

Enhanced Undead

aka Undead Aberration

General

*This deformed, unnatural creature must surely be the product of some serious misdeeds. Who created this monstrosity, and is it what they intended to make? It almost seems to be half-dragon, but, whatever it is, it has a mind of a Hollow.*¹

Sinner's Rise

Bonfire Intensity	HP	Souls
1	1,100	1,600
2	2,400	3,200
8	4,230	6,400

Aldia's Keep

Bonfire Intensity	HP	Souls
1	1,100	2,200
2	2,400	4,400
8	4,230	8,800

- Can be backstabbed with unique animations.
- You can make the ones in Sinner's Rise die very easily by baiting them into falling into the hole left by the elevator.

Location

Sinner's Rise

Found in the flooded area at the bottom of the elevator shaft. In *Dark Souls II: Scholar of the First Sin*, they only appear on NG+ and beyond.

Aldia's Keep

The only one in the area sits within a cage in the great hall.

Drops

- Sinner's Rise:
 - Malformed Skull (Rare)
 - Bell Keeper Bow (Rare)
 - Bell Keeper Shield (Rare)
 - Twinkling Titanite
 - Awestone (if a member of Company of Champions)
- Aldia's Keep:
 - Malformed Skull (Rare)
 - Chaos Shield (Rare)
 - Chaos Rapier (Rare)
 - Twinkling Titanite x3

Weakness

Weakness	Effectiveness
Strike	100%
Thrust	85%
Slash	100%
Projectile	100%

Resistance

Resistance	Reduction
Fire	70% (100% when Wet)
Magic	70%
Lightning	70% (50% when Wet)
Dark	70%
Poison	Susceptible
Bleed	Susceptible

Attacks

Attack	Description
Tail Swipe	Parryable and blockable, does high stamina damage.
Flail	Parryable and blockable, does high stamina damage.

Pounce	Parryable and blockable, does medium stamina damage.
Spin	Not parryable, blockable, does high stamina damage.

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

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