

Castaway Witch Donna

Description

A Red Phantom found within the icy ruins of Eleum Loyce. What was she looking for?

Equipment

- Black Witch Hat
- Staff of Amana
- Grand Spirit Tree Shield
- Agdayne's Black Robe
- Blood-stained Skirt
- Hard Leather Gauntlets

Location

Frozen Eleum Loyce

Invades at the end of the ramparts just before one of the Loyce Knights.

Drops

- Human Effigy
- Awestone (if you're a member of the Company of Champions covenant)

Strategies

- Melee

Approach her spawn point slowly to avoid being chased by the Rampart Golem behind her, then lure her away from the Loyce Knight's Tower. She doesn't have much poise, so either keep her stunlocked with a fast weapon or use a heavy weapon to poise-break her whenever she attempts to cast a spell.

- Ranged/Magic

Start by sniping the Rampart Golem with a bow to lure him within range of your close-combat weapon/spells, then approach her spawn point once he's been dealt with and back off so you can attack from a distance while she chases you. Switch to close-range attacks/spells when she moves closer. Be aware that she can cast *Profound Still*, even though she's using a staff, to silence you.

- Faith

Start by casting Great Magic Barrier to help block her spells, then equip a strong shield and a fast weapon with strong poise damage.

- General

Run straight past the invasion point to the Tower and either finish the Rampart Golem as quickly as possible or lure them both in and use Wrath of the Gods to deal heavy damage to both of them; Blinding Bolt also works well enough if you need time to back off and switch to melee.

Notes

- You can use a Seed of a Tree of Giants to make the Rampart Golem attack her.
- She will use the Very Good Carving after killing the player.
- Respawns when a Bonfire Ascetic is used on the Abandoned Dwelling bonfire.

Statistics

Bonfire Intensity	HP	Souls
1	2,320	2,250
2	2,800	4,500
8	5,300	9,000

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance	Reduction
Fire	?
Magic	?
Lightning	?
Dark	?

Status Ailment	Susceptible?
Poison	Yes
Toxic	Yes
Bleed	Yes

Attack	Parryable?	Blockable?	Notes

Crystal Soul Spear	Yes (Spell-Parry)	Yes (100% Magic Resistance only)	-
Heavy Homing Soul Arrow	Yes (Spell-Parry)	Yes (100% Magic Resistance only)	-
Dark Hail	Yes (Spell-Parry)	Yes (100% Dark Resistance only)	-
Profound Still	No	No	-

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