

# Artificial Undead

aka Undead Huntsman


## General

A massive, hulking beast of an Undead, this creature is disturbingly unnatural. This patchwork monstrosity wields two Full Moon Sickles and swings them with immense power. Who would create such a monster? The Iron King himself sought to destroy the Undead, not create them...<sup>1</sup>

Huntsman's Copse		Huntsman's Copse - Red Phantom		Harvest Valley		Harvest Valley - Red Phantom
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Bonfire Intensity	HP	Souls		Bonfire Intensity	HP	Souls		Bonfire Intensity	HP	Souls		Bonfire Intensity	HP	Souls
1	800	630		1	N/A	N/A		1	1,250	630		1	N/A	N/A
2	1,600	1,260		2	2,000	1,890		2	2,400	1,260		2	3,100	1,890
8	3,045	2,520		8	3,365	3,780		8	4,335	2,520		8	6,089	3,780

- Listen for the rattling of chains as a clue for their presence.
- Can be backstabbed, but not parried.
- Two red phantom versions will spawn in New Game+ just after the alcove with the Undead Lockaway Key. There will be one in front of you and one from behind so be ready.

## Location

### Huntsman's Copse

There are three of them scattered around the area just after crossing the small bridge.

### Harvest Valley

There are multiple found in the clearing to the left of the large clearing just outside of the Mines bonfire.

# Drops

- Full Moon Sickle
- Soul of a Nameless Soldier
- Lifegem
- Rotten Pine Resin (Harvest Valley only)
- Dark Pine Resin (Harvest Valley only)

# Weakness

Weakness	Effectiveness
Strike	~104%
Thrust	~97%
Slash	~103%
Projectile	100%

# Resistance

Resistance	Reduction
Fire	30%
Magic	15%
Lightning	30%
Dark	30%
Poison	Susceptible
Bleed	Susceptible

# Attacks

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