG. PATE WILL NOT LEAVE THIS AREA, SO HE CANNOT BE SUMMONED TO ASSIST WITH THE**[**THE PURSUER**](https://darksouls2.wiki.fextralife.com/Pursuer)**. IF PATE SURVIVES THE BATTLE WITH**[**THE LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant)**, HE WILL GIVE YOU HIS**[**PIKE**](https://darksouls2.wiki.fextralife.com/Pate%27s+Spear#.U2uLRfldV8F)**,**[**SHIELD**](https://darksouls2.wiki.fextralife.com/Pate%27s+Shield#.U2uLJfldV8E)**AND**[**ARMOUR**](https://darksouls2.wiki.fextralife.com/Pate%27s+Set#.U2uLAPldV8E)**WHEN HE IS ENCOUNTERED IN THE**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**AREA.**  [MASTERLESS GLENCOUR](https://darksouls2.wiki.fextralife.com/Masterless+Glencour" \o "Dark Souls 2 Masterless Glencour)  * [**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**(**[**DRAGONRIDER**](https://darksouls2.wiki.fextralife.com/DragonRider)**,**[**OLD DRAGONSLAYER**](https://darksouls2.wiki.fextralife.com/Old+Dragonslayer)**). ON THE RIGHT OF THE PLATFORM BEFORE THE DRAGONRIDER BOSS.** * [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)**(**[**BELFRY GARGOYLES**](https://darksouls2.wiki.fextralife.com/Belfry+Gargoyle)**). UNDERNEATH THE SECOND STAIRCASE WHILST ASCENDING THE FLOORS OF THE BELFRY. (SCHOLAR OF THE FIRST SIN ONLY)** * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**. IMMEDIATELY AFTER THE FIRST BONFIRE (MUST HAVE**[**EYE OF THE PRIESTESS**](https://darksouls2.wiki.fextralife.com/Eye+Of+the+Priestess)**).**  [JESTER THOMAS](https://darksouls2.wiki.fextralife.com/Jester+Thomas" \o "Dark Souls 2 Jester Thomas)  * [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak#.U2HyGFdkXa4)**. BEFORE THE BOSS ROOM OF**[**MYTHA, THE BANEFUL QUEEN.**](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen#.U2Hxl1dkXa4)  [ASHEN KNIGHT BOYD](https://darksouls2.wiki.fextralife.com/Ashen+Knight+Boyd" \l ".U2HlhVdkXa4" \o "Dark Souls 2 Ashen Knight Boyd#.U2HlhVdkXa4)  * [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora#.U2HybVdkXa4)**. NEAR THE WALL ACROSS FROM THE FOG GATE TO THE**[**DUKE'S DEAR FREJA**](https://darksouls2.wiki.fextralife.com/The+Duke%27s+Dear+Freja#.U2Hxz1dkXa4)**, UNDER A SPIDER WEB.** * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. IN THE CORRIDOR BEFORE THE**[**LOOKING GLASS KNIGHT**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight)**BOSS ROOM. (SCHOLAR OF THE FIRST SIN ONLY)**  [BENHART OF JUGO](https://darksouls2.wiki.fextralife.com/Benhart+of+Jugo" \o "Dark Souls 2 Benhart of Jugo)  * [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora#.U2HybVdkXa4)**(**[**PROWLING MAGUS AND CONGREGATION**](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation)**) INSIDE ONE OF THE TENTS.** * [**KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle#.U2HyuldkXa4)**(**[**LOOKING GLASS KNIGHT**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight)**) JUST BEFORE THE BOSS BATTLE, TO THE RIGHT OF THE FOG WALL.** * [**MEMORY OF JEIGH**](https://darksouls2.wiki.fextralife.com/Memory+of+Jeigh#.U2Hy4VdkXa4)**(**[**GIANT LORD**](https://darksouls2.wiki.fextralife.com/Giant+Lord)**) BEFORE THE FOG GATE, ONLY AFTER SPEAKING WITH HIM IN THE**[**MEMORY OF ORRO**](https://darksouls2.wiki.fextralife.com/Memory+of+Orro)**.** * [**THRONE OF WANT**](https://darksouls2.wiki.fextralife.com/Throne+Of+Want#.U2Hy51dkXa4)**(**[**THRONE WATCHER AND THRONE DEFENDER**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+and+Throne+Defender)**,**[**NASHANDRA**](https://darksouls2.wiki.fextralife.com/Nashandra)**,**[**ALDIA**](https://darksouls2.wiki.fextralife.com/Aldia,+Scholar+of+the+First+Sin)**) ON THE PLATFORM IMMEDIATELY BEFORE THE BOSS ROOM.** * [**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)**(**[**ELANA, SQUALID QUEEN**](https://darksouls2.wiki.fextralife.com/Elana%2C+Squalid+Queen)**) LIKE LUCATIEL, IN ORDER TO COMPLETE BENHART'S STORYLINE, YOU MUST SUMMON HIM FOR THREE OF THE SEVEN BOSS BATTLES HE IS AVAILABLE FOR AND HE MUST SURVIVE ALL THREE OF THOSE BATTLES. DOING SO IS THE ONLY WAY TO EARN THE TROPHY/ACHIEVEMENT FOR COMPLETING HIS STORYLINE. THIS CAN APPARENTLY BE DONE ACROSS ALL PLAY-THROUGHS OR THROUGH THE USE OF A BONFIRE ASCETIC TO FIGHT THE SAME BOSS.**  [MANSCORPION TARK](https://darksouls2.wiki.fextralife.com/Manscorpion+Tark" \l ".U2Hl0ldkXa4" \o "Dark Souls 2 Manscorpion Tark#.U2Hl0ldkXa4)  * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods#.U2HzIFdkXa4)**, OUTSIDE OF**[**SCORPIONESS NAJKA**](https://darksouls2.wiki.fextralife.com/Scorpioness+Najka#.U2HzRFdkXa4)**. YOU NEED TO TALK WITH HIM, USING THE**[**RING OF WHISPERS**](https://darksouls2.wiki.fextralife.com/Ring+of+Whispers)**, AND EXHAUST HIS DIALOGUE, BEFORE YOU CAN SUMMON HIM**  [MELINDA THE BUTCHER](https://darksouls2.wiki.fextralife.com/Melinda+the+Butcher" \l ".U2Hn81dkXa4" \o "Dark Souls 2 Melinda the Butcher#.U2Hn81dkXa4)  * [**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)**, SHORTLY BEFORE THE**[**ANCIENT DRAGON**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon#.U2HznldkXa4)**BOSS FIGHT. CAN ONLY BE SUMMONED IF YOU DEFEAT HER AS AN INVADING PHANTOM IN THE GUTTER.**  [HEAD OF VENGARL](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl" \l ".U2HpWVdkXa4" \o "Dark Souls 2 Head of Vengarl#.U2HpWVdkXa4)  * [**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)**. (**[**ANCIENT DRAGON**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon)**). NEAR THE FOG GATE LEADING TO THE**[**ANCIENT DRAGON**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon#.U2HznldkXa4)**BOSS FIGHT.** * [**THRONE OF WANT**](https://darksouls2.wiki.fextralife.com/Throne+Of+Want#.U2Hz5VdkXa4)**(**[**THRONE WATCHER AND THRONE DEFENDER**](https://darksouls2.wiki.fextralife.com/Throne+Watcher+and+Throne+Defender)**,**[**NASHANDRA**](https://darksouls2.wiki.fextralife.com/Nashandra)**,**[**ALDIA**](https://darksouls2.wiki.fextralife.com/Aldia%2C+scholar+of+the+First+Sin)**). ON THE PLATFORM IMMEDIATELY BEFORE THE BOSS ROOM.** * [**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)**(**[**LUD AND ZALLEN, THE KING'S PETS**](https://darksouls2.wiki.fextralife.com/Lud+and+Zallen%2C+The+King%27s+Pets)**). IN THE SUMMONING AREA.**  [GRAVE WARDEN AGDAYNE](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne" \l ".U2HqWVdkXa4" \o "Dark Souls 2 Grave Warden Agdayne#.U2HqWVdkXa4)  * [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt#.U2H0yFdkXa4)**. NEAR THE FOG GATE LEADING TO THE**[**VELSTADT**](https://darksouls2.wiki.fextralife.com/Velstadt%2C+The+Royal+Aegis#.U2H03VdkXa4)**BOSS FIGHT. (SIGN WILL NOT SHOW UP IF YOU KILL HIM AS AN NPC EARLIER IN THE UNDEAD CRYPT).**  [CAPTAIN DRUMMOND](https://darksouls2.wiki.fextralife.com/Captain+Drummond" \l ".U2HrGVdkXa4" \o "Dark Souls 2 Captain Drummond#.U2HrGVdkXa4)  * [**MEMORY OF JEIGH**](https://darksouls2.wiki.fextralife.com/Memory+of+Jeigh#.U2H1UVdkXa4)**. NEAR THE FOG GATE LEADING TO THE**[**GIANT LORD**](https://darksouls2.wiki.fextralife.com/Giant+Lord#.U2H1SFdkXa4)**BOSS FIGHT. (WILL ONLY SHOW UP IF YOU TALK TO DRUMMOND IN THE**[**MEMORY OF VAMMAR**](https://darksouls2.wiki.fextralife.com/Memory+of+Vammar#.U2H1VldkXa4)**).**  [FELICIA THE BRAVE](https://darksouls2.wiki.fextralife.com/Felicia+the+Brave" \l ".U2Hr5ldkXa4" \o "Dark Souls 2 Felicia the Brave#.U2Hr5ldkXa4)  * [**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana#.U2H14FdkXa4)**. FOUND NEXT TO THE THIRD BONFIRE. CAN BE USED FOR THE**[**DEMON OF SONG**](https://darksouls2.wiki.fextralife.com/Demon+of+Song#.U2H2bVdkXa4)**BOSS FIGHT.** * [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**. INSIDE THE ROOM FILLED WITH EXPLOSIVE BARRELS BEFORE THE**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**BOSS FIGHT. (SCHOLAR OF THE FIRST SIN ONLY)**  [LONE HUNTER SCHMIDT](https://darksouls2.wiki.fextralife.com/Lone+Hunter+Schmidt" \l ".U2HtD1dkXa4" \o "Dark Souls 2 Lone Hunter Schmidt#.U2HtD1dkXa4)  * [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch#.U2H2D1dkXa4)**. NEAR THE FOG GATE LEADING TO THE**[**ROTTEN**](https://darksouls2.wiki.fextralife.com/The+Rotten#.U2H2I1dkXa4)**BOSS FIGHT. IN SCHOLAR OF THE FIRST SIN, THE SUMMON SIGN IS LOCATED IN THE PREVIOUS PATH.** * [**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana#.U2H14FdkXa4)**. INSIDE THE EMPTY HUT BETWEEN THE SECOND AND THIRD BONFIRE. (SCHOLAR OF THE FIRST SIN ONLY)**  [MANHUNTER O'HARRAH](https://darksouls2.wiki.fextralife.com/Manhunter+O%27Harrah) (SCHOLAR OF THE FIRST SIN ONLY)  * [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**. IN THE FIRE TRAP ROOM BEFORE THE**[**OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Old+Iron+King)**BOSS FIGHT.** * [**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)**. IN THE SUMMONING AREA.**  [BRADLEY OF THE OLD GUARD](https://darksouls2.wiki.fextralife.com/Bradley+Of+The+Old+Guard) (SCHOLAR OF THE FIRST SIN ONLY)  * [**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man%27s+Wharf)**. ON THE FIRST BOARD-WALK, BY THE ARCHER AND THE DUAL WIELDING**[**VARANGIAN**](https://darksouls2.wiki.fextralife.com/Hollow+Varangian)**.** * [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**. IN THE ARCHWAY BEFORE**[**SCORPIONESS NAJKA**](https://darksouls2.wiki.fextralife.com/Scorpioness+Najka)**.**  [BASHFUL RAY](https://darksouls2.wiki.fextralife.com/Bashful+Ray) (SCHOLAR OF THE FIRST SIN ONLY)  * [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**. IN THE CAGE DIRECTLY ACROSS THE FIRST BRIDGE.** * [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**. BETWEEN THE TWO GIANT WORMS.** * [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**. IN THE CORRIDOR BEFORE**[**LADDERSMITH GILLIGAN**](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan)**.** * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. IN THE ROOM WITH THE**[**RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**(THE TORCH GOLEMS MUST BE LIT).** * [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. IN THE ROOM PAST**[**WEAPONSMITH ORNIFEX**](https://darksouls2.wiki.fextralife.com/Weaponsmith+Ornifex)**'S ROOM, FROM THE LOWER BRIGHTSTONE COVE BONFIRE.**  [DEVOTEE SCARLETT](https://darksouls2.wiki.fextralife.com/Devotee+Scarlett) (SCHOLAR OF THE FIRST SIN ONLY)  * [**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+Of+Flame)**. ON THE PLATFORM TO THE LEFT OUT OF THE CENTRAL PLATFORM.** * [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**. IN THE ROOM BELOW THE THREE MANIKINS JUST OUTSIDE OF THE**[**CENTRAL BONFIRE**](https://darksouls2.wiki.fextralife.com/Central+Earthen+Peak)**.** * [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**. IN THE FIRST ROOM WITH THE TWO HEX USERS, ON THE RIGHT AS YOU ENTER.**  [SELLSWORD LUET](https://darksouls2.wiki.fextralife.com/Sellsword+Luet) (SCHOLAR OF THE FIRST SIN ONLY)  * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+Of+Fallen+Giants)**(**[**LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant)**,**[**THE PURSUER**](https://darksouls2.wiki.fextralife.com/The+Pursuer)**). IN THE SMALL ROOM BEFORE THE**[**LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant)**BOSS FIGHT.** * [**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Sinners'+Rise)**(**[**LOST SINNER**](https://darksouls2.wiki.fextralife.com/Lost+Sinner)**). IN THE FINAL CELL ON THE RIGHT HAND UPPER FLOOR BEFORE APPROACHING THE BOSS ROOM.** * [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. BEFORE THE EXECUTIONER'S CHARIOT, IN THE ROOM WHERE TWO MANIKINS AMBUSH YOU.** * [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**(**[**GUARDIAN DRAGON**](https://darksouls2.wiki.fextralife.com/Guardian+Dragon)**). IN THE AREA WITH THE**[**LOOKING GLASS VARLETS**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Varlet)**.**  [CREIGHTON THE WANDERER](https://darksouls2.wiki.fextralife.com/Creighton+the+Wanderer)  * [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**(**[**SKELETON LORDS**](https://darksouls2.wiki.fextralife.com/Skeleton+Lords)**). IN THE CAVE WITH THE**[**SKELETONS**](https://darksouls2.wiki.fextralife.com/Skeleton)**, JUST BEFORE THE BOSS FIGHT.**  [TRANSCENDENT EDDE](https://darksouls2.wiki.fextralife.com/Transcendent+Edde)  * [**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest)**(**[**SINH, THE SLUMBERING DRAGON**](https://darksouls2.wiki.fextralife.com/Sinh%2C+the+Slumbering+Dragon)**). IN THE**[**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest)**BONFIRE ROOM.**  [ABBESS FEEVA](https://darksouls2.wiki.fextralife.com/Abbess+Feeva)  * [**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest)**(**[**SINH, THE SLUMBERING DRAGON**](https://darksouls2.wiki.fextralife.com/Sinh%2C+The+Slumbering+Dragon)**). IN THE**[**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest)**BONFIRE ROOM.** * [**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)**(**[**LUD AND ZALLEN, THE KING'S PETS**](https://darksouls2.wiki.fextralife.com/Lud+and+Zallen%2C+the+King%27s+Pets)**). IN THE SUMMONING AREA.**  [STEELHEART ELLIE](https://darksouls2.wiki.fextralife.com/Steelheart+Ellie)  * [**DRAGON'S SANCTUM**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Sanctum)**(**[**ELANA, THE SQUALLID QUEEN**](https://darksouls2.wiki.fextralife.com/Elana%2C+Squalid+Queen)**). IN FRONT OF THE FOG DOOR LEADING TO THE BOSS ROOM.** * [**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)  [STEEL-WILLED LORRIE](https://darksouls2.wiki.fextralife.com/Steel-Willed+Lorrie)  * [**IRON PASSAGE**](https://darksouls2.wiki.fextralife.com/Iron+Passage) * [**MEMORY OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Memory+of+the+Old+Iron+King)  [DRIFTER SWORDSMAN ADIEL](https://darksouls2.wiki.fextralife.com/Drifter+Swordsman+Adiel)  * [**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**ON THE RIGHT SIDE OF THE ENTRANCE BY THE BELL KEEPER NPC.** * [**IRON PASSAGE**](https://darksouls2.wiki.fextralife.com/Iron+Passage) * [**MEMORY OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Memory+of+the+Old+Iron+King)  [RAPACIOUS ANDREI](https://darksouls2.wiki.fextralife.com/Rapacious+Andrei)  * [**CAVE OF THE DEAD**](https://darksouls2.wiki.fextralife.com/Cave+of+the+Dead)  [RUINED AFLIS](https://darksouls2.wiki.fextralife.com/Ruined+Alfis)  * [**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+Of+Fallen+Giants) * [**CAVE OF THE DEAD**](https://darksouls2.wiki.fextralife.com/Cave+of+the+Dead)  [TWIGGY SHEI](https://darksouls2.wiki.fextralife.com/Twiggy+Shei)  * [**GRAND CATHEDRAL**](https://darksouls2.wiki.fextralife.com/Grand+Cathedral)  [ENEMIES |](https://darksouls2.wiki.fextralife.com/Enemies) ENEMIES **SEE ALSO**[***BOSSES***](https://darksouls2.wiki.fextralife.com/Bosses)**. FOR INVADER NPC ENEMIES, SEE**[***PHANTOMS***](https://darksouls2.wiki.fextralife.com/Phantoms) **NOTE: ORDER OF GAME AREAS COMES FROM**[**GAME PROGRESS ROUTE**](https://darksouls2.wiki.fextralife.com/Game+Progress+Route)**.**  **NOTE: THE ENEMY NAMES USED ON THIS PAGE AND WITHIN THIS WIKI ARE BASED ON THE OFFICIAL WEBSITE. FOLLOWING IN PARENTHESES, IF THEY EXIST, ARE ALTERNATIVE NAMES FROM FUTUREPRESS' DARK SOULS II COLLECTOR'S ION GUIDE. IN SOME CASES, THE FUTUREPRESS GUIDE CONTAINS NAMES WHICH WE CAN'T SEEM TO CORRELATE WITH THE FARFIRE SITE. FOR THESE, WE USE THE NAMES PRESCRIBED BY FUTUREPRESS. SEE ALSO**[**ENEMY NAMES DISAMBIGUATION**](https://darksouls2.wiki.fextralife.com/Enemy+Names+Disambiguation)**FOR MORE DETAILS.**  **NOTE: FOR THE PURPOSES OF DISAMBIGUATING TYPES OF DARK SPIRITS (BLACK PHANTOMS), THIS WIKI ADHERES TO THE FOLLOWING MODEL: - INVADER REFERS TO DARK SPIRITS WHO ACTIVELY INVADE THE HOST PLAYER'S WORLD WITH AN ACCOMPANYING INVASION MESSAGE; - DARK SPIRIT REFERS TO DARK SPIRITS WHO ACTIVELY INVADE WHEN THE HOST PLAYER MOVES WITHIN A SET PROXIMITY OF ITS SPAWN POINT, WITHOUT AN INVASION MESSAGE; - ROAMING SOUL REFERS TO DARK SPIRITS WHO DO NOT ACTIVELY INVADE, BUT ARE ALREADY PRESENT IN THE HOST'S WORLD.** A  * [**ABANDONED HOLLOW**](https://darksouls2.wiki.fextralife.com/Abandoned+Hollow)**(CAPTIVE UNDEAD)** * [**ALDIA WARLOCK**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock) * [**ALONNE KNIGHT**](https://darksouls2.wiki.fextralife.com/Alonne+Knight) * [**ALONNE KNIGHT CAPTAIN**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Captain) * [**AMANA ABERRATION**](https://darksouls2.wiki.fextralife.com/Amana+Aberration)**(LIZARD MAN)** * [**AMANA PRIESTESS**](https://darksouls2.wiki.fextralife.com/Amana+Priestess)**(AMANA SHRINE MAIDEN)** * [**ARCHDRAKE PILGRIM**](https://darksouls2.wiki.fextralife.com/Archdrake+Pilgrim)**(LINDELT CLERIC)** * [**ARMORER DENNIS**](https://darksouls2.wiki.fextralife.com/Armorer+Dennis) * [**ARMORED SKELETON**](https://darksouls2.wiki.fextralife.com/Armored+Skeleton) * [**ASHEN CRAWLER**](https://darksouls2.wiki.fextralife.com/Ashen+Crawler)**[OLD IRON KING DLC]** * [**ASHEN IDOL**](https://darksouls2.wiki.fextralife.com/Ashen+Idol)**[OLD IRON KING DLC]** * [**ASHEN WARRIOR**](https://darksouls2.wiki.fextralife.com/Ashen+Warrior)**[OLD IRON KING DLC]** * [**ASLATIEL OF MIRRAH**](https://darksouls2.wiki.fextralife.com/Aslatiel+of+Mirrah) * [**ASTROLOGIST**](https://darksouls2.wiki.fextralife.com/Astrologist)**[OLD IRON KING DLC]** * [**AUROUS KNIGHT**](https://darksouls2.wiki.fextralife.com/Aurous+Knight)  B  * [**BASILISK**](https://darksouls2.wiki.fextralife.com/Basilisk) * [**BANEDIGGER**](https://darksouls2.wiki.fextralife.com/Banedigger)**(MOUNTED OVERSEER)** * [**BARREL CARRIER**](https://darksouls2.wiki.fextralife.com/Barrel+Carrier)**(CASK RUNNER)[OLD IRON KING DLC]** * [**BELFRY GARGOYLE**](https://darksouls2.wiki.fextralife.com/Belfry+Gargoyle) * [**BELL KEEPER**](https://darksouls2.wiki.fextralife.com/Bell+Keeper) * [**BELL KEEPER MAGE**](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Mage) * [**BLACK DRAKEBLOOD KNIGHT**](https://darksouls2.wiki.fextralife.com/Black+Drakeblood+Knight)**(DRAKEBLOOD KNIGHT) [SUNKEN KING DLC]** * [**BLUE SENTINEL**](https://darksouls2.wiki.fextralife.com/Blue+Sentinel)**(SENTINEL PHANTOM)** * [**BONEWHEEL SKELETON**](https://darksouls2.wiki.fextralife.com/Bonewheel+Skeleton) * [**BOWMAN GUTHRY**](https://darksouls2.wiki.fextralife.com/Bowman+Guthry) * [**BUTCHER 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FLAME**](https://darksouls2.wiki.fextralife.com/Enemies-Heide's+Tower+of+Flame)  [**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/Enemies-No-Man's+Wharf)  [**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Enemies-Lost+Bastille)  [**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Enemies-Belfry+Luna)  [**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Enemies-Sinners'+Rise)  [**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Enemies-Huntsman's+Copse)  [**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Enemies-Harvest+Valley)  [**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Enemies-Earthen+Peak)  [**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Enemies-Grave+of+Saints)  [**THE GUTTER**](https://darksouls2.wiki.fextralife.com/Enemies-The+Gutter)  [**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Enemies-Black+Gulch)  [**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Enemies-Shaded+Woods)  [**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Enemies-Doors+of+Pharros)  [**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Enemies-Brightstone+Cove+Tseldora)  [**LORD'S PRIVATE CHAMBER**](https://darksouls2.wiki.fextralife.com/Enemies-Lord's+Private+Chamber)  [**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Enemies-Iron+Keep)  [**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Enemies-Belfry+Sol)  [**SHRINE OF WINTER**](https://darksouls2.wiki.fextralife.com/Enemies-Shrine+of+Winter)  [**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Enemies-Drangleic+Castle)  [**KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/Enemies-King's+Passage)  [**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Enemies-Shrine+of+Amana)  [**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Enemies-Undead+Crypt)  [**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Enemies-Aldia's+Keep)  [**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Enemies-Dragon+Aerie)  [**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Enemies-Dragon+Shrine)  [**DARK CHASM OF OLD**](https://darksouls2.wiki.fextralife.com/Enemies-Dark+Chasm+of+Old)  [**MEMORIES OF THE ANCIENTS**](https://darksouls2.wiki.fextralife.com/Enemies-Memories+of+the+Ancients) THINGS BETWIXT ENEMIES    [FOREIGN WANDERER (UNDEAD TRAVELER)](https://darksouls2.wiki.fextralife.com/Foreign+Wanderer) **HOLLOW TRAVELERS ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED BEHIND THE FIRST FOG WALL AFTER THE**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**BONFIRE.**   * **HOLLOW TRAVELERS APPEAR TO BE UNDEAD THAT SOUGHT A CURE FOR THE CURSE, MUCH LIKE THE PLAYER. HOWEVER, THEY SUCCUMBED TO HOLLOWING BEFORE THEY COULD FULFILL THEIR PURPOSE** * **HOLLOW TRAVELERS POSSESS LIGHT WEAPONS LIKE DAGGERS, BOWS, OR NONE AT ALL. THEY ALSO WEAR VERY LITTLE ARMOR, SO THEY ARE MINOR THREATS; EVEN TO INEXPERIENCED PLAYERS** * **HOLLOW TRAVELERS DEAL NEGLIGIBLE DAMAGE WITH THEIR FISTS AND ARROWS, BUT THE DAGGER WIELDING ONES MAY LEAVE MORE OF A SCRATCH**      [PROWLER HOUND (KOBOLD)](https://darksouls2.wiki.fextralife.com/Prowler+Hound) **KOBOLDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED JUST PAST THE FIELDS IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**(THEY DO NOT DROP ANYTHING HERE).**   * **KOBOLDS ARE LEMUR-LIKE CRITTERS THAT RESIDE IN GRASSY AREAS. THEY ARE NON-HOSTILE UNLESS ATTACKED BY PLAYERS, THEY TEND TO FLEE FROM THE PLAYER UNLESS PROVOKED - WHEN PROVOKED THE SURROUNDING PACK WILL ALSO ATTACK** * **KOBOLDS DEAL PALTRY DAMAGE AND POSSESS LOW DEFENSE, BUT CAN BE DANGEROUS IF MANY ARE PROVOKED AT ONCE** * **KOBOLDS CAN ALSO BE ENCOUNTERED IN THE GRASS BY THE ENTRANCE TO**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**. THESE HOWEVER, ARE HOSTILE TOWARDS PLAYERS, AND CAUSE BLEED AND PETRIFICATION BUILD-UP WITH THEIR ATTACKS**      [OGRE](https://darksouls2.wiki.fextralife.com/Ogre) **OGRES ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED UP A HIDDEN PATH BEFORE THE BRIDGE LEADING TO THE FIREKEEPERS' HOUSE IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**.**   * **OGRES RESEMBLE A CROSS BETWEEN A CYCLOPS AND HIPPOPOTAMUS, AND POSSESS A HORN ON THEIR FOREHEADS** * **OGRES HAVE LARGE AMOUNTS OF HP AND DEAL SIGNIFICANT DAMAGE, AND THEIR ATTACKS ARE RELATIVELY SWIFT FOR ENEMIES THEIR SIZE** * **OGRES CAN GRAB PLAYERS AND DEVOUR THEM, GUARANTEEING DEATH FOR PLAYERS. RANGED ATTACKS AND POISON ARE RECOMMENDED WHEN DEALING WITH OGRES**      [DARK SPIRIT - FORREST GROTESQUE (GOBLIN)](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+Forrest+Grotesque) ****NG+**** **GOBLINS ARE HUMANOID CREATURES THAT LURK IN THE SHADED WOODS. THESE DEFORMED MONSTROSITIES GIVE A GROTESQUE IMPRESSION AND DO NOT APPEAR TO BE PRODUCTS OF A NATURAL EVOLUTION; RATHER THEY SEEM TO HAVE ONCE BEEN HUMAN. WHAT TWISTED FORCE COULD HAVE RENT THEIR HUMANITY AND LEFT THEM IN THIS SAD STATE...?**   * **HAVE THE SAME ATTACKS AS THE REGULAR FOREST GROTESQUES BUT WITH HIGHER HP. STILL RATHER EASY TO KILL.**      [FALCONER (HOLLOW FALCONER)](https://darksouls2.wiki.fextralife.com/Falconer) ****NG+**** **FALCONERS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED IN THE FIELDS OF**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**IMMEDIATELY AFTER STARTING NG+ / JOURNEY #2.**   * **FALCONERS ARE MERCENARIES FROM THE CITY OF VOLGEN, USUALLY HIRED AS BODYGUARDS FOR THE ELITE. THE ONES FOUND IN THE FIELDS, HOWEVER, ARE HOLLOW, AND HAVE NO SENSE OF THEIR FORMER DUTIES** * **FALCONERS ARE EQUIPPED WITH SWORDS, BOWS, AND A FALCON THAT CAN ATTACK THE PLAYER. THEY DRAW THEIR SWORDS AT CLOSE RANGE, FIRE ARROWS AT LONG RANGE, AND SEND FALCONS AT MID-RANGE** * **PLAYERS MUST DEAL WITH MULTIPLE FALCONERS AT ONCE WHEN STARTING NG+, SO PLAYERS WOULD DO WELL TO PREVENT GETTING SURROUNDED BY THEM**      [DARK SPIRIT](https://darksouls2.wiki.fextralife.com/Dark+Spirit) [ROAMING SOUL - FOREIGN WANDERER](https://darksouls2.wiki.fextralife.com/Roaming+Soul+-+Foreign+Wanderer) ****NG+**** **HOLLOW TRAVELERS ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED BEHIND THE FIRST FOG WALL AFTER THE**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**BONFIRE.**   * **HOLLOW TRAVELERS APPEAR TO BE UNDEAD THAT SOUGHT A CURE FOR THE CURSE, MUCH LIKE THE PLAYER. HOWEVER, THEY SUCCUMBED TO HOLLOWING BEFORE THEY COULD FULFILL THEIR PURPOSE** * **HOLLOW TRAVELERS POSSESS LIGHT WEAPONS LIKE DAGGERS, BOWS, OR NONE AT ALL. THEY ALSO WEAR VERY LITTLE ARMOR, SO THEY ARE MINOR THREATS; EVEN TO INEXPERIENCED PLAYERS** * **HOLLOW TRAVELERS DEAL NEGLIGIBLE DAMAGE WITH THEIR FISTS AND ARROWS, BUT THE DAGGER WIELDING ONES MAY LEAVE MORE OF A SCRATCH**  [ENEMIES-MAJULA](https://darksouls2.wiki.fextralife.com/Enemies-Majula) MAJULA ENEMIES    [SKELETON](https://darksouls2.wiki.fextralife.com/Skeleton) **SKELETONS ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED IN THE BASEMENT OF THE**[**MAJULA MANSION**](https://darksouls2.wiki.fextralife.com/Majula+Mansion)**. THEY ARE REANIMATED REMAINS OF HUMANOIDS, AND MANIFESTATIONS OF NECROMANCY. IN MOST CASES, IF A SKELETON IS NEARBY, SO IS A**[**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29)**. THIS IS NOT TRUE FOR THE**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**AND**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**SKELETON. THOSE THAT ARE SLAIN CAN BE REVIVED REPEATEDLY BY A NEARBY**[**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29)**, UNTIL THE HOLLOW MAGE IS KILLED. SKELETONS ARE RELATIVELY WEAK, BOTH IN DAMAGE AND HP, BUT MOVE AND ATTACK SWIFTLY. THEY ALSO HAVE THE ABILITY TO PARRY, IF CARRYING A SHIELD. THEY ARE EXTREMELY RESILIENT TO THRUST (I.E. SPEAR) BASED ATTACKS, SOMEWHAT RESISTANT TO SLASH (I.E. SWORD) BASED ATTACKS, AND WEAK AGAINST STRIKE (I.E. MACE) BASED ATTACKS. ODDLY, SKELETONS ARE VULNERABLE TO**[**YEARN**](https://darksouls2.wiki.fextralife.com/Yearn)**AND**[**ALLURING SKULL**](https://darksouls2.wiki.fextralife.com/Alluring+Skull)**, AS THEY'RE MINDLESS, IN SHORT,**[**FORCE**](https://darksouls2.wiki.fextralife.com/Force)**CAN DISPATCH THEM BY PUSHING THEM TO BOTTOMLESS PIT.  "THIS CURVED SWORD-WIELDING SKELETON IS HIDING IN CALE'S HOUSE IN MAJULA. IT'S UNKNOWN WHOSE SKELETON THIS MIGHT BE OR WHAT FORCE ANIMATES IT; PERHAPS CALE INADVERTENTLY DISTURBED THIS POOR SOUL'S RESTING PLACE. EITHER WAY, IT MUST BE DISPATCHED BEFORE CALE WILL RETURN TO THE RESIDENCE… AND IF YOU WANT THE TREASURES IT GUARDS." - MAJULA SKELETON DESCRIPTION  "THESE REANIMATED CORPSES ARE OFTEN UNDER THE CONTROL OF A NECROMANCER, AND THEY WILL BE REVIVED REPEATEDLY UNTIL THEIR WIZARD IS KILLED. WHETHER THEY SERVED THE IRON KING OR FLED FROM HIS TROOPS IN LIFE MAKES NO DIFFERENCE NOW, AS THEY ARE THE PROPERTY OF THEIR NECROMANTIC MASTERS" - HUNTSMAN'S COPSE SKELETON DESCRIPTION  THE SKELETONS IN THIS REGION ARE OF UNKNOWN ORIGINS. THEY COULD BE FORMER SUBJECTS OF THE IRON KING WHO WERE WORKED TO DEATH IN THE POISONOUS MINES OR POOR SOULS WHO WANDERED IN MORE RECENTLY. REGARDLESS, WHETHER IT WAS THE MASSIVE POOLS OF POISON OR GIANT MONSTERS OVERSEEING THE LABORERS, SOMETHING KILLED THESE POOR FOOLS… BUT THEY'VE LEFT IT TO YOU TO FINISH THE JOB." - HARVEST VALLEY SKELETON DESCRIPTION  SEE ALSO:** [**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29) **N OTE ON NAMES: THIS WIKI USES THE NAME "SKELETON" TO REFER TO ALL SKELETONS IN THE GAME. FARFIRE AND FUTUREPRESS USE "HELMED SKELETON" AND "ARMORED SKELETON", RESPECTIVELY, IN REFERRING TO THE LATER GAME SKELETONS IN**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**.**     [UNDEAD DEVOURER (ENSLAVED PIG)](https://darksouls2.wiki.fextralife.com/Undead+Devourer) **UNDEAD DEVOURERS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED ON THE RIGHT SIDE OF THE MANSION**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula+Mansion)**.**   * **UNDEAD DEVOURERS APPEAR TO BE SMALL, HOLLOWED BOARS. THEY ARE ALMOST ALWAYS ENCOUNTERED IN GROUPS** * **UNDEAD DEVOURERS MOVE AND ATTACK SLOWLY, AS WELL AS DEAL POOR DAMAGE, BUT HAVE HIGH HP AND CAN BE A NUISANCE IF ATTACKING IN GROUPS** * **THE THREE LITTLE PIGLETS NEAR THE MAJULA MANSION CAN SOMETIMES BE REPLACED WITH 2 LARGER BOARS, IT SEEMS THAT THEY APPEAR AFTER THE 3 PIGLETS HAVE BEEN KILLED NUMEROUS TIMES BY THE PLAYER.** * **ONCE THESE 2 BOARS HAVE BEEN KILLED A COUPLE OF TIMES, 1 VERY BIG BOAR REPLACES THEM. AFTER IT HAS BEEN KILLED, NO BOARS SEEM TO RESPAWN.** * **GIANT UNDEAD DEVOURERS APPEAR IN NG+ AT**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. THEY CAUSE BLEED BUILD UP AND CAN STAGGER PLAYERS WITH LOW POISE** * **PROVIDED YOU CAN MANAGE TO HIT THEM,**[**SOUL APPEASE**](https://darksouls2.wiki.fextralife.com/Soul+Appease)**IS AN EFFECTIVE WAY TO DEAL WITH THEM (THE SMALLER PIGS IN MAJULA CAN BE ONE HIT SOUL APPEASE, HOWEVER THEY APPEAR TO BE SO SMALL THAT IF NOT ON LEVEL GROUND THE SPELL WILL "MISS" THEM).**  HEIDE'S TOWER OF FLAME ENEMIES **Old Knight**   [OLD KNIGHT](https://darksouls2.wiki.fextralife.com/Old+Knight" \o "Dark Souls 2 Old Knight) **OLD KNIGHTS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED IMMEDIATELY AFTER ENTERING**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**THROUGH THE**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**WATERWAY.**   * **OLD KNIGHTS ARE GIANT SENTINELS FROM AN ANCIENT TIME, WHEN THE HEIDE KINGDOM REIGNED. THEY ARE REMINISCENT OF THE BRASS GIANTS FROM DARK SOULS I** * **OLD KNIGHTS HAVE FAIRLY HIGH HP, DAMAGE OUTPUT, AND STAGGERING ATTACKS, BUT SLOW MOVEMENT AND ATTACK SPEED** * **OLD KNIGHTS MAY USE ULTRA GREATSWORDS, SWORDS AND SHIELDS, OR GREAT HAMMERS. THEY ALL HAVE TELEGRAPHED AND RELATIVELY SLOW SWING SPEEDS** * **OLD KNIGHTS CANNOT BE STAGGERED, BACKSTABBED, OR PARRIED. BUT THEY ARE FAIRLY EASY TO CIRCLE STRAFE, AND THEIR ATTACKS ARE EASY TO ROLL THROUGH** * **OLD KNIGHTS ARE WEAK AGAINST MAGIC AND STRIKE (I.E. MACE) TYPE ATTACKS**   **Sentinel Phantom**   ROAMING SOUL - [BLUE SENTINEL](https://darksouls2.wiki.fextralife.com/Blue+Sentinel) ****NG+**** **FALLEN KNIGHTS OF THE BLUE WEARING TARGRAY'S SENTINEL UNIFORM, INCLUDING THE BLUE KNIGHT'S HALBERD. BUT WHERE DID THEY GET THOSE OMINOUS SHIELDS FROM?**  **Executioner Phantom**   ROAMING SOUL - [CHARIOT LANCE EXECUTIONER](https://darksouls2.wiki.fextralife.com/Chariot+Lance+Executioner) ****NG+**** **A BLOODTHIRSTY ASPIRANT TO THE BROTHERHOOD, WEARING THE UNDEAD EXECUTIONER'S ACCOUTREMENTS AND WIELDING ONE OF THE CHARIOT SPIKES AS A LANCE.**   NO-MAN'S WHARF ENEMIES    [DARKDWELLER](https://darksouls2.wiki.fextralife.com/Darkdweller) (DARK STALKER) **'SPIDER MONKEY' LIKE CREATURES (THEY'RE ALSO KNOWN AS "DOOTERS", "SPOOKY BLEEDERS" AND "REACHASAURUS-REX") WITH VERY LONG ARMS, HENCE A VERY LONG ATTACK REACH. THEY ATTACK QUICKLY AND ARE QUITE DEADLY. THEY CAN CAUSE BLEEDING WITH 2-3 HITS BUT ARE TERRIFIED OF THE LIGHT AND WILL COWER AT THE SIGHT OF IT (E.G., A TORCH); HOWEVER, IF YOU PROVOKE THEM FOR TOO LONG, THEY CAN RAGE OUT EVEN IN BRIGHT LIGHT. IF POSSIBLE, TRY AND GET BEHIND THEM FOR A BACKSTAB, BUT BE CAREFUL.**     [HOLLOW INFANTRY](https://darksouls2.wiki.fextralife.com/Hollow+Infantry) **CLAD IN ROTTING VERSIONS OF THE**[**INFANTRY SET**](https://darksouls2.wiki.fextralife.com/Infantry+Set)**, AND FOUND PRIMARILY IN THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, THESE HOLLOWED DREGS WERE ONCE THE RANK-AND-FILE LOW-RANKING SOLDIERS OF THE KINGDOM OF DRANGLEIC. FUNCTIONALLY LITTLE MORE THAN MILITIAMEN, THEY HAVE WEAKER WEAPONS AND EQUIPMENT THAN THEIR ROYAL KNIGHT BRETHREN, BUT MAINTAIN SOME SEMBLANCE OF THEIR ORIGINAL SKILLS AND HAVE A PREDILECTION FOR HUNTING IN PACKS. THOUGH NOT VERY DANGEROUS INDIVIDUALLY, HOLLOW INFANTRY HAVE A NOTORIOUS TENDENCY TO APPEAR IN LARGE GROUPS, WHERE THEIR THREAT LEVEL INCREASES EXPONENTIALLY. DEALING WITH THEM PIECEMEAL IS THE BEST TACTIC, THOUGH WEAPONS WITH LARGE, SWEEPING STRIKES CAN HELP DEAL WITH THEM IN GROUPS. BEWARE THEIR ATTACK FLURRY; THOUGH SOMEWHAT RARE, THIS ATTACK CAN DO CONSIDERABLE DAMAGE AND BREAK THE GUARD OF THE UNPREPARED. THEY CAN ALSO PERFORM GUARD BREAK MANEUVERS.**     [HOLLOW VARANGIAN](https://darksouls2.wiki.fextralife.com/Hollow+Varangian) (VARANGIAN SAILOR) **VARANGIAN PIRATES ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED NEAR THE PIER IN**[**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No+Man%27s+Wharf)**.  THE VARANGIANS WERE A FIERCE BAND OF PIRATES WHO PROWLED THE SEAS OF DRANGLEIC'S NORTHERN COASTLINE.THEY WERE CONQUERED BY A FORMER KING WHO CHOSE TO FORCE THEM INTO HARD LABOR AT NO MAN'S WHARF RATHER THAN IMPRISON THEM.THEY CONTINUE TO LABOR AT NO MAN'S WHARF, AND STILL FIGHT WITH DEADLY PROFICIENCY. OF PARTICULAR NOTE IS THEIR LONG-RANGE SEA BOW;IT WAS ONCE USED AGAINST MONSTERS AT SEA, BUT IT WILL NOW BE PUT TO USE AGAINST YOU…**   * **THE VARANGIANS WERE PIRATES WHO TERRORIZED THE SEAS OF DRANGLEIC'S NORTHERN COASTLINE. A FORMER KING LED A CAMPAIGN TO CAPTURE THE BANDITS, AND FORCED THEM INTO LABOR AT NO MAN'S WHARF** * **VARANGIANS WIELD SWORDS, SHIELDS, DUAL CUTLASSES, AND BOWS. THEY ALSO THROW CASKS OF OIL AT THEIR TARGETS AND ATTEMPT TO IGNITE THEM USING FIRE ARROWS** * **VARANGIANS HAVE RELATIVELY LOW HP AND DEFENSES, BUT ATTACK AND MOVE SWIFTLY. THEY UTILIZE VARIOUS WEAPONS AND TACTICS THAT MAKE THEM MORE DANGEROUS THAN AVERAGE HOLLOWS** * **VARANGIANS FIGHT AGGRESSIVELY AND TEND TO AMBUSH PLAYERS IN GROUPS. THEY MAKE USE OF**[**STRAY HOUNDS**](https://darksouls2.wiki.fextralife.com/Stray+Hound)**AND**[**HOLLOW INFANTRY**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry)**TO OUTNUMBER AND OVERWHELM THEIR OPPONENTS**      [STRAY HOUND](https://darksouls2.wiki.fextralife.com/Stray+Hound) (STRAY DOG) **STRAY HOUNDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE, BESIDE A WOODEN WATCHTOWER.  DON'T LET THE NAME FOOL YOU; THIS DEMONIC HOUND IS ANYTHING FROM ORDINARY.WHETHER THIS IS THE SPECIS' NATURAL STATE OR A RESULT OF SOME DARKER POWER IS IRRELEVANT;IT WANTS TO RIP YOUR THROAT OUT**   * **STRAY HOUNDS ARE DOGS THAT HAVE TURNED HOLLOW. BEFORE THE UNDEAD CURSE SPREAD, THESE ANIMALS SERVED SOME PURPOSE RELEVANT TO THEIR LOCATIONS** * **STRAY HOUNDS HAVE MEAGER HP AND DAMAGE, BUT CAN OUTRUN PLAYERS AND ATTACK IN QUICK SUCCESSION. THEY ARE USUALLY FOUND IN PACKS** * **STRAY HOUNDS WILL ATTEMPT TO CHASE, LEAP AT, AND BITE THEIR OPPONENTS. THEIR ATTACKS CAUSE BLEED BUILDUP,** * **STRAY HOUNDS, ALTHOUGH DANGEROUS HEAD ON, ARE EASILY TAKEN DOWN WHEN ATTACKING FROM THEIR FLANKS. THEY CANNOT TURN VERY QUICKLY.** * **STRAY HOUNDS, LIKE MOST UNDEAD, ARE WEAK AGAINST FIRE.**      [NIMBLE SHADOW](https://darksouls2.wiki.fextralife.com/Nimble+Shadow) (SUSPICIOUS SHADOWS) ****NG+**** **THOSE WHO ARE ESPECIALLY ADEPT ASSASSINS ARE OFTEN HIRED AS BODYGUARDS. IN AN ATTEMPT TO STAVE OFF THE CURSE,KING VENDRICK HIRED SHADOWMEN TO PUT DOWN THE HOLLOWS, BUT BEFORE LONG THEY WERE HOLLOWED THEMSELVES.  IN**[**NEW GAME PLUS**](https://darksouls2.wiki.fextralife.com/New+Game+Plus)**, TWO ADDITIONAL DARK SPIRIT MINIONS THAT AID THE**[**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No+Man%27s+Wharf)[**FLEXILE SENTRY**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry)**DURING THE BOSS BATTLE.**     ROAMING SOUL - [AUROUS KNIGHT](https://darksouls2.wiki.fextralife.com/Aurous+Knight) ****NG+**** **A ROAMING SOUL WEARING THE**[**AUROUS SET**](https://darksouls2.wiki.fextralife.com/Aurous+Set)**APPEARS ON BOARD OF THE SHIP WHEN THE BONFIRE INTENSITY IS OVER 2. DOES NOT RESPAWN UNLESS BONFIRE INTENSITY LEVEL INCREASES** LOST BASTILLE ENEMIES    [GAOLER](https://darksouls2.wiki.fextralife.com/Gaoler) (UNDEAD JAILER) **GAOLERS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED ON A WOODEN WATCHTOWER BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE.  THE UNDEAD JAILERS OF THE LOST BASTILLE CARRY PRIMITIVE WEAPONS INTENDED TO INSTILL FEAR AND CAN EVEN USE PYROMANCY TO BURN ESCAPEES, AND INTRUDERS, TO A CRISP. THE JAILERS ARE WRAPPED IN BANDAGES. WHAT LIES BENEATH? HAVE THEY BEEN BURNED BY THEIR OWN FLAMES, OR ARE THEY HIDING A DARKER SECRET?**   * **GAOLERS ARE PRISON WARDENS OF THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**. THEY WIELD GREAT, BRUTISH MACHETES TO EVOKE FEAR IN PRISONERS WHO DARE TO ESCAPE** * **GAOLERS HAVE ADEQUATE AMOUNTS OF HP, MOVE FAIRLY QUICKLY, AND DEAL SIGNIFICANT DAMAGE. THEIR POLEARMS GIVE THEIR ATTACKS GREAT RANGE** * **GAOLERS TEND TO POKE PLAYERS AT LONG RANGE, SWEEP AT CLOSE RANGE, AND ATTEMPT TO GRAB AND CHASE PLAYERS AT CLOSE TO MEDIUM RANGE** * **GAOLERS HAVE GREAT REACH WITH THEIR WEAPONS, BUT THEIR ATTACKS AND TURNING SPEED ARE SLUGGISH. THEY CAN ALSO BE STAGGERED BY CONSECUTIVE ATTACKS**      [STRAY HOUND](https://darksouls2.wiki.fextralife.com/Stray+Hound) (STRAY DOG) **STRAY HOUNDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE, BESIDE A WOODEN WATCHTOWER.  DON'T LET THE NAME FOOL YOU; THIS DEMONIC HOUND IS ANYTHING FROM ORDINARY.WHETHER THIS IS THE SPECIS' NATURAL STATE OR A RESULT OF SOME DARKER POWER IS IRRELEVANT;IT WANTS TO RIP YOUR THROAT OUT**   * **STRAY HOUNDS ARE DOGS THAT HAVE TURNED HOLLOW. BEFORE THE UNDEAD CURSE SPREAD, THESE ANIMALS SERVED SOME PURPOSE RELEVANT TO THEIR LOCATIONS** * **STRAY HOUNDS HAVE MEAGER HP AND DAMAGE, BUT CAN OUTRUN PLAYERS AND ATTACK IN QUICK SUCCESSION. THEY ARE USUALLY FOUND IN PACKS** * **STRAY HOUNDS WILL ATTEMPT TO CHASE, LEAP AT, AND BITE THEIR OPPONENTS. THEIR ATTACKS CAUSE BLEED BUILDUP,** * **STRAY HOUNDS, ALTHOUGH DANGEROUS HEAD ON, ARE EASILY TAKEN DOWN WHEN ATTACKING FROM THEIR FLANKS. THEY CANNOT TURN VERY QUICKLY.** * **STRAY HOUNDS, LIKE MOST UNDEAD, ARE WEAK AGAINST FIRE.**      [HEIDE KNIGHT](https://darksouls2.wiki.fextralife.com/Heide+Knight) **HEIDE KNIGHTS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED AFTER CLIMBING A LADDER BEYOND THE**[**THE CRESTFALLEN'S RETREAT**](https://darksouls2.wiki.fextralife.com/The+Crestfallen%27s+Retreat)**BONFIRE.**   * **HEIDE KNIGHTS SERVED AS PROTECTORS FOR THE ANCIENT HEIDE KINGDOM. HOWEVER, THEIR LAND SUNK INTO THE SEA LONG AGO, AND ONLY TIME DISTORTION COULD EXPLAIN THEIR PRESENCE IN DRANGLEIC.** * **HEIDE KNIGHTS' EQUIPMENT IS MADE OF A SPECIAL ALLOY THAT IS INCREDIBLY DURABLE. EVEN AFTER THOUSANDS OF YEARS, WEAPONS AND ARMORS FOUND IN GAME HAVE NOT DETERIORATED.** * **HEIDE KNIGHTS ARE NON-HOSTILE UNTIL ATTACKED BY PLAYERS.** * **HEIDE KNIGHTS HAVE HIGH HP, SWIFT ATTACKS AND MOVEMENT, AND DEAL SIGNIFICANT DAMAGE. THEY CAN SURPRISE AND STAGGER PLAYERS WITH THEIR COMBOS.** * **HEIDE KNIGHTS, ALTHOUGH PROFICIENT IN CLOSE RANGED COMBAT, HAVE NO RANGED ATTACKS. THEY CAN ALSO BE PARRIED AND BACKSTABBED.**   **IN SCHOLAR OF THE FIRST SIN, THEY APPEAR IN HEIDE'S TOWER, AND, WHILE GENERALLY NON-HOSTILE TO BEGIN WITH, SOME DO ATTACK ON SIGHT, AND THE REST WILL BECOME HOSTILE AND ROAM THE AREA AFTER THE DRAGON RIDER IS KILLED. THEY NO LONGER HAVE A 100% DROP.**     [ROYAL SWORDSMAN](https://darksouls2.wiki.fextralife.com/Royal+Swordsman) **THE ROYAL SWORDSMAN WERE CHOSEN FROM THE BRAVEST OF KING VENDRICK'S MEN, AND PROVIDED THEM WITH THE BEST ARMOR AVAILABLE FOR THE WAR AGAINST THE GIANTS. HOWEVER, VERY FEW SURVIVED THE BATTLES. WHILE THEY MAY BE NO MATCH FOR GIANTS, THEY STILL POSE A THREAT WHEN THEY ATTACK YOU IN NUMBERS  ROYAL SWORDSMEN ARE ENCOUNTERED IN**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**AND**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. THEY ARE OFTEN FOUND IN TEAMS OF AROUND 3-4 SOLDIERS AND THEY WILL WORK TOGETHER TO OVERWHELM THE PLAYER. THEY WIELD GREATSWORDS AND CROSSBOWS. THOUGH BOTH OF THEM LOOK ALIKE, THE CASTLE VARIANT ARE MORE AGGRESSIVE AND CAN DO MORE DAMAGE. STANDING THEIR GROUND WHEN USING THE CROSSBOW AND SWITCHING WEAPONS ONLY WHEN THE PLAYER APPROACHES WITHIN A FEW UNITS OF DISTANCE.  THEY ARE WEAK TO THRUST (I.E. SPEARS) TYPE ATTACKS.**     [RUPTURING HOLLOW](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow) (UNDEAD CITIZEN) **MUMMIFIED HOLLOWS WHICH, WHEN THEY DETECT A PLAYER, CHARGE THEM AT HIGH SPEED. YOU CAN DETECT THEM EARLY BY THE RATTLING OF THEIR CHAINS. OFTEN OCCUR IN GROUPS. THEIR SPEED AND AGGRESSION IS INTIMIDATING AND CAN FORCE THE PLAYER INTO A DEFENSIVE, PRESSED BATTLE. ALL UNDEAD CITIZENS HAVE A DEVASTATING "BELLY FLOP ATTACK" -- SEE**[**RUPTURING HOLLOW PAGE**](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow)**FOR DETAILS AND VARIANTS.**     ROAMING SOUL - [GAOLER](https://darksouls2.wiki.fextralife.com/Gaoler) (UNDEAD JAILER) ****NG+**** **GAOLERS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED ON A WOODEN WATCHTOWER BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE.  THE UNDEAD JAILERS OF THE LOST BASTILLE CARRY PRIMITIVE WEAPONS INTENDED TO INSTILL FEAR AND CAN EVEN USE PYROMANCY TO BURN ESCAPEES, AND INTRUDERS, TO A CRISP. THE JAILERS ARE WRAPPED IN BANDAGES. WHAT LIES BENEATH? HAVE THEY BEEN BURNED BY THEIR OWN FLAMES, OR ARE THEY HIDING A DARKER SECRET?**   * **GAOLERS ARE PRISON WARDENS OF THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**. THEY WIELD GREAT, BRUTISH MACHETES TO EVOKE FEAR IN PRISONERS WHO DARE TO ESCAPE** * **GAOLERS HAVE ADEQUATE AMOUNTS OF HP, MOVE FAIRLY QUICKLY, AND DEAL SIGNIFICANT DAMAGE. THEIR POLEARMS GIVE THEIR ATTACKS GREAT RANGE** * **GAOLERS TEND TO POKE PLAYERS AT LONG RANGE, SWEEP AT CLOSE RANGE, AND ATTEMPT TO GRAB AND CHASE PLAYERS AT CLOSE TO MEDIUM RANGE** * **GAOLERS HAVE GREAT REACH WITH THEIR WEAPONS, BUT THEIR ATTACKS AND TURNING SPEED ARE SLUGGISH. THEY CAN ALSO BE STAGGERED BY CONSECUTIVE ATTACKS**      ROAMING SOUL - [STRAY HOUND](https://darksouls2.wiki.fextralife.com/Stray+Hound#Roaming+Soul) (STRAY DOG) ****NG+**** **STRAY HOUNDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE, BESIDE A WOODEN WATCHTOWER.  DON'T LET THE NAME FOOL YOU; THIS DEMONIC HOUND IS ANYTHING FROM ORDINARY.WHETHER THIS IS THE SPECIS' NATURAL STATE OR A RESULT OF SOME DARKER POWER IS IRRELEVANT;IT WANTS TO RIP YOUR THROAT OUT**   * **STRAY HOUNDS ARE DOGS THAT HAVE TURNED HOLLOW. BEFORE THE UNDEAD CURSE SPREAD, THESE ANIMALS SERVED SOME PURPOSE RELEVANT TO THEIR LOCATIONS** * **STRAY HOUNDS HAVE MEAGER HP AND DAMAGE, BUT CAN OUTRUN PLAYERS AND ATTACK IN QUICK SUCCESSION. THEY ARE USUALLY FOUND IN PACKS** * **STRAY HOUNDS WILL ATTEMPT TO CHASE, LEAP AT, AND BITE THEIR OPPONENTS. THEIR ATTACKS CAUSE BLEED BUILDUP,** * **STRAY HOUNDS, ALTHOUGH DANGEROUS HEAD ON, ARE EASILY TAKEN DOWN WHEN ATTACKING FROM THEIR FLANKS. THEY CANNOT TURN VERY QUICKLY.** * **STRAY HOUNDS, LIKE MOST UNDEAD, ARE WEAK AGAINST FIRE.**BELFRY LUNA ENEMIES      [BELL KEEPER](https://darksouls2.wiki.fextralife.com/Bell+Keeper) **AGGRESSIVE LITTLE DWARVES, DEDICATED TO PROTECTING THE BELL. THEY APPEAR AS GREY PHANTOMS AND WILL CHARGE YOU WITH THEIR AXES HELD HIGH, BE WARNED AS THEY CAN HIT RATHER HARD. SOME OF THEM CAN USE BOWS, WHILE OTHERS WIELD FIREBOMBS.  THE BELLS ARE THE SYMBOLS OF FORBIDDEN LOVE, AND THE MARIONETTES WHO DEFEND THEM DO SO WITH ZEALOUS PASSION.THEY'VE BEEN WATCHING OVER, AND RINGIN', THE BELLS FOREVER. IF YOU SEEK TO STOP THEM, OR TO RING A BELL FOR YOURSELF, YOU'LL HAVE TO FACE THESE TINY TERRORS**     INVADER - [BELL KEEPER](https://darksouls2.wiki.fextralife.com/Bell+Keeper#Invader) **AGGRESSIVE LITTLE DWARVES, DEDICATED TO PROTECTING THE BELL. THEY APPEAR AS GREY PHANTOMS AND WILL CHARGE YOU WITH THEIR AXES HELD HIGH, BE WARNED AS THEY CAN HIT RATHER HARD. SOME OF THEM CAN USE BOWS, WHILE OTHERS WIELD FIREBOMBS.  THE BELLS ARE THE SYMBOLS OF FORBIDDEN LOVE, AND THE MARIONETTES WHO DEFEND THEM DO SO WITH ZEALOUS PASSION.THEY'VE BEEN WATCHING OVER, AND RINGIN', THE BELLS FOREVER. IF YOU SEEK TO STOP THEM, OR TO RING A BELL FOR YOURSELF, YOU'LL HAVE TO FACE THESE TINY TERRORS**     INVADER - [VORGEL THE SINNER](https://darksouls2.wiki.fextralife.com/Vorgel+the+Sinner) **VORGEL THE SINNER IS A PHANTOM INVADER THAT APPEARS AFTER THE BELFRY GARGOYLES BOSS FIGHT. AFTER GOING DOWN THE LADDER INTO AN AREA FULL OF DOGS HE WILL INVADE. HE IS A WARRIOR TYPE CHARACTER WIELDING A SPEAR AND SHIELD WITH LIGHT ARMOR. VORGEL IS QUITE FAST AND CAN BE DIFFICULT TO BLOCK DUE TO HIS HEAVILY AGGRESSIVE ATTACKS BUT HE IS ALSO VERY EASY TO STUNLOCK. VORGEL IS A ROYAL SOLDIER, MUCH LIKE**[**MASTERLESS GLENCOUR**](https://darksouls2.wiki.fextralife.com/Masterless+Glencour)**AND**[**ASHEN KNIGHT BOYD**](https://darksouls2.wiki.fextralife.com/Ashen+Knight+Boyd)**, HOWEVER VORGEL IS HOSTILE, AND IS BELIEVED TO BE A TRAITOR. VORGEL WEARS THE ROYAL SOLDIER HELM, LEGGINGS, AND GLOVES, BUT WEARS THE HOLLOW VARIANT OF THE ROYAL SOLDIER ARMOR. MUCH LIKE THE (NON-HOLLOWED) SOLDIERS ENCOUNTERED IN THE MEMORIES OF GIANTS, VORGEL WIELDS A SPEAR AND USES THE NON HOLLOW VARIANT OF THE ROYAL SOLDIER SHIELD.**     [STRAY HOUND](https://darksouls2.wiki.fextralife.com/Stray+Hound) (STRAY DOG) **STRAY HOUNDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE, BESIDE A WOODEN WATCHTOWER.  DON'T LET THE NAME FOOL YOU; THIS DEMONIC HOUND IS ANYTHING FROM ORDINARY.WHETHER THIS IS THE SPECIS' NATURAL STATE OR A RESULT OF SOME DARKER POWER IS IRRELEVANT;IT WANTS TO RIP YOUR THROAT OUT**   * **STRAY HOUNDS ARE DOGS THAT HAVE TURNED HOLLOW. BEFORE THE UNDEAD CURSE SPREAD, THESE ANIMALS SERVED SOME PURPOSE RELEVANT TO THEIR LOCATIONS** * **STRAY HOUNDS HAVE MEAGER HP AND DAMAGE, BUT CAN OUTRUN PLAYERS AND ATTACK IN QUICK SUCCESSION. THEY ARE USUALLY FOUND IN PACKS** * **STRAY HOUNDS WILL ATTEMPT TO CHASE, LEAP AT, AND BITE THEIR OPPONENTS. THEIR ATTACKS CAUSE BLEED BUILDUP,** * **STRAY HOUNDS, ALTHOUGH DANGEROUS HEAD ON, ARE EASILY TAKEN DOWN WHEN ATTACKING FROM THEIR FLANKS. THEY CANNOT TURN VERY QUICKLY.** * **STRAY HOUNDS, LIKE MOST UNDEAD, ARE WEAK AGAINST FIRE.**    ROAMING SOUL - [STRAY HOUND](https://darksouls2.wiki.fextralife.com/Stray+Hound#Roaming+Soul) (STRAY DOG) ****NG+**** **STRAY HOUNDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE, BESIDE A WOODEN WATCHTOWER.  DON'T LET THE NAME FOOL YOU; THIS DEMONIC HOUND IS ANYTHING FROM ORDINARY.WHETHER THIS IS THE SPECIS' NATURAL STATE OR A RESULT OF SOME DARKER POWER IS IRRELEVANT;IT WANTS TO RIP YOUR THROAT OUT**   * **STRAY HOUNDS ARE DOGS THAT HAVE TURNED HOLLOW. BEFORE THE UNDEAD CURSE SPREAD, THESE ANIMALS SERVED SOME PURPOSE RELEVANT TO THEIR LOCATIONS** * **STRAY HOUNDS HAVE MEAGER HP AND DAMAGE, BUT CAN OUTRUN PLAYERS AND ATTACK IN QUICK SUCCESSION. THEY ARE USUALLY FOUND IN PACKS** * **STRAY HOUNDS WILL ATTEMPT TO CHASE, LEAP AT, AND BITE THEIR OPPONENTS. THEIR ATTACKS CAUSE BLEED BUILDUP,** * **STRAY HOUNDS, ALTHOUGH DANGEROUS HEAD ON, ARE EASILY TAKEN DOWN WHEN ATTACKING FROM THEIR FLANKS. THEY CANNOT TURN VERY QUICKLY.** * **STRAY HOUNDS, LIKE MOST UNDEAD, ARE WEAK AGAINST FIRE.**  SINNERS' RISE ENEMIES    [ROYAL SWORDSMAN](https://darksouls2.wiki.fextralife.com/Royal+Swordsman) **THE ROYAL SWORDSMAN WERE CHOSEN FROM THE BRAVEST OF KING VENDRICK'S MEN, AND PROVIDED THEM WITH THE BEST ARMOR AVAILABLE FOR THE WAR AGAINST THE GIANTS. HOWEVER, VERY FEW SURVIVED THE BATTLES. WHILE THEY MAY BE NO MATCH FOR GIANTS, THEY STILL POSE A THREAT WHEN THEY ATTACK YOU IN NUMBERS  ROYAL SWORDSMEN ARE ENCOUNTERED IN**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**AND**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. THEY ARE OFTEN FOUND IN TEAMS OF AROUND 3-4 SOLDIERS AND THEY WILL WORK TOGETHER TO OVERWHELM THE PLAYER. THEY WIELD GREATSWORDS AND CROSSBOWS. THOUGH BOTH OF THEM LOOK ALIKE, THE CASTLE VARIANT ARE MORE AGGRESSIVE AND CAN DO MORE DAMAGE. STANDING THEIR GROUND WHEN USING THE CROSSBOW AND SWITCHING WEAPONS ONLY WHEN THE PLAYER APPROACHES WITHIN A FEW UNITS OF DISTANCE.  THEY ARE WEAK TO THRUST (I.E. SPEARS) TYPE ATTACKS.**     [RUPTURING HOLLOW](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow) (UNDEAD CITIZEN) **MUMMIFIED HOLLOWS WHICH, WHEN THEY DETECT A PLAYER, CHARGE THEM AT HIGH SPEED. YOU CAN DETECT THEM EARLY BY THE RATTLING OF THEIR CHAINS. OFTEN OCCUR IN GROUPS. THEIR SPEED AND AGGRESSION IS INTIMIDATING AND CAN FORCE THE PLAYER INTO A DEFENSIVE, PRESSED BATTLE. ALL UNDEAD CITIZENS HAVE A DEVASTATING "BELLY FLOP ATTACK" -- SEE**[**RUPTURING HOLLOW PAGE**](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow)**FOR DETAILS AND VARIANTS.**     [UNDEAD ABERRATION](https://darksouls2.wiki.fextralife.com/Undead+Aberration) (ENHANCED UNDEAD) **GROTESQUE MONSTROSITIES FOUND WADING IN THE DARK WATER IN**[**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Sinners'+Rise)**, THEY ATTACK MUCH LIKE THE TITANITE DEMONS FROM DARK SOULS; THEY ARE SLOW BUT CAN HIT EXTREMELY HARD. THEY HAVE A MASSIVE RESISTANCE TO MAGIC AND FIRE DAMAGE, AND ALSO SEEM TO RESIST LIGHTNING. THEY ARE NOT RESISTANT TO POISON OR BLEED DAMAGE. THEY ARE DIFFICULT TO FIGHT IN THE WATER, BUT CAN BE LURED OVER TO THE ELEVATOR PLATFORM WHERE ONE CAN HIT THEM WITH RANGED ATTACKS OR BAIT THEM TO FALL INTO THE HOLE.  THEY'RE BELIEVED TO BE LORD ALDIA'S ATTEMPT ON RECREATING THE DRAGONS, THESE TEST SUBJECTS ARE EITHER FAILED ATTEMPT OR THE THE FIRST STEP OF MUTATION, SINCE THEIR BONES ARE FORMED IN THE SHAPE OF A DRAGON.  THIS DEFORMED, UNNATURAL CREATURE MUST SURELY BE THE PRODUCT OF SOME SERIOUS MISDEEDS. WHO CREATED THIS MONSTROSITY, AND IS IT WHAT THEY INTENDED TO MAKE? IT ALMOST SEEMS TO BE HALF-DRAGON, BUT, WHATEVER IT IS, IT HAS A MIND OF A HOLLOW  BEING A MEMBER OF THE BELL KEEPER COVENANT WILL MAKE THE SHIELD AND BOW DROP WITH VERY HIGH FREQUENCY.**     DARK SPIRIT - [PRISONED SINNER](https://darksouls2.wiki.fextralife.com/Prisoned+Sinner) ****NG+**** **IN**[**NEW GAME PLUS**](https://darksouls2.wiki.fextralife.com/New+Game+Plus)**, A RED PHANTOM PYROMANCER, TWO OF WHICH APPEAR IN THE ROOM WHEN**[**THE LOST SINNER**](https://darksouls2.wiki.fextralife.com/Lost+Sinner)**DROPS TO AROUND 60% HEALTH. NOTE THAT THE PYROMANCERS DO NOT APPEAR WITH THE USE OF A**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**IN NG.**   ROAMING SOUL - [RUPTURING HOLLOW](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow#Roaming+Soul) (UNDEAD CITIZEN) ****NG+**** **MUMMIFIED HOLLOWS WHICH, WHEN THEY DETECT A PLAYER, CHARGE THEM AT HIGH SPEED. YOU CAN DETECT THEM EARLY BY THE RATTLING OF THEIR CHAINS. OFTEN OCCUR IN GROUPS. THEIR SPEED AND AGGRESSION IS INTIMIDATING AND CAN FORCE THE PLAYER INTO A DEFENSIVE, PRESSED BATTLE. ALL UNDEAD CITIZENS HAVE A DEVASTATING "BELLY FLOP ATTACK" -- SEE**[**RUPTURING HOLLOW PAGE**](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow)**FOR DETAILS AND VARIANTS.**   ROAMING SOUL - [GAOLER](https://darksouls2.wiki.fextralife.com/Gaoler) (UNDEAD JAILER) ****NG+**** **GAOLERS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED ON A WOODEN WATCHTOWER BEYOND THE**[**EXILE HOLDING CELLS**](https://darksouls2.wiki.fextralife.com/Exile+Holding+Cells)**BONFIRE.  THE UNDEAD JAILERS OF THE LOST BASTILLE CARRY PRIMITIVE WEAPONS INTENDED TO INSTILL FEAR AND CAN EVEN USE PYROMANCY TO BURN ESCAPEES, AND INTRUDERS, TO A CRISP. THE JAILERS ARE WRAPPED IN BANDAGES. WHAT LIES BENEATH? HAVE THEY BEEN BURNED BY THEIR OWN FLAMES, OR ARE THEY HIDING A DARKER SECRET?**   * **GAOLERS ARE PRISON WARDENS OF THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**. THEY WIELD GREAT, BRUTISH MACHETES TO EVOKE FEAR IN PRISONERS WHO DARE TO ESCAPE** * **GAOLERS HAVE ADEQUATE AMOUNTS OF HP, MOVE FAIRLY QUICKLY, AND DEAL SIGNIFICANT DAMAGE. THEIR POLEARMS GIVE THEIR ATTACKS GREAT RANGE** * **GAOLERS TEND TO POKE PLAYERS AT LONG RANGE, SWEEP AT CLOSE RANGE, AND ATTEMPT TO GRAB AND CHASE PLAYERS AT CLOSE TO MEDIUM RANGE** * **GAOLERS HAVE GREAT REACH WITH THEIR WEAPONS, BUT THEIR ATTACKS AND TURNING SPEED ARE SLUGGISH. THEY CAN ALSO BE STAGGERED BY CONSECUTIVE ATTACKS**  HUNTMAN'S COPSE ENEMIES    DARK SPIRIT - [GREATSWORD PHANTOM](https://darksouls2.wiki.fextralife.com/Greatsword%C2%A0Phantom) **THE NON-INVADING DARK SPIRIT WIELDING A GREATSWORD AND GREATSHIELD, GUARDING THE FOG GATE TO THE EXECUTIONER`S CHARIOT.  THIS PHANTOM STANDS WATCH OVER THE ENTRANCE TO THE UNDEAD PURGATORY. HIS ORIGIN IS UNKNOWN, BUT HE IS CURRENTLY STANDING GUARD OVER THE ENTRANCE TO THE DOMAIN OF NAHR ALMA'S FOLLOWERS**     [EXECUTIONER](https://darksouls2.wiki.fextralife.com/Executioner) (TORTURER) **THESE WICKED TORTURERS DON`T WIELD CONVENTIONAL WEAPONS -- THE TOOLS OF THEIR TRADE ARE INTENDED TO INFLICT PAIN UPON THEIR UNDEAD VICTIMS RATHER THAN DEATH. IF YOU UNDERESTIMATE THEM, YOU`LL FIND THAT REGARDLESS OF THEIR INTENTION, THEY CERTAINLY CAN KILL YOU.**     [ABANDONED HOLLOW](https://darksouls2.wiki.fextralife.com/Abandoned+Hollow) (CAPTIVE UNDEAD) **SWORD HOLLOW. THE MOST LOWLY OF THE HOLLOWS, SLOW MOVING AND DRESSED ONLY IN MINIMAL RAGS. MOST ARE BARE-HANDED, THOUGH SOME WIELD TORCHES. OFTEN FEIGN DEATH OR OTHERWISE HIDE, E.G., BY HANGING OUT OF SIGHT FROM A CLIFF FACE. REALLY ONLY A PROBLEM IN GROUPS OR IF YOU FORGET ABOUT THEM, AND THE CATCH YOU UNAWARES.  THE UNDEAD HUNTS DURING THE REIGN OF THE IRON KING TOOK PLACE IN THIS FOREST, AND THE CELLS IN WHICH THE UNDEAD WERE HELD STILL STAND THERE TO THIS DAY. HOWEVER, THE MARCH OF TIME HAS ERODED ANY DIFFERENCE BETWEEN THE CAPTORS AND THE CAPTIVES**     [HOLLOW MAGE (BLACK)](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29) (NECROMANCER) **BLACK HOLLOW MAGE WILL NOT ONLY CAST POWERFUL SORCERIES AT THE PLAYER BUT WILL ALSO REANIMATE NEARBY SKELETONS WITH NECROMANCY. THEY WILL NOT RESPAWN SO KILLING THEM IS TOP PRIORITY IF YOU DON'T WANT TO HAVE TO DEAL WITH AN ENDLESS STREAM OF SKELETONS. HOWEVER, IT IMPLIES THAT GETTING THEIR HOOD, ROBE AND STAFF IS EXTREMELY DIFFICULT. HOWEVER, THEY DO RESPAWN IN**[**UNDEAD PURGATORY**](https://darksouls2.wiki.fextralife.com/Undead+Purgatory)**AS LONG AS**[**EXECUTIONER'S CHARIOT**](https://darksouls2.wiki.fextralife.com/Executioners+Chariot)**IS ALIVE. THEIR WHITE COUNTERPART CAN BE SEEN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**, ALTHOUGH THEIR HOODS ARE ENTIRELY DIFFERENT.  THEY USED TO BE DRANGLEIC MAGES, BUT THEY ARE NOW TAINTED BY THE EFFECTS OF HOLLOWING. KEEPING TO TRADITIONS OF THEIR OLD LIFE, HOLLOW MAGES' GENDERS CAN BE DISTINGUISHED BY THE COLOR OF THEIR ROBES; BLACK HOLLOW MAGES ARE CONFIRMED TO BE FEMALE, AND THEY FOLLOW THE OLD KING. THEIR DUTY IS TO RESURRECT THE DEAD IN THE PURGATORY SO THE OTHERS CAN HUNT FOR THEM FOR LEISURE. IN CONTRAST, WHITE HOLLOW MAGES ARE MALE. THEY RESIDE IN TSELDORA AND ARE CONDUCTING EXPERIMENTS ON SPIDER AND SORCERY; THEIR ROLES ARE IDENTICAL TO THAT OF THE CHANNELER.  UNLIKE THEIR COUNTERPART IN DARK SOULS, WHICH PRIMARILY USES PYROMANCY AND REANIMATING THE DEAD WITH NO SIGIL, THIS TIME, THEY PRIMARILY USES SORCERY, AND EVERY TIME WHEN THEY REANIMATE THE DEAD, THEY NOW HAVE A GESTURE, A PURPLE AURA IDENTICAL TO SOUL GEYSER'S CHARING SMOKE, WIELDED WITH BOTH HAND AND PLUNGING TO THE GROUND, IN A MANNER OF TWO HANDED STRONG ATTACK, A PURPLE SIGIL IDENTICAL TO THE ONE FROM HEAL MIRACLE WILL APPEAR (NOT THE CASE IN BETA), NOW THE CORPSES ARE ONCE AGAIN LIVED, ODDLY, YOU CANNOT PERFORM THE SAME MOVESET WITH THEIR STAFF...  "THE ORIGIN OF THESE NECROMANCERS IS UNKNOWN, BUT IT IS POSSIBLE THAT THEY SERVED THE OLD KING DURING THE UNDEAD HUNTS IN THIS FOREST. THEY ARE FOUND NEAR SKELETON LORDS' DOMAIN - PERHAPS THEY NOW SERVE THEM AS THEIR NEW MASTERS" - DARK SOULS 2 COLLECTOR'S ION GUIDE  SEE ALSO:**[**SKELETON**](https://darksouls2.wiki.fextralife.com/Skeleton)**,**[**HOLLOW MAGE**](https://darksouls2.wiki.fextralife.com/Hollow+Mage)     [HOLLOW ROGUE](https://darksouls2.wiki.fextralife.com/Hollow+Rogue) (ROGUE) **DANGEROUS IN LIFE AS THIEVES AND HIGHWAYMEN, THESE ROGUES ARE NOW DOUBLY SO IN DEATH, AS HOLLOWING HAS ROBBED THEM OF THEIR REASON.IN LIFE, THEY MAY HAVE LUSTED AFTER MATERIAL WEALTH, BUT IN DEATH THEY SEEK YOUR VERY SOUL.  THE UNDEAD ROGUES ARE FIGURES THAT WEAR DARK TROUSERS AND BROWN CLOTHING WITH A HOOD. MOST DUAL WIELD FAST SMALL WEAPONS WHILE SOME CARRY SMALL RANGED WEAPONS THAT FIRE EITHER ARROWS OR BOLTS. THEY OFTEN ATTACK IN GROUPS. THEY ARE FOUND IN HUNTSMAN'S COPSE.**     [SKELETON](https://darksouls2.wiki.fextralife.com/Skeleton) (SKELETON) **SKELETONS ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED IN THE BASEMENT OF THE**[**MAJULA MANSION**](https://darksouls2.wiki.fextralife.com/Majula+Mansion)**. THEY ARE REANIMATED REMAINS OF HUMANOIDS, AND MANIFESTATIONS OF NECROMANCY. IN MOST CASES, IF A SKELETON IS NEARBY, SO IS A**[**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29)**. THIS IS NOT TRUE FOR THE**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**AND**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**SKELETON. THOSE THAT ARE SLAIN CAN BE REVIVED REPEATEDLY BY A NEARBY**[**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29)**, UNTIL THE HOLLOW MAGE IS KILLED. SKELETONS ARE RELATIVELY WEAK, BOTH IN DAMAGE AND HP, BUT MOVE AND ATTACK SWIFTLY. THEY ALSO HAVE THE ABILITY TO PARRY, IF CARRYING A SHIELD. THEY ARE EXTREMELY RESILIENT TO THRUST (I.E. SPEAR) BASED ATTACKS, SOMEWHAT RESISTANT TO SLASH (I.E. SWORD) BASED ATTACKS, AND WEAK AGAINST STRIKE (I.E. MACE) BASED ATTACKS. ODDLY, SKELETONS ARE VULNERABLE TO**[**YEARN**](https://darksouls2.wiki.fextralife.com/Yearn)**AND**[**ALLURING SKULL**](https://darksouls2.wiki.fextralife.com/Alluring+Skull)**, AS THEY'RE MINDLESS, IN SHORT,**[**FORCE**](https://darksouls2.wiki.fextralife.com/Force)**CAN DISPATCH THEM BY PUSHING THEM TO BOTTOMLESS PIT.  "THIS CURVED SWORD-WIELDING SKELETON IS HIDING IN CALE'S HOUSE IN MAJULA. IT'S UNKNOWN WHOSE SKELETON THIS MIGHT BE OR WHAT FORCE ANIMATES IT; PERHAPS CALE INADVERTENTLY DISTURBED THIS POOR SOUL'S RESTING PLACE. EITHER WAY, IT MUST BE DISPATCHED BEFORE CALE WILL RETURN TO THE RESIDENCE… AND IF YOU WANT THE TREASURES IT GUARDS." - MAJULA SKELETON DESCRIPTION  "THESE REANIMATED CORPSES ARE OFTEN UNDER THE CONTROL OF A NECROMANCER, AND THEY WILL BE REVIVED REPEATEDLY UNTIL THEIR WIZARD IS KILLED. WHETHER THEY SERVED THE IRON KING OR FLED FROM HIS TROOPS IN LIFE MAKES NO DIFFERENCE NOW, AS THEY ARE THE PROPERTY OF THEIR NECROMANTIC MASTERS" - HUNTSMAN'S COPSE SKELETON DESCRIPTION  THE SKELETONS IN THIS REGION ARE OF UNKNOWN ORIGINS. THEY COULD BE FORMER SUBJECTS OF THE IRON KING WHO WERE WORKED TO DEATH IN THE POISONOUS MINES OR POOR SOULS WHO WANDERED IN MORE RECENTLY. REGARDLESS, WHETHER IT WAS THE MASSIVE POOLS OF POISON OR GIANT MONSTERS OVERSEEING THE LABORERS, SOMETHING KILLED THESE POOR FOOLS… BUT THEY'VE LEFT IT TO YOU TO FINISH THE JOB." - HARVEST VALLEY SKELETON DESCRIPTION  SEE ALSO:** [**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29) **N OTE ON NAMES: THIS WIKI USES THE NAME "SKELETON" TO REFER TO ALL SKELETONS IN THE GAME. FARFIRE AND FUTUREPRESS USE "HELMED SKELETON" AND "ARMORED SKELETON", RESPECTIVELY, IN REFERRING TO THE LATER GAME SKELETONS IN**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**.**     [POISON MOTH](https://darksouls2.wiki.fextralife.com/Poison+Moth) (GREAT MOTH) **MOON BUTTERFLIES THAT SIT IN THE TREES AND PERIODICALLY EMIT A CLOUD OF POISONOUS SPORES. POISON CAN BUILD UP VERY QUICKLY IF YOU'RE NOT AWARE OF WHERE AND WHEN THE CLOUDS WILL SPAWN, SO EXERCISE CAUTION, OR JUST KILL THEM WITH RANGED WEAPONS AS THEY DIE VERY EASILY, THE ARMOR**[**MOON BUTTERFLY SET**](https://darksouls2.wiki.fextralife.com/Moon+Butterfly+Set)**IS BASED ON THIS CREATURE.**     [UNDEAD HUNTSMAN](https://darksouls2.wiki.fextralife.com/Undead+Huntsman) (ARTIFICIAL UNDEAD) **A MASSIVE, HULKING BEAST OF AN UNDEAD, THIS CREATURE IS DISTURBINGLY UNNATURAL. THIS PATCHWORK MONSTROSITY WIELDS TWO FULL MOON SICKLES AND SWINGS THEM WITH IMMENSE POWER.WHO WOULD CREATE SUCH A MONSTER? THE IRON KING HIMSELF SOUGHT TO DESTROY THE UNDEAD, NOT CREATE THEM…  GIANT HOLLOWS WIELDING TWIN SICKLES. SLOW, BUT POWERFUL AND CAN EASILY KILL AN UNPREPARED PLAYER. THEY ALSO DO BLEED DAMAGE AND THEIR ATTACKS GO AROUND A BLOCKING SHIELD.**     [UNDEAD LABORER](https://darksouls2.wiki.fextralife.com/Undead+Laborer) **TORCH HOLLOW. AS IF A LIFETIME OF TOIL WASN'T ENOUGH, THESE WORKERS CONTINUE THEIR DUTIES EVEN IN DEATH. AND THIS TIME, THEIR JOB IS TO KILL YOU. PROBABLY AS IN LIFE, THESE UNDER-APPRECIATED, DOWN-TRODDEN SOULS SIMPLY AREN'T EQUIPPED FOR THE TASK -- THEY FACE YOU UNARMED**     [BONEWHEEL SKELETON](https://darksouls2.wiki.fextralife.com/Bonewheel+Skeleton) **SKELETONS STUCK ON WHEELS.**     INVADER - [MERCILESS ROENNA](https://darksouls2.wiki.fextralife.com/Merciless+Roenna) **ROENNA WEARS A HELM ASSOCIATED WITH THE WARLOCKS OF ALDIA. COULD THE UNNATURAL CONDITION OF THIS FOREST BE RELATED TO THE EXPERIMENTS OF THE ALDIAN MAGES, OR IS IT MERE COINCIDENCE?  MERCILESS ROENNA IS ONE OF THE MEMBERS OF**[**ALDIA WARLOCKS**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock)**AND FORMERLY A**[**DARK PRIESTESS**](https://darksouls2.wiki.fextralife.com/Dark+Priestess)**, SHE WEARS**[**WARLOCK MASK**](https://darksouls2.wiki.fextralife.com/Warlock+Mask)**AND**[**PRIESTESS SET**](https://darksouls2.wiki.fextralife.com/Priestess+Set)**, PATROLS THE HUNTSMAN'S COPSE WITH HER**[**BONE SCYTHE**](https://darksouls2.wiki.fextralife.com/Bone+Scythe)**AND**[**CURSED BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Cursed+Bone+Shield)**, UNLIKE THE OTHER WARLOCKS, SHE DOES NOT CAST MAGIC.**     INVADER - [FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.** HARVEST VALLEY ENEMIES    [ABANDONED HOLLOW](https://darksouls2.wiki.fextralife.com/Abandoned+Hollow) (CAPTIVE UNDEAD) **SWORD HOLLOW. THE MOST LOWLY OF THE HOLLOWS, SLOW MOVING AND DRESSED ONLY IN MINIMAL RAGS. MOST ARE BARE-HANDED, THOUGH SOME WIELD TORCHES. OFTEN FEIGN DEATH OR OTHERWISE HIDE, E.G., BY HANGING OUT OF SIGHT FROM A CLIFF FACE. REALLY ONLY A PROBLEM IN GROUPS OR IF YOU FORGET ABOUT THEM, AND THE CATCH YOU UNAWARES.  THE UNDEAD HUNTS DURING THE REIGN OF THE IRON KING TOOK PLACE IN THIS FOREST, AND THE CELLS IN WHICH THE UNDEAD WERE HELD STILL STAND THERE TO THIS DAY. HOWEVER, THE MARCH OF TIME HAS ERODED ANY DIFFERENCE BETWEEN THE CAPTORS AND THE CAPTIVES**     [BANEDIGGER](https://darksouls2.wiki.fextralife.com/Banedigger) (MOUNTED OVERSEER) **FROM ATOP GIGANTIC MONSTROSOTIES CAPABLE OF EXERTING TREMENDOUS AMOUNTS OF DARK POWER, WEAK OVERSEERS WATCH OVER THE LABORERS OF HARVEST VALLEY. THE MOUNTS HAVE AS MUCH IN COMMON WITH DEMONIC STEEDS AS ANYTHING HUMANOID.  THE GIANT AND THE RIDER IS COUNTED AS A WHOLE PIECE OF ENTITY RATHER THAN TWO SEPERATED ENTITIES, GENERALLY IT SHOOTS A DARK ORB PROJECTILE (BUT IT ISN'T A HEX, THEREFORE CANNOT BE SILENCED WITH**[**PROFOUND STILL**](https://darksouls2.wiki.fextralife.com/Profound+Still)**), IF YOU'RE GETTING TOO CLOSE, IT'LL USE MELEE ATTACKS INSTEAD, ODDLY YOU CAN USE IT TO BREAK BARRICADES, WITH THE HELP OF**[**YEARN**](https://darksouls2.wiki.fextralife.com/Yearn)**SPELL.**     [HAMMERSMITH](https://darksouls2.wiki.fextralife.com/Hammersmith) (UNDEAD STEELWORKER) **THESE BRUTISH CHARACTERS MAY HAVE ONCE WORKED FOR THE IRON KING IN THE CONSTRUCTION OF THE MANY WEAPONS AND ARMORS THAT HE REQUIRED, BUT NOW THEY ARE AS HOLLOWED AS THE LABORERS WHO SLAVE AWAY IN THE MINES. THERE IS A DIFFERENCE, HOWEVER: STRENGTH. THE STEELWORKERS HEFT HUGE HAMMERS WHEREAS THE COMMON LABORERS MERELY FLAIL ABOUT WITH THEIR ARMS.**     [SKELETON](https://darksouls2.wiki.fextralife.com/Skeleton) **SKELETONS ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED IN THE BASEMENT OF THE**[**MAJULA MANSION**](https://darksouls2.wiki.fextralife.com/Majula+Mansion)**. THEY ARE REANIMATED REMAINS OF HUMANOIDS, AND MANIFESTATIONS OF NECROMANCY. IN MOST CASES, IF A SKELETON IS NEARBY, SO IS A**[**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29)**. THIS IS NOT TRUE FOR THE**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**AND**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**SKELETON. THOSE THAT ARE SLAIN CAN BE REVIVED REPEATEDLY BY A NEARBY**[**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29)**, UNTIL THE HOLLOW MAGE IS KILLED. SKELETONS ARE RELATIVELY WEAK, BOTH IN DAMAGE AND HP, BUT MOVE AND ATTACK SWIFTLY. THEY ALSO HAVE THE ABILITY TO PARRY, IF CARRYING A SHIELD. THEY ARE EXTREMELY RESILIENT TO THRUST (I.E. SPEAR) BASED ATTACKS, SOMEWHAT RESISTANT TO SLASH (I.E. SWORD) BASED ATTACKS, AND WEAK AGAINST STRIKE (I.E. MACE) BASED ATTACKS. ODDLY, SKELETONS ARE VULNERABLE TO**[**YEARN**](https://darksouls2.wiki.fextralife.com/Yearn)**AND**[**ALLURING SKULL**](https://darksouls2.wiki.fextralife.com/Alluring+Skull)**, AS THEY'RE MINDLESS, IN SHORT,**[**FORCE**](https://darksouls2.wiki.fextralife.com/Force)**CAN DISPATCH THEM BY PUSHING THEM TO BOTTOMLESS PIT.  "THIS CURVED SWORD-WIELDING SKELETON IS HIDING IN CALE'S HOUSE IN MAJULA. IT'S UNKNOWN WHOSE SKELETON THIS MIGHT BE OR WHAT FORCE ANIMATES IT; PERHAPS CALE INADVERTENTLY DISTURBED THIS POOR SOUL'S RESTING PLACE. EITHER WAY, IT MUST BE DISPATCHED BEFORE CALE WILL RETURN TO THE RESIDENCE… AND IF YOU WANT THE TREASURES IT GUARDS." - MAJULA SKELETON DESCRIPTION  "THESE REANIMATED CORPSES ARE OFTEN UNDER THE CONTROL OF A NECROMANCER, AND THEY WILL BE REVIVED REPEATEDLY UNTIL THEIR WIZARD IS KILLED. WHETHER THEY SERVED THE IRON KING OR FLED FROM HIS TROOPS IN LIFE MAKES NO DIFFERENCE NOW, AS THEY ARE THE PROPERTY OF THEIR NECROMANTIC MASTERS" - HUNTSMAN'S COPSE SKELETON DESCRIPTION  THE SKELETONS IN THIS REGION ARE OF UNKNOWN ORIGINS. THEY COULD BE FORMER SUBJECTS OF THE IRON KING WHO WERE WORKED TO DEATH IN THE POISONOUS MINES OR POOR SOULS WHO WANDERED IN MORE RECENTLY. REGARDLESS, WHETHER IT WAS THE MASSIVE POOLS OF POISON OR GIANT MONSTERS OVERSEEING THE LABORERS, SOMETHING KILLED THESE POOR FOOLS… BUT THEY'VE LEFT IT TO YOU TO FINISH THE JOB." - HARVEST VALLEY SKELETON DESCRIPTION  SEE ALSO:** [**HOLLOW MAGE (BLACK)**](https://darksouls2.wiki.fextralife.com/Hollow+Mage+%28Black%29) **N OTE ON NAMES: THIS WIKI USES THE NAME "SKELETON" TO REFER TO ALL SKELETONS IN THE GAME. FARFIRE AND FUTUREPRESS USE "HELMED SKELETON" AND "ARMORED SKELETON", RESPECTIVELY, IN REFERRING TO THE LATER GAME SKELETONS IN**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**.**     [UNDEAD HUNTSMAN](https://darksouls2.wiki.fextralife.com/Undead+Huntsman) (ARTIFICIAL UNDEAD) **A MASSIVE, HULKING BEAST OF AN UNDEAD, THIS CREATURE IS DISTURBINGLY UNNATURAL. THIS PATCHWORK MONSTROSITY WIELDS TWO FULL MOON SICKLES AND SWINGS THEM WITH IMMENSE POWER.WHO WOULD CREATE SUCH A MONSTER? THE IRON KING HIMSELF SOUGHT TO DESTROY THE UNDEAD, NOT CREATE THEM…  GIANT HOLLOWS WIELDING TWIN SICKLES. SLOW, BUT POWERFUL AND CAN EASILY KILL AN UNPREPARED PLAYER. THEY ALSO DO BLEED DAMAGE AND THEIR ATTACKS GO AROUND A BLOCKING SHIELD.**     [UNDEAD LABORER](https://darksouls2.wiki.fextralife.com/Undead+Laborer) **TORCH HOLLOW. AS IF A LIFETIME OF TOIL WASN'T ENOUGH, THESE WORKERS CONTINUE THEIR DUTIES EVEN IN DEATH. AND THIS TIME, THEIR JOB IS TO KILL YOU. PROBABLY AS IN LIFE, THESE UNDER-APPRECIATED, DOWN-TRODDEN SOULS SIMPLY AREN'T EQUIPPED FOR THE TASK -- THEY FACE YOU UNARMED** EARTHEN PEAK ENEMIES    DARK SPIRIT - [CRESCENT SICKLE PHANTOM](https://darksouls2.wiki.fextralife.com/Crescent+Sickle+Phantom) **THOUGH THE CRESCENT SICKLE PHANTOM'S TRUE IDENTITY IS UNKNOWN, HE DOES DON THE GARB OF A COMMON BRIGAND. BUT ANY BRIGAND WHO WOULD SEEK TO STEAL FROM TRAVELERS IN THIS TREACHEROUS DEN IS PROBABLY AFTER MORE THAN COINS**     [POISON BRUMER](https://darksouls2.wiki.fextralife.com/Poison+Brumer) (POISON HORN BEETLE) **ARE THESE BEETLES THE SOURCE OF THE POISON THAT FILLS THE EARTH BELOW THE MINES, OR ARE THEY MERELY THE ONLY INSECTS THAT CAN SURVIVE IN THESE CONDITIONS, EITHER WAY, THEY SUIT THE QUEEN`S TASTES PERFECTLY.**     [ENTITY OF AVARICE](https://darksouls2.wiki.fextralife.com/Entity+of+Avarice) (MIMIC) **A MONSTER WHICH LOOKS LIKE (MIMICS) A REGULAR CHEST BUT WILL ATTACK THE PLAYER WHEN OPENED OR STRUCK. THE MIMIC WILL GOBBLE UP ANY PLAYER STANDING CLOSE TO IT, A MOVE WHICH DEALS HIGH DAMAGE AND CAN KILL A PLAYER OUTRIGHT.**     [HAMMERSMITH](https://darksouls2.wiki.fextralife.com/Hammersmith) (UNDEAD STEELWORKER) **ARE THESE BEETLES THE SOURCE OF THE POISON THAT FILLS THE EARTH BELOW THE MINES, OR ARE THEY MERELY THE ONLY INSECTS THAT CAN SURVIVE IN THESE CONDITIONS, EITHER WAY, THEY SUIT THE QUEEN`S TASTES PERFECTLY.**     [MASKED MANIKIN](https://darksouls2.wiki.fextralife.com/Masked+Manikin) (MANIKIN) **AN AGILE, HEADLESS, POISON-KNIFE THROWING ENEMY WITH MANY VARIETIES, INCLUDING THOSE WHICH WIELD KNIVES, SHIELDS, BOWS, CLAWS, AND SABRES.**     [GRAVE WARDEN](https://darksouls2.wiki.fextralife.com/Grave+Warden) **FAST MOVING FENITO KNIGHT THAT CARRY GLOWING BLUE MAGIC SPEARS. DROPS THE**[**GRAVE WARDEN SET**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Set)**,**[**SILVERBLACK SPEAR**](https://darksouls2.wiki.fextralife.com/Silverblack+Spear)**OR**[**SILVERBLACK SICKLE**](https://darksouls2.wiki.fextralife.com/Silverblack+Sickle)**, AND**[**SILVERBLACK SHIELD**](https://darksouls2.wiki.fextralife.com/Silverblack+Shield)**. THEY'RE THE GUARDIANS OF THE DEAD, SERVED UNDER**[**AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**, THEY HAVE CYAN SKIN TONE AND CRIMSON EYES (WHICH IS COVERED BY THE MASK), WHICH IS SHARED BY**[**AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**AND**[**ALDIA WARLOCK**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock)**.**     [DESERT SORCERESS](https://darksouls2.wiki.fextralife.com/Desert+Sorceress) **PYROMANCERS (OR FIRE SORCERESSES, WHEN USING A MIRROR AS CATALYST INSTEAD OF PYROMANCY FLAME) IN RED DRESSES IN EARTHEN PEAK. THEY CAN BE VERY DANGEROUS IF NOT DEALT WITH FAST ENOUGH, SO IT IS BEST TO KILL THEM BEFORE THEY CAN CAST TOO MANY SPELLS; THEY USE A FEW DIFFERENT PYROMANCY SPELLS. THEY ARE VULNERABLE TO PHYSICAL DAMAGE BUT HEAVILY RESIST ELEMENTAL DAMAGE. UNDER THE HEX**[**PROFOUND STILL**](https://darksouls2.wiki.fextralife.com/Profound+Still)**, THEY'LL TRY TO BASH YOU WITH THEIR MIRROR INSTEAD.  THE DESERT SORCERESSES CAME FROM THE LAND OF JUGO (BENHART'S HOMELAND) AND HAVE AN ENCHANTING APPEARANCE TO CATCH PEOPLE OFF GUARD. THEY WERE SERVANTS OF**[**MYTHA**](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen)**BEFORE SHE INGESTED POISON TO SEEK BEAUTY; EVEN AT PRESENT, THEY STILL FOLLOW THE CODE OF BEAUTY, HIDING THEIR HEADS WITH HOODS AND WEARING ENCHANTING CHESTPLATES. THEY NEVER HESITATE TO ATTACK INTRUDERS WHO DARE TO STOP MYTHA FROM SEEKING BEAUTY.  "THE DESERT SORCERESS OF JUGO PROJECT A VERY SEDUCTIVE IMAGE, AND THEY USE THEIR LOOKS TO DECEIVE OTHERS. IN REALITY, EVEN MANY WHO REALIZED THAT THIS A TRAP FELL PREY TO THE SORCERESSES' WILES. PERHAPS THEY ARE PART OF MYTHRA'S SCHEME TO LURE MORE VICTIMS INTO HER WEB?" - DARK SOULS 2 COLLECTOR'S ION GUIDE  "DESERT SORCERESSES HAVE ENCHANTING LOOKS, AND THEY USE THEM TO CATCH PEOPLE OFF GUARD... ODDLY ENOUGH, EVEN THOSE WHO ARE PERCEPTIVE ENOUGH TO REALIZE THE PLOY FALL PREY TO THEIR SEDUCTIONS WITH ALARMING REGULARITY." - DESERT SORCERESS SET DESCRIPTION.** GRAVE OF SAINTS ENEMIES    [RUPTURING HOLLOW](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow) (UNDEAD CITIZEN) **MUMMIFIED HOLLOWS WHICH, WHEN THEY DETECT A PLAYER, CHARGE THEM AT HIGH SPEED. YOU CAN DETECT THEM EARLY BY THE RATTLING OF THEIR CHAINS. OFTEN OCCUR IN GROUPS. THEIR SPEED AND AGGRESSION IS INTIMIDATING AND CAN FORCE THE PLAYER INTO A DEFENSIVE, PRESSED BATTLE. ALL UNDEAD CITIZENS HAVE A DEVASTATING "BELLY FLOP ATTACK" -- SEE**[**RUPTURING HOLLOW PAGE**](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow)**FOR DETAILS AND VARIANTS.**     [HUNTING RAT](https://darksouls2.wiki.fextralife.com/Hunting+Rat) (CORPSE RAT) **RATS INFECTED WITH A DANGEROUS PLAGUE WHICH CAN PETRIFY THE PLAYER. THIS MAKES THEM VERY DANGEROUS IN LARGE GROUPS BECAUSE THE PETRIFICATION CAN BUILD UP QUICKLY.**     [ABANDONED HOLLOW](https://darksouls2.wiki.fextralife.com/Abandoned+Hollow) (UNDEAD PRISONER) **UBIQUITOUS UNARMED AND UNCLOTHED UNDEAD WHOSE JOURNEYS WERE CUT TRAGICALLY SHORT WHEN THEY WENT HOLLOW; THEIR CORPSES CAN BE FOUND THROUGHOUT DRANGLEIC STILL CLUTCHING THE VARIOUS ITEMS THEY CARRIED. THOSE NOT YET FULLY DEAD ARE OFTEN DORMANT WHEN FIRST ENCOUNTERED AND IN SUCH CASES THEY WILL STAND TO ATTACK ONLY WHEN THE PLAYER ALERTS THEM TO HIS OR HER PRESENCE. THOSE IN**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**RISE FROM BENEATH THE EARTH, FROM UNDER GRAVESTONES.**     [DINGY CLERIC PHANTOM](https://darksouls2.wiki.fextralife.com/Dingy+Cleric+Phantom) **A CLOSE INSPECTION REVEALS OLD DRIED BLOOD. WHAT TRAGEDY COULD HAVE BEFALLEN ITS ORIGINAL OWNER?**     [FARAAM KNIGHT PHANTOM](https://darksouls2.wiki.fextralife.com/Faraam+Knight+Phantom) **FOROSSA LION KNIGHT. THE MIGHTY LION KNIGHTS, WORSHIPPERS OF THE WAR GOD FARAAM, WORE HEAVY ARMOR AND WERE FEARED FOR THEIR NIMBLE TWO-HANDED SWORDPLAY. BUT THEIR LEGACY WAS CUT SHORT WITH THE FALL OF FOROSSA.**     [RHOY THE EXPLORER](https://darksouls2.wiki.fextralife.com/Rhoy+the+Explorer) **A RED SPIRIT WITH TRANSPARENT AUROUS ARMOR AND INVISIBLE SHOTELS** THE GUTTER ENEMIES    [ABANDONED HOLLOW](https://darksouls2.wiki.fextralife.com/Abandoned+Hollow) (CAPTIVE UNDEAD) **SWORD HOLLOW. THE MOST LOWLY OF THE HOLLOWS, SLOW MOVING AND DRESSED ONLY IN MINIMAL RAGS. MOST ARE BARE-HANDED, THOUGH SOME WIELD TORCHES. OFTEN FEIGN DEATH OR OTHERWISE HIDE, E.G., BY HANGING OUT OF SIGHT FROM A CLIFF FACE. REALLY ONLY A PROBLEM IN GROUPS OR IF YOU FORGET ABOUT THEM, AND THE CATCH YOU UNAWARES.  THE UNDEAD HUNTS DURING THE REIGN OF THE IRON KING TOOK PLACE IN THIS FOREST, AND THE CELLS IN WHICH THE UNDEAD WERE HELD STILL STAND THERE TO THIS DAY. HOWEVER, THE MARCH OF TIME HAS ERODED ANY DIFFERENCE BETWEEN THE CAPTORS AND THE CAPTIVES**     [POISON BRUMER](https://darksouls2.wiki.fextralife.com/Poison+Brumer) (POISON HORN BEETLE) **ARE THESE BEETLES THE SOURCE OF THE POISON THAT FILLS THE EARTH BELOW THE MINES, OR ARE THEY MERELY THE ONLY INSECTS THAT CAN SURVIVE IN THESE CONDITIONS, EITHER WAY, THEY SUIT THE QUEEN`S TASTES PERFECTLY.**     [ROTTEN VERMIN](https://darksouls2.wiki.fextralife.com/Rotten+Vermin) **"A QUEEN OF THE SPECIES OF GIANT CORROSIVE ANTS NATIVE TO JUGO. ONLY ONE EXISTS IN DRANGLEIC; ITS PRESENCE IN THE GUTTER SEEMS TO SUGGEST THAT IT BEGAN ITS LIFE IN THE LABORATORY OF LORD ALDIA'S MANSION AND EVENTUALLY OUTLIVED ITS USEFULLNESS"  THIS MASSIVE INSECT QUEEN DOESN'T DO MUCH BUT STAND INSIDE THE CAVE, WITH NO ATTACKS TO SPEAK OF. HER CORROSIVE GAS CAN HEAL POISON, BUT AT THE COST OF DEPLETING YOUR EQUIPMENT DURABILITY. AS SUCH, IT'S PROBABLY BETTER THAT YOU JUST KILL HER. GUARDED BY HOSTILE POISON TICKS.  THE INSECT IS PROBABLY RELATED TO THE CREATION OF**[**POISON BRUMER**](https://darksouls2.wiki.fextralife.com/Poison+Brumer)**THROUGHOUT**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**,**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**AND THE LARGE PROTOTYPE IN**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, THEY'RE TO RELEASE CORROSIVE OR POISON GAS, WHILE LORD ALDIA DEPLOYED THEM IN AMANA TO FEND OFF INTRUDERS, QUEEN MYTHA MODIFIED THE BRUMERS BY PLACING THE BRUMERS INTO POISONOUS AREA IN ORDER TO FEED HER DYING WISH FOR BEAUTY.**     [UNDEAD LABORER](https://darksouls2.wiki.fextralife.com/Undead+Laborer) **TORCH HOLLOW. AS IF A LIFETIME OF TOIL WASN'T ENOUGH, THESE WORKERS CONTINUE THEIR DUTIES EVEN IN DEATH. AND THIS TIME, THEIR JOB IS TO KILL YOU. PROBABLY AS IN LIFE, THESE UNDER-APPRECIATED, DOWN-TRODDEN SOULS SIMPLY AREN'T EQUIPPED FOR THE TASK -- THEY FACE YOU UNARMED**     [RUPTURING HOLLOW](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow) (UNDEAD CITIZEN) **MUMMIFIED HOLLOWS WHICH, WHEN THEY DETECT A PLAYER, CHARGE THEM AT HIGH SPEED. YOU CAN DETECT THEM EARLY BY THE RATTLING OF THEIR CHAINS. OFTEN OCCUR IN GROUPS. THEIR SPEED AND AGGRESSION IS INTIMIDATING AND CAN FORCE THE PLAYER INTO A DEFENSIVE, PRESSED BATTLE. ALL UNDEAD CITIZENS HAVE A DEVASTATING "BELLY FLOP ATTACK" -- SEE**[**RUPTURING HOLLOW PAGE**](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow)**FOR DETAILS AND VARIANTS.**     [MELINDA THE BUTCHER](https://darksouls2.wiki.fextralife.com/Melinda+the+Butcher) **"WHEREVER THE LOST AND WICKED GATHER, THOSE WHO PREY UPON THEM ARE NEVER FAR AWAY. SO IT HAS ALWAYS BEEN, AND SO IT IS IN THE GUTTER, A SETTLEMENT OF FILTH AND PESTILENCE WHERE THE ENDLESS STRUGGLE TO SURVIVE HAS DRIVEN ITS DARKER SOULS TO SEEK SUSTENANCE THROUGH THE CONSUMPTION OF LIVING FLESH. BEWARE, LEST THE CANNIBALISTIC LEGACY CLAIM YET ANOTHER VICTIM..."**     [ROYAL SORCERER NAVLAAN](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) **A FORMER SORCERER SURROUNDED BY CONFLICTING RUMORS AND GREAT CONTROVERSY, NAVLAAN GAINED INFAMY WHEN HE WAS SUPPOSEDLY EXECUTED ALONG WITH HIS ENTIRE VILLAGE FOR PRACTICING DARK MAGIC, BUT THE TRUTH IS FAR MORE COMPLICATED. AT FIRST GLANCE NAVLAAN APPEARS TO SUFFER FROM DISSOCIATIVE IDENTITY DISORDER AND DISPLAYS TWO OPPOSITE PERSONALITIES. THE REALITY, HOWEVER, IS NOT SO EASILY EXPLAINED; PERHAPS IT WOULD BE BETTER TO DRAW YOUR CONCLUSIONS AFTER MEETING HIM YOURSELF.**     [SWOLLEN MONGREL](https://darksouls2.wiki.fextralife.com/Swollen+Mongrel) (HUNTING DOG) **GROTESQUE, DOG-LIKE CREATURES THAT WILL SLASH AND BITE THE PLAYER WHEN THEY GET CLOSE ENOUGH. THEY ARE NOT, HOWEVER, VERY FAST, SO RANGED ATTACKS WORK WELL.  A MUTATED CANINE BORN FROM THE EXPERIMENTS CONDUCTED BY LORD ALDIA. HUNTING DOGS ARE NOT A NATURALLY-OCCURRING SPECIES AND ARE THEREFORE ONLY FOUND IN AREAS TO WHICH THEY WERE INTRODUCED BY THE DRAGON ACOLYTES. A NUMBER OF THEM WERE DUMPED INTO THE GUTTER OVER THE COURSE OF LORD ALDIA'S RESEARCH AND CONTINUE TO PROWL ITS DEPTHS IN SEARCH OF ANYTHING THAT MIGHT SERVE AS A MEAL** BLACK GULCH ENEMIES    [CRAGSLIPPER](https://darksouls2.wiki.fextralife.com/Cragslipper) (RAZORBACK NIGHTCRAWLER) **THIS GIANT MILLIPEDE IS FOUND ONLY IN BLACK GULCH. IN CONTRAST TO THE ARTIFICIAL CREATURES ROAMING THE GUTTER, THE RAZORBACK NIGHTCRAWLER IS A PRODUCT OF AN UNDISTURBED EVOLUTION. THEY ARE MORE CAPABLE OF CRUSHING A CARELESS PASSERBY WITH THEIR GREAT WEIGHT AND TREMENDOUS POWER ENORMOUS, MANY-EYED WORM MONSTERS THAT CRAWL FROM THEIR HOLE-LAIRS IN THE WALLS OF BLACK GULCH. BECAUSE THEY CANNOT COMPLETELY LEAVE THEIR LAIRS, THEY ARE UNABLE TO CHASE THE PLAYER AND HAVE A LIMITED ATTACK RANGE. THEY CAN SAFELY BE HIT WITH RANGED ATTACKS, BUT HAVE HIGH HEALTH.**     [DARKSUCKER](https://darksouls2.wiki.fextralife.com/Darksucker) (COAL TAR) **BLACK, MANY-TENTACLED MONSTERS THAT, WHEN A PLAYER APPROACHES, WILL BURST OUT FROM THE BLACK TAR POOLS ON THE FLOOR OF BLACK GULCH AND WILL EAT THE PLAYER IF HE STANDS IN ONE SPOT FOR TOO LONG. TO DEAL WITH THEM EASILY, USE PYROMANCY OR A FIRE ARROW FROM AFAR TO LIGHT THEIR POOLS ON FIRE. THIS WILL QUICKLY BURN THE CREATURES TO DEATH WITHOUT THEM LEAVING THEIR HOLE AT ALL.**     [GREAT GIANT WARRIOR](https://darksouls2.wiki.fextralife.com/Great+Giant+Warrior) (ELITE GIANT) **TRUE, GARGANTUAN GIANTS WITH HOLES FOR FACES, THEY WILL HIT EXTREMELY HARD WITH THE HUGE MACE-LIKE WEAPONS THEY CARRY. FOUGHT AS A PAIR.ITS ATTACKS ARE UNBLOCK ABLE AND WILL GO STRAIGHT THROUGH YOUR SHIELD. IM NOT SO SURE HOW MUCH HEALTH IT HAS, BUT IT IS AROUND 2000-3000, ITS ATTACKS DO 500-900. MY TIP IS TO STAY RIGHT BEHIND ITS LEGS AND ATTACK ONLY ONCE EVERY NOW AND THEN. SOMETIMES IT MAY HIT YOU WITH ONE ATTACK HOW IT PLUNGES BOTH ITS WEAPONS BACK AND IT CAN HIT YOU IF NOT CAREFUL. ITS MOSTLY WEAK AS HELL IF IT CANT HIT YOU ID ALSO RECOMMEND WEARING VENGALS ARMOUR FOR FIGHTS WITH THIS CREATURE IF THERE ARE TWO OR ONE OTHER GIANTS TRY TO LURE THE WEAKER ONE AWAY.**     [WOODLAND CHILD GULLY](https://darksouls2.wiki.fextralife.com/Woodland+Child+Gully) **A RED SPIRIT FOUND IN THE BLACK GULCH.**     [WOODLAND CHILD VICTOR](https://darksouls2.wiki.fextralife.com/Woodland+Child+Victor) **A RED SPIRIT FOUND IN THE BLACK GULCH.**     [FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.** SHADED WOODS ENEMIES    [GREAT BASILISK](https://darksouls2.wiki.fextralife.com/Great+Basilisk) (GIANT BASILISK) **AN IMPRESSIVE BASILISK SPECIMEN OF ENORMOUS SIZE WITH MOTTLED GREEN SKIN LIKE THAT OF A CHAMELEON. WHETHER THESE CREATURES ARE THE RESULT OF A DIVERGENCE IN THE SPECIES' EVOLUTIONARY LINE OF THE PRODUCT OF AN ALDIAN EXPERIMENT IN UNCLEAR. THEY ARE NOT ACTIVELY PREDATORY AND WILL MAKE NO ATTEMPT TO ATTACK UNLESS CORNERED, SO OBSERVERS NOT LOOKING FOR A FIGHT WOULD BE WISE TO GIVE THEM A WIDE BERTH.**   * **AN EASY WAY TO GET RID OF THEM IS TO SHOOT THEM FULL OF ARROWS OR RANGED MAGIC SPELLS - THEY WON'T BOTHER TO RETALIATE UNLESS YOU'RE CLOSE.**   **SEE ALSO:**[**BASILISK**](https://darksouls2.wiki.fextralife.com/Basilisk)     [FLEXILE SENTRY](https://darksouls2.wiki.fextralife.com/Flexile+Sentry) **THE FLEXILE SENTRY IS A MERCILESS CREATURE WHOSE PURPOSE IS TO PUNISH THE UNDEAD. THIS TERRIFYING, LIZARD-LIKE CREATURE OVERSEES THE FERRYING OF UNDEAD INTO THE LOST BASTILLE.**     [FORREST GROTESQUE](https://darksouls2.wiki.fextralife.com/Forrest+Grotesque) (GOBLIN) **GOBLINS AND HUMANOID CREATURES THAT LURK IN THE SHADED WOODS. THESE MONSTROSITIES ARE PROBABLY INSPIRED BY GAKIS AND PRETAS (CANNIBAL DEMONS OF THE JAPANESE FOLKLORE WITH AN HUGE BELLY).**   * **CAN ATTACK USING HANDS OR CLUBS. THEY ARE VERY EASY TO KILL, BUT CAN BE DANGEROUS IF THEY GANG UP ON YOU.** * **COVERED IN POISON AND CAN INFLICT POISON BUILD-UP WITH EACH HIT.** * **CAN DO A WEAK ROCK-THROWING RANGED ATTACK.** * **AFRAID OF FIRE.**      [BASILISK](https://darksouls2.wiki.fextralife.com/Basilisk) **FROG-LIKE CREATURES THAT CAST THE PETRIFY EFFECT ON PLAYERS BY USING A FOG-BREATH ATTACK, OTHERWISE OFFER VERY LITTLE DANGER. A GIANT, AND MUCH MORE FORMIDABLE, VERSION WILL ATTACK THE PLAYER MORE DIRECTLY. UNLIKE IN DARK SOULS, THESE ENEMIES CAN INFLICT PHYSICAL DAMAGE WITH A LEAPING ATTACK.  IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**AND**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, DEFAULT BASILISK CAN BE FOUND IN CAVES AND TRAPPED INSIDE CARRIAGES.  IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**THERE IS A SUBSPECIES OF BASILISK (A.K.A. SAND BASILISK) WHOSE BULBOUS FALSE EYES HAVE COMPLETELY ATROPHIED AS AN ADAPTATION TO LIVING IN DESERT ENVIRONMENTS. THIS VARIANT STILL ATTACKS WITH PETRIFYING BREATH BUT HAS ALSO LEARNED TO BURROW UNDER THE SAND, ENABLING IT TO AMBUSH ITS PREY AND TRAVEL UNDETECTED.  IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**AND**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, THERE IS A SUBSPECIES OF BASILISK (A.K.A. GREAT BASILISK) WHOSE THE SIZE IS FIVE TIMES LARGER THAN NORMAL BASILISK AND GREEN SKIN TONE WHICK MAKES THEM LOOK LIKE AN ENLARGED TREEFROG, THE RANGE OF THE MIST IS MUCH WIDER, AND THE MELEE ATTACK CAN EVEN BREAK THE CAGES.  SEE ALSO:**[**GREAT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)     [LION CLAN WARRIOR](https://darksouls2.wiki.fextralife.com/Lion+Clan+Warrior) **LION CLAN WARRIORS ARE PHENOMENALLY TOUGH BEAST-MEN WITHIN THE SHADED RUINS, ARMED WITH POWERFUL AXES AND SHIELDS. POSSESSED OF A FIERCE HATRED OF BOTH HUMANITY AND THE UNDEAD, THEY ARE BOTH TERRITORIAL AND AGGRESSIVE. EQUIPPED WITH CURSED BATTLE AXES, THEY CAN INFLICT CURSE STATUS ON AN UNFORTUNATE UNDEAD IN ONLY A FEW SWINGS, EVEN THROUGH SHIELDS! THEY POSSESS AN INCREDIBLY STRONG RESISTANCE AGAINST MAGIC OF ANY KIND; INFUSED MELEE WEAPONS WILL AVAIL THEMSELVES LITTLE AGAINST THESE BEASTS, AND THEY ARE HIGHLY RESISTANT TO BOTH POISON AND BLEEDING. IN EXCHANGE, HOWEVER, THEY ARE SOMEWHAT VULNERABLE TO PHYSICAL DAMAGE, BUT THEIR SKILL WITH BOTH THEIR AXES AND SHIELDS IS DAUNTING AND THEY STAND AS SOME OF THE TOUGHEST FOES ONE CAN FACE. THEY ARE ESPECIALLY VULNERABLE TO BACKSTABS AND RIPOSTES.  THEY CAN BE EXTREMELY PROBLEMATIC IF MET AT EARLY LEVELS. THEY DO HIGH DAMAGE, HAVE HIGH DEFENSE, AND TEND TO AGGRO IN GROUPS, MAKING THEM A CHALLENGE FOR THE SOLO PLAYER. HOWEVER, THEY DO NOT SEEM TO BE OVERLY QUICK AND CAN BE STRAFED FOR EASY BACKSTABS. MAY STRIKE WITH HIGH DAMAGE, LONG RANGE, JUMPING ATTACK IF PLAYER IS FAR ENOUGH AWAY. THEY APPEAR TO BE RESISTANT TO ALL TYPES OF MAGIC EXCEPT YEARN, WHICH THEY'LL BLINDLY FOLLOW, RESULTING IN AN EASY BACKSTAB OPPORTUNITY, THEY ARE FOUND IN SHADED WOODS. A STRONGER VERSION OF THE LION CLAN WARRIOR IS LOCATED NEAR TARK IN THE SHADED WOODS AND HAS A GOLD HEADPIECE TO SIGNIFY WHO HE IS. ALSO CAUSES CURSE TO BUILD. IF YOU BAIT AN ATTACK FROM THEM, IT CAN BE FAIRLY EASY TO SPRINT BEHIND THEM FOR A BACKSTAB.  FOR CASTERS, THE EASIEST WAY OF DISPATCHING THEM IS TO CAST**[**YEARN**](https://darksouls2.wiki.fextralife.com/Yearn)**AND THEN FINISH THEM OFF WITH**[**SHADOW DAGGER**](https://darksouls2.wiki.fextralife.com/Shadow+Dagger)**BACKSTAB, THIS WILL MOSTLY RESULT IN INSTANT KILL AT EARLY NGS.  THEY TEND TO AVOID INTERACTION WITH PEOPLE AND RESIDE AT FOREST, AS THEY DESPISE THEIR APPEARANCE, AND THE CRAFTMANSHIP OF THEIR WEAPON HINTED THAT THEY WERE ONCE INTELLIGENT CREATURE, AND YET THEY'RE NOW DEFORMED INTO MINDLESS BEAST, PROBABLY A RESULT OF LORD ALDIA'S EXPERIMENT.**     [ROAMING SOUL](https://darksouls2.wiki.fextralife.com/Roaming+Soul) (FOREST GUARDIAN) **GUARDIAN SPIRITS LURKING IN THE THICK FOG OF THE CENTRAL SHADED WOODS. THEIR IDENTITES ARE COMPLETELY UNKNOWN AS THEY BARELY MAINTAIN CORPOREAL FORMS AND ARE ALMOST INVISIBLE AGAINST THE MIST. ARE THEY FALLEN SOLDIERS OF A WAR LONG PAST, OR THE REMNANTS OF A CLAN THAT ONCE DWELLED IN THIS ANCIENT LAND?  BEST FOUGHT USING WEAPONS WITH A WIDE ARC OF ATTACK SO THAT THEY CAN BE HIT EASIER. PLAYER CAN NOT LOCK-ON. AREA OF EFFECT MAGIC, SUCH AS**[**FIRESTORM**](https://darksouls2.wiki.fextralife.com/Firestorm)**, IS GREATLY HELPFUL. THERE ARE TWO VARIANTS, ONE WITH A SWORD AND DAGGER, AND ONE WITH A CROSSBOW AND DAGGER. HOWEVER, THEY CAN BE MARKED WITH THE HEX**[**PROFOUND STILL**](https://darksouls2.wiki.fextralife.com/Profound+Still)**, IF YOU LURE THEM TO THE FOREST ENTRANCE.**     [FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.** DOORS OF PHARROS ENEMIES    [ENTITY OF AVARICE](https://darksouls2.wiki.fextralife.com/Entity+of+Avarice) **A MONSTER WHICH LOOKS LIKE (MIMICS) A REGULAR CHEST BUT WILL ATTACK THE PLAYER WHEN OPENED OR STRUCK. THE MIMIC WILL GOBBLE UP ANY PLAYER STANDING CLOSE TO IT, A MOVE WHICH DEALS HIGH DAMAGE AND CAN KILL A PLAYER OUTRIGHT.**     [CRYSTAL LIZARD](https://darksouls2.wiki.fextralife.com/Crystal+Lizard) **A TIMID SPECIES OF SPARKLING REPTILE CLOAKED IN TOTAL MYSTERY. THESE STRANGE CREATURES POSSESS A VARIETY OF USEFUL, AND VALUABLE, STONES. THESE CREATURES ARE NOT WELL UNDERSTOOD, AS THE PROCUREMENT OF SPECIMENS FOR STUDY IS AN ALL-BUT-FUTILE ENDEAVOR; CRYSTAL LIZARDS ARE MASTERS OF ESCAPE AND HAVE A MARKED TENDENCY TO DO SO BEFORE ANYONE CAN GET CLOSE ENOUGH TO CATCH THEM.1**     [GYRM WORKER](https://darksouls2.wiki.fextralife.com/Gyrm+Worker) (GYRM) **A STOCKY, POWERFUL RACE WHICH ONCE DWELT ABOVEGROUND, THEY WERE REGARDED AS INFERIOR BY HUMANS AND UNJUSTLY EXILED BELOW. THEY ARE AMICABLE BY NATURE BUT HARBOR AN INTENSE DISTRUST OF SURFACE-DWELLERS, PARTICULARLY HUMANS; IN ADDITION MANY OF THE GYRM LIVING IN THE DOORS OF PHARROS HAVE GONE HOLLOW AND BECOME THREATS TO THE LIVING.   SEE ALSO:**[**GYRM WARRIOR**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior)     [MONGREL RAT](https://darksouls2.wiki.fextralife.com/Mongrel+Rat) (DOG RAT) **SUBJECTS OF THE RAT KING, THE ORIGINS OF THESE ODD HYBRID CANINE RATS REMAIN UNKNOWN TO ALL BUT THE RATS THEMSELVES. THEY INHABIT THE DOORS OF PHARROS AND WILL BRAVELY DEFEND THEIR RIGHTFUL REALM AGAINST INTRUDERS.**     [HOLLOW PRIMAL KNIGHT](https://darksouls2.wiki.fextralife.com/Primal+Knight) (PRIMAL KNIGHT) **GIANT MASTADON-LIKE KNIGHTS. THESE HEAVY ARMOR BRUTES COMES IN TWO VARIANTS: THE GOLDEN ONES IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**AND THE DECAYED RUSTED ONES IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**. THEY ARE ALL ARMED WITH GIANT HALBERDS.  ONE OF THE ORIGINAL PRIMAL KNIGHTS, THIS RAGGED CREATURE WENT HOLLOW LONG AGO AND NOW WANDERS MINDLESSLY WITH ITS EQUIPMENT IN TATTERS FROM LONG YEARS OF NEGLECT. FIRST CREATED THROUGH A DARK AND FORBIDDEN RITUAL IN AGES PAST, THE PRIMAL KNIGHTS ARE ARTIFICIAL CREATURES CONTRIVED BY A TWISTED AND POWER-HUNGRY MIND. THEIR SUSCEPTIBILITY TO THE UNDEAD CURSE, A TRAIT THEY SHARE WITH HUMANS, RAISES FOREBODING QUESTIONS ABOUT THE RITUALS THROUGH WHICH THEY WERE GIVEN LIFE...**     [GYRM WARRIOR](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior) **WARRIORS OF THE GYRM RACE CLAD IN HEAVY ARMOR CUSTOMIZED FOR THEIR STOUT FRAMES. THESE STURDY OPPONENTS CAN DEAL MASSIVE DAMAGE WITH THEIR IMPROVISED GREAT HAMMERS WHILE DEFLECTING NEARLY ANY BLOW WITH THE MONSTROUS STONE GREATSHIELDS THEY CARRY. SOME HAVE DEVELOPED PROFICIENCY IN RANGED COMBAT AND WILL THROW ENORMOUS GREATAXES WITH FRIGHTENING ACCURACY.  THEY ALSO SEEMED TO HAVE A RANK SYSTEM, NORMAL**[**GYRM**](https://darksouls2.wiki.fextralife.com/Gyrm)**DOES NOT WEAR HEAVY ARMOR, THEY'RE ALSO THE BLACKSMITHS OF THE GYRM RACE, GYRM WARRIORS WEAR HEAVY SEGMENTED ARMOR AND FIRE RESISTANT STONE SHIELD PAIRED WITH AN AXE OR GREATHAMMER, ELITE GYRM WARRIORS CAN BE IDENTIFIED BY THEIR**[**GYRM WARRIOR GREATHELM**](https://darksouls2.wiki.fextralife.com/Gyrm+Warrior+Greathelm)**, A FRIENDLY ELITE GYRM WARRIOR NAMED**[**GAVLAN**](https://darksouls2.wiki.fextralife.com/Gavlan)**CAN BE ENCOUNTED THROUGHHOUT THE WORLD, HE'S AN ITEM COLLECTOR PLUS VENDER OF POISON EQUIPMENTS**     DARK SPIRIT - [BOWMAN GUTHRY](https://darksouls2.wiki.fextralife.com/Bowman+Guthry) **A DARK SPIRIT WITH A MOST UNUSUAL CHOICE OF ARMAMENTS. GUTHRY WILL INVADE IN THE DOORS OF PHARROS IMMEDIATELY AFTER THE PLAYER HAS PASSED THROUGH THE GATE INTO THE RAT KING'S TERRITORY. CLAD IN ARMOR OF A ROYAL SWORDSMAN, COULD HE BE A REMNANT OF THE DRANGLEIC ARMY UNIT DISPATCHED TO BRIGHTSTONE COVE TSELDORA…?  AN NPC RED PHANTOM THAT INVADES IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**WHEN THE PLAYER IS IN OFFLINE MODE. DUAL-WIELDS THE**[**AVELYN**](https://darksouls2.wiki.fextralife.com/Avelyn)**CROSSBOW BUT DOESN'T SEEM TO HAVE ANY CLOSE-RANGED ATTACK. HE IS VERY SIMILAR TO ONE OF THE NON-RESPAWNING**[**BELL KEEPERS**](https://darksouls2.wiki.fextralife.com/Bell+Keeper)**IN**[**BELFRY SOL**](https://darksouls2.wiki.fextralife.com/Belfry+Sol)**(THE ONE ON THE ROOF).** BRIGHTSTONE COVE TSELDORA ENEMIES    [HOLLOW CRAWLER](https://darksouls2.wiki.fextralife.com/Hollow+Crawler) (UNDEAD SUPPLICANT) **MEMBERS OF**[**PROWLING MAGUS**](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation)**CONGREGATION WHO ARE CRAWLING ON THE FLOOR. THEY WILL (SLOWLY) CRAWL AFTER AND ATTEMPT TO ATTACK THE PLAYER. BELIEVED TO BE CONSIST OF**[**HOLLOW PRISONERS**](https://darksouls2.wiki.fextralife.com/Hollow+Prisoner)**AND HOLLOWED**[**MILFANITO**](https://darksouls2.wiki.fextralife.com/Milfanito)**, CAN ALSO BE SEEN DEFENDING THE**[**ALDIA WARLOCK**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock)**IN**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**AFTER THE 4TH BONFIRE (**[**RISE OF THE DEAD**](https://darksouls2.wiki.fextralife.com/Rise+of+the+Dead)**).**     [GRAND TUSK](https://darksouls2.wiki.fextralife.com/Grand+Tusk) (FANGED BEAST) **GIANT FANGED BOARS. TWO APPEAR IN NG+ JUST AFTER THE FIRST BONFIRE IN BRIGHTSTONE COVE TSELDORA. THEY DO NOT RESPAWN ONCE KILLED.**     [HOLLOW PEASANT](https://darksouls2.wiki.fextralife.com/Hollow+Peasant) (UNDEAD PEASANT) **FORMER WORKING-CLASS RESIDENTS OF BRIGHTSTONE COVE TSELDORA. THE MYSTERIOUS EVENTS SURROUNDING THE TOWN`S DESTRUCTION ROBBED THESE UNFORTUNATE SOULS OF THEIR HUMANITY AND REDUCED THEM TO CURSED MONSTERS; THEY NOW VICIOUSLY ATTACK ANY WHO WANDER INTO THE SETTLEMENT`S REMAINS. THEIR WEAPONS MAY BE JUST FARMING EQUIPMENT, BUT ARE ENCHANTED WITH DARK AND CAUSE CURSE, ALONG WITH DOING A LARGE AMOUNT OF DAMAGE. THIS, COUPLED WITH THEIR LARGE NUMBERS, MAKES THEM SURPRISINGLY DANGEROUS.**     [DUCAL SPIDER](https://darksouls2.wiki.fextralife.com/Ducal+Spider) (PARASITE SPIDER) **BRIGHTSTONE COVE WAS ABANDONED YEARS AGO WHEN THE TOWN WAS SUDDENLY AND MYSTERIOUSLY OVERRUN BY THIS PARASITIC SPECIES OF GIANT SPIDER. MANY OF THE RESIDENTS WHO WERE UNABLE TO ESCAPE WERE CAUGHT BY THE SPIDERS AND BECAME THEIR HOSTS, DOOMED TO WANDER MINDLESSLY AT THE WHIMS OF THEIR BLOODTHIRSTY MASTERS.**       [SPIDER DRONE](https://darksouls2.wiki.fextralife.com/Spider+Drone) (PARASITIZED UNDEAD) **FORMER RESIDENTS OF BRIGHTSTONE COVE WHO FAILED TO ESCAPE THE WAVE OF INVADING SPIDERS AND BECAME THE PARASITIC ARACHNIDS' HOSTS. A GRUESOME FATE UNDESERVED BY THOSE WHOM IT BEFELL, THE STILL-LIVING HOST IS USED AS A SOURCE OF NOURISHMENT BY THE SPIDER AS IT SEEKS OUT NEW SOURCES OF FOOD.**     [HOLLOW MAGE](https://darksouls2.wiki.fextralife.com/Hollow+Mage) **HOLLOW DRANGLEIC MAGES ENCOUNTERED IN BRIGHTSTONE COVE TSELDORA. WHETHER THEY WERE THERE BEFORE THE TOWN'S DESTRUCTION OR MOVED IN AFTERWARD IS UNKNOWN; WHAT IS PAINFULLY CLEAR IS THAT THEY HAVE NO INTENTION OF ALLOWING VISITORS TO LEAVE THE RUINS ALIVE. THEIR TRUE ORIGIN IS UNKNOWN, AS WITH THEIR OLD PRACTICE, THEY WEAR DIFFERENT ROBES ACCORDING TO THEIR GENDER, HOLLOW MAGE IS CONFIRMED TO BE MALE. SORCERERS THAT WILL CONTINUALLY SPAM BLUE MAGIC ORBS AT THE PLAYER AND WILL CAST A SERIES OF SMALLER, FASTER ORBS WHEN THE PLAYER GETS CLOSE. TO KILL THESE FROM A DISTANCE AND REDUCE THE THREAT IN THE AREA, USE EITHER A BOW, OR CATALYST/CHIME PAIRED WITH BINOCULARS. THIS WAY YOU CAN KILL THEM SAFELY. THEIR MOVESET IS SAME AS THEIR**[**BLACK COUNTERPART**](https://darksouls2.wiki.fextralife.com/Necromancer)**EXCEPT THEY CANNOT RESURRECT NEARBY ENEMIES.**     [BASILISK](https://darksouls2.wiki.fextralife.com/Basilisk) (SAND BASILISK) **FROG-LIKE CREATURES THAT CAST THE PETRIFY EFFECT ON PLAYERS BY USING A FOG-BREATH ATTACK, OTHERWISE OFFER VERY LITTLE DANGER. A GIANT, AND MUCH MORE FORMIDABLE, VERSION WILL ATTACK THE PLAYER MORE DIRECTLY. UNLIKE IN DARK SOULS, THESE ENEMIES CAN INFLICT PHYSICAL DAMAGE WITH A LEAPING ATTACK.  IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**AND**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, DEFAULT BASILISK CAN BE FOUND IN CAVES AND TRAPPED INSIDE CARRIAGES.  IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**THERE IS A SUBSPECIES OF BASILISK (A.K.A. SAND BASILISK) WHOSE BULBOUS FALSE EYES HAVE COMPLETELY ATROPHIED AS AN ADAPTATION TO LIVING IN DESERT ENVIRONMENTS. THIS VARIANT STILL ATTACKS WITH PETRIFYING BREATH BUT HAS ALSO LEARNED TO BURROW UNDER THE SAND, ENABLING IT TO AMBUSH ITS PREY AND TRAVEL UNDETECTED.  IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**AND**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, THERE IS A SUBSPECIES OF BASILISK (A.K.A. GREAT BASILISK) WHOSE THE SIZE IS FIVE TIMES LARGER THAN NORMAL BASILISK AND GREEN SKIN TONE WHICK MAKES THEM LOOK LIKE AN ENLARGED TREEFROG, THE RANGE OF THE MIST IS MUCH WIDER, AND THE MELEE ATTACK CAN EVEN BREAK THE CAGES.  SEE ALSO:**[**GREAT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)     [HOLLOW PRIEST](https://darksouls2.wiki.fextralife.com/Hollow+Priest) (DARK CLERIC) **DRANGLEIC CLERICS IN THE SERVICE OF THE PROWLING MAGUS. HOW AND WHY THEY CAME TO SERVE THIS EVIL BEING IS AS MYSTERIOUS AS THE CLERICS THEMSELVES; IT IS UNCERTAIN WHETHER THEY EVEN RETAIN THEIR OWN CONSCIOUSNESSES OR ARE MERELY EXTENSIONS OF THE MAGUS' WILL. - DARK SOULS 2 COLLECTOR'S ION GUIDE DESCRIPTION CLERICS IN THE SERVICE OF THE**[**PROWLING MAGUS**](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation)**. THEY WERE ONCE DRANGLEIC CLERICS, BUT NOW THEY'RE HOLLOWED AND BECAME THE SERVENT OF**[**ALDIA WARLOCK**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock)**, A FORMER DRANGLEIC PRIESTESS WHO IS NOW A FENITO WHO SERVES UNDER**[**LORD ALDIA**](https://darksouls2.wiki.fextralife.com/Aldia%2C+scholar+of+the+First+Sin)**, WHO CAPTURES THE UNDEAD TO CONDUCT AN EXPERIMENT ON CONVERTING THEM IN DRAGONS.**[**UNDEAD ABERRATION**](https://darksouls2.wiki.fextralife.com/Undead+Aberration)**IS THE RESULT OF THE EXPERIMENT. WHILE A CHURCH IS BELIEVED TO A RELIEF, THIS ONE IS INFESTED WITH HOLLOWS, WHO BLINDLY FOLLOWS A FALSE IDOL (FOOL'S IDOL MUCH?).  THEY CAN HEAL NEARBY HOLLOWS AND HURL LIGHTNING SPEARS TO INTRUDERS WHO DARE TO INTERUPT THEIR PEACE, OR FOR THE WARLOCK, HIS PRECIOUS EXPERIMENTS...  SEE ALSO:**[**DARK PRIESTESS**](https://darksouls2.wiki.fextralife.com/Dark+Priestess)     [RED CRYSTAL LIZARD](https://darksouls2.wiki.fextralife.com/Red+Crystal+Lizard) **A CRYSTAL LIZARD WHOSE DORSAL STONE IS RED RATHER THAN THE USUAL BLUE. IT IS UNKNOWN WHETHER THIS IS MERELY A MUTATION OF AN ENTIRELY DIFFERENT SPECIES AS THE EXISTENCE OF THESE INCREDIBLY RARE SPECIMENS HAS ONLY RECENTLY BEEN CONFIRMED. UNLIKE THEIR BLUE BRETHREN, RED CRYSTAL LIZARDS HARBOUR A MUCH MORE BIZARRE AND DANGEROUS SECRET; THEY ARE WALKING TIME BOMBS AND WILL DETONATE IN A MASSIVE EXPLOSION IF DISTURBED.**     [UNDEAD DEVOURER](https://darksouls2.wiki.fextralife.com/Undead+Devourer) (UNDEAD PIG) **UNDEAD DEVOURERS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED ON THE RIGHT SIDE OF THE MANSION**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula+Mansion)**.**   * **UNDEAD DEVOURERS APPEAR TO BE SMALL, HOLLOWED BOARS. THEY ARE ALMOST ALWAYS ENCOUNTERED IN GROUPS** * **UNDEAD DEVOURERS MOVE AND ATTACK SLOWLY, AS WELL AS DEAL POOR DAMAGE, BUT HAVE HIGH HP AND CAN BE A NUISANCE IF ATTACKING IN GROUPS** * **THE THREE LITTLE PIGLETS NEAR THE MAJULA MANSION CAN SOMETIMES BE REPLACED WITH 2 LARGER BOARS, IT SEEMS THAT THEY APPEAR AFTER THE 3 PIGLETS HAVE BEEN KILLED NUMEROUS TIMES BY THE PLAYER.** * **ONCE THESE 2 BOARS HAVE BEEN KILLED A COUPLE OF TIMES, 1 VERY BIG BOAR REPLACES THEM. AFTER IT HAS BEEN KILLED, NO BOARS SEEM TO RESPAWN.** * **GIANT UNDEAD DEVOURERS APPEAR IN NG+ AT**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. THEY CAUSE BLEED BUILD UP AND CAN STAGGER PLAYERS WITH LOW POISE** * **PROVIDED YOU CAN MANAGE TO HIT THEM,**[**SOUL APPEASE**](https://darksouls2.wiki.fextralife.com/Soul+Appease)**IS AN EFFECTIVE WAY TO DEAL WITH THEM (THE SMALLER PIGS IN MAJULA CAN BE ONE HIT SOUL APPEASE, HOWEVER THEY APPEAR TO BE SO SMALL THAT IF NOT ON LEVEL GROUND THE SPELL WILL "MISS" THEM).**  LORD'S PRIVATE CHAMBER ENEMIES    [HEADLESS VENGARL](https://darksouls2.wiki.fextralife.com/Headless+Vengarl) (VENGARL'S BODY) **THE DECAPITATED BODY OF VENGARL OF FOROSSA. SEPARATED FROM ITS HEAD, DURING A BRUTAL WAR LONG AGO AND NOW SOMEHOW AMBULATORY ONCE AGAIN, IT WANDERS IN SEARCH OF THE BATTLES IT KNEW IN LIFE AS THOUGH REANIMATED BY ITS BLOODLUST...**   * **PACKS A PUNCH BUT IS EASIER TO STAGGER THAN HE LOOKS, AND CAN BE QUICKLY TAKEN OUT IF YOU GET THE FIRST STRIKE.**      [TSELDORAN SETTLER](https://darksouls2.wiki.fextralife.com/Tseldoran+Settler) (DUKE TSELDORA) **PROPERTIER OF BRIGHTSTONE COVE AND FOUNDER OF THE MINING TOWN WHICH ONCE FLOURISHED THERE. DUKE TSELDORA DISAPPEARED AFTER THE TOWN WAS SUDDENLY AND MYSTERIOUSLY OVERRUN BY SPIDERS AND WAS NEVER HEARD FROM AGAIN. THOUGH THE CIRCUMSTANCES SURROUNDING BRIGHSTONE COVE'S DESCTRUCTION REMAIN UNCLEAR, THE MURKY TRUTH BEHIND DUKE TSELDORA'S DISAPPEARANCE SEEMS SOMEHOW RELATED TO HIS UNNATURAL OBSESSION WITH SPIDERS...** IRON KEEP ENEMIES    [ALONNE KNIGHT](https://darksouls2.wiki.fextralife.com/Alonne+Knight) **THE ALONNE KNIGHTS' LOYALTY TO ONE ANOTHER IS THE STUFF OF LEGENDS, AND THEY HELD FAST IN THEIR POSITIONS EVEN AS THE ONCE-GREAT IRON KEEP SANK INTO THE FIERY EARTH.THE BLADES THEY WIELD WERE FORGED BY ONE OF THE TRUE ARTISANS ENTERTAINED BY THE IRON KING DURING HIS KINGDOM'S HAYDAY  CLAD IN**[**IRON ARMOR**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Set)**, THE ALONNE KNIGHTS WERE TRAINED BY**[**A VISITOR**](https://darksouls2.wiki.fextralife.com/Sir+Alonne)**TO THE**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**, AND FIGHT VICIOUSLY WITH KATANAS WHILE THEIR**[**CAPTAINS**](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Captain)**SNIPE WITH**[**ALONNE GREATBOWS**](https://darksouls2.wiki.fextralife.com/Alonne+Greatbows)**. THOUGH THE KNIGHTS OCCUPYING THESE ARMORS HAVE LONG SINCE TURNED TO DUST, THEY REMAIN AT THEIR POSTS AND ACTIVE AS SPIRITS ENTOMBED WITHIN THEIR ARMOR. THEY ARE AMAZINGLY FAST FOR SUCH HEAVILY-ARMORED FOES, AND ARE CAPABLE OF SUDDEN ADVANCES AND RETREATS USING THEIR WEAPON OF CHOICE, THE**[**BLACKSTEEL KATANA**](https://darksouls2.wiki.fextralife.com/Blacksteel+Katana)**. THOUGH THEIR ARMOR HAS IMPRESSIVE PHYSICAL RESISTANCE, THEY ARE VULNERABLE TO MAGICAL DAMAGE, QUICKLY GOING DOWN FROM LIGHTNING, MAGIC, STRIKE WEAPONS, OR DARKNESS.**     [ENTITY OF AVARICE](https://darksouls2.wiki.fextralife.com/Entity+of+Avarice) (MIMIC) **A MONSTER WHICH LOOKS LIKE (MIMICS) A REGULAR CHEST BUT WILL ATTACK THE PLAYER WHEN OPENED OR STRUCK. THE MIMIC WILL GOBBLE UP ANY PLAYER STANDING CLOSE TO IT, A MOVE WHICH DEALS HIGH DAMAGE AND CAN KILL A PLAYER OUTRIGHT.**  ***ONE OF TWO IRON MIMICS IN THE GAME. (NEEDS CONFIRMATION)***     [ALONNE KNIGHT CAPTAIN](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Captain) **THE ALONNE CAPTAINS ARE SIMILAR TO THEIR SUBORDINATES, EXCEPT THEY ARE CLAD IN HEAVIER ARMOR AND ARE PHYSICALLY LARGER. USING LARGER, LIGHTNING-ENCHANTED KATANAS (UPON CLOSER INSPECTION THE SWORD MORE RESEMBLES THE IVORY KING ULTRA GREATSWORD) AND THE SAME GREATBOWS AS THE KNIGHTS AT THEIR COMMAND, ALONNE CAPTAINS ARE MUCH MORE DANGEROUS FOES SINCE THEY TEND TO GO FOR QUICKDRAW TO STRIKE WITHIN A SPLIT SECOND, THOUGH THEY SHARE THE SAME VULNERABILITIES. PERIODICALLY, WHEN A PLAYER GETS INSIDE A CAPTAIN'S NATURAL SWORD RANGE, THE CAPTAIN MAY USE UNARMED STRIKES TO STUN OR DISRUPT THE PLAYER.  SOME ALONNE CAPTAINS DO NOT CARRY GREATBOWS (ESPECIALLY RED PHANTOM VERSION SEEN AT HIGHER BONFIRE INTENSITY), THEY'LL ACTIVELY PURSUE THE PLAYER AND UTILIZE QUICKDRAWS, A MINOR TRIVIA, THEIR SHOULDER PALDRON LOOSELY RESEMBLE NINEBALL FROM THE ORIGINAL ARMORED CORE, THE RED UNMANED AC IN FROM SOFTWARE'S EARLY TITLE, THIS CAN BE SEEN WHEN ALONNE CAPTAINS ARE COATED WITH RED PHANTOM AURA AT HIGHER BONFIRE INTENSITY.**     [IRONCLAD SOLDIER](https://darksouls2.wiki.fextralife.com/Ironclad+Soldier) **THESE ARE THE FIRST REALLY "HEAVY HITTERS" YOU ENCOUNTER. KNIGHTS SENT FROM THE IRON KING'S STRONGHOLD TO REINFORCE DRANGLEIC AGAINST THE MARAUDING GIANT HORDE, THE OLD IRONCLADS ARE WEATHERED, WEAKER VERSIONS OF THEIR STRONGER COUSINS. THEY ARE NONETHELESS FORMIDABLE, CLAD IN HEAVY ARMOR RESEMBLING A TURTLE'S SHELL AND WHICH PROVIDES THEM WITH ENORMOUS DEFENSE. DIFFICULT TO STAGGER, THESE ARMORED JUGGERNAUTS CARRY MASSIVE FOOTMAN'S MACES DESIGNED TO SMASH DEFENDERS INTO PASTE. THOUGH MOST OF THEIR ATTACKS CAN BE BLOCKED, THEIR SWINGS DO ENORMOUS STAMINA DRAIN IF DEFENDED AGAINST WITH ANYTHING LESS THAN A GREATSHIELD, SO DODGING THEM IS RECOMMENDED. THEY ARE THE ONLY SOURCE FOR THE OLD IRONCLAD SET. NOTE THAT THE IRONCLADS FOUND IN**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+keep)**ARE IDENTICAL, BUT THEY HAVE MORE HEALTH, AND DEFENSE, AND CAUSE MORE DAMAGE THAN THEIR WEAKER BRETHREN.**     [THE PURSUER](https://darksouls2.wiki.fextralife.com/Pursuer) **A GIANT, AGGRESSIVE KNIGHT THAT RELENTLESSLY "PURSUES" THE PLAYER. HEAVILY ARMORED IN BLACK, IT WIELDS THE**[**PURSUER'S ULTRA GREATSWORD**](https://darksouls2.wiki.fextralife.com/Pursuer%27s+Ultra+Greatsword)**WITH A CORRESPONDING "HEAVY HITTER" MOVESET. HE CAN MOVE VERY QUICKLY FOR SUCH A LARGE ENEMY, AND CAN, IN PARTICULAR, CLOSE RAPIDLY ON THE PLAYER FROM A DISTANCE. CAN BE ENCOUNTERED IN MULTIPLE LOCATIONS. AFTER THE MAIN BOSS FIGHT IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, THE SECONDARY ENCOUNTERS ARE NOT EXPLICIT BOSS FIGHTS, AND DO NOT GRANT AS MANY SOULS AS THE FIRST ENCOUNTER. IN NG+, THE PURSUER WILL APPEAR MORE REGULARLY.**   ENEMY INVADER **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.**     [FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.**     [ARMORER DENNIS](https://darksouls2.wiki.fextralife.com/Armorer+Dennis) **ONLY APPEARS IN DARK SOULS II: SCHOLAR OF THE FIRST SIN.**     [FENCER SHARRON](https://darksouls2.wiki.fextralife.com/Fencer+Sharron) **ONLY APPEARS IN DARK SOULS II: SCHOLAR OF THE FIRST SIN.**     [OLIVER THE COLLECTOR](https://darksouls2.wiki.fextralife.com/Oliver+the+Collector) **ONLY APPEARS IN DARK SOULS II: SCHOLAR OF THE FIRST SIN.** BELFRY SOL ENEMIES    [BELL KEEPER](https://darksouls2.wiki.fextralife.com/Bell+Keeper) **AGGRESSIVE LITTLE DWARVES, DEDICATED TO PROTECTING THE BELL. THEY APPEAR AS GREY PHANTOMS AND WILL CHARGE YOU WITH THEIR AXES HELD HIGH, BE WARNED AS THEY CAN HIT RATHER HARD. SOME OF THEM CAN USE BOWS, WHILE OTHERS WIELD FIREBOMBS.  THE BELLS ARE THE SYMBOLS OF FORBIDDEN LOVE, AND THE MARIONETTES WHO DEFEND THEM DO SO WITH ZEALOUS PASSION.THEY'VE BEEN WATCHING OVER, AND RINGIN', THE BELLS FOREVER. IF YOU SEEK TO STOP THEM, OR TO RING A BELL FOR YOURSELF, YOU'LL HAVE TO FACE THESE TINY TERRORS**     DARK SPIRIT - [BELL KEEPER MAGE](https://darksouls2.wiki.fextralife.com/Bell+Keeper+Mage) **IF YOU WISH TO RING THE BELL THAT INVOKES FORBIDDEN LOVE AND CREATED BEAUTIFUL SOUNDS THROUGHOUT THE WORLD, YOU'LL NEED TO DEFEAT ITS KEEPERS. THIS MAGE, LIKE THE PUPPETS THAT SURROUND HER, IS DEDICATED TO STOPPING, AND SHE'S A BIT MORE EFFICIENT ABOUT THAT THAN THE LITTLE GUYS ARE**     DARK SPIRIT - [DUAL AVELYN BELL KEEPER](https://darksouls2.wiki.fextralife.com/Dual+Avelyn+Bell+Keeper) **THE AVELYN IS A WEAPON OF ANCIENT DESIGN THAT HAS BEEN REDISCOVERED AND BROUGHT INTO THE WORLD ONE MORE, AND THIS OLD FELLOW USES TWO OF THEM! HE WEARS THE MASK OF THE MANIKIN, AS WELL. COULD THIS BE ANOTHER PUPPET?1**       DARK SPIRIT - [GREATSWORD BELL KEEPER](https://darksouls2.wiki.fextralife.com/Greatsword+Bell+Keeper) **THIS IS ANOTHER MEMBER OF THE BELL KEEPERS; HE TOWERS ABOVE HIS ALLIES IN A VERY LITERAL SENSE. WHAT COULD HAVE CREATED SUCH A MOTLEY CREW OF GUARDIANS? THAT MUST BE THE POWER OF LOVE** SHRINE OF WINTER ENEMIES    [FORREST GROTESQUE](https://darksouls2.wiki.fextralife.com/Forrest+Grotesque) (GOBLIN) **GOBLINS AND HUMANOID CREATURES THAT LURK IN THE SHADED WOODS. THESE MONSTROSITIES ARE PROBABLY INSPIRED BY GAKIS AND PRETAS (CANNIBAL DEMONS OF THE JAPANESE FOLKLORE WITH AN HUGE BELLY).**   * **CAN ATTACK USING HANDS OR CLUBS. THEY ARE VERY EASY TO KILL, BUT CAN BE DANGEROUS IF THEY GANG UP ON YOU.** * **COVERED IN POISON AND CAN INFLICT POISON BUILD-UP WITH EACH HIT.** * **CAN DO A WEAK ROCK-THROWING RANGED ATTACK.** * **AFRAID OF FIRE.**        [CRYSTAL LIZARD](https://darksouls2.wiki.fextralife.com/Crystal+Lizard) **A TIMID SPECIES OF SPARKLING REPTILE CLOAKED IN TOTAL MYSTERY. THESE STRANGE CREATURES POSSESS A VARIETY OF USEFUL, AND VALUABLE, STONES. THESE CREATURES ARE NOT WELL UNDERSTOOD, AS THE PROCUREMENT OF SPECIMENS FOR STUDY IS AN ALL-BUT-FUTILE ENDEAVOR; CRYSTAL LIZARDS ARE MASTERS OF ESCAPE AND HAVE A MARKED TENDENCY TO DO SO BEFORE ANYONE CAN GET CLOSE ENOUGH TO CATCH THEM.1**     [HEIDE KNIGHT](https://darksouls2.wiki.fextralife.com/Heide+Knight) **HEIDE KNIGHTS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED AFTER CLIMBING A LADDER BEYOND THE**[**THE CRESTFALLEN'S RETREAT**](https://darksouls2.wiki.fextralife.com/The+Crestfallen%27s+Retreat)**BONFIRE.**   * **HEIDE KNIGHTS SERVED AS PROTECTORS FOR THE ANCIENT HEIDE KINGDOM. HOWEVER, THEIR LAND SUNK INTO THE SEA LONG AGO, AND ONLY TIME DISTORTION COULD EXPLAIN THEIR PRESENCE IN DRANGLEIC.** * **HEIDE KNIGHTS' EQUIPMENT IS MADE OF A SPECIAL ALLOY THAT IS INCREDIBLY DURABLE. EVEN AFTER THOUSANDS OF YEARS, WEAPONS AND ARMORS FOUND IN GAME HAVE NOT DETERIORATED.** * **HEIDE KNIGHTS ARE NON-HOSTILE UNTIL ATTACKED BY PLAYERS.** * **HEIDE KNIGHTS HAVE HIGH HP, SWIFT ATTACKS AND MOVEMENT, AND DEAL SIGNIFICANT DAMAGE. THEY CAN SURPRISE AND STAGGER PLAYERS WITH THEIR COMBOS.** * **HEIDE KNIGHTS, ALTHOUGH PROFICIENT IN CLOSE RANGED COMBAT, HAVE NO RANGED ATTACKS. THEY CAN ALSO BE PARRIED AND BACKSTABBED.**   **IN SCHOLAR OF THE FIRST SIN, THEY APPEAR IN HEIDE'S TOWER, AND, WHILE GENERALLY NON-HOSTILE TO BEGIN WITH, SOME DO ATTACK ON SIGHT, AND THE REST WILL BECOME HOSTILE AND ROAM THE AREA AFTER THE DRAGON RIDER IS KILLED. THEY NO LONGER HAVE A 100% DROP.**  **NOTE: THIS IS THE THIRD HEIDE KNIGHT WHO WIELDS THE LANCE.**     [ROYAL SWORDSMAN](https://darksouls2.wiki.fextralife.com/Royal+Swordsman) **THE ROYAL SWORDSMAN WERE CHOSEN FROM THE BRAVEST OF KING VENDRICK'S MEN, AND PROVIDED THEM WITH THE BEST ARMOR AVAILABLE FOR THE WAR AGAINST THE GIANTS. HOWEVER, VERY FEW SURVIVED THE BATTLES. WHILE THEY MAY BE NO MATCH FOR GIANTS, THEY STILL POSE A THREAT WHEN THEY ATTACK YOU IN NUMBERS  ROYAL SWORDSMEN ARE ENCOUNTERED IN**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**AND**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. THEY ARE OFTEN FOUND IN TEAMS OF AROUND 3-4 SOLDIERS AND THEY WILL WORK TOGETHER TO OVERWHELM THE PLAYER. THEY WIELD GREATSWORDS AND CROSSBOWS. THOUGH BOTH OF THEM LOOK ALIKE, THE CASTLE VARIANT ARE MORE AGGRESSIVE AND CAN DO MORE DAMAGE. STANDING THEIR GROUND WHEN USING THE CROSSBOW AND SWITCHING WEAPONS ONLY WHEN THE PLAYER APPROACHES WITHIN A FEW UNITS OF DISTANCE.  THEY ARE WEAK TO THRUST (I.E. SPEARS) TYPE ATTACKS.** DRANGLEIC CASTLE ENEMIES    [THE PURSUER](https://darksouls2.wiki.fextralife.com/Pursuer) **A GIANT, AGGRESSIVE KNIGHT THAT "PURSUES" THE PLAYER. CAN BE ENCOUNTERED IN MULTIPLE LOCATIONS -- SEE**[**THE PURSUER**](https://darksouls2.wiki.fextralife.com/Pursuer)**. THE PURSUER CAN BE FIRST ENCOUNTERED ON THE LARGE TERRACE OUTSIDE THE**[**CARDINAL TOWER BONFIRE**](https://darksouls2.wiki.fextralife.com/Cardinal+Tower)**. THE PURSUER THEN MOVES TO A LATER LOCATION: BEHIND A FOG GATE AT THE TOP OF THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, AND THIS IS WHERE MOST PLAYERS FIRST FACE THE PURSUER IN A BOSS FIGHT. IT'S OTHER APPEARANCES ARE NOT EXPLICIT BOSS FIGHTS, AND DO NOT GRANT AS MANY SOULS AS THE FIRST ENCOUNTER. IN NG+, THE PURSUER WILL APPEAR MORE REGULARLY.**     [PRIMAL KNIGHT](https://darksouls2.wiki.fextralife.com/Primal+Knight) **GIANT MASTADON-LIKE KNIGHTS. THESE HEAVY ARMOR BRUTES COMES IN TWO VARIANTS: THE GOLDEN ONES IN**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**AND THE DECAYED RUSTED ONES IN**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**. THEY ARE ALL ARMED WITH GIANT HALBERDS.  ONE OF THE ORIGINAL PRIMAL KNIGHTS, THIS RAGGED CREATURE WENT HOLLOW LONG AGO AND NOW WANDERS MINDLESSLY WITH ITS EQUIPMENT IN TATTERS FROM LONG YEARS OF NEGLECT. FIRST CREATED THROUGH A DARK AND FORBIDDEN RITUAL IN AGES PAST, THE PRIMAL KNIGHTS ARE ARTIFICIAL CREATURES CONTRIVED BY A TWISTED AND POWER-HUNGRY MIND. THEIR SUSCEPTIBILITY TO THE UNDEAD CURSE, A TRAIT THEY SHARE WITH HUMANS, RAISES FOREBODING QUESTIONS ABOUT THE RITUALS THROUGH WHICH THEY WERE GIVEN LIFE...**     [ALONNE KNIGHT CAPTAIN](https://darksouls2.wiki.fextralife.com/Alonne+Knight+Captain) **THE ALONNE CAPTAINS ARE SIMILAR TO THEIR SUBORDINATES, EXCEPT THEY ARE CLAD IN HEAVIER ARMOR AND ARE PHYSICALLY LARGER. USING LARGER, LIGHTNING-ENCHANTED KATANAS (UPON CLOSER INSPECTION THE SWORD MORE RESEMBLES THE IVORY KING ULTRA GREATSWORD) AND THE SAME GREATBOWS AS THE KNIGHTS AT THEIR COMMAND, ALONNE CAPTAINS ARE MUCH MORE DANGEROUS FOES SINCE THEY TEND TO GO FOR QUICKDRAW TO STRIKE WITHIN A SPLIT SECOND, THOUGH THEY SHARE THE SAME VULNERABILITIES. PERIODICALLY, WHEN A PLAYER GETS INSIDE A CAPTAIN'S NATURAL SWORD RANGE, THE CAPTAIN MAY USE UNARMED STRIKES TO STUN OR DISRUPT THE PLAYER.  SOME ALONNE CAPTAINS DO NOT CARRY GREATBOWS (ESPECIALLY RED PHANTOM VERSION SEEN AT HIGHER BONFIRE INTENSITY), THEY'LL ACTIVELY PURSUE THE PLAYER AND UTILIZE QUICKDRAWS, A MINOR TRIVIA, THEIR SHOULDER PALDRON LOOSELY RESEMBLE NINEBALL FROM THE ORIGINAL ARMORED CORE, THE RED UNMANED AC IN FROM SOFTWARE'S EARLY TITLE, THIS CAN BE SEEN WHEN ALONNE CAPTAINS ARE COATED WITH RED PHANTOM AURA AT HIGHER BONFIRE INTENSITY.**     [STONE SOLDIER](https://darksouls2.wiki.fextralife.com/Stone+Soldier) **THE STONE SOLDIER IS AN ENEMY IN DARK SOULS II. IT CAN FIRST BE ENCOUNTERED IN THE LARGE ROOM BESIDE THE CASTLE ENTRANCE BONFIRE**   * **SOLDIERS REMAIN MOTIONLESS IN A KNEELING POSITION AND DO NOT ATTACK PLAYERS UNTIL THEY DRAW CLOSE.** * **AFTER BEING APPROACHED, SOLDIERS WILL GO THROUGH A LENGTHY ~3 SECOND ANIMATION WHERE THEY COME TO LIFE AND BECOME HOSTILE.**      [RUIN SENTINEL](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel) **VERY TALL AND LITHE, THE RUIN SENTINEL IS ARMORED FROM HEAD TO TOE IN WHAT LOOKS TO BE BRONZE. IT HAS A NARROW HELMET SLIT, GIVING IT A SOMETHING OF A ROBOT-LIKE APPEARANCE. THESE ENEMIES ARE EXTREMELY FAST FOR THEIR SIZE, AND COME AT THE PLAYER WITH A VARIETY OFF ATTACKS, MANY NOTABLE FOR THEIR WIDE HIT POTENTIAL. THERE ARE THREE NAMED RUIN SENTINELS, ALESSIA, RICCE, AND YAHIM, WHO MAKE UP THE THE BOSS FIGHT IN THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**: THREE SENTINELS FOUGHT IN A ROOM: ONE ON THE PLATFORM NEAR THE ENTRANCE, AND TWO BELOW ON THE GROUND. SEE THE**[**RUIN SENTINEL PAGE**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**FOR BOSS FIGHT DETAILS AND OTHER ENCOUNTERS.**     [ROYAL SWORDSMAN](https://darksouls2.wiki.fextralife.com/Royal+Swordsman) **THE ROYAL SWORDSMAN WERE CHOSEN FROM THE BRAVEST OF KING VENDRICK'S MEN, AND PROVIDED THEM WITH THE BEST ARMOR AVAILABLE FOR THE WAR AGAINST THE GIANTS. HOWEVER, VERY FEW SURVIVED THE BATTLES. WHILE THEY MAY BE NO MATCH FOR GIANTS, THEY STILL POSE A THREAT WHEN THEY ATTACK YOU IN NUMBERS  ROYAL SWORDSMEN ARE ENCOUNTERED IN**[**THE LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**AND**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. THEY ARE OFTEN FOUND IN TEAMS OF AROUND 3-4 SOLDIERS AND THEY WILL WORK TOGETHER TO OVERWHELM THE PLAYER. THEY WIELD GREATSWORDS AND CROSSBOWS. THOUGH BOTH OF THEM LOOK ALIKE, THE CASTLE VARIANT ARE MORE AGGRESSIVE AND CAN DO MORE DAMAGE. STANDING THEIR GROUND WHEN USING THE CROSSBOW AND SWITCHING WEAPONS ONLY WHEN THE PLAYER APPROACHES WITHIN A FEW UNITS OF DISTANCE.  THEY ARE WEAK TO THRUST (I.E. SPEARS) TYPE ATTACKS.**     [SYAN SOLDIER](https://darksouls2.wiki.fextralife.com/Syan+Soldier) (ROYAL GUARD) **HIGH-RANKING DRANGLEIC KNIGHTS WHOSE WEAPONS AND ARMOR ARE MODELED AFTER THOSE BORNE BY SIR SYAN, ONE OF KING VENDRICK'S BRAVEST MILITARY LEADERS. SIR SYAN MET A DISHONORABLE END ON THE BATTLEFIELD DURING THE WAR WITH THE GIANTS;' SHORTLY THEREAFTER ALL OF THE KNIGHTS WHO HAD BEEN ISSUED REPLICAS OF HIS ARMOR WENT INSANE AFTER PUTTING THEM ON.  EQUIPPED WITH GREATSWORDS OR HALBERDS, THESE KNIGHTS ARE ALSO EQUIPPED WITH GREATSHIELDS AS WELL. THEY WEAR SYAN'S SET OF ARMOR, AND HAVE SPECIAL LIGHTNING ATTACKS THEY USE RARELY.**     [EXECUTIONER'S CHARIOT](https://darksouls2.wiki.fextralife.com/Executioner%27s+Chariot) **LIKE THE NAME DESCRIBES EXECUTIONER'S CHARIOT, THE BOSS IS ACTUALLY THE CHARIOT AND NOT THE SKELETON RIDING IT. THIS BOSS HAS TWO PHASES. THE DEATH CHASE PHASE AND THE FIGHTING PHASE. WHILE IN THE DEATH CHASE PHASE HE WILL CONSTANTLY RIDE IN A CIRCULAR MOTION AROUND THE MAP, IN THE FIGHTING PHASE YOU WILL COMBAT THE TWO HEADED HORSE THAT PULLS THE CHARIOT.  THE BOSS IS STRONGER AND MORE DIFFICULT AS ANY NG+ ENEMY/BOSS BUT SO ARE THE ENEMIES (ON THE PILLARS) PRECEDING THE FIGHT. BE WARY AND PREPARED FOR THE MOBS BEFORE THE BOSS.**     [OLD KNIGHT](https://darksouls2.wiki.fextralife.com/Old+Knight) **OLD KNIGHTS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED IMMEDIATELY AFTER ENTERING**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**THROUGH THE**[**MAJULA**](https://darksouls2.wiki.fextralife.com/Majula)**WATERWAY.**   * **OLD KNIGHTS ARE GIANT SENTINELS FROM AN ANCIENT TIME, WHEN THE HEIDE KINGDOM REIGNED. THEY ARE REMINISCENT OF THE BRASS GIANTS FROM DARK SOULS I** * **OLD KNIGHTS HAVE FAIRLY HIGH HP, DAMAGE OUTPUT, AND STAGGERING ATTACKS, BUT SLOW MOVEMENT AND ATTACK SPEED** * **OLD KNIGHTS MAY USE ULTRA GREATSWORDS, SWORDS AND SHIELDS, OR GREAT HAMMERS. THEY ALL HAVE TELEGRAPHED AND RELATIVELY SLOW SWING SPEEDS** * **OLD KNIGHTS CANNOT BE STAGGERED, BACKSTABBED, OR PARRIED. BUT THEY ARE FAIRLY EASY TO CIRCLE STRAFE, AND THEIR ATTACKS ARE EASY TO ROLL THROUGH** * **OLD KNIGHTS ARE WEAK AGAINST MAGIC AND STRIKE (I.E. MACE) TYPE ATTACKS**      [DRAKEKEEPER KNIGHT PHANTOM](https://darksouls2.wiki.fextralife.com/Drakekeeper+Knight+Phantom) **GUARDS THE ENTRANCE TO THE CASTLE, WEARING DRAKEKEEPER'S ARMOUR AND HOLDING A WARPICK AS A WEAPON**   [WASHING POLE PHANTOM](https://darksouls2.wiki.fextralife.com/Washing+Pole+Phantom) **A RED SPIRIT GUARDING THE EMBEDDED**     [GREATBOW PHANTOM](https://darksouls2.wiki.fextralife.com/Greatbow+Phantom) **THE HERO DURGO, AN EXPERT BOWMAN, AND HIS BROTHER-IN-LAW DEFENDED THEIR HOMELAND FROM AGGRESSORS. IN SPITE OF LANAFIR'S POLICY OF ISOLATIONISM, DURGO WAS WELL KNOWN EVEN BEYOND ITS DOMAIN  ONLY APPEARS IN THE ORIGINAL DARK SOULS II.**     [NAMELESS USURPER](https://darksouls2.wiki.fextralife.com/Nameless+Usurper) **A MYSTERIOUS WOMAN CLAD IN THE ROBES OF A LINDELT CLERIC. HER ENIGMATIC APPEARANCE AND HER PRESENCE IN DRANGLEIC CASTLE LEAVE MORE QUESTIONS THAN ANSWERS…**     [FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.** KING'S PASSAGE ENEMIES    [LOOKING GLASS VARLET](https://darksouls2.wiki.fextralife.com/Looking+Glass+Varlet) (MIRROR SQUIRE) **PHANTOMS WHICH EMERGE FROM MIRRORS. THEY CAN COME OUT OF THE**[**LOOKING GLASS KNIGHT**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight)**BOSS'S MIRROR SHIELD, OR OUT OF THE MIRRORS IN**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**.**     [STONE KNIGHT](https://darksouls2.wiki.fextralife.com/Stone+Knight) **KNIGHTS IN THE SERVICE OF SIR VELSTADT, THE ROYAL AEGIS. WHEN VELSTADT LEFT WITH VENDRICK THROUGH THE KING'S PASSAGE THE MEN UNDER HIS COMMAND DUTIFULLY REMAINED AT THEIR POSTS, AWAITING HIS RETURN FOR SO LONG THAT THEY EVENTUALLY TURNED TO STONE.1  WEARING HEAVY ARMOR AND A HELMET RESEMBLING THE HEAD OF A HORSE, THESE SLEEPING STATUES WHICH WON'T ACTIVATE UNTIL APPROACHED OR ATTACKED (FROM RANGE). WHEN ACTIVATED, STONE KIGHTS HAVE GLOWING RED EYES AND WIELD TWINBLADES. EVEN THOUGH THE GEAR LOOKS HEAVY, THEY ARE STILL VERY AGILE. THEY ATTACK WITH COMBOS WHICH INVOLVE TURNS, JUMPS AND KICKS. THEY CAN BE "DESTROYED" BEFORE THEY GET UP TO ATTACK, IN WHICH CASE THEY HAVE LESS THAN HALF OF THEIR REGULAR HEALTH, DO NOT DROP ITEMS AND CAN BE DISTINGUISHED FROM ACTUAL STATUES BY BEING THE ONLY ONES WITH HEADS. THEY ARE FOUND IN**[**KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/King%27s+Passage)**.**     [SYAN SOLDIER](https://darksouls2.wiki.fextralife.com/Syan+Soldier) (ROYAL GUARD) **HIGH-RANKING DRANGLEIC KNIGHTS WHOSE WEAPONS AND ARMOR ARE MODELED AFTER THOSE BORNE BY SIR SYAN, ONE OF KING VENDRICK'S BRAVEST MILITARY LEADERS. SIR SYAN MET A DISHONORABLE END ON THE BATTLEFIELD DURING THE WAR WITH THE GIANTS;' SHORTLY THEREAFTER ALL OF THE KNIGHTS WHO HAD BEEN ISSUED REPLICAS OF HIS ARMOR WENT INSANE AFTER PUTTING THEM ON.  EQUIPPED WITH GREATSWORDS OR HALBERDS, THESE KNIGHTS ARE ALSO EQUIPPED WITH GREATSHIELDS AS WELL. THEY WEAR SYAN'S SET OF ARMOR, AND HAVE SPECIAL LIGHTNING ATTACKS THEY USE RARELY.** SHRINE OF AMANA ENEMIES    [ALDIA WARLOCK](https://darksouls2.wiki.fextralife.com/Aldia+Warlock) **THIS WARLOCK SHARES THE EXACT SAME APPEARANCE AS THE BOSS**[**PROWLING MAGUS**](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation)**.  THE ALDIA WARLOCK WILL START ATTACKING YOU FROM A FAR RANGE, ALTHOUGH TELEGRAPHS ITS ATTACKS SLOWLY, MAKING IT VERY EASY TO DODGE OR STRAFE ATTACKS. THIS ENEMY WEARS LITTLE ARMOR AND DEALS LESS THAN IMPRESSIVE DAMAGE AND SO IS EASY TO STAGGER AND STUNLOCK WITH A TWO HANDED LIGHT WEAPON. PLAYERS ALSO NEED TO BE CAREFUL ON ONE SPECIFIC ATTACK, BECAUSE THIS ENEMY IS LOCATED ON A CLIFFSIDE THE DARK**[**FORCE**](https://darksouls2.wiki.fextralife.com/Force)**ATTACK CAN CAUSE YOU TO FALL OFF THE EDGE.  THIS IS THE ONLY NON-PHANTOM ENEMY THAT THAT WILL DROP THE**[**WARLOCK MASK**](https://darksouls2.wiki.fextralife.com/Warlock+Mask)**AND**[**CURSED BONE SHIELD**](https://darksouls2.wiki.fextralife.com/Cursed+Bone+Shield)**(BEFORE AND AFTER NG+). THIS MAKES THESE ITEMS VERY RARE AS THIS ENEMY DOES NOT RESPAWN WITHOUT THE AID OF A**[**BONFIRE ASCETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**. IT IS RECOMMENDED TO FARM THESE ITEMS ON THIS ENEMY (AS OPPOSED TO RED INVADER**[**MERCILESS ROENNA**](https://darksouls2.wiki.fextralife.com/Merciless+Roenna)**, WHO IS ALSO AN ALDIA WARLOCK VARIANT) AS BONFIRE ASCETICS ONLY EFFECTS THIS ENEMY AND A FEW HOLLOWED**[**MILFANITOS**](https://darksouls2.wiki.fextralife.com/Milfanito)**.  GENERALLY, THEY WEAR**[**WARLOCK MASK**](https://darksouls2.wiki.fextralife.com/Warlock+Mask)**,**[**LION MAGE CUFFS**](https://darksouls2.wiki.fextralife.com/Lion+Mage+Set)**,**[**PRIESTESS ROBE**](https://darksouls2.wiki.fextralife.com/Priestess+Set)**AND**[**SKIRT**](https://darksouls2.wiki.fextralife.com/Priestess+Set)**(CAN BE IDENTIFIED BY MERCILESS ROENNA), THE INCANTATION IS SAME AS**[**WHISPER OF DESPAIR**](https://darksouls2.wiki.fextralife.com/Whisper+of+Despair)**, AND THEY'RE ALSO**[**FENITO**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**, THIS CAN BE INDENTIFIED BY THEIR CYAN SKIN TONE AND CRIMSON EYES, AS SHARED WITH THE OTHER**[**GRAVE WARDENS**](https://darksouls2.wiki.fextralife.com/Grave+Warden)**. THE CATALYST/HALBERD (NOT TO BE CONFUSED WITH**[**ROARING HALBERD**](https://darksouls2.wiki.fextralife.com/Roaring+Halberd)**; THIS ONE IS DOUBLE-EDGED) THEY WIELD SHARES THE SAME DESIGN AS THE ONE WIELDED BY ONE OF THE THREE**[**SKELETON LORDS**](https://darksouls2.wiki.fextralife.com/The+Skeleton+Lords)**, ALTHOUGH YOU CANNOT OBTAIN THE CATALYST BY ANY MEANS.  IT IS SPECULATED THE WARLOCKS WERE ONCE**[**DRANGLEIC PRIESTESSES**](https://darksouls2.wiki.fextralife.com/Dark+Priestess)**, WHICH CAN BE IDENTIFIED BY THE ROBE, AS WITH THE LOCATION OF THE PROWLING MAGUS: THE CHURCH, BUT THEY'VE SIDED WITH**[**LORD ALDIA**](https://darksouls2.wiki.fextralife.com/Aldia%2C+scholar+of+the+First+Sin)**, TURNED THEMSELVES INTO**[**FENITO**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**, A RACE OF THE GUARDIANS OF THE DEAD, ACTED AS A FALSE IDOL, LURED MANY**[**UNDEAD CITIZEN**](https://darksouls2.wiki.fextralife.com/Undead+Citizen)**AND EVEN**[**MILFANITO**](https://darksouls2.wiki.fextralife.com/Milfanito)**INTO ALDIA'S KEEP OR SINNERS' RISE, AND CONVERTED THEM INTO**[**UNDEAD ABERRATIONS**](https://darksouls2.wiki.fextralife.com/Undead+Aberration)**IN ORDER TO RECREATE THE EXTINCTED DRAGON.  ANOTHER THEORY IS FENITO ARE PROBABLY A SPECIES CREATED BY LORD ALDIA RATHER THAN BEING NATURALLY EXISTED, AND THAT ALDIA WARLOCKS ACTED AS A SUCCESSOR AMONG ALL THE FENITO OF ALDIA'S CREATIONS IF COMPARED TO NAVLAAN, NAJKA, AND TARK.  ODDLY, THEY WERE SUPPOSED TO APPEAR IN**[**KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/King%27s+Passage)**(VIA THE TGS TRAILER), BUT WERE MOVED TO**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**.**     [AMANA ABERRATION](https://darksouls2.wiki.fextralife.com/Amana+Aberration) (LIZARD MAN) **A HOLLOW THAT LIVED IN AN AQUATIC ENVIRONMENT FOR AN EXTENDED PERIOD OF TIME AND EVENTUALLY ADAPTED TO ITS SURROUNDINGS BY MUTATING INTO ITS PRESENT FORM. THESE CREATURES PROWL THE SHALLOW WATERS OF THE SHRINE OF AMANA, PERPETUALLY SEARCHING FOR SOURCES OF FRESH SOULS.1  A STRANGE, HOLLOWED, RAT-LIKE ENEMY FOUND IN THE**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**WHO SPEND THEIR TIME SITTING IN THE WATER LISTENING TO THE SINGING OF THE MILFANITO SISTERS. MOVES VERY QUICKLY IN THE WATER, IS VERY HARD TO LOCATE WITHOUT LOCKING-ON, AND WILL AGGRESSIVELY ATTACK PLAYERS USING A TORCH. THEY TEND TO BE LOCATED NEAR OTHER AMANA ABERRATIONS OR THE CASTERS IN THE AREA. THEY CAN INFLICT CURSING AND BLEEDING DAMAGE SO ITS BEST TO FIGHT FROM RANGE OR BLOCK WHILE IN THE WATER.  THEY ARE DOCILE WHILE THE MILFANITO IS SINGING, EVIDENT BY THE FIREFLIES SURROUNDING THEM. THIS CAN BE USED TO LOCATE AND SNIPE THEM FROM AFAR.  POSSIBLY CREATED FROM SOME TWISTED EXPERIMENT IN ALDIA'S KEEP, AS THEY POSSESS FEATURES OF BOTH BASILISKS AND NORMAL HOLLOWS.**     [AMANA PRIESTESS](https://darksouls2.wiki.fextralife.com/Amana+Priestess) (AMANA SHRINE MAIDEN) **HOLLOWED PRIESTESSES FORMERLY RESPONSIBLE FOR PERFORMING THE SEALING RITUALS WHICH IMPRISONED THE DEMON OF SONG.OVER TIME THE LINE OF SHRINE MAIDENS GRADUALLY DIED OFF AND, WITH NO SUCCESSORS TO PASS DOWN THE SACRED RITES, THE SEAL BROKE AND DEMON WAS FREED FROM ITS PRISON.  THESE FEMALE SORCERERS CAST HOMING SOUL ARROW AT YOU. THEY HAVE AN EXTREMELY LARGE AGGRO RANGE AND THE SPELL WILL TRACK YOU OVER LARGE DISTANCES. THEY ARE ABLE TO LOCK ONTO AND ATTACK YOU FROM MAXIMUM VIEW RANGE WITH POWERFUL, FAST, HOMING SOUL ARROWS. IN MELEE COMBAT THEY USE THEIR STAFFS IN WIDE SWEEPS IN FRONT OF THEM. NOTE: SINCE PATCH 1.03, THE HOMING SOUL ARROWS DON'T HOME IN AS THEY USED TO (NOW YOU JUST NEED TO MOVE LEFT OR RIGHT) AND DO SLIGHTLY LESS DAMAGE.  NOTE: AN INTERESTING VARIANT IS A HEALER PRIESTESS WHO HEALS EVERYONE AROUND HER WHEN SHE IS HURT OR HER ALLIES ARE DAMAGED. HAS NO OFFENSIVE ATTACKS OR SPELLS. ONLY ONE APPEARS IN NG, JUST BEFORE**[**RHOY'S RESTING PLACE BONFIRE**](https://darksouls2.wiki.fextralife.com/Rhoy%27s+Resting+Place)**(3RD BONFIRE), HIDING BEHIND THE TWO**[**ARCHDRAKE PILGRIMS**](https://darksouls2.wiki.fextralife.com/Archdrake+Pilgrim)**AT THE CAVE ENTRANCE. MORE COME OUT IN NG+.** UNDEAD CRYPT ENEMIES    [GRAVE WARDEN](https://darksouls2.wiki.fextralife.com/Grave+Warden) **FAST MOVING FENITO KNIGHT THAT CARRY GLOWING BLUE MAGIC SPEARS. DROPS THE**[**GRAVE WARDEN SET**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Set)**,**[**SILVERBLACK SPEAR**](https://darksouls2.wiki.fextralife.com/Silverblack+Spear)**OR**[**SILVERBLACK SICKLE**](https://darksouls2.wiki.fextralife.com/Silverblack+Sickle)**, AND**[**SILVERBLACK SHIELD**](https://darksouls2.wiki.fextralife.com/Silverblack+Shield)**. THEY'RE THE GUARDIANS OF THE DEAD, SERVED UNDER**[**AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**, THEY HAVE CYAN SKIN TONE AND CRIMSON EYES (WHICH IS COVERED BY THE MASK), WHICH IS SHARED BY**[**AGDAYNE**](https://darksouls2.wiki.fextralife.com/Grave+Warden+Agdayne)**AND**[**ALDIA WARLOCK**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock)**.**     [HOLLOW PRISONER](https://darksouls2.wiki.fextralife.com/Hollow+Prisoner) (UNDEAD PRISONER) **UBIQUITOUS UNARMED AND UNCLOTHED UNDEAD WHOSE JOURNEYS WERE CUT TRAGICALLY SHORT WHEN THEY WENT HOLLOW; THEIR CORPSES CAN BE FOUND THROUGHOUT DRANGLEIC STILL CLUTCHING THE VARIOUS ITEMS THEY CARRIED. THOSE NOT YET FULLY DEAD ARE OFTEN DORMANT WHEN FIRST ENCOUNTERED AND IN SUCH CASES THEY WILL STAND TO ATTACK ONLY WHEN THE PLAYER ALERTS THEM TO HIS OR HER PRESENCE. THOSE IN**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**RISE FROM BENEATH THE EARTH, FROM UNDER GRAVESTONES.**     [LEYDIA PYROMANCER](https://darksouls2.wiki.fextralife.com/Leydia+Pyromancer) **A GHOSTLY SPELLCASTER OF THE LEYDIA PYROMANCERS. ALTHOUGH PYROMANCERS IN NAME, THEY WERE ADEPT AT A WIDE VARIETY OF MAGIC AND IN THEIR CONCEIT THEY ONCE OCCUPIED THE UNDEAD CRYPT. THEIR BRAZEN MISUSE OF DEATH DREW THE IRE OF THE FENITO, WHO BRANDED THEM TRANSGRESSORS; THE APOSTLES WERE SLAUGHTERED AND SUBSEQUENTLY BURIED IN THE CRYPT ALONGSIDE OTHER OCCUPANTS.1  LEGLESS WITH A WRAITH-LIKE APPEARANCE, ALSO ONE OF THE MEMBERS OF LEYDIA APOSTILES ALONG WITH**[**LEYDIA WITCH**](https://darksouls2.wiki.fextralife.com/Leydia+Witch)**(REFERRED BY LEYDIA GLOVES). THESE ENEMIES ARE LESS DANGEROUS THAN THE WITCHES BUT ARE CAPABLE OF ATTACKING WITH SWORDS AND LIMITED MAGIC. THESE GHOST-LIKE ENEMIES RESPAWN INFINITELY FROM TOMBSTONE-LIKE SLABS FOUND AROUND THE**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**. THEY MATERIALIZE WHEN YOU GET TOO CLOSE TO THEIR TOMBSTONE/COFFIN OR WHEN A BELL IS RUNG. WHEN A BELL IS RUNG, ALL OF THE PYROMANCERS WILL SPAWN AT ONCE, AND WILL MOB THE PLAYER. THE TOMBSTONES THEY SPAWN FROM CAN BE DESTROYED, AND WILL STAY DESTROYED FOR THE REST OF THE NG CYCLE OR UNTIL A**[**BONFIRE ACETIC**](https://darksouls2.wiki.fextralife.com/Bonfire+Acetic)**IS USED. THEY APPEAR FROM THEIR GRAVES TO WARD OFF THE PLAYERS AND PROTECT THE CRYPT.**     [LEYDIA WITCH](https://darksouls2.wiki.fextralife.com/Leydia+Witch) **WITCHES WHO WORSHIP THE GOD OF DISEASE, GALIB. THEY ONCE RESIDED IN THE UNDEAD CRYPT ALONGSIDE THE FENITO BUT OVER TIME GREW CONCEITED, MISUSING THEIR POWER AND USURPING CONTROL OF THE CRYPT'S GATEWAY. THEIR ACTIONS SPURNED THE GRAVE WARDENS AND THEY WERE SLAUGHTERED AS TRANSGRESSORS; THEIR SPIRITS NOW FORCIBLY SERVE AS GUARDIANS OF THE CRYPT.  FENITO WITCHES, ALSO A MEMBER OF LEYDIA APOSTILES ALONG WITH**[**LEYDIA PYROMANCER**](https://darksouls2.wiki.fextralife.com/Leydia+Pyromancer)**(REFERRED BY LEYDIA GLOVES). DUE TO THEIR MAGICAL POWER AND LOYALITY, THEY'RE SERVED AS SECURITY GUARDS OF THE CRYPT, THEY WILL ATTACK WITH A HUGE RANGE OF SPELLS AND ARE VERY DANGEROUS FROM A DISTANCE. SPELLS THEY USE INCLUDE A MODIFIED FORM OF**[**AFFINITY**](https://darksouls2.wiki.fextralife.com/Affinity)**,**[**LIGHTNING SPEAR**](https://darksouls2.wiki.fextralife.com/Lightning+Spear)**, A FORM OF**[**FIRE STORM**](https://darksouls2.wiki.fextralife.com/Fire+Storm)**, AND TWO SPECIAL SORCERIES NOT USABLE BY THE PLAYER. THESE WITCHES CAN BE DEADLY IF YOU HAVE LOW MAGIC RES. AND ARE SLOW. THEY USE DIFFERENT ATTACKS, DEPENDING ON YOUR DISTANCE FROM THEM.**     [SYAN SOLDIER](https://darksouls2.wiki.fextralife.com/Syan+Soldier) (ROYAL GUARD) **HIGH-RANKING DRANGLEIC KNIGHTS WHOSE WEAPONS AND ARMOR ARE MODELED AFTER THOSE BORNE BY SIR SYAN, ONE OF KING VENDRICK'S BRAVEST MILITARY LEADERS. SIR SYAN MET A DISHONORABLE END ON THE BATTLEFIELD DURING THE WAR WITH THE GIANTS;' SHORTLY THEREAFTER ALL OF THE KNIGHTS WHO HAD BEEN ISSUED REPLICAS OF HIS ARMOR WENT INSANE AFTER PUTTING THEM ON.  EQUIPPED WITH GREATSWORDS OR HALBERDS, THESE KNIGHTS ARE ALSO EQUIPPED WITH GREATSHIELDS AS WELL. THEY WEAR SYAN'S SET OF ARMOR, AND HAVE SPECIAL LIGHTNING ATTACKS THEY USE RARELY.**     [UNDEAD CRYPT KNIGHT](https://darksouls2.wiki.fextralife.com/Undead+Crypt+Knight) (IMPERIOUS KNIGHT) **HUGE KNIGHTS CURSED WITH GUARDING THE**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**FROM TRESPASSERS. EQUIPPED WITH NO WEAPONS BUT TWO MASSIVE, SLAB-LIKE GREATSHIELDS WITH WHICH THEY WILL PUMMEL THE PLAYER.**     [WALL SPECTRE](https://darksouls2.wiki.fextralife.com/Wall+Spectre) (WALL WARRIOR) **THE GHOST OF A FORMER WARRIOR WHICH WILL PHASE THROUGH THE WALLS OF THE UNDEAD CRYPT IN CERTAIN SPOTS TO ATTACK. WHO WERE THESE WARRIORS IN LIFE AND HOW DID THEY COME TO WANDER THE HALLS OF THE CRYPT? ONLY THE GRAVE WARDENS KNOW FOR CERTAIN, AND THEIR LIPS ARE SEALED.  GREENISH, TRANSLUCENT GHOSTS WHICH, WHEN A PLAYER GETS CLOSE ENOUGH, EMERGE FROM A WALL AND ATTACK THE PLAYER.**     [NAMELESS USURPER](https://darksouls2.wiki.fextralife.com/Nameless+Usurper) **A MYSTERIOUS WOMAN CLAD IN THE ROBES OF A LINDELT CLERIC. HER ENIGMATIC APPEARANCE AND HER PRESENCE IN DRANGLEIC CASTLE LEAVE MORE QUESTIONS THAN ANSWERS…** ALDIA'S KEEP ENEMIES    [DRAGON ACOLYTE](https://darksouls2.wiki.fextralife.com/Dragon+Acolyte) **SCIENTIST LOOKING BEINGS WITH WARPED ORB HOODS. THEY ARE FAIRLY SLOW BUT TAKING A DIRECT HIT FROM THEIR ENCHANTED WEAPON OR SKULL SHIELD CAN PROVE TO BE QUITE DEADLY IF LACKING THE PROPER ARMOR AND/OR PLAYER STATS.**   [ENTITY OF AVARICE](https://darksouls2.wiki.fextralife.com/Entity+of+Avarice) (MIMIC) **A MONSTER WHICH LOOKS LIKE (MIMICS) A REGULAR CHEST BUT WILL ATTACK THE PLAYER WHEN OPENED OR STRUCK. THE MIMIC WILL GOBBLE UP ANY PLAYER STANDING CLOSE TO IT, A MOVE WHICH DEALS HIGH DAMAGE AND CAN KILL A PLAYER OUTRIGHT.**  ***ONE OF TWO IRON MIMICS IN THE GAME. (NEEDS CONFIRMATION)***     [BASILISK](https://darksouls2.wiki.fextralife.com/Basilisk) **FROG-LIKE CREATURES THAT CAST THE PETRIFY EFFECT ON PLAYERS BY USING A FOG-BREATH ATTACK, OTHERWISE OFFER VERY LITTLE DANGER. A GIANT, AND MUCH MORE FORMIDABLE, VERSION WILL ATTACK THE PLAYER MORE DIRECTLY. UNLIKE IN DARK SOULS, THESE ENEMIES CAN INFLICT PHYSICAL DAMAGE WITH A LEAPING ATTACK.  IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**AND**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, DEFAULT BASILISK CAN BE FOUND IN CAVES AND TRAPPED INSIDE CARRIAGES.  IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**THERE IS A SUBSPECIES OF BASILISK (A.K.A. SAND BASILISK) WHOSE BULBOUS FALSE EYES HAVE COMPLETELY ATROPHIED AS AN ADAPTATION TO LIVING IN DESERT ENVIRONMENTS. THIS VARIANT STILL ATTACKS WITH PETRIFYING BREATH BUT HAS ALSO LEARNED TO BURROW UNDER THE SAND, ENABLING IT TO AMBUSH ITS PREY AND TRAVEL UNDETECTED.  IN**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**AND**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**, THERE IS A SUBSPECIES OF BASILISK (A.K.A. GREAT BASILISK) WHOSE THE SIZE IS FIVE TIMES LARGER THAN NORMAL BASILISK AND GREEN SKIN TONE WHICK MAKES THEM LOOK LIKE AN ENLARGED TREEFROG, THE RANGE OF THE MIST IS MUCH WIDER, AND THE MELEE ATTACK CAN EVEN BREAK THE CAGES.  SEE ALSO:**[**GREAT BASILISK**](https://darksouls2.wiki.fextralife.com/Great+Basilisk)     [GREAT BASILISK](https://darksouls2.wiki.fextralife.com/Great+Basilisk) (GIANT BASILISK) **AN IMPRESSIVE BASILISK SPECIMEN OF ENORMOUS SIZE WITH MOTTLED GREEN SKIN LIKE THAT OF A CHAMELEON. WHETHER THESE CREATURES ARE THE RESULT OF A DIVERGENCE IN THE SPECIES' EVOLUTIONARY LINE OF THE PRODUCT OF AN ALDIAN EXPERIMENT IN UNCLEAR. THEY ARE NOT ACTIVELY PREDATORY AND WILL MAKE NO ATTEMPT TO ATTACK UNLESS CORNERED, SO OBSERVERS NOT LOOKING FOR A FIGHT WOULD BE WISE TO GIVE THEM A WIDE BERTH.**   * **AN EASY WAY TO GET RID OF THEM IS TO SHOOT THEM FULL OF ARROWS OR RANGED MAGIC SPELLS - THEY WON'T BOTHER TO RETALIATE UNLESS YOU'RE CLOSE.**   **SEE ALSO:**[**BASILISK**](https://darksouls2.wiki.fextralife.com/Basilisk)     [GREAT POISON BRUMER](https://darksouls2.wiki.fextralife.com/Great+Poison+Brumer) (GIANT ACID HORN BEETLE) **A VASTLY OVERGROWN ACID HORN BEETLE. WHETHER THESE IMPRESSIVE SPECIMENS ARE THE RESULT OF SOME MISGUIDED ALDIAN EXPERIMENT OR AN UNUSUALLY LONG LIFE IS UNKNOWN; THEY ARE EXTREMELY RARE AND ONLY A FEW EXIST IN DRANGLEIC.**       [LOOKING GLASS VARLET](https://darksouls2.wiki.fextralife.com/Looking+Glass+Varlet) (MIRROR SQUIRE) **PHANTOMS WHICH EMERGE FROM MIRRORS. THEY CAN COME OUT OF THE**[**LOOKING GLASS KNIGHT**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight)**BOSS'S MIRROR SHIELD, OR OUT OF THE MIRRORS IN**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**.**     [UNDEAD ABERRATION](https://darksouls2.wiki.fextralife.com/Undead+Aberration) (ENHANCED UNDEAD) **GROTESQUE MONSTROSITIES FOUND WADING IN THE DARK WATER IN**[**SINNERS' RISE**](https://darksouls2.wiki.fextralife.com/Sinners'+Rise)**, THEY ATTACK MUCH LIKE THE TITANITE DEMONS FROM DARK SOULS; THEY ARE SLOW BUT CAN HIT EXTREMELY HARD. THEY HAVE A MASSIVE RESISTANCE TO MAGIC AND FIRE DAMAGE, AND ALSO SEEM TO RESIST LIGHTNING. THEY ARE NOT RESISTANT TO POISON OR BLEED DAMAGE. THEY ARE DIFFICULT TO FIGHT IN THE WATER, BUT CAN BE LURED OVER TO THE ELEVATOR PLATFORM WHERE ONE CAN HIT THEM WITH RANGED ATTACKS OR BAIT THEM TO FALL INTO THE HOLE.  THEY'RE BELIEVED TO BE LORD ALDIA'S ATTEMPT ON RECREATING THE DRAGONS, THESE TEST SUBJECTS ARE EITHER FAILED ATTEMPT OR THE THE FIRST STEP OF MUTATION, SINCE THEIR BONES ARE FORMED IN THE SHAPE OF A DRAGON.  THIS DEFORMED, UNNATURAL CREATURE MUST SURELY BE THE PRODUCT OF SOME SERIOUS MISDEEDS. WHO CREATED THIS MONSTROSITY, AND IS IT WHAT THEY INTENDED TO MAKE? IT ALMOST SEEMS TO BE HALF-DRAGON, BUT, WHATEVER IT IS, IT HAS A MIND OF A HOLLOW  BEING A MEMBER OF THE BELL KEEPER COVENANT WILL MAKE THE SHIELD AND BOW DROP WITH VERY HIGH FREQUENCY.**     [OGRE](https://darksouls2.wiki.fextralife.com/Ogre) **OGRES ARE ENEMIES IN DARK SOULS II. THEY CAN FIRST BE ENCOUNTERED UP A HIDDEN PATH BEFORE THE BRIDGE LEADING TO THE FIREKEEPERS' HOUSE IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**.**   * **OGRES RESEMBLE A CROSS BETWEEN A CYCLOPS AND HIPPOPOTAMUS, AND POSSESS A HORN ON THEIR FOREHEADS** * **OGRES HAVE LARGE AMOUNTS OF HP AND DEAL SIGNIFICANT DAMAGE, AND THEIR ATTACKS ARE RELATIVELY SWIFT FOR ENEMIES THEIR SIZE** * **OGRES CAN GRAB PLAYERS AND DEVOUR THEM, GUARANTEEING DEATH FOR PLAYERS. RANGED ATTACKS AND POISON ARE RECOMMENDED WHEN DEALING WITH OGRES**      [PROWLER HOUND](https://darksouls2.wiki.fextralife.com/Prowler+Hound) (KOBOLD) **KOBOLDS ARE ENEMIES IN DARK SOULS II. THEY ARE FIRST ENCOUNTERED JUST PAST THE FIELDS IN**[**THINGS BETWIXT**](https://darksouls2.wiki.fextralife.com/Things+Betwixt)**(THEY DO NOT DROP ANYTHING HERE).**   * **KOBOLDS ARE LEMUR-LIKE CRITTERS THAT RESIDE IN GRASSY AREAS. THEY ARE NON-HOSTILE UNLESS ATTACKED BY PLAYERS, THEY TEND TO FLEE FROM THE PLAYER UNLESS PROVOKED - WHEN PROVOKED THE SURROUNDING PACK WILL ALSO ATTACK** * **KOBOLDS DEAL PALTRY DAMAGE AND POSSESS LOW DEFENSE, BUT CAN BE DANGEROUS IF MANY ARE PROVOKED AT ONCE** * **KOBOLDS CAN ALSO BE ENCOUNTERED IN THE GRASS BY THE ENTRANCE TO**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**. THESE HOWEVER, ARE HOSTILE TOWARDS PLAYERS, AND CAUSE BLEED AND PETRIFICATION BUILD-UP WITH THEIR ATTACKS**      [SWOLLEN MONGREL](https://darksouls2.wiki.fextralife.com/Swollen+Mongrel) **GROTESQUE, DOG-LIKE CREATURES THAT WILL SLASH AND BITE THE PLAYER WHEN THEY GET CLOSE ENOUGH. THEY ARE NOT, HOWEVER, VERY FAST, SO RANGED ATTACKS WORK WELL.  A MUTATED CANINE BORN FROM THE EXPERIMENTS CONDUCTED BY LORD ALDIA. HUNTING DOGS ARE NOT A NATURALLY-OCCURRING SPECIES AND ARE THEREFORE ONLY FOUND IN AREAS TO WHICH THEY WERE INTRODUCED BY THE DRAGON ACOLYTES. A NUMBER OF THEM WERE DUMPED INTO THE GUTTER OVER THE COURSE OF LORD ALDIA'S RESEARCH AND CONTINUE TO PROWL ITS DEPTHS IN SEARCH OF ANYTHING THAT MIGHT SERVE AS A MEAL**     [FORLORN](https://darksouls2.wiki.fextralife.com/Forlorn) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.**     [ASLATIEL OF MIRRAH](https://darksouls2.wiki.fextralife.com/Aslatiel+of+Mirrah) **OLDER BROTHER OF LUCATIEL OF MIRRAH. HE WAS KNOWN AS ONE OF MIRRAH'S GREATEST SWORDSMEN BUT BECAME AFFLICTED BY THE UNDEAD CURSE AND SET OUT FOR DRANGLEIC IN SEARCH OF A CURE. HE WAS NEVER HEARD FROM AGAIN AND HIS FATE AND WHEREABOUTS WERE UNKNOWN - UNTIL NOW…**     [PAINTING GUARDIAN PHANTOM](https://darksouls2.wiki.fextralife.com/Painting+Guardian+Phantom) **THE CEREMONIAL DESIGN SUGGESTS THAT THEY REVERED WHATEVER IT WAS THEY WATCHED OVER.**     [ROYAL SORCERER NAVLAAN](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) **BORN OF ALDIA'S OBSESSION WITH THE FIRST SIN, THE FORLORN LOST BOTH THEIR CORPOREAL FORM AND A WORLD TO CALL THEIR OWN. NOW THEY DRIFT INTO OTHER WORLDS, EVER IN SEARCH OF A HOME. BUT WITHOUT SELF, ONE HAS NEITHER BEGINNING NOR END, AND SO THE FORLORN HAVE ONLY TO WANDER.** DRAGON AERIE ENEMIES    [DRAGON](https://darksouls2.wiki.fextralife.com/Dragon) **FOUND IN THE**[**DRAGON AERIE**](https://darksouls2.wiki.fextralife.com/Dragon+Aerie)**, THESE FOES RESEMBLE THE**[**GUARDIAN DRAGON**](https://darksouls2.wiki.fextralife.com/Guardian+Dragon)**BOSS IN**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**AND SHARE THE SAME WEAKNESSES, NAMELY LIGHTNING. WITH A LITTLE PATIENCE AND A RANGED WEAPON OF SOME SORT, THEY ARE EASY TO DEFEAT, AS THEY TEND NOT TO MOVE OFTEN, IF AT ALL; WITH NO RISK TO YOUR LIFE, YOU CAN, E.G., FIRE ARROWS OVER SOME ROCKS AT THEIR WINGS. THERE ARE A TOTAL OF THREE NON-RESPAWNING DRAGONS IN THE DRAGON AERIE.  IT IS LIKELY THAT THESE ARE ACTUALLY DRAKES, GIVEN THAT IT IS ESTABLISHED IN DARK SOULS FICTION THAT THE DRAGONS WERE KILLED OFF BY GWYN AND THE OTHER LORD SOUL POSSESSERS.**     [RUPTURING HOLLOW](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow) (UNDEAD CITIZEN) **MUMMIFIED HOLLOWS WHICH, WHEN THEY DETECT A PLAYER, CHARGE THEM AT HIGH SPEED. YOU CAN DETECT THEM EARLY BY THE RATTLING OF THEIR CHAINS. OFTEN OCCUR IN GROUPS. THEIR SPEED AND AGGRESSION IS INTIMIDATING AND CAN FORCE THE PLAYER INTO A DEFENSIVE, PRESSED BATTLE. ALL UNDEAD CITIZENS HAVE A DEVASTATING "BELLY FLOP ATTACK" -- SEE**[**RUPTURING HOLLOW PAGE**](https://darksouls2.wiki.fextralife.com/Rupturing+Hollow)**FOR DETAILS AND VARIANTS.**     [CRYSTAL LIZARD](https://darksouls2.wiki.fextralife.com/Crystal+Lizard) **A TIMID SPECIES OF SPARKLING REPTILE CLOAKED IN TOTAL MYSTERY. THESE STRANGE CREATURES POSSESS A VARIETY OF USEFUL, AND VALUABLE, STONES. THESE CREATURES ARE NOT WELL UNDERSTOOD, AS THE PROCUREMENT OF SPECIMENS FOR STUDY IS AN ALL-BUT-FUTILE ENDEAVOR; CRYSTAL LIZARDS ARE MASTERS OF ESCAPE AND HAVE A MARKED TENDENCY TO DO SO BEFORE ANYONE CAN GET CLOSE ENOUGH TO CATCH THEM.1**     [ROYAL SORCERER NAVLAAN](https://darksouls2.wiki.fextralife.com/Royal+Sorcerer+Navlaan) **A FORMER SORCERER SURROUNDED BY CONFLICTING RUMORS AND GREAT CONTROVERSY, NAVLAAN GAINED INFAMY WHEN HE WAS SUPPOSEDLY EXECUTED ALONG WITH HIS ENTIRE VILLAGE FOR PRACTICING DARK MAGIC, BUT THE TRUTH IS FAR MORE COMPLICATED. AT FIRST GLANCE NAVLAAN APPEARS TO SUFFER FROM DISSOCIATIVE IDENTITY DISORDER AND DISPLAYS TWO OPPOSITE PERSONALITIES. THE REALITY, HOWEVER, IS NOT SO EASILY EXPLAINED; PERHAPS IT WOULD BE BETTER TO DRAW YOUR CONCLUSIONS AFTER MEETING HIM YOURSELF.** DRAGON SHRINE ENEMIES    [DARK PRIESTESS](https://darksouls2.wiki.fextralife.com/Dark+Priestess) **A HOLLOWED DRANGLEIC PRIESTESS FOUND IN THE DRAGON SHRINE. THE REASON FOR HER PRESENCE THERE IS UNCLEAR. DID SHE JOURNEY TO THE SHRINE IN SEARCH OF A CURE FOR THE CURSE, OR WAS SHE A RESIDENT RESPONSIBLE FOR PERFORMING HOLY RITES? AS THERE IS NO WAY OF KNOWING THIS NOW, IT IS BEST SIMPLY TO PUT HER OUT OF HER MISERY.  CASTER WHO ALLIES WITH AND PROTECTS THE**[**DRAKEKEEPERS**](https://darksouls2.wiki.fextralife.com/Drakekeeper)**. WILL CONTINUALLY ATTACK WITH LIGHTNING ORBS. LIGHTNING ORBS DO MINIMAL DAMAGE YET THEY HAVE AN AREA OF EFFECT AND CAN KNOCK THE PLAYER DOWN, CAUSING PLAYERS TO BE VULNERABLE TO ANY DRAKEKEEPERS NEARBY, FAIRLY HARMLESS AT EARLY NG BUT FAIRLY ANNOYING AT LATER NG+ ONWARD, SO KILLING HER SHOULD BE AT TOP PRIORITY.  DESPITE THE NAME, IT IS SIMPLY A**[**HOLLOW PRIEST**](https://darksouls2.wiki.fextralife.com/Hollow+Priest)**VARIANT WEARING**[**PRIESTESS SET**](https://darksouls2.wiki.fextralife.com/Priestess+Set)**, WHILE THE WEARER IS ACTUALLY A MALE HOLLOW, BOTH ONLY CASTS LIGHTING MAGIC AND NEVER CAST DARK MAGIC.** [**MERCILESS ROENNA**](https://darksouls2.wiki.fextralife.com/Merciless+Roenna)**IS BELIEVED TO BE A FORMER MEMBER OF DARK PRIESTESSES MODIFIED INTO AN**[**ALDIA WARLOCK**](https://darksouls2.wiki.fextralife.com/Aldia+Warlock)**, WHILE THE OTHER ALDIA WARLOCKS ALSO WEAR A DARKER VERSION OF PRIESTESS ROBE AND THEY'RE MODIFIED INTO FENITO.  SEE ALSO:**[**HOLLOW PRIEST**](https://darksouls2.wiki.fextralife.com/Hollow+Priest)**,**[**MERCILESS ROENNA**](https://darksouls2.wiki.fextralife.com/Merciless+Roenna)     [DRAGON KNIGHT](https://darksouls2.wiki.fextralife.com/Dragon+Knight) **WARRIORS IN DRAGON-ESQUE ARMOUR, THEY ARE VERY AGGRESSIVE AND CAN DEAL HUGE AMOUNTS OF DAMAGE IF THE PLAYER ISN'T CAREFUL. POSSIBLE MEMBERS OF THE**[**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**COVENANT, THEY HOWEVER, ARE HOSTILE TOWARDS**[**DRAGON REMNANTS**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants)**MEMBERS. AS OF SOTFS THEY DO NOT ATTACK UNLESS THE PLAYER HAS A CO-OP PHANTOM WITH THEM OR RUNS FROM A FIGHT WITH A**[**DRAKEKEEPER**](https://darksouls2.wiki.fextralife.com/Drakekeeper)**. (I DO NOT KNOW IF IT IS SOLELY SOTFS OR FROM A RECENT UPDATE. I PLAYED BEFORE THE CROWN DLCS AND RECENTLY WITH SOTFS. -GANGIS BURRITO)**     [DRAKEKEEPER](https://darksouls2.wiki.fextralife.com/Drakekeeper) **THE DRAKEKEEPERS ARE MASSIVE WARRIORS THAT CAN BE ENCOUNTERED AT THE DRAGON SHRINE. THEY ARE HEAVILY ARMORED AND ARE EQUIPPED WITH ONE OF FOUR LOAD-OUTS, WIELDING EITHER SWORD AND SHIELD, GREAT-SWORD, HAMMER AND SHIELD, OR GREAT-HAMMER. THE DRAKEKEEPERS BEAR A STRIKING RESEMBLANCE TO THE**[**OLD KNIGHTS**](https://darksouls2.wiki.fextralife.com/Old+Knight)**THAT CAN BE ENCOUNTERED AT HEIDE'S TOWER OF FLAME. IN ADDITION, THEY POSSESS NEAR IDENTICAL, ALBEIT SLIGHTLY IMPROVED, ATTACK PATTERNS TO THAT OF THE OLD KNIGHTS. IN COMBAT, THE DRAKEKEEPERS' ATTACKS CAN BE VERY EASILY COUNTER BY DODGING OR MANEUVERING AROUND THEM. IT IS IMPORTANT TO NOTE THAT BLOCKING HAS THE POTENTIAL TO QUICKLY DRAIN THE PLAYER'S STAMINA THUS PUTTING THEM RISK OF BECOMING STAGGERED. THE DRAKEKEEPERS' SLOW MOVEMENT SPEED ALSO MAKES THEM EASY TARGETS FOR RANGED ATTACKS.  THE ETERNAL GUARDIANS OF THE**[**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)**. OVER TIME, THEY HAVE BEEN GRADUALLY CORRUPTED BY DARK.**     [ENTITY OF AVARICE](https://darksouls2.wiki.fextralife.com/Entity+of+Avarice) (MIMIC) **A MONSTER WHICH LOOKS LIKE (MIMICS) A REGULAR CHEST BUT WILL ATTACK THE PLAYER WHEN OPENED OR STRUCK. THE MIMIC WILL GOBBLE UP ANY PLAYER STANDING CLOSE TO IT, A MOVE WHICH DEALS HIGH DAMAGE AND CAN KILL A PLAYER OUTRIGHT.**     [DRAGONFANG VILLARD](https://darksouls2.wiki.fextralife.com/Dragonfang+Villard) **A DRAGON KNIGHT CHARGED WITH PROTECTING THE PETRIFIED EGG STORED IN THE DRAGON SHRINE. HE IS THE STRONGEST OF THE APOSTLES RESIDING IN THE SHRINE AND WILL INVADE AS SOON AS THE PLAYER ENTERS THE SPIRAL STAIRCASE AFTER DEFEATING THE FIRST WAR PICK-WIELDING DRAKEKEEPER.** DARK CHASM OF OLD ENEMIES    [DARK SPIRIT - ABYSS IRONCLAD](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+Abyss+Ironclad) **DUAL WIELDS GIANT**[**DRAKEKEEPER'S GREAT HAMMERS**](https://darksouls2.wiki.fextralife.com/Drakekeeper%27s+Great+Hammer)**IN AN ATTEMPT TO PUMMEL THE PLAYER TO SMITHEREENS. THE BEST TACTIC AGAINST HIM IS TO FIRE MAGIC PROJECTILES FROM AFAR, SINCE HE IS LIMITED TO CLOSE RANGE COMBAT AND CAN'T BLOCK.**     [DARK SPIRIT - A CHIP OFF THE OL' ROCK](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+A+Chip+Off+the+Ol%27+Rock) **A CARBON COPY OF HAVEL THE ROCK FROM DARK SOULS, HE WIELDS THE**[**DRAGON TOOTH**](https://darksouls2.wiki.fextralife.com/Dragon+Tooth)**AND TRIES TO POUND YOU INTO THE GROUND. HE IS ALSO WEAK TO RANGED MAGIC, HAVING NO RANGED ATTACKS AND ONLY USING HIS MELEE WEAPON.**     [DARK SPIRIT - SHADOWVEIL ASSASSIN](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+Shadowveil+Assassin) **YET ANOTHER OF THE PILGRIMS TRAVERSING THE DARK CHASM, ITS FACE IS OBSCURED BENEATH A SHADOWY HOOD. ITS WICKED AND MURDEROUS ARMAMENTS RAISE MANY QUESTIONS ABOUT THE INTENTIONS, AND THE SANITY, OF THOSE WHO WALK THE DARK.**     [DARK SPIRIT - PRETENDER TO THE XANTHOUS THRONE](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+Pretender+to+the+Xanthous+Throne) **A TRAVELER OF THE DARK CHASM OF OLD, THIS DARK SPIRIT CASTS AN UNMISTAKABLE SHADOW AND ATTACKS WITH AN ARRAY OF DEADLY PYROMANCY. BUT COULD IT REALLY BE...?**     [DARK SPIRIT - TENEBROUS ROGUE](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+Tenebrous+Rogue) **ONE OF MANY PILGRIMS WANDERING THE DARK CHASM OF OLD, THIS UNIDENTIFIED DARK SPIRIT WIELDS A BANDIT'S KNIFE AND MYTHA'S BENT BLADE; A TATTERED HOOD CONCEALS ITS MALEVOLENT FACE. WHO ARE THESE NAMELESS EXPLORERS OF THE DARK, AND WHAT DO THEY HOPE TO GAIN WHEN THEIR PILGRIMAGES REACH AN END?**     [DARK SPIRIT - THE GHOST OF PRINCES PAST](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+The+Ghost+of+Princes+Past) **THOUGH AT FIRST GLANCE THIS NETHERWOLD TRAVELER MIGHT APPEAR NONDESCRIPT AND MUNDANE, ITS LIGHTNING FAST SWORD TECHNIQUE TELLS A DIFFERENT STORY. WHO IS THIS NIMBLE WARRIOR OF SHADOW AND FROM WHOM DID HE LEARN THIS DEADLY ART? THE MYSTERIES OF THE DARK CHASM ARE AS NUMEROUS AS THE MURDEROUS EYES GLINTING FROM ITS SHADOWY CORNERS.**     [DARK SPIRIT - UNDERWORLD DEADEYE](https://darksouls2.wiki.fextralife.com/Dark+Spirit+-+Underworld+Deadeye) **AN EXPLORER OF THE DARK WHOSE VISAGE LIES CONCEALED BY THE MONOCLE OF**[**DURGO'S HAT**](https://darksouls2.wiki.fextralife.com/Durgo%27s+Hat)**. WHETHER THIS IS IN FACT THE LEGENDARY ARCHER HIMSELF IS UNCERTAIN. AFTER ALL, WHAT COULD SO NOBLE A HERO HOPE TO GAIN FROM LURKING THE DARK DEPTHS?**     [WITCHTREE](https://darksouls2.wiki.fextralife.com/Witchtree) **A GHOSTLY ENTITY THAT DRIFTS THROUGH THE DARK CHASM. ALTHOUGH ITS TRUE NATURE AND ORIGINS ARE ENTIRELY OBSCURE, ITS TWISTED ROOT-LIKE APPEARANCE IS SOMEHOW FAMILIAR...** MEMORIES OF THE ANCIENTS ENEMIES    [GIANT WARRIOR](https://darksouls2.wiki.fextralife.com/Giant+Warrior) (GIANT) **NOTE ON NAME GIANT WARRIOR IS THE GENERIC NAME FOR ALL OF THE GIANTS IN MEMORIES OF THE ANCIENTS. THERE ARE MANY VARIANTS WHICH YOU CAN FIND ON THE**[**GIANT WARRIOR**](https://darksouls2.wiki.fextralife.com/Giant+Warrior)**PAGE.  ALL ARE HARD HITTING, TOUGH GIANTS THAT WILL KILL UNWARY PLAYERS VERY QUICKLY. THERE ARE THREE VERSIONS/VARIANTS: THE STANDARD GIANT; THE SORCERER/CASTER GIANT WHICH USES MAGIC (POISON OR FIRE) ALONG WITH ITS BARE HANDS TO ATTACK AND WEARS DARK RUGS ON HIS TORSO; AND, A MUCH LARGER (MASSIVE) GIANT THAT HAS A SINGLE CLUB AND CAN EASILY ONE-SHOT YOU.**     [INFANTRY](https://darksouls2.wiki.fextralife.com/Infantry) (ROYAL INFANTRY) **ENLISTED INFANTRYMEN OF THE DRANGLEIC ARMY, THESE BRAVE BUT LIGHTLY-EQUIPPED MEN ARE WEARY FROM BATTLE AND SUFFERING WANING MORALE.THEY ARE FOUND LOCKED IN COMBAT WITH THE GIANTS IN SEVERAL LOCATIONS THROUGHOUT THE FLASHBACK AREAS AND MAY ALSO MISIDENTIFY THE PLAYER AS A THREAT.  THE NON-HOLLOWED VERSION OF THE**[**HOLLOW INFANTRY**](https://darksouls2.wiki.fextralife.com/Hollow+Infantry)**.**     [ROYAL SOLDIER](https://darksouls2.wiki.fextralife.com/Royal+Soldier) **A LIVING AND HEALTHY ALBEIT BATTLE-SCARRED AND EXHAUSTED SOLDIER OF THE DRANGLEIC ARMY. UNDER THE COMMAND OF CAPTAIN DRUMMOND, THEY DEFENDED THE FORT AGAINST THE INVADING GIANTS. MANY OF THOSE WHO DIED DURING THE BATTLE ROSE AGAIN AS HOLLOWS AND HAVE CONTINUED TO WATCH OVER THE FORT TO THIS VERY DAY  THE NON-HOLLOWED VERSION OF THE**[**HOLLOW ROYAL SOLDIER**](https://darksouls2.wiki.fextralife.com/Hollow+Royal+Soldier)**.**     [GREAT GIANT WARRIOR](https://darksouls2.wiki.fextralife.com/Great+Giant+Warrior) (GIANT) **TRUE, GARGANTUAN GIANTS WITH HOLES FOR FACES, THEY WILL HIT EXTREMELY HARD WITH THE HUGE MACE-LIKE WEAPONS THEY CARRY. FOUGHT AS A PAIR.ITS ATTACKS ARE UNBLOCK ABLE AND WILL GO STRAIGHT THROUGH YOUR SHIELD. IM NOT SO SURE HOW MUCH HEALTH IT HAS, BUT IT IS AROUND 2000-3000, ITS ATTACKS DO 500-900. MY TIP IS TO STAY RIGHT BEHIND ITS LEGS AND ATTACK ONLY ONCE EVERY NOW AND THEN. SOMETIMES IT MAY HIT YOU WITH ONE ATTACK HOW IT PLUNGES BOTH ITS WEAPONS BACK AND IT CAN HIT YOU IF NOT CAREFUL. ITS MOSTLY WEAK AS HELL IF IT CANT HIT YOU ID ALSO RECOMMEND WEARING VENGALS ARMOUR FOR FIGHTS WITH THIS CREATURE IF THERE ARE TWO OR ONE OTHER GIANTS TRY TO LURE THE WEAKER ONE AWAY.** [BOSSES |](https://darksouls2.wiki.fextralife.com/Bosses)  **LIST OF ALL 32 BOSSES AVAILABLE IN DARK SOULS 2, AND THE BOSSES ENCOUNTERED IN THE ADDITIONAL DLC CONTENT. DEFEATING THEM GRANTS YOU ACCESS TO FURTHER AREAS, GIVES YOU SPECIAL ITEMS SUCH AS**[**KEYS**](https://darksouls2.wiki.fextralife.com/Keys)**, AND DROPS**[**BOSS SOULS**](https://darksouls2.wiki.fextralife.com/Boss+Souls)**THAT CAN BE USED TO ACQUIRE**[**BOSS SOUL WEAPONS**](https://darksouls2.wiki.fextralife.com/Boss+Soul+Weapons)**.**  [**CLICK HERE TO SCROLL TO DLC BOSSES**](https://darksouls2.wiki.fextralife.com/Bosses#DLC)  **NOTES:**   * **IF YOU HAVE A SOUL MEMORY OF 1,000,000 SOULS (NG), YOU CAN GO DIRECTLY TO THE**[**SHRINE OF WINTER**](https://darksouls2.wiki.fextralife.com/Shrine+of+Winter)**, WHICH IN TURN ALLOWS YOU TO SKIP LARGE PORTIONS OF THE GAME (THIS DOESN'T WORK ON SOTFS PS4 VERSION). SINCE THIS DETAIL TECHNICALLY MAKES OVER HALF OF THE BOSSES SKIPPABLE WITH RIDICULOUS GRINDING, IT IS NOT TAKEN INTO ACCOUNT WHEN CONSIDERING A BOSS "OPTIONAL" OR NOT.** * **THERE ARE ALSO OTHER BOSSES THAT CAN BE SKIPPED REGARDLESS, DEPENDING ON WHICH PATH YOU CHOOSE. SEE**[**OPTIONAL BOSSES**](https://darksouls2.wiki.fextralife.com/Optional+Bosses)**FOR MORE DETAILS.** * **IF BOSSES ARE DEFEATED WITH A LAST HIT, BUT THEY DEAL A HIT ON YOU CAUSING YOUR DEATH AT THE SAME TIME, THAT BOSS COULD POTENTIALLY NOT BE CONSIDERED DEFEATED AND CAN RESPAWN.** * **IF THE AFOREMENTIONED SCENARIO OCCURS IN CO-OP WHERE THE HOST AND THE BOSS DIE WITHIN SECONDS OF EACH OTHER, YOU WILL NOT RECEIVE YOUR "DUTY FULFILLED" REWARD (**[**TOKEN OF FIDELITY**](https://darksouls2.wiki.fextralife.com/Token+of+Fidelity)**,**[**SUNLIGHT MEDAL**](https://darksouls2.wiki.fextralife.com/Sunlight+Medal)**, ETC). HOWEVER, YOU WILL GET THE SOULS FOR DEFEATING THE BOSS IF IT DIES BEFORE THE GAME LOADS YOU BACK TO YOUR WORLD.**  ALL DARK SOULS 2 BOSSES[THE LAST GIANT](https://darksouls2.wiki.fextralife.com/The+Last+Giant) **AREA BOSS OF THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**.**[**MILD-MANNERED PATE**](https://darksouls2.wiki.fextralife.com/Mild+Mannered+Pate)**CAN BE SUMMONED RIGHT OUTSIDE THE FOG DOOR, IF YOU HAVE MET THE CONDITIONS FOR HIS SIGN TO APPEAR. ACCESSED AFTER GOING DOWN A LIFT AND AT THE END OF A NARROW CORRIDOR. HE WILL DETACH HIS ARM AND USE IT AS A WEAPON WHEN HE IS AT ABOUT 50% HP OR BELOW.**  **SOULS AWARDED: 10,000, WEAKNESS: FIRE, LIGHTNING, OPTIONAL: NO**  **NOTES:**   * **PATE IS ACTUALLY A DECENT SUMMON FOR THIS FIGHT. HE DOESN'T DO TOO MUCH DAMAGE, BUT HE CAN KEEP THE HEAT OFF YOU IF YOU'RE A CASTER. IT'S BEST TO STAY FAR FROM THE LAST GIANT'S FEET; THE SHOCKWAVE HITS THE AREA NEXT TO THE FOOT AS WELL. IF YOU DON'T WANT TO SUMMON PATE, IT IS EASY TO DODGE HIS ARMS AND FEET BECAUSE THEY ARE SLOW AND EASY TO TELEGRAPH. SIMPLY BAIT HIM TO USE HIS ARMS AND RUN BETWEEN HIS LEGS THEN ATTACK HIS FEET.** * **THIS BOSS CAN BE SKIPPED UP UNTIL LATER IN THE GAME WHEN YOU NEED THE**[**SOLDIER'S KEY**](https://darksouls2.wiki.fextralife.com/Soldiers+Key)**IN ORDER TO ACCESS**[**MEMORY OF JEIGH**](https://darksouls2.wiki.fextralife.com/Memory+of+Jeigh)**. THIS CAN BE DONE BY GOING THROUGH**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**(**[**OLD DRAGONRIDER**](https://darksouls2.wiki.fextralife.com/Dragonrider)**) THEN PROCEEDING THROUGH**[**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man%27s+Wharf)**TO GET TO**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**.**   [THE PURSUER](https://darksouls2.wiki.fextralife.com/Pursuer) **SECOND BOSS OF THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**. ACCESSED BY GOING UP ONTO A HIGH BRIDGE THAT LEADS TO THE BASTILLE. CAN ALSO BE FOUGHT UPON RETURNING TO**[**SMELTER DEMON**](https://darksouls2.wiki.fextralife.com/Smelter+Demon)**'S LOCATION, AND THERE ARE TWO OF THEM AT**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**'S THRONE ROOM, BEHIND**[**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager)**(NG+).  SOULS AWARDED: 17,000 WEAKNESS: LIGHTNING, STRIKE OPTIONAL: YES  NOTES:**   * **THIS BOSS IS ONLY OPTIONAL AT THE START OF THE GAME IF YOU FIGHT THE**[**FLEXILE SENTRY**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry)**(**[**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man%27s+Wharf)**) AND**[**THE RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel)**INSTEAD. HOWEVER, DEFEATING THIS BOSS IN EITHER OF THE TWO ENCOUNTERS IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**IS NECESSARY IN ORDER TO ACCESS**[**MEMORY OF ORRO**](https://darksouls2.wiki.fextralife.com/Memory+of+Orro)**.** * **YOU CAN OBTAIN ALL FIVE**[**SOULS OF A GIANT**](https://darksouls2.wiki.fextralife.com/Soul+of+a+Giant)**WITH**[**BONFIRE ASCETICS**](https://darksouls2.wiki.fextralife.com/Bonfire+Ascetic)**USED IN THE**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**TO RESPAWN THE TWO GIANTS DOWN IN THE CAVE. WITH THE SOUL GAINED FROM THE**[**ANCIENT DRAGON**](https://darksouls2.wiki.fextralife.com/Ancient+Dragon)**AS WELL, THIS BOSS IS TECHNICALLY ENTIRELY OPTIONAL.** * **IF YOU'RE GOING TO USE POISON, THE EARLIEST YOU CAN GET IT IS TO BUY IT FROM GAVLAN IN NO MANS WHARF.**   [EXECUTIONER'S CHARIOT](https://darksouls2.wiki.fextralife.com/Executioners+Chariot) **THIS BOSS IS ENCOUNTERED IN THE**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**ACROSS A DILAPIDATED WOODEN BRIDGE AND BEHIND A DARK SPIRIT NPC. PULL A LEVER DOWN THE CORRIDOR TO KNOCK THE CHARIOTEER OFF AND KILL HIM, THEN BATTLE THE HORSES. WATCH OUT, AS THEIR KICKS ARE UNBLOCKABLE.  SOULS AWARDED: 19,000 WEAKNESS: LIGHTNING, POISON OPTIONAL: YES  NOTES:**   * **YOUR MAIN TACTIC FOR THIS FIGHT IS GOING TO BE RUNNING. AVOID THE SKELETONS AND RUN FOR THE ALCOVES TO DODGE AS THE CHARIOT PASSES. HAVE A SHIELD WITH 100% MELEE PROTECTION, AS WHILE YOU'RE IN THE ALCOVES, THE SKELETONS WILL STILL ATTACK YOU. ALL YOU HAVE TO DO IS WAIT FOR THE CHARIOT TO TAKE THEM OUT, GIVING YOU SOME BREATHING ROOM. IT IS BEST TO HAVE A LOT OF STAMINA FOR THE FIRST PHASE OF THIS FIGHT BECAUSE YOU'LL CONSTANTLY BE RUNNING AND BLOCKING. TAKE OUT THE TWO NECROMANCERS IN THE AREA SO THE SKELETONS CAN DIE. ONCE THE RIDER IS DOWN, THE SECOND PHASE AND THE HORSES BEGIN ATTACKING YOU. THEIR ATTACKS DON'T HIT TOO HARD, BUT THEY MOVE QUICKLY AND UNPREDICTABLY, SO HAVING A CASTER WHO CAN FIRE FROM AFAR CAN HELP A LOT, AS WELL AS OTHER SUMMONS TO KEEP THE HORSE BUSY.** * **AFTER THE FIGHT, YOU CAN GO INTO AN AREA WITH ANOTHER BONFIRE. THE AREA IN QUESTION IS A DEAD END, BUT IT ALLOWS YOU TO JOIN THE BROTHERHOOD OF BLOOD IF YOU HAVE A TOKEN OF SPITE WITH YOU.** * **IF FINDING THE NECROMANCERS IS AN ISSUE, THROW AN ALLURING SKULL IN THE MIDDLE OF THE CORRIDOR WHILST THE EXECUTIONER'S CHARIOT IS STILL CHARGING. IT WILL KILL THEM AND THE SKELETONS WITH IT. THE FIRST NECROMANCER IS LOCATED THREE ALCOVES TO THE LEFT AS YOU ENTER THE AREA AND THE SECOND IS LOCATED SIX ALCOVES TO THE RIGHT, JUST BEFORE THE GATE LEVER.**    [LOOKING GLASS KNIGHT](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight) **BOSS IN**[**KING'S PASSAGE**](https://darksouls2.wiki.fextralife.com/King%27s+Passage)**. HE CAN SUMMON NPC'S AND INVADERS (MIRROR SQUIRES) DURING THE FIGHT WITH HIS MIRROR SHIELD. BENHART OF JUGO CAN BE SUMMONED RIGHT OUTSIDE THE FOG DOOR.  SOULS AWARDED: 25,500 WEAKNESS: DARK, STRIKE, POISON/TOXIC RESISTANCE: FIRE, LIGHTNING OPTIONAL: NO  NOTES:**   * **THIS IS ONE FIGHT WHERE BENHART IS ACTUALLY A BANE RATHER THAN A BOON. SINCE HE DOESN'T BLOCK AT ALL, THE KNIGHT WILL JUST BE TOYING AROUND WITH HIM. HE DOES KEEP THE AGGRO WELL, BUT FOR THE BUFF THE BOSS RECEIVES FOR A SUMMON AND HOW QUICKLY HE IS KILLED OFF, HE IS DEFINITELY JUST GOING TO BE MORE OF A HASSLE THAN A HELP. IF YOU DO WANT HIM AS A SUMMON, SUMMON ANOTHER PLAYER AS WELL TO COUNTERACT HIM.** * **THE KNIGHT'S SHIELD WILL DEFLECT ANY AND ALL ATTACKS, SPELLS ANDMIRACLESINCLUDED, EVEN WHEN IT IS JUST BY ITS SIDE. HITTING THE SHIELD WILL CAUSE YOU RECOIL FROM A MELEE ATTACK AND A SPELL WILL SHOOT OFF INTO THE DISTANCE. THE ONLY TIME YOU CAN ATTACK THE SHIELD IS IN THE SECOND PHASE WHEN HE SUMMONS A GRAY PHANTOM, THOUGH ITS BEST IF YOU DON'T ATTACK THE SHIELD AS THE PLAYER COMING OUT OF THE SHIELD MOST OFTEN CANNOT REACT QUICKLY ENOUGH AND CAN BE EASILY KILLED IF FOCUSED DOWN.** * **AS WITH ALL ARMORED BOSSES, HE'S MORE VULNERABLE TO BLUNT, CRUSHING WEAPONS LIKE MACES OR CLUBS.**    [THE SKELETON LORDS](https://darksouls2.wiki.fextralife.com/The+Skeleton+Lords) **AREA BOSS OF THE**[**HUNTSMAN'S COPSE**](https://darksouls2.wiki.fextralife.com/Huntsman%27s+Copse)**, BEHIND THE WATERFALL. THREE LARGE SKELETONS WIELDING A SCYTHE, SPEAR, AND PYROMANCY FLAME.  SOULS AWARDED: 15,000 WEAKNESS: ALLURING SKULLS, YEARN & STRIKE, STRIKE, FIRE/LIGHTNING OPTIONAL: NO  NOTES:**   * **AS SOON AS ONE OF THE LARGER SKELETONS IS DESTROYED, THEY LET OUT A BLAST TO SIGNIFY WHEN THE SKELETONS WILL ARRIVE. ITS DEFINITELY RECOMMENDED HAVING SOME SUMMONS FOR THIS FIGHT, AT LEAST ONE TO HELP YOU DEAL WITH THE SMALLER SKELETONS. BLUNT WEAPONS ARE BEST TO DEAL WITH THE SMALLER SKELETONS. WHILE NOT VERY FAST, THEY DO MORE DAMAGE THAN STRIKE OR SLASH WEAPONS. IT'S BEST TO HAVE A FAST WEAPON TO DEAL WITH THE SKELETON LORDS THEMSELVES, HOWEVER.** * **FOR AN EASIER WAY TO DEFEAT THIS BOSS, KILL ONLY ONE OF THE LORDS AT A TIME, WHILE CONTINUOUSLY MOVING AROUND THE ARENA. THE SMALLER SKELETONS ONLY SPAWN IN GROUPS AFTER DEFEATING ONE OF THE LORDS. SO, KILL A LORD, THEN KILL THE SKELETONS THAT THEY SPAWN, AND REPEAT THE PROCESS FOR THE OTHER TWO. A GOOD FIRST MOVE IS TO SPRINT FROM THE FOG GATE TO BEHIND THE RIGHT-SIDE LORD AND BACKSTAB HIM AS SOON AS HE LANDS AND CAN RECEIVE DAMAGE. THE SKELETON LORD WHO USES MAINLY PYROMANCY (IT WIELDS A BONE STAFF WHILE THE OTHER TWO USE A SCYTHE AND SPEAR) SPAWNS PINWHEELS AND SHOULD BE KILLED LAST. WHEN THE PINWHEELS SPAWN, ATTACK THEM BEFORE THEY HAVE A CHANCE TO STAND UP AND YOU CAN TAKE OUT A COUPLE OF THEM BEFORE THE REST START ATTACKING. SPAMMING HEAVENLY THUNDER AS THEY START APPEARING CAN CLINCH THE FIGHT FOR YOU BEFORE THEY HAVE A CHANCE TO START SPINNING AROUND THE ARENA.**    [FLEXILE SENTRY](https://darksouls2.wiki.fextralife.com/Flexile+Sentry) **AREA BOSS OF**[**NO-MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man%27s+Wharf)**. ACCESSED BY RINGING A BELL ATOP THE WHARF THAT DOCKS A SHIP. LUCATIEL OF MIRRAH CAN BE SUMMONED EARLIER IN NO-MAN'S WHARF.  SOULS AWARDED: 14,000 WEAKNESS: LIGHTNING, POISON OPTIONAL: YES\*  NOTES:**   * **THIS BOSS CAN BE OPTIONAL IF YOU DECIDE TO FIGHT**[**THE PURSUER**](https://darksouls2.wiki.fextralife.com/The+Pursuer)**AND**[**THE RUIN SENTINELS**](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel) **INSTEAD.** * **YOU CAN HIT THE BELL FROM ACROSS THE MAP IF YOU USE IRON ARROWS.** * **LUCATIEL IS DECENT FOR THIS FIGHT IF YOU PLAN TO SIMPLY ATTACK THIS BOSS AT A RANGE. YOU SHOULDN'T GO TOE TO TOE WITH THE BOSS IF YOU'RE NOT VERY AGILE, AS IT CAN ATTACK QUITE FAST STUN YOU. IF YOU DO PLAN TO ATTACK WITH MELEE, GOAD IT TO ATTACK WITH ONE SIDE. THE OTHER SIDE WILL NOT ATTACK YOU WHILE THE OTHER IS IN ITS COMBO, SO YOU CAN GET A QUICK FEW HITS IN. LUCATIEL'S SUMMON CAN BE FOUND NEAR A LARGE GRATE INSIDE A 3-STORY HOUSE; PULL THE LEVER NEAR THE GRATE TO ACTIVATE A SHORTCUT.**    [LOST SINNER](https://darksouls2.wiki.fextralife.com/Lost+Sinner) **AREA BOSS OF**[**SINNER'S RISE**](https://darksouls2.wiki.fextralife.com/Sinner%27s+Rise)**. ACCESSED BY GOING THROUGH A LONG, FLOODED HALLWAY LEADING TO THE BUILDING WHICH HAS 2 STAIRWELLS ON THE SIDE. CAN BE LOCKED ON TO IF LIGHTS ON THE SIDES OF THE OUTSIDE OF THE ARENA ARE LIT. GUARDS A PRIMAL BONFIRE.  SOULS AWARDED: 45,000 WEAKNESS: LIGHTNING RESISTANCE: FIRE OPTIONAL: NO  NOTES:**   * **AS SOON AS THE BOSS STARTS, THE FIRST THING SHE WILL DO IS SHUT OUT THE LIGHTS. YOU SHOULD EITHER TURN UP YOUR BRIGHTNESS SETTINGS OR, BEFORE THE FIGHT, LIGHT SOME OIL PLACES ON FIRE THAT ARE LOCATED UP THE TWO STAIRS THAT ARE VISIBLE ON THE WAY TO THE FIGHT (THIS IS ONLY POSSIBLE USING THE BASTILLE KEY FOUND BEYOND THE BELFRY GARGOYLES, AND THUS THEY MUST BE KILLED BEFORE BATTLING THE LOST SINNER). SPELLS ARE NOT RECOMMENDED AS A LIGHT SOURCE, AS THEY WILL BURN OUT EVENTUALLY AND TORCHES PREVENT YOU FROM USING YOUR LEFT-HAND WEAPON.** * **THE BOSS ITSELF IS PRETTY FAST AND AGILE, REMINISCENT OF ARTORIAS FROM THE FIRST GAME'S DLC, THOUGH NOT QUITE AS HARD-HITTING OR AGGRESSIVE. THE BEST TACTIC IS FOR AT LEAST A SINGLE SUMMON TO HELP, WHETHER IT BE FOR AGGRO BAIT OR SIMPLY TO TAKE POT SHOTS TO WHITTLE DOWN HER HEALTH.** * **WITH THE LIGHTS OFF YOUR LOCK-ON RANGE IS GREATLY REDUCED MAKING IT DIFFICULT TO USE SPELLS. WITH THE LIGHTS TURNED BACK ON BY BURNING THE OIL IN THE TWO ADJACENT ROOMS BEFORE THE BOSS FIGHT, YOUR LOCK-ON RANGE IS RETURNED TO NORMAL MAKING SPELLS EASIER TO LAND.** * **FOR MELEE PLAYERS, STAY CLOSE AND WATCH HER ATTACKS. THE THRUST IS EASY TO DODGE, BUT THE SLASHES ARE FASTER. HOWEVER, STRAFING WILL SOMETIMES WORK AS YOU CAN GET BEHIND TO HIT HER.**    [BELFRY GARGOYLES](https://darksouls2.wiki.fextralife.com/Belfry+Gargoyle) **AREA BOSSES OF**[**BELFRY LUNA**](https://darksouls2.wiki.fextralife.com/Belfry+Luna)**. TOTAL OF FIVE OF THEM TO FIGHT. VERY SIMILAR TO THE GARGOYLES IN DARK SOULS.  SOULS AWARDED: 25,000 WEAKNESS: LIGHTNING OPTIONAL: YES  NOTES:**   * **AOE SPELLS AND SWEEPING WEAPONS ARE MORE EFFECTIVE AGAINST THE GARGOYLES SINCE THEY WILL LIKELY BE NEXT TO EACH OTHER. IF FOCUSING ON ONE TARGET, IT'S BEST TO HAVE A SUMMON TO DISTRACT THE OTHERS.** * **WHEN A GARGOYLE'S HEALTH IS REDUCED BY HALF, THEY WILL GENERALLY START BREATHING FIRE. RARELY, THEY WILL USE AN ATTACK SIMILAR TO BLINDING BOLT AND IS TELEGRAPHED BY ONE OF THEM HOLDING THEIR BIDENT UP AND STARTING TO GLOW, LIKE THE LOOKING GLASS KNIGHT.** * **THE GARGOYLES ARE EXTREMELY WEAK TO LIGHTNING DAMAGE, AND GOLD PINE RESIN, SUNLIGHT BLADE, OR LIGHTNING-BASED WEAPONS WILL CARVE THROUGH THEM IN VERY SHORT ORDER.**    [RUIN SENTINELS](https://darksouls2.wiki.fextralife.com/Ruin+Sentinel) **AREA BOSSES OF**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**. ACCESSED BY THE END OF A HALLWAY OF A SERIES OF CELL ROOMS. PILGRIM BELLCLAIRE CAN BE SUMMONED IN ONE OF THE CELLS LEADING UP TO THE FOG DOOR.  SOULS AWARDED: 33,000 WEAKNESS: LIGHTNING, MAGIC, STRIKE OPTIONAL: YES   NOTES:**   * **THE FIRST RUIN SENTINEL IS DIRECTLY TO YOUR LEFT UPON ENTERING THE BOSS ROOM. THESE BOSSES ARE AGILE AND CAN JUMP BACK ONTO THE PLATFORMS IF KNOCKED DOWN, LANDING WITH A SWEEPING ATTACK THAT'S DIFFICULT TO SEE COMING. YOU WILL ONLY HAVE TO FIGHT ONE OF THEM AT FIRST. WHEN THE FIRST ONE IS DOWN, THE OTHER TWO WILL JUMP DOWN AND SLOWLY HEAD TOWARDS YOU.** * **A SUMMON IS GOOD FOR THIS AREA; CRYSTALSORCERIESSEEM TO BE THE MOST DAMAGING, TAKING OFF SOMETIMES A THIRD OF ONE'S HEALTH WITH ONE SHOT. THERE IS AN NPC SUMMON IN ONE OF THE CELLS RIGHT BEFORE THE BOSS FIGHT WHO USES CRYSTAL SORCERIES; HOWEVER, SHE HAS POOR PHYSICAL DEFENSE, SO USE THE RED EYE RING OR BE PREPARED FOR HER TO DIE.** * **SKIP: IF YOU HAVE A LOCKSTONE IN YOUR INVENTORY AND THE ANTIQUE KEY, YOU CAN MAKE YOUR WAY TO THE LOCKSTONE ROOM WHERE YOU FIND THE BONE STAFF VIA HOLDING CELL BONFIRE. ONCE THE LOCKSTONE IS PLACED IT WILL EXPOSE 2 ILLUSORY WALLS, ONE OF WHICH WILL HAVE A LIFT THAT TAKES YOU TO THE BEGINNING OF SINNER'S RISE, COMPLETELY BYPASSING THE BOSS.**    [ROYAL RAT VANGUARD](https://darksouls2.wiki.fextralife.com/Royal+Rat+Vanguard) **AREA BOSS OF**[**GRAVE OF SAINTS**](https://darksouls2.wiki.fextralife.com/Grave+of+Saints)**. ACCESSED BY GOING THROUGH THE MIST AFTER THE SECOND BONFIRE. LOOKS LIKE A NORMAL RAT BUT HAS A GIANT MOHAWK ON IT'S BACK. THERE ARE MANY RATS IN THIS ROOM, SO WATCH THAT YOU DON'T GET POISONED OR PETRIFIED.  SOULS AWARDED: 11,000 WEAKNESS: FIRE (FLAME SWATHE AND LINGERING FLAME CAN KILL LARGE NUMBERS OF RATS AT THE SAME TIME WHILE STILL DEALING HEAVY DAMAGE TO THE BOSS HIMSELF) OPTIONAL: YES  NOTES:**   * **THERE IS NO SUMMONING AVAILABLE IN THE GRAVE OF SAINTS. YOU MUST FACE THE RAT HORDE ALONE.** * **THE BOSS BATTLE TECHNICALLY DOESN'T START UNTIL YOU'VE KILLED TEN RATS. THE RATS DO NOT INFINITELY SPAWN, BUT YOU'LL BE WANTING TO KILL ABOUT ONE, FINDING THE BEST EXIT TO THE OTHER SIDE OF THE ROOM AND REPEAT. YOU SHOULD BE ABLE TO SURVIVE IF YOU DO THIS CONSERVATIVELY. DON'T PANIC IF THE RATS START TO CLOG AND EXIT. YOU CAN USUALLY JUST CLEAR A FEW OUT AND SOME WILL AGGRO YOU, GIVING YOU ENOUGH ROOM TO RETREAT. THE SMALL STONES ON THE GROUND CAN BE USED AS BARRIERS TO HEAL, AS THE RATS CAN'T SEEM TO GET PAST THEM EASILY. BEST TO KEEP POISON MOSS OR ANY OTHER ITEM THAT CURES POISON/TOXIC. YOUR MAIN GOAL IS TO LOOK FOR THE RAT WHO HAS A MOHAWK. IT'S A BIT TRICKY, BUT YOU'LL KNOW IT WHEN YOU SEE IT. YOUR GOAL IS TO KILL THAT PARTICULAR ONE, AS IT IS THE ACTUAL "BOSS". IT'S BEST TO KILL HIM AS QUICK AS POSSIBLE WHILE STILL REMEMBERING THE STEPS FROM ABOVE. THESE THINGS DON'T HIT HARD, BUT CAN COMBO DAMAGE AND QUICKLY CAUSE POISON AND PETRIFICATION (VANGUARD ONLY).** * **SINCE THE REGULAR RATS CAN BE EVADED RELATIVELY EASILY, AND THE VANGUARD HAS LITTLE HEALTH, A CROSSBOW CAN BE VERY EFFECTIVE. DO YOUR BEST TO AVOID THE HOST WHILE LOOKING FOR CLEAR SHOTS OF THE BOSS. IT SHOULDN'T TAKE MORE THAN 30 REGULAR BOLTS FROM A HEAVY CROSSBOW, EVEN IF YOUR DEXTERITY IS LOW. WIDE, SWEEPING WEAPONS ARE NOT RECOMMENDED, AS THE SMALL STATUES WILL BLOCK YOUR SWINGS AND MOMENTARILY STUN YOU.**    [ROYAL RAT AUTHORITY](https://darksouls2.wiki.fextralife.com/Royal+Rat+Authority) **AREA BOSS OF THE**[**DOORS OF PHARROS**](https://darksouls2.wiki.fextralife.com/Doors+of+Pharros)**. A GIANT RAT WITH A MOVESET SIMILAR TO SIF FROM DARK SOULS.  SOULS AWARDED: 14,000 WEAKNESS: FIRE OPTIONAL: YES  NOTES:**   * **THERE IS NO SUMMONING AVAILABLE IN THE DOORS OF PHARROS. YOU MUST FACE THE MONSTER RAT ALONE.** * **THE FOUR SMALLER RATS IN THE BOSS ROOM MUST BE KILLED IMMEDIATELY, AS THEY CAN AND WILL AFFLICT YOU WITH POISON. FIRE IS POWERFUL; IF YOU PUT OUT A LINGERING FLAME AND QUICKLY ATTACK ONE OF THE RATS, YOU CAN MAKE THEM WALK INTO A POWERFUL TRAP.** * **FOR MELEE PLAYERS, DODGING ITS FRONTAL ATTACKS AND RUNNING UNDERNEATH IT WILL LET YOU HIT THE BACK LEGS. BE WARY OF TANKING THE BOSS, AS ITS ATTACKS DRAIN LOTS OF STAMINA AND INFLICT POISON. IF THE BOSS STARTS TO VOMIT, RUN, AS IT BREAKS ALL EQUIPMENT IF YOU STAY UNDERNEATH. IT IS BEST TO HAVE A SHIELD THAT BOTH BLOCKS 100% PHYSICAL DAMAGE AS HAS HIGH STABILITY.THE BOSS IS SLOW AND ITS ATTACKS ARE EASY TO SPOT. IT HAS LARGE SWEEPING ATTACKS LIKE SIF BUT IT ALSO CAN BLEED YOU MAKING THIS FIGHT VERY SHORT. YOU'LL WANT TO STAY AS CLOSE TO ITS LEGS AS POSSIBLE NO MATTER WHAT BUILD YOU'RE USING.** * **SORCERERS WILL FIND THIS FIGHT EASIER AS THEY CAN SIMPLY PUT OUT AN AFFINITY, HOMING SOULS MASS ETC. TO KILL THE SMALL RATS QUICKLY WHILE DOING A BIT OF DAMAGE TO THE BOSS. HOWEVER, YOU STILL WILL NEED THE SHIELD SO UNLESS A SORCERER IS AGILE AND WELL-TIMED, THEY'LL FIND THIS BOSS TO BE A PAIN.**    [SCORPIONESS NAJKA](https://darksouls2.wiki.fextralife.com/Scorpioness+Najka) **AREA BOSS OF THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**, ACCESSED BY THE THIRD BONFIRE. TAKE THE PATH TO THE RIGHT OF THE LARGE BASILISK. MANSCORPION TARK CAN BE SUMMONED OUTSIDE THE FOG DOOR IF YOU TALK TO HIM WITH THE RING OF WHISPERS FIRST AND EXHAUST HIS DIALOGUE.  SOULS AWARDED: 23,000 WEAKNESS: FIRE, DARK OPTIONAL: NO  NOTES:**   * **DON'T BE FOOLED AS YOU WALK IN. SHE'S HALF-BURIED IN THE SAND AND WILL FIRE SORCERIES UNTIL YOU APPROACH HER.** * **MANSCORPION TARK WON'T DEAL MUCH DAMAGE TO HER BUT IS AN EXCELLENT TANK FOR CASTERS. UNFORTUNATELY, HE DOESN'T HOLD HER AGGRO VERY WELL, SO RANGED WEAPON FIGHTERS SHOULD EXPECT HER TO SUDDENLY CHARGE THEM FROM TIME TO TIME, AND MELEE FIGHTERS SHOULD BE READY FOR HER TO OCCASIONALLY HIT YOU INSTEAD OF TARK.** * **THE BOSS ITSELF IS FAIRLY EASY ALBEIT DIFFICULT TO PREDICT. HER MELEE ATTACKS ARE EASY TO DODGE AND LEAVE HER WIDE OPEN, SAVE FOR HER TAIL WHIP WHICH DOES A LOT OF DAMAGE, COMES AND GOES FAST, AND WILL KNOCK YOU DOWN(HER TAILS CAN BE CUT TO MAKE THE FIGHT EASIER). FORTUNATELY, YOU'LL HAVE TIME AFTER PRETTY MUCH ANY OF HER ATTACKS TO RECOVER STAMINA AND CHUG AN ESTUS. IF SHE MANAGES TO HIT YOU WITH HER DOUBLE STING, HOPE THAT YOUR ALLIES CAN HOLD HER AGGRO AND BE PREPARED TO START CHUGGING ESTUS UNTIL THE TOXIC STATUS EFFECT GOES AWAY.** * **HALFWAY THROUGH THE FIGHT, SHE'LL BURROW UNDERGROUND AND ATTEMPT TO MURDER YOU FROM BELOW; YOU CAN HIDE OUT ON THE BLOCK OF STONE IN THE MIDDLE OF THE CHAMBER, AND SHE WON'T BE ABLE TO REACH YOU. WATCHING WHERE THE GROUND SPITS OUT DUST CLOUDS AND RUNNING AWAY FROM HER IS ALSO ACCEPTABLE. JUST DON'T GET CORNERED WHILE RUNNING, AS THIS MOVE DEALS MASSIVE DAMAGE. YOUR MOVEMENT SPEED WILL ALSO BE SLOWED A FEW SECONDS BEFORE SHE EMERGES, MAKING THE ATTACK EXTREMELY DIFFICULT TO DODGE.** * **MAGIC SHIELDS ARE DECENT FOR LONG RANGE, THOUGH HER SORCERIES WILL MORE THAN LIKELY STAGGER YOU AS SHE FIRES MULTIPLES AT A TIME. IF POSSIBLE, HIDE BEHIND A TREE WHEN YOU SEE HER BEGINNING TO CAST, AS THEY'LL SOAK THE SPELLS FOR YOU.**    [THE DUKE'S DEAR FREJA](https://darksouls2.wiki.fextralife.com/The+Duke%27s+Dear+Freja) **AREA BOSS OF**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. ACCESSED BY GOING THROUGH THE WHOLE MAP. GUARDS A PRIMAL BONFIRE. ASHEN KNIGHT BOYD CAN BE SUMMONED BEHIND A PILLAR AT THE BACK OF THE BOTTOM FLOOR. FACING DIRECTLY AWAY FROM THE FOG GATE, RUN TO THE BACK WALL AND TURN LEFT.  SOULS AWARDED: 42,000 WEAKNESS: FIRE OPTIONAL: NO  NOTES:**   * **UNLIKE THE OTHER PRIMAL BOSSES, YOU MUST PICK UP FREJA'S SOUL. THERE IS NOT A BONFIRE PARTICULARLY NEAR THE BOSS FIGHT WITHOUT MANY ENEMIES, SO BE SURE TO PICK IT UP WHEN YOU KILL FREJA, OR ELSE YOU WILL FIND ONLY DISAPPOINTMENT AT THE SHRINE OF WINTER.** * **ONCE YOU ENTER THE BOSS FIGHT, YOU'LL NOTICE A FEW MINION SPIDERS AROUND. KILL THEM AND YOU'LL HAVE A FEW MINUTES TO ATTACK THE BOSS BEFORE THESE ENEMIES RESPAWN AGAIN. TO COUNTERACT THIS, ITS BEST TO HAVE AT LEAST ONE SUMMON DURING THE FIGHT, PREFERABLY ONE WHO TAKES CARE OF THE SPIDERS OR AGGROS THE BOSS GIVING YOU TIME TO TAKE CARE OF THE LITTLE ONES.** * **SPELLCASTERS SHOULD MAINTAIN A SAFE DISTANCE, AS IT MAKES HER ATTACKS MORE PREDICTABLE AND REDUCES THE CHANCES OF BEING SUDDENLY STOMPED ON. IT'S BETTER TO ALTERNATE BETWEEN FREJA'S TWO HEADS, AS OPPOSED TO FOCUSING EXCLUSIVELY ON ONE.** * **THE BEST OPPORTUNITY TO DAMAGE HER COMES DURING AND AFTER HER WIDE-SWEEPING LASER ATTACK. TRIGGER THE LASER BY MAINTAINING A FAIR DISTANCE, AND FREJA WILL GENERALLY FIRE IT. WHEN THE LASER IS COMING, THE BOSS WILL TURN TO YOUR LEFT AND A BEAM WILL EMERGE. SIMPLY RUN TO THE OTHER HEAD AND WAIL ON IT A FEW TIMES. THIS IS MORE EASILY ACCOMPLISHED WITH AT LEAST TWO PEOPLE, ALTHOUGH THAT MAKES IT MORE DIFFICULT TO PREDICT WHERE FREJA WILL FIRE HER LASER.** * **AFTER THE BOSS FIGHT, THERE ARE TWO ENEMIES BETWEEN FREJA'S CHAMBER AND THE PRIMAL BONFIRE. ONE ENEMY, VENGARL'S BODY, IS PARTICULARLY STRONG. HE IS EASILY DISPATCHED IF YOU POISON HIM AND SIMPLY WALK BACK INTO THE LIBRARY AND THROUGH THE ARCHWAY, WHICH ACTS AS A "SAFE ZONE".**    [MYTHA, THE BANEFUL QUEEN](https://darksouls2.wiki.fextralife.com/Mytha%2C+the+Baneful+Queen) **AREA BOSS OF THE**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**, DIRECTLY IN THE MIDDLE OF HARVEST VALLEY. JESTER THOMAS CAN BE SUMMONED NEXT TO THE STAIRCASE PRIOR TO THE FOG DOOR, BUT ONLY AFTER THE POISON IS DRAINED. THOMAS IS ONE OF THE MORE USEFUL NPC SUMMONS IN THE GAME, OUTPUTTING A LARGE AMOUNT OF DAMAGE THROUGH PYROMANCY AND IS RECOMMENDED IF THE BOSS IS GIVING YOU TROUBLE.  SOULS AWARDED: 16,500 WEAKNESS: FIRE OPTIONAL: NO  NOTES:**   * **BURNING THE WINDMILL NEAR THE SECOND BONFIRE IN EARTHEN PEAK WILL DRAIN THE POISON FROM MYTHA'S CHAMBER AS WELL AS THE POISON IN THE ROOM BEFORE THE FOG GATE. THIS ALSO ALLOWS JESTER THOMAS TO BE SUMMONED FOR THE BOSS FIGHT.** * **A SECRET BONFIRE DIRECTLY ABOVE HER FOG GATE WILL SAVE TIME BETWEEN ATTEMPTS.** * **STAY IN THE CENTER OF THE FIGHT FOR THE MOST PART AS YOU CAN STILL BE POISONED BY THE POOLS ON THE OUTSKIRTS, AND LURE HER AWAY FROM THEM AS THE BOSS WILL HEAL IF SHE STAYS INSIDE ONE. JESTER THOMAS HAS A TENDENCY TO STAND IN THE POOL OF POISON, NO MATTER HOW SMALL, AND GET POISONED; HOWEVER, HE CAN STILL SURVIVE LONG ENOUGH TO OUTPUT AN INCREDIBLE AMOUNT OF FIRE DAMAGE. MYTHA ATTACKS PRIMARILY WITH HER SPEARS, BUT SHE CAN ALSO CAST SORCERIES FROM HER DECAPITATED HEAD. WHEN SHE THROWS HER HEAD, IT WILL DEAL MAGIC DAMAGE IN A WIDE AREA AFTER LANDING. MYTHA WILL IMMEDIATELY RUSH TO RETRIEVE IT, LEAVING HER VULNERABLE ASSUMING THE ATTACK WAS DODGED.**    [THE ROTTEN](https://darksouls2.wiki.fextralife.com/The+Rotten) **AREA BOSS OF THE**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch)**, BELOW THE**[**GUTTER**](https://darksouls2.wiki.fextralife.com/Gutter)**. LUCATIEL OF MIRRAH CAN BE SUMMONED NEXT TO THE BONFIRE OUTSIDE THE FOG DOOR. LONE HUNTER SCHMIDT CAN BE SUMMONED TO THE LEFT OF THE FOG DOOR, IN THE OPEN, THOUGH THIS IS NOT RECOMMENDED AS HE DEALS LITTLE DAMAGE AND HAS LITTLE HEALTH. A LARGE MASS OF BODIES SWINGING A GIANT CLEAVER, ITS ATTACKS HIT HARD AND IT HAS A DEADLY GRAB ATTACK. ITS ARMS CAN BE DESTROYED WITH SOME PERSISTENCE, AND THE LEFT ARM DROPS A PHARROS' LOCKSTONE, BUT THEY WILL REGENERATE AFTER A PERIOD OF TIME. IT WILL SOMETIMES VOMIT ACID THAT DEGRADES EQUIPMENT, OIL THE PLAYER (CAUSING THEM TO EXPLODE IF THEY ATTEMPT TO LIGHT A TORCH OR STEP INTO THE FIRE PITS) AND HAS TWO RANGED ATTACKS: A DARK-DAMAGE AREA-OF-EFFECT BLAST AND A FRONTAL DARK-DAMAGE CONE. WATCH OUT FOR THE FIRE PITS, AS THEY DRAIN HEALTH VERY QUICKLY.  SOULS AWARDED: 47,000 WEAKNESS: THRUST OPTIONAL: NO  NOTES:**   * **ITS ATTACKS ARE DEVASTATING TO BOTH HEALTH AND STAMINA. ITS SLASH ATTACKS WILL STAGGER A BLOCKING PLAYER AND SIGNIFICANTLY DRAIN THEIR STAMINA AND WILL DEAL HEAVY DAMAGE TO UNPROTECTED PLAYERS. HOWEVER, IS ATTACKS ONLY DEAL PHYSICAL DAMAGE, SO A 100% PHYSICAL SHIELD CAN BE USEFUL IN EMERGENCIES. BLOCKING IS STILL NOT RECOMMENDED, HOWEVER, AS THE ROTTEN TENDS TO ATTACK MULTIPLE TIMES IN QUICK SUCCESSION AND WILL USUALLY BREAK A PLAYERS GUARD AND DEAL HEAVY DAMAGE IN A THREE-HIT COMBO. EVEN IF THE DAMAGE ISN'T DEALT, THIS COMMONLY KNOCKS PLAYERS INTO ONE OF THE FIRE PITS. IF IT PAUSES SLIGHTLY WHILE RAISING THE AX ABOVE ITS HEAD, ROLL TO THE SIDE AS ITS PREPARING A SLIDING CHARGE THAT HAS DECEPTIVELY LONG RANGE: OFTENTIMES, ROLLING BACKWARD WILL NOT BE SUFFICIENT. WHEN IT SLOWLY PULLS ITS LEFT HAND BACK, IT IS PREPARING A GRAB-THIS HAS LITTLE RANGE AND IS EASILY DODGED BY ROLLING BACKWARD, BUT IT WILL INSTANTLY KILL ANYBODY IT SUCCESSFULLY GRABS UNLESS THEY HAVE EXTREMELY HIGH HEALTH AND PHYSICAL DEFENSE.** * **AT APPROXIMATELY 50% HP, THE ROTTEN WILL GAIN TWO NEW ATTACKS. WHEN IT BEGINS TO HUNCH ITS SHOULDERS AND CLOSE ITS FISTS, IMMEDIATELY DODGE AND ROLL BACKWARD AS IT IS PREPARING A WIDE AOE DARK-DAMAGE BLAST, BUT BE CAREFUL TO NOT ROLL INTO ONE OF THE FIRE PITS. WHEN IT RAISES ITS CLEAVER AND BEGINS TO GATHER ENERGY IT IN, IT'S PREPARING A WIDE, LONG-RANGE FRONTAL CONE THAT DEALS DARK DAMAGE. IF YOU ARE ALREADY A CONSIDERABLE DISTANCE AWAY FROM THE ROTTEN, KEEP MOVING BACK TO MAKE CERTAIN THAT THE ATTACK DOES NOT DAMAGE YOU. HOWEVER, IF YOU'RE ALREADY CLOSE TO THE ROTTEN, ROLL TO THE RIGHT AT THE LAST MOMENT TO DODGE MOST OF THE ATTACK.** * **THE ROTTEN DEALS EXTREMELY HIGH DAMAGE, HAS HIGH HEALTH AND RESISTANCES, AND ATTACKS SURPRISINGLY QUICKLY, BUT DOES NOT MOVE TERRIBLY FAST. RANGED PLAYERS AND SPELLCASTERS CAN EASILY KITE THE BOSS, BUT MUST BE CAREFUL TO NOT MOVE INTO THE FIRE PITS.**    [OLD DRAGONSLAYER](https://darksouls2.wiki.fextralife.com/Old+Dragonslayer) **BOSS BEHIND THE FOG GATE ACROSS A LARGE DRAWBRIDGE DROPPED BY PULLING A NEARBY LEVER, AT**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+Of+Flame)**. MASTERLESS GLENCOUR CAN BE SUMMONED FROM THE DRAGONRIDER ARENA. HIS MOVESET IS ALMOST IDENTICAL TO ORNSTEIN'S FROM THE ORIGINAL DARK SOULS.  SOULS AWARDED: 20,000 WEAKNESS: FIRE, MAGIC, STRAFING OPTIONAL: YES  NOTES:**   * **THE BOSS ATTACKS USING A COMBINATION OF DARK MAGIC, STABBING ATTACKS WITH HIS SPEAR, AND SLASHES. HIDING BEHIND THE PILLARS AND ATTEMPTING TO HEAL WILL CAUSE THE OLD DRAGONSLAYER TO CHARGE YOU, BREAKING THE PILLAR AND LIKELY DEALING HEFTY DAMAGE (IF NOT FINISHING YOU OFF OUTRIGHT). ONE SUMMON IS USEFUL FOR THIS FIGHT; ONE INDIVIDUAL CAN HOLD THE BOSS' ATTENTION RELATIVELY EASILY AND PROTECT THEIR PARTNER WHILE THEY HEAL. THE BOSS HIMSELF IS NOT REMARKABLY DURABLE AND CAN BE EASILY STUNNED, BUT IS FOND OF DISENGAGING FROM CLOSE COMBAT USING A RETREATING SWIPE WHILE JUMPING BACKWARD.** * **THE OLD DRAGONSLAYER WILL OCCASIONALLY SQUAT AND GLOW WITH DARK ENERGY, AND THE PLAYER SHOULD IMMEDIATELY ROLL AWAY UPON OBSERVING THIS AS HE WILL JUMP INTO THE AIR AND SLAM DOWN, SENDING OUT A POWERFUL SHOCKWAVE. BE WARY: ALTHOUGH THE OLD DRAGONSLAYER IS VULNERABLE AFTER DOING THIS, THE AFTERSHOCKS FROM THE ATTACK CONTINUE INTO THE FIRST FEW MOMENTS OF HIS VULNERABLE STATE, WHICH CAN LEAD TO SOME UNEXPECTED DAMAGE IF THE PLAYER MOVES IN TOO QUICKLY. THE OLD DRAGONSLAYER WILL ALSO FIRE DARK ENERGY BLASTS AT THE PLAYER; THESE CAN HOME IN, BUT ARE STILL EASILY DODGED BY ROLLING TOWARDS THEM.** * **WHEN THE BOSS LEANS FORWARD AND GRABS HIS SPEAR WITH BOTH HANDS, HE IS PREPARING A VERY FAST CHARGE. IF THIS CONNECTS, THE BOSS WILL IMPALE YOU AND DEAL HEAVY DAMAGE. ROLLING TOWARDS THE BOSS (AT CLOSE RANGE) OR TO THE SIDE (AT LONG RANGE) EASILY AVOIDS THIS, BUT THE BOSS TAKES REDUCED DAMAGE BRIEFLY AFTER THE ATTACK IF IT DID NOT CONNECT. MELEE PLAYERS ARE ADVISED TO STRAFE TO HIS LEFT, AS THIS WILL PREVENT MANY OF HIS THRUSTING ATTACKS FROM CONNECTING.**    [COVETOUS DEMON](https://darksouls2.wiki.fextralife.com/Covetous+Demon) **AREA BOSS OF THE**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**. A LARGE SLUG-LIKE MONSTER, THIS BOSS IS QUITE EASY. HE FLOPS AND ROLLS AROUND THE ARENA AND ALSO USES SOME SWEEPING ATTACKS. HE CAN ALSO EAT THE PLAYER, WHICH WILL UNEQUIP ALL OF THEIR ARMOR, WEAPONS, AND RINGS. IF YOU ARE WORRIED ABOUT THIS ATTACK, STORE ALL UNEQUIPPED GEAR IN YOUR ITEM BOX AND IT WILL BE MUCH EASIER TO FIND YOUR WEAPONS IN THE CASE THEY GET UNEQUIPPED.  SOULS AWARDED: 13,000 WEAKNESS: MAGIC, THRUST, FIRE RESISTANCE: POISON OPTIONAL: NO  NOTES:**   * **THE BOSS IS FOND OF ROLLING TOWARDS THE PLAYER, BUT ALMOST ALWAYS ROLLS AGAIN IF THE FIRST ATTACK DID NOT CONNECT. THUS, IT IS BEST TO WAIT SEVERAL SECONDS BEFORE RETALIATING. THE BOSS WILL ALSO VOMIT CORROSIVE ACID ONTO THE PLAYER, DEGRADING THEIR EQUIPMENT, AND CAN USE A VARIETY OF SHORT, FAST SWIPES AT PLAYERS IN FRONT OF HIM. WHEN THE COVETOUS DEMON PAUSES AND LICKS HIS LIPS, HE IS PREPARING TO SWALLOW THE PLAYER-IF HE SUCCEEDS, THEN THEY WILL SUFFER HEAVY DAMAGE AND ALL OF THEIR ARMOR, WEAPONS, AND RINGS WILL SUFFER A DURABILITY PENALTY AND BE UNEQUIPPED. HOWEVER, BE AWARE THAT THE ROOM YOU BATTLE HIM IN IS SMALL, AND GETTING TRAPPED AGAINST A WALL WHILE THE DEMON IS IN THE MIDDLE OF A ROLL OR A BELLY FLOP WILL LIKELY RESULT IN A QUICK DEATH.** * **ABOVE THE ARENA ARE POTS WITH THE UNDEAD IN THEM. BREAK THEM WITH A POWERFUL PROJECTILE (ANYTHING EQUAL OR GREATER IN POWER TO A SOUL/IRON ARROW) AND THE CORPSES WILL DROP. THE COVETOUS DEMON WILL COMPLETELY IGNORE YOU AND FOCUS ON EATING THE CORPSES. WHILE EATING, HE TAKES SIGNIFICANTLY LESS DAMAGE, BUT WILL COMPLETELY IGNORE ANY AGGRESSIVE TAKEN TOWARDS HIM. THIS CAN ALSO BE AN OPPORTUNITY TO HEAL OR RE-EQUIP GEAR IF IT HAS BEEN REMOVED.**    [SMELTER DEMON](https://darksouls2.wiki.fextralife.com/Smelter+Demon) **THE FIRST BOSS OF THE**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**. IT GUARDS A RATHER USEFUL BONFIRE THAT SIGNIFICANTLY REDUCES TRAVEL TIME BETWEEN DEATHS IN THE SECOND HALF OF THE IRON KEEP, SO DEFEATING SHOULD BE A PRIORITY. LUCATIEL OF MIRRAH CAN BE SUMMONED FOR THIS BATTLE, BUT SHE IS OFTEN DEFEATED VERY QUICKLY. STILL, SHE IS AN EXCELLENT TANK FOR CASTERS. USING THE REDEYE RING CAN INCREASE HER CHANCES OF SURVIVING, BUT WILL REQUIRE THE CASTER TO GET UNCOMFORTABLY CLOSE TO THE BOSS.  SOULS AWARDED: 32,000 WEAKNESS: LIGHTNING, POISON RESISTANCE: FIRE OPTIONAL: YES  NOTES:**   * **THE SMELTER DEMON IS INCREDIBLY DANGEROUS, AND ENDING THE FIGHT QUICKLY SIGNIFICANTLY INCREASES THE PLAYER'S CHANCES OF SUCCESS. THE SMELTER DEMON DOES NOT DEAL ANY FIRE DAMAGE IN THE FIRST PHASE OF THE FIGHT, BUT CAN STILL DEAL SIGNIFICANT PHYSICAL DAMAGE AND CAN PERFORM A LEAPING STAB THAT MAY BE FOLLOWED BY AN AOE: THERE IS NO WAY TO DETERMINE IF IT WILL USE THE AOE OR NOT, SO IT IS SAFEST TO SIMPLY BACK AWAY AFTER THE LEAPING STAB. IT IS ALSO FOND OF PERFORMING A TWO-SLASH ATTACK TO EITHER SIDE BEFORE FOLLOWING UP WITH A FORWARD SLICE TO THE GROUND AS WELL AS A VERY FAST FORWARD STAB.** * **AFTER TAKING A SMALL AMOUNT OF DAMAGE, THE ROOM WILL DARKEN AND THE SMELTER DEMON WILL SQUAT AND ROAR. FROM THIS POINT ON, REMAINING IN CLOSE PROXIMITY TO THE BOSS WILL DEAL CONTINUOUS FIRE DAMAGE, AND DURING THE TRANSITION, THE BOSS BRIEFLY ENJOYS REDUCED DAMAGE FROM ALL SOURCES.** * **AT APPROXIMATELY 70% HEALTH (THE EXACT PERCENTAGE VARIES, ALTHOUGH THE TRIGGER IS ALSO TIME-BASED IF THE PLAYER TAKES TOO LONG), THE SMELTER DEMON WILL STAB ITSELF WITH ITS SWORD AND COAT IT IN FIRE, ALSO GAINING INCREASED DAMAGE PROTECTION DURING THIS STAGE. ALL ATTACKS NOW DEAL ADDITIONAL FIRE DAMAGE, AND THE FORWARD SLICE NOW SENDS OUT A JET OF FIRE FROM THE BLADE. THE AOE FOLLOWING THE LEAPING STAB ALSO AN INCREASED RADIUS AND DEALS ADDITIONAL DAMAGE.** * **FIRE RESISTANCE GEAR OF SOME SORT IS ALMOST COMPLETELY NECESSARY, AS EVEN RANGED PLAYERS AND CASTERS WILL BE TAKING CONTINUOUS FIRE DAMAGE. FLASH SWEAT IS A GOOD CHOICE FOR CASTERS, WHILE THE ALONNE KNIGHT ARMOR SET CAN BE USEFUL FOR MELEE PLAYERS. FIRE RESISTANCE RINGS AND CONSUMABLES ARE ALSO ADEQUATE, AS ARE ANY OTHER BUFFS. THE GYRM GREATSHIELD, IN PARTICULAR, IS HELPFUL, AS IT OFFERS 100% PHYSICAL AND FIRE RESISTANCE AND THUS OFFERS IMMUNITY TO ALL OF THE SMELTER DEMON'S ATTACKS EXCEPT THE CONTINUOUS AOE DAMAGE (ASSUMING THE PLAYER HAS THE STATS TO EQUIP IT). A RING OF RESTORATION, AS WELL AS SEVERAL LIFEGEMS, CAN MITIGATE THE CONSTANT AOE DAMAGE AS WELL, ALTHOUGH THE RING OF RESTORATION WILL EASILY BREAK AND LIFEGEMS CAN QUICKLY DISAPPEAR GIVEN THE RATE AT WHICH THEY WOULD NEED TO BE CONSUMED.**    [OLD IRON KING](https://darksouls2.wiki.fextralife.com/Old+Iron+King) **THE SECOND BOSS OF**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**; THERE IS A NEARBY BONFIRE CALLED EYGIL'S IDOL, WHICH IS HIDDEN AT THE TOP OF A LADDER IN THE ROOM WITH FLAMING MINOTAUR HEADS AND SPIKES BEFORE THE FOG GATE. GUARDS A PRIMAL BONFIRE.  SOULS AWARDED: 48,000 WEAKNESS: MAGIC (**[**SOUL GEYSER**](https://darksouls2.wiki.fextralife.com/Soul+Geyser)**ONLY), LIGHTNING RESISTANCE: FIRE, DARK OPTIONAL: NO  NOTES:**   * **THE OLD IRON KING STANDS WAIST-DEEP IN LAVA THE ENTIRE FIGHT, KEEPING HIS MAIN BODY OUT OF REACH OF MOST MELEE WEAPONS: ATTEMPTING TO ATTACK THE BOSS' MAIN BODY WITH ANYTHING SHORTER THAN A SPEAR OR LONG THRUSTING SWORD RISKS A PLUNGE INTO THE LAVA AT HIS WAIST. HOWEVER, THE BOSS CAN BE HIT WITH MELEE WEAPONS ON HIS LEFT HORN WHENEVER HE LOWERS HIS HEAD FOR BREATH ATTACKS, AND ON THE HANDS AND ARMS WHENEVER HIS ATTACKS LEAVE THEM AVAILABLE (SUCH AS THE LASER ATTACK). THE BOSS CAN BE HIT BY RANGED WEAPONS AND SPELLS AT ALL TIMES, EXCEPT WHEN HE SUBMERGES.** * **THE BOSS HAS NO GRAB ATTACK BUT INSTEAD RELIES ON TWO PHYSICAL ATTACKS: A SWEEP TO EITHER SIDE OR SLAM ONTO THE GROUND WITH HIS FISTS. THE BOSS WILL OFTEN MOVE FROM A SWEEP INTO A SLAM, BUT WILL SOMETIMES SWEEP BACK AND FORTH ONCE ON EITHER SIDE BEFORE ATTACKING IN THIS MANNER. AFTER A SLAM, HIS HANDS REMAIN ON THE PLATFORM FOR SEVERAL SECONDS, OFFERING THE BEST OPPORTUNITY TO ATTACK. HOWEVER, BE AWARE THAT IF ANY OF HIS ATTACKS CONNECT, THE PLAYER WILL SUFFER HEAVY DAMAGE AND BE KNOCKED DOWN, LIKELY COSTING THEM THE OPPORTUNITY TO ATTACK.** * **THE BOSS CAN ALSO BREATHE FIRE IN TWO DIFFERENT WAYS: IF HE LOWERS HIS HEAD, HE WILL BREATHE A SWATHE OF FIRE, GENERALLY FROM HIS RIGHT-TO-LEFT, THAT WILL COVER THE ENTIRE PLATFORM AND CAN BE AVOIDED BY MOVING BETWEEN THE FLAMES. IF HE REMAINS UPRIGHT, THE FIRE WILL SPREAD IN A SMALLER CONE AND CAN BE AVOIDED BY MOVING BACKWARD. THE OLD IRON KING CAN ALSO, INFREQUENTLY, LET OUT A SHOCKWAVE THAT DEALS DAMAGE AND KNOCKS THE PLAYER DOWN. IF THE OLD IRON KING RAISES BOTH HIS FISTS AND THEY BEGIN TO GLOW RED, HE IS PREPARING A MASSIVE SLAM THAT WILL SEND OUT MULTIPLE PILLARS OF FIRE-THIS IS BEST AVOIDED BY MOVING BACK OR HIDING ON THE LEDGE NEAR THE EXIT TO THE ROOM, TO THE FAR RIGHT OF THE ENTRANCE. HE CAN ALSO PULL HIS ARM BACK AND LET OUT A THIN, CONTINUOUS JET OF LAVA THAT CAN MOVE THROUGH WALLS, NEGATING THE ADVANTAGE OF HIDING NEAR THE EXIT. THE BOSS CAN ALSO SUBMERGE UNEXPECTEDLY, RELEASING A WAVE OF LAVA WHEN HE GOES UNDER AND WHEN HE RESURFACES. HE GENERALLY RESURFACES ON THE OPPOSITE SIDE OF THE PLATFORM THAT HE SUBMERGED, BUT OCCASIONALLY RISES BACK UP WITHOUT MOVING. HE WILL ALSO REPOSITION HIMSELF IF THE PLAYER MAINTAINS A CERTAIN DISTANCE. WHEN THE BOSS SUBMERGES TO REPOSITION, YOU CAN MOVE ANYWHERE IN THE AREA TO CAUSE HIM TO RE-EMERGE IN A SPOT ADVANTAGEOUS TO YOU.** * **GREAT CAUTION MUST BE EXERCISED IN MOVING AROUND THE PLATFORM: THERE IS A SMALL HOLE DIRECTLY TO THE RIGHT OF WHERE THE PLAYER ENTERS THAT CAN BE EASILY ROLLED INTO IF ITS EXISTENCE IS FORGOTTEN AND, SINCE ALL OF THE OLD IRON KING'S ATTACKS KNOCK THE PLAYER BACK, THE BOSS CAN ALSO EASILY KILL THE PLAYER BY THROWING THEM OFF THE EDGE OF THE PLATFORM OR INTO THE HOLE. IT IS BEST TO NOT BE LOCKED ON TO THE IRON KING WHEN MOVING, FOR OPTIMAL AWARENESS OF THE PITFALLS.**    [GUARDIAN DRAGON](https://darksouls2.wiki.fextralife.com/Guardian+Dragon) **BOSS OF**[**ALDIA'S KEEP**](https://darksouls2.wiki.fextralife.com/Aldia%27s+Keep)**. WHILE "GUARDIAN DRAGON"IS IN FACT, FACT A WYVERN, THIS IS STILL AN APPROPRIATE NAME AS WYVERNS ARE DEFINED AS A TYPE OF DRAGON.  SOULS AWARDED: 38,000 WEAKNESS: LIGHTNING, DARK, MAGIC OPTIONAL: NO  NOTES:**   * **THE BOSS HAS EXTREMELY LOW HEALTH AND IS INCREDIBLY VULNERABLE TO LIGHTNING. COMBINED WITH THE FACT THAT THE BOSS TAKES SEVERAL SECONDS TO BEGIN ATTACKING, THE PLAYER CAN THEORETICALLY KILL THE BOSS BEFORE THEY EVEN HAVE A CHANCE TO ATTACK IF THEY'VE COATED THEIR WEAPON, READIED THEIR SPELLS, OR OTHERWISE PREPARED FOR THE BOSS BEFORE ENTERING THE CHAMBER.** * **HOWEVER, IF THE BOSS IS NOT KILLED BEFORE THEY RISE FOR THE FIRST TIME, THEN GREAT CAUTION MUST BE EXERCISED. THE BOSS CAN BREATH FIRE ONTO THE GROUND, CAUSING IT TO SPLASH OUTWARD AND DEAL HEAVY DAMAGE IN TWO PULSES TO PLAYERS THAT ARE CAUGHT IN THE BLAST. THE WYVERN CAN ALSO LATCH ONTO THE WALLS OF THE AVIARY AND BREATHE FIRE DOWNWARD, EITHER IN A CONSTANT BLAST OR AS A SINGLE LARGE FIREBALL.** * **THE BOSS WILL GENERALLY LAND AFTER ATTACKING ONCE IN THE AIR, THOUGH THEY WILL GENERALLY RISE BACK UP AFTER A FEW SECONDS IF THE PLAYER DOES NOT MOVE TO ENGAGE THEM SWIFTLY. THE BOSS IS FOND OF SPENDING A GREAT DEAL OF TIME IN THE AIR: NOT ONLY ARE THEY OUT OF RANGE OF MOST BOWS, BUT THE CIRCUMSTANCES ARE TOO CHAOTIC TO ALLOW FOR SPELLS TO BE PROPERLY CAST.** * **EVEN ON THE GROUND, THE BOSS IS NOT DEFENSELESS. THEY CAN BREATHE FIRE IN A SWEEPING MOTION FROM LEFT TO RIGHT, SNAP WITH THEIR BEAK, OR STAMP WITH THEIR TALONS. IN ADDITION, THE BOSS WILL ATTEMPT TO SLAM PLAYERS DIRECTLY BEHIND THEM WITH THEIR TAIL, BREATHE FIRE BETWEEN THEIR LEGS, OR BITE BACKWARDS. FOR BEST RESULTS, THE PLAYER SHOULD STAY AS CLOSE TO THE WYVERN'S LEGS AS POSSIBLE; THIS WILL OFTEN BAIT THE BOSS INTO USING THEIR STAMP ATTACKING, WHICH IS EASILY AVOIDED AND LEAVES A GENEROUS OPENING FOR THE PLAYER TO TAKE ADVANTAGE OF.**    [DEMON OF SONG](https://darksouls2.wiki.fextralife.com/Demon+of+Song) **AREA BOSS OF THE**[**SHRINE OF AMANA**](https://darksouls2.wiki.fextralife.com/Shrine+of+Amana)**. A GIANT FROG-LIKE CREATURE WITH A WITHERED FACE AND ARMS IN ITS MOUTH. IT IS IMMUNE TO DAMAGE WHEN ITS FACE IS COVERED. FELICIA THE BRAVE CAN BE SUMMONED IN A HUT BEFORE RHOY'S RESTING PLACE, THOUGH IT'S DIFFICULT TO BRING HER ALL THE WAY TO THE BOSS IF THE ENEMIES ARE NOT DEFEATED BEFOREHAND OWING TO HER TENDENCY TO FALL INTO THE DEEP WATER WHEN CHASING ENEMIES.  SOULS AWARDED: 26,000 WEAKNESS: MAGIC, LIGHTNING RESISTANCE: FIRE OPTIONAL: NO  NOTES:**   * **THE BOSS IS MOTIONLESS AND DOES NOT REACT TO ATTACKS FOR THE FIRST FEW SECONDS OF BATTLE, GIVING PLAYERS A CHANCE TO GET SOME EARLY DAMAGE IN OR FINISH PREPARATIONS. THE BOSS'S SKIN IS MADE OF A TOUGH, LEATHERY ARMOR THAT CAN BE PULLED DOWN USING ITS INNER ARMS TO FORM A PROTECTIVE COATING THAT BLOCKS ALL DAMAGE AND CAUSES THE BOSS TO RESEMBLE, VISUALLY, A YOUNG FROG THAT STILL POSSESSES THEIR TADPOLE TAIL.** * **THE BOSS IS IMMUNE TO ALL DAMAGE WHEN THEIR FACE IS COVERED, BUT CAN STILL MOVE AROUND. WHEN PROTECTED, THE DEMON OF SONG ATTACKS BY SWEEPING WITH ITS SMALL ARMORED LIMBS OR BY DASHING TOWARDS THE PLAYER; THE BOSS WILL ALWAYS STEADY ITS LEGS AND HUNCH OVER BEFORE PERFORMING THE LATTER, SO THE DASH CAN BE AVOIDED EASILY.** * **AFTER A PERIOD OF TIME, THE BOSS WILL OPEN ITS PROTECTIVE COATING AND REVEAL THE HIDEOUS FACE AND ARMS WITHIN. DURING THIS PHASE, THE BOSS WILL ATTACK WITH ITS ARMS BY SLAMMING THEM ON THE GROUND, SWEEPING FROM SIDE-TO-SIDE, OR BY ATTEMPTING THE GRAB THE PLAYER AND SMASH THEM AGAINST THE FLOOR OF THEIR LAIR. THE BOSS WILL PULL ITS ARMS BACK AT AN ODD ANGLE BEFORE ATTEMPTING TO GRAB, AND PLAYERS SHOULD ROLL BACKWARDS TO AVOID THIS.** * **THE DEMON OF SONG CAN ALSO SPIT WATER AT THE PLAYER DURING THIS PHASE, EITHER AS A SERIES OF THREE LARGE GUSHES OR AS A CONTINUOUS STREAM. IT CAN ALSO PERFORM A LARGE BODY SLAM, RISING UP ON ITS HIND LEGS BEFORE SLAMMING DOWN WITH ITS ARMS OUTSTRETCHED. THIS IS INDICATED BY THE CAMERA PANNING UPWARD AND THE BOSS'S SILHOUETTE BEING EMPHASIZED BY THE LIGHT ABOVE ITS LAIR; THE ATTACK IS BEST AVOIDED BY ROLLING OR SPRINTING BACKWARDS AND TO THE SIDE, AS SIMPLY ROLLING BACKWARDS WILL OFTEN NOT BE ENOUGH TO AVOID THE LONG REACH OF THE BOSS' ARMS. DURING BOTH PHASES, IT WILL ALSO ATTEMPT TO ATTACK PLAYERS BEHIND IT WITH ITS TAIL.** * **OWING TO ITS AQUATIC ENVIRONMENT, THE DEMON OF SONG IS PERMANENTLY WET AND IS THUS INCREDIBLY WEAK TO LIGHTNING DAMAGE WHEN ITS FACE IS OPEN, AND IS SIMILARLY RESISTANT TO FIRE DAMAGE.**    [VELSTADT, THE ROYAL AEGIS](https://darksouls2.wiki.fextralife.com/Velstadt%2C+The+Royal+Aegis) **FIRST BOSS IN**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**. HE IS A LARGE KNIGHT WIELDING A GIANT BELL HAMMER. GRAVE WARDEN AGDAYNE CAN BE SUMMONED FOR THE FIGHT, TO THE LEFT OF THE BOSS'S FOG GATE, NEAR A PILLAR.  SOULS AWARDED: 50,000 WEAKNESS: LIGHTNING RESISTANCE: DARK OPTIONAL: NO  NOTES:**   * **THE BATTLE AGAINST VELSTADT, THE ROYAL AEGIS, IS SPLIT INTO TWO PHASES. DURING THE FIRST PHASE, THE BOSS WILL ATTACK PLAYERS WITH HIS BELL-HAMMER; IF HE GRABS HIS HAMMER WITH BOTH HANDS AND LEANS BACK, HE IS PREPARING A MASSIVE OVERHEAD SLAM THAT WILL KNOCK PLAYERS DOWN AND DEAL HEAVY DAMAGE. THIS ATTACK SHOULD BE AVOIDED BY ROLLING TO EITHER SIDE, EVEN IF THE PLAYER HAS A SHIELD-THE ATTACK WILL LIKELY STAGGER ANY BLOCKING PLAYER, REGARDLESS OF THE STABILITY OF THEIR SHIELD OWING TO THE STRIKES INCREDIBLE POWER. THE ROYAL AEGIS WILL GENERALLY FOLLOW UP THIS ATTACK WITH A SWEEP TO THE RIGHT, SO THE PLAYER SHOULD BE PREPARED TO DODGED TWICE.** * **IF THE BOSS LEAPS BACKWARDS AND LEANS ON HIS WEAPON-HAND, HE IS ABOUT TO CHARGE FORWARD AT RAPID SPEED AND THRUST WITH HIS BELL-HAMMER; THIS CAN BE DODGED BY ROLLING TO EITHER SIDE. THE BOSS CAN ALSO SWING BACKWARDS TO ATTACK PLAYERS BEHIND HIM, FOLLOWED BY A ONE-HANDED OVERHEAD SMASH.** * **VELSTADT CAN ALSO SWEEP TO EITHER SIDE, AND WILL GENERALLY DO SO TWICE, FOLLOWED BY A THRUST FORWARD WITH HIS BELL-HAMMER. AS THESE ATTACKS DO NOT KNOCK THE PLAYER DOWN, HE CAN EASILY STRIKE THE PLAYER THREE, WHICH WILL GENERALLY KILL ANY PLAYER NOT AT FULL HEALTH OR IN POSSESSION OF HIGH PHYSICAL DEFENSE. THE BOSS CAN ALSO PERFORM A LEFTWARD SWEEP AS HE JUMPS BACK, ALLOWING HIM TO DISENGAGE WHILE SIMULTANEOUSLY DEALING DAMAGE IN A CONE IN FRONT OF HIM. ALL OF THESE ATTACKS SHOULD BE AVOIDED BY ROLLING TOWARDS OR AWAY THE BOSS; ROLLING TO EITHER SIDE WILL GENERALLY CAUSE THE PLAYER TO ROLL INTO THE FINAL PORTION OF THE SWING, EVEN IF THEY ROLL AWAY FROM THE DIRECTION VELSTADT IS ATTACKING IN.** * **AT APPROXIMATELY 50% HEALTH (ALTHOUGH THIS CAN TRIGGER AS EARLY AS 75% HEALTH, DEPENDING ON THE PLAYER), VELSTADT WILL CROUCH AND BEGIN RINGING HIS BELL-HAMMER, GATHERING DARK ENERGY AROUND HIM. DURING AND AFTER THIS PROCESS, HE GAINS ADDITIONAL DAMAGE REDUCTION AND DEALS SIGNIFICANTLY INCREASE DAMAGE WITH ALL HIS ATTACKS. THOUGH NONE OF THEM DO ADDITIONAL DARK DAMAGE, THEY DEAL SIGNIFICANTLY INCREASE PHYSICAL DAMAGE, AND MULTIPLE HITS (OR A SINGLE ATTACK FROM THE OVERHEAD SMASH) WILL STAGGER ANY BLOCKING PLAYER OR KILL ANY UNDEFENDED ONE. THEY SHOULD BE AVOIDED AS BEFORE.** * **THE BOSS CAN CROUCH AFTER THE TRANSITION TO THE SECOND PHASE AND BEGIN RINGING HIS BELL-HAMMER; AFTER A FEW SECONDS, A LARGE NUMBER OF MASSIVE DARK PROJECTILES WILL BE FIRED FROM HIS BELL IN A CONE IN FRONT OF HIM, DEALING EXTREMELY HIGH DARK DAMAGE TO ANY PLAYERS STRUCK AND LIKELY KILLING THEM IN ONE BLOW. THIS CAN BE AVOIDED IN TWO WAYS; EITHER BY GETTING BEHIND HIM AS THE ATTACK CHARGES (WHICH WILL GIVE THE OPPORTUNITY TO DEAL DAMAGE TO THE BOSS AS THE ATTACK IS FIRED), OR BY RETREATING TO A FAIR DISTANCE AWAY AND ATTEMPTING TO DODGED BETWEEN THE PROJECTILES. ASSUMING THE PLAYER IS FAR ENOUGH AWAY FROM THE BOSS, THE DISTANCE BETWEEN THE PROJECTILES IS GENEROUS ENOUGH TO ALLOW FOR THEM TO BE AVOIDED IN THIS MANNER.** * **ANY ITEMS, CONSUMABLES, OR SPELLS WHICH REDUCE DARK DAMAGE WILL BE EXTREMELY HELPFUL. WHILE RARE, A 70%+ DARK PROTECTION SHIELD SIGNIFICANTLY SIMPLIFIES THE SECOND PHASE, ALLOWING THE PLAYER TO SIMPLY BLOCK THE PROJECTILES WITH LITTLE CONSEQUENCE. PERHAPS IRONICALLY, GIVEN VELSTADT'S CONNECTION WITH RAIME, THE REBEL'S GREATSHIELD IS PERFECTLY SUITED FOR THIS PURPOSE.**    [VENDRICK](https://darksouls2.wiki.fextralife.com/Vendrick) **SECOND BOSS IN**[**UNDEAD CRYPT**](https://darksouls2.wiki.fextralife.com/Undead+Crypt)**. HE IS NON-HOSTILE AND WILL ONLY WALK AROUND AIMLESSLY DRAGGING HIS SWORD. HE WILL AGGRO AFTER TAKING A FEW HITS AND A FOG GATE WILL CLOSE OFF THE ROOM. HE IS SLOW AND PREDICTABLE BUT VERY POWERFUL, AND CAN EASILY ONE-SHOT EVEN WELL-EQUIPPED PLAYERS. OBTAINING GIANT SOULS (NOT SOUL OF THE LAST GIANT) WILL WEAKEN HIS DEFENSES, WITH A MAXIMUM OF 5 GIANT SOULS BRINGING HIM DOWN TO NORMAL BOSS HP.  SOULS AWARDED: 90,000 WEAKNESS: BLEED WEAPONS, GIANT SOULS OPTIONAL: YES  NOTES:**   * **THERE IS NO SUMMONING AVAILABLE. YOU MUST FACE VENDRICK ALONE.** * **MAKE SURE YOU HAVE AT LEAST 4 GIANT SOULS TO DO ANY DECENT DAMAGE TO HIM. USE A FAST WEAPON, AS ULTRA GREATSWORDS AND THE LIKE MAY NOT GIVE YOU A CHANCE TO GET OUT OF THE WAY IN TIME. STRAFE HIM ON HIS NON-WEAPON SIDE AND YOU SHOULD BE ABLE TO AVOID ALL HIS ATTACKS, AS HIS SWINGS ONLY HIT THE SIDE HE IS HOLDING HIS WEAPON.**    [DARKLURKER](https://darksouls2.wiki.fextralife.com/Darklurker) **SECRET AND OPTIONAL BOSS OF**[**DARK CHASM OF OLD**](https://darksouls2.wiki.fextralife.com/Dark+Chasm+of+Old)**(ACCESSED BY JOINING THE**[**PILGRIMS OF DARK**](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark)**COVENANT AND LIGHTING ALL 3 FIRES IN THE 3 DARK OLD ZONES). HE CAN DUPLICATE HIMSELF WHEN HP IS AT ABOUT 50% OR LESS.  SOULS AWARDED: 35,000 WEAKNESS: FIRE, LIGHTNING OPTIONAL: YES  NOTES:**   * **THERE IS NO SUMMONING AVAILABLE IN THE DARK CHASM OF OLD. YOU MUST FACE THE DARKLURKER ALONE.** * **HE IS MAJORLY WEAK TO PYROMANCY AND LIGHTNING, SO IT IS RECOMMENDED THAT YOU HAVE A MAXED PYRO FLAME AND SEVERAL PYRO SPELLS EQUIPPED. USING LIGHTNING AND FIRE BUFFS ON YOUR WEAPON ALSO WORKS.** * **THE DARKLURKER HAS VERY WELL TELEGRAPHED ATTACKS. BE SURE TO MEMORIZE THEM AND KNOW HOW TO DEFEND AGAINST EACH TYPE OF ATTACK, AS THIS WILL MAKE IT EASIER TO FIGHT TWO OF THEM ONCE THE FIRST SPLITS.**    [DRAGONRIDER](https://darksouls2.wiki.fextralife.com/Dragonrider) **FIRST BOSS OF**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**. ACCESSED BY THE MIST LOCATED ON A CIRCLE PLATFORM AND GUARDED BY AN OLD KNIGHT WIELDING AN ULTRA GREATSWORD. MASTERLESS GLENCOUR CAN BE SUMMONED RIGHT OUTSIDE THE FOG DOOR.  SOULS AWARDED: 12,000 WEAKNESS: LIGHTNING, STRAFING OPTIONAL: NO  NOTES:**   * **THIS BOSS IS REQUIRED FOR CHATTING WITH LICIA OF LINDELT. AFTER EXHAUSTING HER DIALOGUE, SHE MOVES TO MAJULA TO OPEN THE WAY TO HUNTSMAN'S COPSE.** * **WITH ENOUGH ARROWS, YOU CAN DAMAGE HIM FROM THE BRIDGE WHERE YOU PULL THE FIRST LEVER. WHEN HIS HEALTH IS ALMOST GONE HE WILL RAISE HIS SHIELD AND BLOCK ALL INCOMING PROJECTILES. AFTER THIS, WHEN YOU ENTER THE FOG GATE HE WILL ONLY HAVE A TINY SLIVER OF HEALTH.** * **HIS ATTACKS ARE QUICK BUT INSANELY EASY TO TELEGRAPH. HE USUALLY ONLY DOES A SINGLE ATTACK AND RARELY WILL ATTACK ANYTHING BEHIND. KEEP YOUR SHIELD UP FOR THE MAJORITY OF THE FIGHT AND STRAFE AROUND HIS ATTACKS WHICH ARE EASY TO DODGE. HAVING A SHIELD WITH 100% MELEE DAMAGE REDUCTION IS RECOMMENDED.** * **HE'S ALSO VERY EASY TO PARRY, WHICH CAN BE DONE INDEFINITELY THROUGH THE WHOLE FIGHT, MAKING IT TRIVIAL IF YOU CAN GET THE TIMING DOWN.**    [TWIN DRAGONRIDERS](https://darksouls2.wiki.fextralife.com/Dragonrider%28Second+Encounter%29) **BOSSES OF**[**DRANGLEIC CASTLE**](https://darksouls2.wiki.fextralife.com/Drangleic+Castle)**. TWO OF THEM: ONE USES A BOW FROM A PLATFORM AND CAN BE DRAWN FROM HIS PERCH WITH RANGED ATTACKS, THE OTHER USES THE SAME MOVESET AS THE DRAGONRIDER FROM HEIDE'S TOWER.  SOULS AWARDED: 26,000 WEAKNESS: FIRE (FLAME SWATHE TAKES OUT HUGE CHUNKS OF THEIR HEALTH REGARDLESS OF NG CYCLE), LIGHTNING OPTIONAL: NO  NOTES:**   * **A SUMMON IS VERY USEFUL HERE. BE SURE TO TRY AND TAKE OUT THE RANGED DRAGONRIDER FIRST, AS IT HAS ABOUT 2000 LESS HEALTH THAN THE MELEE DRAGONRIDER. IF THE RANGED DRAGONRIDER FALLS DOWN FROM HIS PEDESTAL AND YOU ARE NEAR HIM, HE WILL ATTACK WITH MELEE, SO ITS BEST TO KEEP YOUR DISTANCE AT LEAST UNTIL THE FIRST IS TAKEN CARE OF.** * **IF YOU DON'T HAVE RANGED ATTACKS, USE THE RED DRAGONRIDER TO KNOCK THE OTHER OFF HIS PERCH BY BAITING HIM TO HIT THE COLUMN HE IS SHOOTING FROM, THEN HE'LL FALL TO YOUR LEVEL, BECOMING VULNERABLE TO MELEE DAMAGE. HE WON'T SWITCH HIS BOW UNTIL HE'S AT 10% HEALTH BUT YOU SHOULD KILL HIM BEFORE HE DOES THAT ANYWAY AS HE IS WEAKER AS STATED ABOVE.**    [PROWLING MAGUS AND CONGREGATION](https://darksouls2.wiki.fextralife.com/Prowling+Magus+and+Congregation) **PERHAPS THE WEAKEST BOSS IN THE GAME, LOCATED IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora)**. CAN EASILY BE DEFEATED WITH A WIDE-SWINGING WEAPON OR AOE SPELL, (I SUGGEST DARK FOG). TAKE OUT THE MAGUS AND THE TWO UNDEAD CLERICS FIRST, THE REST OF THE CONGREGATION WILL BE CHILD'S PLAY. BE SURE TO GO BACK AND SUMMON BERNHART OF JUGO FIRST IF YOU WANT TO COMPLETE HIS QUESTLINE.  SOULS AWARDED: 7,000 WEAKNESS: LIGHTNING OPTIONAL: NO  NOTES:**   * **IT'S BEST TO SUMMON BENHART OF JUGO FOR THIS FIGHT AS HE CAN BE A GREAT DISTRACTION AS WELL AS DECENT DAMAGE DEALER. THIS BOSS IS THE EASIEST WAY TO COMPLETE BENHART'S QUESTLINE AT THE COST OF SOME BONFIRE ASCETICS. YOU CAN FIND HIS SUMMON FROM THE FIRST BONFIRE TO THE RIGHT INSIDE OF A TENT BEHIND SOME BOXES.** * **AS SOON AS YOU'RE IN, HEAD STRAIGHT FOR THE PRIESTS IN WHITE OR THE MAGUS HIMSELF. IGNORE THE MINIONS ON THE FLOOR. THE WHITE MAGES WILL HEAL DURING THE FIGHT AND THROW LIGHTNING AT YOU, SO THEY MIGHT BE ON THE TOP OF YOUR FIRST TO KILL LIST.**    [GIANT LORD](https://darksouls2.wiki.fextralife.com/Giant+Lord) **BOSS OF THE**[**MEMORY OF JEIGH**](https://darksouls2.wiki.fextralife.com/Memory+of+Jeigh)**AFTER EXAMINING A TREE IN THE FOREST OF FALLEN GIANTS. HIS MOVESET IS THE SAME AS THE LAST GIANT WHEN HE HAS REMOVED HIS OWN ARM. HE HAS A RANGED ATTACK WHERE HIS SWORD CREATES A FORWARD-MOVING SHOCKWAVE.  SOULS AWARDED: 75,000 WEAKNESS: FIRE, MAGIC**   * **DARK - GREAT RESONANT SOUL HITS FOR 1050 DAMAGE AT 65 INT/FAITH (AT THE COST OF SOULS), WHILE DARK HAIL ALSO DEAL 1050 DAMAGE IF ALL ORBS HIT THE BOSS** * **MAGIC - 7 CASTS OF SOUL GEYSER WILL KILL HIM, AT NEARLY 1500 DAMAGE PER CAST (TESTED AT LEVEL 600+ WITH 99 INT AND MAGIC STAFF OF WISDOM +5, IN NG200+)** * **LIGHTNING - 12 CASTS OF GREAT LIGHTNING SPEAR WILL KILL HIM (TESTED AT LEVEL 600+ WITH 99 FTH AND LIGHTNING DRAGON CHIME +5 IN NG200+)** * **FIRE - MORE SPECIFICALLY PYROMANCY. WHILE NOT AS GOOD AS THE AFOREMENTIONED WEAKNESSES, PYROMANCIES SUCH AS GREAT FIREBALL AND GREAT CHAOS FIREBALL DEAL AROUND 650-700 DAMAGE WITH A +10 PYROMANCY FLAME AT ONLY 25 INT/25 FAITH (TESTED IN NG+ THROUGH NG+7)**   **OPTIONAL: NO**  **NOTES:**   * **SOUL FARMING TARGET (KILLING HIM IN NG+7 GIVES APPROXIMATELY 400,000 SOULS; WITH**[**TSELDORA SET**](https://darksouls2.wiki.fextralife.com/Tseldora+Set)**AND COVETOUS SILVER SERVPENT RING, OVER 500,000 WITH ALL GEAR.)** * **YOU CAN SUMMON BENHART OF JUGO OR CAPTAIN DRUMMOND FOR THIS FIGHT, BUT YOUR REWARD WILL BE LESS. THE BOSS WILL BE A BIT TOUGHER, BUT THE NPC WILL MAKE IT A CONSIDERABLY FASTER FIGHT. EVEN THOUGH THE SOUL COUNT IS LESS WHEN SUMMONING AN NPC, IT MAY BE FASTER TO GAIN MORE SOULS USING THEM IN THE LONG RUN, AS EACH FIGHT WILL BE MUCH SHORTER. TO SUMMON NPC'S REPEATEDLY, YOU MUST LEAVE THE AREA AND RETURN. MEMORY OF VAMMAR IS A GOOD LOOP TO ACCOMPANY THIS MEMORY FOR COLLECTING USEFUL ITEMS, ALLOWING THE NPC TO BE SUMMONABLE UPON YOUR RETURN TO MEMORY OF JEIGH.** * **WHEN RESPAWNING THE GIANT LORD, ALL THE MEMORIES WILL RESET AS WELL; THIS MEANS THAT ALL ITEMS RESPAWN, AND GOING THROUGH EACH MEMORY WILL NET YOU A FEW SOULS OF A HERO AND GREAT SOULS OF A HERO, AS WELL AS SOUL VESSELS AND SMOOTH AND SILKY STONES. SO DON'T JUST CONTINUALLY RESPAWN THE GIANT LORD WITHOUT GOING TO EACH MEMORY AND COLLECTING ALL ITEMS. PREFERABLY DO THIS WITH CASTING RATHER THAN MELEE BECAUSE IT TAKES TOO LONG TO KILL GIANTS WITH MELEE.**    [ANCIENT DRAGON](https://darksouls2.wiki.fextralife.com/Ancient+Dragon) **BOSS IN**[**DRAGON SHRINE**](https://darksouls2.wiki.fextralife.com/Dragon+Shrine)**, FOUND AT THE VERY END OF THE MAP. THE PLAYER CAN TALK WITH HIM TO OBTAIN THE ASHEN MIST HEART AND OPTIONALLY FIGHT HIM.  SOULS AWARDED: 120,000 WEAKNESS: MAGIC, LIGHTNING OPTIONAL: YES  NOTES:**   * **HE MOSTLY USES FLAME ATTACKS AGAINST YOU, BY BREATHING FLAME STRAIGHT IN FRONT OF HIM; OR HE DOES A FLAME BREATH FROM HIS RIGHT TO LEFT. HE WILL ALSO FLY INTO THE AIR TO DO A VERY LARGE AOE ATTACK THAT IN MOST CASES KILL YOU IF YOU DON'T RUN AWAY. FLAME RESISTANCE ISN'T MUCH HELP AGAINST THIS ATTACK AS IT HITS MORE THAN ONCE. BEST WAY TO AVOID THIS IS TO HAVE A LIGHT OR NO ARMOR AND RUN TO THE FURTHEST EDGE OF THE ARENA, BUT BE PREPARED TO RUN PAST HIM OR YOU WON'T HAVE ENOUGH TIME. YOU CAN EASILY SEE WHEN HE DOES THIS BY LOOKING CAREFULLY AT HIS WINGS DURING THE WHOLE FIGHT, SO IF THEY START TO FLAP YOU SHOULD START RUNNING IMMEDIATELY. AFTER THE ATTACK RUN BACK IN FAST. THE BOSS WILL ALSO MOVE SLIGHTLY TOWARDS THE PLACE YOU RAN TO, SO YOU USUALLY CAN ONLY USE THE SAME SPOT TWICE, BUT SOMETIMES ONLY ONCE SO LOOK CAREFULLY AT THE DISTANCE.** * **THERE'S ALSO A SMALL CHANCE TO GET REALLY UNLUCKY IF HE DECIDES TO DO THE AOE ATTACK RIGHT AFTER YOU RUN BACK IN, SO YOU MIGHT BITE THE DUST BECAUSE OF IT. BEING TOO CLOSE TO HIS FACE MIGHT TRIGGER HIS PHYSICAL ATTACKS, SO THE BEST FIGHTING SPOT FOR CASTERS IS TO BE SLIGHTLY RIGHT OF HIS FACE WITH A LITTLE DISTANCE. SAME GOES FOR MELEE, YOU JUST TICKLE HIS FEET DURING HIS FRONTAL FLAME ATTACKS. VENGARL CAN BE SUMMONED (WHO IS QUITE USELESS), AS WELL AS MELINDA THE BUTCHER, BUT THIS FIGHT IS BEST TO DO ALONE SINCE THE BOSS WILL USE OTHER ATTACK PATTERNS OUTSIDE OF HIS FLAME ATTACKS IF THERE'S PEOPLE RUNNING AROUND HIM.** * **BE PATIENT; THIS BOSS HAS HIGH HP AND CAN TAKE A WHILE TO BRING DOWN.**    [THRONE WATCHER AND THRONE DEFENDER](https://darksouls2.wiki.fextralife.com/Throne+Watcher+and+Throne+Defender) **BOSSES OF THE**[**THRONE OF WANT**](https://darksouls2.wiki.fextralife.com/Throne+of+Want)**, ACCESSED AFTER OBTAINING THE KING'S RING.  SOULS AWARDED: 68,000 WEAKNESS: LIGHTNING OPTIONAL: NO  NOTES:**   * **THE EASIEST WAY TO DO THIS FIGHT IS TO HAVE AS MANY SUMMONS AS POSSIBLE. PREFERABLY TWO WHO CAN TANK THEIR ATTACKS AND ONE WHO CAN DAMAGE THEM FROM AFAR. BENHART AND VENGARL CAN BE SUMMONED FOR THIS FIGHT SO CLERICS WITH LIGHTNING AND SORCERERS CAN USE THEM WELL. THEY USUALLY ALTERNATE BETWEEN TARGETS RANDOMLY.** * **YOUR BEST BET IS TO ATTACK THE WATCHER FIRST SINCE HE IS THE FASTEST OF THE TWO. YOU SHOULD KEEP THEIR HEALTH BARS RELATIVELY CLOSE TO ONE ANOTHER. ONCE ONE IS TAKEN DOWN, JUST KILL THE OTHER AS QUICKLY AS POSSIBLE. SHOULD ONE BE REVIVED DURING THE FIGHT, FOCUS ON THE ONE WITH MORE HEALTH SO THEY ARE BACK TO THE SAME HEALTH LEVEL.** * **THE FIGHT IS STRAIGHT FORWARD. JUST MAKE SURE TO KEEP AN EYE ON BOTH AT ALL TIMES, AS THRONE WATCHER DOES HAVE BOTH A PROJECTILE ATTACK AND AN AOE BURST, THOUGH BOTH ARE RARELY USED.** * **BOTH WILL BEGIN TO ENCHANT THEIR WEAPONS ONCE BELOW 50% HP.** * **IT IS RECOMMENDED TO DEFEAT THE GIANT LORD AFTER YOU FIGHT THEM, OTHERWISE THE FIGHT WITH NASHANDRA WILL BEGIN IMMEDIATELY AFTERWARDS.**    [NASHANDRA](https://darksouls2.wiki.fextralife.com/Nashandra) **BOSS OF THE**[**THRONE OF WANT**](https://darksouls2.wiki.fextralife.com/Throne+of+Want)**, APPEARS ONLY IF YOU HAVE THE**[**GIANT'S KINSHIP**](https://darksouls2.wiki.fextralife.com/Giant%27s+Kinship)**AND THE KING'S RING. FINAL BOSS.  SOULS AWARDED: 90,000 WEAKNESS: LIGHTNING, FIRE, MAGIC OPTIONAL: NO  NOTES:**   * **THE BOSS ITSELF IS FAIRLY EASY, ALBEIT EXTREMELY HARD-HITTING. ATTACKS ARE WELL TELEGRAPHED SO YOU WON'T HAVE MUCH TROUBLE THERE.THERE ARE TWO BASIC ATTACKS SHE DOES: THE FIRST IS A SIMPLE SCYTHE SLASH, WHICH DOES A LOT OF DAMAGE BUT IS EASY TO AVOID BY JUST BEING A BIT CLOSE. THE OTHER ATTACK SHE DOES IS AN AOE DARK ATTACK. SHE'LL CHANNEL THE DARK AND SPROUT UP FOUNTAINS AROUND HER AT THE BEGINNING OF THE FIGHT AND EVERY SO OFTEN. THESE FOUNTAINS CURSE YOU AND DRAIN YOUR HEALTH BY A CONSIDERABLE AMOUNT IF YOU'RE ANYWHERE NEAR THEM. THE CURSEBITE RING IS RECOMMENDED, AS WELL AS ARMOR WITH HIGH CURSE RESISTANCE. IT'S BEST TO HAVE AT LEAST ONE SUMMON FOR THIS FIGHT. BENHART CAN BE SUMMONED, THOUGH IF YOU'RE A PURE MELEE CHARACTER I WOULDN'T RECOMMEND THIS. BEST TO HAVE A CASTER NEARBY SIMPLY SHOOTING LIGHTNING TO GET HER HEALTH DOWN IN CHUNKS. AS A SUMMON, I HAD A REGULAR LIGHTNING SPEAR AND 35 FAITH AND I WAS DOING ABOUT 120 - 200 DAMAGE PER STRIKE WITHOUT THE 'SUN BRO' RING EQUIPPED.** * **THE LIFEDRAIN PATCHES CREATED BY HER CAN BE DESTROYED BY HITTING THEM A FEW TIMES.**   **aldia_scholar_first_sin_dks2_boss** [ALDIA, SCHOLAR OF THE FIRST SIN](https://darksouls2.wiki.fextralife.com/Aldia%2C+Scholar+of+the+First+Sin) **BOSS OF THE**[**THRONE OF WANT**](https://darksouls2.wiki.fextralife.com/Throne+of+Want)**, APPEARS ONLY IF YOU HAVE MET HIM IN ALL THREE LOCATIONS AND DEFEATED BOTH VENDRICK AND NASHANDRA. TRUE FINAL BOSS.  SOULS AWARDED: 0 WEAKNESS: LIGHTNING  OPTIONAL: YES  NOTES:**   * **THIS BOSS MOSTLY USES FIRES BASED PROJECTILES AND TELEPORTS, EVERYTIME HE REAPPEARS HE LEAVES AOE EXPLOSION, THE GYRM GREATSHIELD CAN BLOCK MOST OF HIS ATTACKS EFFORTLESSLY.** * **DURING FLAME MODE IN 1ST PHASE, HE HAS AT LEAST 50% DAMAGE REDUCTION. DURING 2ND PHASE, THERE IS AT LEAST 75% DAMAGE REDUCTION. THAT AURA DEALS FIRE DAMAGE.**  DLC BOSSES[CROWN OF THE SUNKEN KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Sunken+King)  [ELANA, SQUALID QUEEN](https://darksouls2.wiki.fextralife.com/Elana%2C+Squalid+Queen)   **FIRST BOSS OF THE**[**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest)**, ENCOUNTERED AFTER THE MAZE-LIKE PIT AREA FILLED WITH**[**BLACK DRAKEBLOOD KNIGHTS**](https://darksouls2.wiki.fextralife.com/Black+Drakeblood+Knights)**. A HALBERD-WIELDING WOMAN WITH A GHASTLY APPEARANCE, WHO MAINLY USES DARK MAGIC AND DARK PYROMANCY TO ANNIHILATE HER OPPONENTS. SHE ALSO HAS THE ABILITY TO SUMMON MINIONS TO ASSIST HER, MAKING THE BATTLE EVEN MORE HECTIC. SHE HAS TO BE DEFEATED TO GAIN ACCESS TO THE SANCTUM NADIR BONFIRE; AND ULTIMATELY**[**SINH, THE SLUMBERING DRAGON**](https://darksouls2.wiki.fextralife.com/Sinh%2C+the+Slumbering+Dragon)**.  SOULS AWARDED: 72,000 WEAKNESS: MAGIC, STRIKE OPTIONAL: NO  NOTES:**   * **SHE'S HIGHLY RESISTANT TO LIGHTNING. FIRE AND MAGIC ATTACKS SEEM TO BE THE MOST EFFECTIVE. SHE WILL SUMMON 3 VARIATIONS OF ENEMIES, ALL DIFFERENT IN DIFFICULTY, ONCE THE BATTLE GETS GOING. SHE CAN SUMMON VELSTADT (OR A ENEMY WEARING HIS ARMOR), SKELETONS, AND RARELY WILL SUMMON PIGS LIKE THOSE IN MAJULA. ALL THESE ENEMIES INFLICT POISON DAMAGE. IT APPEARS THAT THE SUMMONED ENEMIES ARE WEAK TO LIGHTNING DAMAGE [PLEASE CONFIRM].** * **THERE ARE TWO NPC SUMMONS AVAILABLE FOR THIS FIGHT:**[**BENHART OF JUGO**](https://darksouls2.wiki.fextralife.com/Benhart+of+Jugo)**, AND STEELHEART ELLIE; HOWEVER, NEITHER IS RECOMMENDED. ELLIE DUAL-WIELDS CAESTUS, AND DIES RATHER QUICKLY; BENHART SIMILARLY STAYS TO CLOSE TO ELANA AND BOTH TEND TO DIE BECAUSE OF HER AOE DARK BLAST. IF YOU WANT TO SUMMON, SUMMON OTHER PLAYERS INSTEAD.** * **THE DARK**[**TRANSGRESSOR'S LEATHER SHIELD**](https://darksouls2.wiki.fextralife.com/Transgressor%27s+Leather+Shield)**HAS 100% DARK DAMAGE REDUCTION THAT CAN HELP IF YOU ARE A RANGED ATTACKER, BUT ALWAYS BE PREPARED TO FACE OFF AGAINST HER MINIONS.**    [SINH, THE SLUMBERING DRAGON](https://darksouls2.wiki.fextralife.com/Sinh%2C+the+Slumbering+Dragon)   **SECOND BOSS OF THE**[**DRAGON'S REST**](https://darksouls2.wiki.fextralife.com/Dragon%27s+Rest)**, FOUND DIRECTLY AFTER THE SANCTUM NADIR BONFIRE. A SLUMBERING PALE DRAGON WITH A GIANT SPEAR PIERCED IN HIS CHEST. YOU SEE IT AWAKENING BEFORE THE FIRST BONFIRE OF SHULVA AND WHEN YOU APPROACH THE DRAGON SANCTUM (IT FLIES OVER THE BRIDGE AND BREATHES FIRE ON YOU AND THE ENEMIES THERE). IT'S THE FINAL BOSS OF THE SUNKEN KING DLC.  SOULS AWARDED: 96,000 WEAKNESS: LIGHTNING OPTIONAL: NO  NOTES:**   * **HIS FIRE INFLICTS TOXIC BUILD-UP. YOU CAN CUT THE TAIL IF YOU ATTACK IT SEVERAL TIMES WITH SOME MELEE WEAPON WITH HIGH DAMAGE (HAS A HIGH CHANCE YOU CAN BREAK YOUR WEAPON TRYING TO DO THIS). IT'S TAIL DOES NOT DROP ANYTHING. A VERY AGGRESSIVE BOSS WITH A FLESHED OUT SET OF ATTACKS, INCLUDING MANY AERIAL ATTACKS THAT CAN ONE-SHOT UNWARY PLAYERS.** * **THE**[**REBEL'S GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Rebel%27s+Greatshield)**OR**[**GYRM GREATSHIELD**](https://darksouls2.wiki.fextralife.com/Gyrm+Greatshield)**ARE EXCELLENT FOR THIS FIGHT IN REGARDS TO NEGATING ANY FIRE DAMAGE. THE REBEL'S SHIELD CAN ALSO GREATLY REDUCE TOXIC BUILD-UP. TWO SUMMONS ARE AVAILABLE RIGHT BY THE SANCTUM NADIR BONFIRE: ONE IS A FAITH CASTER AND THE OTHER IS A BLACK DRAGON PHANTOM LIKE THOSE ENCOUNTERED IN DRAGON'S SHRINE. THE BLACK DRAGON SUMMON IS MUCH MORE CONVENIENT, AS HE CAN HEAL AND DISH OUT DECENT DAMAGE. HOWEVER, IT SEEMS THAT THE MORE SUMMONS YOU HAVE (AND THE FARTHER APART THEY ARE), THE MORE LIKELY THAT SINH WILL STICK TO AERIAL ATTACKS.**   **afflicted-graverobbber-ancient-soldier-varg-cerah-the-old-explorer** [AFFLICTED GRAVEROBBER, ANCIENT SOLDIER VARG, AND](https://darksouls2.wiki.fextralife.com/Graverobber%2C+Varg%2C+and+Cerah) [CERAH THE OLD EXPLORER](https://darksouls2.wiki.fextralife.com/Graverobber%2C+Varg%2C+and+Cerah) **OPTIONAL BOSSES OF THE**[**CAVE OF THE DEAD**](https://darksouls2.wiki.fextralife.com/Cave+of+the+Dead)**, ACCESSED AFTER THE PRIESTESS' REST BONFIRE. THREE NPC-LIKE ENEMIES THAT GANK YOU: THE FIRST IS A DUAL SWORDSMAN, THE SECOND IS A HAVEL TANK, AND THE THIRD IS AN ARCHER.  SOULS AWARDED: 60,000 WEAKNESS: PARRYING, BACKSTABBING, GUARD BREAKING (PREFERABLY USING A DAGGER-LIKE MUNDANE MANIKIN KNIFE +10 TO DO THE MOST BACKSTAB AND RIPOSTE DAMAGE) OPTIONAL: YES  NOTES:**   * **THIS BOSS BATTLE IS MEANT TO BE FOUGHT IN CO-OP; IT'S STILL POSSIBLE SOLO, BUT IT REQUIRES KITING. THERE ARE TWO NPC SUMMONS AVAILABLE RIGHT AFTER YOU FALL OFF THE SMALL LEDGE AFTER THE BONFIRE, RAPACIOUS ANDREI AND RUINED ALFIS. HOWEVER, KEEPING THEM AT FULL HEALTH WILL BE DIFFICULT SINCE THE AREA LEADING UP TO THE BOSS FIGHT IS FILLED WITH PETRIFICATION STATUES AND POISON VARIANTS OF THE SUNKEN KNIGHTS. PLAYER SUMMONS ARE RECOMMENDED IF POSSIBLE, AS WELL AS GROUP HEALING SPELLS. THESE ENEMIES CAN ALSO BACKSTAB YOU AND THEY ARE NOT AFRAID TO USE THAT TO THEIR ADVANTAGE. THE IRONCLAD ARMOR OR THE**[**JESTER'S ROBES**](https://darksouls2.wiki.fextralife.com/Jester%27s+Robes)**WILL PREVENT YOU FROM GETTING SURPRISED FROM BEHIND.** * **FOR THE MOST PART, THE ARCHER CERAH WILL STAY BACK AND FIRE GREAT ARROWS AT YOU WHILE THE GRAVEROBBER AND VARG GANK YOU. USE WIDE SWINGING WEAPONS SO YOU CAN HIT MORE THAN ONE AT A TIME, AND DO YOUR BEST TO KEEP THEM FAR APART SO THEY DON'T GANG UP ON YOU IF YOU'RE SOLO. IN CO-OP, HAVE IT SO THAT YOU AND YOUR SUMMONS ARE INDIVIDUALLY FIGHTING ONLY ONE BOSS AT A TIME.** * **IF YOU SUMMONED ANY PHANTOMS TO THE FIGHT, THERE ARE TWO EASY WAYS TO COMPLETE IT. THE FIRST IS POISON/TOXIC. ALL OF THEM ARE ABLE TO GET POISONED AND TOXIC, JUST HAVE YOUR PHANTOM DISTRACT TWO OF THEM (PREFERABLY THE SWORDSMAN AND HAVEL) AND JUST THROW TOXIC AND POISON MISTS AT THE LAST ONE. SOMEWHERE BETWEEN 3 - 6 CASTS IS NEEDED, DEPENDING ON HOW MUCH THEY DODGE THEM. THE ARCHER WILL DIE EXTREMELY FAST USING THIS STRATEGY (I USED IT ON HIM WITH BONFIRE INTENSITY 56 AND HE ONLY NEEDED TO GET TOXIC AND POISONED ONCE, TO GET HIM FAR ENOUGH DOWN TO FINISH WITH A COUPLE OF HITS FROM A DECENT WEAPON). AFTER THE FIRST IS DEAD, JUST MOVE ON TO ONE OF THE OTHERS AND REPEAT THE STRATEGY.** * **THE SECOND WAY IS PARRYING. THIS MIGHT BE HARDER THAN THE FIRST, DEPENDING OF HOW GOOD YOU ARE AT PARRYING, BUT BASIC STRATEGY IS THE SAME AS WITH THE POISON STRATEGY. HAVE YOUR PHANTOM DISTRACT TWO AND JUST PARRY THE LAST ONE. AFTER GETTING PARRIED THE FIRST TIME, THEY USUALLY ENTER AN EXTREMELY PREDICTABLE ATTACK PATTERN AND MAKES IT VERY EASY TO PARRY THEM AGAIN. (WHEN I USED THIS STRATEGY, THE ARCHER KEPT GETTING UP AND ATTACKED WITH THE SAME ATTACK IMMEDIATELY ALMOST EVERY SINGLE TIME). AGAIN, ONCE THE FIRST GOES DOWN, JUST RINSE AND REPEAT.** * **FOR SOLO TACTIC, KITE THE THREE BOSSES TO LOWER PLATFORM, ONCE THEY'RE LINED UP, FOCUS ON GRAVEROBBER AND CERAH, KEEP CASTING GREAT RESONANT SOUL UNTIL THEY DIE OUT, ONCE THERE'S ONLY VARG LEFT, YOU'RE MOSTLY SAFE.**  [CROWN OF THE OLD IRON KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Old+Iron+King)  [SMELTER DEMON](https://darksouls2.wiki.fextralife.com/%28Blue%29+Smelter+Demon) **A SMELTER DEMON THAT BURNS OF BLUE; HE IS MUCH MORE POWERFUL THAN THE ONE IN**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep)**. RESIDES IN IRON PASSAGE, WHICH IS THIS DLC'S CO-OP AREA, MEANING YOU PROBABLY SHOULDN'T GO THROUGH THIS ALONE.  SOULS AWARDED:75,000 WEAKNESS: POISON, TOXIC, FIRE RESISTANCE: MAGIC  NOTES:**   * **HE HAS THE SAME MOVESET AS THE SMELTER DEMON IN THE IRON KEEP, BUT WITH SOME ADDITIONS. HE WILL SOMETIMES PROLONG AN ATTACK OR CHANGE IT ALTOGETHER. THE TICK-OVER AOE SEEMS TO BE STRONGER. HIS SWORD, WHEN BUFFED BY HIS BLUE FLAME, IS TWICE AS BIG AS THE ONE WIELDED BY THE OTHER SMELTER DEMON, AND DEALS MAGIC DAMAGE INSTEAD OF FIRE DAMAGE. THE HELM IS DIFFERENT AS WELL, AND LOOKS MORE LIKE A TAURUS.** * **IF YOU PLAN TO GET TO THIS BOSS SOLO, IT'S BEST TO RUN THROUGH THE ENTIRE AREA RATHER THAN FIGHT THE ENEMIES LEADING UP TO HIM. THE MOST ANNOYING OF WHICH WILL BE THE ASTROLOGIST CASTERS, WHO WILL SPAM**[**PROMISED WALK OF PEACE**](https://darksouls2.wiki.fextralife.com/Promised+Walk+of+Peace)**AND**[**PROFOUND STILL**](https://darksouls2.wiki.fextralife.com/Profound+Still)**. IF YOU CAN, SPAM PROFOUND STILL YOURSELF TO STOP THEM, BECAUSE THEY WILL ALSO USE GREAT HEAL ON THE ENEMIES YOU TRY TO KILL AND MAKE YOUR RUN THAT MUCH MORE DIFFICULT.** * **DURING 3RD PHASE, HIS ATTACKS DEALS ONLY MAGIC DAMAGE.**    [FUME KNIGHT](https://darksouls2.wiki.fextralife.com/Fume+Knight) **FINAL AND ONLY MANDATORY BOSS OF THE CROWN OF THE OLD IRON KING DLC. FOUND AT THE BOTTOM OF**[**BRUME TOWER**](https://darksouls2.wiki.fextralife.com/Brume+Tower)**, NEAR THE THRONE FLOOR BONFIRE. CARHILLION OF THE FOLD CAN BE SUMMONED FOR THIS FIGHT, AS WELL AS STEELHEART ELLIE.  SOULS AWARDED: 84,000 WEAKNESS: NONE (AS FAR AS ALL RESEARCH GOES) RESISTANCE: LIGHTNING, FIRE, DARK, MAGIC, SLASH, THRUST OPTIONAL: NO  NOTES:**   * **ARGUABLY ONE OF THE TOUGHEST, IF NOT THE TOUGHEST, BOSS IN THE ENTIRE GAME SINCE HE LIKES TO DELAY SOME ATTACKS TO CATCH PLAYERS OFF GUARD. THE FUME KNIGHT IS NOT TOO DIFFICULT AT FIRST, AS HE MOSTLY USES HIS GREATSWORD TO ATTACK, ONLY OCCASIONALLY USING HIS ULTRA GREATSWORD IN LARGE SWEEPING ATTACKS. HOWEVER, ONCE YOU GET HIM DOWN TO ABOUT 60% HEALTH, HE BUFFS HIS ULTRA GREATSWORD WITH DARK FIRE DAMAGE. NOT EVEN THE GYRM GREATSHIELD, WITH ITS 100% FIRE REDUCTION, CAN STOP ALL OF THE DAMAGE THIS BUFF INFLICTS. NOTE: WITH SPECIFIC TACTIC LISTED ON THE PAGE, PLAYER CAN AVOID THIS BUFF.** * **SIMILAR TO SIR ALONNE, RAIME HAS VERY HIGH DEFENCE TOWARDS NON-PHYSICAL DAMAGE. THEREFORE, IF POSSIBLE, THE PLAYER SHOULD SWITCH TO MELEE.** * **THIS FIGHT IS MADE MORE DIFFICULT BECAUSE (FOLLOWING THE TREND OF THIS DLC), ENEMIES AND BOSSES HAVE PROLONGED ATTACK ANIMATIONS AS OPPOSED TO THE WELL TELEGRAPHED AND TIMED ATTACKS OF THE MAIN GAME BOSSES. BE WARY: THIS BOSS WILL HEAVILY PUNISH YOU IF YOU DODGE A HALF-SECOND TOO QUICKLY OR TOO LATE. ALWAYS BE CAUTIOUS ABOUT YOUR DODGES BECAUSE THE LONGER AND SLOWER ATTACKS WILL LIKELY CATCH YOU.** * **THE NPC SUMMONS ARE NOT RECOMMENDED IF YOU'RE IN NG+ AND ABOVE, AS THEY DIE QUICKLY IF THE FUME KNIGHT AGGROS THEM. WEAR THE RED EYE RING TO MAINTAIN THE KNIGHT'S AGGRO SO THAT THE NPC'S CAN WAIL ON THE KNIGHT. HOWEVER, THE FUME KNIGHT SEEMS TO BE RESISTANT TO MAGIC, AS CARHILLION'S STRONGEST ATTACKS (LIKE CRYSTAL SOUL SPEAR) BARELY HIT FOR 200 DMG IN NG+3.** * **THIS BOSS IS ACTUALLY RAIME, THE LEFT HAND OF KING VENDRICK. IT APPEARS THAT IF YOU WEAR VELSTADT'S HELMET, RAIME WILL IMMEDIATELY BUFF HIS SWORD, AS IF IN ANGER AGAINST HIS BROTHER-IN-ARMS.**    [SIR ALONNE](https://darksouls2.wiki.fextralife.com/Sir+Alonne) **BOSS OF THE**[**MEMORY OF THE OLD IRON KING**](https://darksouls2.wiki.fextralife.com/Memory+of+the+Old+Iron+King)**, WHO WIELDS A LARGE KATANA THAT INFLICTS BLEED DAMAGE. IS FOUND AT THE END OF THE MEMORY AFTER GOING THROUGH A SMALL ARMY'S WORTH OF ALONNE KNIGHTS, SOME OF WHICH WIELD GREATBOWS.  SOULS AWARDED: 80,000  WEAKNESS: STRIKERESISTANCE: SLASH, THRUST, FIRE, LIGHTNING, MAGIC, DARK OPTIONAL: YES  NOTES:**   * **SIMILAR TO RAIME, SIR ALONNE HAS HIGH DEFENCE TOWARDS NON-PHYSICAL DAMAGE.** * **SIR ALONNE ALSO FOLLOWS THE DLC TREND OF PROLONGING ATTACKS. HE HAS A TENDENCY TO WIND UP AN ATTACK BUT WILL ONLY FOLLOW THROUGH WITH IT A HALF TO A FULL SECOND LATER. THIS WILL SEVERELY PUNISH PLAYERS WHO DODGE WHEN THE ANIMATION BEGINS RATHER THAN WHEN THE HIT LANDS. HE IS AGGRESSIVE, AND ONLY A FEW OF HIS ATTACKS WILL ALLOW YOU TIME TO HEAL.** * **IF YOU MANAGE TO KILL SIR ALONNE FLAWLESSLY WITHIN SPECIFIC TIME, HIS DEATH ANIMATION WILL CHANGE TO HIM COMMITTING RITUAL SUICIDE IN THE MANNER OF A SAMURAI, KNOWN IN JAPANESE AS SEPPUKU. IN ADDITION, BOWING IMMEDIATELY AFTER ENTERING THE FOG WILL DELAY HIS INITIAL ATTACK (NEEDS CONFIRMATION).**   Dark souls 2 lore: the ivory king | Dark Souls+ Amino [CROWN OF THE IVORY KING](https://darksouls2.wiki.fextralife.com/Crown+of+the+Ivory+King) **BOSS OF THE**[**OLD CHAOS**](https://darksouls2.wiki.fextralife.com/Old+Chaos)**, FOUND AFTER FALLING THROUGH THE HOLE INSIDE THE CATHEDRAL.** [BURNT IVORY KING](https://darksouls2.wiki.fextralife.com/Burnt+Ivory+King) **BOSS OF THE**[**OLD CHAOS**](https://darksouls2.wiki.fextralife.com/Old+Chaos)**, FOUND AFTER FALLING THROUGH THE HOLE INSIDE THE CATHEDRAL.   SOULS AWARDED: 80,000 (WITH BOTH SUMMONS) WEAKNESS: LIGHTNING, DARK**  **RESISTANCE: POISON/TOXIC, FIRE OPTIONAL: NO  NOTES:**   * **THE BOSS IS EXTREMELY DIFFICULT TO FIGHT SOLO, IT IS RECOMMENDED TO EXPLORE THE DLC AND FIND AT LEAST TWO OF THE THREE HIDDEN LOYCE KNIGHTS, IN ORDER TO SEAL THE PORTALS AND PREVENT THE BURNT LOYCE KNIGHTS FROM SPAWNING WHILE FIGHTING THE BURNT IVORY KING.** * **WHEN HE BUFFS HIS SWORD IS BLUE, HIS ATTACKS WILL DO BONUS DAMAGE THAT GO THROUGH SHIELDS; HIS ATTACKS WILL ALSO DO BONUS DAMAGE TO STAMINA.** * **WHILE HIS SWORD IS BUFFED, HE WILL OFTEN TRY TO DO A STAB MOTION; IT IS UNBLOCKABLE, AND IMPALES YOU ON HIS SWORD WHERE YOU LOSE MOST, IF NOT ALL, STAMINA, AND TAKE SOME MAJOR DAMAGE. IF YOU DO GET HIT, MAKE SURE THAT YOU TRY TO WALK AWAY AT FIRST AND TRY TO DODGE HIS NEXT ATTACK, WHICH IS USUALLY IMMEDIATELY AFTER YOU GET UP.** * **PHANTOMS ARE IMPORTANT HERE TO DISTRACT THE IVORY KING AS WELL AS THE BURNT LOYCE KNIGHTS, GIVING YOU A CHANCE TO HEAL.**  [LORE](https://darksouls2.wiki.fextralife.com/Lore)  **DARK SOULS II KEEPS IN LINE WITH ITS PREDECESSORS IN THE SOULS SERIES BY PROVIDING PLAYERS WITH A DEEP BUT CONCEALED STORY THAT MUST BE PIECED TOGETHER VIA NPC DIALOGUE, ITEM DESCRIPTIONS, APPEARANCE, AND GEOGRAPHIC CLUES. WE PRESENT HERE AN OVERVIEW OF THE STORY. FOR MORE IN DEPTH DISCUSSIONS AND SPECULATION, PLEASE VISIT**[**THE ARCHIVES**](https://fextralife.com/forums/f53/the-archives/)**- OUR WIKI FORUM SECTION DEVOTED EXCLUSIVELY TO THE GAME'S LORE. YOU CAN ALSO SUBMIT ARTICLES TO**[**OUR BLOG**](https://fextralife.com/)**AND HAVE THEM PUBLISHED AS LORE DETAILS.**   * [**CLICK TO READ**](https://fextralife.com/dark-souls-the-spirituality-and-nauture-of-humanity-and-the-soul/)**NEVRIS'S LORE ANALYSIS ON HUMANITY AND THE SOUL** * [**CLICK TO READ**](https://fextralife.com/dark-souls-2-total-lore-and-location-breakdown/)**WIGRIFF'S LORE ANALYSIS ON WHY DRANGLEIC IS LORDRAN** * [**CLICK TO READ**](https://fextralife.com/iron-keep-a-castle-in-the-clouds/)**SKAREKROW13'S LORE ANALYSIS ON TIME & SPACE IN DARK SOULS II (**[**PART 1**](https://fextralife.com/iron-keep-a-castle-in-the-clouds/)**\***[**PART 2**](https://fextralife.com/iron-keep-a-castle-in-the-right-spot/)**)**  1. [**INTRODUCTION**](https://darksouls2.wiki.fextralife.com/Lore#Introduction) 2. [**DARK SOULS I SUMMARY**](https://darksouls2.wiki.fextralife.com/Lore#DS1+Summary) 3. [**DSII MAIN STORY**](https://darksouls2.wiki.fextralife.com/Lore#DS2+Story) 4. [**NOTABLE NPCS AND QUESTLINES**](https://darksouls2.wiki.fextralife.com/Lore#NPCs) 5. [**ENDINGS**](https://darksouls2.wiki.fextralife.com/Lore#Ending) 6. [**THEORY AND SPECULATION**](https://darksouls2.wiki.fextralife.com/Lore#Theory)  1. INTRODUCTION **DARK SOULS II IS A SEQUEL TO DARK SOULS , TAKING PLACE LONG AFTER THE PREVIOUS GAME'S EVENTS. CHARACTERS, ITEMS, AND REFERENCES TO LEGENDS THAT LIVED DURING THE FIRST GAME ARE SOMETIMES REFERENCED OR CAN BE FOUND IN DARK SOULS II .**  **PROLOGUE"PERHAPS YOU'VE SEEN IT, MAYBE IN A DREAM. A MURKY, FORGOTTEN LAND... A PLACE WHERE SOULS MAY MEND YOUR AILING MIND.  YOU WILL LOSE EVERYTHING, ONCE BRANDED. THE SYMBOL OF THE CURSE, AN AUGUR OF DARKNESS. YOUR PAST, YOUR FUTURE, YOUR VERY LIGHT. NONE WILL HAVE MEANING, AND YOU WON'T EVEN CARE. BY THEN, YOU WILL BE SOMETHING OTHER THAN HUMAN. A THING THAT FEEDS ON SOULS, A HOLLOW.  LONG AGO, IN A WALLED OFF LAND FAR TO THE NORTH. A GREAT KING BUILT A GREAT KINGDOM. I BELIEVE THEY CALLED IT DRANGLEIC. PERHAPS YOU'RE FAMILIAR. NO, HOW COULD YOU BE... BUT ONE DAY, YOU WILL STAND BEFORE ITS DECREPIT GATE, WITHOUT REALLY KNOWING WHY. LIKE A MOTH DRAWN TO A FLAME, YOUR WINGS WILL BURN IN ANGUISH. TIME, AFTER TIME.  FOR THAT IS YOUR FATE. THE FATE OF THE CURSED."** 2. DARK SOULS I SUMMARY **THE DARK SOULS INTRO IS PRETTY SELF EXPLANATORY TO LAY OUT THE HISTORY OF THE WORLD OF DARK SOULS.**  **"IN THE AGE OF ANCIENTS THE WORLD WAS UNFORMED, SHROUDED BY FOG. A LAND OF GRAY CRAGS, ARCHTREES ANDEVERLASTING DRAGONS. BUT THEN THERE WAS FIRE AND WITH FIRE CAME DISPARITY. HEAT AND COLD, LIFE AND DEATH, AND OF COURSE, LIGHT AND DARK. THEN FROM THE DARK, THEY CAME, AND FOUND THE SOULS OF LORDS WITHIN THE FLAME. NITO, THE FIRST OF THE DEAD, THE WITCH OF IZALITH AND HER DAUGHTERS OF CHAOS, GWYN, THE LORD OF SUNLIGHT, AND HIS FAITHFUL KNIGHTS. AND THE FURTIVE PYGMY, SO EASILY FORGOTTEN.**  **WITH THE STRENGTH OF LORDS, THEY CHALLENGED THE DRAGONS. GWYN'S MIGHTY BOLTS PEELED APART THEIR STONE SCALES. THE WITCHES WEAVED GREAT FIRESTORMS. NITO UNLEASHED A MIASMA OF DEATH AND DISEASE. AND SEATH THE SCALELESS BETRAYED HIS OWN, AND THE DRAGONS WERE NO MORE.**  **THUS BEGAN THE AGE OF FIRE."**   * **THE AGE OF FIRE IS THE TIME WHEN THE BEARERS OF THE LORD SOULS RULED THE WORLD.  IT SEEMS TO BE EQUATED TO THE GOLDEN AGE OF THE WORLD OF DARK SOULS.**   **"BUT SOON THE FLAMES WILL FADE AND ONLY DARK WILL REMAIN."**   * **THIS GOLDEN AGE DOES NOT LAST AND THINGS START TO GO WRONG.  FIRST THE FLAME STARTS TO FADE AND THE LORDS LOOK FOR A WAR TO PRESERVE THE AGE OF FIRE.  WORRIED THAT AN IMPENDING AGE OF DARK WOULD MEAN DISASTER.**   **"THE FLAMES DID FADE, AND ONLY DARK REMAINED. THUS BEGAN THE AGE OF MEN, THE AGE OF DARK. HOWEVER… LORD GWYN TREMBLED AT THE DARK. CLINGING TO HIS AGE OF FIRE, AND IN DIRE FEAR OF HUMANS, AND THE DARK LORD WHO WOULD ONE DAY BE BORN AMONGST THEM, LORD GWYN RESISTED THE COURSE OF NATURE. BY SACRIFICING HIMSELF TO LINK THE FIRE, AND COMMANDING HIS CHILDREN TO SHEPHERD THE HUMANS, GWYN HAS BLURRED YOUR PAST, TO PREVENT THE BIRTH OF THE DARK LORD."**   * **FIRST THE WITCH OF IZALITH ATTEMPTS TO CREATE A FIRST FLAME OF HER OWN.  ONLY TO BECOME CONSUMED BY IT WARPING HERSELF, HER DAUGHTERS, AND THE PEOPLE OF IZALITH INTO DEMONS.** * **TO RECTIFY THIS GWYN TAKES A CONTINGENT OF HIS KNIGHTS TO FIGHT THE THREAT OF THE CHAOS DEMONS.  HE SPLITS HIS SOUL BETWEEN HIS FAMILY AND ALLIES HE TRUSTS.  SEATHE AND THE FOUR KINGS OF NEW LONDO GETTING LARGE FRAGMENTS OF GWYN'S SOUL.  AFTER GWYN DOES WHAT HE CAN IN IZALITH, HE SETS OUT TO RELINK THE FLAME.  WHEN GWYN RELINKS THE FLAME IN THE KILN, HE BURNS HIS SILVER KNIGHTS TO ASH AND THEY WANDER THE LAND AS BLACK KNIGHTS.** * **AFTER GWYN'S LINKING OF THE FLAME, A NUMBER OF THINGS GO WRONG IN THE KINGDOM HE TRIED TO SAVE.   OOLACILE'S CITIZENS ARE TRICKED INTO AWAKENING MANUS WHO'S HUMANITY WENT WILD AND CREATED THE ABYSS.  HIS ELDEST IS STRIPPED OF HIS DEIFIC STATUS AND EXILED. HIS FRIEND AND ADVISOR SEATHE GOES MAD AND ABDUCTS PEOPLE.  THE FOUR KINGS HE TRUSTED HAVE BEEN CORRUPTED BY A PRIMORDIAL SERPENT CALLED KAATHE AND BECAME DARK WRAITHS.  WHICH FORCED NEW LONDO TO BE SEALED AND FLOODED TO PREVENT THEM OVERRUNING EVERYWHERE ELSE.  A PORTION OF NITO'S POWER WAS STOLEN BY THE NECROMANCER PINWHEEL.  AND LASTLY HUMANS THAT TURNED UNDEAD HAVE BEEN SEEN AS A SCOURGE.**   **"EVEN NOW THERE ARE ONLY EMBERS, AND MAN SEES NOT LIGHT, BUT ONLY ENDLESS NIGHTS. AND AMONGST THE LIVING ARE SEEN, CARRIERS OF THE ACCURSED DARKSIGN.**  **YES, INDEED. THE DARKSIGN BRANDS THE UNDEAD. AND IN THIS LAND, THE UNDEAD ARE CORRALLED AND LED TO THE NORTH, WHERE THEY ARE LOCKED AWAY, TO AWAIT THE END OF THE WORLD... THIS IS YOUR FATE.**  **ONLY, IN THE ANCIENT LEGENDS IT IS STATED, THAT ONE DAY AN UNDEAD SHALL BE CHOSEN TO LEAVE THE UNDEAD ASYLUM, IN PILGRIMAGE, TO THE LAND OF ANCIENT LORDS, LORDRAN."**   * **THIS IS THE STATE OF THE WORLD IS IN WHEN THE CHOSEN UNDEAD IS FREED FROM THE UNDEAD ASYLUM.**   **"WELL, WHAT DO WE HAVE HERE? YOU MUST BE A NEW ARRIVAL.LET ME GUESS. FATE OF THE UNDEAD, RIGHT? WELL, YOU'RE NOT THE FIRST.BUT THERE'S NO SALVATION HERE. YOU'D HAVE DONE BETTER TO ROT IN THE UNDEAD ASYLUM… BUT, TOO LATE NOW.WELL, SINCE YOU'RE HERE… LET ME HELP YOU OUT.THERE ARE ACTUALLY TWO BELLS OF AWAKENING.ONE'S UP ABOVE, IN THE UNDEAD CHURCH. THE OTHER IS FAR, FAR BELOW, IN THE RUINS AT THE BASE OF BLIGHTTOWN.RING THEM BOTH, AND SOMETHING HAPPENS… BRILLIANT, RIGHT?NOT MUCH TO GO ON, BUT I HAVE A FEELING THAT WON'T STOP YOU.SO, OFF YOU GO. IT IS WHY YOU CAME, ISN'T IT? TO THIS ACCURSED LAND OF THE UNDEAD?HAH HAH HAH HAH…"**   * **THE  CHOSEN UNDEAD'S FIRST TASK IS TO RING 2 BELLS OF AWAKENING.  IT IS CRYPTIC ON WHY BUT IT GETS EXPLAINED LATER ON.**   **"AHH, HELLO. WAS IT YOU WHO RANG THE BELL OF AWAKENING?I AM THE PRIMORDIAL SERPENT, KINGSEEKER FRAMPT, CLOSE FRIEND OF THE GREAT LORD GWYN.CHOSEN UNDEAD, WHO HAS RUNG THE BELL OF AWAKENING.I WISH TO ELUCIDATE YOUR FATE.**  **CHOSEN UNDEAD. YOUR FATE IS… TO SUCCEED THE GREAT LORD GWYN.SO THAT YOU MAY LINK THE FIRE, CAST AWAY THE DARK, AND UNDO THE CURSE OF THE UNDEAD.TO THIS END, YOU MUST VISIT ANOR LONDO, AND ACQUIRE THE LORDVESSEL."**   * **THE CHOSEN UNDEAD IS SENT ON ANOTHER TASK, TO FETCH THE LORDVESSEL.  IN ORDER TO SUCCEED LORD GWYN IN LINKING THE FIRE.**   **"O CHOSEN UNDEAD. I AM GWYNEVERE. DAUGHTER OF LORD GWYN; AND QUEEN OF SUNLIGHT. SINCE THE DAY FATHER HIS FORM DID OBSCURETH, I HAVE AWAIT'D THEE. I BEQUEATH THE LORDVESSEL TO THEE. AND BESEECH THEE. SUCCEED LORD GWYN, AND INHERITETH THE FIRE OF OUR WORLD. THOU SHALL ENDETH THIS ETERNAL TWILIGHT, AND AVERT FURTHER UNDEAD SACRIFICES."**   * **UPON RECEIVING THE LORD VESSEL THE CHOSEN UNDEAD IS TOLD THEIR SACRIFICE SHOULD PREVENT OTHER UNDEAD FROM NEEDING TO BE SACRIFICED.  THE CHOSEN UNDEAD IS IN NEED OF GUIDANCE ON WHAT TO DO WITH THE LORDVESSEL.**   **"HEAVENS! YOU HAVE DONE IT! YOU HAVE RETRIEVED THE LORDVESSEL! AFTER A THOUSAND YEARS! IT IS YOU, IT IS REALLY YOU! … THIS IS THE FIRELINK CHAMBER, FOR THE SUCCESSOR OF LORD GWYN.**  **TO ACHIEVE YOUR FATE, FILL THE VESSEL WITH POWERFUL SOULS, COMMENSURATE TO THE GREAT SOUL OF GWYN. SCARCE FEW POSSESS SUCH BRILLIANT SOULS. GRAVELORD NITO, THE WITCH OF IZALITH, THE FOUR KINGS OF NEW LONDO, WHO INHERITED THE SHARDS OF GWYN'S SOUL… AND LORD GWYN'S FORMER CONFIDANT, SEATH THE SCALELESS. ALL OF THEIR SOULS ARE REQUIRED TO SATIATE THE LORDVESSEL."**   * **ONCE AGAIN THE CHOSEN UNDEAD IS GIVEN A TASK TO FILL THE LORD VESSEL BY SLAYING HOLDERS OF THE LORD SOULS AND SHARDS OF A LORD SOUL.**   **"THE LORDVESSEL IS SATIATED… MAGNIFICENT… YOU ARE THE RIGHTEOUS SUCCESSOR TO GWYN, THE NEW GREAT LORD. AND I AM KINGSEEKER NO MORE… YOUR ACQUAINTANCE WAS AN HONOUR. I MUST ADMIT, I AM FOND OF YOU HUMANS. MAY YOU ENJOY SERENDIPITY, AND MAY THE AGE OF FIRE PERPETUATE."**   * **UPON SATIATING THE LORDVESSEL YOU ARE RECOGNIZED AS A MONARCH(THIS PLAYS AN IMPORTANT THEME IN DARK SOULS 2) AND YOU CAN NOW FIGHT GWYN THE LORD OF CINDER AND CHOOSE TO EITHER RELINK THE FLAME OR WALK AWAY.**   **"THEY FAILED ME, EVERY LAST ONE OF THEM. THEY WERE STRONG, BUT SAW NOT THE TRUTH. I AM CERTAIN THAT YOU WILL PROVE DIFFERENT."**   * **DEPENDING ON THE PATH YOU TAKE TO GWYN YOU MAY ENCOUNTER A DIFFERENT DIALOGUE.  ONE THAT HINTS AT THE LIES BEING TOLD TO THE UNDEAD ABOUT RELINKING THE FLAME(ALSO EXPANDED UPON IN DARK SOULS 2).**  3. DARK SOULS II STORY **(SOMETIMES IT IS BEST TO LET A STORY TELL ITSELF.)**  **"THIS IS A LIMBO. A LINK BETWEEN DRANGLEIC AND THE OUTER WORLD. FAIR TRAVELLER, I KNOW THAT YOU MUST HAVE A STORY. WHY ELSE WOULD YOU VISIT SUCH A PLACE? THIS LOST, DECAYED KINGDOM."**   * **YOU START THE GAME AS AN ACCURSED UNDEAD, MYSTERIOUSLY TRANSPORTED TO A PLACE CALLED THINGS BETWIXT.  HOLLOWING AND LOST YOU FIND YOURSELF AT A QUIET LITTLE CABIN WITH OLD LADIES SITTING IN IT.  THE OLD LADIES GIVE YOU A TASK BRINGING PURPOSE TO YOUR HOLLOWING MIND.**   **"AN UNDEAD HAS COME TO PLAY. HEH HEH… THEY ALL END UP HERE, ALL THE ONES LIKE YOU. YOU SPOKE TO THAT KIND OLD DEAR, DIDN'T YOU? HEH HEH… YOU'RE FINISHED. YOU'LL GO HOLLOW. YES, YOU WILL BECOME ONE OF THEM. HOLLOWS PREY UPON MEN, FEAST UPON THEIR SOULS. THIS IS THE FATE OF THE CURSED. HEH HEH HEH…**  **ALL PEOPLE COME HERE FOR THE SAME REASON.TO BREAK THE CURSE.YOU'RE NO DIFFERENT, I SHOULD THINK?HMM… DOESN'T STAND A CHANCE.WELL, YOU NEVER KNOW!GO THROUGH THE DOOR AND TROT ALONG TO THE KINGDOM.BUT REMEMBER, HOLD ON TO YOUR SOULS.THEY'RE ALL THAT KEEP YOU FROM GOING HOLLOW.OH, I'LL FOOL YOU NO LONGER…YOU'LL LOSE YOUR SOULS…ALL OF THEM. OVER AND OVER AGAIN**  **YOU MUST GO, ON A JOURNEY WITHOUT REST.WELL…I SUPPOSE, IF YOU FIND YOURSELF AT AN IMPASSE…BUT IF YOUR WILL IS YET UNBROKEN, THEN YOU MAY RETURN HERE.TO START AGAIN, WITH A CLEAN SLATE…HAH HAH HAH…"**   * **IT IS REVEALED THAT THE OLD LADIES WERE ONCE FIRE KEEPERS, BY THEIR HOUSEKEEPER.**   **"THE OLD WOMEN WERE KEEPERS OF THE FIRE. BUT NOW, THE FIRE SHOWS SIGNS OF FADING… AND THE KINGDOM…IS BESET BY HOLLOWS."**   * **FILLED WITH PURPOSE YOU SET OUT INTO THE KINGDOM OF DRAGLEIC, SEARCHING FOR A CURE OF THE CURSE.  AFTER TRAVERSING THROUGH THE REMAINS OF AN ARCHTREE, YOU FIND YOURSELF IN A DECREPIT TOWN CALLED MAJULA WHERE A LONE WOMAN IN EMERALD IS TENDING A BONFIRE.  SHE GREETS YOU WITH A QUESTION.**   **"ARE YOU...THE NEXT MONARCH? OR... MERELY A PAWN OF FATE? BEARER OF THE CURSE... I WILL REMAIN BY YOUR SIDE. TILL THIS FRAIL HOPE SHATTERS... TAKE THIS WITH YOU. MAY IT EASE YOUR JOURNEY. GO ON, AND SEE THE KING. HE WHO MADE DRANGLEIC WHAT IT ONCE WAS; HE WHO PEERED AT THE ESSENCE OF THE SOUL. KING VENDRICK."**   * **THIS QUESTION SEEMS TO PARALLEL FRAMPT'S SEARCH IN DARK SOULS 1.  THE EMERALD HERALD TASKS YOU WITH A NEW MISSION.**   **"BEARER OF THE CURSE, SEEK MISERY. FOR MISERY WILL LEAD YOU TO GREATER, STRONGER SOULS. YOU WILL NEVER MEET THE KING WITH A SOUL SO FRAIL AND PALLID.**  **SEEK THOSE WHOSE NAMES ARE UNUTTERABLE, THE FOUR ENDOWED WITH IMMENSE SOULS. THEIR SOULS WILL SERVE AS BEACONS. ONCE YOU HAVE FOUND THEM, RETURN HERE TO ME. SO THAT HOPE WILL NOT FADE AWAY.**  **BEARER OF THE CURSE... SEEK SOULS. LARGER, MORE POWERFUL SOULS. SEEK THE KING, THAT IS THE ONLY WAY. LEST THIS LAND SWALLOW YOU WHOLE... AS IT HAS SO MANY OTHERS."**   * **BEFORE YOU LEAVE TOWN, OTHERS INFORM YOU ON THESE UNUTTERABLE ONES.**   **"THERE ARE FOUR BEINGS IN THIS LAND WITH GIANT SOULS. AND WHEREVER YOU GO FROM HERE, YOU'LL SOONER OR LATER COME UP AGAINST THEM. EACH HAS A POWERFUL SOUL, AND A TERRIBLE CURSE… IF THAT FRIGHTENS YOU, THEN YOU OUGHT TO JUST GIVE UP RIGHT NOW. LIKE I HAVE. HAH HAH HAH"**  **"ARE YOU GOING TO SEE THE OLD ONES? THOSE FOUR WHO HAVE GROWN SO INCREDIBLY ANCIENT. THEY MUST HAVE SPROUTED QUITE A THICK COAT OF MOSS BY NOW. FOR HEAVEN'S SAKE, NO-ONE EVEN KNOWS THEIR NAMES ANYMORE! IMAGINE THAT! HEE HEE HEE HEE! YES…NOTHING LIKE YOURSELF. FOR YOU…HAVE A MOST PLEASANT SCENT, THAT GROWS NICER WITH EACH PASSING DAY.**  **ONCE, PEOPLE TRIED TO ROUND UP THE UNDEAD AND HIDE THEM AWAY FROM THE WORLD. THEY THOUGHT THAT IMPRISONING THE UNDEAD WOULD SOLVE THE PROBLEM. THEY CREATED A TOWERING BASTILLE TO CONTAIN THEM, BUT IN THE END, IT DID NO GOOD. THE LOST SINNER LIVES DEEP WITHIN THE BASTILLE. THE FOOL. TRYING TO LIGHT THE FIRST FLAME…**  **WHY DO PEOPLE TRY SO HARD TO BE BEAUTIFUL? WE CATS ARE BORN BEAUTIFUL, OF COURSE. HEE HEE… THE HUMAN EGO…HOW MANY UGLY IRON CASTLES HAS IT ERECTED? AND THEY DON'T EVEN SEE THE FOLLY OF THEIR WAYS. BUT THAT'S WHAT MAKES WATCHING HUMANKIND SO DELIGHTFUL. IT REMINDS ME OF SOMEONE WHO LIVED LONG AGO. A VAINGLORIOUS LIAR WHO ENDED UP HURLING HIMSELF INTO THE FLAMES. NOW HE'S ICHOROUS EARTH, IF I'M NOT MISTAKEN.**  **YOU'VE SEEN THAT GAPING HOLE HERE? WELL, THERE'S NASTY LITTLE VERMIN DOWN THERE. ALTHOUGH WHO YOU SEEK IS EVEN FURTHER BELOW. AND HAS BEEN DOWN THERE FOR A VERY, VERY LONG TIME. HE'S PLUMB ROTTEN BY NOW, I'M SURE! HEE HEE HEE…**  **MEN DEVELOP THE MOST PECULIAR FASCINATIONS. SOMETIMES THEIR FASCINATIONS SEEM TO TAKE CONTROL. TILL THERE'S VERY LITTLE MAN LEFT. HEE HEE HEE… OH, IT'S LIKE THAT AWFUL TRAITOR LONG AGO. HE COVETED WHAT HE DID NOT HAVE, AND IT DROVE HIM MAD. WHAT A CURIOUS CONUNDRUM. HEE HEE HEE… THE WRITHING RUIN KEEPS SEARCHING AS WE SPEAK. SEARCHING FOR ITS HEART'S DESIRE."**   * **WITH RUMORS IN HAND AND A DIRECTION TO GO YOU, SEEK OUT THESE FOUR GREAT SOULS.  A MASS OF BODIES IN A POISONED GULCH, AN EXPERIMENTAL SPIDER IN A BRIGHT COVE, A FORGOTTEN PRISONER IN AN ABANDONED PRISON, AND A FALLEN KING IN A SINKING LAVA FILLED CASTLE.  UPON  GATHERING THE FINAL SOUL YOU ENCOUNTER A STRANGER.  HE IMPLORES YOU TO CONTINUE YOUR QUEST.**   **"NO ONE HAS COME THIS FAR, NOT FOR A VERY LONG WHILE. YOUNG HOLLOW DO YOU WISH TO SHED THIS CURSE? THEN ACCEPT THE FATE OF YOUR ILK, AND FACE THE TRIALS THAT AWAIT YOU. UNLESS, YOU HAVE ALREADY JOINED THE CRESTFALLEN.**  **YOUNG HOLLOW, THERE ARE BUT TWO PATHS. INHERIT THE ORDER OF THIS WORLD, OR DESTROY IT. BUT ONLY A TRUE MONARCH CAN MAKE SUCH A CHOICE. VERY FEW, INDEED, HAVE COME EVEN THIS FAR. AND YET, YOUR JOURNEY IS FAR FROM OVER. HALF-GROWN HOLLOW, HAVE YOU WHAT IT TAKES, TRULY?**  **YOUNG HOLLOW, SEEK AFTER VENDRICK. HE WHO ALMOST BECAME A TRUE MONARCH. VENDRICK IS CERTAIN TO GUIDE YOUR WAY. FLEDGELING HOLLOW, MAY WE MEET AGAIN."**   * **ONCE YOU HAVE GATHERED  THESE FOUR GREAT SOULS A NEW PATH IS OPENED TO FIND THE KING.  ON YOUR PATH TO THE CASTLE YOU MEET THE EMERALD HERALD ONCE AGAIN.**   **"YOU HAVE ACQUIRED THE SOUL OF AN OLD ONE. THAT IS MORE THAN MOST UNDEAD CAN SAY.**  **THE SOUL AND THE CURSE ARE ONE AND THE SAME. YOUR SOUL HAS GROWN STRONGER STILL. I ONLY HOPE IT BRINGS YOU WHAT YOU WISH.**  **PROCEED, BEARER OF THE CURSE. IT IS THE ONLY CHOICE LEFT TO YOU.**  **YOU ARE BLESSED WITH A MYRIAD OF SOULS. BEARER OF THE CURSE, MAKE YOUR WAY TO THE CASTLE.**  **THIS CASTLE IS ISOLATED. BUT NONETHELESS, YOU MUST FORGE ON. TO BRING AN END TO YOUR JOURNEY…AND MINE. END YOUR JOURNEY…AND MINE."**  **UPON ENTERING THE CASTLE YOU ARE GREETED BY A CONFUSED SHADE.**  **"WHO ARE YOU… AND BY WHOSE PERMISSION DO YOU STAND BEFORE ME? THIS CASTLE IS THE DOMAIN OF KING VENDRICK. IS YOUR TRESPASS INTENTIONAL? … HIS HIGHNESS…WHERE HAS HE GONE?**  **YOU ARE A GUEST OF OUR CASTLE. I AM THE CHANCELLOR, WELLAGER. DO YOU SEEK AN AUDIENCE WITH MY LORD, KING VENDRICK? UNFORTUNATELY, HIS HIGHNESS IS ABSENT. MY LORD…THE KING HAS… THE QUEEN…HAS TAKEN HIM…**  **MY LORD MADE MAGNIFICENT FINDINGS ON SOULS… AN ACCOMPLISHMENT FOR THE AGES… HE VANQUISHED THE FOUR GREAT ONES… AND BUILT THIS KINGDOM UPON THEIR SOULS. OUR KING HAS WATCHED OVER THIS LAND… SINCE AGES LONG, LONG AGO… KING VENDRICK…WE MUST FIGHT BACK… OR THE GIANTS WILL TAKE DRANGLEIC…**  **THE KING HAD A DEAR QUEEN, A WOMAN OF UNPARALLELED BEAUTY. LONG AGO, THE QUEEN CAME TO US, ALONE, FROM A FARAWAY LAND. SHE WARNED OUR LORD OF THE LOOMING THREAT ACROSS THE SEAS…OF THE GIANTS. THE KING CROSSED THE OCEAN… AND DEFEATED THE GIANTS, WITH THE QUEEN AT HIS SIDE.**  **THE KING COMMANDEERED THEIR POWER… AND CREATED THE GOLEMS. WITH THE GOLEMS, THE KING CREATED THIS CASTLE. TO CELEBRATE VICTORY… AND TO SHOW HIS LOVE, HIS GRATITUDE TO HIS QUEEN…**  **THE QUEEN…BROUGHT PEACE… TO THIS LAND, AND TO HER KING. A PEACE SO DEEP…IT WAS LIKE… THE DARK…**  **IS THIS…SOME SORT OF A DREAM? …… WHERE AM I? WHAT HAS HAPPENED TO OUR CASTLE… WHO ARE YOU… AND BY WHOSE PERMISSION DO YOU STAND BEFORE ME?"**  **AS YOU VENTURE FURTHER IN THE CASTLE YOU ENCOUNTER THE QUEEN OF DRANGLEIC, NASHANDRA.**  **"YOU HAVE FOUGHT ADMIRABLY ON YOUR JOURNEY, CURSED UNDEAD. I AM NASHANDRA, QUEEN OF DRANGLEIC. A TRUE MONARCH CARRIES THE WEIGHT OF THEIR SOULS. THE LAST KING OF THIS LAND, KING VENDRICK, AS HE WAS CALLED… HE WAS LESS OF A KING THAN YOU MIGHT IMAGINE. HE FOUND THE STRENGTH TO RULE HIS PEOPLE, AND WHEN THE UNDEAD WERE BORN, CURSED… HE FOUND MORE STRENGTH, TO FACE THEM. BUT IN THE END, HE NEVER TOOK THE TRUE THRONE.**  **VISIT VENDRICK. WE HAVE NO NEED FOR TWO RULERS…"**   * **ONCE AGAIN YOU MEET A STRANGER WHO HAS A MONSTROUS APPEARANCE.**   **"HEHEH, I BELIEVE WE'VE BEEN ACQUAINTED. YOUNG HOLLOW, CONQUEROR OF FEAR. WHAT DRIVES YOU SO, TO OVERCOME THIS SUPPOSED CURSE?**  **LIFE IS BRILLIANT. BEAUTIFUL. IT ENCHANTS US, TO THE POINT OF OBSESSION. SOME ARE TRUE TO THEIR PURPOSE, THOUGH THEY ARE BUT SHELLS, FLESH AND MIND. ONE MAN LOST HIS OWN BODY, BUT LINGERED ON, AS A HEAD. OTHERS CHASE THE CHARMS OF LOVE, HOWEVER ELUSIVE. WHAT IS IT THAT DRIVES YOU?**  **ONCE, THE LORD OF LIGHT BANISHED DARK, AND ALL THAT STEMMED FROM HUMANITY. AND MEN ASSUMED A FLEETING FORM. THESE ARE THE ROOTS OF OUR WORLD. MEN ARE PROPS ON THE STAGE OF LIFE, AND NO MATTER HOW TENDER, HOW EXQUISITE... A LIE WILL REMAIN A LIE. YOUNG HOLLOW, KNOWING THIS, DO YOU STILL DESIRE PEACE?"**   * **HE SUMUARIZES MANY OF THE NPCS STORYLINES AND EVEN HINTS AT HOW THE CHOSEN UNDEAD WAS LIED TO.  THEN HE PROCEEDS TO QUESTION YOUR TASK, BEFORE LEAVING.**   **" VENDRICK, THE NEAR-TRUE MONARCH, IS HERE, AND NOT FAR OFF. BUT WHAT IS A KING? YOU, NEITHER BORN WITH GREATNESS, NOR GRANTED IT BY THE FATES. WHAT IS IT THAT YOU SEEK? YOU CANNOT EVEN SAY YOURSELF. WE SHALL MEET AGAIN, YOUNG HOLLOW."**   * **UPON ENTERING THE UNDEAD CRYPT YOU ARE BESEACHED BY A GRAVE WARDEN.**   **" HALT. HUMAN. DO NOT PRODUCE LIGHT. LIGHT, AND ALL THOSE WHO BEAR IT, ARE UNWELCOME IN THIS PLACE.**  **I AM AGDAYNE. GUARDIAN OF THE CRYPT. COUNTLESS DEAD REST HERE IN PEACE. CRADLED BY THE COMFORT OF DARK. LIGHT ONLY AGITATES. WE HAVE NO NEED FOR IT HERE.**  **I AM A FENITO. WE WEAVE DEATH, AND WATCH OVER THE DEAD. THIS TASK WAS GRANTED TO ME BY THE ONE WHO GAVE US THE FIRST DEATH. COUNTLESS SOULS REST HERE. SOME OF THEM FROM AGES LONG AGO. SOME WERE RICH, OTHERS POOR. SOME WISE, SOME DULL, BUT NOW, THEY ARE ALL JUST DEAD.**  **THIS PLACE IS WELCOME TO ALL, PROVIDED DUE REVERENCE IS SHOWN.DEATH IS EQUITABLE, ACCEPTING. WE WILL ALL, ONE DAY, BE WELCOMED BY HER EMBRACE.TELL ME WHAT YOU DESIRE. SHOW ME REVERENCE, AND I WILL LEND YOU MY HAND.**  **IN THE PAST, HUMANS WERE ONE WITH THE DARK.THE FORMER KING OF LIGHT…HE FEARED HUMANS. FEARED THAT THEY WOULD USHER IN AN AGE OF DARK.HOW QUEER, YOU HUMANS. HOW YOU GO ON, NEVER SEPARATING TRUTH FROM FICTION.**  **DID YOU COME FOR HIM? THE ONE CALLED VENDRICK. YOU WILL FIND HIM DEEPER INSIDE. MANY CASTLE SERVANTS AND THE LIKE HAVE COME TO FETCH THEIR LORD. BUT THEY REST HERE NOW, PUT TO DEATH BY THE KING'S OWN GUARDS. PERHAPS HE'S NOT IN THE MOOD FOR COMPANY."**   * **FURTHER IN YOU FINALLY MEET VENDRICK WHO HAS HOLLOWED.  IT US UP TO YOU TO EITHER SLAY HIM AND OR TAKE HIS RING.  UPON LEAVING THE GRAVE WARDEN MENTIONS.**   **"YOU'VE MET THE KING, HAVE YOU? LIFE IS NEVER EASY, NEVER FAIR. EVEN MORE SO, ON THIS PATH YOU'VE CHOSEN. MAY YOU FIND YOUR PEACE ONE DAY"**   * **AS YOU RETRACE YOUR FOOTSTEPS, YOU FIND YOURSELF ONCE AGAIN IN QUEEN NASHANDRA'S PRESENCE.**   **"BRAVE UNDEAD, SEEK THE THRONE. FOLLOW THE SYMBOL OF THE MONARCH, AND DO WHAT MUST BE DONE."**   * **IF YOU STOP AND SPEAK TO THE EMERALD HERALD SHE TELLS YOU.**   **"THIS RING IS THE SYMBOL OF THE KING. USE IT TO GAIN PASSAGE, THROUGH THE KING'S GATE… …AND VENTURE TO THE FAR EAST… BEARER OF THE CURSE, IF YOU ARE TO BE THE NEXT MONARCH. THEN, ONE DAY, YOU WILL WALK THOSE GROUNDS… …WITHOUT REALLY KNOWING WHY."**   * **WITH A NEW QUEST IN HAND YOU SEEK OUT  THE SYMBOLS OF THE KING.  YOU FIND YOURSELF IN FRONT OF A LARGE KEEP.  IN THIS KEEP  YOU SEE THAT MANY EXPERIMENTS HAVE TAKEN PLACE HERE AND EVEN ENCOUNTER A CAGED DRAGON.  YOU FIND YOURSELF HEADING UP AN ELEVATOR INTO A A PLACE FILLED WITH FLYING DRAGONS.  THERE YOU ENCOUNTER THE EMERALD HERALD.**   **"BEARER OF THE CURSE. LONG HAVE I AWAITED ONE SUCH AS YOU, ONE WHO MIGHT SHATTER THE SHACKLES OF FATE. ONE WHO CAN SET ME FREE. BEARER OF THE CURSE, IT WAS MY OWN MANIFESTATION THAT LED YOU HERE. THE ANCIENT DRAGON HAS WATCHED OVER THE WORLD FOR AEONS PAST. TAKE THIS. DO NOT RESIST. THE DRAGON WELCOMES YOU."**   * **THE EMERALD HERALD GIVES YOU AN AGED FEATHER AS A GIFT.  YOU TREAD FURTHER INTO THIS DRAGON AERIE AND CROSS A ROPE BRIDGE.  AT THE BONFIRE IN WHAT IS CALLED THE DRAGON SHRINE YOU ENCOUNTER THE STRANGER ONCE AGAIN.**   **"YOUNG HOLLOW. HOW YOU GRAPPLE, WITHOUT FALTER, WITH THIS DREADFULLY TWISTED WORLD.**  **PEACE GRANTS MEN THE ILLUSION OF LIFE. SHACKLED BY FALSEHOODS, THEY YEARN FOR LOVE, UNAWARE OF ITS GRAND ILLUSION. UNTIL, THE CURSE TOUCHES THEIR FLESH. WE ARE BOUND BY THIS YOKE. AS TRUE AS THE DARK THAT CHURNS WITHIN MEN.**  **ALL MEN TRUST FULLY THE ILLUSION OF LIFE. BUT IS THIS SO WRONG? A CONSTRUCTION, A FACADE, AND YET... A WORLD FULL OF WARMTH AND RESPLENDENCE. YOUNG HOLLOW, ARE YOU INTENT ON SHATTERING THE YOKE, SPOILING THIS WONDERFUL FALSEHOOD?**  **...**  **I AM ALDIA. I SOUGHT TO SHED THE YOKE OF FATE, BUT FAILED. NOW, I ONLY AWAIT AN ANSWER. SEEK THE THRONE. SEEK LIGHT, DARK AND WHAT LIES BEYOND..."**   * **FURTHER ON IN THE SHRINE YOU ENCOUNTER THE ANCIENT DRAGON.  WHO GIFTS YOU WITH THE ASHEN MIST HEART, ALLOWING YOU TO INTERACT WITH THE MEMORIES OF THE HOLLOWED OR DEPARTED.**   **"THE MURK SHIFTS AND STIRS. YET ANOTHER STANDS BEFORE US… THEN SO BE IT. FOR THE CURSE OF LIFE, IS THE CURSE OF WANT. AND SO, YOU PEER… INTO THE FOG, IN HOPE OF ANSWERS."**  **IF YOU SEE THE QUEEN AFTER THE ANCIENT DRAGON.  SHE TELLS YOU,**  **"BRAVE UNDEAD, WHAT DID THAT DRAGON TELL YOU? THAT THING IS A PROP, A FALSE DEITY. DON'T BE FOOLED, MY UNDEAD.**  **SEEK THE FOREST, YOU, WHERE THOSE WRETCHED GIANTS SLUMBER."**   * **FOLLOWING ALDIA'S, NASHANDRA'S AND THE ANCIENT DRAGONS ADVICE YOU SEEK OUT THE MEMORIES OF THE GIANTS AND VENDRICK.  THE GIANT'S SHOW THE DEVASTATION THEY WROUGHT ON DRANGLEIC, WHILE VENDRICK'S MEMORIES ALLOW YOU TO UNDERSTAND HIM.**   **"SEEKER OF FIRE, COVETER OF THE THRONE. I AM VENDRICK, RULER OF DRANGLEIC.**  **I AM NO KING. I AM MORE FIT TO BE A JESTER…I WAS UNAWARE OF MY OWN BLINDNESS.WE ARE FEEBLE VESSELS, WITH FEEBLER SOULS.WE WOULD CAST ASIDE THE PROP OF LIFE, ONLY TO FACE GREATER HARDSHIP.ARE YOU ANOTHER SUCH FOOL, OR SOMETHING MORE?**  **SEEKER OF FIRE, DELIVERER OF CROWNS. WHAT DO YOU SEE IN THE FLAMES? FIND THE CROWNS, AND YOUR OWN ANSWERS. THE CROWNS HOLD THE STRENGTH OF LORDS FROM TIME LONG PAST. SEEK ADVERSITY. AS BEFITS YOU, SEEKER OF FIRE, COVETER OF THE THRONE.**  **I FAIL TO SEE YOUR DESIGN, YOUNG MOTH. BUT I SEE VERY LITTLE, THESE DAYS…"**   * **WITH A NEW TASK IN HAND IT IS TIME TO SEEK OUT THE OTHER FALLEN KINGS AND THEIR CROWNS.  ONCE YOU HAVE  ACQUIRED THE CROWN'S FROM THE FALLEN MONARCH'S VENDRICK WILL GIVE YOU HIS BLESSING AFTER HE GIVES YOU HIS INSIGHT.**   **"SEEKER OF FIRE, CONQUEROR OF DARK. I, TOO, SOUGHT FIRE, ONCE. WITH FIRE, THEY SAY, A TRUE KING CAN HARNESS THE CURSE. A LIE. BUT I KNEW NO BETTER… SEEKER OF FIRE, YOU KNOW NOT THE DEPTHS OF DARK WITHIN YOU. IT GROWS DEEPER STILL, THE MORE FLAME YOU COVET. FLAME, OH, FLAME…**  **I AM KING OF THIS WRETCHED, UNRAVELLED KINGDOM. I SUBDUED THE GIANTS, AND CLAIMED THEIR STRENGTH. SO THAT I MIGHT STEP CLOSER TO FIRE… DRANGLEIC WILL FALL, THE FIRE WILL FADE, AND THE SOULS OF OLD WILL REEMERGE. WITH DARK UNSHACKLED, A CURSE WILL BE UPON US… AND MEN WILL TAKE THEIR TRUE SHAPE…**  **SEEKER OF FIRE, I SEE YOU'VE SUBDUED ANOTHER FOUL CREATURE. ONE OF THE FATHER OF THE ABYSS' SPAWN, THAT CONFOUNDED QUINTESSENCE OF HUMANITY. THE ABYSS ONCE HAD FORM, BUT THEN DISSIPATED. AND YET, TRACES OF ITS EXISTENCE ENDURED. EACH FRAGMENT, THIRSTING FOR POWER, SPREAD DARK, WITH NO RELENT. MY DEAR SHANDRA… WAS ONE SUCH FRAGMENT… A FEEBLE, TINY THING THAT THIRSTED FOR POWER MORE THAN ANY OTHER… DRIVEN BY INSATIABLE LUST FOR A WORTHY VESSEL.**  **FIRE CAME TO BE, AND WITH IT, DISPARITY. HEAT AND COLD, LIFE AND DEATH, LIGHT AND DARK. DARK WAS SEEN AS A CURSE. SHADOW IS NOT CAST, BUT BORN OF FIRE. AND, THE BRIGHTER THE FLAME, THE DEEPER THE SHADOW. INHERIT FIRE, AND HARNESS THE DARK. SUCH IS THE CALLING OF A TRUE LEADER…**  **ONE DAY, FIRE WILL FADE, AND DARK WILL BECOME A CURSE. MEN WILL BE FREE FROM DEATH, LEFT TO WANDER ETERNALLY. DARK WILL AGAIN BE OURS, AND IN OUR TRUE SHAPE… WE CAN BURY THE FALSE LEGENDS OF YORE… ONLY… IS THIS OUR ONLY CHOICE? SEEKER OF FIRE, COVETER OF THE THRONE. SEEK STRENGTH. THE REST WILL FOLLOW… "**   * **WITH VENDRICK'S BLESSING IN HAND IT IS  TIME TO SEEK OUT THE THRONE.  ON THE PATH TO THE THRONE YOU FIND THE EMERALD HERALD ONCE MORE, WHERE SHE WARNS YOU OF NASHANDRA.**   **"MY JOURNEY IS ALREADY COMPLETE. MY NAME IS SHANALOTTE. THE DRAGON GAVE ME THIS NAME, FOR I WAS BORN WITH NONE. I WAS BORN OF DRAGONS, CONTRIVED BY MEN. BY ONES WHO WOULD COZEN FATE HERSELF… THEY ARE THE ONES WHO CREATED ME. BUT THEY FAILED. I DID NOT COME OUT AS INTENDED. FATE WOULD NOT BE BESTED, AND MEN WERE CURSED ONCE AGAIN. IF YOU PROCEED, NASHANDRA WILL COME AFTER YOU. KNOWING THAT YOU WILL TAKE THE THRONE, AND LINK THE FIRE. SHE COVETS THE FIRST FLAME, AND THE GREAT SOUL. PUT NASHANDRA TO REST."**   * **AS YOU VENTURE FORTH AND DEFEAT THE THRONE WATCHER AND DEFENDER, YOU ARE CONFRONTED BY NASHANDRA.**   **"BRAVE UNDEAD, YOU HAVE PROVEN YOURSELF TO ME. NOW, BE ONE, WITH THE DARK…"**   * **ONCE YOU DEFEAT NASHANDRA  YOU ENCOUNTER ALDIA.  (NOTE IF YOU DO NOT HAVE SCHOLAR OF THE FIRST SIN OR HAVE RECEIVED VENDRICK'S BLESSING THE GAME DEFAULTS TO ENDING 1.)  ALDIA WISHES TO TEST YOUR RESOLVE.**   **"MANY MONARCHS HAVE COME AND GONE. ONE DROWNED IN POISON, ANOTHER SUCCUMBED TO FLAME. STILL ANOTHER SLUMBERS IN A REALM OF ICE. NOT ONE OF THEM STOOD HERE, AS YOU DO NOW. YOU, CONQUEROR OF ADVERSITIES. GIVE US YOUR ANSWER."**   * **ONCE YOU DEFEAT ALDIA YOU ARE LEFT WITH A CHOICE, ACCEPT THE WORLD HOW IT IS OR FIND A NEW PATH.**   **"I LOST EVERYTHING, BUT REMAINED HERE, PATIENTLY. THE THRONE WILL CERTAINLY RECEIVE YOU. BUT THE QUESTION REMAINS... WHAT DO YOU WANT, TRULY? LIGHT? DARK? OR SOMETHING ELSE ENTIRELY...''**  4. NOTABLE NPCS AND QUESTLINES****THE OLD FIRE KEEPERS AND MILIBETH****  **THE OLD FIREKEEPERS RESIDE IN THINGS BETWIXT WHERE THEY ARE LOOKED AFTER BY A HOUSEMAID NAMED MILIBETH.  MILIBETH MENTIONS THERE WAS A FOURTH SISTER.** ****SHANALOTTE THE EMERALD HERALD**** **RUMORED TO BE THE FOURTH FIRE KEEPER.  SHANALOTTE SERVES AS A GUIDE IN DRANGLEIC,  IT IS REVEALED THAT SHE WAS CREATED BY ADIA IN AN ATTEMPT TO BREAK THE CURSE AND IS HALF DRAGON.** ****STRAID OF OLAPHIS**** **WAS ONCE A WANDERING SORCEROR, WAS INVITED TO OLAPHIS FOR HIS WISDOM WAS PETRIFIED OUT OF FEAR OF THAT VERY WISDOM.** ****CALE THE CARTOGRAPHER**** **WAS BORN IN THE LAND OF MIRRAH,  CAME TO DRANGLEIC TO MAP IT OUT, FOUND A STRANGE MAP IN MAJULA MANSION'S BASEMENT THAT HE STUDIES.** ****CARHILLION OF THE FOLD AND ROSABETH OF  MELFINA**** **CARHILLION OF THE FOLD WAS A TEACHER OF SORCERY IN MEFINA'S MAGIC SCHOOL, HE FELT SORCERY WAS BEST LEARNED IN THE FIELD AND SET OUT FOR DRANGLEIC, RUMORED TO HAVE REMNANTS OF GREAT POWER AND A DEEP ABYSS THAT SURROUNDED IT.  ROSABETH WAS A FAILED STUDENT OF CARHILLION WHO HAD NO TALENT FOR SORCERY.  DUE TO ROSABETHS LACK OF TALENT CARHILLION BARELY PAID HER ANY MIND AND EVEN DID NOT ACKNOWLEDGE HER AS A STUDENT AND ONLY REMEMBERED HER IN PASSING.  ROSABETH IS AN ADEPT PYROMANCER AND FOLLOWED HER FORMER INSTRUCTOR TO DRANGLEIC.** ****BLACKSMITH LENIGRAST AND STONE TRADER CHLOANNE**** **BLACKSMITH LENIGRAST IS A SOMEWHAT NEW ARRIVAL IN DRANGLEIC AND A HOLLOWED BLACKSMITH FROM VOLGEN, HE HATES TRAVEL AND PREFERS TO REMAIN IN PLACE AND WORK.  LENIGRAST FOLLOWED HIS VAGRANT DAUGHTER CLOANNE TO DRANGLEIC.  CLOANNE CAME TO DRANGLEIC IN SEARCH OF EXTREMLY RARE STONES AND DOESN'T RECOGNIZE HER OWN HOLLOWED FATHER WHO KEEPS AN EYE ON HER IN MAJULA.**  **BENHART OF JUGO**  **LICIA OF LINDELT**  **MILD MANNERED PATE AND CREIGHTON THE WNADERER**  **LUCATIEL OF MIRRAH**  **KING VENDRICK AND ALDIA**  **MANUS' DAUGHTERS OF THE ABYSS**   * **NASHANDRA** * **ELANA** * **NADALIA** * **ALSANNA**   **DARKDIVER GRANDAHL**  **MAGEROLD OF LANAFIR**  **ROYAL SORCEROR NAVLAAN**  **CHANCELLOR WELLAGER** GODS **IN DARK SOULS II , THERE SEEMS TO BE A LOT MORE MENTION OF SPECIFIC GODS THROUGH GEAR, COVENANTS, AND MAGICS. THESE ARE ALL SUBJECT TO CHANGE BUT WE KNOW NOW THE NAME OF SOME. THESE NAMES AND ROLES ARE ALL SUBJECT TO CHANGE, BUT MANY OF THE NAMES OF THE VARIOUS GODS CAN BE FOUND IN USING THE**[**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-engraved+Ring)**.**   * **CAFFREY - GODDESS OF FORTUNE**   **IT IS POSSIBLE THAT HER IMAGE, OR A PREDECESSOR OF HERS, IS THE ANGEL-WINGED WOMAN WHO APPEARS ON THE**[**RUSTED COIN**](https://darksouls2.wiki.fextralife.com/Rusted+Coin)**, WHICH GRANTS THE PLAYER ADDITIONAL LUCK.**   * **CAITHA - GODDESS OF TEARS**   **MENTIONED IN**[**CAITHA'S CHIME,**](https://darksouls2.wiki.fextralife.com/Caitha%27s+Chime)**AS EITHER A COMPASSIONATE BEING OR A DEMONESS PRESIDING OVER TRAGEDY.**   * **EVLANA - GODDESS OF THE HUNT**   **EVLANA IS THE THE PATRON DEITY OF THOSE WHO STALK AND KILL THEIR PREY. HOWEVER ACCORDING TO THE HUNTER'S BOW SHE WAS NOT IN REALITY A TRUE GODDESS BUT IN FACT WAS SUCH AN IMPRESSIVE HUNTRESS IN HER LONG FORGOTTEN AGE THAT STORIES OF HER NOW HAVE RAISED HER TO GOD STATUS.**   * **FARAAM - GOD OF WAR**   **FARAAM'S NAME APPEARS ON THE ARMOR SET THAT IS THE FLAGSHIP ARMOR SET OF THE CHOSEN UNDEAD IN DARK SOULS II. THE ARMOR FROM THE DESCRIPTION IS SAID TO BE BLESSED BY THE WAR GOD FARAAM AND WORN BY THE LION KNIGHTS OF FOROSSA.**   * **GALIB - GOD OF DISEASE**   **GOD OF DISEASE WORSHIPPED BY LEYDIA WITCHES DESCRIBED IN THE LEYDIA BLACK SET ARMOR.**   * **NAHR ALMA - GOD OF BLOOD**   **NARH ALMA IS THE NAME OF THE PATRON GOD OF THE DARK SOULS II INVADER COVENANT WHICH LOOKS TO FUNCTION VERY SIMILARLY TO THE DARKWRAITHS FROM DARK SOULS. HE IS MENTIONED BY THE SMALL CREATURE TITCHY GREN WHO YOU FIND NEAR THE BONFIRE AFTER CLEARING THE EXECUTIONER'S CHARIOT BOSS BATTLE. TITCHY GREN ACCEPTS YOU INTO THE COVENANT AND GIVES YOU A RING AND SEEMS TO BE OBSESSED WITH BLOOD AS WE ASSUME NAHR ALMA IS. TITCHY GREN WILL NOT TALK TO YOU UNLESS YOU HAVE INVADED AND KILLED SOMEONE. TITCHY GREN WILL NOT ACCEPT YOU NOR SPEAK WITH YOU IF YOU ARE IN THE HEIRS OF THE SUN COVENANT. NOTE\* ALMA IS LATIN FOR NOURISHING OR TO NOURISH. FOR EXAMPLE: ALMA MATER MEANS NOURISHING MOTHER. ALMA CAN ALSO MEAN KIND OR SOUL, BUT THERE IS NO INDICATION OF A POSSIBLE LATIN CONNECTION TO DARK SOULS II. NAHR IS ALSO A ROMANISATION OF THE ARABIC WORD FOR 'RIVER' نهر, FROM A SEMITIC ROOT N-H-R, SO NAHR ALMA COULD BE TAKEN TO LITERALLY MEAN 'NOURISHING RIVER', AN APT METAPHOR FOR BLOOD.**   * **QUELLA - GOD OF DREAM**   **IS MENTIONED IN THE**[**SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Spirit+Tree+Shield)**,**[**GRAND SPIRIT TREE SHIELD**](https://darksouls2.wiki.fextralife.com/Grand+Spirit+Tree+Shield)**AND**[**WHITE RING**](https://darksouls2.wiki.fextralife.com/White+Ring)**. APPARENTLY, HE IS REPRESENTED BY A TALKING TREE. HE SEEMS TO RESIDE IN A PLACE CALLED THE DREAMWORLD AND HAS DOMINION OVER DREAMS.**   * **ZANDROE - GOD OF GREED**   **ZANDROE IS MENTIONED IN THE ITEM DESCRIPTION OF THE SILVER SERPENT RING “A SILVER RING DEPICTING THE SNAKE, BOTH THE SERVANT AND THE MANIFESTATION OF THE GOD OF GREED, ZANDROE." ZANDROE IS NOT, HOWEVER, MENTIONED IN THE**[**NAME-ENGRAVED RING**](https://darksouls2.wiki.fextralife.com/Name-engraved+Ring)**. IN DARK SOULS I THE SILVER SERPENT RING'S DESCRIPTION READS "THE SERPENT IS AN IMPERFECT DRAGON AND SYMBOL OF THE UNDEAD. ITS HABIT OF DEVOURING PREY EVEN LARGER THAN ITSELF HAS LED TO AN ASSOCIATION OF GLUTTONY." THIS SUGGEST THAT THE "GOD" ZANDROE COULD POSSIBLY BE A TWISTED VARIATION ON A CONCEPT OF AN IMPERFECT DRAGON. (GAPING DRAGON?)**   * **ZINDER - GOD OF DESIRE**   **SIMILAR TO ZANDROE, ZINDER IS MENTIONED IN THE ITEM DESCRIPTION OF THE GOLD SERPENT RING “A GOLD RING DEPICTING THE SNAKE, BOTH THE SERVANT AND THE MANIFESTATION OF THE GOD OF DESIRE, ZINDER. GREED IS TRADITIONALLY VIEWED AS A VICE, BUT ONLY A COWARD SEES EVERY CHANCE AS SOMETHING TO FEAR.” THE DESCRIPTION OF THE GOLD SERPENT RING IN DARK SOULS I READS “THE SERPENT IS AN IMPERFECT DRAGON AND SYMBOL OF THE UNDEAD. ITS HABIT OF DEVOURING PREY EVEN LARGER THAN ITSELF HAS LED TO AN ASSOCIATION OF GLUTTONY." EXACTLY THE SAME AS THE SILVER SERPENT RING. THIS SUGGEST THAT PERHAPS ZANDROE AND ZINDER ARE ONE IN THE SAME, BOTH TWISTED CONCEPTS OF GREED SURROUNDING AN IMPERFECT DRAGON, OR SERPENT.  THERE IS LITTLE TO NO INFORMATION ON HANLETH - GODDESS OF BLISS, KREMMEL - GOD OF STRUGGLE, OR NEHMA - GODDESS OF LOVE AT THIS TIME, BUT THEIR NAMES ARE MENTIONED BY USE OF THE NAME ENGRAVED RING.** 5.ENDINGS **THERE ARE 2 ENDINGS TO DARK SOULS 2.** ENDING 1 **AFTER DEFEATING THE THRONE WATCHER + THRONE DEFENDER, AND NASHANDRA, YOU TAKE THE THRONE OF WANT BECOMING THE NEXT MONARCH.  IT IS LEFT TO INTERPRETATION ON WHETHER YOU LET THE FLAME FADE OR RELINK IT.**  **"YOU, WHO LINK THE FIRE, YOU, WHO BEAR THE CURSE… ONCE THE FIRE IS LINKED, SOULS WILL FLOURISH ANEW, AND ALL OF THIS WILL PLAY OUT AGAIN. IT IS YOUR CHOICE…TO EMBRACE, OR RENOUNCE THIS… GREAT SOVEREIGN, TAKE YOUR THRONE. WHAT LIES AHEAD, ONLY YOU CAN SEE."** ENDING 2 **AFTER COLLECTING THE 4 CROWN'S, RECEIVING VENDRICK'S BLESSING, AND DEFEATING THRONE WATCHER + THRONE DEFENDER, NASHANDRA, AND ALDIA, YOU FORSAKE THE THRONE OF WANT AND TRY TO FIND A PATH BEYOND LIGHT AND DARK.**  **"THERE IS NO PATH. BEYOND THE SCOPE OF LIGHT, BEYOND THE REACH OF DARK... ...WHAT COULD POSSIBLY AWAIT US? AND YET, WE SEEK IT, INSATIABLY... SUCH IS OUR FATE."** ****6. THEORIES  AND SPECULATION**** **IT IS MENTIONED BY STRAID OF OLAPHIS, AFTER YOU UNPETRIFY HIM, THAT THE LAND WAS NOT CALLED DRANGLEIC BEFORE HE WAS PETRIFIED AND HAD OTHER NAMES BEFORE THE ONE HE KNEW. THE DIFFERENT DESCRIPTIONS OF THE LINGERING DRAGONCREST RING IN DARK SOULS AND DARK SOULS II SUGGEST THAT DRANGLEIC COULD BE VINHEIM, IF VINHEIM IS A LAND OR KINGDOM AND NOT JUST A REGION WITHIN THE LAND. IN DARK SOULS, THE RING IS DESCRIBED AS BEING GIVEN TO ACCOMPLISHED STUDENTS AT THE VINHEIM DRAGON SCHOOL, WHERE AS IN DARK SOULS II, IT IS SAID TO HAVE BEEN USED "A LONG, LONG TIME AGO IN A LAND WHERE DRANGLEIC IS NOW". THIS COULD BE INTERPRETED THAT THE RING IN DRANGLEIC IS ONE OF THE VERY SAME USED IN LORDRAN, OR THAT IT IS A RING IT ITS LAND OF ORIGIN. THERE ARE ALSO REFERENCES TO LEGENDS OF GIANTS WHO CAME ACROSS THE SEA, FEARING HUMANS WHO MIGHT BRING ABOUT AN AGE OF DARK, BUT WERE DEFEATED BY KING VENDRICK. THESE GIANTS COULD BE THE FOLLOWERS OF LORD GWYN, AS THE PLAYER ENCOUNTERS BOSSES SUCH AS OLD DRAGONSLAYER. IT WAS REVEALED BY CHANCELLOR WELLAGER THAT THE GIANTS ATTACKED DRANGLEIC BECAUSE KING VENDRICK HAD INVADED THEIR LAND AND STOLE SOMETHING PRECIOUS FROM THEM AT THE REQUEST OF QUEEN NASHANDRA. WELLAGER ALSO STATES THAT THE QUEEN CAME FROM A FARAWAY LAND ACROSS THE SEA, THOUGH IT ISN'T SAID EXACTLY WHERE SHE CAME FROM, OR IF IT WAS THE SAME LAND AS THE GIANTS. CHENCELLOR WELLAGER ALSO MENTIONS THAT AFTER THE WAR WAS OVER, THE QUEEN "BROUGHT PEACE TO HER KING", AND THAT IT WAS "ALMOST LIKE.. THE DARK". THE SOUL OF NASHANDRA SAYS THAT SHE WAS BORN OF THE DARK, AND THERE ARE HINTS SHE MAY HAVE BEEN CREATED FROM A GREATER EVIL THAT LURKED WITHIN THE ABYSS. VINHEIM- "HEIM" MEANING HOME, POSSIBLY "HOME OF VENDRICK" IN THE UNDEAD CRYPT, THE GRAVE WARDEN AGDAYNE TALKS OF A HUMAN BEING ONE WITH THE DARKNESS. FROM THE TURN OF EVENTS IN DARK SOULS WE CAN SPECULATE WHAT EFFECTS THE DARKNESS HAD ON THE OVERALL WORLD. HE SPEAKS OF A "FORMER KING OF LIGHT" THAT FEARED HUMANS, THINKING THEY'D "USHER IN A NEW AGE OF DARK". THIS COULD BE EITHER BEFORE DRANGLEIC WAS DRANGLEIC OR BEFORE VENDRICK TOOK THE THRONE AS KING. THIS COULD BE POINTING THAT DARK SOULS II IS IN THE SAME PLACE AS DARK SOULS DUE TO HAVING THE SAME ITEMS SPREAD ABOUT AND THE FORMER KING WAS GWYN.**  **IN THE AFORE MENTIONED LORE ANALYSIS, IT STATES THAT THE THE GIANTS FROM DARK SOULS 1 ARE DIFFERENT THEN THOSE FROM 2. HOWEVER, THE IRON GOLEM, WHICH APPEARS IN DS1, HAS ENOUGH SIMILARITY, THE HOLE IN IT'S CHEST BEING THE STRONGEST PIECE OF EVIDENCE, THAT LINKS IT WITH THE GOLEMS IN DS2 THAT WERE CREATED BY USE OF THE DEFEATED GIANTS. THEORY ON THIS IS THAT EITHER A GOLEM FROM DRANGLEIC WAS TRANSPORTED TO LORDRAN....OR POSSIBLY THE GIANTS/GOLEMS ARE UNAFFECTED BY THE REKINDLING OF THE AGE OF FIRE? (ADDITION) THE GIANTS OF DARK SOULS 2 ARE FAR DIFFERENT THAN THAT OF THE ORIGINAL. FROM WHAT WE CAN SEE FROM GODS TO NPCS IN DARK SOULS THAT THEIR VARIANTS OF GIANTS ARE SENTIENT, INTELLIGENT BEING THAT ACHIEVED GOD-LIKE STATUS USING THE LIGHT SOULS OF GWYN. THESE GIANTS ARE LIKELY EXTINCT IN THIS NEW AGE AS MANY WERE KILLED OFF DURING WARS AND THE FADING OF THE FIRST FLAME. HOWEVER, THEY DID HAVE THE METHODS TO CREATE ARTIFICIAL LIFE IN THE FORM OF GOLEMS. GOLEMS IN MYTHOLOGY BECOME SENTIENT AND MORE INDEPENDENT IN TIME, PERHAPS THEY COULD BE SMART ENOUGH TO FORM BASIC GOVERNING SYSTEMS (THIS CONSIDERING, OF COURSE, THE MYTHOLOGY OF DARK SOULS FOLLOWS THE MYTH OF OUR WORLD)? IT HAS BEEN MILLENIA SINCE THE ORIGINAL GIANTS WERE COMMON, THE MEN OF DRANGLEIC CALLED THEM GIANTS ON ACCOUNT OF THEIR SIZE. OF COURSE THESE GIANTS ARE NOTHING COMPARED TO THE ORIGINALS, BEING FAR LESS INTELLIGENT AND SEEM TO ONLY HAVE A BASIC GRASP OF CREATION (THE GIANT LORD HAS THE MOST ADVANCED WEAPON, A CRUDE SWORD) AND THE REST FIGHT WITH CLUBS OR THEIR BARE HANDS. PERHAPS THE "KINSHIP OF GIANTS" IS AN ARTIFACT FROM THE AGE OF ORIGINAL GIANTS AND THE GIANTS ARE NOTHING MORE THAN A RACE OF SEMI-SENTIENT GOLEMS WHO FORM A UNITED FORCE IN ORDER TO PROTECT SAID ARTIFACT. WHEN VENDRICK STOLE THE KINSHIP HE INSTANTLY TOOK AWAY THEIR ABILITY TO FORM MORE GIANTS, THEY PROBABLY INVADED IN ORDER TO SAVE THEIR PEOPLE FROM EXTINCTION. || ||= THE FOUR PRIMAL BOSSES THAT YOU MUST KILL IN THE FIRST HALF OF THE GAME COULD POSSIBLY BE REINCARNATIONS OF 4 CHARACTERS FROM DARK SOULS 2. SWEET SHALQUIOR MENTIONS IN HER DIALOGUE THAT THE PRIMALS ARE INCREDIBLY ANCIENT, AND THAT THEY REMIND HER OF OTHERS FROM A TIME LONG AGO. IN NG+ THE 4 PRIMAL BOSSES DROP UNIQUE SOULS THAT GIVE HINTS TO THEIR ORIGINS. THE LOST SINNER DROPS THE OLD WITCH SOUL, IMPLYING THAT THE LOST SINNER INHERITED THE SOUL OF THE WITCH OF IZALITH. THE DUKE'S DEAR FREJA (FREJA IS NOT A PRIMAL, YOU GET THE SOUL FROM THE DRAGON IN THE ROOF.) DROPS THE OLD PALEDRAKE SOUL THIS SUGGESTS THAT THE DUKE MIGHT HAVE DISCOVERED THE DEFORMED EVERLASTING DRAGON SEATH THE SCALELESS' SOUL AND CREATED FREJA FROM IT. THE IRON KING DROPS THE OLD KING SOUL, WHICH IMPLIES HE INHERITED THE SOUL OF THE SUN GOD LORD GWYN (OR MAYBE FROM ONE OF FOUR KINGS, THE OLD KING SUCUMBED TO HIS OWN EGO AND HUNGER OF POWER AS THE FOUR KINGS DID BEFORE). FINALLY THE ROTTEN DROPS THE OLD DEAD ONE'S SOUL, IMPLYING THAT HE INHERITED LORD NITO'S SOUL. THE PRIMAL BOSSES ALSO SHARE MANY PERSONALITY TRAITS AND FLAWS FROM THE ORIGINAL PRIMORDIAL BEINGS. THIS SUGGESTS THAT THE SOULS OF THESE BEINGS ARE SO POWERFUL THAT EVEN AFTER DEATH THEY REINCARNATE AND BECOME WEAKER, BUT STILL VERY POWERFUL, MONSTROSITIES. FINALLY, THE FURTIVE PYGMY MANUS WAS SPLIT INTO FRAGMENTS AND NASHANDRA WAS FORMED FROM THE SMALLEST OF THESE PIECES, AS DESCRIBED IN THE DESCRIPTION OF THE**[**CHIME OF WANT**](https://darksouls2.wiki.fextralife.com/Chime+of+Want)**. THIS ALSO SUGGESTS THAT THERE ARE MORE BEINGS WHO ARE REINCARNATIONS OF MANUS SCATTERED THROUGHOUT THE WORLD. SUBLIME BONE DUST COULD VERY WELL BE THE REMAINS OF THE CHOSEN UNDEAD FROM DARK SOULS I. THE BONE DUST DESCRIPTION CLAIMS THAT THIS DUST COMES FROM "A SAINT WHO CAST HIMSELF UPON THE FIRES". THIS COULD MEAN THAT THE REKINDLE THE BONFIRE ENDING IS CANON, THOUGH IT IS UNKNOWN HOW MANY TIMES THE FIRES THAT BEEN REKINDLED AND FADED SINCE THE FIRST GAME. THERE ARE MANY SIMILARITIES AND CONNECTIONS WHEN LOOKING AT LORDRAN AND THE LOST KINGDOM OF HEIDE. THE TOWER OF HEIDE AND THE BLUE CATHEDRAL ESPECIALLY SHARE NEAR PERFECT COPIES OF THE ARCHITECTURE IN ANOR LONDO. THE CATHEDRAL ALSO HOLDS HOME TO THE OLD DRAGONSLAYER, A NEAR IDENTICAL MATCH TO ORSTEIN THE DRAGONSLAYER FROM DARK SOULS I. HEIDE KNIGHTS ALSO WIELD WEAPONS THAT USE LIGHTENING AND THE SUN COVENANT SURVIVED IN SOME FORM HERE. HEIDE COULD PERHAPS BE A KINGDOM THAT WAS FORMED BY THE GODS WHO ESCAPED THE FALL OF LORDRAN AND GWYN WHEN THE FLAME FIRST FADED. IT IS KNOWN THAT GWYN'S DAUGHTER GWYNEVERE AND HER HUSBAND FLANN WERE PART OF THIS EXODUS. FLANN WAS THE GOD OF FIRE, WHICH COULD EXPLAIN WHY A LARGE LIGHTHOUSE IS BUILT ON THE SITE OF HEIDE TOWER. GWYNEVERE IS ALSO THE DAUGHTER OF SUNLIGHT, WHICH COULD EXPLAIN HOW MANY OF SUNLIGHT BASED MIRACLES AND ITEMS GOT HERE. THIS COULD MEAN THAT HEIDE WAS A KINGDOM THAT WAS CREATED BY THESE 2 GODS IN ORDER TO TRY AND REPLICATE THE FORMER GLORY OF ANOR LONDO, THOUGH SOME UNKNOWN FORCE DESTROYED THE KINGDOM AND IT SUNK INTO THE SEA.** **THE LOST BASTILLE IS WHERE UNDEAD WERE ROUNDED UP AND IMPRISONED, SIMILAR TO THE UNDEAD ASYLUM FROM THE FIRST GAME. ONE OF THE THINGS NOTICEABLE THERE ARE THESE JAR LIKE CELLS VAGUELY SHAPED LIKE HUMANS. SOME ARE NORMAL SIZED, SOME LARGE. THERE ARE EVEN SMALL SIZED, IMPLYING THAT CHILDREN CAN BE BRANDED WITH THE DARK SIGN AND THUS BECOME UNDEAD.** **THE GIANTS THAT ARE TALKED ABOUT AND/OR SHOWN IN DARK SOULS 2 MAY NOT BE THE SAME TYPE OF GIANTS IN THE FIRST GAME, OR PERHAPS, MAY BE A VARIANT OF THE ONES FROM THE FIRST GAME THAT HAVE EVOLVED TO THE POINT THAT THEY DID NOT REQUIRE FACES. POINT IN FACTS BEING NOT ONLY THE GIANT BLACKSMITH AND SUCH, BUT IN THE TOMB OF THE GIANTS. THE GIANT SKELETONS CLEARLY ARE SHOWN TO HAVE FACES. SO THIS MEANS ONE OF 2 POSSIBLE THEORIES, EITHER GIANTS HAVE EVOLVED TO THE POINT WHERE THEY NO LONGER REQUIRED SUSTENANCE, DUE TO NOT HAVING FACES....OR THIS IS A DIFFERENT EVOLUTIONARY BREED OF GIANTS, POSSIBLY ACTING AS THE GOLEMS DID TO KING VENDRICK, TO WHERE EVER THEY'RE HIVEMIND CONTROLLER IS LOCATED, NOT TOO DISSIMILAR TO THE GETH FROM MASS EFFECT IN THE DESCRIPTION OF DRAGON BONE FIST FROM DARK SOULS 1, IT IS SAID THAT THE GODS HAD THE ABILITY TO CREATE GOLEMS BY "FUSING THE POWER OF SOULS" WITH AN INANIMATE OBJECT. IN DARK SOULS 2, THE GOLEMS ARE ALSO POWERED BY ABSORBING SOULS, SUGGESTING THAT WHATEVER VENDRICK STOLE ALLOWED HIM TO PERFORM THIS LONG-LOST FUSION TECHNIQUE. IT IS POSSIBLE THAT THIS MAY HAVE HAD THE POTENTIAL TO FREE HUMANITY FROM THE UNDEAD CURSE BY CREATING A NEW ARTIFICIAL RACE, BUT PERHAPS THAT ENDED WITH THE EMERALD HERALD. IN DARK SOULS 1 THERE IS NO TRACE OF POSSIBLE MASOCHISTIC BEHAVIOURS IN THE WITCH OF IZALITH, BEHAVIOURS THAT THE LOST SINNER OBVIOUSLY SHOWS. THE NATURE OF HIS SELF-PUNISHMENT IN MY OPINION CAN'T BE EXPLAINED WITH CONNECTIONS WITH THE LORD'S SOUL SHE CARRIES. I TRIED TO UNDERSTAND WHY THIS CHARACTER FEELS SO GUILTY. SWEET SHALQUIOR TELLS US THAT SHE TRIED TO LIGHT THE FIRST FLAME AGAIN, LIKE THE WITCH OF IZALITH DID. MAYBE SHE TRIED IN THE SAME WAY, WITH PYROMANCY (SHE NEVER USES IT, BUT HER GAUNTLETS ARE USEFUL TO IT). THE CHAOS DEMON WE SEE IN HER PRESENTATION SUGGESTS THAT SHE TRIED TO LIGHT THE FLAME IN THE SAME WAY. I THINK SHE FAILED IN HER ATTEMPTS BECAUSE THERE ARE NO CHAOS DEMONS IN DRANGLEIC OR IN THE OUTER WORLD EXCEPT THIS ONE. ANYWAY, SHE TRIED, AND SOMETHING BAD SHOULD HAPPEN. HERE'S MY THEORY: WHAT IF THE TOWER OF FLAME OF HEIDE WAS NOT BUILT WITH THE PURPOSE TO BE A LIGHTHOUSE? MAYBE THE LOST SINNER WAS A PYROMANCER OF HEIDE, WHO TRIED TO CREATE THE FIRST FLAME IN HER CITY, BUT SOMETHING WENT WRONG AND SHE ONLY DESTROYED THE TOWN (IN MY OPINION HEIDE DOESN'T SEEM FALLEN UNDERWATER IN A NATURAL WAY). MAYBE THE CHAOS BUG WE SEE WITH HER IS THE ONLY CHAOS DEMON HER ATTEMPT PRODUCED, OR THE LAST DEMON REMAINED FROM DARK SOULS 1 THAT SUGGESTED HER WHAT TO DO. I THINK AFTER THE LOST SINNERS UNDERSTOOD WHAT SHE DID, SHE RAN AWAY FROM HEIDE TO THE LOST BASTILLE, MAYBE CREATING IN HER FURY THE PATH FROM HEIDE TO NO MAN'S WHARF (IT DOESN'T SEEM NATURAL TOO). THEN SHE LOCKED HERSELF IN SINNER'S RISE AND DECIDED NOT TO USE PYROMANCY ANYMORE. THE CHAOS BUG IN THIS WAY SHOULD REPRESENT HER CONSCIENCE OF WHAT SHE DID, AND FOR THIS SHE SCREAMS WHEN IT ENTERS IN HER MASK (SHE SEES IT AND THINK TO HER SIN). MANY PEOPLE BELIEVE THAT THE ANCIENT DRAGON IN THE DRAGONS AERIE IS THAT OF ALDIA WHO SUCCEEDED IN TURNING HIMSELF INTO A DRAGON, HOWEVER, THIS THEORY DEDUCES THAT MAYHAPS HE COULD NOT DO SO 100 PERCENT SUCCESSFULLY, OR MAYHAPS COULD NOT TRANSFER HIS FULL SOUL INTO THE DRAGON, AND TRANSFERRED AT LEAST PART OF HIS SOUL/CONCIOUSNESS INTO NAVLAAN. THE METHOD BEHIND THIS IS THAT YOU ORIGINALLY FIND HIM IN ALDIA'S KEEP, AFTER THAT, THE PLACES WHERE HE WILL INVADE YOU ARE SIMILAR TO WHERE YOU WOULD THINK ALDIA TRAVELED TO AND FROM, IN ORDER TO ACHIEVE MATERIALS FOR HIS EXPERIMENTATION. FOREST OF THE FALLEN GIANTS FOR THE GIANT BODIES, THE GUTTER FOR HUMAN BODIES AND POSSIBLY OF THE DRAGON BONES LOCATED BEFORE THE ROTTEN BOSS FIGHT, BRIGHTSTONE FOR THE CRYSTALS MORE THEN LIKELY USED IN MANY OF HIS MAGIC RITUALS AND ELIXIRS, AND DRANGLEIC CASTLE AND ALDIA'S KEEP DUE TO BEING PART OF THE ROYAL FAMILY, KING VENDRICK'S OLDER BROTHER. THE LAST TWO COULD BE ARGUED THAT THAT'S BECAUSE NAVLAAN WAS/IS A ROYAL SORCERER, BUT THE REST WOULD MAKE VERY LITTLE SENSE, EVEN IF HIS OTHER PERSONALITY IS A BIT CRAZY. AS OF THE RELEASE OF**[**SCHOLAR OF THE FIRST SIN**](https://darksouls2.wiki.fextralife.com/Scholar+of+the+First+Sin)**, ALDIA'S REAL IDENTITY HAS BEEN CONFIRMED. PEOPLE THINK THE LOCATION WITH THE UNDEAD SINGERS IS ASH LAKE, BUT THIS THEORY FOCUSES ON THAT POSSIBLY THINGS BETWIXT IS ACTUALLY ASH LAKE. ASH LAKE WAS IN THE FIRST GAME, THE ONLY LOCATION STILL IN RELATIVE SIMILAR APPEARANCE TO WHAT THE WORLD LOOKED LIKE BEFORE THE FIRST FLAME, AND SEEMED TO BE NOTHING BUT AN ALMOST ENDLESS OCEAN. THAT BEING SAID, THINGS BETWIXT IS THE MOST SIMILAR IN THIS APPEARANCE, THOUGH QUIET A BIG DARKER IN APPEARANCE, THOUGH THAT COULD BE SAID IN ANOTHER THEORY THAT POSSIBLY THE CLOSER TO THE END OF AN AGE OF FIRE IT GETS, THE DARKER THE WORLD SEEMS TO BE, AND THAT THAT COULD POSSIBLY BE WHY THINGS BETWIXT WAS SO MUCH DARKER IN THE SECOND GAME THAN IN THE FIRST GAME.** ****THE IRON KING AND THE LOST SINNER'S LOVE AFFAIR.**** **MYTHA AND THE IRON KING WERE MOST LIKELY MARRIED. HOWEVER, SOMETHING CAME BETWEEN THEM THAT DROVE MYTHA TO DO CRAZY ACTS OF LOVE FOR HER HUSBANDS ATTENTION.  "THAT CREATURE, SHE WAS HUMAN ONCE YA KNOW... HMM, IN FACT, SHE WAS WED TO THE PRINCE OF THAT NEARBY CASTLE... BUT HER HUSBAND, HMM, HE HAD FEELINGS FOR ANOTHER... BEFORE LONG THE PRINCESS' IRE TRANSFORMED HER INTO A MONSTER." - LADDERSMITH GILLIGAN   SO WE KNOW THE KING HAD SOMEONE ELSE. THIS IS IMPORTANT BECAUSE OF HOW SHE TURNED...  THE NEXT IMPORTANT FACTOR HERE, IS IN THE WHOLE GAME, THERE ARE ONLY 2 NAMED DEMONS; THE SMELTER DEMON AND THE COVETOUS DEMON. WE KNOW DEMONS WERE MADE AT LOST IZALITH WHEN TRYING TO RELIGHT THE FLAME FAILED. SO WAS THE IRON KEEP ABOVE LOST IZALITH? I BELIEVE SO, BECAUSE RIGHT NEXT DOOR TO LOST IZALITH AND THE POOLS OF LAVA IS BLIGHT TOWN.(THE BED OF CHAOS IS LONG GONE, THE DEMONS IN THIS GAME APPEAR TO BE MORE OR LESS SOME FORM OF EXPERIMENT GONE WRONG OR SOMEONE USING DARK MAGICS TO WARP THEMSELVES INTO SOMETHING LESS THAN HUMAN) IT MAKES SENSE THAT WHEN THE IRON KING MINED UNDERGROUND, SO DID THE PEOPLE OF HARVEST VALLEY AND EARTHEN PEAK, BUT THE PEOPLE GOT A VERY DIFFERENT RESULT...  EVEN STONE TRADER CHLOANNE EXPLAINS HOW THERE IS NOTHING OF INTEREST AT HARVEST VALLEY (WILL ADD QUOTE AT LATER DATE). SO WHY ARE THEY MINING? (THEY HAD A FULL BLOWN KINGDOM, PERHAPS THEY GOT THE ORE FROM SOMEWHERE ELSE.)  THE COVETOUS DEMON I BELIEVE TO BE A TYPICAL LOVE STORY. HE CLEARLY LOVES MYTHA, EVEN BEING A MONSTER, HE TOO WOULD DO ANYTHING CRAZY TO GET HER ATTENTION. COVETOUS MEANING - "HAVING OR SHOWING A GREAT DESIRE TO POSSESS SOMETHING BELONGING TO SOMEONE ELSE." CLEARLY SUPPORTS THIS IDEA. (THE COVETOUS DEMON'S SOUL DESCRIPTION IMPLIES THAT HE MAY HAVE BEEN ONCE HUMAN, ONLY TO BE WARPED. IT IS UNKNOWN HOW THE  WHY WOULD MYTHA TAKE SOMETHING FROM HER MINES, MAYBE KNOWING IT BEING POISONOUS, JUST TO GET THE ATTENTION OF HER HUSBAND THE IRON KING? MAYBE THE IRON KING FOUND SOMETHING TO OBSESS OVER IN HIS MINE...  THE LOST SINNER (NOT GOING INTO TOO MUCH SPECULATION WHO IT ACTUALLY IS) HAS THE SOUL OF THE WITCH OF IZALITH AND TRIED TO REKINDLE THE FIRST FLAME. ALL THE OLD SOULS SUGGEST THAT THEY HAVE A WAY TO PERSUADE THE ONE WHO ACQUIRED IT. IS IS POSSIBLE THE IRON KING, WITH THE LOST SINNER TRIED ONCE AGAIN TO RE-MAKE THE FIRST FLAME? ONCE AGAIN CAUSING THE BIRTH OF DEMONS?  SO WHY THE LOST SINNER YOU MIGHT ASK... WELL THE DOOR IN THE LOST SINNER'S CELL IS THE SAME YOU SEE IN THE IRON KEEP... IT STRONGLY SUGGESTS THE IRON KING MADE HER CELL FOR HER. NOT TO MENTION THE IRON LITERALLY EVERYWHERE AROUND SINNER'S CELL, INCLUDING ONE OF THE ONLY PLACES WHERE FIRE IS USED MECHANICALLY (WHEN YOU LIGHT UP THE ROOMS FROM THE SIDE ROOMS) LIKE IN THE IRON KEEP. THE LOST SINNERS MASK IS EVEN MADE COMPLETELY OUT OF IRON.  "THE LOST SINNER ETERNALLY PUNISHES HERSELF FOR THE SINS OF HER PAST. INDEED, SHE COMMITTED WHAT SOME WOULD BELIEVE TO BE THE ULTIMATE SIN - SHE ATTEMPTED TO RELIGHT THE FIRST FLAME." - LOST SINNER DESCRIPTION  THE WORDING HERE SUGGESTS SHE ACTUALLY IMPRISONED HERSELF. "SOME" ALSO SUGGESTS THAT SOMEONE DOESN'T BELIEVE IT TO BE THE WORST SIN, MAYBE THAT SOMEONE WAS THE IRON KING?  OPINION - TO ME, SHE FEELS GUILTY HERSELF AND THUS HIDES HERSELF AWAY KNOWING WHAT SHE DID WAS WRONG. THE IRON KING HOWEVER MIGHT NOT HAVE AGREED BUT OUT OF LOVED HELPED. HE GIVES HER A LARGE SWORD TO PROTECT HERSELF AND THROWS AWAY THE (BASTILLE) KEY SO THAT NO ONE CAN LIGHT THE ROOM FOR HER FULLY. LOCKED HER HANDS TOGETHER SO SHE COULDN'T USE PYROMANCY WITHOUT BURNING HERSELF (NOTE: WHEN THE PLAYER WEARS THEM WE ONLY WEAR THEM ON ONE HAND).  BELL KEEPERS - THE BELFRY GARGOYLS AND THE BELL BROTHERS GET AN EXPLINATION FOR THERE PURPOSE THEN. THE GORGOYLES WERE MADE BY THE IRON KING WHO IS EXPLAINED TO BE ABLE TO MAKE LIFE FROM IRON, BUT MAYBE NOT JUST IRON, MAYBE FROM STONE TOO, OR MAYBE THE IRON KING AND THE LOST SINNER SHARED THIS ABILITY. THE BELL KEEPERS DEFEND BELFRY LUNA AND SOL, SO THEY'RE CONNECTED TO THE IRON KEEP FOR SOME REASON.  NEED MORE EVIDENCE?  "THE TWIN BELLS SYMBOLIZE THE LOVE BETWEEN TWO LOVERS WHO COULD NEVER BE UNITED. THE BELL KEEPERS ARE THEIR ETERNAL GUARDIANS. FOR THAT IS THEIR LOVE, THAT IS THEIR CURSE." - BELL KEEPERS RING  THE IRON KING MADE THE BELL OF SOL, THE LOST SINNER MADE THE BELL OF LUNA USING IRON AND RESOURCES FROM THE IRON KING... SO THE IRON KING IS PRINCE OF ALKEN AND THE LOST SINNER IS THE PRINCESS OF VENN. THIS EXPLAINS WHY THE IRON KING IS SOMETIMES CALLED A PRINCE, IT WAS WHEN THE IRON KING WASN'T RULER YET.  "KEEP YOUR HANDS OFF OUR BELL, THE GREAT BELL OF ALKEN. THE BELL BELONGS TO THE PRINCESS IT DO." - BELL KEEPER IN LUNA  "A LONG, LONG, LONG TIME AGO, THE PRINCESS, SHE MADE ME, YES, JUST LIKE SO. TO GUARD THIS BELL FOR THE PRINCE'S HONOR" - BELL KEEPER IN LUNA  "THE PRINCE MADE ME, TO GUARD THE BELL OF VENN." - BELL KEEPER IN SOL  SO KNOWING THAT THE IRON KING CAN MAKE IRON CREATURES COME TO LIFE FROM THE VARIOUS ARMOR SETS IN HIS KEEP, IT MAKES SENSE THE IRON KING WAS ONCE THE PRINCE OF ALKEN.  SO IS THE LOST SINNER THE PRINCESS OF VENN? THE IRON AND SUCH ALL AROUND HER CONNECTS THEM. THE BUG ALSO CONNECTED HER TO IZALITH THAT COULD BE UNDER THE IRON KEEP. ANOTHER FACTOR IS HER SOUL "SINS OF HER PAST", SO NOT ONLY DID SHE TRY AND RELIGHT THE FIRST FLAME BUT SHE DID OTHER THINGS SHE FEELS GUILTY OVER. THE LOST SINNERS SWORD EVEN MENTIONS SHE DOESN'T KNOW ITS TRUE NATURE OR WHERE IT'S FROM, IS THAT BECAUSE THE IRON KING GAVE IT TO HER. THE CHAOS BLADE FROM DARK SOULS 1 WAS MADE FROM THE SOUL OF QUELAAG, IT TOO HURT THE PLAYER ON HITTING AN ENEMY.  WHILE IT DOESN'T MAKE IT OBVIOUS LIKE THE IRON KING, IT'S VERY LIKELY THE LOST SINNER IS THE PRINCESS OF VENN. SHE IS NOT A WITCH OF IZALITH OR THE BED OF CHAOS... THEY DIED... BUT 1 WAS UNACCOUNTED FOR... HER SOUL HOWEVER DOES CHANGE THE FATE OF THE OWNER AND IT'S PROBABLY WHAT THE PRINCE AND PRINCESS TRIED TO DO TOGETHER.  THE ATTEMPT TO RELIGHT THE FLAME: AT THIS POINT, WHILE IT'S ONLY ASSUMPTION, IT SEEMS FAIR TO SAY THE IRON KING AND THE LOST SINNER TRIED TOGETHER TO RELIGHT THE FIRST FLAME. THE ATTEMPTED FAILED, RECREATING THE DISASTER LIKE BEFORE. THE IRON KING WAS KILLED BY THE SMELTER DEMON AND WAS TURNED INTO THE BEAST WE SEE IN-GAME. THE LOST SINNER, LIKE SOME OF THE WITCHES OF IZALITH, GOT AWAY SAFELY, BUT IN GUILT OF HER SINS LOCKED HERSELF AWAY. OR SHE COULD HAVE BEEN WILLINGLY CAPTURED AND SENT TO THE CELL MADE IN SINNERS RISE. WHILE THE CELL MIGHT NOT HAVE ORIGINALLY BEEN FOR HER, SHE FITTED IT NICELY WITH THE MOON (LUNA) REMINDING US OF HER BELL.  TO EXPLAIN MYTHA AND COVETOUS PROPERLY I'VE WAITED TILL THE END. MYTHA WAS CRAZY IN LOVE, AND LIKE HER HUSBAND DID, SHE MINED THE GROUND AND LOOKED FOR SOMETHING OF INTERESTING LIKE THE LOST SINNER CLEARLY HAD UNDER THE IRON KEEP. SHE FOUND POISON. COVETOUS FOLLOWED MYTHA'S CRAZY IDEA AND ATE AS MUCH AS HE COULD TO IMPRESS MYTHA. MYTHA MIGHT HAVE JUST BEEN USING COVETOUS TO TRY AND MAKE THE IRON KING GUILTY AT SOME POINT... COVETOUS TURNED INTO A DEMON FROM THE POISON HE CONSUMED AND NEVER FOUND TRUE LOVE...  MYTHA WAS FOREVER JEALOUS OF THE PRINCESS OF VENN  THE KING OF ALKEN, THE IRON KING, LOST HIS TRUE LOVE. LOSING HIS HUMAN FORM TO A MONSTER HE COULD NEVER SEARCH FOR HER AGAIN.  THE PRINCESS OF VENN, THE LOST SINNER, FEELING GUILTY PUNISHED HERSELF AND NEVER TRIED TO ESCAPE.   - WRITTEN BY BUBUSHUM, ANY FEEDBACK OR SUGGESTIONS WOULD BE NICE. I WILL THIS LATER TO FIX SPELLING, GRAMMAR, AND OVERALL LAYOUT. THANK YOU FOR READING!**   * + **JUST AN ADDED OBSERVATION ON THE RELATIONSHIP BETWEEN ALKEN AND VENN. THE RING OF BLADES DESCRIPTION STATES THAT BOTH KINGDOMS WERE FOUNDED BY THE SAME MAN BUT LATER REDUCED TO RIVALRY. HMMM.... SO,IT STANDS TO REASON THAT ALKEN AND VENN WERE FOUNDED BY THE PRINCE AND PRINCESS' FATHER. A KING PRIOR TO VENDRICK DIVIDED HIS KINGDOM BETWEEN HIS SON AND DAUGHTER. SO THAT WOULD EXPLAIN WHY THEIR LOVE WAS SO FORBIDDEN. THE PAIR CREATED THE BELL KEEPERS INSTEAD OF CHILDREN BECAUSE EVERYBODY KNOWS SIBLING COUPLING IS A NO-NO. IT WASN'T BECAUSE ALKEN ALREADY HAD MYTHA OR ANYTHING LIKE THAT, IT WAS THEIR PARENTAGE THAT KEPT THEM FROM BEING ABLE TO "RING THE BELL" IF YOU CATCH THE REFERENCE. MYTHA, JILTED, TURNED HER FURY AND HER KINGDOM AGAINST VENN, MOST LIKELY AFTER ALKEN (THE PERSON) DIED. THE ONLY THING I FIND ODD IS THE WHOLE "NOBODY REMEMBERING THE SINNER'S NAME", ONE WOULD THINK YOU COULD REMEMBER THE PERSON'S NAME IF THEIR'S AND THE KINGDOM'S WERE ONE AND THE SAME. SO PERHAPS I'M WRONG AND VENN WAS ANOTHER PRINCE AND SINCE ALKEN AND THE PRINCESS OF VENN WERE BOTH ALREADY MARRIED THEY COULDN'T BE TOGETHER. BUT THEN WHY WOULD THE BELL BE NAMED AFTER VENN? NOPE, I'M STICKING WITH THE SIBLING THEORY. TOO MUCH EVIDENCE TO IGNORE. -CURSEDRONINZERO**    [AAVA, THE KING'S PET](https://darksouls2.wiki.fextralife.com/Aava,+the+King's+Pet) **BOSS OF**[**FROZEN ELEUM LOYCE**](https://darksouls2.wiki.fextralife.com/Frozen+Eleum+Loyce)**, FOUND JUST PAST THE FIRST BONFIRE. AFTER THE LARGE DOOR ACROSS THE BRIDGE GO LEFT AND DOWN THE STAIRS. THE ENTRANCE IS IMMEDIATELY AHEAD.  SOULS AWARDED: 78,000 WEAKNESS: FIRE, DARK**  **RESISTANCE: MAGIC OPTIONAL: NO  NOTES:**   * **WITHOUT A SPECIFIC ITEM, "EYE OF THE PRIESTESS", IN POSSESSION, AAVA WILL REMAIN INVISIBLE THROUGH THE FIGHT.** * **A LARGE TIGER-CREATURE WITH A STANDARD MOVESET. HOWEVER, ITS ATTACKS ARE VERY PUNISHING. IT WILL CREATE WHAT MAY APTLY BE DESCRIBED AS HOMING CRYSTAL SOULMASS, BUT ICE-THEMED, WHICH HAVE MODERATELY-GOOD TRACKING BUT DEAL MORE THAN JUST MAGIC/PHYSICAL DAMAGE. IT WILL ALSO USE A DLC VERSION OF WRATH OF THE GODS(ICE THEMED). WHEN IT REARS ITS PAW TO HIT THE GROUND, ICE CRYSTALS WILL ERUPT IN AN AOE ARC.** * **ATTACKS LET YOURE WEAPON BREAK PRETTY FAST**    [LUD AND ZALLEN, THE KING'S PETS](https://darksouls2.wiki.fextralife.com/Lud+and+Zallen%2C+the+King%27s+Pets" \t "_blank) **OPTIONAL BOSSES THAT RESIDE IN THE**[**FRIGID OUTSKIRTS**](https://darksouls2.wiki.fextralife.com/Frigid+Outskirts)**. TWO GIANT BLACK TIGERS WITH THE SAME MOVESET AS AAVA.  SOULS AWARDED: 56,000 WEAKNESS: FIRE OPTIONAL: YES NOTES:**   * **THIS BOSS BATTLE IS MEANT TO BE FOUGHT IN CO-OP. THERE ARE TWO NPC SUMMONS AVAILABLE IMMEDIATELY TO THE LEFT AT THE START OF THE AREA.** * **WHEN LUD'S HEALTH FALLS BELOW 33%, YOU SHOULD KILL HIM AS QUICKLY AS POSSIBLE. ZALLEN WILL JOIN THE BATTLE, AND BOTH OF THEM PERFORMING A LUNGE ATTACK OR LAUNCHING THEIR HOMING MISSILE ATTACKS IS DIFFICULT TO DEFEND AGAINST. HAVING ONE OR TWO PHANTOMS WITH YOU MAKES ZALLEN JOIN FASTER (50% OR 66% RESPECTIVELY).** * **WHEN ZALLEN'S HP REACHES 20%, HE WILL CAST A BUFF AND START REGENERATING HEALTH (UP TO 60%) AND GAINING INCREASED DEFENSE (150%) AND DAMAGE (120%). (UNSURE IF LUD CAN DO THE SAME THING. NEED CONFIRMATION IF ONLY ZALLEN CAN USE THIS BUFF) YOU CAN TRY AND KILL ZALLEN IN THIS STAGE, BUT UNLESS YOU DIDN'T BRING PHANTOMS IT'S ADVISED TO STAY AWAY, SINCE HE WILL PROBABLY REGENERATE FASTER THAN YOU CAN DEAL DAMAGE.**   **WEAKNESS: NONE (BUT DOES TAKE MORE DAMAGE FROM MAGIC AND LIGHTNING) (HAS BEEN SAID BY IGN)AS STATED BY IGN**   1. **NOTE: THIS BOSS CAN BE OPTIONAL IF YOU DECIDE TO FIGHT THE PURSUER AND**[**FLEXILE SENTRY**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry)**INSTEAD.** 2. **IT IS POSSIBLE TO SUMMON DARK PHANTOMS (RED). THESE WILL BE CHANGED BY THE CHASM INTO ABYSSAL SPIRITS, GIVING THE INVADER THE SAME PURE BLACK APPEARANCE AS EVERYONE ELSE. WHILE YOU'RE AN ABYSS SPIRIT YOU CAN ATTACK THE OTHER NPC ABYSS SPIRITS. YOU CAN NOT JOIN THE SUMMONER FOR THE BOSS FIGHT, HOWEVER. CR TO PARAGON FROM THE REDEEMERS OF THE NIGHT FROM THE FORUMS FOR THIS.**  [TROPHY & ACHIEVEMENT GUIDE](https://darksouls2.wiki.fextralife.com/Trophy+&+Achievement+Guide)  **LIST OF TROPHIES AND ACHIEVEMENTS FOR DARK SOULS 2, AS WELL AS GUIDES TO OBTAINING THEM. SPOILERS AHEAD! YOU CAN FIND A DETAILED**[**TROPHY & ACHIVEMENT GUIDE BY GRINTWIST HERE**](https://fextralife.com/dark-souls-2-trophy-guide/)**.**  **YOU CAN DOWNLOAD**[**THIS PDF FILE BY INSPECTOR**](https://darksouls2.wiki.fextralife.com/file/Dark-Souls-2/DS2%20SOTFS.pdf?v=1510059497107)**FOR A PRINTABLE CHECKLIST OF ALL ITEMS TO COLLECT (SORCERIES/PYROMANCIES/MIRACLES/HEXES/GESTURES). ALTERNATIVELY, HERE IS A****DARK SOULS 2 TROPHIES NOTES**   * **THE**[**DLC**](https://darksouls2.wiki.fextralife.com/DLC)**HAS NO TROPHIES, HOWEVER IN THE PS4/X1/DX11 VERSIONS THE DLC SPELLS ARE NEEDED FOR THE MASTER OF SORCERY/MIRACLES/PYROMANCY/HEXES TROPHIES.** * **TO OBTAIN THE PLATINUM/110% YOU WILL HAVE TO COMPLETE THE GAME 2+1/2 TIMES TO REACH**[**CHANCELLOR WELLAGER**](https://darksouls2.wiki.fextralife.com/Chancellor+Wellager)**ON**[**NG++**](https://darksouls2.wiki.fextralife.com/New+Game+Plus)**OR ENGAGE ON ONLINE PVP AND CO-OP TO RANK SPECIFIC**[**COVENANTS**](https://darksouls2.wiki.fextralife.com/covenants)**THAT GRANT SPECIAL REWARDS.** * **IT IS POSSIBLE TO OBTAIN 110% COMPLETION BY PLAYING OFFLINE**   LIST OF DARK SOULS 2 TROPHIES   |  |  |  |  | | --- | --- | --- | --- | | **ICON** | **TROPHY** | **VALUE** | **EARNED TROPHY** | | **The%20Dark%20Soul%20Trophy** | **THE DARK SOUL (TOP GOLD LEVEL)** | **/ 50G** |  | | **ALL TROPHIES OBTAINED. CONGRATULATIONS** |  |  | | **Self%20Recollection%20Trophy** | **SELF RECOLLECTION (TOP COPPER LEVEL)** | **/ 10G** |  | | **RECLAIM FLESH AND SET OUT AS AN UNDEAD** |  |  | | **Supreme%20Weapon%20Trophy** | **SUPREME WEAPON** | **/ 50G** |  | | **REINFORCE A WEAPON TO ITS LIMIT** |  |  | | **Gesture%20Maestro%20Trophy** | **GESTURE MAESTRO** | **/ 50G** |  | | **LEARN ALL**[**GESTURES**](https://darksouls2.wiki.fextralife.com/Gestures) |  |  | | **Master%20of%20Socery%20Trophy** | **MASTER OF SORCERY** | **/ 30G** |  | | **LEARN ALL**[**SORCERIES**](https://darksouls2.wiki.fextralife.com/sorceries)**(DLC SORCERIES NEEDED IN THE PS4/X1/DX11 VERSION)** |  |  | | **Master%20of%20Miracles%20Trophy** | **MASTER OF MIRACLES** | **/ 30G** |  | | **LEARN ALL**[**MIRACLES**](https://darksouls2.wiki.fextralife.com/Miracles)**(DLC MIRACLES NEEDED IN THE PS4/X1/DX11 VERSION)** |  |  | | **Master of Pyromancy Trophy** | **MASTER OF PYROMANCIES** | **/ 30G** |  | | **LEARN ALL**[**PYROMANCIES**](https://darksouls2.wiki.fextralife.com/pyromancies)**(DLC PYROMANCIES NEEDED IN THE PS4/X1/DX11 VERSION)** |  |  | | **Master%20of%20Hexes%20Trophy** | **MASTER OF HEXES** | **/ 30G** |  | | **LEARN ALL**[**HEXES**](https://darksouls2.wiki.fextralife.com/Hexes)**(DLC HEXES NEEDED IN THE PS4/X1/DX11 VERSION)** |  |  | | **Selfless%20Giver%20Trophy** | **SELFLESS GIVER** | **/ 50G** |  | | **MAX-OUT DEVOTION TO**[**COVENANT**](https://darksouls2.wiki.fextralife.com/Covenants)**.** |  |  | | **This%20is%20Dark%20Souls%20Trophy** | **THIS IS DARK SOULS** | **/ 10G** |  | | **DIE FOR THE FIRST TIME** |  |  | |  | | |  | | **SECRET TROPHIES** | | |  | |  | | |  | | **King%27s%20Ring%20Trophy** | **KING'S RING** | **/ 20G** |  | | **ACQUIRE THE**[**KING'S RING**](https://darksouls2.wiki.fextralife.com/King%27s+Ring) |  |  | | **Ancient%20Dragon%20Trophy** | **ANCIENT DRAGON (TOP DOUBLE COPPER LEVEL)** | **/ 20G** |  | | **ACQUIRE**[**ASHEN MIST HEART**](https://darksouls2.wiki.fextralife.com/Ashen+Mist+Heart) |  |  | | **The%20Heir%20Trophy** | **THE HEIR (TOP PLATINUM LEVEL)** | **/ 100G** |  | | **SEE THE ENDING** |  |  | | **Last%20Giant%20Trophy** | **LAST GIANT** | **/ 20G** |  | | **DEFEAT**[**THE LAST GIANT**](https://darksouls2.wiki.fextralife.com/The+Last+Giant) |  |  | | **Sinner%27s%20Bonfire%20Trophy** | **SINNER'S BONFIRE** | **/ 20G** |  | | **LIGHT THE PRIMAL BONFIRE IN**[**SINNER'S RISE**](https://darksouls2.wiki.fextralife.com/Sinner%27s+Rise) |  |  | | **Iron%20Keep%20Bonfire%20Trophy** | **IRON KEEP BONFIRE** | **/ 20G** |  | | **LIGHT THE PRIMAL BONFIRE IN THE**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) |  |  | | **Gulch%20Bonfire%20Trophy** | **GULCH BONFIRE** | **/ 20G** |  | | **LIGHT THE PRIMAL BONFIRE IN THE**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch) |  |  | | **Brightstone%20Bonfire%20Trophy** | **BRIGHTSTONE BONFIRE** | **/ 20G** |  | | **LIGHT THE PRIMAL BONFIRE IN**[**BRIGHTSTONE COVE TSELDORA**](https://darksouls2.wiki.fextralife.com/Brightstone+Cove+Tseldora) |  |  | | **Giant%20Lord%20Trophy** | **LOOKING GLASS KNIGHT** | **/ 20G** |  | | **DEFEAT**[**LOOKING GLASS KNIGHT**](https://darksouls2.wiki.fextralife.com/Looking+Glass+Knight)**(MIRROR KNIGHT)** |  |  | | **Vendric%20Trophy** | **VENDRICK** | **/ 50G** |  | | **DEFEAT**[**VENDRICK**](https://darksouls2.wiki.fextralife.com/Vendrick) |  |  | | **Brilliant%20Covenant%20Trophy** | **BRILLIANT COVENANT** | **/ 10G** |  | | **DISCOVER A**[**MOST BRILLIANT COVENANT**](https://darksouls2.wiki.fextralife.com/Heirs+of+the+Sun) |  |  | | **Protector%20Covenant%20Trophy** | **PROTECTOR COVENANT** | **/ 10G** |  | | **DISCOVER THE**[**COVENANT OF THE PROTECTORS**](https://darksouls2.wiki.fextralife.com/Blue+Sentinels) |  |  | | **Sanguinary%20Covenant%20Trophy** | **SANGUINARY COVENANT** | **/ 10G** |  | | **DISCOVER THE**[**COVENANT OF THE BLOODTHIRSTY**](https://darksouls2.wiki.fextralife.com/Brotherhood+of+Blood) |  |  | | **Covenant%20of%20the%20Meek%20Trophy** | **COVENANT OF THE MEEK** | **/ 10G** |  | | **DISCOVER THE**[**COVENANT OF THE MEEK**](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue) |  |  | | **Gnawing%20Covenant%20Trophy** | **GNAWING COVENANT** | **/ 10G** |  | | **DISCOVER THE**[**COVENANT OF RODENTS**](https://darksouls2.wiki.fextralife.com/Rat+King+Covenant) |  |  | | **Clangorous%20Covenant%20Trophy** | **CLANGOROUS COVENANT** | **/ 10G** |  | | **DISCOVER THE**[**CLANGOROUS COVENANT**](https://darksouls2.wiki.fextralife.com/Bell+Keepers) |  |  | | **Covenant%20of%20the%20Ancients%20Trophy** | **COVENANT OF ANCIENTS** | **/ 10G** |  | | **DISCOVER AN**[**ANCIENT COVENANT**](https://darksouls2.wiki.fextralife.com/Dragon+Remnants) |  |  | | **Covenant%20of%20the%20Fittests%20Trophy** | **COVENANT OF THE FITTEST** | **/ 10G** |  | | **DISCOVER AN**[**COVENANT OF THE FITTEST**](https://darksouls2.wiki.fextralife.com/Company+of+Champions) |  |  | | **Abysmal%20Covenant%20Trophy** | **ABYSMAL COVENANT** | **/ 10G** |  | | **DISCOVER THE**[**ABYSMAL COVENANT**](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark) |  |  | | **Curious%20Map%20Trophy** | **CURIOUS MAP** | **/ 30G** |  | | **LIGHT ALL FLAMES ON THE MAP OF MAJULA** |  |  | | **Change%20of%20Clothes%20Trophy** | **CHANGE OF CLOTHES** | **/ 30G** |  | | **GIVE**[**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)**SOMETHING TO WEAR** |  |  | | **Gathering%20of%20Exiles%20Trophy** | **GATHERING OF EXILES** | **/ 30G** |  | | **INCREASE THE POPULATION OF MAJULA** |  |  | | **Moonlight%20Greatsword%20Trophy** | **MOONLIGHT GREATSWORD** | **/ 30G** |  | | **INHERIT**[**BENHART OF JUGO**](https://darksouls2.wiki.fextralife.com/Benhart+of+Jugo)**'S EQUIPMENT** |  |  | | **Holder%20of%20the%20Fort%20Trophy** | **HOLDER OF THE FORT** | **/ 30G** |  | | **INHERIT**[**CAPTAIN DRUMMOND**](https://darksouls2.wiki.fextralife.com/Captain+Drummond)**'S EQUIPMENT** |  |  | | **Lucatiel%20Trophy** | **LUCATIEL'S TROPHY** | **/ 30G** |  | | **INHERIT THE EQUIPMENT FROM**[**LUCATIEL OF MIRRAH**](https://darksouls2.wiki.fextralife.com/Lucatiel+of+Mirrah) |  |  | | **Smith%20for%20Life%20Trophy** | **SMITH FOR LIFE** | **/ 30G** |  | | **INHERIT**[**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**'S EQUIPMENT** |  |  | | **Garrulous%20Miser%20Trophy** | **GARRULOUS MISER** | **/ 30G** |  | | **INHERIT**[**LADDERSMITH GILLIGAN**](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan)**'S EQUIPMENT** |  |  | | **Reflections%20of%20Disembodiment%20Trophy** | **REFLECTIONS OF DISEMBODIMENT** | **/ 30G** |  | | **INHERIT EQUIPMENT FROM THE**[**HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl) |  |  |  DKS2: SUPREME WEAPON TROPHY  |  |  |  |  |  | | --- | --- | --- | --- | --- | | **REINFORCEMENT** | **MATERIALS** | **SOULS** | **MATERIAL DROPPED BY** | **ENEMY LOCATION** | | **LONGSWORD + 1** | **1 TITANITE SHARD** | **500** | **SKELETON** | **HARVEST VALLEY, OTHERS** | | **LONGSWORD + 2** | **2 TITANITE SHARDS** | **630** | **UNDEAD PEASANT** | **BRIGHTSTONE COVE TSELDORA** | | **LONGSWORD + 3** | **3 TITANITE SHARDS** | **750** | **UNDEAD STEELWORKER** | **EARTHEN PEAK, OTHERS** | | **LONGSWORD + 4** | **1 LARGE TITANITE SHARD** | **1000** | **PARASITE SPIDER** | **BRIGHTSTONE COVE TSELDORA,OTHERS** | | **LONGSWORD + 5** | **2 LARGE TITANITE SHARDS** | **1130** | **UNDEAD PEASANT** | **BRIGHTSTONE COVE TSELDORA** | | **LONGSWORD + 6** | **3 LARGE TITANITE SHARDS** | **1250** | **BELL GUARDIAN BLACK PHANTOM** | **BELFRY SOL/BELFRY LUNA** | | **LONGSWORD + 7** | **1 TITANITE CHUNK** | **1500** | **UNDEAD PEASANT** | **BRIGHTSTONE COVE TSELDORA** | | **LONGSWORD + 8** | **2 TITANITE CHUNKS** | **1630** | **COAL TAR** | **BLACK GULCH** | | **LONGSWORD + 9** | **3 TITANITE CHUNKS** | **1750** | **GYRM WARRIOR** | **DOORS OF PHARROS** | | **LONGSWORD + 10** | **1 TITANITE SLAB** | **2000** | **STONE SOLDIER** | **DRANGLEIC CASTLE** |  DARK SOULS 2 TROPHY & ACHIEVEMENT TIPS  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **NAME** | **PS3** | **XBOX 360** | **EARNED TROPHY** | **BASIC DESCRIPTION** | **DETAILED DESCRIPTION** | | **THIS IS DARK SOULS** | **BRONZE** | **10G** |  | **DIE FOR THE FIRST TIME** | **REST ASSURED, YOU'LL GET THIS ACHIEVEMENT/TROPHY HUNDREDS OF TIMES IN THE COURSE OF A NORMAL PLAYTHROUGH! TRY TO DIE NEAR A BONFIRE IF YOU ARE JUST TRYING TO GET THE ACHIEVEMENT/TROPHY SO YOU CAN QUICKLY RETRIEVE YOUR SOULS.** | | **SELFLESS GIVER** | **GOLD** | **50G** |  | **MAX-OUT DEVOTION TO**[**COVENANT**](https://darksouls2.wiki.fextralife.com/Covenants)**.** | **I KNOW THIS IS EASY IF YOU ARE PLAYING ONLINE BUT IT IS ALSO POSSIBLE TO OBTAIN THIS IF YOU ARE PLAYING OFFLINE, EITHER BY THE COVENANT** [**WAY OF THE BLUE**](https://darksouls2.wiki.fextralife.com/Way+of+the+Blue) **OR** [**PILGRIMS OF DARK**](https://darksouls2.wiki.fextralife.com/Pilgrims+of+Dark) **. YOU CAN JOIN WAY OF THE BLUE VERY EARLY IN GAME AND MAX RANKING UP IN THIS COVENANT IS POSSIBLE BY KILLING 30 SCRIPTED NPC INVADER. THERE'S MORE SCRIPTED NPC INVADE IN THE GAME. FOR PILGRIMS OF DARK IS MUCH EASIER. JUST FINISH THE 3 EXTRA STAGES AND BEAT THE BOSS**[**DARKLURKER**](https://darksouls2.wiki.fextralife.com/Darklurker)**. THEN YOU TALK AGAIN TO THE COVENANT MASTER IT WILL MAX OUT. THUS OBTAINING THIS TROPHY.** | | **SMITH FOR LIFE** | **SILVER** | **30G** |  | **INHERIT**[**STEADY HAND MCDUFF**](https://darksouls2.wiki.fextralife.com/Steady+Hand+McDuff)**'S EQUIPMENT** | **AFTER FINDING THE DULL EMBER IN THE IRON KEEP, GIVE IT TO STEADY HAND MCDUFF IN THE LOST BASTILLE TO GAIN ACCESS TO HIS SHOP MENU. ONCE YOU'VE SPENT A TOTAL OF AT LEAST 14,000 SOULS FOR HIS VARIOUS SERVICES (: 'VARIOUS SERVICES' IS INCORRECT. IT WAS ONLY AFTER I INFUSED WITH HIM USING AT LEAST 12,000 SOULS THAT HE PROVIDED THE ITEM AND ACHIEVEMENT.), SELECT THE TALK OPTION IN HIS MENU. HE WILL GIVE YOU AN ITEM AS THANKS AND YOU WILL UNLOCK THE ACHIEVEMENT/TROPHY. SOFTS- SAME AS LISTED ABOVE BUT DULL EMBER CAN NOW BE FOUND IN A CHEST AT THE 5TH LISTED BONFIRE IN THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**, YOU WILL NEED TO DEFEAT THE**[**PURSUER**](https://darksouls2.wiki.fextralife.com/Pursuer)**IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**AND EXAMINE THE BIRD'S NEST AFTER THE FIGHT.** | | **GARRULOUS MISER** | **SILVER** | **30G** |  | **INHERIT**[**LADDERSMITH GILLIGAN**](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan)**'S EQUIPMENT** | **AFTER YOU'VE MET LADDERSMITH GILLIGAN AT EARTHEN PEAK AND SPOKEN TO HIM SO HE MOVES TO MAJULA, VISIT HIM THERE. PAY HIM TO SET HIS MOST EXPENSIVE LADDER DOWN. ONCE YOU'VE DONE THIS, SELECT THE TALK OPTION FROM HIS MENU TO RECEIVE A REWARD AND UNLOCK THE ACHIEVEMENT/TROPHY. IN ADDITION IF YOU DID NOT TALK TO HIM DURING YOUR PLAYTHROUGH, HE WILL APPEAR IN MAJULA AFTER YOU DEFEAT THE FINAL BOSS AT WHICH POINT YOU CAN ALSO PAY FOR HIS LARGEST LADDER EARNING THE TROPHY.** | | **CHANGE OF CLOTHES** | **SILVER** | **30G** |  | **GIVE**[**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia)**SOMETHING TO WEAR** | **AFTER YOU'VE UN-PETRIFIED ROSABETH OF MELFIA NEAR THE DOOR AT THE ENTRANCE TO THE SHADED WOODS, SPEAK TO HER AGAIN. EVENTUALLY, SHE WILL ASK A FAVOR; A DONATION OF CLOTHES. GIVE HER SOME OF YOUR OLD EQUIPMENT THAT YOU DON'T NEED ANY MORE AND YOU'LL UNLOCK THIS ACHIEVEMENT/TROPHY AFTER YOU DO.** | | **GATHERING OF EXILES** | **SILVER** | **30G** |  | **INCREASE THE POPULATION OF MAJULA** | **AS YOU PROGRESS THROUGH THE GAME, YOU'LL MEET NUMEROUS FRIENDLY CHARACTERS ON THE WAY THAT WILL EVENTUALLY MOVE TO MAJULA TO OFFER THEIR SERVICES TO YOU, IF YOU MEET CERTAIN CONDITIONS. FIND AND EXHAUST DIALOGUE WITH THE FOLLOWING NPCS TO GET THE TROPHY:**   * [**MERCHANT HAG MELENTIA**](https://darksouls2.wiki.fextralife.com/Merchant+Hag+Melentia) **MEET HER AT THE CARDINAL BONFIRE IN**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**.** * [**CALE THE CARTOGRAPHER**](https://darksouls2.wiki.fextralife.com/Cale+the+Cartographer) **ALSO IN THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**, IN A CAVE ACCESSIBLE VIA SCAFFOLDING AFTER DESCENDING A LADDER FROM THE CARDINAL BONFIRE.** * [**CARHILLION OF THE FOLD**](https://darksouls2.wiki.fextralife.com/Carhillion+of+the+Fold) **IN A PLATFORM RIGHT BEFORE THE BOSS OF**[**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No-man%27s+Wharf)**. YOU MUST HAVE AT LEAST 8 INTELLIGENCE TO TALK TO HIM!** * [**LICIA OF LINDELDT**](https://darksouls2.wiki.fextralife.com/Licia+of+Lindeldt) **ABOVE**[**DRAGONRIDER'S**](https://darksouls2.wiki.fextralife.com/DragonRider)**BOSS ROOM, IN**[**HEIDE'S TOWER OF FLAME**](https://darksouls2.wiki.fextralife.com/Heide%27s+Tower+of+Flame)**.** * [**ROSABETH OF MELFIA**](https://darksouls2.wiki.fextralife.com/Rosabeth+of+Melfia) **SHE IS PETRIFIED BEFORE THE**[**SHADED WOODS**](https://darksouls2.wiki.fextralife.com/Shaded+Woods)**.AREA CAN BE ACCESSED. USE A**[**FRAGRANT BRANCH OF YORE**](https://darksouls2.wiki.fextralife.com/fragrant+branch+of+yore)**.** * [**LADDERSMITH GILLIGAN**](https://darksouls2.wiki.fextralife.com/Laddersmith+Gilligan) **CAN BE FOUND AT EARTHEN PEAK, PAST A WOOD GATE NEAR THE WINDMILL. EVEN IF YOU MISS HIM, HE WILL COME AFTER THE OLD IRON KING IS DEFEATED.** * [**STONE TRADER CHLOANNE**](https://darksouls2.wiki.fextralife.com/Stone+Trader+Chloanne) **AFTER THE SKELETON LORDS YOU WILL REACH**[**HARVEST VALLEY**](https://darksouls2.wiki.fextralife.com/Harvest+Valley)**AND CAN TALK TO HER NEAR THE FIRST BONFIRE.** | | **REFLECTIONS ON DISEMBODIMENT** | **SILVER** | **30G** |  | **INHERIT EQUIPMENT FROM THE**[**HEAD OF VENGARL**](https://darksouls2.wiki.fextralife.com/Head+of+Vengarl) | **ONCE YOU'VE FOUND THE HEAD OF VENGARL IN A CLEARING IN THE SHADED WOODS, EXHAUST ALL OF HIS DIALOGUE OPTIONS. ONCE YOU GET ACCESS TO HIS MENU, BE SURE TO LEARN HIS GESTURE, BUT ALSO KEEP SELECTING THE TALK OPTION. DO IT REPEATEDLY UNTIL HE THANKS YOU FOR YOUR TIME AND GIVE YOU VENGARL'S HELM, WHICH WILL ALSO UNLOCK THIS ACHIEVEMENT/TROPHY.** | | **CURIOUS MAP** | **SILVER** | **30G** |  | **LIGHT ALL FLAMES ON THE MAP IN MAJULA** | **IN THE MANSION IN MAJULA, THERE IS A CERTAIN MAP. ONCE YOU HAVE MET CARTOGRAPHER CALE IN THE**[**FOREST OF FALLEN GIANTS**](https://darksouls2.wiki.fextralife.com/Forest+of+Fallen+Giants)**AND HAVE ACQUIRED THE**[**HOUSE KEY**](https://darksouls2.wiki.fextralife.com/House+Key)**FROM HIM, ENTER THE MANSION AND HEAD TO THE BASEMENT. THERE, YOU'LL FIND THE MAP. WHEN YOU FIRST GO TO IT, IF YOU HAVEN'T DEFEATED ANY BOSSES, YOU WON'T SEE ANYTHING SPECIAL. HOWEVER, AS YOU COMPLETE CERTAIN KEY EVENTS IN THE GAME AND LIGHT CERTAIN BONFIRES, A CORRESPONDING FIRE WILL APPEAR ON THE MAP. IN ORDER TO UNLOCK THE ACHIEVEMENT/TROPHY, YOU'LL HAVE TO COMPLETE THE 8 EVENTS LISTED IN THE TABLE BELOW THIS ONE, AS WELL AS LIGHT THE CORRECT BONFIRE RELATED TO THAT EVENT. ONCE YOU HAVE, SPEAK TO CARTOGRAPHER CALE IN THE BASEMENT NEXT TO THE MAP. GO THROUGH HIS DIALOGUE REPEATEDLY UNTIL HE GIVES YOU HIS EQUIPMENT, WHICH WILL UNLOCK THE ACHIEVEMENT/TROPHY.** | | **VENDRICK** | **SILVER** | **50G** |  | **DEFEAT**[**VENDRICK**](https://darksouls2.wiki.fextralife.com/Vendrick) | **DEEP IN THE UNDEAD CRYPT LIES THE FORMER KING VENDRICK. WHILE YOU DON'T NEED TO DEFEAT HIM TO PROCEED WITH THE GAME, YOU WILL NEED TO FOR THIS ACHIEVEMENT/TROPHY. HE IS A DEADLY FOE, BUT THE BATTLE WILL GO MUCH EASIER IF YOU FIRST RETRIEVE THE SOUL OF A GIANT ITEMS. FOR EVER ONE YOU RETRIEVE FROM THE DIFFERENT MEMORIES YOU CAN ACCESS, VENDRICK'S DEFENSE WILL LOWER. SINCE YOU NEED THE ASHEN MIST HEART ITEM TO ACCESS MEMORIES, IT IS RECOMMENDED THAT YOU DON'T ATTEMPT THIS UNTIL JUST BEFORE THE END OF THE GAME.** | | **LUCATIEL** | **SILVER** | **30G** |  | **INHERIT EQUIPMENT**[**LUCATIEL OF MIRRAH**](https://darksouls2.wiki.fextralife.com/Lucatiel+of+Mirrah) | **YOU WILL ENCOUNTER LUCATIEL OF MIRRAH IN NUMEROUS LOCATIONS THROUGHOUT DRANGLEIC. IN ORDER TO GET HER TO BESTOW HER EQUIPMENT UPON YOU, YOU WILL HAVE TO MEET HER IN EACH OF THESE LOCATIONS AND ACTIVATE EACH OF HER SUMMON SIGNS, ENSURING SHE DOES NOT DIE AND DEFEATING A BOSS WHILE DOING SO. YOU MUST ALSO ENSURE YOU DEFEAT THESE BOSSES WITH HER BEFORE EXHAUSTING HER STORYLINE, WHICH ENDS AT ALDIA'S KEEP. BONFIRE ASCETICS CAN BE USED TO RESPAWN THESE BOSSES IF YOU DEFEATED THEM WITHOUT LUCATIEL, BUT THEY CANNOT BE USED TO "RESET" HER STORYLINE. THE FOUR BOSSES THAT LUCATIEL CAN BE SUMMONED FOR ARE:**   * [**FLEXILE SENTRY**](https://darksouls2.wiki.fextralife.com/Flexile+Sentry)**IN**[**NO MAN'S WHARF**](https://darksouls2.wiki.fextralife.com/No+Man%27s+Wharf) **FIRST, SPEAK WITH HER NEAR THE ENTRANCE BONFIRE. FIND HER SUMMON SIGN IN THE HOUSE THAT HAS THE SHORTCUT BETWEEN THE SHIP AREA AND THE START.** * [**SMELTER DEMON**](https://darksouls2.wiki.fextralife.com/Smelter+Demon)**IN**[**IRON KEEP**](https://darksouls2.wiki.fextralife.com/Iron+Keep) **TO TRIGGER HER HERE YOU MUST FIRST DO**[**EARTHEN PEAK**](https://darksouls2.wiki.fextralife.com/Earthen+Peak)**AND SPEAK TO HER AT THE LOWER EARTHEN PEAK BONFIRE. HER SUMMON SIGN THEN APPEARS RIGHT AFTER THE DRAWBRIDGE NEAR THE SMELTER DEMON FOG.** * [**THE ROTTEN**](https://darksouls2.wiki.fextralife.com/The+Rotten)**IN**[**BLACK GULCH**](https://darksouls2.wiki.fextralife.com/Black+Gulch) **NEAR THE FIRST BONFIRE OF THE BLACK GULCH, THERE'S A DROP-DOWN AREA WITH A CAVE. TALK TO HER HERE AND HER SUMMON SIGN WILL BE AVAILABLE BY THE SECOND BONFIRE.** * [**LOST SINNER**](https://darksouls2.wiki.fextralife.com/Lost+Sinner)**IN**[**SINNER'S RISE**](https://darksouls2.wiki.fextralife.com/Sinner%27s+Rise) **YOU WILL HAVE TO TALK TO HER IN A CIRCULAR ROOM IN THE**[**LOST BASTILLE**](https://darksouls2.wiki.fextralife.com/Lost+Bastille)**RIGHT AFTER MCDUFFS BONFIRE. ONCE YOU MAKE HER TO THE SALTFORT BONFIRE, YOU'LL FIND HER SIGN AT THE BOTTOM OF THE ELEVATOR.**   **ONLY THREE OF THESE FOUR BOSSES ARE REQUIRED FOR THE ACHIEVEMENT/TROPHY.** | | **HOLDER OF THE FORT** | **SILVER** | **30G** |  | **INHERIT**[**CAPTAIN DRUMMOND**](https://darksouls2.wiki.fextralife.com/Captain+Drummond)**'S EQUIPMENT** | **YOU'LL FIND CAPTAIN DRUMMOND IN THE**[**MEMORY OF VAMMAR**](https://darksouls2.wiki.fextralife.com/Memory+of+Vammar)**, WHICH CAN BE ACCESSED VIA THE WITHERED TREE IN COURTYARD AREA OF THE FOREST OF FALLEN GIANTS AFTER YOU HAVE THE ASHEN MIST HEART. GO THROUGH ALL HIS DIALOGUE OPTIONS, THEN HEAD TO THE MEMORY OF JEIGH AND TAKE ON THE GIANT LORD. AFTER DEFEATING THE GIANT LORD (YOU DO NOT HAVE TO SUMMON DRUMMOND BEFORE THE BATTLE IF YOU DON'T WISH), GO BACK INTO THE MEMORY OF VAMMAR. SPEAK TO HIM AGAIN AND HE WILL GIVE YOU A DRANGLEIC HELM, WHICH WILL ALSO UNLOCK THE ACHIEVEMENT/TROPHY.** | | **MOONLIGHT GREATSWORD** | **SILVER** | **30G** |  | **INHERIT**[**BENHART OF JUGO**](https://darksouls2.wiki.fextralife.com/Benhart+of+Jugo)**'S EQUIPMENT** | **YOU WILL ENCOUNTER BENHART OF JUGO, FIRST IN MAJULA, JUST BEFORE THE ENTRANCE TO THE SHADED WOODS. AFTER FREEING ROSABETH OF MELFIA, SPEAK TO HIM AGAIN. YOU WILL THEN ENCOUNTER HIM AND HIS SUMMON SIGN IN NUMEROUS OTHER LOCATIONS; IF YOU SUMMON HIM AND DEFEAT THREE BOSSES WHILE HE IS WITH YOU WITHOUT HIM DYING, HE WILL BESTOW HIS EQUIPMENT UPON YOU THE NEXT TIME YOU SPEAK TO HIM. HE IS AVAILABLE FOR THE PROWLING MAGUS BATTLE, LOOKING GLASS KNIGHT BATTLE, GIANT LORD BATTLE, AND FINALLY YOU RECEIVE HIS EQUIPMENT FROM HIM IN THE MEMORY OF ORRO. HE'S ALSO AVALIABLE AT THE THRONE DEFENDER AND THRONE WATCHER BATTLE BUT IT'S UNCLEAR IF IT COUNTS TOWARD THE THREE NECESSARY VICTORIES.** | | **THE DARK SOUL** | **PLATINUM** | **50G** |  | **ACQUIRE ALL TROPHIES/EARN ALL ACHIEVEMENTS** | **COMPLETING THE ARDUOUS, PAINSTAKING TASK OF ACQUIRING EVERY OTHER ACHIEVEMENT/TROPHY WILL ENDOW YOU WITH TWO THINGS; THIS FINAL ACHIEVEMENT/TROPHY, AND A PROFOUND SENSE OF ACCOMPLISHMENT. WELL DONE!** | |