

Basilisk

General

*A peculiar species of reptile which has developed a number of ingenious adaptations for self-defense. The large bulbous eyes on their heads are in fact fake and act as deterrents to would-be predators; Basilisks are also capable of spraying a petrifying mist which has earned them their well-deserved name.*¹

Shaded Woods, Things Betwixt

Bonfire Intensity	HP	Souls
1	260	200
2	442	400
8	840	800

Brightstone Cove Tseldora

Bonfire Intensity	HP	Souls
1	275	160
2	450	400
8	850	800

Aldia's Keep

Bonfire Intensity	HP	Souls
1	360	300
2	450	600
8	850	1,200

- When looking closely one can see their real very tiny eyes - just next to corners of their mouths.

Location

Things Betwixt

(SotFS) After the petrified statue, where you gain access to the coffin and an estus shard.

Shaded Woods

There are four in a cave near Ornifex. Another one is in small ruined building near petrified Lion Clan Warrior (on left side of the bridge).

(SotFS) After the door towards the Old Akelarre bonfire.

Brightstone Cove Tseldora

Buried underneath sand, their false eyes are deflated.

Aldia's Keep

Hidden in wagons.

Drops

- Faintstone
- Boltstone
- Firedrake Stone
- Darknight Stone
- Poison Stone
- Bleed Stone
- Raw Stone
- Magic Stone
- Old Mundane Stone

Weakness

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance

Resistance	Reduction
Fire	15%
Magic	30%
Lightning	30%

Dark	30%
Poison	Susceptible
Bleed	Susceptible

Attacks

Attack	Description
Petrifying Mist	Expels a petrifying mist in front of itself.
Tail Slap	The basilisk jumps into the air and spins, landing near the player. If close to the player, it will tail slap (unblockable), knocking the player over.
Leg Attack	Simple melee attacks with front legs.

Footnotes 1. Dark Souls II Collector's Edition Guide description

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