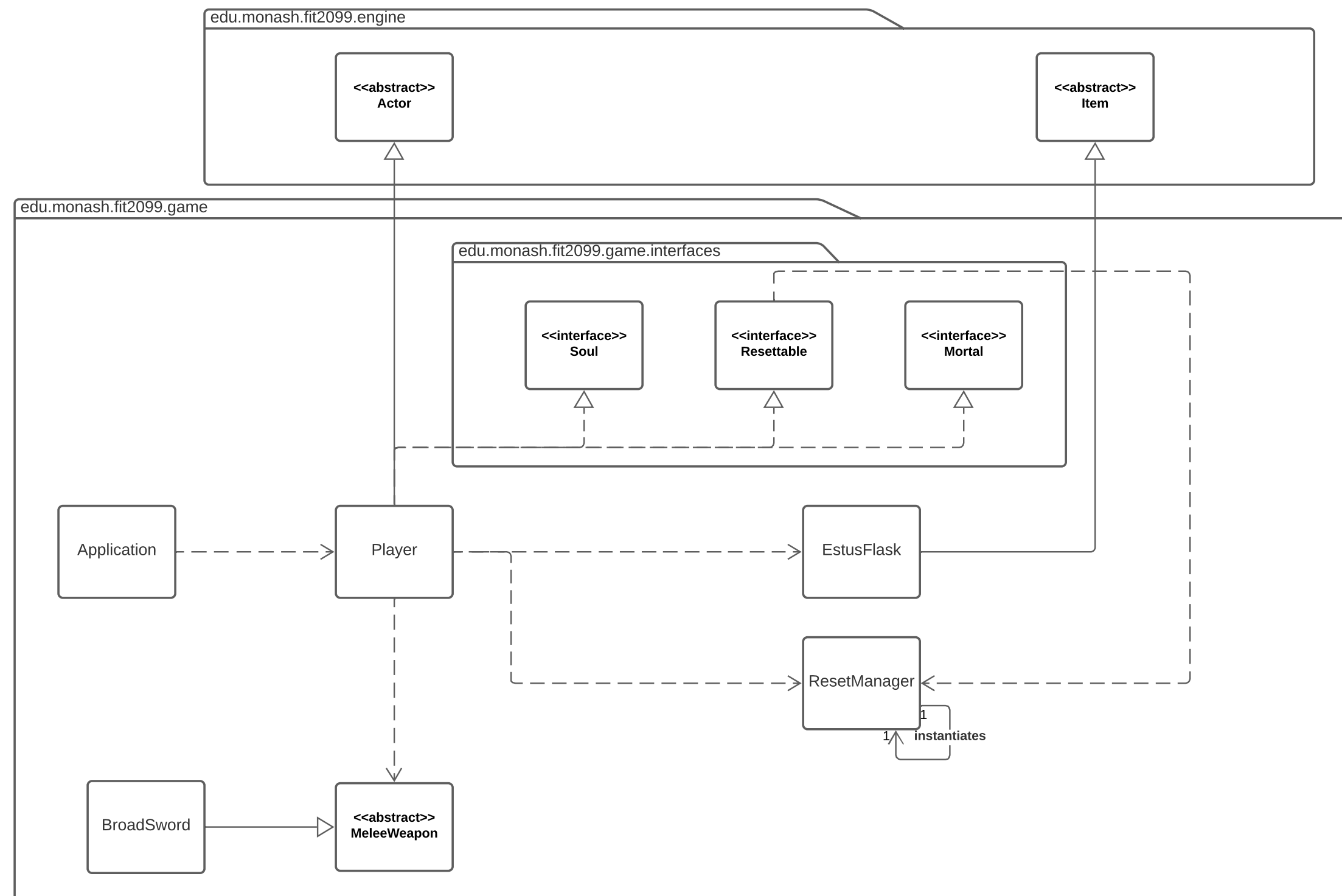
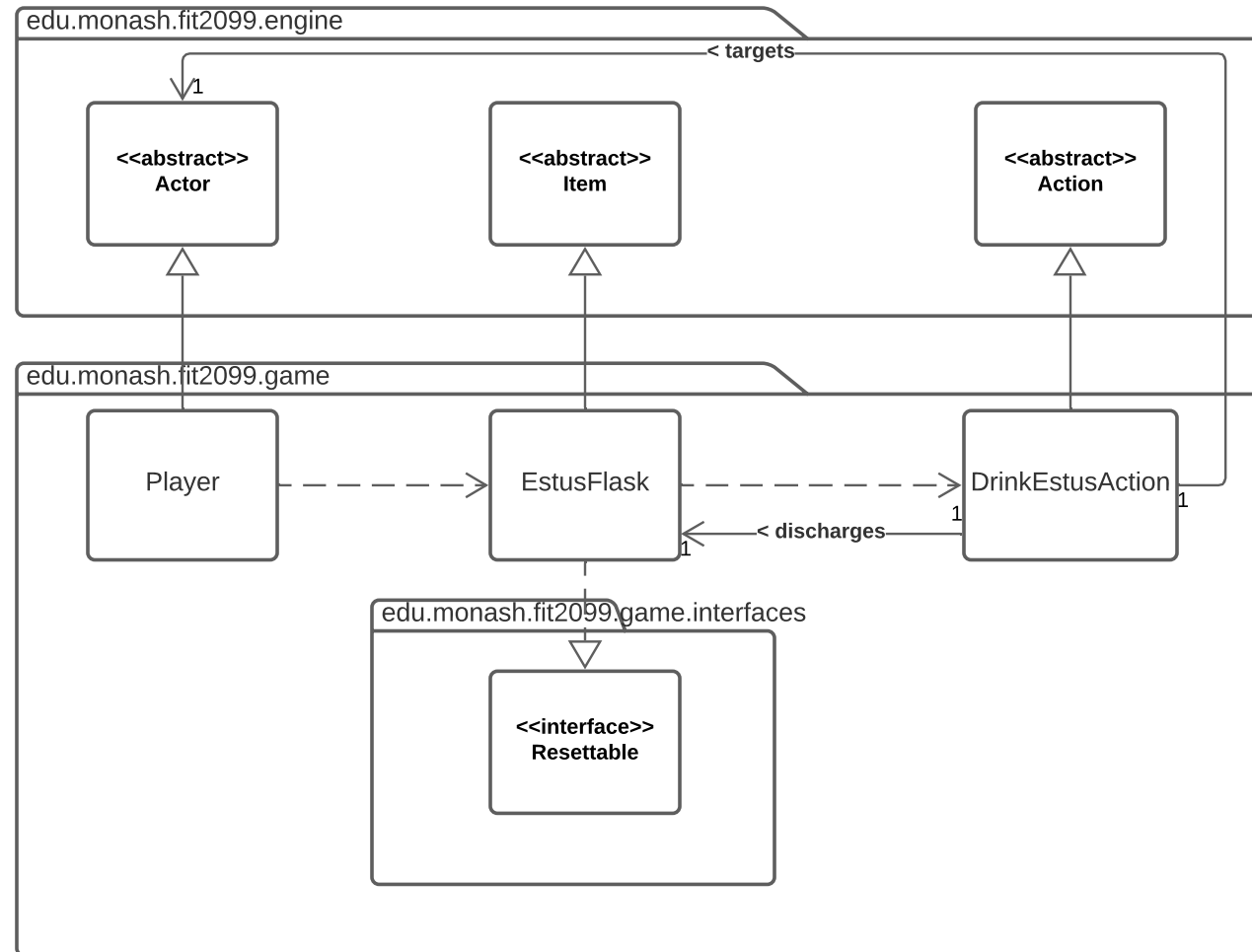


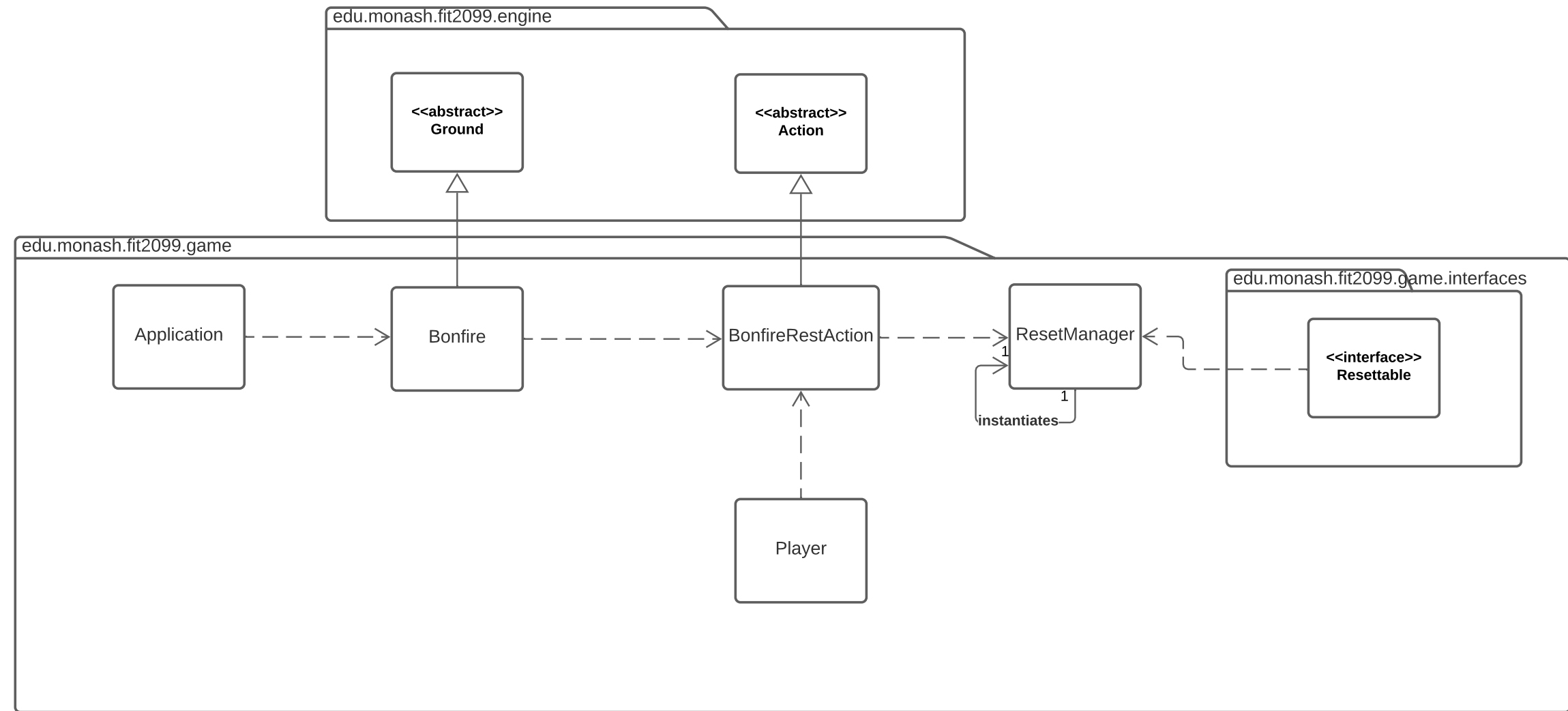
Player



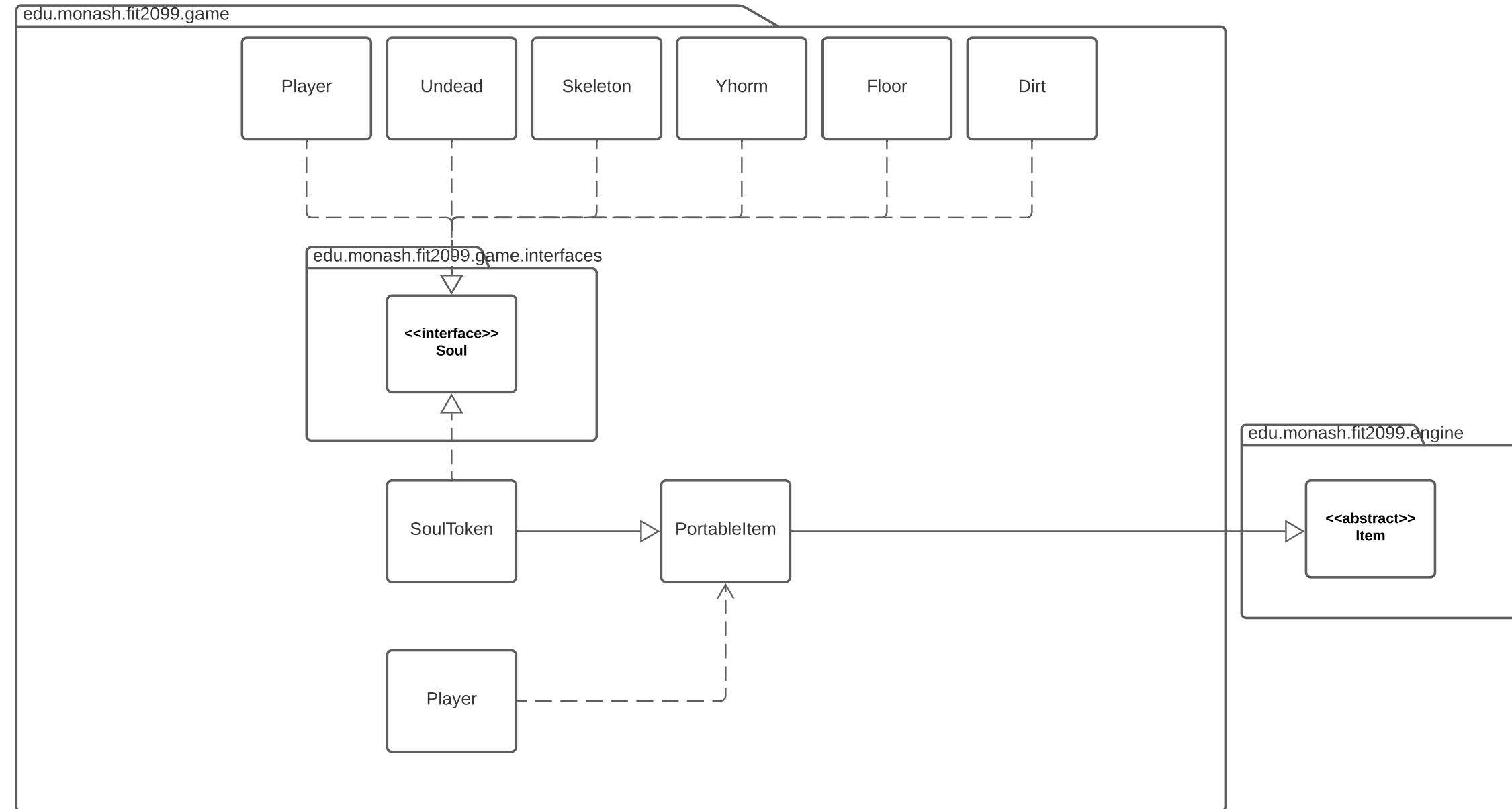
Estus Flask



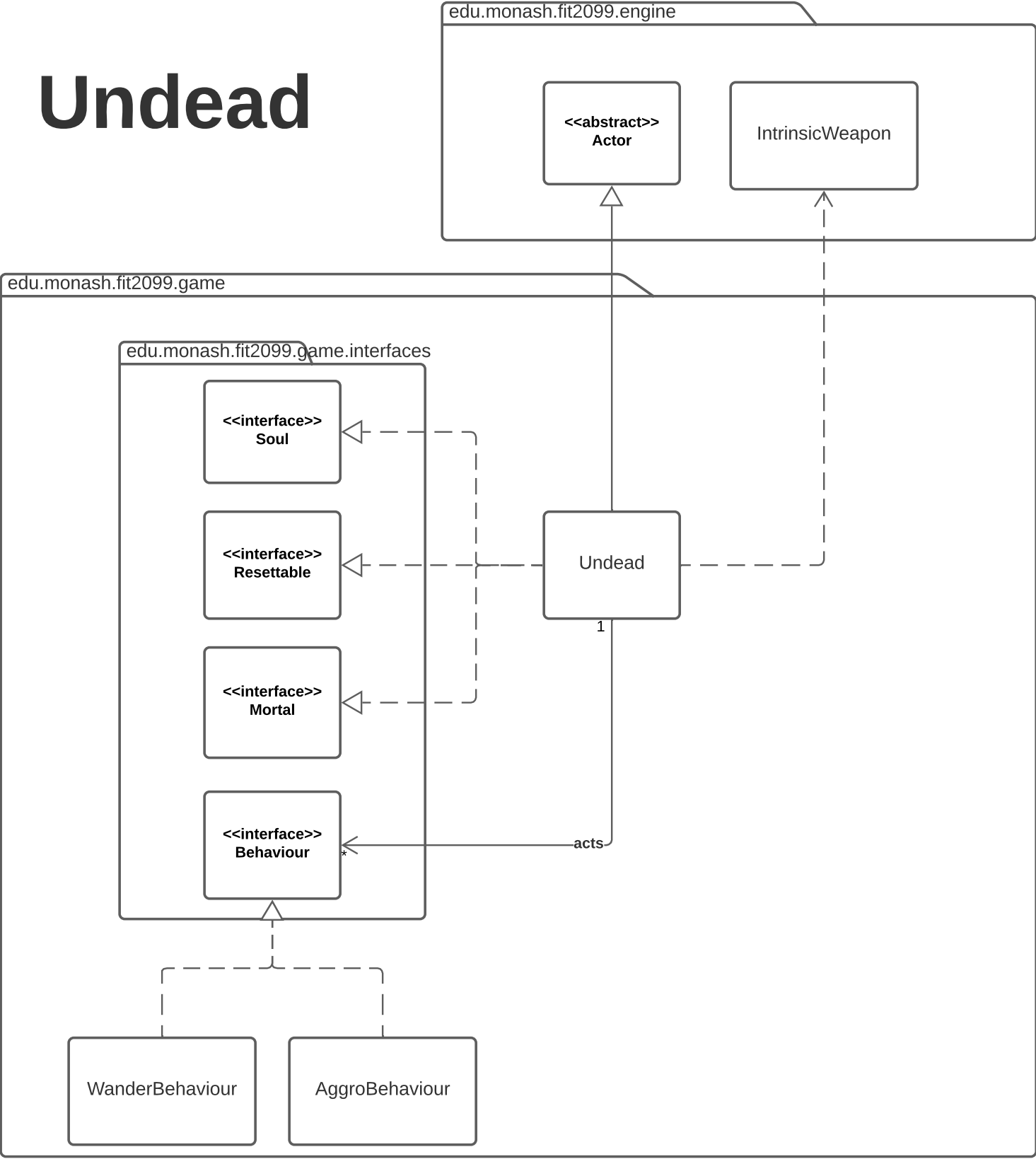
Bonfire



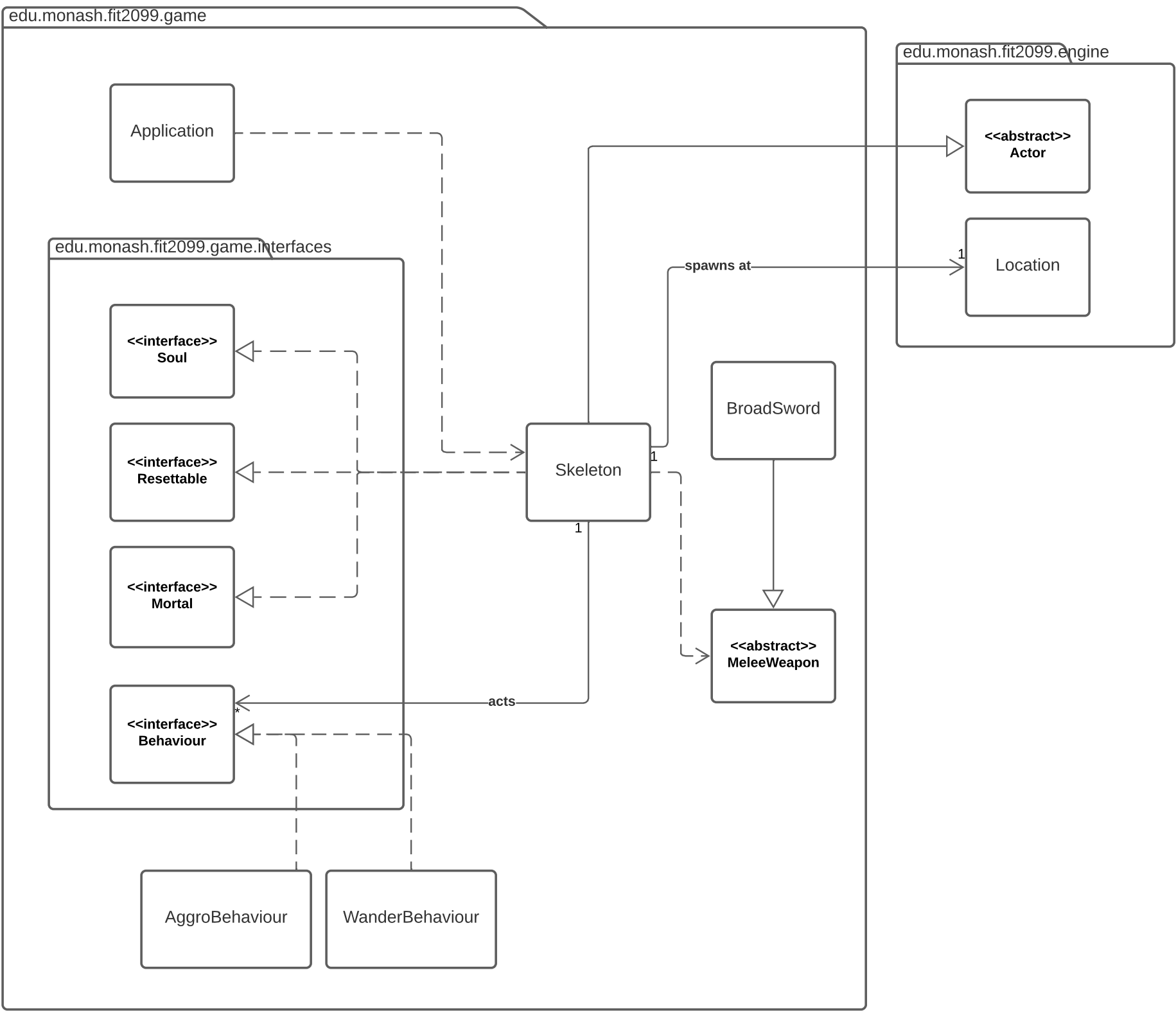
Souls



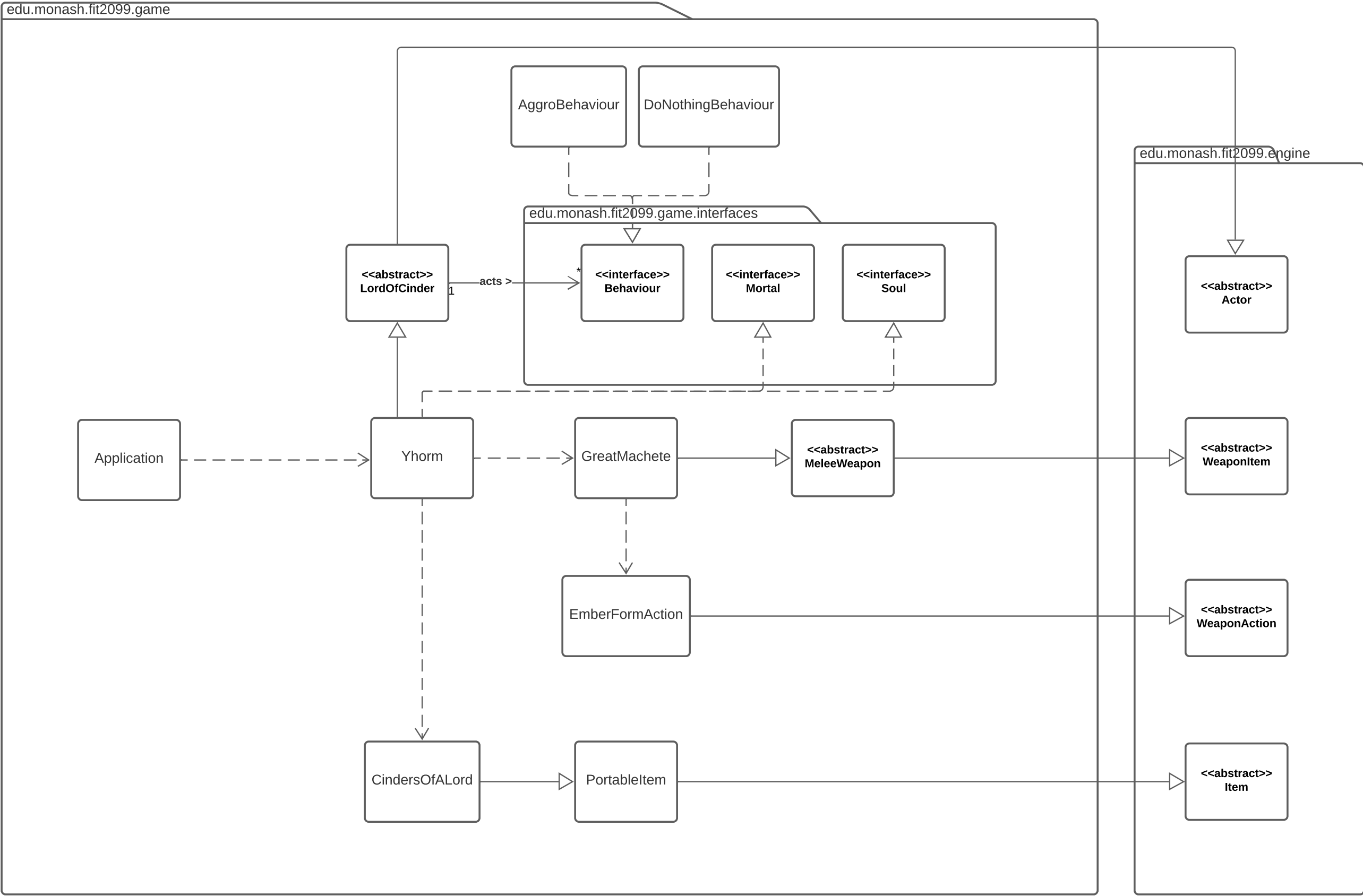
Undead



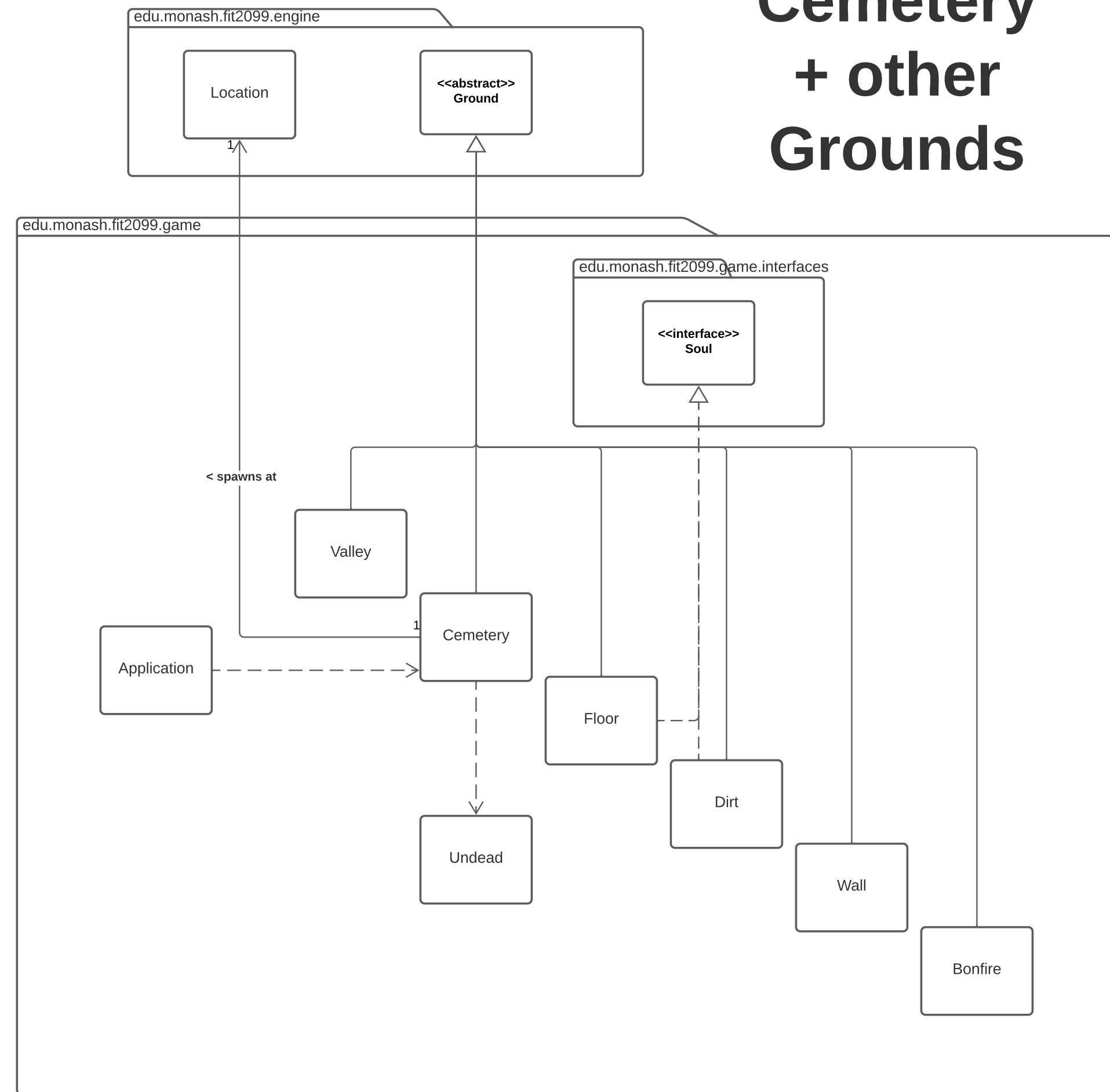
Skeleton



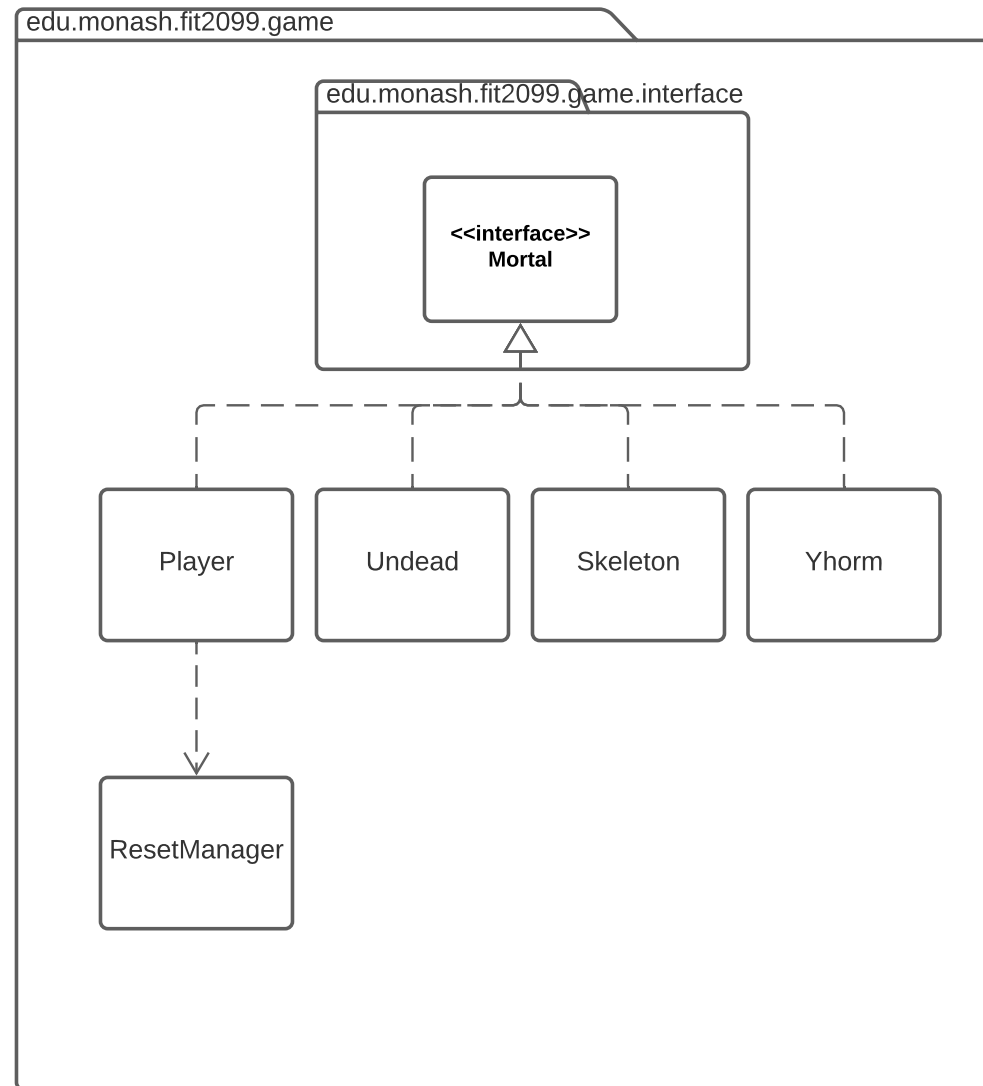
Yhorm



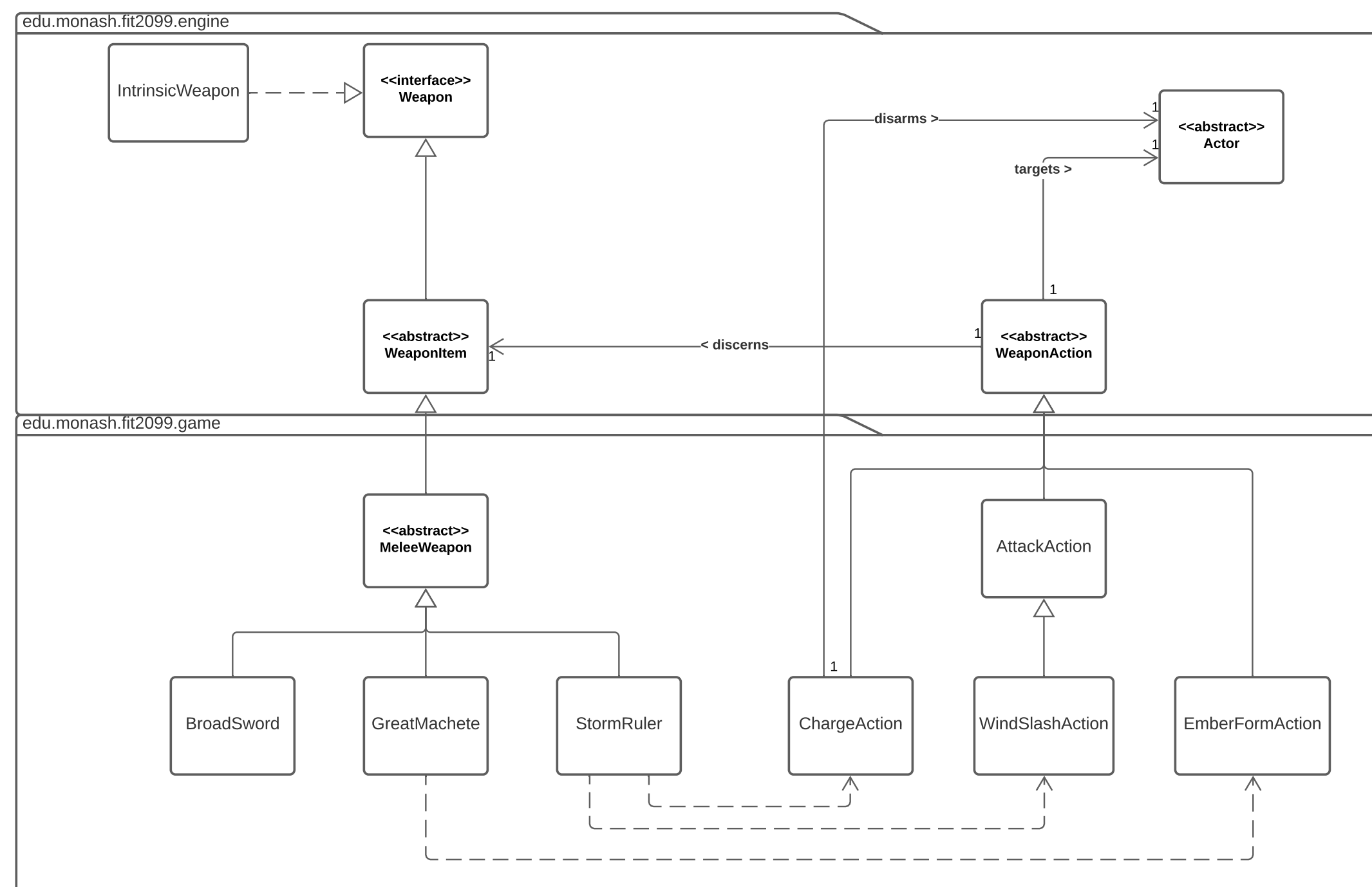
Valley, Cemetery + other Grounds



Mortal



Weapons



Behaviour

