

Varangian Sailor

aka Hollow Varangian

Description

The Varangians were a fierce band of pirates who prowled the seas of Drangleic's northern coastline.

They were conquered by a former king who chose to force them into hard labor at No Man's Wharf rather than imprison them.

They continue to labor at No Man's Wharf, and still fight with deadly proficiency. Of particular note is their long-range Sea Bow;

it was once used against monsters at sea, but it will now be put to use against you...¹

Location

No-man's Wharf

Sword & Small Shield, Bow

Bonfire Intensity	HP	Souls
1	340	200
2	690	400
8	1,100	800

Dual Swords

Bonfire Intensity	HP	Souls
1	260	200
2	525	400
8	1,000	800

Weakness

- Average against Slash and Strike-Type Attacks
- Weak against Thrust-Type Attacks

Resistance

- No Fire, Magic, Lightning or Dark Resistance
- The only Mob that has NONE-Tier

Drops

- Varangian Set
- Varangian Sword (Sword & Small Shield, Bow)
- Varangian Shield (Sword & Small Shield, Bow)
- Scimitar (Dual Swords)
- Sea Bow (Bow)
- 3x Iron Arrow (Bow)

Scholar of the First Sin Drops

- 1x Titanite Shard (uncommon)

Tactics

- Some Varangians will throw oil jars. If you get stained, the next time you take fire damage or have a torch or a pyromancy flame in your hand sets you off in a huge explosion, sending you sprawling, hurt and burning for several seconds after for (often fatal) extra damage. Wading in water washes it off.
- Attack in frenzied combos that don't leave room for recovery if you get caught in it, but easily staggered by a block.
- Relatively little health. They go down very quickly for their size.

Notes

- In history, "Varangian" referred to Vikings, as known to the Ancient Greeks. [Wikipedia Page](#)
- Most of their attacks seem parriable, including their kicks. They can be riposted as well.

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

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