

# Hollow

Sword
Archer
Torch

## Description

Hollows are undead who have lost their sanity. The un-armored hollows are considered to be amongst the weakest enemies in the game, however they can still prove dangerous when they ambush the player in groups.

## Location

### Undead Asylum

Playthrough	HP	Souls
New Game	69 <sup>1</sup>	20
NG+	186	100
NG+6	232	125

### Undead Burg

Playthrough	HP	Souls
New Game	53	20
NG+	137	100
NG+6	172	125

### Undead Parish & New Londo Ruins

Playthrough	HP	Souls
New Game	63	20
NG+	159	100
NG+6	198	125

## Depths

Playthrough	HP	Souls
New Game	74	50
NG+	181	250
NG+6	226	313

## Undead Asylum (revisited)

Playthrough	HP	Souls
New Game	90	100
NG+	182	400
NG+6	228	500

## Painted World of Ariamis

Playthrough	HP	Souls
New Game	132	300
NG+	208	600
NG+6	260	750

## Attacks

Attack	Damage	Damage Type	Parryable?	Speed	Tracking (left/right)
Stab Attack	108/0/0	Normal	Yes	Medium	Left
Two Handed Sword Slash	152/0/0	Normal	Yes	Slow	Neither
Running Slash	100/0/0	Normal	Yes	Fast	Both
Quick Barrage (6-Hit Combo)	85/0/0	Normal	Yes	Fast	Neither

## Tactics

All of the sword Hollow's attacks can be blocked easily. Quick barrage is the only real threat as it is the only multiple hit attack. If you don't have a shield strong enough to block the entire quick barrage then you should dodge this attack by rolling or back stepping due to the attack's poor tracking. If you have a shield that can fully block the attack and stagger the hollow then afterwards you can easily move around behind it for a Back stab. When confronted with multiple sword Hollow it is recommended to kill them quickly as group attacks will often leave you with no time to counterattack.

# Hollow (Archer)

Bow wielding Hollows, will shoot arrows at you from a distance.

## Attacks

Attack	Damage	Damage Type	Parryable?	Speed	Tracking (left/right)
Arrow Attack	85/0/0	Thrust	No	Medium	Neither

## Tactics

The arrow attacks are very easy to block or can be avoided by moving out of their way or rolling through. Once in melee range a few quick hits should dispatch them with ease.

# Hollow (Torch)

Just as weak defensively as the other Hollow variants, however the added fire damage and aggressive attacks pose a more significant threat.

## Attacks

Attack	Damage	Damage Type	Parryable?	Speed	Tracking (left/right)
Wild Swing	60/0/145	Normal	Yes	Medium	Neither
Crazy Run (4-Hit Combo)	68/0/145	Normal	No	Fast	Left
Jump Attack	81/0/145	Normal	Yes	Medium	Neither
Torch	0/0/145	Normal	Yes	Medium	Both

## Tactics

Most of the time you can fight these Hollows in the same way as the Sword Hollows. However you have to be careful if they start using Crazy Run. The attack allows them to quickly close any distance between you and them whilst simultaneously inflicting large amounts of damage. Because of this it pays off to always keep an eye on any Torch Hollows in an area. If you are confronted by multiple torch Hollow using Crazy Run then it is recommended to try and parry one of the attacks and use the invincibility frames from the riposte to avoid damage as Crazy Run drains stamina very quickly whilst blocking.

Footnotes 1. The docile Hollows at the beginning of the tutorial have less HP than the hostile ones.  
44 instead of 69 in NG.

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Revision #1

Created 16 December 2024 14:42:35 by jade

Updated 16 December 2024 14:42:35 by jade