

Forest of Fallen Giants

Quick Reference

Boss	NPCs	Notable Loot	Notable Loot #2	Enemies	Enemy Drops
The Last Giant The Pursuer	Cale the Cartographer Mild Mannered Pate Merchant Hag Melentia Benhart of Jugo Ruined Aflis	White Sign Soapstone Small White Sign Soapstone Estus Flask Shard Seed of a Tree of Giants House Key Shortsword Hand Axe Halberd Light Crossbow Mail Breaker Sorcerer's Staff Bastard Sword Fire Longsword Great Soul Arrow	Life Ring Chloranthy Ring Ring of Restoration Flame Quartz Ring +1 Hawk Ring Buckler Blue Wooden Shield Small Leather Shield Large Leather Shield Rebel's Greatshield Infantry Helm Leather Set Drangleic Set (no helmet) Drangleic Sword Drangleic Shield	Hollow Infantry Hollow Soldier Old Ironclad Soldier Flame Salamander Crystal Lizard Invader Royal Sorcerer Navlaan <i>Dark Souls II:</i> Heide Knight <i>Scholar of the First Sin:</i> Ogre Royal Swordsman Invisible Hollow Armorer Dennis <i>Bonfire Intensity 2+ only enemies:</i> Red Phantom Old Ironclad Soldier Red Phantom Hollow Soldier Roaming Soul Knight Phantom Roaming Soul Syan Knight Phantom Roaming Soul Catarina Knight	Hollow Infantry Set Bandit's Knife Short Bow Infantry Axe Foot Soldier Sword Foot Soldier Shield Hollow Soldier Set Winged Spear Estoc Bastard Sword Halberd Long Bow Hollow Soldier Shield Old Ironclad Set Heide Knight Sword Heide Knight Set Fireball Fire Orb Great Fireball Catarina Set

Description

In the middle of this forest lies a rundown fort that was severely damaged during the war with the giants.

The soldiers tasked with defending this fort succumbed to the curse of the undead and hollowed long ago,

*but they remain a threat to any who would seek to uncover the fort's secrets.
And the undead that protect this fort are not the only threat...*

Connections

- Majula
- The Lost Bastille
- Memory of Jeigh
- Memory of Orro
- Memory of Vammar

Bonfires

- **The Crestfallen's Retreat**

In the area with the first hollows, before climbing the ladder to the fort.

- **Cardinal Tower**

After the first firebomb-throwing Hollow Soldier, behind a set of doors after climbing the ladder.

- **Soldier's Rest**

After opening the door under the Cardinal Tower (in the room before the massive roots), continue until you find the bonfire at the back of the area. Requires Soldier Key.

- **The Place Unbeknownst**

Behind the King's Door. Requires King's Ring or a tricky jump (Video).

Walkthrough

Forest of Fallen Giants Map (Japanese)

Completionist Walkthrough

Item Guide Part I

Item Guide Part II

Item Guide Part III (Soldier's Rest)

Bonfire and Twinkling Titanite before King's Ring

First visit

1. From Majula, you enter this area along the coast by The Far Fire bonfire. Going through a tunnel a bit, you'll come across a switch you will need to pull in order to open the large gate. Further on in the cave, cross a wooden bridge and take a left down to a chest containing a Human Effigy. Across the way, you can see another item, a Homeward Bone and a Soul of a Lost Undead. If you want to risk the jump (a fall will kill you) go ahead, but you can reach it hassle free just outside. Go back to the bridge and follow the right hand path down out of the cave and in to the forest proper. On your right you can follow the river upstream to get the items mentioned earlier.
2. Following the river, you will come across some hollows before you reach this areas **first bonfire** right across the river, The Crestfallen's Retreat. In SotFS, an Ogre spawns in the river, which will not go hostile unless you go too close.
3. Kill the Hollow Infantry infesting the area. Watch out for the one feigning death near the end of the stream. Climb the ladder.
4. At the top, you enter an open courtyard with a large tree as its centerpiece There is a Heide Knight resting under the tree. He is not hostile until you attack him (Does not spawn in SofTS). There are three Hollow Infantry wandering about and an archer just out of reach. Dispatch these hollows and head through the opening to your right. Head up the ladder here and take out two more hollows on the stairs. Find your way to the archer along the ledge and the treasure just beyond.
5. There are two items up here. One past the archer (Shortsword and Soul of a Lost Undead) and another just past the top of the stairs (Soul of a Nameless Soldier). Head back down the ladder and look down and behind you. The items (10x Throwing Knife and Soul of a Nameless Soldier) on that bluff can be reached with a good jump. Make your way back up to courtyard and just by the fog gate is another hollow playing dead. Kill it and pass through.
6. Follow the tunnel down until you see a sharp bend to the left. Ahead of you there will be a hole in the wall. At this point you can pass through the hole into the room beyond or follow the corridor round to the left to enter the same room via the door. If you pass through the hole, you'll land pretty much on top of two Hollow Infantry, who may prove tough in the confined space. Taking the corridor to the left, however, holds its own danger as there's a hollow waiting to chop you in the face as you round the corner. Whichever path you choose, you'll need to fight all three of these hollows. Once they're defeated, break the bookcase behind the door to find 20 Wooden Bolts.
7. Having cleared the room, continue up the corridor, taking care of the Hollow Royal Soldier on your way. You'll see a large hole in the wall to your left. Don't bother trying to climb out through it - we'll come back here later. Instead, continue up the stairs. There's an archer at the top just waiting to put an arrow in your eye. At the top of the stairs, you may become quickly overwhelmed, as you'll be greeted by the archer we just mentioned, a Hollow Infantryman and a firebomb-hurling Hollow Soldier perched on a branch above the stairs.
8. In front of the top of the staircase you'll see a ladder, but don't climb it just yet - first turn around and head over to the large slabs of stone behind the branch where the firebomb hollow was. Be careful as you approach - there's a hollow waiting for you, hidden by one of the large chunks of stone. Once he's dispatched, grab the Buckler from a corpse and then head up the ladder.

Cardinal Tower

1. At the top of the ladder, you'll see a large set of doors ahead and to your right. Don't pass through them just yet, though. First go past the doors and turn right into the little alley. Here's a Hollow Soldier playing dead. Dispatch him quickly and then grab the five Witching Urns on the corpse to your left. Then head back to the doors, open them and enjoy warmth of the **second bonfire!**
2. Light the bonfire then go upstairs, break the door (hit it a few times) and open the chests. There is a Hollow Soldier playing dead who will rise as you proceed through the door. In the next room grab an Estus Flask Shard and the Small White Sign Soapstone. You can jump here and back to the bonfire (there is a Divine Blessing on a branch).
3. From here you should step back through the door (that leads you this bonfire) and you will see a deck. Drop down and you will see two hollows, keep going and you will see on your left a hole on the wall (same hole that you saw when you first come right before the second bonfire). Don't bother and keep going till you see a edge with a loot, jump and keep going and go jump wood by wood till the ground and kill the six hollows walking around. You will see two caves, the first one has a body with a Hollow Soldier Helm, and second one

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