

Testing Rules

Runs are done in sets, with no pa Breaks between sets are fine.

Don't leave the farming area or quit out to the game menu during sets.

eave drops on the ground; collect them at the end of each set.

To respawn enemies, activate the bonfire then immediately cancel out.

Split timer when the bonfire fog clears/player begins to

For runs involving the use of Ascetics, testing is done at a minimum of Intensity 7.

Item Discovery Equipment

Feel free to swap out a Symbol of Avarice for Jester's Cap or step up to a GSR+2, if you have them. I chose only gear you have guaranteed access to in the early-to-mid name

Jester's Cap & Gold Serpent Ring +1

Both can be obtained from Magerold in the Iron Keep. Buy 10 worth of goods and then talk to him for the ring.

Watchdragon Parma

Dropped by the Drake in Heide's Tower of Flame. Sprint from the top of the stairs straight into the Drake, then stay beneath his less while attacking between stomps.

Prisoner's Tatters

Dropped by Hollows wearing them. Can be farmed easily from the Mines bonfire; go back from the bonfire and there are multiple Hollows to kill for it.

Coal Tar Farming

Some kind of fall damage prevention, likely the Silvercat Ring.

loin Covenant of Champions.

Each run will cost 4 Arrows. Wooden with a Fire Infused bow, else you need Fire Arrows which bought from Ornfex. A Firedrake Stone can be looted from the Salamander area using Fall Co Ring in Forest of the Fallen Clashe

Warp to the Hidden Chamber bonfire. Go out into the farming area and break the pots blocking a Coal Tar. OPTIONAL: Clear out the statues in the farming area, to make pickup safer. Recommended if you are not picking up to

Kill the NPC invader Woodland Child Gully, then rest at the bonfire and return to the main chamber to kill NPC invader Woodland Child Victor. They each spawn only once, but can make picking up loot risky.

Fire an arrow into each of the 4 pools containing Coal Tars, starting from the bottom-right and continuing counter-clockwise.

atum to stand at the honfire

Wait there until the last Coal Tar dies. Try to press 'Activate' just barely after the last health bar shoots upwards on your screen.

Unequip your armor before picking up your loot, especially if you've been letting loot stack up. The continous fire damage will break things quickly. With 24 END, I had just enough stamina to fire 4 shots back-to-back using a Short Bow. You get -1 second after firing to aim, so you can fire all 4 shots back to back and aim between puddles during the pause for faster runs.

Really, just break the statues. Poison + fire damage sneaks up on you, and if you die with loot on the ground it is gone forever. Save yourself some heartache. It only takes a minute.

The top-left pool can be a little harder to hit. Aim just a bit higher then you think you need to.

Kill the Dragonrider in Heide's Tower of Flame, and send Licia of Lindeldt to Majula/kil her to open the path to Huntsman's Copse.

Each run will cost 1 Bonfire Ascetic, which can be easily farmed using the Aldia's Keen method

Complete the area up to the "The Mines" bonfire before you begin using this method. Otherwise, you will have to deal with the increased difficulty. No Item Discovery equipment is required for this route, but Cat Ring/Fall Control is recommended.

Burn a Bonfire Ascetic at the Poison Pool bonfire. Leave and go right.

Drop down into the poison pit, and don't aggro any skeletons. They are scary on NG+7.

into the Banedigger to bait an attack (or else he will one shot you while you're cornered) in run around them to the 1x Titanite Chunk loot on your left, just right of the path leading ward up out of the pit.

Sprint back past the Banedigger, to the group of loot in the back right corner of the pit (relative to the ledge you dropped off of). Grab the Titanite Chunk x3, which is the front-left most corpse

If using Aged Feather/Homeward Bone, then immediately run to the wall behind the lootables and warp back to the bonfire before the skeletons can stun you. Otherwise run back.

It is possible to use the exact same route without fall damage mitigation, especially if you jump from the ledge onto the ramp going down into the pit.

I never had the skeletons knock me out of Feather-ing out, but it was close every time If it doesn't work for you, feel free to just run back. Bonfire's right there.

Seriously, ball out those Gravedigger attacks. They hit like a semi truck on high Intensity, and the orb projectile is a bit janky to roll through.

If, for whatever reason, you need Titanite Shards and want to risk your life to get them, then there are plently in the loot piles around the pit. Watch out for those skeletons though.

an it, they will one-shot riposte you if you get froggy with them.

Gyrm Warrior Farming

A Fragrant Branch of Yore to access the Shaded Woods.

Kill Scorpioness Najka.

Setup :

No Covenant of Champions, these enemies respawn infinitely by default.

Warp to Ordeal's End bonfire.

Farm the 3 enemies on the route to get rid of their one-time equipment drops.

Leave the Ordeal's End bonfire. Take a left at the exit.

ckstab/kill the dual-axe Gvrm, then the Greatshield Gvrm.

Continue to the Ordeal's End bonfire and respawn enemies.

Don't bother. This is a lukewarm, soggy, garbage pile of a method that I tested solely for the sake of completeness.

riously. I ran it 200 times so that you don't have to run it even once. You're

three enemies can be backstabbed. Stop sprinting 5+ meters out and approach directly sind them to avoid detection. Even better, just run back to the bonfire; go farm Coal Tars or nething actually productive.

Requirements :

Clear the main path all the way up through the Undead Crypt, for access to the King's Ring

One Fragrant Branch of Yore to unpetrify the Hollow being farmed on this route. You do not need to unpetrify the Ogre - there's a staircase in the left wall that goes to the top floor of the entrance hall.

Complete the area, at least up to the Ritual Site bonfire, if not the whole area, before you begin using this method. Otherwise, you will have to deal with the increased difficulty.

Use a Fragrant Branch of Yore to unpetrify the hollow near the Giant Basillisk cage, on the top floor of the entrance area.

No Item Discovery equipment is required for this route. You will need a weapon to kill the Hollow that drops the Ascetics, but otherwise stay light to move faster.

OPTIONAL: Run down the path away from the Keep and grab the lootable Petrified Dragon Bone on the ground, to your right.

Run through the Keep entrance and all the way up the stairs, into the small room with the dragon switch. Entering this room will despawn Aslatiel.

Go back out into the entrance hall. The ascetic Hollow should come up the stairs after you. Kill and loot him.

OPTIONAL: Run down to the bottom floor. Go around to the mirrors along the back wall. Sprint past them and grab the Petrified Dragon Bone loot on the ground. Return to the Foregarden bonfire.

Aslatiel has a very rare drop, the Old Mirrah Greatsword. Farm it from him if you like, but know that it is, for some reason, worse then the Mirrah Greatsword that isn't a huce pain to get.

In the same vein, you can choose to kill him during the runs for the 1x Human Effigy. He's not a difficult fight; he attacks with either an R1-R1-R1 or an R2-R2 combo, and has little to no poise.

If you're grabbing the Petrifled Dragon Bones, watch out for Kobolds and Mirror People, especially on high Intensity, especially the Mirror People.

The Ogre will one-shot you if it gets half a chance. You can save yourself the risk by leaving him petrified, although it will make the run a few seconds longer.

If, for whatever reason, you haven't finished Lucatiel's questline and she has shown up in the bonfire shed, do not talk to her. Doing so ends her quest prematurely. There's a fancy lifegem that respawns in the fountain in front of the Manor entrance, if you feel like spending 5 seconds grabbing it. I sure didn't.

Giant Lord

ust have killed Nashandra to be able to buy Chunks from Chloanne infinitely

No Covenant of Champions.

is run requires one Bonfire Ascetic to initiate, but there is an Ascetic looted during the run to und it. Additionally, the values given for this run are from Intensity 7+. For the same results, retic and/or run the route 6 times.

Soul Discovery Equipment: Tseldora Cap, Nahr Alma Robes, Jester's Gloves Tseldora Pants, Silver Serpent Ring +2

My build uses a Red Tearstone Ring setup, which will be mentioned in the walkthrough. It is no required if you can't or don't want to use it, although I recommend it.

Burn a Bonfire Ascetic at the Place Unbe

Activate the nearby Giant Tree to enter the Memory of Jeigh. Once inside, sprint to th fog wall and pass through it.

Run up the steps to the left, taking damage from one fireball as you go. While going up the steps run into the right hand wall to trigger the statue head. Pickup the Bonfire Ascetic. If not using RTSR, heal.

Wait for the next fireball. As soon as it fades, run towards the ballistae, aiming for where the gap will be between the statue head and the fortress wall

Hug the wall once past the Ballistae, so the statue head doesn't kill you. Keep sprinting until you are standing at the first crater in your path.

Cast your weapon buff while you take the second fireball, activating RTSR. If not using RTSR, stop to buff safely before the crater.

Start sprinting towards the Giant Lord, switching your off-hand to the Blos Shield and then 2-handing your weapon as you run.

Dodge Giant Lord's initial overhand attack, and get behind his feet, a bit closer to the right heel. This is your neutral position: return to it after every attack.

There are 3 moves that you want to bait and counter: left foot stomp, right foot stomp, and the backstepping sword sweep. Watch for him to lift his left heel; that is the tell for the sweep.

I the Gaint uses the sweep, then quickly ge in front of his left beef, that is the left for the sweep.

If the Gaint uses the sweep, then quickly ge in front of his left float and attack, swing enough staims for at least one roll. Don't reposition after the attack; Gaint Lord will lum and put you look into neutral instruction. The state of the attack; Gaint Lord will lum and put you like it is not a state of the state of the state of the non-storaging foot.

If the Gaint uses a loot storage, run belief that and eligibly to the outside of the non-storaging foot the put of position to avoid it without dedoine.

OPTIONAL: Grab the Divine Blessing along the fortress wall and/or the Fire Seed up the stairs to the left of the Giant fight.

Aged Feather back to the Place Unbeknownst bonfire. If not grabbing loot, you can confirm the prompt as soon as the VICTORY ACHEIVED pop-up appears.

The mob Giants are scary. They will hurt you. If you're not confident you can dodge them, or if they end up in a dangerous position, don't be afraid to wait a cycle and let the head kill them.

If any of the Drangleic mobs survive and get to the far side of the head once it's stopped, kill them. They will follow you into the boss fight and make you sad.

If you can't figure out what attack the Giant Lord is doing, abandon the attack cycle and dodge rather then try to attack. He hits pretty damn hard.

To get the Nahr Alma Robe, go kill Titchy Gren. You know you want to. Buy his armor from Melentia afterwards. If you feel guilty, Cromwell offers one superpardon per character that erases your Sin level.

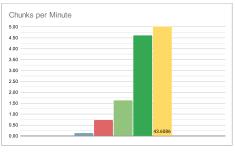
Gyrm Warrior							
	Average Time (s Total Runs:	46.80 200					
Chunks	per Run 0.105	per Minute 0.1346	per Hour 8.0774	_			
		Coal Tar					
	Average Time (s Total Runs:	sec):	24.41 250				
Chunks	per Run 0.3000	per Minute 0.7375	per Hour	_			
Large Shards	0.4680	1.1505	69.0275				
	Hai	rvest Valley	Loot				
	Average Time (s	sec):	52.07				
	Average Combin	ned Time (sec):	147.45				
	Total Runs:		50				
_	per Run	per Minute	per Hour				
Chunks	4	4.6092	276.5508				
Chunks + Ascetic	4	1.6276	97.6585				

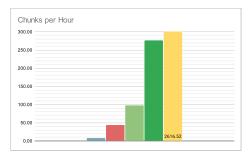
Giant Lord

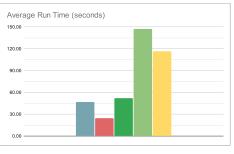
per Minute 261,651.9 43.6086 per Hour 15,699,113 2616.52

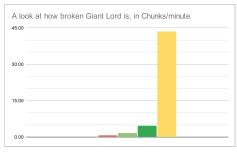
Average Time (sec): Total Runs:

per Run
Souls 507,882
Chunks 84.647









#	Time (sec)	Set	Large	Chunks	Droprate
1	33.80	1	8		
2	28.99	2	12	9	21.0
3	32.73	3	7	12	19.0
4	29.26	4	8	10	18.0
5	27.83	5	15	6	
6	27.85	6	10	10	20.0
7	27.25	7	5	8	13.0
8	26.17	8	19	5	24.0
9	26.61	9	15	9	24.0
10 11	22.50 25.81	10	18	5	23.0
12	25.35				
13	25.01				
14	26.66				
15	25.17				
16	25.58				
17	25.18				
18	30.89				
19	26.43				
20	28.55				
21	25.21				
22	24.76				
23 24	25.42				
25	24.64 22.59				
26	25.11				
27	26.50				
28	24.22				
29	24.09				
30	23.80				
31	23.70				
32	24.97				
33	23.18				
34	24.50				
35	28.97				
36 37	29.70 25.37				
38	24.76				
39	24.76				
40	23.82				
41	23.75				
42	23.71				
43	26.95				
44	24.83				
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46	24.00				
47 48	24.08 24.19				
49	23.14				
50	24.18				
51	26.86	:			
52	29.11				
53	23.70				
54	23.97				
55	25.28				
56	26.28				
57	26.87				
58 59	23.93 23.80				
60	23.49				
61	24.04				
62	23.96				
63	27.58				
64	22.45				
65	24.49				
66	24.18				
67	24.90				
68	23.71				
69	25.42				
70 71	26.59				
71	26.77 24.96				
73	23.59				
74	23.19				
75	24.74				
76	30.73				
77	24.48				

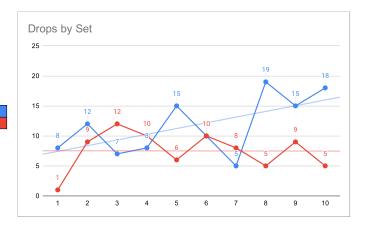
METHOD INFO)
Souls per Enemy	300
Kils per Run:	4
Runs per Set:	25

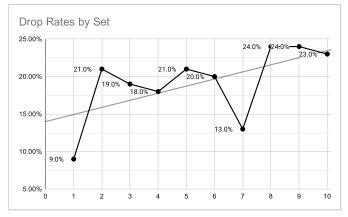
TOTALS	
Kills:	1000
Runs:	250
Souls:	300,000
Large Shards:	117
Chunks:	75
Best Run:	21.35

AVERAGES						
Average Time:	24.408					
Runs/min	2.458					
Souls/run	1200					
Souls/min	2949.89					
Chunks/run	0.3000					
Chunks/min	0.7375					
Larges/run	0.4680					
Larges/min	1.1505					

DROP RATI	ES
Drop rate (Any):	19.20%
Large Shard:	11.70%
Chunk:	7.50%

DROI	PRATIO
Large	60.94%
Chunk	39.06%





78	24.08		
79	24.62		
80	25.96		
81	24.53		
82	28.38		
83 84	23.95 23.44		
85	26.91		
86	23.53		
87	25.75		
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89	25.00		
90	28.79		
91	23.38		
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94 95	25.59 24.17		
96	22.92		
97	23.67		
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99	24.32		
100	24.16		
101	23.96		
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103	23.33		
104	26.70		
105	27.44		
106 107	23.55 25.38		
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121	25.55		
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#	Time (sec)	Set	Other	Chunks	Droprate
1	49.86	1	4	3	
2	47.37 44.75	3	2	4 1	
4	46.25	4	3	5	
5	46.02	5	6	1	9.3%
6	45.71	6	5	0	6.7%
7	47.51	7	2	5	9.3%
8	46.38 49.40	8	7	2	12.0%
10	46.34				
11	52.28				
12	50.57				
13	45.42				
14 15	45.87 45.10				
16	45.87				
17	48.76				
18	44.68				
19 20	45.48 47.49				
21	49.05				
22	47.71				
23	47.26				
24	47.27				
25 26	48.68 45.52				
27	46.52				
28	46.77				
29	45.93				
30	46.08				
31 32	46.36 45.79				
33	49.57				
34	46.43				
35	46.49				
36 37	47.10 45.68				
38	45.46				
39	47.64				
40	47.02				
41	45.77				
42 43	45.53 46.68				
44	46.02				
45	46.65				:
46	45.43				
47 48	47.28 46.68				
49	51.30		:		
50	46.22				
51	46.75				
52	45.31				
53 54	46.69 46.45				
55	46.30				
56	45.97				
57	45.99				
58 59	46.99 46.82				
60	51.21				
61	46.25				
62	46.04				
63 64	46.51 45.45				
65	45.45				
66	47.51				
67	47.20				
68	45.89				
69 70	46.94 46.65				
71	47.55				
72	46.10				
73	46.69				
74 75	46.45 46.30				
76	45.97				
77					

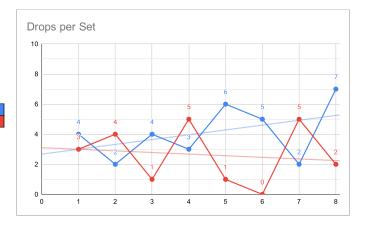
METHOD IN	FO
Souls/enemy:	630
Kills per Run:	3
Runs per Set:	25

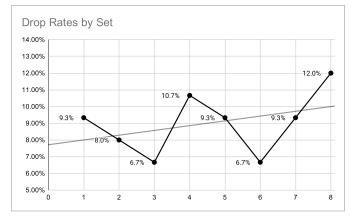
TOTALS	
Kills:	600
Runs:	200
Souls:	378,000
Other Drops:	33
Chunks:	21
Best Run:	44.68

AVERAGES				
Average Time:	46.797			
Runs/min	1.282			
Souls/run	1890			
Souls/min	2423.22			
Chunks/run	0.105			
Chunks/min	0.1346			

DROPRATE	:S
Drop rate (Any):	9.00%
Other:	5.50%
Chunk:	3.50%

DROP	RATIO
Other	61.11%
Chunk	38.89%





78	46.99		
79	46.82		
80	46.63		
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83	46.51		
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104	45.59		
105	47.59		
106	45.32		
107	45.83		
108	47.52		
109	46.93		
110	46.15		
111	46.80		
112	47.33		
113	47.48		
114	45.80		
115	49.48		
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119	47.14		
120	45.59		
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122	46.87		
123	47.62		
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125	45.70		
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180	46.76				
181	45.50				
182	47.48				
183	46.13				
184	46.12				
185	45.35				
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#	Time (sec)	METHOD INFO	
1	48.36	Chunks per Run:	4
2	50.91	Total Runs:	50
3	54.65	Avg Ascetic Time:	95.38
4	51.87	7 tig / tecetic rimier	00.00
5	53.67	TOTALS (NO ASCETION	C RUN)
6	52.27	Chunks:	200
7	53.97	Best Run:	48.36
8	52.35		
9	52.54	TOTALS (W/ ASCETIC	C RUN)
10	52.13	Chunks:	200
11	53.01	Petrified Dragon Bones:	100
12	51.86	Best Combined Runs:	132.44
13	51.25		
14	53.60	AVERAGES (NO ASCE	TIC RUN)
15	52.73	Time:	52.07
16	54.03	Chunks/min	4.6092
17	54.17		
18	50.89	AVERAGES (W/ ASCET	TC RUN)
19	52.70	Time:	147.45
20	51.65	Chunks/min:	1.6276
21	52.41	PDB/min:	0.8138
22	52.13		
23	50.88		
24	51.60		
25	51.12		
26	50.92		
27	52.39		
28	52.75		
29	51.69		
30	51.54		
31	51.07		
32	52.16		
33	50.65		
34	53.03		
35	52.38		
36	51.19		
37	50.71		
38	52.01		
39	52.34		
40	52.62		
41	51.90		
42	51.39		

43	52.06		
44	51.29		
45	50.78		
46	52.14		
47	51.23		
48	52.09		
49	53.40		
50	53.02		
	00.02		

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#	Time (sec)	METHO	D INFO	POSSIBLE LOOT
1	91.17	Ascetic per Run:	1	Petrified Dragon Bone x2
2	87.72	PDB per Run:	2	Bonfire Ascetic x2
3	87.61	•		Elizabeth Mushroom x2
4	84.08	тот	ALS	Wilted Dusk Herb x2
5	100.64	Runs:	50	
6	96.08	Ascetics:	50	
7	92.52	PDBs:	100	
8	106.53	Best Run:	84.08	
9	95.28			
10	102.14	AVER	AGES	
11	103.6	Run Time:	95.38	
12	92.97	Ascetics/min	0.6290	
13	105.7	PDB/min	1.2581	
14	92.79			
15	94.53			
16	86.13			
17	93.26			
18	92.15			
19	102.95			
20	98.93			
21	92.98			
22	98.09			
23	95.93			
24	103.86			
25	92.71			
26	88.44			
27	99.73			
28	96.77			
29	100.82			
30	99.68			
31	86.09			
32	85.2			
33	96.24			
34	101.12			
35	101.92			
36	90.92			
37	98.91			
38	86.24			
39	98.35			
40	102.38			
41	87.29			
42	91.44			

43	104.32		
44	95.17		
45	85.83		
46			
	98.21		
47	93.27		
48	90.07		
49	99.03		
50	101.34		

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#	Time(sec)	METHO	D INFO	POSSIBLE LOOT
1	105.83	Souls per Run:	507,882	Divine Blessing x1
2	114.89	Runs per Set:	2	Fire Seed x1
3	126.16			
4	115.9	TOT	ALS	
5	111.09	Runs:	25	
6	115.2	Souls:	12,697,050	
7	110.51	Best Run:	105.83	
8	121.8			
9	113.64	AVER	AGES	
10	112.23	Average Time:	116.464	
11	119.06	Runs/min	0.515	
12	115.26	Runs/hour	30.91	
13	110.36	Souls/min	261,652	
14	121.73	Souls/hour	15,699,113	
15	119.77			
16	113.26			
17	122.02			
18	116.27			
19	121.05			
20	118.56			
21	119.23			
22	114.68			
23	121.82			
24	116.76			
25	114.51			

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