

# Vagrant

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Also known as Drift Items. Vagrants are rare monsters that appear in specific places after other players have died and lost a large amount of humanity, or have dropped certain items. They are typically created unintentionally and randomly by other players online.

From the *Online Features* section of the game manual:

*If you drop a certain item or lose a large amount of Humanity, those items and Humanity move to another player's world and form Vagrant enemies.*

## General Information

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Image	Type	Drops	Souls (NG)	HP (NG)
	Evil Vagrant (White)	Humanity x1	100	74 - 199
	Evil Vagrant (Red)	Twin Humanities x1	100	148 - 399
	Good Vagrant (White)	Charcoal Pine Resin Dung Pie Green Titanite Shard Large Soul of a Lost Undead Large Titanite Shard Prism Stone x2 Purple Moss Clump Repair Powder Soul of a Nameless Soldier Transient Curse	100	62 - 167
	Good Vagrant (Red)	Blooming Purple Moss Clump Blue Titanite Chunk Copper Coin Demon Titanite Divine Blessing Dragon Scale Egg Vermifuge Gold Coin Gold Pine Resin Large Soul of a Nameless Soldier Large Soul of a Proud Knight Purging Stone Red Titanite Chunk Silver Coin Titanite Chunk Twinkling Titanite White Titanite Chunk	100	124 - 334

Evil Vagrant
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- The Good Vagrants look like an egg with legs, and will flee from the player and disappear just like Crystal Lizards. They do not have any attacks.
- Evil Vagrants have pincers, making them look like a crab monster. They have a weak melee attack, but also a dangerous projectile attack (vaguely resembling a Homing Soulmass) that will sometimes kill players in one hit.
- Both Vagrant types are easy to kill as they have low defense and HP. Avoiding the evil Vagrants' projectile attacks or finding the good Vagrants before they flee and disappear are the only real challenges presented in defeating them.
- The red versions of the vagrants are also known "black phantoms", sharing the phantom type of red invaders and Gravelord Black Phantoms. Unlike their counterparts, they dissolve when they die instead of leaving a corpse.

# Spawning Vagrants

## Evil Vagrants

- Evil Vagrants are the result of unretrieved humanity being lost. If a bloodstain containing 5 or more soft-humanity isn't picked up by a player before they die, a Vagrant will be sent to another person online.
- An Evil Vagrant that someone fails to kill will continue to be sent to another random player each time it's abandoned.

## Good Vagrants & Drift Item Bags

- Good Vagrants are the result of Drift Item Bags that have passed around 10 or more times without being picked up.
- A Drift Item Bag is the result of players dropping and abandoning certain items. Once abandoned, a Drift Item Bag will appear for another player in the exact same location. If the drift item bag isn't found and picked up by its recipient, it is sent out again to another world.
- Like the Evil Vagrant, a Good Vagrant that isn't killed will continue to be sent to more worlds each time it's abandoned. This includes when a player scares off the Good Vagrant and it disappears.

The following items are capable of spawning Drift Item Bags & Good Vagrants:

Item Dropped	Results in a Drift Item Bag Carrying	Resulting Good White Vagrant Drops	Resulting Good Red Vagrant Drops
Purging Stone	Lloyd's Talisman	Transient Curse	Purging Stone
Souvenir of Reprisal	Lloyd's Talisman	Transient Curse	Purging Stone
Transient Curse	Lloyd's Talisman	Transient Curse	Purging Stone
Humanity (item)	Lloyd's Talisman	Transient Curse	Purging Stone
Twin Humanities	Lloyd's Talisman	Transient Curse	Purging Stone
Copper Coin	Rubbish	Purple Moss Clump	Blooming Purple Moss Clump
Rubbish	Rubbish	Purple Moss Clump	Blooming Purple Moss Clump
Eye of Death	Rubbish	Dung Pie	Egg Vermifuge

Silver Coin	Rubbish	Dung Pie	Egg Vermifuge
Gold Coin	Rubbish	Charcoal Pine Resin	Gold Pine Resin
Gold Pine Resin	Rubbish	Charcoal Pine Resin	Gold Pine Resin
Sunlight Medal	Rubbish	Charcoal Pine Resin	Gold Pine Resin
Unique Gear +3 and higher	Rubbish	Repair Powder	Twinkling Titanite
Demon Gear +3 and higher	Rubbish	Repair Powder	Demon Titanite
Dragon Gear +3 and higher	Rubbish	Repair Powder	Dragon Scale
Divine Blessing	Prism Stone	Prism Stone x2	Divine Blessing
Fire Keeper Soul	Prism Stone	Prism Stone x2	Divine Blessing
Pendant	Prism Stone	Prism Stone x2	Divine Blessing
All Rings	Prism Stone	Prism Stone x2	All Coin types
Titanite Slab	Titanite Shard	Large Titanite Shard	Titanite Chunk
Blue Titanite Slab	Titanite Shard	Green Titanite Shard	Blue Titanite Chunk
Red Titanite Slab	Titanite Shard	Green Titanite Shard	Red Titanite Chunk
White Titanite Slab	Titanite Shard	Green Titanite Shard	White Titanite Chunk
Upgraded Non-Unique Gear <sup>1</sup>	Titanite Shard	Large Titanite Shard Green Titanite Shard	Titanite Chunk Chunk type based on upgrade path
Soul of a Brave Warrior	Soul of a Lost Undead	Large Soul of a Lost Undead	Large Soul of a Nameless Soldier
Large Soul of a Brave Warrior	Soul of a Lost Undead	Large Soul of a Lost Undead	Large Soul of a Nameless Soldier
Soul of a Hero	Large Soul of a Lost Undead	Soul of a Nameless Soldier	Large Soul of a Proud Knight
Soul of a Great Hero	Large Soul of a Lost Undead	Soul of a Nameless Soldier	Large Soul of a Proud Knight

*Note that proper methods for abandoning an item includes anything that causes an area to unload and reload (dying, homeward, dark sign, or even traveling far enough away and returning).*

## Red/ Black Phantoms

All Vagrants initially spawn as their white, non-phantom versions. Once they are passed to their 20th recipient, they become Black Phantoms.<sup>2</sup>

## Self-Spawning

Players cannot directly spawn Vagrants for themselves, though it is possible for someone to have their Drift Item Bag or Vagrant return to them after someone else retrieves and then abandons them.

Anyone wishing to see a Vagrant in their world can improve their chances by continually seeding other players' worlds with Vagrants, to increase the likelihood of having one come back. This requires abandoning stockpiles of 5+ soft-humanity (for Evil Vagrants), or dropping 1 of something that creates Drift Item Bags (for Good Vagrants), repeatedly. This method works better for the Evil Vagrants, due to the initial Drift Item phase the Good Vagrants require.

## Delay Queue

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Drift Item Bags and Vagrants do not spawn spontaneously. They are initially received in an "incoming" queue, and will spawn immediately after the next time the player reloads that area (e.g, dying).

Killing a Vagrant or picking up a Drift Item Bag will initiate a timer that may freeze anything entering the queue afterwards, impeding their reception or delivery. The timer takes 80 minutes to clear.

## Vagrant Locations

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Though Drift Item Bags appear in the exact spot that other players drop them, both types of Vagrants have fixed spawn locations. Similar to how invader spawn locations work, Vagrants will wind up at the nearest corresponding location.

Photo album showing all Vagrant locations

+ Show list of locations - Hide list of locations

Area	Type	Exact Location
<b>Undead Burg</b>	Evil	Upper Undead Burg, on top of the tower by the Taurus Demon, by the two Undead Soldier archers
Undead Burg	Evil	Upper Undead Burg, on the top floor of the first building with the broken stairs, before the first fog gate
Undead Burg	Good	Upper Undead Burg, on top of the small tower by the crossbow-wielding Undead Soldier
Undead Burg	Good	Upper Undead Burg, in the building in the lower area by the very beginning, before the two climbing hollow ambush traps
Undead Burg	Evil	Lower Undead Burg, in the first Undead Assassin room on the left
Undead Burg	Good	Lower Undead Burg, in the last Undead Assassin room on the left
<b>Undead Parish</b>	Evil	Outside terrace by the Sunlight Altar
Undead Parish	Evil	Near the Heavy Knight and Fire Keeper Soul, inside the church
Undead Parish	Good	In the room above the Mystery Key, before the first fog gate
Undead Parish	Good	Outside the church, in the corner to the left of the crossbow Armored Hollow
<b>Darkroot Garden</b>	Evil	On the cliff by the Giant Stone Knight, near the Wolf Ring
Darkroot Garden	Evil	Inside the Forest area, on a cliff ledge before the bridge to Sif
Darkroot Garden	Good	By the cliff where the group of Frog-Rays jump out
Darkroot Garden	Good	Inside the Forest area, on the bridge after Alvina
<b>Darkroot Basin</b>	Evil	By the waterfall near the Hydra
Darkroot Basin	Good	At the base of the slope, underneath the Hunter's Armor Set
<b>Depths</b>	Evil	Behind the iron bars where the Basilisk runs by
Depths	Evil	Inside the room with Laurentius
Depths	Good	In the narrow corridor leading to the fog gate, in the side path just before the 1st pitfall.
Depths	Good	In the corner terrace near the entrance to the Gaping Dragon fog gate, two floors above ground level.
<b>Blighttown</b>	Evil	On the wooden structure, near the Parasitic Wall Hugger (by the highest sewer-tunnel entrance)

Blighttown	Evil	In the swamp, opposite end from the drainpipe containing the bonfire (near the Pyromancer Set)
Blighttown	Good	Entering from the Depths, on the lower platform to the right (the area with the ladder leading to it by the toxic archer)
Blighttown	Good	Straight across the swamp after descending the large wooden structure that leads towards upper Blighttown
<b>The Great Hollow</b>	Evil	At the base of the Great Hollow, by the Mushrooms
The Great Hollow	Good	Inside the small center "room", underneath the Cloranthy Ring
<b>Ash Lake</b>	Evil	Near the Everlasting Dragon
Ash Lake	Good	In the water right by the cliff behind the driftwood tunnel segment (steep beach area)
<b>Sen's Fortress</b>	Evil	Near the Covetous Gold Serpent Ring, in the area behind the breakable wall
Sen's Fortress	Evil	In the tar pit by the last Titanite Demon
Sen's Fortress	Evil	On the dead end path behind the Rapier-wielding Balder Knight
Sen's Fortress	Good	In a corner near the top of the ladder that leads to the portcullis-opening Giant
Sen's Fortress	Good	In the cell near the interior boulder paths, by the Serpent Mage on the wooden platform
Sen's Fortress	Good	At the bottom of the tower with the Crestfallen Merchant
<b>Anor Londo</b>	Evil	On the flying buttress leading to the Silver Knight archers
Anor Londo	Evil	Upstairs in the main hall, near the broken window leading to the Dragonslayer Greatbow
Anor Londo	Evil	In the catwalk area of the painting room, on the base of the Gwynevere statue
Anor Londo	Good	Behind the bottom of the corkscrew elevator, underneath the spiral staircase
Anor Londo	Good	Turn left before first group of Batwing Demons, towards open space/ cliff. On the hidden buttress there
Anor Londo	Good	In a corner of the room containing the three Silver Knights that block Siegmeyer
<b>Painted World of Ariamis</b>	Evil	In the cellar with the Wheel Skeletons
Painted World of Ariamis	Evil	In the small, empty courtyard with the drop-down path. Near the Snow Rats
Painted World of Ariamis	Good	In the courtyard behind the well
Painted World of Ariamis	Good	On the rafters beneath the hollow archer and group of climbing ambush hollows, above the Snow Rats
<b>New Londo Ruins</b>	Evil	Behind the base of the staircase near the first two Ghosts in the level
New Londo Ruins	Evil	By the Witch Beatrice summon sign
New Londo Ruins	Evil	On the backside of the roof of the Ghost House, near Ingward
New Londo Ruins	Good	In the small room with the Fire Keeper Soul by

Footnotes 1. Works with any upgrade path that doesn't require Twinkling Titanite, Demon Titanite, or Dragon Scales, though the amount needed depends on the path:

- Regular weapon path requires +11 or higher
- Divine weapon path requires +6 or higher
- Fire weapon path requires +6 or higher
- Magic weapon path requires +6 or higher
- Chaos weapon path requires +0 or higher
- Crystal weapon path requires +0 or higher
- Enchanted weapon path requires +0 or higher
- Lightning weapon path requires +0 or higher
- Occult weapon path requires +0 or higher
- Upgraded armor requires +6 or higher

2. This includes the first 10 passes as a Drift Item Bag for the Good Vagrants.

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