

Mirror Squire

aka Looking Glass Varlet

General

Reflections residing in the dimension within the King's Mirror. They can cross over to the world of the living through the looking glass, but for what purpose?

Do they seek to replace those who originally cast them?¹

King's Passage		Aldia's Keep
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Bonfire Intensity	HP	Souls		Bonfire Intensity	HP	Souls
1	1,100	0		1	2,250	1,200
2	1,550	0		2	3,000	2,400
8	2,900	0		8	5,650	4,800

- There are two variants:
 - Halberd variant is equipped with: Elite Knight Set, Syan's Halberd, and Pate's Shield.
 - Greatsword variant is equipped with: Drangleic Helm, Llewellyn Set, Greatsword, and Orma's Greatshield.
- Be aware that their health is very high, it is advised to lure one at a time.
- If the Squires stop re-spawning the mirror break effect will still occur if you walk near them but no enemy will jump out.

Location

King's Passage

The Looking Glass Knight boss will summon them from his shield to fight you. They are smaller than normal human characters.

Aldia's Keep

Just up the first flight of stairs, behind the second flight, will be five mirrors, three of which will spawn two halberd squires and one greatsword squire.

Drops

- None

Weakness

Weakness	Effectiveness
Strike	100%
Thrust	75%
Slash	75%
Projectile	75%

Resistance

Resistance	Reduction
Fire	35%
Magic	35%
Lightning	35%
Dark	35%
Poison	Immune
Bleed	Immune

Attacks

Attack	Description
Left Slash (Greatsword)	Slashes to the left.
Right Slash (Greatsword)	Slashes to the right. Usually combined with the left slash.
Downwards Strike (Greatsword)	Strikes downwards from above. Usually combined with right slash.
Forward Thrust (Greatsword)	Thrusts forward towards the player. More common when blocking.
Sweeping Slash (Halberd)	A slash from left to right towards the player.
Forward Thrust (Halberd)	A forward thrust towards the player. More likely if the player is blocking.
Forward Thrust, Downward Strike (Halberd)	A forward thrust towards the player, followed up with a downwards strike.
Shield Smash(Greatsword/Halberd)	Strikes the player with their shield.

Notes

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

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