

Facsimile Giant

General

Inanimate, until they seek out the souls of the undead. They will become animate once they absorb the souls of a dying enemy.

Bonfire Intensity	HP	Souls
1	1,910	3,200
2	2,300	6,400
8	4,400	12,800

- If they connect with their grab attack, you will lose 5,255 souls.
- Can be attacked and killed before they absorb a soul and animate. They will still drop the normal amount of souls and the chance of their items dropping remain the same.
- Not all of them are inanimate, in a later area of Eleum Loyce, you will encounter already animate golems. You can tell they are animate by the bright blue glow in the centre of their torso.

Location

Frozen Eleum Loyce

Found after the Inner Wall bonfire.

Drops

- Human Effigy
- Twinkling Titanite

Weakness

Weakness	Effectiveness
Strike	?

Thrust	?
Slash	?
Projectile	100%

Resistance

Resistance	Reduction
Fire	15%
Magic	?
Lightning	?
Dark	?
Poison	Susceptible
Bleed	Susceptible

Attacks

Attack	Description
Move	Description

Strategies

- For a perfectly safe bout with these admittedly annoying enemies, just make sure you DO NOT kill anything within a good distance around it. If you do, you will not gain the souls and you'll awaken the golem.
- If you can, strafe around the side of the Golem and attempt to attack where it cannot reach you. Its attacks are fast and very damaging, especially if you are stun/range-locked into a combo.