

# Goblin

aka Forrest Grotesque


## Description

*Goblins are humanoid creatures that lurk in the Shaded Woods. These deformed monstrosities give a grotesque impression and do not appear to be products of a natural evolution; rather they seem to have once been human. What twisted force could have rent their humanity and left them in this sad state...?*<sup>1</sup>

## Location

### Shaded Woods

Goblin (Bare Fists)

Bonfire Intensity	HP	Souls
1 (NG)	~380	90
2 (NG+)	712	180
8 (NG+7)	?	360

Goblin (Cudgel)

Bonfire Intensity	HP	Souls
1 (NG)	~440	90
2 (NG+)	792	180
8 (NG+7)	?	360

Goblin (Sling)

Bonfire Intensity	HP	Souls
1 (NG)	~340	90
2 (NG+)	612	180
8 (NG+7)	?	360

## Bonfire Intensity 2 and above only.

Black Phantom (Bare Fists)

Bonfire Intensity	HP	Souls
1 (NG)	N/A	N/A
2 (NG+)	~1,155	270
8 (NG+7)	?	?

## Things Betwixt

## Bonfire Intensity 2 and above only.

Black Phantom (Bare Fists)

Bonfire Intensity	HP	Souls
1 (NG)	N/A	N/A
2 (NG+)	~1,155	270
8 (NG+7)	2,200	540

# Resistance

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- Medium Magic, Lightning and Dark Resistance
- Low Fire Resistance

# Attacks

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- Punches - Inflicts poison. - Bare Fists.
- Downward Slam - Slams his club downwards across the body. Inflicts poison. - Cudgel.
- Flurry - Swings his club horizontally multiple times. Staggers the hollow afterwards. Inflicts poison. - Cudgel.
- Rock Throw - Throws a rock at the player. - Sling.
- Jumping Grapple - pushes the character to the ground and does moderate damage.

# Drops

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- Caestus
- Rapier
- Estoc
- Spear
- Battle Axe
- Longsword
- Broadsword
- Falchion
- Mace
- Wood Arrow x3
- Lifegem
- Club

# Notes

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- All but the sling variety can be parried and riposted.

Footnotes 1. Dark Souls II Collector's Edition Guide description

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