

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

The statues shoot poison darts when the creature is approached.

Strategies

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

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

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