

Armorer Dennis

Description

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

Equipment

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

Location

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

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

Strategies

- 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

- 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	-
-------------	----	----	---

Revision #1
Created 17 December 2024 07:34:11 by jade
Updated 17 December 2024 07:34:11 by jade