

Hollow Infantry

Description

*These common Infantrymen were soldiers for the kingdom of Drangleic prior to being overcome by the Curse of the Undead. Unlike Royal Soldiers and elite troops, the equipment issued to the Infantry is invariably basic and inexpensive. Now Hollow, they continue to defend their homeland from perceived threats despite their enfeebled condition.*¹

Location

Forest of Fallen Giants

Found throughout the area.

Knife

Bonfire Intensity	HP	Souls
1	210	50
2	420	100
8	?	200

Sword and Shield

Bonfire Intensity	HP	Souls
1	270	50
2	570	100
8	?	200

Axe

Bonfire Intensity	HP	Souls
1	240	50
2	~510	100
8	?	200

Bare Fists

Bonfire Intensity	HP	Souls
1	220	50
2	~460	100
8	?	200

No-man's Wharf

Six in total in the first section of the area.

In *Dark Souls II: Scholar of the First Sin*, some are also found in the tunnel to Heide's Tower of Flame.

Bare Fists

Bonfire Intensity	HP	Souls
1	225	50
2	~460	100
8	?	?

Sword and Shield

Bonfire Intensity	HP	Souls
1	~310	70
2	~~630	140
8	?	?

Axe

Bonfire Intensity	HP	Souls
1	~270	70
2	~540	140
8	?	?

Bow

Bonfire Intensity	HP	Souls
1	~240	70
2	~460	140
8	?	?

Resistance

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

Drops

- Hollow Infantry Set - common
- Throwing Knife - common
- Lifegem - common

And where appropriate:

- Bandit's Knife (Dagger) - very rare
- Foot Soldier Sword (Sword and Shield) - very rare
- Foot Soldier Shield (Sword and Shield) - rare
- Infantry Axe (Axe) - very rare
- Short Bow (Bow) - very rare
- Fire Arrow x3 (Bow) - very rare? (No-man's Wharf)

Effectiveness

- Strike: ~115%
- Slash: ~110%
- Thrust: ~135%

Attacks

- The stragglers with daggers have a fast, frenzied combo that hurts a lot if you get too sloppy.
- The axemen have extremely delayed and unpredictable swing patterns that are all but impossible to parry.
- The footmen with shields employ effective three-hit combos, but their shields are so flimsy that you can beat them to death right through their guard.
- The unarmed will sometimes do a weak grab attack.

Notes

- May be lying on the ground imitating a corpse, and get up to attack when you don't expect it. There is one in Forest of Fallen Giants by the river near the ladder up to the area where the first Heide Knight is sitting. In *Dark Souls II: Scholar of the First Sin*, there are

several Hollow Infantrymen on the ground who will get up as soon as they are approached; this is where the Heide Knight used to be in the original version. In No-man's Wharf there are three others at the beginning of the area which employ the same tactic.

Strategies

- You usually shouldn't have any problems with these guys. Just wait for a combo attack and attack after their last attack. If you get swarmed try to get all but one to do combos and stunlock that one.

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

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