

# Armored Skeleton

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- *Dual Falchions*
- *Falchion and Shield*
- *Sword and Shield*
- *Bow*

New Game	HP	Souls
0	260	110
1	520	220
2		
3		
4		
5		
6		
7	988	440

**Physical Weaknesses**

<b>Standard</b>	Normal
<b>Strike</b>	Weak
<b>Slash</b>	Normal
<b>Thrust</b>	Resistant

**Elemental Weaknesses**

<b>Magic</b>	Normal
<b>Fire</b>	Resistant
<b>Lightning</b>	Normal
<b>Dark</b>	Normal

**Immunities**

<b>Bleed</b>	Susceptible
<b>Poison</b>	Susceptible

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# Lore

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*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.*

# Location

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Huntsman's Copse

- Two with Curved Sword & Shield and two with Dual Curved Swords spawns after killing the Skeleton Lord wielding a scythe.

# Item Drops

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- Alluring Skull
- Falchion

# Moveset

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# Appendices

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# Comments

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