

Forlorn

Description

*Born of Aldia's Obsession with the First Sin, the Forlorn lost both their corporeal form and a world to call their own. Now they drift into other worlds, ever in search of a home. But without self, one has neither beginning nor end, and so the Forlorn have only to wander.*¹

Equipment

- Either Greatsword of the Forlorn or Scythe of the Forlorn
- Forlorn Set

Location

Guaranteed

Huntsman's Copse:

- Across the bridge on the left, from the Bridge Approach bonfire. *(Greatsword)*

Aldia's Keep:

- When lighting the four sconces within the keep, you will summon four Forlorn invaders, two wielding the Scythe of the Forlorn, and two wielding the Greatsword of the Forlorn. These four do **NOT** count towards unlocking the Forlorn items.

Random

Forest of Fallen Giants:

- Right before the Pursuer boss fog door, on the way to Memory of Orro. *(Greatsword)*
- Near the room with multiple Ballista, on the way to Memory of Vammar. *(Greatsword)*
- Near The Place Unbeknowst bonfire, on the way to Memory of Jeigh. *(Greatsword)*
- Near the Soldiers' Rest bonfire.

The Lost Bastille:

- In the area around the Exile Holding Cell bonfire. *(Greatsword)*
- Near the explosive barrel that's used to open the path to McDuff's Workshop bonfire. *(Greatsword)*

Harvest Valley:

- After the Poison Pool bonfire, in the cave that contains Lonesome Gavlan.
- Before the Covetous Demon boss room.

Iron Keep:

- In the large room after Ironhearth Hall bonfire, at the lever that lowers the center platform into lava. (*Greatsword*)
- Can appear on the Iron Bridge. (*Greatsword*)

Shaded Woods:

- In the misty woods after the Ruined Fork Road bonfire. (*Greatsword*)
- Near the Shaded Ruins bonfire. (*Greatsword*)

Brightstone Cove Tseldora:

- After the Lower Brightstone Cove bonfire, when crossing the spiky pit with mining hollows within. She will spawn behind you in the area with the Basilisk.
- Just outside of Weaponsmith Ornifex's doll room near the front door.

Black Gulch:

- After the first set of black pools. (*Greatsword*) This is a very reliable spawn.

Drangleic Castle:

- On the large bridge that leads into the castle. (*Scythe*)
- Within the hall housing Chancellor Wellager.
- On the stairs before the room with poison dark masks.

Shrine of Amana:

- On the ledge with the Basilisk and Lindelt Cleric just after the Tower of Prayer (first) bonfire. (*Scythe*)
- On top of the collapsed ramp directly left of the Old Knight just after the Crumbled Ruins bonfire. (*Scythe*)

Undead Crypt:

- After the Undead Crypt Entrance bonfire.
- In the room where the Leydia Witch's and Undead Laborers are.
- In the room with the secret door leading to the Avelyn treasure chest, before the Imperious Knight.

Shulva, Sanctum City:

*Below the Tower of Prayer bonfire across the bridge-like stairway near the elevator. (*Scythe*)

Dragon's Sanctum:

- In the corridor after the room with the first rotating contraption. (*Scythe*)
- In the room with three Sanctum Knights and their armors. (*Scythe*)
- After the Hidden Sanctum Chamber bonfire, just as you enter the room with The Imperfect. (*Scythe*)

Brume Tower:

- Behind the big doors guarded by an Iron Warrior that leads to the elevator to the Throne Floor bonfire. (*Scythe*)
- Near the Foyer bonfire.

Frozen Eleum Loyce:

- In the area with the ballistas and the invisible knights, after the Abandoned Dwelling bonfire. (*Scythe*)

Drops

- Human Effigy (100% drop rate)

Strategies

Notes

- The Forlorn can invade wielding either the Scythe of the Forlorn or the Greatsword of the Forlorn. The ones with scythes can be more dangerous than those with greatswords.
- Each death of the Forlorn grants you one of their armor and weapons to be purchased from Straid of Olaphis. These kills carry over to New Game Plus and beyond.
- To unlock the Greatsword of the Forlorn or the Scythe of the Forlorn, you must kill a Forlorn wielding the weapon, **after** having killed five Forlorn already.
- Using Dried Fingers or Token of Spite may increase the chance that a Forlorn invades.
- Reloading the area can cause a Forlorn to invade.
- The Forlorn do not know how to attack creatures, so they are susceptible to Seed of a Tree of Giants.

Number of Kills	Unlock
1	Hood of the Forlorn
2	Gauntlets of the Forlorn
3	Leggings of the Forlorn

4	Armor of the Forlorn
4 + 1 Greatsword Kill	Greatsword of the Forlorn
4 + 1 Scythe Kill	Scythe of the Forlorn

Footnotes

1. In-game item description of any piece of the Forlorn armor set.

Statistics

Greatsword

Bonfire Intensity	HP	Souls
1	1,900	7,200
2	3,500	?
8	?	?

Scythe

Bonfire Intensity	HP	Souls
1	?	?
2	4,100	12,000
8	?	?

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance	Reduction
Fire	?
Magic	?
Lightning	?
Dark	?

Status Ailment	Susceptible?
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Poison	No
Toxic	No
Bleed	Yes

Attack	Parryable?	Blockable?	Notes
Move	Yes (Including Scythe Attacks)	?	-

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