

# Melinda the Butcher

## Description

*Wherever the lost and wretched gather, those who prey upon them are never far away. So it always has been, and so it is in The Gutter, a settlement of filth and pestilence where the endless struggle to survive has driven its darker souls to seek sustenance through the consumption of living flesh. Beware, lest the cannibalistic legacy claim yet another victim...*<sup>1</sup>

## Equipment

- Greataxe
- Prisoner's Set

## Location

### The Gutter

She invades as soon as you touch the wall ledge with the Ring of Soul Protection chest. Her spawn location is a good distance away, on the wooden platform above the tar pools.

## Drops

- Raw Greataxe +3 (very rare)
- Awestone (guaranteed, if you're a member of the Company of Champions covenant)
- Human Effigy (guaranteed, if you are **not** a member of the Company of Champions covenant)

## Strategies

## Notes

- She can fall to her death while attempting to path to the player.
- If defeated as an invader, she will be available for summoning as a White Phantom for the optional Ancient Dragon fight later in the game.
- Using a Bonfire Ascetic on the Upper Gutter bonfire in the Gutter will respawn her.

## Footnotes

1. Dark Souls II Collector's Edition Guide description

## Statistics

Bonfire Intensity	HP	Souls
1	1,900	1,500
2	2,800	3,000
8	5,200	6,000

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance	Reduction
Fire	?
Magic	?
Lightning	?
Dark	?

Status Ailment	Susceptible?
Poison	No
Toxic	No
Bleed	No

Attack	Parryable?	Blockable?	Notes
Axe Slash	Yes	Yes	-
Downwards Axe Slash	Yes	Yes	-
Jumping Axe Slash	Yes	Yes	-
Axe Bash	Yes	Yes	-

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