

# Greatsword of the Forlorn


## In-Game Description

*Greatsword of the Forlorn, who wander the land of the Undead.*

*The King's elder brother Aldia sought to overcome the curse through means unlike his sibling's.*

*The Forlorn were born of Aldia's sinful infatuation.*

## Availability

- Sold by Straid of Olaphis after killing the Forlorn at least five times, with the last kill having wielded the Greatsword.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	169/0/0 /0/54  (Slash/T hrust)	0/112	110	35	20/15/1 0/10  C/D/-/-/ /C	60/20/4 0/20/40	30/30/2 0/40	40	65	9.0

## Move Set

+ show Move Set - hide Move Set

### Single Weapon (right-handed):

1H, R1: Slash: from right to left.

1H, R1 after Rolling: Forward Thrust: with lunge.

1H, R1 after Back-stepping: Spinning Slash: slow, starting from the right and spinning around backwards, ending with a slash to the right.

1H, R2: Overhead Smash: slow, starting from the back and arcing overhead to strike straight in front.

2H, R1: Slash: from right to left.

2H, R1 after Rolling: Spinning Slash: slow, with a lunge, starting from the right and spinning around backwards, ending with a slash to the right.

2H, R1 after Back-stepping: Spinning Slash: slow, starting from the right and spinning around backwards, ending with a slash to the right.

2H, R2: Spinning Slash: slow, starting from the right and spinning around backwards, ending with a slash to the right.

2H, L1: Block

2H, L2: Parry

### Power Stance:

## Notes

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- Damage scales with level of hollowing. Requires full hollowing for normal scaling.
- Infusing the weapon with Bleed will increase the Dark scaling, and base damage of physical and Dark. It will also increase the Bleed effect and double Bleed scaling, resulting in one of the highest Bleed values in the game. As a result, it can bleed foes within three light hits.
- Can be buffed with both resins and spells.
- If the player is fully hollow, it will retain full scaling when summoned as a shade or to the arenas, without the hollow HP reduction.
- Going below 50% HP with Wretch status will not further increase the damage of the Greatsword of the Forlorn or the Scythe of the Forlorn.
- Since it scales with the level of hollowing and not the max. HP, the Ring of Binding is very useful.

## Upgrades

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FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
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### Basic

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Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Greatsword of the Forlorn +0	169/0/0/0/54	0/112	C/D/-/-/-/C	-	-
Greatsword of the Forlorn +1	179/0/0/0/59	0/117	C/D/-/-/-/C	1x Twinkling Titanite	1,520
Greatsword of the Forlorn +2	189/0/0/0/64	0/123	C/D/-/-/-/C	2x Twinkling Titanite	1,900
Greatsword of the Forlorn +3	199/0/0/0/69	0/128	C/D/-/-/-/C	3x Twinkling Titanite	2,280
Greatsword of the Forlorn +4	209/0/0/0/74	0/134	C/D/-/-/-/C	4x Twinkling Titanite	3,040
Greatsword of the Forlorn +5	220/0/0/0/80	0/140	C/D/-/-/-/C	5x Twinkling Titanite	3,420

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Greatsword of the Forlorn +0	140/40/0/0/45	0/93	D/D/C/-/-/C	-	-
Magic Greatsword of the Forlorn +1	149/44/0/0/49	0/98	D/D/C/-/-/C	1x Twinkling Titanite	1,520
Magic Greatsword of the Forlorn +2	157/48/0/0/53	0/102	D/D/C/-/-/C	2x Twinkling Titanite	1,900

Magic Greatsword of the Forlorn +3	166/52/0/0/57	0/107	D/D/C/-/-/C	3x Twinkling Titanite	2,280
Magic Greatsword of the Forlorn +4	174/56/0/0/62	0/112	D/D/C/-/-/C	4x Twinkling Titanite	3,040
Magic Greatsword of the Forlorn +5	183/60/0/0/66	0/116	D/D/C/-/-/C	5x Twinkling Titanite	3,420

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Greatsword of the Forlorn +0	140/0/40/0/45	0/93	D/D/-/C/-/C	-	-
Fire Greatsword of the Forlorn +1	149/0/44/0/49	0/98	D/D/-/C/-/C	1x Twinkling Titanite	1,520
Fire Greatsword of the Forlorn +2	157/0/48/0/53	0/102	D/D/-/C/-/C	2x Twinkling Titanite	1,900
Fire Greatsword of the Forlorn +3	166/0/52/0/57	0/107	D/D/-/C/-/C	3x Twinkling Titanite	2,280
Fire Greatsword of the Forlorn +4	174/0/56/0/62	0/112	D/D/-/C/-/C	4x Twinkling Titanite	3,040
Fire Greatsword of the Forlorn +5	183/0/60/0/66	0/116	D/D/-/C/-/C	5x Twinkling Titanite	3,420

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Greatsword of the Forlorn +0	140/0/0/40/45	0/93	D/D/-/-/C/C	-	-
Lightning Greatsword of the Forlorn +1	149/0/0/44/49	0/98	D/D/-/-/C/C	1x Twinkling Titanite	1,520
Lightning Greatsword of the Forlorn +2	157/0/0/48/53	0/102	D/D/-/-/C/C	2x Twinkling Titanite	1,900
Lightning Greatsword of the Forlorn +3	166/0/0/52/57	0/107	D/D/-/-/C/C	3x Twinkling Titanite	2,280
Lightning Greatsword of the Forlorn +4	174/0/0/56/62	0/112	D/D/-/-/C/C	4x Twinkling Titanite	3,040
Lightning Greatsword of the Forlorn +5	183/0/0/60/66	0/116	D/D/-/-/C/C	5x Twinkling Titanite	3,420

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Greatsword of the Forlorn +0	147/0/0/0/67	0/98	D/D/-/-/-/C	-	-
Dark Greatsword of the Forlorn +1	156/0/0/0/74	0/102	D/D/-/-/-/C	1x Twinkling Titanite	1,520
Dark Greatsword of the Forlorn +2	165/0/0/0/80	0/107	D/D/-/-/-/C	2x Twinkling Titanite	1,900
Dark Greatsword of the Forlorn +3	174/0/0/0/87	0/112	D/D/-/-/-/C	3x Twinkling Titanite	2,280
Dark Greatsword of the Forlorn +4	183/0/0/0/93	0/117	D/D/-/-/-/C	4x Twinkling Titanite	3,040

Dark Greatsword of the Forlorn +5	192/0/0/0/100	0/122	D/D/-/-/-/C	5x Twinkling Titanite	3,420
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# Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base poison damage, poison damage reduction.  
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Greatsword of the Forlorn +0	169/0/0/0/54	96/112	D/D/-/-/-/B	-	-
Poison Greatsword of the Forlorn +1	179/0/0/0/59	100/117	D/D/-/-/-/B	1x Twinkling Titanite	1,520
Poison Greatsword of the Forlorn +2	189/0/0/0/64	105/123	D/D/-/-/-/B	2x Twinkling Titanite	1,900
Poison Greatsword of the Forlorn +3	199/0/0/0/69	110/128	D/D/-/-/-/B	3x Twinkling Titanite	2,280
Poison Greatsword of the Forlorn +4	209/0/0/0/74	115/134	D/D/-/-/-/B	4x Twinkling Titanite	3,040
Poison Greatsword of the Forlorn +5	220/0/0/0/80	120/140	D/D/-/-/-/B	5x Twinkling Titanite	3,420

# Bleed

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base damage, base dark damage, Base bleed damage, bleed damage reduction.  
Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Greatsword of the Forlorn +0	172/0/0/0/55	0/174	D/D/-/-/-/B	-	-
Bleed Greatsword of the Forlorn +1	182/0/0/0/60	0/183	D/D/-/-/-/B	1x Twinkling Titanite	1,520
Bleed Greatsword of the Forlorn +2	193/0/0/0/65	0/192	D/D/-/-/-/B	2x Twinkling Titanite	1,900
Bleed Greatsword of the Forlorn +3	203/0/0/0/70	0/200	D/D/-/-/-/B	3x Twinkling Titanite	2,280
Bleed Greatsword of the Forlorn +4	213/0/0/0/76	0/209	D/D/-/-/-/B	4x Twinkling Titanite	3,040
Bleed Greatsword of the Forlorn +5	224/0/0/0/81	0/218	D/D/-/-/-/B	5x Twinkling Titanite	3,420

# Raw

Reduces: Stat bonuses.  
 Adds/Increases: Base damage.  
 Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Greatsword of the Forlorn +0	194/0/0/0/62	0/128	E/E/-/-/-/D	-	-
Raw Greatsword of the Forlorn +1	206/0/0/0/68	0/135	E/E/-/-/-/D	1x Twinkling Titanite	1,520
Raw Greatsword of the Forlorn +2	217/0/0/0/74	0/141	E/E/-/-/-/D	2x Twinkling Titanite	1,900
Raw Greatsword of the Forlorn +3	229/0/0/0/80	0/148	E/E/-/-/-/D	3x Twinkling Titanite	2,280
Raw Greatsword of the Forlorn +4	241/0/0/0/86	0/154	E/E/-/-/-/D	4x Twinkling Titanite	3,040

Raw Greatsword of the Forlorn +5	253/0/0/0/92	0/161	E/E/-/-/-/D	5x Twinkling Titanite	3,420
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# Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Greatsword of the Forlorn +0	169/0/0/0/54	0/112	E/E/D/-/-/D	-	-
Enchanted Greatsword of the Forlorn +1	179/0/0/0/59	0/117	E/E/D/-/-/D	1x Twinkling Titanite	1,520
Enchanted Greatsword of the Forlorn +2	189/0/0/0/64	0/123	E/E/D/-/-/D	2x Twinkling Titanite	1,900
Enchanted Greatsword of the Forlorn +3	199/0/0/0/69	0/128	E/E/D/-/-/D	3x Twinkling Titanite	2,280
Enchanted Greatsword of the Forlorn +4	209/0/0/0/74	0/134	E/E/D/-/-/D	4x Twinkling Titanite	3,040
Enchanted Greatsword of the Forlorn +5	220/0/0/0/80	0/140	E/E/D/-/-/D	5x Twinkling Titanite	3,420

# Mundane

Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Greatsword of the Forlorn +0	84/0/0/0/27	0/56	D/E/-/-/-/D	-	-
Mundane Greatsword of the Forlorn +1	89/0/0/0/29	0/58	D/E/-/-/-/D	1x Twinkling Titanite	1,520
Mundane Greatsword of the Forlorn +2	94/0/0/0/32	0/61	D/E/-/-/-/D	2x Twinkling Titanite	1,900
Mundane Greatsword of the Forlorn +3	99/0/0/0/34	0/64	D/E/-/-/-/D	3x Twinkling Titanite	2,280
Mundane Greatsword of the Forlorn +4	104/0/0/0/37	0/67	D/E/-/-/-/D	4x Twinkling Titanite	3,040
Mundane Greatsword of the Forlorn +5	110/0/0/0/40	0/70	D/E/-/-/-/D	5x Twinkling Titanite	3,420

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>

<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>

<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

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