

Majula

- Majula Mansion

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Quick Reference

| Boss | NPCs | Loot | Enemies |
|------|-----------------------|---|-------------|
| None | Cale the Cartographer | Estus Flask Shard Human Effigy (drop) Pharros Lockstone Soul Vessel Titanite Shard (x3) Torch (x3) <i>Special Event Items</i> | Skeleton(s) |

Description

The Majula Mansion is a large, mysterious house found in Majula. It can be accessed after obtaining the House Key from Cale the Cartographer. In addition to containing several useful items, the mansion includes a unique item chest, and an unlabeled map of Drangleic.

Basement Skeletons

Initially, there is a lone Skeleton in the basement. Killing it is required to allow Cale to appear by the map.

An additional skeleton will appear with every increase in Bonfire Intensity, allowing up to 8 total. The skeletons do not respawn unless Bonfire Intensity is increased, and they are each guaranteed to drop a Human Effigy.

Majula Mansion Chest

The chest found in the basement of the Majula mansion is a unique chest whose contents can change with online events. The special event items are added through calibrations updates, though they can be added 'silently', without updating the displayed calibrations version on the main menu.

Contents

By default, the chest always contains 1 Soul Vessel. The Soul Vessel is still available when other special items are added into the chest, though it may require reloading the game or playing in offline mode to obtain separately.

Listed below are the items that have been made temporarily available:

| Item | Dates Available | Release Details |
|--|---|---|
| Divine Blessing | April 02 - April 09? (2014) | <i>unannounced</i> |
| Petrified Something (x3) | June 05 - June 11 (2014) | Announced as Crown of the Sunken King DLC promo |
| Twinkling Titanite (x2) | June 11 - June 18 (2014) | Announced as Crown of the Sunken King DLC promo |
| Cracked Red Eye Orb (x5) | June 18 - June 25 (2014) | Announced as Crown of the Sunken King DLC promo |
| Bonfire Ascetic (x4) | June 25 - July 01 (2014) | Announced as Crown of the Sunken King DLC promo |
| Poison Stone & Bleed Stone | July 01 - July 08 (2014) | Announced as Crown of the Sunken King DLC promo |
| Elizabeth Mushroom (x3) & Wilted Dusk Herb (x3) | July 08 - July 15 (2014) | Announced as Crown of the Sunken King DLC promo |
| Smooth and Silky Stone (x5) | July 15 - July 22 (2014) | Announced as Crown of the Sunken King DLC promo |
| Reskinned Murakumo | July 22 - July 31 (2014) | Announced as Crown of the Sunken King DLC promo |
| Rubbish | July 22? - July 31? (2014) ¹ | <i>unannounced</i> |
| Reskinned Blacksteel Katana | August 26 - September 7 (2014) ² | Announced as Crown of the Old Iron King DLC promo |
| Reskinned Longsword | September 30 - October 13 (2014) | Announced as Crown of the Ivory King DLC promo |
| Reskinned Great Club Reskinned Murakumo Reskinned Blacksteel Katana Reskinned Longsword | February 5 - February 12 (2015) | Released with Scholar of the First Sin DLC |

DLC Promotion

Most items have been added in order to promote upcoming DLC.

+ Display Promotion History - Hide Promotion History

- It was announced on <http://www.darksouls.jp/pc/treasurebox/> that items would change every week, starting on June 5th, until the Crown of the Sunken King DLC was released on July 22nd. The items were listed in advance, though the final item, the reskinned

Murakumo, was originally listed as "A Secret Item".

- The above link was updated on August 22nd to announce the reskinned Blacksteel Katana, which coincided with the launch of the Crown of the Old Iron King DLC.
- The link was again updated on September 22nd to announce the reskinned Longsword, which coincided with the launch of the Crown of the Ivory King DLC.

Notes

- The special items are placed into the chest automatically while online. If the player previously opened the chest to obtain the Soul Vessel, they may have to reload the area in order to spawn the item in. The chest will re-close by itself to contain the new item.
- The contents of this chest cannot be replaced through the use of a Bonfire Ascetic, as ascetics only respawn the contents of wooden chests. However, the contents will respawn when progressing into the next New Game Plus cycle.

Majula Mansion Map

The basement of the mansion contains an unlabeled map of Drangleic, etched into the ground from stone. Various flames will appear on it, corresponding to specific progress made.

Lighting the Flames

Cale the Cartographer will reward you with his armor set if you light all 8 flames on the map. This is achieved by doing the following, in any order:

1. Defeating the Last Giant
2. Defeating the Lost Sinner
3. Defeating the Old Iron King
4. Defeating the Duke's Dear Freja
5. Defeating the Rotten
6. Obtaining the King's Ring
7. Obtaining the Ashen Mist Heart
8. Defeating Throne Watcher and Defender

+ Show image of map with corresponding flames - Hide image of map

Turning the Flames Blue

It is possible to make the flames on the map appear blue in color, though there is no known reward or effect for accomplishing this.

With the flames already lit, this will occur after using 8 Bonfire Ascetics on a flame's corresponding bonfire.³

| Flame | Corresponding Bonfire | Boss(es) Requiring Defeat to Allow Use of Bonfire Ascetics |
|-------|---|--|
| 1 | Cardinal Tower (Forest of Fallen Giants) | The Last Giant & The Pursuer |
| 2 | The Saltfort (Sinner's Rise) | The Lost Sinner |
| 3 | Eygil's Idol (Iron Keep) | Old Iron King |
| 4 | Lower Brightstone Cove (Brightstone Cove Tseldora) | The Duke's Dear Freja |
| 5 | Hidden Chamber (Black Gulch) | The Rotten |
| 6 | Undead Ditch (Undead Crypt) | Velstadt, the Royal Aegis |
| 7 | Shrine Entrance (Dragon Shrine) | <i>no boss required</i> |
| 8 | King's Gate (Drangleic Castle) | Throne Defender & Throne Watcher, & Nashandra |

Footnotes 1. Rubbish was found in the chest by some players after obtaining the Murakumo, so it likely coincided with its time slot. 2. The Katana overstayed its announced time slot by two extra days, lasting until the 7th instead of the 5th. 3. Note that getting the blue flames to appear is independent of the New Game Plus cycle or Bonfire Intensity. A player who has made it all the way to NG+10 without using any ascetics will NOT have blue flames appear, as it is achieved only by using at least 8 ascetics on the necessary bonfire.