

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...¹

Huntsman's Copse		Huntsman's Copse - Red Phantom		Harvest Valley		Harvest Valley - Red Phantom
------------------	--	--------------------------------	--	----------------	--	------------------------------

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