

# Giant Acid Horn Beetle

aka Great Poison Brumer

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## General

*A vastly overgrown Acid Horn Beetle. Whether these impressive specimens are the result of some misguided Aldian experiment or an unusually long life is unknown; they are extremely rare and only a few exist in Drangleic.*<sup>1</sup>

A giant beetle that emits durability-degrading particles.

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| Shrine of Amana |
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| Bonfire Intensity | HP    | Souls |
|-------------------|-------|-------|
| 1                 | 1,000 | 1,200 |
| 2                 | 1,299 | 2,400 |
| 8                 | ?     | 4,800 |

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| Aldia's Keep - <i>Dark Souls II</i> only |
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| Bonfire Intensity | HP    | Souls  |
|-------------------|-------|--------|
| 1                 | 1,000 | 3,400  |
| 2                 | 1,299 | 6,800  |
| 8                 | ?     | 13,600 |

## Location

### Shrine of Amana

Found just after Rhoy's Resting Place, blocking the passage forward.

### Aldia's Keep

Found in the cage in the room unlocked by the Aldia Key. In *Dark Souls II: Scholar of the First Sin*, it has been replaced with a Belfry Gargoyle.

## Drops

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- Corrosive Urn

## Weakness

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- Average against Strike-Type Attacks
- Weak against Slash-Type Attacks
- Vulnerable against Thrust-Type Attacks

## Resistance

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- Medium Magic, Lightning and Dark Resistance
- Very Low Fire Resistance

## Attacks

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Emits corrosive mist, damaging the player's equipment.

Footnotes 1. Dark Souls II Collector's Edition Guide description

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