

# 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 1 Large Titanite Shard 1 Titanite Chunk
Harvest Valley	At the poison pit.	1 Titanite Shard 1 Large Titanite Shard 1 Palestone

Iron Keep	In the room with the Belfry Bonfire.	1 Large Titanite Shard 1 Titanite Chunk 1 Firedrake Stone
Shaded Woods	Near Manscorpion Tark.	2 Titanite Shard 1 Titanite Chunk 1 Boltstone
Doors of Pharros	Behind Lonesome Gavlan and the axe-throwing Gyrm.	3 Large Titanite Shard 1 Raw Stone
Brightstone Cove Tseldora	Near the Chapel Threshold bonfire.	1 Petrified Dragon Bone 1 Titanite Chunk
Brightstone Cove Tseldora	After first zipline turn left, enter house and right from exit.	2 Large Titanite Shard 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 1 Large Titanite Shard 1 Darknight Stone
Drangleic Castle	Before Emerald Herald and the bridge to Drangleic Castle.	3 Titanite Chunk 1 Titanite Slab
Dragon Aerie	At 1st dragon, to your right near the fight entrance.	1 Titanite Shard 1 Large Titanite Shard 1 Titanite Slab
Dragon Aerie	At 1st dragon, to your right near the fight entrance.	1 Titanite Shard 1 Large Titanite Shard 1 Titanite Slab
Dragon Aerie	At 1st dragon, up ramp on your right in a small cave with dragon eggs.	2 Large Titanite Shard 1 Petrified Dragon Bone 1 Raw Stone
Dragon Aerie	At 1st dragon, near the eggs.	2 Large Titanite Shard 1 Titanite Chunk 1 Petrified Dragon Bone
Dragon Aerie	At 1st dragon, far side near the foot of the ramp (to your left).	1 Titanite Chunk 1 Twinkling Titanite 1 Darknight Stone
Dragon Aerie	At 1st dragon, far side near the ramp (to your left also).	2 Titanite Chunk 1 Petrified Dragon Bone 1 Old Mundane Stone
Dragon Aerie	At 2nd dragon, far side from entrance, (near exit to jump to 3rd dragon).	3 Titanite Shard 1 Twinkling Titanite 1 Magic Stone
Dragon Aerie	At 2nd dragon, far side from entrance, near exit ramp going downwards.	1 Large Titanite Shard 1 Titanite Chunk 1 Petrified Dragon Bone

Dragon Aerie	At 2nd dragon, just to the right of the entrance.	3 Titanite Shard 1 Twinkling Titanite 1 Faintstone
Dragon Aerie	At 3rd dragon, on the right near the eggs.	1 Twinkling Titanite 1 Boltstone 1 Palestone
Dragon Aerie	At 3rd dragon, on a ledge you access from 2nd dragon area.	2 Titanite Shard 2 Large Titanite Shard 1 Titanite Slab
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel.	2 Twinkling Titanite 2 Faintstone
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel.	2 Twinkling Titanite 2 Faintstone
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel.	1 Titanite Slab 2 Firedrake Stone
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel.	3 Titanite Chunk 2 Petrified Dragon Bone 2 Raw Stone
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel.	2 Twinkling Titanite 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 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 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 1 Large Titanite Shard 1 Titanite Chunk
Harvest Valley	After The Mines bonfire: left lizard.	1 Titanite Shard 1 Large Titanite Shard 1 Palestone
Harvest Valley	After The Mines bonfire: center lizard.	1 Titanite Shard 1 Large Titanite Shard 1 Palestone
Harvest Valley	After The Mines bonfire: right lizard.	1 Titanite Shard 1 Large Titanite Shard 1 Palestone

Iron Keep	In the large room below Belfry Sol, on a ledge with an Alonne Knight Captain.	1 Large Titanite Shard 1 Titanite Chunk 1 Firedrake Stone
Shaded Woods	On the platforms above Manscorpion Tark.	2 Titanite Shard 1 Titanite Chunk 1 Boltstone
Doors of Pharros	Behind Lonesome Gavlan and the axe-throwing Gyrm.	3 Large Titanite Shard 1 Raw Stone
Brightstone Cove Tseldora	Near the Chapel Threshold bonfire.	1 Titanite Chunk 1 Petrified Dragon Bone
Brightstone Cove Tseldora	After first zipline turn left, enter house and right from exit.	2 Large Titanite Shard 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 1 Large Titanite Shard 1 Darknight Stone
Dragon Aerie	In the first cave, below the first dragon platform.	1 Large Titanite Shard 1 Twinkling Titanite 1 Palestone
Dragon Aerie	First dragon platform: far left lizard.	1 Titanite Chunk 1 Twinkling Titanite 1 Darknight Stone
Dragon Aerie	First dragon platform: center left lizard.	1 Titanite Chunk 1 Petrified Dragon Bone 1 Old Mundane Stone
Dragon Aerie	First dragon platform: center right lizard.	2 Large Titanite Shard 1 Titanite Chunk 1 Petrified Dragon Bone
Dragon Aerie	First dragon platform: far right lizard.	1 Titanite Shard 1 Large Titanite Shard 1 Titanite Slab
Dragon Aerie	Above the first dragon platform, in a cave with eggs.	2 Large Titanite Shard 1 Petrified Dragon Bone 1 Raw Stone
Dragon Aerie	Second dragon platform: right of the entrance.	2 Titanite Shard 1 Twinkling Titanite 1 Faintstone
Dragon Aerie	Second dragon platform, by left/down exit.	1 Large Titanite Shard 1 Titanite Chunk 1 Petrified Dragon Bone
Dragon Aerie	Second dragon platform, by right/up exit.	3 Titanite Shard 1 Twinkling Titanite 1 Magic Stone

Dragon Aerie	Third dragon platform, on ledges after jumping down from second dragon platform.	2 Titanite Shard 2 Large Titanite Shard 1 Titanite Slab
Dragon Aerie	Third dragon platform, by eggs.	1 Twinkling Titanite 1 Boltstone 1 Palestone
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel. Far left lizard.	2 Faintstone 2 Twinkling Titanite
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel. Center left lizard.	2 Firedrake Stone 1 Titanite Slab
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel. Center right lizard.	2 Twinkling Titanite 2 Old Mundane Stone
Dragon's Sanctum	In the room with the first Drakeblood Knight. Activate the wheel. Far right lizard.	2 Raw Stone 2 Petrified Dragon Bone 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 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