

Skeleton

Description

This curved sword-wielding Skeleton is hiding in Cale's house in Majula. It's unknown whose Skeleton this might be or what force animates it; perhaps Cale inadvertently disturbed this poor soul's resting place. Either way, it must be dispatched before Cale will return to the residence... and if you want the treasures it guards.¹

These reanimated corpses are often under the control of a Necromancer, and they will be revived repeatedly until their Wizard is killed. Whether they served the Iron King or fled from his troops in life makes no difference now, as they are the property of their necromantic masters.²

The skeletons in this region are of unknown origins. They could be former subjects of the Iron King who were worked to death in the poisonous mines or poor Souls who wandered in more recently. Regardless, whether it was the massive Pools of Poison or giant monsters overseeing the Laborers, something killed these poor fools... but they've left it to you to finish the job.³

Location

Majula

There is one skeleton in the basement of the mansion.

Each level of Bonfire Intensity will spawn one more skeleton (max 8) and each has a 100% chance to drop a Human Effigy.

Bonfire Intensity	HP	Souls
1 (NG)	600	700
2 (NG+)	~1,100	1,400
8 (NG+7)	1,800	2,800

Forest of Fallen Giants

Six in total in the dark tunnel leading to the Soldiers' Rest bonfire. Only in *Dark Souls II: Scholar of the First Sin*.

Bonfire Intensity	HP	Souls
1 (NG)	~240	110
2 (NG+)	~450	220

8 (NG+7)	?	?
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Huntsman's Copse

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

Four of them with a Thrusting Sword & Shield will spawn after killing the Skeleton Lord wielding the Roaring Halberd during the boss fight.

Bonfire Intensity	HP	Souls
1 (NG)	290	110
2 (NG+)	580	220
8 (NG+7)	1,102	440

Undead Purgatory

Seven in total are found in the Executioner's Chariot boss arena, along with two Necromancers.

Bonfire Intensity	HP	Souls
1 (NG)	290	110
2 (NG+)	580	220
8 (NG+7)	1,102	440

Harvest Valley

There are four of them at the beginning of the Valley. Three additional Skeletons spawn at Bonfire Intensity 2+.

Bonfire Intensity	HP	Souls
1 (NG)	250	170
2 (NG+)	450	340
8 (NG+7)	1,100	680

Undead Crypt

Two in the first gravestone room past the Undead Ditch bonfire and a third in the next small room. Only in *Dark Souls II: Scholar of the First Sin*.

Bonfire Intensity	HP	Souls
1 (NG)	~410	170
2 (NG+)	800	340
8 (NG+7)	?	0

Dragon's Rest

Several can be summoned by Elana, the Squalid Queen during her boss fight.

Bonfire Intensity	HP	Souls
1 (NG)	?	0
2 (NG+)	?	0
8 (NG+7)	?	0

Drops

- Falchion (Curved Sword) - rare.
- Mail Breaker (Thrusting Sword) - rare.
- Foot Soldier Shield (Shield) - uncommon.
- Long Bow (Bow) - rare.
- Wood Arrow x3 (Bow) - common.
- Alluring Skull - common.
- Human Effigy (Majula, Huntsman's Copse) - guaranteed in Majula. Uncommon in Huntsman's Copse.
- Titanite Shard (Harvest Valley) - Dark Souls II: common. Scholar of the First Sin: rare.
- Titanite Shard (Undead Crypt) - Scholar of the First Sin: common.

Weakness

Effectiveness

- Strike: ~150%
- Slash: ~100%
- Thrust: ~80%

Resistance

- Medium Magic, Lightning and Dark Resistance
- Very Low Fire Resistance

Notes

- The ones located in the Huntsman's Copse and Undead Purgatory will keep reviving as long as the Necromancer near them is still alive.

- On rare occasions, both variants of Skeletons can parry and riposte you. They have a custom, unique riposte animation.
- Critical attacks with Daggers, Thrusting Swords, Halberds and Spears have next to no effect on them, dealing abysmally low damage. On the other hand, blunt weapons work wonders on them, so much that an unupgraded Mace wielded with its bare minimum requirements will effectively deal more damage than a Dagger or a Rapier.

Footnotes 1. Collector's Edition Guide description - Majula 2. Collector's Edition Guide description - Huntsman's Copse 3. Collector's Edition Guide description - Harvest Valley

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