

# Armorer Dennis

## Description

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A Red Phantom with a wide array of spells at his disposal.

## Equipment

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- Blue Flame
- Grand Spirit Tree Shield
- Northwarder Hood
- Black Robes
- Black Boots

## Location

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### **Forest of Fallen Giants**

In Soldiers' Rest. When you step on the Hollow Soldier's side of the chasm, he appears in front of the Tree of Giants. Only in *Dark Souls II: Scholar of the First Sin*.

### **Iron Keep**

To the left of the Iron Keep door. Will invade if Fencer Sharron does not. Only in *Dark Souls II: Scholar of the First Sin*.

## Drops

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- Human Effigy
- Clear Bluestone Ring +2 (rare)

## Strategies

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- Melee
  - Can be stunlocked using heavy Great Hammer and Ultra Greatsword attacks.
  - Attack him during his cast animations to interrupt his spells, but mind his Soul Greatswords and panic Soul Flashes.
  - He uses a very predictable three-hit combo when tangling in melee. Hide behind your shield long enough to pick up the up-down-up rhythm and you can consistently parry his third swing in no time.

## Notes

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- If he spots you from a safe distance, he greets you with the Decapitate taunt. He'll interrupt it to dodge if attacked. If you die, he celebrates with a Warmup.
- Using a Bonfire Ascetic on the Threshold Bridge bonfire in the Iron Keep will respawn him. Likewise on the Soldiers' Rest bonfire in the Forest of Fallen Giants.

#### Statistics

Bonfire Intensity	HP	Souls
1	2,570	1,800
2	3,100	6,600
8	5,860	13,200

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance	Reduction
Fire	?
Magic	?
Lightning	?
Dark	?

Status Ailment	Susceptible?
Poison	Yes
Toxic	Yes
Bleed	Yes

Attack	Parryable?	Blockable?	Notes
Upward Slash	Yes	Yes	-
Downward Slash	Yes	Yes	-
Jumping Slash	Yes	Yes	-
Soul Greatsword	No	Yes	-
Soul Flash	No	Yes	-
Soul Spear	Yes	Yes	Parryable with Spell-Parry.

Soul Vortex	No	No	-
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