

Unused Content

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A text dump of the game revealed the presence of some unused content in the game's files. Additionally, certain images of unused content were found in the files of the Beyond the Bonfire/Farfire stats tracking websites.

Weapons/Shields

Image	Name	Description
	Shadow Claws	Claws used by those who lurk in the shadows. A sharp blade is attached to each of the fingers. Those who abandoned the knight's code stooped to all manner of unspeakable deeds, all for a bit of coin.
	N/A	A potential Caestus re-skin that might be made available at a future date
	N/A	A potential Greataxe re-skin that might be made available at a future date
	N/A	A potential Rapier re-skin that might be made available at a future date
	N/A	A wooden shield icon and model. Video Demonstration
	N/A	Dark Sword Icon and Model from Dark Souls 1 and it is classified as Greatsword. Video Demonstration.
	N/A	Blue Flowery Club Icon and Model. Video Demonstration.
	N/A	Blacksmithing Tongs Icon and Model. Video Demonstration.
	N/A	Item has no description.
No Image	Dragonknight's Bell	Item has no description.

No Image	Bell of the Idol	Item has no description.
No Image	Imperial Shield	Item has no description.
No Image	Inquisitor's Blade	<i>Katana used by the inquisitors. Though there is no secret to the manner of its forging, the katana's hefty blade glistens with extraordinary sharpness. Perhaps its great weight portends to the great washes of blood it has supped upon.</i>

Note that the reskinned weapons above were added into the game's files during Patch Version 1.06. The chest in the Majula Mansion basement has made other reskins available in the past through calibrations updates, so it's possible the above items will be similarly available at some point in the future.

Armors

Image	Name	Description
	Barrel	A large barrel. One can wear this barrel, but it conceals the arms, making movement very difficult. The barrel is oddly comforting, however, and gradually restores HP, perhaps an effect of the strange crest painted upon it.
	Rosabeth's Dress	A terribly worn dress. Belonged to Rosabeth of Melfia. Rosabeth adored this dress, despite the fact it has no bearing on pyromancy. If it suits your fancy, by all means, try it on.
	Hunter's Hat	A commonplace leather hat with a feather. Traditionally used by bow hunters. The wildfowl Coco was ever-loyal to the goddess Evlana, and hunters place its feathers in their caps in hopes of receiving the divine protection of the famed bird. <i>(This is a different item than the in-game hunter's hat)</i>
	N/A	No description available.
	N/A	A clean and shiny version of the Alonne Knight Helm.
	N/A	A clean and shiny version of the Alonne Knight Armor.

	N/A	A clean and shiny version of the Alonne Knight Gauntlets.
	N/A	A clean and shiny version of the Alonne Knight Leggings.
	Despatcher's Hood	Identical version from the Network Test.
	Despatcher's Robes	Identical version from the Network Test.
	Mask of the Sealer	From Dark Souls 1. Item does not have any description or name.
	Crimson Robe	From Dark Souls 1. Item does not have any description or name.
	Crimson Gloves	From Dark Souls 1. Item does not have any description or name.
	Crimson Waistcloth	From Dark Souls 1. Item does not have any description or name.

Rings

Image	Name	Short description	Description
	Illusory Ring of the Vengeful	Certain equipment becomes invisible	A ring of red stone. The stone is misshaped, however imperceptibly. Renders certain equipment invisible. Do not judge your foes by their appearance. He who approaches without a sword carries two behind his back.
	Illusory Ring of the Guilty	Certain equipment becomes invisible	A ring of black stone. The stone is misshaped, however imperceptibly. Renders certain equipment invisible. Do not judge your foes by their appearance. He who approaches without a sword carries two behind his back.

	Ring of War	<i>Unused Ring from Network Test</i> <i>Ivory Warrior Ring uses this icon now.</i>	An iron ring granted to vanguard soldiers. Increases physical defense. Though the ring's properties are a great boon to warriors, few were happy to accept the ring, as it also meant that the wearer would be sent out to die on the front lines.
	N/A	<i>Unused Ring from Network Test</i> <i>Not in final game's files</i>	<i>Believed to possibly be the Hornet Ring</i>
	Unknown	<i>No description.</i>	Appears to be similar to the Old Sun Ring.
	Unknown	<i>No description.</i>	Appears to be similar to the Old Sun Ring.
	Unknown	<i>No description.</i>	Appears to be similar to the Old Sun Ring.
	Unknown	<i>No description.</i>	Appears to be similar to the Blue Tearstone Ring.

Spells

Note: These descriptions are taken from the Network Test Version, they are not found in the final game.

Image	Name	Type	Description
N/A	War	Miracle	An ancient miracle, said to have been passed down by an ancient warrior in the service of the Princess of Sunlight before his death. This miracle boosts the attack and defense of the user and people nearby for a short period of time.
N/A	Fire Serpent	Pyromancy	An elementary pyromancy. Launches a fireball that chases foes. Fire is essentially a simple force of nature, but flames that chase enemies like this are rare.

N/A	Dark Barrier	Hex	An elementary hex. Manifests a barrier of darkness around the user that reflects pyromancy flames. It is said that hexes originated as a form of sorcery. However, they were claimed to pervert the nature of life, and now hexes are forbidden in most countries.
N/A	Dexterous Conversion	Sorcery	Sorcery used in swordplay. Transfers intelligence to dexterity. Though sorcerers do battle using their intelligence, there are times when physical prowess is the only way to come out on top. This sorcery was developed to aid in such situations.

Ammo

Image	Name	Short description	Description
	Wooden Greatarrow	Wooden greatarrow	Inexpensive wooden greatarrows. Bows are excellent tools for attacking foes from a safe distance, but naturally, require an arrow to be equipped. Greatbows will not function with ordinary arrows. Equip specially-designed greatarrows.
	Magic Greatarrow	Greatarrow inflicting magic damage	Greatarrows imbued with magic. Tipped with a Aromatic Ooze. Weapons fortified with magic are particularly effective against heavily armored foes or creatures with thick scales. If you require magic but have learned none yourself, these will serve you well.

	Dark Greatarrow	Greatarrow inflicting dark damage	Greatarrows imbued with dark flame. Tipped with Dark Pine Resin. Weapons fortified with dark are effective against those who fear the dark, such as clerics and magical creatures. If you require magic but have learned none yourself, these will serve you well.
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Consumables

Image	Name	Short description	Description
	Rhoy's Stone	N/A	N/A
	Rhoy's Stone of Knowledge	High chance of detecting chest trap	The beloved magic stone of Rhoy the Explorer. High chance of detecting treasure chest traps, indicated by a red light. There are more than a few men who take advantage of the undoing of others. Many more. ¹
N/A	Gold Talisman	Transform into a treasure chest	A tiny charm embedded with imitative magic. Use to transform into a treasure chest. Use this talisman to trick invaders. Only provides the most superficial camouflage, but for those desperate for quick riches, you will appear quite attractive indeed.
N/A	Fake Dead Talisman	Transform into a corpse	A tiny charm embedded with imitative magic. Use to transform into a corpse. Use this talisman to trick invaders. Only provides the most superficial camouflage, but for those who fail to respect the dead, your disguise will be quite effective.

N/A	Illusory Talisman	Transform into a phantom	A tiny charm embedded with imitative magic. Use to transform into a phantom. Use this talisman to trick invaders. Only provides the most superficial camouflage, but for those naïve enough to never question what they see, you should be very convincing.
	Yellow Sea Troches	Temporarily boosts equipment break resist	Troches with a strangely musty odor. Temporarily boosts equipment break resist. Verbal histories often mention Saint Elizabeth; her uniquely concocted medicines and potions are still widely used today.
	Pungent Ooze	Apply powerful magic to right-hand weapon	A mysterious sticky substance that radiates a dim yellow light. Applies powerful magic to right-hand weapon. The affected weapon inflicts magic damage for a short time. Particularly effective against heavily armored foes or creatures with thick scales.
	Unknown	-	<i>No Information available.</i>
	Ember of Adversity	Use to strengthen nearby foes.	Replaced with Bonfire Ascetic in final game.
	Purple Moss Clump	Reduces poison build-up and cures poison	<i>The same item from Dark Souls 1. It is only found in the Network Test Version. Replaced with Poison Moss in final game.</i>
	Torch	-	<i>Alternate icon. Used in the final game as the icon for the Torch item when it appears during loading screens.</i>
	Unknown	-	<i>No Information available.</i>
	Unknown	-	<i>No Information available.</i>

	Unknown	-	No Information available. Appears to be a smaller fragment of the Magic Stone.
	Unknown	-	No Information available.

Other Items

Image	Name	Short description	Description
	Armor Smithbox	-	Allows to reinforce any piece of armor at a bonfire given they have the titanite and souls to do so.
	Weapon Smithbox	-	Allows to reinforce any weapon at a bonfire given they have the titanite and souls to do so.
	Repairbox	-	Allows player to repair any equipment at a bonfire given they have the souls to do so.

Enemies

Name	Description
Heide Knight (Greatlance)	A Heide Knight wielding the Heide Greatlance. The moveset is the same as the used spear-wielding Heide Knight.
Heide Knight (Lance)	A Heide Knight wielding the Heide Lance. The moveset is the same as the used spear-wielding Heide Knight.
Heide Knight (Iron Mask)	A Heide Knight wearing the Heide Knight Iron Mask. There are 3 variations. The first wears the mask with working physics on the plume. The second is identical to the first but the visor is opened, though no face is seen. The third wears a white hood covering the mask but has no cloth physics.
	An Parasitized Undead before it's complete transformation.

Unused Stat & Status Icons

Some icons are slight alterations of used versions while some are unknown.

Icon	Description
	Unknown.
	Unknown.
	Scale with an X over it.
	Represented Agility as a main character stat in the network test.
	Scroll with a question mark.
	Armor, same color as the used Agility and Poise stats.
	Third weapon slot with an X over it.
	Same icon as Dark defense stat but in gold like other character stats.
	Unknown.
	Icon has same format as Status Ailments but is unused.

The following icons only appear in the Network Test Version:

[illegible]

Menu Backgrounds

The Network Test and the final game included alternate menu backgrounds in the texture files, which were not used in either version. The names are taken from the related string files.

+ Show Graphics - Hide Graphics

- *Priestess*
- *Shop*
- *Blacksmith*
- *Spell*
- *Phantom*
- *Covenant*

Prototype / Unfinished Levels

All these maps are included in the final game version. Most of them are located near the gutter and black gulch. The round arena tower is located on a completely new map. These maps are not loaded in-game and are in a very unfinished sate (missing collisions etc).

+ Show Graphics - Hide Graphics

Gestures

Image	Name	Description
N/A	"Proper bow" Gesture	A method of communication used since ancient times. Teaches the "Proper bow" gesture. Conversation need not be in words. Besides, words can be most hurtful, whether we wish to admit it or not.
N/A	N/A	An unused gesture that can be described as stretching, followed by a taunt. It has no name, but can be seen in this video demonstration.

Bonfires

Image	Name	Notes
n/a	Lord's Private Chamber	Found in bonfirenames.txt Corresponds with the Lord's Private Chamber of Brightstone Cove Possibly name of the Primal Bonfire
n/a	Sinners' Rise	Found in bonfirenames.txt Listed amongst Sinners' Rise bonfires Possibly name of the Primal Bonfire
	Eygil's Altar	Found in bonfirenames.txt Listed amongst Iron Keep bonfires (not the same as Eygil's Idol) Possibly name of the Primal Bonfire
	Sanctum of the Scorned	Found in bonfirenames.txt Listed amongst Gutter/ Black Gulch bonfires Possibly name of the Primal Bonfire
n/a	Alva's Resting Place	Found in bonfirenames.txt Not listed amongst other known locations
n/a	Bonfire	Found in bonfirenames.txt Listed amongst Doors of Pharros bonfires
n/a	Last Rest of the Giants	Found in bonfirenames.txt Listed amongst Forest of Fallen Giants bonfires
n/a	Bonfire	Found in bonfirenames.txt Listed amongst Shrine of Amana bonfires
n/a	Garrison Entrance	Found in Bonfires.fmg Added with the Crown of the Ivory King DLC.
n/a	Garrison Underground	Found in Bonfires.fmg Added with the Crown of the Ivory King DLC.
	Unknown	Found on farfire website Image matches Memory of Vammar location (Comparison)
	Unknown	Found on farfire website Image matches Dragon Memories location (Comparison)
	Unknown	Found on official Japanese website. (Source Image)
	Unknown	<i>No other information available.</i>

	Unknown	No other information available.
	Unknown	No other information available. Matches The Last Giant Boss Area.
	Unknown	No other information available.
	Unknown	No other information available. Appears to be located in the Shaded Woods.
	Unknown	Matches King's Passage location. Uses the "Area" format, not representative of a single Bonfire.
	Unknown	Matches Memory of Vammar location. Uses the "Area" format, not representative of a single Bonfire.
	Unknown	Matches "Old Akelarre" Area. Uses the "Area" format, not representative of a single Bonfire.

Areas

Name	Notes
Firelink Throne	<i>(Note: This may not be unused but simply the name of the area where the final cutscene takes place, and the name is simply never displayed)</i>
Sunken Throne	Found in the files of the Crown of the Sunken King DLC
Underground Corridor	Found in the files of the Crown of the Ivory King DLC
Altar of Prayer	Found in the files of the Crown of the Ivory King DLC
Cavern of the Gallant	Found in the files of the Crown of the Ivory King DLC
Proving Grounds	Found in the files of the Crown of the Ivory King DLC

A few of the unused Areas have Title Cards:

NPC Placement

The text dump hints at the possibility of certain NPCs having alternate locations:

NPC	Possible unused locations
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Lonesome Gavlan	Possibly meant to show up in The Gutter, Black Gulch, Things Betwixt and Shrine of Amana at some points in the game, as his dialogues can be found in those areas' text and voice files.
Dyna and Tillo	It was possible that they were meant to show up in (or maybe move to) Majula at some point as their dialogues can be found in that area's text and voice files.
Mild Mannered Pate	Possibly meant to be trapped in the Forest of Fallen Giants and/or Shaded Woods where he was caught in a trap as his dialogues can be found in those areas' text and voice files.

Unused NPCs

The file that contains all NPC names (including phantom summons and invaders) has some unused names:

Name	Notes
Elana, Queen of Ruin	Existed in npcmenu.text of original game, before added in as DLC boss Elana, the Squalid Queen.
Nadalia, Bride of Ash	Existed in npcmenu.text of original game, referenced to in the Crown of the Old Iron King DLC.
Alsanna, Silent Oracle	Existed in npcmenu.text of original game, added in Crown of the Ivory King DLC as Alsanna, Silent Oracle.
Stewart the Explorer	NPC Phantom.
Courh the Explorer	NPC Phantom.
Teeth-chattering Dan	NPC Phantom.
Swashbuckling Matelas	NPC Phantom.
Drakeblood Knight Rondor	NPC Phantom.

There are also a couple of unused models:

Name	Notes
Emerald Herald	A child model for her appears in the game files. Matches a version found in concept art.
Creighton the Wanderer	There is an unused model of him wielding the Bluemoon Greatsword. There might have been a cut scenario where he killed Benhart for the weapon.

Misc Text

Text Prompts and Message Boxes

File mapevent.txt

+ Show Text - Hide Text

Items you were unable to carry were left behind

You do not have enough of the required item: %s

You do not have enough of the required item

Lock removed

Already dead

You are undeserving

Bonfire dormant while foes lurk nearby

Cannot use bonfire while phantom is present

The area around this bonfire was severed from other worlds

The creatures near this bonfire live again, with renewed vigor.

Invasion near this bonfire restricted

The bonfire resonates, invigorating nearby foes

You handed over %s

The remnants of ancient souls return

If only we had the strength of the Giants...

The ashen mist coalesces...

The ashen mist has served its purpose...

Is the dragon forever lost?

Giants crossed the seas, perhaps in homecoming

A harsher journey awaits you

Do not lament; there will be another day

Spar with others possessing Tokens of Fidelity. The victors demonstrate devotion to their covenants

Duel other holders of Tokens of Spite. The victors demonstrate devotion to their covenants

Holders of the Bell Keeper's Seal are obliged to expunge invaders from other worlds. Success demonstrates deep devotion to covenant

Subjects of the Rat King must exterminate invaders. Success demonstrates deep devotion to covenant.

*ButtonPrompt:*Enter the mist

*ButtonPrompt:*Traverse the mist from behind

*ButtonPrompt:*Exit through mist

*ButtonPrompt:*Continue pulling

*ButtonPrompt:*Break barrier

*ButtonPrompt:*Release trap

*ButtonPrompt:*Assist

Tutorial Messages

File mapevent.txt

This file also includes a copy of all the tutorial messages with PC-specific control prompts instead of Xbox360 controller prompts.

+ Show Text - Hide Text

ButtonPrompt While dashing□ Dashing Attack

ButtonPrompt After backstepping□ Backstep Attack

ButtonPrompt During enemy attack□ Counter Attack

ButtonPrompt While rolling□ Rolling Attack

ButtonPrompt While falling□ Plunging Attack

ButtonPrompt With shield equipped□ Guard

ButtonPrompt With shield equipped□ Parry (repel enemy's attack)

ButtonPrompt With shield equipped□ Spell Parry (repel enemy's spell)

ButtonPrompt After successful parry□ Critical Hit

ButtonPrompt With bow equipped□ Use Bow (Manual aiming mode)

ButtonPrompt While on ladder□ Let go of ladder

ButtonPrompt□ While on ladder□ Slide down ladder

ButtonPrompt While on ladder□ Attack

Rest at bonfire: Recover

Resting at a bonfire replenishes your Estus Flask

Resting at a bonfire revives enemies

Restore equipment durability by resting at a bonfire

At a bonfire, you may instantly travel to other bonfires

Burning an Ember of Adversity will enrage the bonfire's flames, strengthening nearby enemies.

In the dark, enemies' vision is also impaired

When poisoned, your HP will diminish

When bleeding, your HP and stamina will diminish

The heavier your equipment, the slower your movement

Long falls cause damage based on height of drop

Equipment durability will diminish with use, and equipment becomes ineffective once broken

Attacking, blocking, dashing and so on all use stamina. When your stamina is depleted, you won't be able to perform any of these actions

Your attack power increases when two-handing a weapon

If you turn Hollow...

Use a Human Effigy to return to the living

When you die, a bloodstain is left behind. Touch your bloodstain to reclaim your lost souls

Restore broken equipment functionality by repairing it

Reinforce weapons and armor to improve stats

Infuse your weapon to grant it special characteristics

You may summon phantoms from other worlds by using the White Sign Soapstone

Pray at the grave to converse with the dead

Unused Developer Messages

Meant to be shown with Guidance active?

+ Show Text - Hide Text

A Golem rests nearby, thirsting for souls...

If only you had a shield...

If only you had a torch...

Danger lurks ahead

Don't make a sound

Retreat!

Run!

Proceed with caution

The road ahead is perilous

Your true struggle begins now

Dialogues

Unused lines in partially used conversations are highlighted in *underlined italics*. Completely unused conversations are shown in plain text. Some of the listed triggers below are guesses based on the IDs for the text, in which area's file they were found and context.

- *Benhart of Jugo*
- *Blacksmith Lenigrast*
- *Cale the Cartographer*
- *Carhillion of the Fold*
- *Chancellor Wellager*
- *Cromwell the Pardoner*
- *Steady Hand McDuff*
- *Stone Trader Chloanne*
- *Sweet Shalquoir*
- *Emerald Herald*
- *Head of Vengarl*
- *Laddersmith Gilligan*
- *Licia of Lindeldt*
- *Lucatiel of Mirrah*
- *Lonesome Gavlan*
- *Manscorpion Tark*
- *Magerold of Lanafir*
- *Maughlin the Armourer*
- *Mild-Mannered Pate*
- *Milfanito*
- *Nashandra*
- *Rosabeth of Melfia*
- *Royal Sorcerer Navlaan*
- *Straid of Olaphis*

- *Strowen (Firekeeper)*
- *Saulden*
- *Weaponsmith Ornifex*

- **Unused Trap Event**

Hey, kind soul. Would you open this please!
 I'm powerless in here.
 Please... oh dear me... please!
 Aw, drat! By the gods!
 Huh... what an embarrassment that was!
 Okay... I'm in your debt!
 How naive I've been...
 Oh, hello there! Thanks for helping me pal.

- **Unused Trap Event**

Hey, open this thing!
 The damned thing won't budge from the inside!
 Hey, I know you can hear me!
 Hurry, can't you hear me?
 Oh... I thought I was a goner for sure.
 Sorry to trouble you.
 I thank you kindly.
 Oh, hello again! Thanks for helping me.

- **Unused Trap Event**

Thank goodness somebody's here!
 Please open this up!
 Let me out. Open this thing!
 Help me... I'm trapped!
 Well thank you, so much.
 Very sorry to trouble you.
 Thank you so much.
 Oh there you are... thank you for helping me before.

- **Unused Trap Event**

Oh you've come at the perfect time.
 I've made a grave error.
 You, open this up, please!
 Oh by the gods!
 Oh so very sorry.
 What trouble I've caused.
 To let this happen... and at my age!
 Oh there you are. I thank you for your help.

- **When leaving**

Come back if you should require anything.
Be safe on your travels...

- **When attacked but not aggroed**

...

- **When attacked and aggroed**

Why, you! A traitor, have we?

- **When killing the player**

Be safe on your travels...

- **When re-encountered after aggroing**

Guest right only goes so far...

- **When attacked and health is under 50%**

Who are you...

- **When killed**

Forgive me, Your Highness...

- **When talking to him to open the interaction menu**

Now, now, confess your sins to me.

(or)

When you face doubt, you are welcome here.

- **When asking to break covenant**

Your covenant weighs upon you, and you yearn for freedom?

- **Answer "yes"**

Bless you. You are bound no longer.

- **Answer "no"**

Ohh! You would rather endure your suffering?

You have the glorious shine of a passionate saint.

- **Unused Trap Event**

Open this thing up!

I know you can hear me...

You! Yeah, you!

I must get back to work.

Hrmph! What a waste of time.

I have to get back.

My flame might die out!

- **Alternate Combat/ Death dialog**

Stop right there.

Hmph... Flamin' hell!
Flame...

- **Unused Trading Service**

I'll trade stones for souls if you wish.
If you've no souls, I'll trade for items.
If you offer something of quality, I'll offer a comparable stone.
Don't look so surprised, I always deal fair and square! Heh.

- **Unused Trap Event**

Don't just stand there, let me out of this thing!
Would you give me a hand?
Hey! You there!
Don't play deaf!
Oh... what a scare!
So sorry, and thanks.
Of all my luck...
Oh, you! Sorry for the trouble.

- **Misc**

Stop that!
Bye for now. Heh heh...

- **When killed**

Tee hee! Tee hee hee...

- **When talking a second time in Majula**

Bearer of the curse, seek misery.
For misery will lead you to greater, stronger souls.
You will never meet the King with a soul so frail and pallid.
The curse is a part of life itself. No one will ever be rid of it.
And so there is only one choice. To await a worthy monarch.
A monarch who can shoulder your burden.
Lest this land swallow you whole... As it has so many others.

- **When talking a third time in Majula**

Bearer of the curse...
Seek those whose names are unutterable, the four endowed with immense souls.
Their souls will serve as beacons.
Once you have found them, return here to me.
So that hope will not fade away.

- **When talking to her to open the interaction menu after obtaining a Great Soul**

You have acquired the soul of an Old One.
That is more than most Undead can say.
Perhaps you will be the next to rule...

- **When talking to her to open the interaction menu after obtaining two Great Souls**

The soul and the curse are one and the same.

Your soul has grown stronger still.

I only hope it brings you what you wish.

*Bearer of the curse... If you acquire all four souls,
then you will have proved yourself deserving.*

Deserving of the king's throne in the castle.

- **When talking to her to open the interaction menu after obtaining three Great Souls**

The three old souls are now yours...

Proceed, bearer of the curse.

It is the only choice left to you.

- **When talking to her to open the interaction menu after obtaining the Four Great Souls**

You are blessed with a myriad of souls.

Bearer of the curse, make your way to the castle.

There, you will find the throne. And your journey will end.

- **Using 'Talk' option**

Beyond the bonfire lies the Forest of the Giants, where a great battle precipitated the kingdom's downfall.

The warriors who fell there still clutch their swords.

Perhaps something there will ease your journey.

You need not be afraid. For the battle is done; the combatants, freed forever.

- **Using 'Talk' option**

The far gate is the entrance to Heide's Tower of Flame.

Deep inside the tower is the cathedral, which is today quite desolate.

The other path... leads to a long-forbidden place.

- **Using 'Talk' option**

Inside the giant pit...

Live the tiny beings that were once man's friends.

To face what is beyond the pit... One must have both strength and courage.

Enough to deny death itself...

- **When met in the Undead Crypt**

This ring is the symbol of the King.

Use it to gain passage, through the King's Gate...

...and seek the home of the dragon, to the far east...

Bearer of the curse, if you are to be the next monarch,

Then, one day, you will walk those grounds...

...without really knowing why.

- **When talking a second time in the Undead Crypt**

Bearer of the curse. Go to the east.

To the place, beyond the King's Gate.

- **When met at the Dragon Aerie**

Bearer of the curse.

Long have I awaited one such as you, one who might shatter the shackles of fate.

One who can set me free.

Bearer of the curse, it was my own manifestation that led you here.

The ancient dragon has watched over the world for aeons past.

Take this.

Do not resist. The dragon welcomes you.

Now the throne lies within your grasp, surely the dragon will speak to you.

- **When talking a second time at the Dragon Aerie**

Listen to what the dragon says.

With the throne so close at hand, the dragon is sure to speak.

- **When met at the stairs leading to the Throne of Want**

My journey is already complete.

My name is Shanalotte.

The dragon gave me this name, for I was born with none.

I was born of dragons, contrived by men.

By ones who would cozen fate herself... They are the ones who created me.

But they failed.

I did not come out as intended.

Fate would not be bested, and men were cursed once again.

If you proceed, Nashandra will come after you.

Knowing that you will take the throne, and link the fire.

She covets the First Flame, and the Great Soul.

Put Nashandra to rest.

And then...

- **Unknown**

Bring an end to your journey...and mine.

- **Unknown**

A murderer now, are you?

I like quiet. It's all I ever wished for.

- **Alternate origin explanation (only captions)**

What? No, I wasn't born here. I'm from Volgen.

- **Various Unused**

...Psst, have you heard?

...You know why they're extracting that poison, do you?

...Well, apparently there's this monster lady, right...

...And the poison, well, does wonders for her body...

...You know, health and beauty, and that sort of stuff...

...And I thought only human women were so petty!

...There's something I heard from the other prisoners...

...That creature, she was human, once, you know...

...Hmm, In fact, she was wed to the Prince of that nearby castle...

...But her husband, hmm, he had feelings for another...

...The Princess was desperate, and sought eternal beauty...

...Hoping that it would restore the Prince's, ah, affection, ha you see what I mean...

Aww, will you let off, y'eejit

Ohhh, I've had enough of this place...

- **Unused Trap Event**

Oi! Don't just stand there, will ya?

Ah come on, open it up. Quick as you can, come on!

Oi! Open this up.

I'm in a fix for crying out loud!

Well, thanks for that one!

I... I would've done the same for you friend. I would.

What? Are you asking for money?

Oh... are you going there, huh? You saved my arse back there I tell ya... hah hah

Video of unused Dialogue on YouTube.

- **Unused Trap Event**

Would you mind opening this up?

I can't open it from the inside!

You there! Can you hear me!?

I'm trapped in here!

Sorry to trouble you.

I should have taken further precautions.

I curse my naivete.

Oh, hello again. Thank you for your assistance.

- **Unused Trap Event**

Oh you've come at the perfect time.

I've made a grave error.

You, open this up, please!

Oh by the gods!

Oh so very sorry.

What trouble I've caused.
To let this happen... and at my age!
Oh there you are. I thank you for your help.

- **Unused Trap Event**

Gavlan, free! You... open!
(grunting)
Gavlan, free!
You, you open... Gavlan, free!
You kind... so nice!
Gavlan... th... th... thank!
Oh, you! You kind! You... nice!

- **Misc**

How dare you!
Young human...

- **Unused Trap Event**

Young human.
I am trapped.
Young human, I have a favor to ask.
Stop! Human.
Sorry to trouble you.
And thank you, young human.
I don't know how I let that happen.
I remember you... you're the one who saved me.

- **Misc**

Fine, but they're not for everyone.
Well, I have rather peculiar taste, so no complaints, all right?

Hey..hey, hey now, easy, easy with that!

So...Guess I'll be moving along.

- **Unused Trap Event**

Oh, uh... I hate to ask, but uh... would you let me out?
Please good friend, just... just open it up!
Hey! You!
Just let me out, for crying outloud!
whistles Close one!
Brilliant! Thanks very much.
Who knows what will become of me?
Oh, I remember you!

- **Unused Trap Event**

Please! I must be freed!
Hurry, open it!
Open this thing please!
Hurry... do something!
Oh... thank you so very much!
I'm finally free!
You saved my life!
Thank you, for your trouble.

- **Unused Merchant Service**

Oh, there you are! I-I now offer buybacks.
I-I'll purchase almost anything, for the appropriate price.
I've managed to save a good deal, so I-I can afford to risk of a new venture.
At the very worst, I'll just suffer a wee loss. Hmph.

Thanks for your... custom.

- **When talking in Forest of Fallen Giants after escaping the trap without having met him first**

Well, that was a close call! Heh heh...
I wanted to warn you of the trap down the way, but you walked right past me.
My name is Pate.
I journey hither and thither...On a sort of... ..treasure hunt, you might call it.
Be careful out there. There's talk of unsavoury bandits who prey upon travellers like yourself.

- **in Forest of Fallen Giants**

There's a right foul creature lurking this way. I'd say, why disturb the thing?
But if you must go on, I'm not one to stop you.
Oh, but you should take this.
It allows Undead to call out for help to one another, across the fissures between worlds.
With luck, somebody will lend you a hand.
I wish I were more help myself, but I haven't much bravery in me. Heh heh...

- **Unused Trap Event**

Oh, very sorry. But could you open this?
How silly I am to have let this happen.
Could you please open this?
If you don't mind, could you open this?
Phew, I'm saved!
You are very kind. Hah hah hah...
Thank you very much.
Oh, I remember you. Hah hah hah...

- **When killed**

Aiieeegh!

First Hut Milfanito

- **Unknown**

What...

All we can do...is sing... (possibly meant for dying)

Shrine of the Dead Milfanito

- **Unknown**

We exist...to sing... (possibly meant for dying)

- **When first met**

You have fought admirably on your journey, cursed Undead.

I am Nashandra, Queen of Drangleic.

Brave Undead, your arrival here foreshadows your fate.

A true monarch is much more than a ruler of men.

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.

And now he lies in the Undead Crypt, wasting away.

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

Brave Undead, perhaps you are the true monarch.

Visit Vendrick.

We have no need for two rulers...

I will wait here. For you to settle things.

- **Unknown**

Brave Undead, seek a fiercer curse.

Only one may rule. And that one may well be you...

- **When talking after killing Vendrick**

Brave Undead, vanquisher of King Vendrick, and bearer of the symbol of the monarch.

Drangleic is no longer.

But to know if you are the true king...

...we will require the throne.

Brave Undead, follow the symbol of the monarch. Surely you have it in you.

For this is your true purpose...

- **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, with Ashen Mist Heart is in inventory**

Brave Undead, you've met that dragon? That living, breathing sham.

A false deity, offering nothing.

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

Use the symbol of the dragon to delve into their thoughts.

Brave Undead, to the forest. The Forest of Giants.

Before it's too late...

- **Unknown**

Ohh...The flame...the flame...

Souls...more souls...

- **When killed in human form**

Tee hee! Tee hee hee...

- **When attacked in human form**

How very dare you...

(or)

Tee hee...

- **Unknown**

What a wonderful choice!

- **Unused reward**

Oh, yes! These are for you!

Please, take them!

- **Alternate Dialog**

1. Undead, eh? Well, you've come a long way. (Instead of "Well, you're nicely hollowed, aren't you...")

2. As proof, bring me a hex of his creation. (Instead of "As proof, bring me that peculiar sceptre of his.")

3. Bring me a hex of his creation as proof. (Instead of "He has that sceptre. Bring it to me as proof.")

4. I want you to kill the strange girl in Majula. (Instead of "I want you to kill the girl in Majula known as the Muse.")

5. Your mark is that strange girl in Majula. (Instead of "Your mark is the girl in Majula known as the muse.")

- **Unknown, possibly combat dialog**

Let's get right to it, shall we?

Straid's dialogue lines about insufficient FTH might not be unused but require FTH to be under 3 which is impossible through legitimate means.

- **When the player has insufficient INT and FTH**

I sense the curse within you.

It has made you terribly frail.

Your faith and intelligence are anaemic. Life must be unbearable. Heh heh...

- **When the player has insufficient FTH**

Cursed one, you lack faith.

You are weak, very weak...

Heh heh heh...

- **Using 'Talk' option**

The cursed ones were imprisoned within this land.

Of course, you came of your own free will. Heh heh...

The people feared the cursed ones like a plague.

Our king, Alvis, feared the cursed ones like the plague.

Some people would rather keep dreadful things out of sight, out of mind.

In the end they swept them up and corralled them here.

So very typical of meek minds, don't you think?

- **Introduction Cutscene**

Heh heh heh... What seems to be the ruckus?

Ooh, my! Your face.

The face of the curse.

It's an Undead.

An Undead has come to play. Heh heh...

You've seen the mark upon your flesh.

The sign of the Undead...symbol of the accursed.

They all end up here, all the ones like you.

You spoke to that kind old dear, didn't you?

Heh heh...

You're finished.

Your flesh will decay, your mind will fade. But you won't ever die.

You'll go Hollow.

Yes, you will become one of them.

Hollows prey upon men, feast upon their souls.

This is the fate of the cursed. Heh heh heh...

What is your name?

Surely you can tell me your name.

If you remember it, that is. Heh heh...

- **After Entering Name**

At least you know your own name.

Here's your reward for sharing.
It's a Human Effigy.
Take a closer look...
Who do you think it's supposed to be?
It's somebody that you know very well.
Go on, look closer, closer still.
Think back, deep into your past.
Yes, it's an effigy of you.

- **After Finalizing Character**

All people come here for the same reason.
To break the curse.
You're no different, I should think?
Hmm... doesn't stand a chance.
Well, you never know!
Now, it's just about our bedtime.
Go through the door and trot along to the kingdom.
Go on, out the door.
But remember, hold on to your souls.
They're all that keep you from going Hollow.
Oh, I'll fool you no longer...
You'll lose your souls...All of them. Over and over again.

- **Unknown**

Be nice...

- **Dialog about Shaded Woods path**

There lies a forest beyond the hills.
But I've never been out that way. ...It's far too perilous.
I am told the palace lies beyond the forest.
If there is any palace left at all, after such a period of neglect.

- **Unknown**

I shall remain... on this spot.
Content to pray for the safety of brave travellers, like yourself.

I'll be moving on... I suppose...

- **When saved in Shaded Ruins**

Thank you for helping me. How awkward...That I fell for such a trap.
I am Ornifex.
I owe you some form of thanks, but have nothing for you at the moment.
If it would not trouble you, could you visit my abode just down the way?

Music

Unused and/or prototype Music. All of these files were found in the Network Test Version.
Click [here](#) for a playlist.

Network Test Spells

While these are not unused (they were used in the Network Test Beta) these still appear in the final game files and are added for completeness sake.

Network Test Changes

Item Descriptions

Certain items had different descriptions when originally found in the Network Test version.

- *Archdrake Set*
- *Black Set*
- *Nahr Alma Set*
- *Dark Hail*
- *Dark Orb*
- *Dark Fog*
- *Promised Walk of Peace*
- *Fire Whip*
- *Fire Orb*
- *Great Combustion*
- *Soul Arrow*
- *Soul Spear*
- *Soul Shower*
- *Soul Greatsword*
- *Force*
- *Heal*
- *Replenishment*
- *Lightning Spear*

Originally "Dragonknight Set" (Dragonknight Helm, Dragonknight Robes, Dragonknight Gloves & Dragonknight Boots).

Network Test version

Helmet/ Robes/ Gloves/ Boots worn by the Silverdrake Knights of Lindeldt.

Though little is truly known about the order, it is said that their well-honed miracles and unwavering loyalty in the face of death made Lindelt worthy rivals to Drangleic in their day.

Final game version

Helm/ Robes/ Gloves/ Boots of the Archdrake sect of Lindelt.

Little is known about the Archdrake sect and its ancient rituals, but it is said that their well-honed miracles and unwavering faith in the face of death made them worthy rivals to Drangleic's forces in their day.

Network Test version

Hood/ Robe/ Long, black gloves/ Boots worn by the great sorcerer Straid.

Straid was a sworn brother-in-arms of the ancient king of old Olaphis. Together, they slew the Ancient Dragon, and tasted omniscience...
...However, even the renowned wisdom of Olaphis was not enough to control the peculiar magic birthed by his arts.

Final game version

Belonged to Straid of Olaphis.

Straid was invited to the old kingdom of Olaphis for his wisdom, but its depth was such that people soon feared him, and in the end Straid was led into a dreadful trap.

Originally "Despatcher's Set" (Despatcher's Hood & Despatcher's Robes).

Network Test version

Hood worn by tiny Gren.

Blessed with the protection of the war god Nahr Alma.
This hood is much heavier than it looks, weighed down as it is by the blood it has imbibed.

Robes worn by tiny Gren.

Blessed with the protection of the war god Nahr Alma.
These robes are much heavier than they look, weighed down as they are by the blood they have imbibed.

Final game version

Hood/ Robe worn by servants of Nahr Alma,
god of blood.
Increases souls acquired for each kill.
Belonged to Titchy Gren.

Those who profess faith in Nahr Alma
Have rejected all that is this world,
And now vow to travel a path stained with blood..

Originally "Dark Burst".

Network Test version

An elementary hex.
Fires several orbs of darkness.
It is said that hexes originated as a form of sorcery.
However, they were claimed to pervert the nature of life, and now hexes are forbidden in most countries.

Final game version

A hex modified from an old sorcery by
Gilleah the Hexer.
Fires several orbs of darkness.

Hexing is rooted in both sorcery and
miracles, but is viewed as a perilous affront
to all life, and banned in most lands.

Network Test version

A hex passed down by the Galio the Hexer.
Fires a weighty orb of darkness.
The orb releases a shockwave on impact, draining the stamina of its target.

Final game version

A hex modified from an old sorcery by
Gilleah, the father of Hexing.
Fires a heavy orb of darkness.

To use hexes, equip a sacred chime or staff,
and attune a hex at a bonfire.
Required equipment depends on hex.

Originally "Bitter Mist".

Network Test version

A hex that releases a temporary mist.

Those who breath in the mist are instantly assailed by poison.

That said, though the hex is generally regarded as a poison due to its effects, the mist actually eats away at the target's physical essence.

It is traits such as this that led to hexes becoming a forbidden art.

Final game version

A hex that releases a temporary localized mist.

Those who breath in the mist are instantly assailed by poison.

This hex is regarded as a poison due to the outward symptoms, but in fact the mist eats away at the target's inner essence. Just the traits that led to the prohibition of hexing.

Originally "Dark Burden".

Network Test version

A hex passed down by Galio the Hexer.

Instantly doubles the gravitational force exerted within a certain area, making the creatures within heavier.

This darkness eats away at the user as well, reducing the user's maximum HP.

Final game version

A hex created from an ancient miracle of unknown origin.

Slows the walking pace of its caster and those in the vicinity.

To stand and glare at one another,
steaming with ire and wrath,
but without making a move.

Such is the nature of peace.

Originally "Flame Lash".

Network Test version

An elementary pyromancy.

Summons a whip of flame in front of the user.

Though commonly used by the pyromancer soldiers of Drangleic, few truly mastered this pyromancy as its short range requires practiced maneuvering by the user.

Final game version

An ancient, primal pyromancy.

Sweep foes with a whip-like flame.

One of the original pyromancies.

Effective use of it demands agile footwork, making it a difficult spell for most.

Originally "Swollen Fireball".

Network Test version

One of the most ancient pyromancies, passed down through word of mouth.

Hurls an explosive fireball.

Though this is an extremely basic pyromancy, the power of the flames it produces is such that it requires an expert grounding in the art.

Final game version

A stronger form of fireball.

Creates a fireball that is hurled at foes.

Also inflicts damage to foes near the point of contact.

The power of pyromancies is influenced by one's pyromancy flame, which can be strengthened through reinforcement.

Network Test version

One of the most ancient pyromancies, passed down through word of mouth.

Releases an intense flame in front of the user.

It is unknown who created the first pyromancy, but ancient pyromancies such as this are being passed on by an unknown practitioner of the art to this day.

Final game version

Superior spell to combustion.

Releases intense flame in front of the caster.

A very powerful spell, but so simple that it can be awkward to use.

Network Test version

The first sorcery learned by those embarking on the sorcerer's path.

Fires a small soul arrow.

To use sorceries, you must add them to your spellbook and have a staff equipped.

Final game version

An elementary sorcery.

Fires a small soul arrow straight ahead.

To use sorceries, attune a sorcery at a bonfire and equip a staff.

Network Test version

An elementary sorcery.

Fires a spear of bound souls.

Although this sorcery is more powerful than Soul Arrow, it requires practice to hit one's target as the spear travels in a straight line.

Final game version

Sorcery that fires souls shaped into a spear.

Pierces enemies, causing heavy damage.

This spell was said to have been devised by a master sorcerer, but his name is long forgotten.

Network Test version

An advanced sorcery.

Hurls a huge soul mass which breaks into many smaller souls in mid-air.

The souls scatter over a large area, making this sorcery particularly effective when battling gigantic foes.

Final game version

Hurls a huge soul mass which splits into smaller souls that rain from above.

Requires real talent and is difficult to handle. Only works in certain places,

and against certain foes.

Network Test version

A sorcery that attacks foes using a sword made of souls.

The sorcery has been strengthened by concentrating power in the user's hands.

Use of this sorcery is not too dissimilar to swordplay, making it popular with the magic warriors of Melfia.

Final game version

A sorcery that attacks foes using a sword made, of souls. Energy is focused in a single point, and wielded as a sword with both hands.

Use of this sorcery is not too dissimilar to swordplay, and so inherently endangers the caster.

Network Test version

An elementary miracle.

Releases a shockwave that staggers foes.

To use miracles, you must add them to your spellbook and have a sacred bell (the catalyst) equipped.

Final game version

An elementary miracle.

Releases a shockwave that staggers foes.

Pushes nearby foes back, but leaves them unhurt.

Does not directly cause damage, but can be highly effective with a little ingenuity.

Network Test version

A healing miracle widely used by clerics.

Restores a small amount of HP to the user and people nearby.

Miracles are tales of the Gods passed down long ago, but only a small number of the original texts remain in their complete form

Those in circulation today have been devotedly pieced back together by the clergy.

Final game version

A healing miracle widely used by clerics.

Slightly restores HP.

To use miracles, equip a sacred chime
and attune a miracle at a bonfire.

Network Test version

An intermediate miracle.

Gradually restores the user's HP.

Though this miracle is commonly used by cleric warriors fighting on the front lines, it has a number of other applications, such as treating the sick.

Final game version

An intermediate miracle.

Gradually restores HP.

This miracle is used by the resolute Lindelt cleric knights when fighting on the front lines.

Network Test version

A miracle that launches a giant spear of lightning.

This miracle came into the possession of the Melfian clergy through ancient lore.

Little is understood about the source of its power.

Perhaps this miracle belonged to some long - forgotten hero.

Network Test version

A miracle that launches a spear of lightning.

Said to be the legacy of an ancient clan

whose leader was revered as the God of Sun.

The name of the clan has been lost to time,
but the gross incandescence of our magnificent
father shall never wane.

Footnotes 1. In the Network test version, there was a stat, raised by ADP, that increased the chances to evade chest traps. This item was likely removed along with that mechanic.

Revision #1

Created 17 December 2024 07:10:34 by jade

Updated 17 December 2024 07:10:34 by jade