

# Nashandra

## Lore

<i>Soul of Nashandra, Queen of Drangleic. The fragments of the abyss, of untold origin, nourished their beings by the sides of would-be monarchs. Perhaps they were simply ordeals on the road to kingshood. One day, the flames will fade, and only darkness will remain. Unless, of course, an heir arrives.</i> — Description of the Soul of Nashandra	<i>The old one of the Abyss was reborn in death, split into minuscule fragments, and spread across the land. After regaining their shapes, they crawled forth, yearning for strong souls, in search of greater power.</i> — Description of the Scythe of Want	<i>After taking their shapes, they courted monarchs of considerable power, which they desired to make their own.</i> — Description of the Chime of Want	<i>Light and Dark are two sides of the same coin, much like the soul and the curse. The beings who presented themselves to those in search of kingshood were drawn to their awesome strength.</i> — Description of the Bow of Want
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## Location

### Drangleic Castle:

Encountered in human form sitting in a faraway throne, right before the dual Dragonrider boss fight arena. Disappears after obtaining the Giant's Kinship.

### Throne of Want:

To access Nashandra, you need to have defeated Throne Defender and Throne Watcher and the Giant Lord.

Bonfire Intensity	Health	Souls
1 (NG)	8,770	90,000
2 (NG+)	10,524	180,000
8 (NG+7)	19,996	360,000

Bonfire Ascetic respawn: King's Gate bonfire.

## Summons

- Benhart of Jugo
  - Found to the left of the boss fog. Only available if you've progressed his quest.
- Head of Vengarl
  - Found to the right of the boss fog. Only available if you completed his quest.
- Bashful Ray
  - Small white sign. In the Ruin Sentinels/Stone Soldiers room, near one of the two torch-holding golem statues in the back. *Dark Souls II: Scholar of the First Sin only.*
- Pilgrim Bellclaire
  - Small white sign. Outside of the Dragonriders boss room. Can be brought down to this boss fight if the path is cleared first. *Dark Souls II: Scholar of the First Sin only.*
- Bradley of the Old Guard
  - Found to the left of the fog gate. Only available if Aldia is ready to show up after Nashandra. Check his page for additional information. *Dark Souls II: Scholar of the First Sin only.*

Note: A maximum of 3 summons can be used at once.

## Drops

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- Soul of Nashandra

## Moveset

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**Downward Scythe Strike**

**Horizontal Three Swing Scythe Combo**

**Horizontal Dark Beam**

**Vertical Dark Beam**

**Dark Explosion**

**Summon Curse Orbs**

## Strategies

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**In order to avoid a two-part boss fight, kill the Throne Watcher and Defender before you kill the Giant Lord.**

Following these general tactics and tips will help:

- Immediately when you enter, she will summon Curse orbs. Avoid standing near them, they will curse you and do damage over time. **Hitting them destroys them.**
  - Bring plenty of Lifegems to counteract the damage done by the orbs.
  - Make use of the Ring of Binding or Hollow Skin to reduce the effect of curse.
  - If you're helping someone else with co-op, focus on the curse orbs. Phantoms cannot be cursed.
  - Not every weapon can be used to destroy her curse orbs. Whips and spells in particular will not destroy them, however melee attacking with spellcasting tools may.
- Watch out for the edges of the arena, it's easy to accidentally fall into the water and die.
- If you stay out of her melee range, she tends to use her beam attacks which are easy to dodge. This is a good time to heal.
- If you kill the Throne Defender and Watcher prior to fighting Nashandra, you have an opportunity to make the fight completely trivial. Before Nashandra spawns, hurl any type of projectile towards the point at which she first appears during the fight. If you time it right and the projectile is within Nashandra's model when she spawns, then she will remain inactive throughout the entire fight.

### Melee Strategy:

This tactic is to be done solo or with phantoms who know what they're doing:

- First order of business is to get rid of the curse orbs them; if you don't, your curse bar will raise and raise and raise AND you'll take damage (as long as you're in the circle). One swing and the orbs will disappear (a light weapon in a second or third weapon slot is recommended for hitting the orbs quickly). Also, don't worry about getting cursed; it comes with the boss. Lock on to her so you can keep an eye on her and circle around, cutting the orbs as you go.
- Once the orbs are gone, heal and get close to her. She has two scythe attacks: one is a strong downward strike, easily dodged to the left or right. This attack leaves her open. Hit her once or twice. The second attack is a horizontal three swing combo. Her first two swings are rather rhythmic, but the third swing lags a bit. Make sure you wait a couple extra (milli)seconds before attempting to dodge it. Again, follow with one or two hits.
- Be wary of her beam attack. She has two types: one moves horizontal, one moves vertical. If you see her about to shoot the beam, sprint towards her and attempt to get behind her. If you can't do that, still move towards her. You can dodge under the beam if it's horizontal. If it's vertical, be ready to dodge to the left or right.
- Also be wary of her dark explosion attack; you can tell she's about to do it when her chest AND hand glows. She'll bring her hand to her chest, nod her head, and blow up. Thankfully, it's easy to read and doesn't have very large range so it can be dodged easily.
- If you're slow to kill her, she'll most likely spawn the curse orbs again later in the fight. At this point, all that's required is repetition.
- Note that she will follow you around the room at certain points. It is possible to position yourself by the entrance wall, giving yourself space to dodge, and being out of range of the curse orbs, allowing for a less frantic fight. When she spawns more orbs, they will likely be out of range as well.

## Tank Strategy:

For those with low offense but high defense, this boss becomes a trivial if long winded one. Use a shield that has high physical resistance or just roll to avoid attacks.

When she summons curse orbs get far out of their range and wait for her. She will attempted a few beam attacks which you can either just dodge or take the opportunity to fire a few arrows.

When she approaches you keep your shield up. She will slash twice in a row side to side, and normally finish off with a powerful downward strike. When up close dodging the downward attack is easy and leaves her open to one or two attacks.

Rinse and repeat this until she re-summons the curse orbs. The original orbs will be gone so head over the other side of the arena and repeat the strategy.

Note: that after losing 50% hp she will use an AOE shockwave attack when you are strafing her. Its highly telegraphed and has a short range. Also she can perform an additional third slash into her two hit combo so wait for the downward strike.

## Notes

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- This NPC has many unused dialogue lines.
- If following the Benhart of Jugo questline then this is the fourth encounter for him, not the Throne Defender and Throne Watcher.
- Defeating Nashandra while having a member of the Heirs of the Sun covenant in your party will reward you with a Sunlight Medal. [Has Been Tested With 2 Party members both in Heirs of The Sun patch 1.07]
- Speaking to her in Drangleic Castle will make all bonfires visible in the travel menu, even the ones not found yet.
- If Throne Defender & Throne Watcher are defeated with the Giant's Kinship already in the player's inventory, Nashandra will enter the arena in a special cutscene after the previous boss battle. Summoned phantoms will not fulfill their duty until Nashandra is slain, if this happens.
- If you throw a firebomb onto the exact spot where Nashandra spawns before the cutscene plays, she may glitch, and be stuck standing still for the entire fight. This makes the fight easier, of course.

## Dialogue

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- **When met in human form at Drangleic Castle**

You have fought admirably on your journey, cursed Undead.

I am Nashandra, Queen of Drangleic.

A true monarch carries the weight of their souls.

The last king of this land, King Vendrick, as he was called...  
He was less of a king than you might imagine.  
He found the strength to rule his people, and when the Undead were born, cursed...  
He found more strength, to face them.  
But in the end, he never took the true throne.

- **When talking a second time during the first encounter**

Visit Vendrick.  
We have no need for two rulers...

- **When coming back and talking after first encounter, having not activated other triggers**

...

- **When talking after killing or just visiting Vendrick**

Drangleic is no longer.

- **When talking after obtaining the King's Ring**

Brave Undead, seek the throne.  
Follow the symbol of the monarch, and do what must be done.

- **When talking after meeting the Ancient Dragon**

Brave Undead, what did that dragon tell you?  
That thing is a prop, a false deity. Don't be fooled, my Undead.

- **When talking while the Ashen Mist Heart is in inventory**

Seek the forest, you, where those wretched Giants slumber.

- **Boss introduction cutscene**

Brave Undead,  
you have proven yourself to me.  
Now, be one, with the Dark...

**Voiced by:** Harriet Kemsley

## Comments

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