

# Captive Undead

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## General

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*The Undead hunts during the reign of the Iron King took place in this forest, and the cells in which the Undead were held still stand there to this day.*

*However, the march of time has eroded any difference between the captors and the captives.*

Green skinned hollows that wield either a Torch or a Sword. Very similar to the Undead Prisoner.

Bonfire Intensity	HP	Souls
1	220	60
2	450	100
8	850	200

- Sometimes the unarmed ones in the Gutter puke, this can extinguish your Torch.
- In softs there are 2 unarmed ones in Huntsman's Copse that are not aggressive, and will run around quickly

## Location

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### Huntsman's Copse

Found throughout the map.

### The Gutter

Found throughout the map.

## Drops

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- Prisoner's Set
- Lifegem
- Torch (Torch only)
- Broken Straight Sword (Sword only)
- Small Blue Burr (Sword only)
- Small Yellow Burr (Sword only)
- Small Orange Burr (Sword only)
- Poison Throwing Knife

## Weakness

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Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

## Resistance

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Resistance	Reduction
Fire	30%
Magic	10%
Lightning	30%
Dark	30%
Poison	Susceptible
Bleed	Susceptible

## Attacks

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Attack	Description
Move	Description
Move	Description

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