

# Poison Statue Cluster


## Description

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## Location

### Shulva, Sanctum City

Bonfire Intensity	Health	Souls
1	350	500
2	450	1,000
8	850	2,000

Dark Souls II: Scholar of the First Sin

### Black Gulch

Bonfire Intensity 2 or higher.

Bonfire Intensity	Health	Souls
1	N/A	N/A
2	~350	1,000
8	?	2,000

## Drops

- Human Effigy (rare)
- Twinkling Titanite (rare)
- Common Fruit (rare)

# Attacks

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The statues shoot poison darts when the creature is approached.

# Strategies

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The statues themselves are indestructible, but the underlying creature can be damaged with 'striking' type weapons, arrows, and spells or items with splash damage (such as Firebombs).

# Notes

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Similar to Gutter statues except they can move around, shoot in multiple directions, and are more difficult to break.

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