

Emerald Herald

Description

This mysterious woman can use souls to level up an undead.

She hands the player an Estus Flask at their first meeting and later on gives the Aged Feather at Dragon Aerie.

Royal Sorcerer Navlaan has a quest concerning her and says a few words about her: + Show - Hide
I want you to kill someone of import.
I want you to kill the girl in Majula
known as the Muse.
They say that she is the last Fire Keeper.
But they say a lot of things...
That she's a gentle shepherd,
lighting the way for you cursed fools. Nonsense.
Once she is dead, I will have no regrets,
and I will be content to remain here.
The girl will have a peculiar feather.
Bring it to me.

Location

Majula

She is near the bonfire.

Drangleic Castle

She stands at the bottom of the stairs that lead to the Castle's entrance.

Undead Crypt

She stands at the top of the stairs leading to Vendrick as soon as the player grabs the King's Ring

Dragon Aerie

She looks at the Aerie, easily noticeable when coming out of the elevator which leads to this area.

Throne of Want

She stands to the left past the Drangleic Castle King's Gate, before the long path leading to the

throne.

Use

- She can level up the player's stats with the use of the player's current souls.
- She hands the player the Estus Flask.
- She can increase ther number of Estus Flask via Estus Flask Shards.

Event Items

Item	Conditions for Receipt
Estus Flask	Talk to her in Majula
Aged Feather	Talk to her at Dragon Aerie

Drops

- Aged Feather
- 0 souls

Notes

- She can be killed, so be careful. If you kill her you will have to pay 2,500 souls at her gravestone to level up.
- If you strike her enough times she will aggro, but she does not attack or move. You simply cannot speak to her or use the bonfire near her.
- She changes poses each time you rest at the nearby bonfire or reload the area.
- She reveals her true name is Shanalotte in her final dialogue.
- If you look closely under her hair to see her other eye you will notice that it is purple. This means the Emerald Herald has heterochromia.
- This NPC has many unused dialogue lines.

Dialogue

All dialogue text is © From Software Inc.

+ Show Dialogue - Hide Dialogue

- **When first met**

Are you...the next monarch?

Or... Merely a pawn of fate?

Bearer of the curse...

I will remain by your side. Till this frail hope shatters...

Take this with you. May it ease your journey.

Go on, and see the King.

He who made Drangleic what it once was; he who peered at the essence of the soul.

King Vendrick.

- **When talking a second time**

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.

- **When talking a third time**

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**

Bearer of the curse...

Seek souls. Larger, more powerful souls.

Seek the King, that is the only way.

Lest this land swallow you whole... As it has so many others.

- **When talking to her to open the interaction menu while holding an Estus Shard**

Is that a shard you've found?

Here, let me see it. So that I may help you.

To see light, to see hope...

However faint it might be...

- **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.

- **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.

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

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.

- **When talking to her to open the interaction menu after going to Drangleic Castle**

Bearer of the curse. I will always be at your side.

Until hope has fully withered...

- **Using 'Talk' option**

Over the hill and past the forest is the King's castle.

Where a man peered straight into the essence of the soul.

But what ever came of it...

- **Using 'Talk' option**

Those who come to Drangleic seeking salvation soon lose hope, and turn Hollow.

It happens to them all, sooner or later.

That blue knight at the base of the tower... His spirit is already broken.

Although he does offer sound advice.

Perhaps he is a foreshadowing of your own future?

- **Using 'Talk' option**

That tiny thing inside the ruins...

An ancient being that will mock your very existence.

She imparts sound wisdom.

Provided you find her on a good day...

- **Using 'Talk' option**

The sign you bear will drain your very souls...

And without souls, you will turn Hollow.

Stay strong, do not lose hope.

Even when you have precious little time.

- **Using 'Talk' option**

For when the Undead dies, it is never truly dead, but only one step closer to Hollowing.

Not all Undead are Hollows, but all Hollows were once Undead.

- **Using 'Talk' option**

If you find an Estus Shard, bring it to me.

So that I may ease your burden.

- **When met outside of Drangleic Castle having opened the Shrine of Winter through Soul Memory**

Your soul is still frail and pallid...

If you proceed regardless, your fate will be more terrible than mere life or death.

But I will not stop you, if that is your heart's desire.

- **When met outside of Drangleic Castle having obtained the four Great Souls**

This castle is isolated.

But nonetheless, you must forge on.

To bring an end to your journey...and mine.

End your journey...and mine.

- **When talking a second time outside of Drangleic Castle**

...

- **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 venture 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**

...

- **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.

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

...

- **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.

- **When talking a second time on the stairs leading to the Throne of Want**
...

- **Ending voice-over**

You, who link the fire, you, who bear the curse...
Once the fire is linked, souls will flourish anew, and all of this will play out again.
It is your choice...To embrace, or renounce this...
Great Sovereign, take your throne.
What lies ahead, only you can see.

- **When attacked**

What are you...?
(or)
If that is your wish...

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