

Majula

Quick Reference

Boss	Mini-Boss	NPCs	Notable Loot	Enemies
None	Licia of Lindeldt	Benhart of Jugo Blacksmith Lenigrast Cale the Cartographer Carhillion of the Fold Emerald Herald Laddersmith Gilligan Licia of Lindeldt Maughlin the Armourer Merchant Hag Melentia Rosabeth of Melfia Saulden, the Crestfallen Warrior Stone Trader Chloanne Sweet Shalquoir	Estus Flask 2x Estus Flask Shard Soul Vessel Bluemoon Greatsword Morning Star Cleric's Sacred Chime Binoculars Short Bow Crimson Parma Moon Butterfly Shield (^Bonfire Intensity 3+)	Enslaved Pig Skeleton Goblin

Description

Majula is the central town-hub in Dark Souls II. There are several NPCs here, as well as a bonfire on the edge of town near the cliff. Emerald Herald is near the bonfire, and is the character who allows you to level up.

NPCs you meet and rescue along your quest will gather at the shrine over time and allow you to purchase Sorceries, Pyromancies, and other useful items.

Majula is often referred to as a garbage dump; the exiles of Drangleic were often sent to this area, which is why all the shacks and houses are so run down.

The mansion house in Majula contains many points of interest.

Connections

- Things Betwixt
- Forest of Fallen Giants
- Heide's Tower of Flame
- Huntsman's Copse - requires talking to Licia of Lindeldt
- The Pit
- Grave of Saints
- The Gutter
- Shaded Woods - requires Fragrant Branch of Yore

Maps

Bonfires

- **The Far Fire**
Near the cliff in front of the blacksmith's house.

NPCs

- **Emerald Herald**
- **Blacksmith Lenigrast**
- **Maughlin the Armourer**
- **Saulden, the Crestfallen Warrior**
- **Sweet Shalquoir**
- **Merchant Hag Melentia**
Appears after exhausting her dialogue in Forest of Fallen Giants and killing the Last Giant.
- **Cale the Cartographer**
Appears after exhausting his dialogue in Forest of Fallen Giants, killing the Last Giant and clearing the enemies in the basement of the mansion.
- **Licia of Lindeldt**
Moves to the rotunda room after exhausting her dialogue in Heide's Tower of Flame.
- **Carhillion of the Fold**
Appears after exhausting his dialogue in No-man's Wharf and killing Flexile Sentry.

- **Stone Trader Chloanne**

Appears after exhausting her dialogue in Harvest Valley.

- **Laddersmith Gilligan**

Appears after killing Mytha, the Baneful Queen.

- **Rosabeth of Melfia**

Appears after having used a Fragrant Branch of Yore to unpetrify her and giving her new clothes.

- **Benhart of Jugo**

Sitting on the path between Majula and Shaded Woods. Moves elsewhere after you exhaust his dialogue and unpetrify Rosabeth.

Loot

Dark Souls II

+ show block – hide block

Loot Guide

1. Immediately after having entered Majula from Things Betwixt, follow the path until you come across a large clearing, next to one of the trees is a Divine Blessing.
2. Along the cliff by the bonfire is a ledge that can be dropped down to from near the path to Things Betwixt. A corpse carrying a Morning Star and Cleric's Sacred Chime will be behind you. Continuing along the path leads to another corpse where the Binoculars can be found.
3. Head to the path to Shaded Woods. Follow the path until you come across Benhart of Jugo, next to him are 3x Lifegem and 3x Homeward Bone.
4. If you wish, you can kill Benhart of Jugo to get a Bluemoon Greatsword.
5. Past Benhart of Jugo, inside the small building, to the left behind a wooden plank door is 3x Lloyd's Talisman. Beware of the hollow behind the plank door.
6. Back at Majula, in Maughlin the Armourer's home you'll find a ladder on the far wall past him tight to the left wall. Climb up into a small room where there is a chest containing a Titanite Shard, useful for early upgrades. At Bonfire Intensity 2 it's a Large Titanite Shard, and at 3 it will contain the Moon Butterfly Shield.
7. An Estus Flask Shard lies inside a small well next to the mansion (the largest house in Majula). Knocking the stone into the well with an attack will carry up a corpse with the shard.
8. For another Estus Flask Shard, go to the basement of the mansion. The mansion itself can be opened using the House Key which is received from Cale the Cartographer in the Forest of Fallen Giants. The body with the shard is guarded by a Skeleton.
9. On the right side of Sweet Shalquoir's house is a Lifegem under a ragged tent that can be accessed by rolling through the obstructing barrels and crates.
10. Off to the right on the cliff edge of Blacksmith Lenigrast's workshop is a corpse with Soul of a Nameless Soldier and 3x Lifegem .
11. Inside of Blacksmith Lenigrast's workshop is chest with a Short Bow.
12. Next to the Victor's Stone is a body with five Homeward Bones.
13. Pass through the archway to Heide's Tower of Flame, and in the sewer there, you will find a chest containing Crimson Parma. After that pull the handle down on the left path, then pass through the sewer gate. Run to the end and pick up the Broken Thief Sword and a Soul of a Lost Undead.

Dark Souls II: Scholar of the First Sin

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7. An Estus Flask Shard lies inside a small well next to the mansion (the largest house in Majula). Slashing the rope will drop a weight, carrying up a corpse with the shard.
8. For another Estus Flask Shard, go to the basement of the mansion. The mansion itself can be opened using the House Key which is received from Cale the Cartographer in the Forest of Fallen Giants. The body with the shard is guarded by a Skeleton.
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14. Kill the piglets by the mansion fourty times, and they will turn into a giant boar. Once defeated, it will drop three Cracked Red Eye Orbs.

Walkthrough

Majula Map (Japanese)

If you just started the game, your first trip should be to Forest of Fallen Giants. Although other areas are also early accessible from Majula, they contain dangerous foes and are best visited later.

Path to Forest of Fallen Giants

There is a path near the bonfire. Enter the tunnel, there is a metal chest in an alcove to your right, At Bonfire Intensity 2 and SotFS it's a Mimic that drops a Rusted Coin. Follow the tunnel until you encounter a gate. Pull the lever and enter Forest of Fallen Giants.

Path to Heide's Tower of Flame

Between Shalquoir's house and path to Company of Champions there is an entrance. For now, ignore the mechanism in the rotunda room. Follow the stairs down. There is a metal chest to the left at the bottom of the stairs. You will see a big gate, open it with a pulley and enter Heide's Tower of Flame.

Path to Huntsman's Copse

You can only enter this area if you defeated the Dragonrider and talked to Licia of Lindeldt. If you did so, she moved to the rotunda room. Talk to her here and she will offer to open the path to Huntsman's Copse for 2,000 souls.

Path to Grave of Saints and the Gutter

If you already finished Earthen Peak and killed the boss there, Laddersmith Gilligan will be sitting next to the Pit. You can pay him to set up ladders that will lead you down to these areas. As an alternative you can buy a Silvercat Ring from Sweet Shalquoir which will reduce damage taken from falling. Drop down one ledge at a time and heal when you take damage. First opening will lead to Grave of Saints and the one beneath it leads to the Gutter.

Path to Shaded Woods

Backtrack as you would go to Things Betwixt but go right. You will enter the path that leads to Shaded Woods. Benhart of Jugo is sitting here. He can't move forward just as you, until you unpetrify Rosabeth of Melfia. She was turned to stone and is blocking the lever. Use a Fragrant Branch of Yore to unpetrify her and unlock the entrance to Shaded Woods.

Notes

- The Far Fire bonfire here is the only bonfire you can use to reinforce Estus Flasks with Sublime Bone Dust.
- On the monument by the sea where Saulden sits, the plaque next to him will disclose the number of "Global Deaths" experienced by all players of Dark Souls II at the moment you read it. If the game is in offline mode the plaque will show the number of deaths on your current character.
- For every level of Bonfire Intensity (up to 8), another non-respawning Skeleton is added to the basement of the mansion. They have a 100% chance to drop a Human Effigy.
- The flames on the mansion map turn to blue if you use a total of 8 Bonfire Ascetic (not counting playthrough number) on the corresponding bonfire of each flame.
- The shattered remains of the Lordvessel from Dark Souls can be found in the basement of the mansion.

Monument Plaque

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- There is another plaque behind the monument. If you were to examine it prior to patch 1.08, a message will be displayed saying *The text is illegible*.
 - However, for reasons unknown, prior to patch 1.08, the plaque in the Portuguese version of the game read *Os gigantes cruzaram os mares, talvez para voltar para casa*, which translates to "The giants crossed the seas, perhaps to return home".
 - This plaque as of patch 1.08 (22 July 2014) reads "Seek the land of an ancient king, in the Black Gulch, deep below" in all versions of the game, likely added to suggest that the player go to Black Gulch in order to find the entrance to Shulva, Sanctum City, the first area of the Crown of the Sunken King DLC.
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