

# Kobold

aka Prowler Hound


## Description

*These skittish, dog-like creatures inhabit the small meadow near the Fire Keeper's hut. Are these the Fire Keeper's pets, or simply a form of life native to the limbo that exists between Drangleic and the outside world?*<sup>1</sup>

## Location

### Things Betwixt

Bonfire Intensity	HP	Souls
1 (NG)	150	30
2 (NG+)	315	60
8 (NG+7)	600	120

### Aldia's Keep

Bonfire Intensity	HP	Souls
1 (NG)	150	180
2 (NG+)	315	360
8 (NG+7)	600	720

## Effectiveness

- Strike: ~120%
- Slash: ~80%
- Thrust: ~80%

## Resistance

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

## Drops

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At Aldia's Keep:

- Crescent Axe
- Drakekeeper's Greataxe
- Black Knight Ultra Greatsword
- Black Knight Greataxe
- Black Knight Greatsword
- Black Knight Halberd
- Shotel
- Affinity

## Notes

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- The kobolds at Aldia's Keep seem to have over 15 respawns (tested 23 spawns at bonfire intensity 1).
- The Kobolds of Aldia's Keep can petrify, so try to not get hit.
- If you stand near the pagoda (where the game starts) for a few minutes one or two curious kobolds will slowly move down to check on you.

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

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