

# Mimic

aka Entity of Avarice


## Description

Long ago, there was a clan that was exiled for their avarice. In their exile, they were branded with a symbol of greed, and with it a curse. But, truly, suffering leads to great power, and the clan walks the earth still.<sup>1</sup>

They mimic a wooden or iron chest. If you try to open them, they will perform a very powerful grab attack, biting the player repeatedly for heavy damage.

## Locations - Dark Souls 2

### Earthen Peak

Upper levels, in the room full of urns and Poison Horn Beetles.

Bonfire Intensity	HP	Souls
1	720	1,500
2	1,350	3,000
8	?	6,000

### Iron Keep

In the rectangle room with the lava and platforms, up a ladder. Iron chest.

Bonfire Intensity	HP	Souls
1	840	1,500
2	1,428	3,000
8	?	6,000

### Doors of Pharros

Gyrm's Respite bonfire: Behind the Primal Knight. Wood chest

Bonfire Intensity	HP	Souls
1	850	1,800

2	1,400	3,600
8		7,200

### Aldia's Keep

To the left of the Foregarden bonfire. Iron chest.

Bonfire Intensity	HP	Souls
1	~1,150	2,500
2	1,500	5,000
8	?	10,000

### Dragon Shrine *(Dark Souls II ONLY)*

After dropping down a ledge hidden behind some wooden boxes, the chest closer to where you drop down.

Bonfire Intensity	HP	Souls
1	1,150	1,500
2	1,500	3,000
8	?	6,000

### Frozen Eleum Loyce

One near the Inner Wall bonfire.

One in a tower in the ramparts.

They are encased in ice until you speak to Alsanna, Silent Oracle.

Bonfire Intensity	HP	Souls
1	?	2,500
2	?	5,000
8	?	10,000

## Drops

- Dark Gauntlets and Work Hook - Earthen Peak
- Dark Armor and a Lightning Winged Spear - Iron Keep
- Dark Leggings and Black Scorpion Stinger - Doors of Pharros
- Dark Mask and Sunset Staff - Aldia's Keep
- Washing Pole and a Petrified Dragon Bone - Dragon Shrine
  - Changes to Petrified Something and Petrified Dragon Bone at Bonfire Intensity 2+.
- Symbol of Avarice - Frozen Eleum Loyce - near Inner Wall bonfire
- Catarina Armor - Frozen Eleum Loyce - in a tower on the ramparts

# Locations - Scholar of the First Sin

---

## Majula

Bonfire Intensity 2+ only. Replaces the metal chest in the path towards the Forest of Fallen Giants.

Bonfire Intensity	HP	Souls
2	?	1,600
8	?	?

## Earthen Peak

Upper levels, in the room full of urns and Poison Horn Beetles. Wood chest.

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

## The Gutter

Located on the third floor of the tower near the Iron Chest containing a Ring of Soul Protection and where Melinda the Butcher invades. Wood chest.

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

## Brightstone Cove Tseldora

Located in the ruined building accessed through the well. Iron chest.

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

## Drangleic Castle

Upstairs in the hall with the Executioner's horse.

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

## Aldia's Keep

To the left of the Foregarden bonfire. Iron chest.

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

Two Mimics are already activated in the hanging cages in the long hallway after the giant basilisk. These cages can be lowered with a switch in the locked room to the side of the hallway (Requires the Aldia Key).

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

3 (1 Iron, 2 Wood) In the locked room to the side of the long hallway after the giant basilisk

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

## Frozen Eleum Loyce

One near the Inner Wall bonfire.

One in a tower in the ramparts.

They are encased in ice until you speak to Alsanna, Silent Oracle.

Bonfire Intensity	HP	Souls
1	?	?
2	?	?
8	?	?

# Drops

- Rusted Coin - Majula
- Dark Gauntlets and Work Hook - Earthen Peak
- Dark Armor and a Lightning Winged Spear - The Gutter
- Dark Leggings and Staff of Wisdom - Brightstone Cove Tseldora
- Washing Pole and a Petrified Dragon Bone - Drangleic Castle

- Dark Mask and Malformed Skull - Aldia's Keep exterior
- Cracked Red Eye Orbx2 - Aldia's Keep - 1st Wood chest in the locked side room.
- Wilted Dusk Herbx3 - Aldia's Keep - 2nd Wood chest in the locked side room.
- Bonfire Ascetic - Aldia's keep - Iron chest in the locked side room.
- Black Witch's Staff - Aldia's Keep - 1st Cage
- Fragrant Branch of Yore - Aldia's Keep - 2nd Cage
- Symbol of Avarice - Frozen Eleum Loyce - Near Inner Wall bonfire
- Catarina Armor - Frozen Eleum Loyce - In a tower on the ramparts

## Resistance

---

- Wooden Chest, Dry
  - Medium Magic, Lightning and Dark Resistance
  - Very Low Fire Resistance
- Wooden Chest, Wet
  - Medium+ Fire Resistance
  - Medium Magic and Dark Resistance
  - Low Lightning Resistance
- Iron Chest
  - Medium Magic, Fire and Dark Resistance
  - Very Low Lightning Resistance

## Methods of Identification

---

- All Mimics are cracked open slightly. You can see their teeth if you angle your camera properly.
- Wooden chest Mimics will have a latch on the front while normal chests do not. Metal chest Mimics will have set of two locks on the front while normal ones will not.
- If unsure, player can use a parry to determine if it's a mimic or not. Standing close enough, the parry will "hit" a normal chest (wooden will "tremble" while metal will give off a spark), while passing through mimics.

**Other:** Trapped chests can usually be identified by the fact that they are generally a darker color than normal chests but, do not contain the teeth a mimic does.

## Notes

---

- Mimics can be passively looted by throwing a Lloyd's Talisman at them. This will cause them to open up and let you remove the loot without having to kill them
- Wooden and Iron Mimics have different Resistance toward Fire and Lightning.
- In Black Gulch there is a wooden chest that looks like a Mimic but is not.

- Mimics can be killed with Poison Mist, Toxic Mist or Dark Fog without aggroing them.
- Aggroing a Mimic will cause it to initiate a bite attack as it awakens. If you're standing too close, this attack will still connect no matter where you are adjacent to it, even if you're directly behind it, so either kill it quickly or give it space.
- You can escape the grab by smashing both of the attack buttons leaving more health to spare (same function as in Dark Souls).

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

---

Revision #1

Created 17 December 2024 07:38:01 by jade

Updated 17 December 2024 07:38:01 by jade