

# Giant Acid Horn Beetle

aka Great Poison Brumer


## 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.

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

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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Revision #1

Created 17 December 2024 07:36:28 by jade

Updated 17 December 2024 07:36:28 by jade