

Bloathead

Description

Also known as Abyss Guards in the Prepare to Die Edition artbook. Bloatheads were once the citizens of Oolacile, warped by Manus' influence when Oolacile awoke him. With their humanity warped, they have been corrupted into creatures with elongated arms and large heads with many red eyes.

There are two kinds of Bloatheads, normal ones and frenzied ones. The latter dealing more damage (25% before Damage Calculation) and Stamina Damage through block (25%). Frenzied Bloatheads have glowing red eyes and drop more souls.

Location

Oolacile Township & Chasm of the Abyss

Normal Bloathead

Playthrough	HP	Souls
New Game	380	400
NG+	596	800
NG+6	745	1,000

Frenzied Bloathead

Playthrough	HP	Souls
New Game	380	600
NG+	596	1,200
NG+6	745	1,500

Drops

Item	Chance*	Notes
Bloated Head	0.5%	
Large Titanite Shard x1	5%	
Large Titanite Shard x2	1%	

**Item drop rates can be improved by increasing Item Discovery*
Titanite x1 and x2 can't drop at once from the same kill.

Attacks

- Two-handed shove.
- Flail around.
- Slap combo.
- Overhead two-hand pound (running jump).

Revision #1
Created 16 December 2024 14:41:10 by jade
Updated 16 December 2024 14:41:10 by jade