

Heide Knight

Description

*Whether Heide was a proper kingdom or not isn't clear, as it fell into the sea long ago. What is known is that the Way of Blue originated in Heide. Equipment from Heide still exists today, as well, which speaks to the durability of the special alloy used in its construction. If this knight truly is from the ancient land of Heide, is it possible that time distortion explains his presence?*¹

A resting hollow knight. Fights back vigorously if struck, but otherwise completely harmless.

Location

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Forest of Fallen Giants

Sitting under a tree in the middle of the mossy courtyard, right up the ladder from the Crestfallen's Retreat bonfire. Fights with a sword.

Bonfire Intensity	HP	Souls
1	?	3,000
2	2,125	6,000
8	2,500	12,000

The Lost Bastille

Sitting outside in the ramparts, near the Exile Holding Cells bonfire. Fights with a spear.

Bonfire Intensity	HP	Souls
1	1250	4,500
2	2,500	9,000
8	5,200	18,000

Shrine of Winter

Sitting on the side of the road just past the shrine. Fights with sword, but drops a lance.

Bonfire Intensity	HP	Souls
1	?	5,500
2	3,350	13,750
8	?	22,000

Scholar of the First Sin

Heide's Tower of Flame

Various Locations (on the left as you enter from Majula, after the first Old Knight, to the right of the circular room with 3 Old Knights, blocking an iron chest containing the Ring of Binding outside the Dragonrider boss door).

There are also 2 hostile Knights to the left of the circular room that will attack when approached: one with a sword, another above the steps with a spear.

Bonfire Intensity	HP	Souls
1	1100	600
2	2,000	1,200
8	2,500	4,800

Sinner's Rise

In the watery area, last upper cell on the left. Fights with a spear.

Bonfire Intensity	HP	Souls
1	1250	4,500
2	2,500	9,000
8	5,200	18,000

The Gutter

Wearing Heide Knight's Iron Mask. Fights with a lance.

Bonfire Intensity	HP	Souls
1	~1300	5,500
2	3,350	13,750
8	?	22,000

Resistance

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

Drops

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The weapon drops are guaranteed, save for the Heide Greatlance, which is an uncommon drop.

- Heide Knight Sword - Forest of Fallen Giants
- Heide Spear - The Lost Bastille
- Heide Lance - Shrine of Winter
- Heide Greatlance - Shrine of Winter at Bonfire Intensity 2+
- Heide Knight Set - Rare chance to replace the usual weapon drop at Bonfire Intensity 2+

Scholar of the First Sin

- Heide Knight Set - Heide's Tower of Flame (rare)
- Heide Knight Sword - Heide's Tower of Flame (rare)
- Heide Spear - Sinner's Rise (guaranteed)
- Heide Lance - The Gutter (guaranteed)
- Heide Knight Iron Mask - The Gutter (guaranteed)
- Heide Greatlance - The Gutter at Bonfire Intensity 2+ (not guaranteed, he sometimes drops an armor piece instead ; therefore, it is better to kill him with low item discovery, so that he drops the Greatlance instead of something else)

Notes

- When a Heide Knight is sitting, performing a guard break will cause him to stand up and patrol the surrounding area, all while being unaggressive. This presents opportunity for an easy backstab (the one at the Shrine of Winter is not initially found leaning against a wall, and can be backstabbed from his sitting position). This works only in the vanilla game, not in the Scholar of the First Sin edition.
- They tend to swing their weapons wildly, sometimes ending a combo with a fast slash directly to their behind. When in such a frenzy, they often begin glitching and moving faster than their walk animations, causing them to slide over the surface of the ground. This unpredictable behavior can make them extremely dangerous to lower level players.
- They do not respawn, so the use of Bonfire Ascetics is required to get their full set of armor. (*Dark Souls 2 only*)
- They use the player's bonfire sitting animation when encountered.
- All of the knights sitting around Heide's Tower of Flame will turn hostile and start patrolling the area once the Dragonrider has been slain. (*Scholar of the First Sin only*)
- When hit by a 2H strong attack or running attack from ultra greatswords, they will be staggered in a way that allows you to perform a guardbreak critical attack on them. The

2H thrust (from the Zweihander or the Black Knight Ultra Greatsword), and the 2H smash (from the Crypt Blacksword or the King's Ultra Greatsword) work best. The "golf swing" attack has a long recovery time, making it difficult to follow up with a critical attack. Some other attacks that can knock enemies airborne (spinning slash from the Majestic Greatsword, for example) also work.

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

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