

Dark Stalker

aka Darkdweller

General

No-man's Wharf

Bonfire Intensity	HP	Souls
1	620	370
2	1125	740
8	2200	1480

Drangleic Castle

Bonfire Intensity	HP	Souls
1	~1050	370
2	~2100	740
8	?	?

- If you annoy them long enough with a torch, they'll overcome their fear, signaled by roaring and clawing the air.
- The ones in Gavlan's hideout are dauntless and don't shy from light sources.
- Can be parried and riposted, complete with custom animations.

Location

No-man's Wharf

They lurk just outside various buildings but will hide inside if the wharf is lit up.

Drangleic Castle

One is found in the pit that leads to the Under Drangleic Castle bonfire.

Drops

- Tattered Cloth Set
- Longsword

- Broadsword
- Radiant Lifegem
- Judgment Set (Drangleic Castle only)

Weakness

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance

Resistance	Reduction
Fire	10%
Magic	30%
Lightning	30%
Dark	50%
Poison	Susceptible
Bleed	Susceptible

Attacks

Attack	Description
Wide Sweep	The stalker sweeps from left to right wildly. Causes Bleed.
Overhead Bash	The stalker strikes the player from overhead with it's gangly arms. Causes Bleed.

Strategies

- Despite their size, they can be backstabbed.
- They hate light. They cower and retreat from anyone with a Torch, too afraid to fight back. The ones in the open also scamper off to hide indoors if you activate the Pharros contraption that lights up the cavern.
- Standing and tanking their attacks is a quick way to get hit by a Bleed effect that eats your health and prevents you from fleeing. Evade their swings instead.

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