

# Crystal Lizard

## General

*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.*<sup>1</sup>

| Bonfire Intensity | HP | Souls |
|-------------------|----|-------|
| 1                 | ?  | 1     |
| 2                 | ?  | 1     |
| 8                 | ?  | 1     |

- Several Lizards are located in spots that make looting them difficult. The one at the bottom of Grave of Saints will usually drop its item through the wooden bridge (a known bug with such surfaces).
- The Lizards located in Harvest Valley and near the second bonfire in Brightstone Cove Tseldora can throw their loot into the bottomless poison pit or the sand pit if killed while moving. This will effectively destroy your loot, as the Lizard will not respawn and the items will not be placed where the Lizard was originally, even if you reload the game or use a bonfire.

## Location

### + Dark Souls II - Hide

| Location                | Route   | Drops  |
|-------------------------|---|--|
| Forest of Fallen Giants | The room near the elevator to The Last Giant.           | 2 Titanite Shard   |
| No-man's Wharf          | Behind a hidden wall, in the room with the poison jars. | 2 Titanite Shard   |
| Huntsman's Copse        | The cliff before the Skeleton Lords.                    | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Titanite Chunk |
| Harvest Valley          | At the poison pit.                                      | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Palestone      |

|                           |  |   |
|---------------------------|--|---|
| Iron Keep                 | In the room with the Belfry Bonfire.   | 1 Large Titanite Shard<br>1 Titanite Chunk<br>1 Firedrake Stone       |
| Shaded Woods              | Near Manscorpion Tark.   | 2 Titanite Shard<br>1 Titanite Chunk<br>1 Boltstone                   |
| Doors of Pharros          | Behind Lonesome Gavlan and the axe-throwing Gyrm.  | 3 Large Titanite Shard<br>1 Raw Stone                                 |
| Brightstone Cove Tseldora | Near the Chapel Threshold bonfire.   | 1 Petrified Dragon Bone<br>1 Titanite Chunk                           |
| Brightstone Cove Tseldora | After first zipline turn left, enter house and right from exit.  | 2 Large Titanite Shard<br>1 Twinkling Titanite                        |
| The Gutter                | Bridge above exploding Undead Citizens (This area may also be considered the end of Grave of Saints, or even The Pit as you encounter this area while headed to the The Gutter from either of them). | 2 Titanite Shard<br>1 Large Titanite Shard<br>1 Darknight Stone       |
| Drangleic Castle          | Before Emerald Herald and the bridge to Drangleic Castle.  | 3 Titanite Chunk<br>1 Titanite Slab                                   |
| Dragon Aerie              | At 1st dragon, to your right near the fight entrance.  | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Titanite Slab         |
| Dragon Aerie              | At 1st dragon, to your right near the fight entrance.  | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Titanite Slab         |
| Dragon Aerie              | At 1st dragon, up ramp on your right in a small cave with dragon eggs.   | 2 Large Titanite Shard<br>1 Petrified Dragon Bone<br>1 Raw Stone      |
| Dragon Aerie              | At 1st dragon, near the eggs.  | 2 Large Titanite Shard<br>1 Titanite Chunk<br>1 Petrified Dragon Bone |
| Dragon Aerie              | At 1st dragon, far side near the foot of the ramp (to your left).  | 1 Titanite Chunk<br>1 Twinkling Titanite<br>1 Darknight Stone         |
| Dragon Aerie              | At 1st dragon, far side near the ramp (to your left also).   | 2 Titanite Chunk<br>1 Petrified Dragon Bone<br>1 Old Mundane Stone    |
| Dragon Aerie              | At 2nd dragon, far side from entrance, (near exit to jump to 3rd dragon).  | 3 Titanite Shard<br>1 Twinkling Titanite<br>1 Magic Stone             |
| Dragon Aerie              | At 2nd dragon, far side from entrance, near exit ramp going downwards.   | 1 Large Titanite Shard<br>1 Titanite Chunk<br>1 Petrified Dragon Bone |

|                  |  |   |
|------------------|--|---|
| Dragon Aerie     | At 2nd dragon, just to the right of the entrance.  | 3 Titanite Shard<br>1 Twinkling Titanite<br>1 Faintstone      |
| Dragon Aerie     | At 3rd dragon, on the right near the eggs.   | 1 Twinkling Titanite<br>1 Boltstone<br>1 Palestone            |
| Dragon Aerie     | At 3rd dragon, on a ledge you access from 2nd dragon area.   | 2 Titanite Shard<br>2 Large Titanite Shard<br>1 Titanite Slab |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel.                                  | 2 Twinkling Titanite<br>2 Faintstone                          |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel.                                  | 2 Twinkling Titanite<br>2 Faintstone                          |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel.                                  | 1 Titanite Slab<br>2 Firedrake Stone                          |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel.                                  | 3 Titanite Chunk<br>2 Petrified Dragon Bone<br>2 Raw Stone    |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel.                                  | 2 Twinkling Titanite<br>2 Old Mundane Stone                   |
| Brume Tower      | Up an elevator near the Foyer bonfire is a ledge you can jump onto while the elevator is going up. | 1 Titanite Slab<br>3 Titanite Chunk                           |

#### + Dark Souls II: Scholar of the First Sin - Hide

| Location                | Route  | <i>Drops</i> <sup>2</sup>                                      |
|-------------------------|--|--|
| Forest of Fallen Giants | Room above the Cardinal Tower bonfire.   | 2 Titanite Shard   |
| No-man's Wharf          | Behind a hidden wall, in the room with the poison jars.  | 2 Titanite Shard<br>1 Large Titanite Shard                     |
| Huntsman's Copse        | By the gate between the two skeleton caves before Skeleton Lords, on the side closest to the boss. | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Titanite Chunk |
| Harvest Valley          | After The Mines bonfire: left lizard.  | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Palestone      |
| Harvest Valley          | After The Mines bonfire: center lizard.  | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Palestone      |
| Harvest Valley          | After The Mines bonfire: right lizard.   | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Palestone      |

|                           |  |   |
|---------------------------|--|---|
| Iron Keep                 | In the large room below Belfry Sol, on a ledge with an Alonne Knight Captain.  | 1 Large Titanite Shard<br>1 Titanite Chunk<br>1 Firedrake Stone       |
| Shaded Woods              | On the platforms above Manscorpion Tark.   | 2 Titanite Shard<br>1 Titanite Chunk<br>1 Boltstone                   |
| Doors of Pharros          | Behind Lonesome Gavlan and the axe-throwing Gyrm.  | 3 Large Titanite Shard<br>1 Raw Stone                                 |
| Brightstone Cove Tseldora | Near the Chapel Threshold bonfire.   | 1 Titanite Chunk<br>1 Petrified Dragon Bone                           |
| Brightstone Cove Tseldora | After first zipline turn left, enter house and right from exit.  | 2 Large Titanite Shard<br>1 Twinkling Titanite                        |
| The Gutter                | Bridge above exploding Undead Citizens (This area may also be considered the end of Grave of Saints, or even The Pit as you encounter this area while headed to the The Gutter from either of them). | 2 Titanite Shard<br>1 Large Titanite Shard<br>1 Darknight Stone       |
| Dragon Aerie              | In the first cave, below the first dragon platform.  | 1 Large Titanite Shard<br>1 Twinkling Titanite<br>1 Palestone         |
| Dragon Aerie              | First dragon platform: far left lizard.  | 1 Titanite Chunk<br>1 Twinkling Titanite<br>1 Darknight Stone         |
| Dragon Aerie              | First dragon platform: center left lizard.   | 1 Titanite Chunk<br>1 Petrified Dragon Bone<br>1 Old Mundane Stone    |
| Dragon Aerie              | First dragon platform: center right lizard.  | 2 Large Titanite Shard<br>1 Titanite Chunk<br>1 Petrified Dragon Bone |
| Dragon Aerie              | First dragon platform: far right lizard.   | 1 Titanite Shard<br>1 Large Titanite Shard<br>1 Titanite Slab         |
| Dragon Aerie              | Above the first dragon platform, in a cave with eggs.  | 2 Large Titanite Shard<br>1 Petrified Dragon Bone<br>1 Raw Stone      |
| Dragon Aerie              | Second dragon platform: right of the entrance.   | 2 Titanite Shard<br>1 Twinkling Titanite<br>1 Faintstone              |
| Dragon Aerie              | Second dragon platform, by left/down exit.   | 1 Large Titanite Shard<br>1 Titanite Chunk<br>1 Petrified Dragon Bone |
| Dragon Aerie              | Second dragon platform, by right/up exit.  | 3 Titanite Shard<br>1 Twinkling Titanite<br>1 Magic Stone             |

|                  |  |   |
|------------------|--|---|
| Dragon Aerie     | Third dragon platform, on ledges after jumping down from second dragon platform.                   | 2 Titanite Shard<br>2 Large Titanite Shard<br>1 Titanite Slab |
| Dragon Aerie     | Third dragon platform, by eggs.  | 1 Twinkling Titanite<br>1 Boltstone<br>1 Palestone            |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel. Far left lizard.                 | 2 Faintstone<br>2 Twinkling Titanite                          |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel. Center left lizard.              | 2 Firedrake Stone<br>1 Titanite Slab                          |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel. Center right lizard.             | 2 Twinkling Titanite<br>2 Old Mundane Stone                   |
| Dragon's Sanctum | In the room with the first Drakeblood Knight. Activate the wheel. Far right lizard.                | 2 Raw Stone<br>2 Petrified Dragon Bone<br>3 Titanite Chunk    |
| Brume Tower      | Up an elevator near the Foyer bonfire is a ledge you can jump onto while the elevator is going up. | 1 Titanite Slab<br>3 Titanite Chunk                           |

## Weakness

| Weakness   | Effectiveness |
|------------|---------------|
| Strike     | 150%          |
| Thrust     | 100%          |
| Slash      | 100%          |
| Projectile | 100%          |

## Resistance

| Resistance | Reduction   |
|------------|-------------|
| Fire       | ?           |
| Magic      | ?           |
| Lightning  | ?           |
| Dark       | ?           |
| Poison     | Susceptible |
| Bleed      | Susceptible |

# Attacks

| Attack | Description |
|--------|-------------|
| None   | None        |

# Strategies

Crystal Lizards with a blue gem on their back will not attack under any circumstances. Upon being detected they will turn to face directly away from you and run forward in a straight line. After approximately ten seconds of running they will camouflage themselves and disappear; if they are not killed before this time, they will reappear after resting at a bonfire.

Note, however, that Crystal Lizards are one-time spawns and will only continue to reappear if you fail to deliver a killing blow; once defeated they will not respawn until the next game cycle or the use of a Bonfire Ascetic. These elusive creatures are tiny and exceedingly difficult to hit; they also have a unusually high defense and can survive several blows from a weak or base level weapon.

Any Crystal Lizard at any bonfire intensity can be killed in a single hit by using a 2-H strong attack from either a Raw Malformed Skull +10 or a Raw Old Knight Hammer +10 regardless of character build or stats (so long as you meet the requirements for 2-handing either of these weapons). This was tested at Bonfire Intensity 99 in Dragon's Aerie; no damage boosting gear of any kind was worn. Being in the Covenant of Champions WILL give the Crystal Lizards just enough health to survive however (even with a Ring of Blades +2).

Footnotes 1. Dark Souls II Collector's Edition Guide description 2. SotFS Crystal Lizards - Album on Imgur