

# 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.