

# Gravestones

aka NPC Tombstones

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## General Information

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Many important characters in Dark Souls 2 can be killed, accidentally or on purpose. Most of them can be revived, albeit temporarily, by interacting with their gravestones. Reviving costs souls. Their revival will only last until you load another area.

The amount of time it takes for a Gravestone to appear depends on the NPC. It can range from a couple of hours to several hours.

## Losing Special Services

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The purpose of the gravestones is so you can interact with NPCs after they've died. Sometimes this allows you to continue using their services uninhibited, asides from the revival cost, but this isn't always the case. In most situations where an NPC is killed before they've arrived at their final location, their gravestone will only spawn where they were killed. It will not move or have available services/ items updated. Here are a few specific examples (but not the only cases):

- If Melentia is killed in the Forest of Fallen Giants, her gravestone will remain there and she will not offer the unlimited supply of Lifegems that become available in Majula.
- If Ornifex is killed in the Shaded Woods, her gravestone will remain there and she will not offer her weaponsmithing services that become available in Brightstone Cove Tseldora.

**One important exception to this is the Emerald Herald.** Regardless of where she is killed, her grave will appear in Majula and she will retain her normal interaction options.

Additionally, the following functions/ services are lost for all NPCs that apply:

- NPCs that are normally summon-able for co-op will not be available for co-op after they're killed, and their questline will be "frozen" where it was.
- Most NPCs that give rewards based on how many souls you've spent with them will not gift these items at their gravestone. This includes NPCs that do otherwise update their inventories with other goods based on the player's game progress.

# Maintaining Special Services

In most cases where an NPC is at their final destination, their inventories will continue to update properly. A couple examples include:

- If in Majula, Melentia's gravestone will have its inventory updated to include slain NPCs' gear, more Brightbugs, etc.
- If in Majula, Chloanne will continue to update her inventory based on your game progress as well.

Check the notes in the table below for more specifics or anomalies.

## NPC Revival Info

Character	Cost	Initial Wait	Notes
Merchants	-		
Blacksmith Lenigrast	2,000	3 Hours	Offers full services, even if his house is unlocked after killing him.
Carhillion of the Fold	3,500	2.5 Hours	
Cromwell the Pardoner	7,000	5 Hours	Offers full services after death, including pardon.
Felkin the Outcast	7,500	5 Hours	
Grave Warden Agdayne	3,000	2.5 Hours	
Head of Vengarl	3,000	2.5 Hours	
Laddersmith Gilligan	13,000	4 Hours	Ceases to offer ladders, other interactions remain. <sup>1</sup>
Licia of Lindeldt	7,000	4 Hours	
Lonesome Gavlan	3,500	3 Hours	
Maughlin the Armourer	3,500	2.5 Hours	Ability to update inventory after death depends. <sup>2</sup>
Merchant Hag Melentia	4,000	1.5 Hours	Will update inventory if killed in Majula.
Rosabeth of Melfia	4,000	2.5 Hours	Ghost form wears default ragged clothes, option to gift clothes is lost.

Royal Sorcerer Navlaan	9,000	3.5 Hours	Lose out on missions, though able to purchase items.
Steady Hand McDuff	3,500	3 Hours	Able to accept Dull Ember and offer services, even if killed right away.
Stone Trader Chloanne	2,500	2.5 Hours	Will update inventory if killed in Majula.
Straid of Olaphis	14,000	5 Hours	Will update inventory to sell Forlorn armor.
Weaponsmith Ornifex	11,000	4 Hours	Offers services only if killed in Brightstone Cove Tseldora.
<b>Covenant Leaders</b>	-		
Belfry Guard	4,500	2 Hours	Gravestone appears at both locations, regardless of location killed.
Blue Sentinel Targray	6,000	5 Hours	
Darkdiver Grandahl	5,500	3.5 Hours	Ability to join covenant depends. <sup>3</sup>
Magerold of Lanafir	8,500	4.5 Hours	Able to accept the Petrified Egg after death and offers usual services.
The Rat King	3,500	3 Hours	Grave appears only at location of death.
Saulden, the Crestfallen Warrior	500	10 Hours	
Titchy Gren	6,000	5 Hours	
<b>Others</b>	-		
Captain Drummond	1,500	1.5 Hours	
Cale the Cartographer	2,000	1.5 Hours	Able to gift House Key if killed in Forest of Fallen Giants.
Creighton the Wanderer	2,500	2 Hours	
Benhart of Jugo	3,000	2.5 Hours	
Emerald Herald	2,500	5 Hours	Grave spawns in Majula, regardless of death location. Services remain.
Griant	1,000	2 Hours	Reviving is pointless.
Lucatiel of Mirrah	3,500	1.5 Hours	

Manscorpion Tark	2,500	2.5 Hours	Able to gift event items.
Milfanito	2,500	3 Hours	
Milfanito	4,000	3 Hours	
Imprisoned Milfanito	2,000	4 Hours	
Mild Mannered Pate	2,000	1 Hour	Able to gift White Sign Soapstone if killed in Forest of Fallen Giants.
Morrel	1,000	2 Hours	Reviving is pointless.
Housekeeper Milibeth	1,000	2 Hours	
Strowen	15,000	2 Hours	Found around the right side of hut's front entrance, accepts Soul Vessel.

## Notes

- Going to NG+ will resurrect all NPCs.
- Use of Bonfire Ascetics will not resurrect NPCs.
- Deaths and Tombstone Locations of all NPCs (video)

Footnotes 1. If killed in Majula, Gilligan's tombstone relocates to behind the Majula monument. 2. If you spend enough souls (16,000) before you kill him, then Maughlin will update his inventory with the corresponding boss armors. However, if killed beforehand, spending souls won't cause him to upgrade to his next 'tier' of goods. Also note that if you spend the required amount of souls and then kill him immediately after, he won't upgrade his inventory either. He needs to have acknowledged that the spending requirement was met, which means seeing him move to his new sitting position before killing him (this occurs after reloading the area). 3. You are only able to re-join the covenant (and thus enter the Dark Chasm of Old) if you spoke with him in all three locations previously, and if you previously accepted joining the covenant while he was alive. This allows a Gravestone to appear at each entry to the Dark Chasm of Old. Otherwise, only one grave will appear where he died and you will be locked out of the covenant.

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