

# Lifegem


## In-Game Description

*Small stone made up of crystallized souls.  
Gradually restores a small amount of HP.*

*Often found near abandoned corpses,  
as if it were what remains of the soul.*

## Use

Heals 500 HP over 11.1 seconds.

## Availability

### Where to Buy

Merchant Sold By	Price	Stock
Merchant Hag Melentia	300 souls	10 / ∞ after she moves to Majula

### Chest and Corpse locations:

- One found in Things Betwixt, inside the tree before the platform with Dyna and Tillo.
- Three are on a corpse behind Benhart of Jugo near the entrance to Shaded Woods, along with a Homeward Bone.
- One inside a tent next to Sweet Shalquoir's house in Majula.
- Three can be found next to Blacksmith Lenigrast's house in Majula, along with a Soul of a Nameless Soldier.
- One on the first corpse you see in Forest of Fallen Giants.
- One on a corpse near the Heide Knight in Forest of Fallen Giants.

- Three next to the large rubble pile in the area with scaffolding and burnt bodies in Forest of Fallen Giants.
- One after the lone Old Ironclad Soldier in Forest of Fallen Giants, along with a Homeward Bone: in order to collect it, go right and up the stairs.
- One on a corpse in the room with the Crystal Lizard in Forest of Fallen Giants. The corpse also hold the Large Leather Shield.
- Three right before the Pursuer boss fight in Forest of Fallen Giants, along with a Soul of a Nameless Soldier. (replaced with an Old Radiant Lifegem and a Soul of a Brave Warrior at Bonfire Intensity 2+)
- One in water near the beginning of No-man's Wharf, along with a Large Soul of a Lost Undead.
- Two after dropping down from the platform with the lever that calls the ship in No-man's Wharf.
- Two in the last section of No-Man's Wharf, on top of a row boat.
- Three behind the breakable wall in No-man's Wharf with the Crystal Lizard.
- Eight on the bridge to Sinner's Rise, guarded by a Royal Swordsman.
- One in the middle of the room with many undead in Huntsman's Copse. Bonfire Intensity 1 only.
- One on a ledge after dropping down from the roof of the large building in Huntsman's Copse.
- One on a corpse after the first Artificial Undead in Huntsman's Copse. (replaced with an Elizabeth Mushroom at Bonfire Intensity 2+)
- One next to the first Skeleton in Harvest Valley.
- Five behind some boards in the Artificial Undead ambush in Harvest Valley.
- One near the falling planks in the open area with Lion Clan Warriors in Shaded Woods. (replaced with a Divine Blessing at Bonfire Intensity 2+)
- One next to Lonesome Gavlan in Doors of Pharros.
- One in a jar near the first bonfire in The Gutter.
- 20 can be found in the lower levels of The Gutter.
- One on a body in King's Passage. (replaced with an Old Radiant Lifegem and a Petrified Dragon Bone at Bonfire Intensity 2+)
- Five next to the first group of archers in Shulva, Sanctum City.

## Enemy Drops

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- Dropped by Hollow Infantry and Hollow Soldiers in Forest of Fallen Giants. (common)
- Dropped by Royal Swordsmen in The Lost Bastille and Drangleic Castle. (common)
- Dropped by Artificial Undead in Huntsman's Copse. (uncommon)
- Dropped by Poison Horn Beetles in Earthen Peak and The Gutter. (common)
- Dropped by Acid Horn Beetles in Shrine of Amana. (common)
- Dropped by Goblins in Shaded Woods. (common)
- Dropped by Captive Undead and Undead Laborers in The Gutter, Huntsman's Copse, Harvest Valley, Undead Crypt, Frozen Eleum Loyce and Frigid Outskirts. (common)

- All enemy drops will be Lifegems for you when you are a co-op Phantom in someone else's world. (uncommon)

## Other Sources

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- Most classes start with ten Lifegems. Deprived starts with none while Explorer starts with twenty.
- Choosing 'Healing Wares' as the starting gift grants you ten additional Lifegems (Deprived would start with ten, Explorer with thirty, and rest of the classes with twenty).

## Notes

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- The healing effects of gems used in quick succession will stack.
- Consuming two Lifegems in rapid succession will counter-act Poison damage.

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