

Captive Undead

General

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 sotfs there are 2 unarmed ones in Huntsman's Copse that are not aggressive, and will run around quickly

Location

Huntsman's Copse

Found throughout the map.

The Gutter

Found throughout the map.

Drops

- 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

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance

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

Attacks

Attack	Description
Move	Description
Move	Description

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