

# Necromancer

aka Hollow Mage (Black)


## Description

*The origin of these Necromancers is unknown, but it is possible that they served the Old King during the Undead Hunts in this forest. They are found near Skeleton Lords' domain - perhaps they now serve them as their new masters.*<sup>1</sup>

## Location

### Huntsman's Copse

They dwell in the cave just after the Undead Lockaway bonfire.

Bonfire Intensity	HP	Souls
1	320	550
2	640	1,100
8	1,027	2,200

### Undead Purgatory

They hide in various small nooks around the boss room.

Bonfire Intensity	HP	Souls
1	500	550
2	900	1,100
8	1,740	2,200

## Resistance

- High Magic Resistance
- Medium Fire, Lightning and Dark Resistance

# Drops

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- Black Hollow Mage Set (1%)
- Lizard Staff (1%)
- Amber Herb (5%)

# Attacks

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- Staff swing at close range.
- Homing Soul Arrow
- Soul Spear Barrage

# Strategies

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- Rush them before they can cast spells.
- Distract nearby skeletons with Alluring Skulls or Yearn.

# Notes

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- Every Skeleton in the area belongs to a Necromancer and as long as the master is still alive, the skeletons will keep reviving.
- They only spawn once per playthrough but the ones located in the Executioner's Chariot room **WILL** respawn as long as you don't kill the boss. After killing both necromancers, use a Homeward Bone to warp back to the bonfire and then run back to the boss's room to kill them again, rinse and repeat as needed.
- Alternatively, after killing the necromancers you could exit the game through the menu. When you load in you will be placed at the boss's fog door, eliminating the need to run back every time.

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

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