

Darkdiver Grandahl

Description

*I am Darkdiver Grandahl, seeker of Dark, giver of Dark.
If you seek true Dark, I will grant it to you. As much as you desire.*

Location

Shaded Woods

Go right from the Giant Basilisk (after the Shaded Ruins bonfire) until you come to the path to the boss between the two buildings. Instead of going through, look around the nearby grassy area, there is scaffolding where you will drop down to the area with him.

Black Gulch

In a hidden room accessed using the Forgotten Key. There is a ledge you can drop onto off the main path near the Razorback Nightcrawlers, with an arch door. Further down another ledge will lead you to two Giants that will drop the key when killed.

Drangleic Castle, near the King's Gate bonfire.

There is a large room with a set of closed doors that open when an enemy is killed near them. Behind the farthest door to the left there is a broken floor that will crumble when you walk over it. This will lead you to a bonfire and Darkdiver Grandahl. Before you drop down, you may want to kill Ruin Sentinel in this room, as it may drop down with you. And a Dark Stalker waits below, but neither of the aforementioned enemies need to be killed to talk to Darkdiver Grandahl.

Bonfire Intensity	HP	Souls
1	2180	2,700
2	?	5,400
8	?	10,800

Use

- Leader of the Pilgrims of Dark covenant
- Sells various items
- Grants access to the 3 locations of the Dark Chasm of Old

Sells

Consumables	Total	Soul Cost	Notes
Human Effigy	3	3,000	Use to reverse hollowing.
Bonfire Ascetic	10	7,500	Burn at a bonfire to strengthen nearby foes.
Scrolls	Total	Soul Cost	Notes
Cast Light	1	3,000	Summon an orb that illuminates your surroundings.
Dark Orb	1	600	Basic damage-dealing hex.
Dark Hail	1	1,500	Hex
Darkstorm	1	4,700	Hex
Profound Still	1	13,000	Prevent enemies from casting spells for 30 seconds.

Drops

- Dragon Chime

Notes

- Gives you various items upon your progression through his covenant i.e. the Dragon Chime upon killing Darklurker.
- Casts miracles with the Dragon Chime if provoked

Dialogue

All dialogue text is © From Software Inc.

+ Show Dialogue - Hide Dialogue

- **When encountered the first time**

Ahh, look how far this Undead has wandered.

And a very fit Undead you are.

A bit too alive, but with a darkish shadow. Yet still unprepared. For a deeper Dark.

And like every Undead, you have no future.

Ooh, my, don't mind me. I'm just talking amongst myself.

But if you find a need for a truer Dark, then meet again, we shall.

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

The Dark is still nascent within you. May the Dark shine your way...

(or)

May we meet again, somewhere, some time...

- **When encountered a second time**

Young Undead, don't let this curse weigh upon you.

We meet a second time. Perhaps you will yet traverse the Dark.

Young Undead, if you truly seek the Dark, then we will surely meet again.

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

The Dark is still nascent within you. May the Dark shine your way...

(or)

May we meet again, somewhere, some time...

- **When encountered a third time / Original request to join covenant**

We meet again, young Undead.

You have the look of a true seeker.

I am Darkdiver Grandahl, seeker of Dark, giver of Dark.

If you seek true Dark, I will grant it to you. As much as you desire.

Well, then...Is Dark what you wish for?

- **Answer "yes"**

There you are, you are now a Pilgrim of Dark.

The Dark Chasm beckons you.

Those drawn to the Dark are destined to seek it.

- **Answer "no"**

Hmm...Perhaps I was wrong.

No, no, just ignore me.

Young Undead, may the Dark shine your way.

- **Second request to join covenant**

We meet again, young Undead.

Do you wish to be guided by Dark?

- **Answer "yes"**

There you are, you are now a Pilgrim of Dark.

The Dark Chasm beckons you.

Those drawn to the Dark are destined to seek it.

- **Answer "no"**

Then choose your own path.

- **When talking to him to open the interaction menu before opening entrance to Dark Chasm of Old**

Finally, you are here, young Undead.

Now, open the depths of darkness.

Young Undead, the Dark awaits you.

- **When talking to him to open the interaction menu after opening entrance to Dark Chasm of Old**

Young Undead, what do you desire?

- **When leaving**

May the Dark shine your way.

- **When walking off without closing the menu**

As you wish, yes, as you wish.

- **When offering humanity effigy**

The mouth to the Dark Chasm is not normally open.

If you seek the Dark, young Undead, you must offer a human effigy.

- **Answer "yes"**

Young Undead, may the Dark shine your way.

- **Answer "no"**

Yes, very well, as you wish.

- **Using 'Talk' option**

The embrace of the Dark is gentle. Let it absorb your sorrows, forever.

- **Reach Rank 1 in the Pilgrims of the Dark covenant**

Young Undead, the Dark beset upon you runs deeper than I had imagined.

Let us see just how much Dark you can endure.

You have seen Dark that has existed from times long past.

What once was a great void of darkness became but fragments.

But slowly, the scattered fragments grew, absorbing all things.

It is we who will be pilgrims to these sacred sites.

- **Reach Rank 2 in the Pilgrims of the Dark covenant**

I knew that you were special.

You are a true Pilgrim of Dark.

There is more Dark within you than even you know.

Dark is the mother of all. All things were born from it.

- **Reach Rank 3 in the Pilgrims of the Dark covenant**

Young Undead, you've discovered the truest Dark within you.

A deep, deep Dark it is.
The Dark that we must all face.
We need the Abyss, more now than ever.

- **When giving equipment to the player**

Young Undead, my work is done...
I bequeath these to you. Take them on your pilgrimage...

- **When attacked and aggroed**

Young Undead, do you expect me to just keel over?

- **When killing the player**

The Dark within you is faded and pale...

- **When killed**

The Dark...how could you...

Voiced by: Sean Barrett

Revision #1

Created 17 December 2024 07:55:50 by jade

Updated 17 December 2024 07:55:50 by jade