

# Bashful Ray

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## Description

A tanky NPC who only can be summoned from his small summon signs. His shade can be summoned for the Skeleton Lords, Mytha The Baneful Queen, The Duke's Dear Freja, The Rotten, Ancient Dragon, Throne Defender & Throne Watcher, Nashandra and Aldia, Scholar Of The First Sin boss fights.

## Location

Only available in *Dark Souls II: Scholar of the First Sin*.

### Huntsman's Copse

Found in the domed hut near the natural ramp, which is after the bridge with the Captive Undead (with a torch) and the Torturer.

### Earthen Peak

Found next to the wooden fence near the ledge where Laddersmith Gilligan stands.

### Brightstone Cove Tseldora

Found next door after Weaponsmith Ornifex in the room near the sand pit.

### The Black Gulch

Found in between the two Razorback Nightcrawlers.

### Drangleic Castle

Found in the room with the six soul-activated doors containing Ruin Sentinels. Summon sign appears after activating the two torch-wielding golems.

### Dragon Shrine

Found in the hidden courtyard after the platform containing a Dragon Knight and a Drakekeeper whom are guarding a wooden door.

# Equipment

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- Dual Umbral Daggers
- Dual Claws
- Binoculars (right)
- Pyromancy Flame (left)
- Prisoner's Hood
- Shadow Top
- Shadow Gauntlets
- Shadow Leggings
- Simpleton's Ring
- Slumbering Dragoncrest Ring

# Spells

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- Combustion
- Lingering Flame
- Firestorm

# Notes

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- A tanky phantom who can either escort you to the fog door or help you through the boss fight itself. His limited shade timer means it usually has to be one or the other.
- Like Bradley, he is strong enough to survive just about anything.
- Excellent dodging abilities, but his low poise means multiple opponents can eventually stunlock him to death.
- His power-stanced daggers and claws are pretty even in terms of damage.
- Uses his pyromancy sparingly even against bosses.
- Whenever there is no fights nearby, he uses his Binoculars.

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