

Licia of Lindeldt

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Description

*Lindelt is founded upon stringent commandments.
Its inhabitants often travel to distant lands for ascetic training,
but more than a few of these trainees liberate themselves from Lindelt's teachings in the process.*¹

*While it's true Licia dedicated herself to miracles, it's rare for anyone to pass through life without trouble.
Even clerics aren't always who they seem.*²

Location

Heide's Tower of Flame
She can be found next to the bonfire up the stairs from the Dragonrider boss fight.

Majula
She moves to Majula Rotunda after her dialogue in Heide's is exhausted or after Flexile Sentry is defeated.

| Bonfire Intensity | Health | Souls |
|-------------------|--------|--------|
| 1 (NG) | 2,440 | 2,500 |
| 2 (NG+) | | 5,000 |
| 8 (NG+7) | 18,477 | 10,000 |

Use

Sells Miracles and related items. Opens the path to Huntsman's Copse for 2,000 souls.

Sells

| Chimes | Total | Soul Cost | Notes |
|-----------------------|-------|-----------|---|
| Cleric's Sacred Chime | ∞ | 1,400 | Catalyst for miracles and hexes. |
| Rings | Total | Soul Cost | Notes |
| Ring of Prayer | 1 | 28,000 | Increases Faith by five points. |
| Miracles | Total | Soul Cost | Notes |
| Heal | 1 | 1,500 | Slightly restores HP. |
| Med Heal | 1 | 3,000 | Restores HP. |
| Great Heal Excerpt | 1 | 4,500 | Greatly restores HP. |
| Replenishment | 1 | 3,000 | Gradually restores HP. |
| Resplendent Life | 1 | 4,500 | Slowly restores a large amount of HP. |
| Caressing Prayer | 1 | 2,000 | Purifies the body, removing all poison. |
| Force | 1 | 1,800 | Releases a shockwave that staggers foes. |
| Lightning Spear | 1 | 6,000 | A miracle that launches a spear of lightning. |
| Homeward | 1 | 2,400 | Returns the caster to the last bonfire rested at. |
| Guidance | 1 | 3,700 | Reveals more messages from other worlds. |

Invading Licia

If four great old ones are defeated, entering the Majula Rotunda causes the Crushed Eye Orb to stir. You may then use the orb to invade Licia's world. She realizes that you have "found her out" and becomes hostile.

She wears the Saint's set and uses an Idol's Chime.

In combat, she uses Wrath of the Gods, Blinding Bolt, a Lightning Spear-like miracle and a healing miracle with a very fast cast time. She can also melee with her chime.

Note that her Wrath of the Gods does physical damage instead of Lightning damage.

The Profound Still hex is very useful when fighting her, as it prevents her from casting any miracles.

Drops

- Rotunda Lockstone
- Saint's set (only after Heide's Tower of Flame)
- Idol's Chime
- Soothing Sunlight (only when invaded)

Notes

- If the player has made her hostile before opening the passage to the Hunstman's Copse, and is having difficulty killing her, a good strategy is to attack her, then run back up into the open. She will follow you there. From here you can stun and move her with your attacks towards the hole leading into The Pit. She will attempt to retreat, but will also attack you and thus give you opportunity, if done patiently, to stunlock her into the hole (a 100% block shield is crucial here, to fully block her Wrath of The Gods castings). She will die from the fall, and the Rotunda Lockstone needed to open the contraption will be by her original position when you next die/visit Majula.
- Another easy way to kill her is to acquire a great lance found in the Forest of Giants near the royal door. Two hand the lance and do R2 attacks, they will knock her off, when she tries to get up, R2 again, she wont be able to do anything.
- Invading and defeating her still counts as Sin.
- She will give the player the Saint's set and an Idol's Chime if they talk to her while having 30 Faith.
- She will have an unlimited stock of her miracles after the Shrine of Winter is open.
- Her Wrath of the Gods spell can be blocked with a 100% physical damage shield.
- Her name is the only instance when *Lindelt* is spelled *Lindeltd*. It is unknown which one is the correct version.
- If going for the Gathering of Exiles trophy/achievement, do not kill her when you meet her. She is one of the NPCs required for the trophy.
- This NPC has unused dialogue lines.

KNOWN BUG (Licia's Potential Disappearance from the Game)

If Licia is made hostile in her Heide Tower appearance after the Dragonrider boss and the player does not kill her, there is a potential for her to disappear from the game entirely. Two observed and reported cases exist and provide context into two different situations:

- A player poisoned Licia but died before she did. Licia had low enough HP that the poison effect would have killed her. This caused Licia to completely despawn from their game.

- A player made Licia hostile, and she dropped to the base of the stairs leading up to the bonfire. The player was killed by Licia's miracles, and Licia presumably fell into the water, dying, although this was not directly observed. Note that Melentia sold Licia's gear after this event, confirming her death by some force. This also caused her to be completely removed from the game. Note also that Licia's items that she normally drops on death are removed from the game, and her gravestone does not spawn under any circumstances. The only way to complete the game at this point is to farm enough souls to pass through the Shrine of Winter, as Licia will be gone until the next NG cycle. There remains no possible way to rotate the passage that connects Heide's Tower of Flame, Majula, and Huntsmans Copse.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **First Encounter**

Are you from these parts?

My name is Licia.

I have come to spread the art of miracles, a practice of which I am a disciple.

I can see that you are well suited to comprehend their wondrous power.

But the cost of it? That's for your heart to decide.

- **Meeting again (Tower of Flame)**

Just speak up if you're in need of miracles.

That's why I'm here, after all.

- **Meeting again (Rotunda)**

Oh, hello there... An honour to see you again.

This room is not as it seems. There are two, not one, pathways leading out.

And only this lovely thing reveals the other path.

And this, you lovely thing... Only runs on miracles!

Shall I provide you with one?

- **Using Talk Option (Tower of Flame)**

I'd heard awful rumours about this place, and I'm afraid they were all true.

The king, gone. The earth, ravaged. The burden on the people weighs heavy.

I fear that by now, they may have scarce room in their hearts for miracles...

- **Using Talk Option (Tower of Flame)**

Why did I come here? Well...

Do I need any other reason, than to spread the gospel of miracles?

My preceptor always said this art should be shared with the world.

And such is my only wish.

- **Using Talk Option (Tower of Flame)**

Sometimes I fight the urge to pack up and go back home.

It is, well...I must do this.

And being out here all alone only makes this a more fitting test of my fortitude.

- **Using Talk Option (Tower of Flame)**

I expected this cathedral to be bustling, but there's hardly a soul to be found here.

Without any goings-on, I'll have to move soon.

To a place I could gull the...

Sorry, help the gullible by teaching the good word...Hah hah...

- **Using Talk Option (Rotunda)**

To cast miracles, you must have strong faith in the gods.

Miracles began as tales told by gods.

We preserve their will with lore, pray to their greatness, and are blessed in return.

You must nourish your faith.

- **Using Talk Option (Rotunda)**

Miracles have been passed down through us since the First Flame.

Isn't it extraordinary to think they've existed since the very origins of the world?

And now, you can have this power for yourself. Don't miss out on the road to enlightenment!

- **Using Talk Option (Rotunda)**

What is the First Flame?

Well, it's...

Hmm, you're not ready to comprehend it, I'm afraid!

You require more faith! And more miracles. Many more miracles!

- **Moving Path**

Go ahead, then.

- **After defeating four old ones**

You've had quite a journey, I can see...

You must have a glorious number of souls by now...

What a wonderful feeling that must be...Heh heh...

- **When invading**

Curses...Puzzled me out, have you?

At least now I can finish you off, guilt-free! Hah hah!

- **When gifting the player with items**

You deserve to have these. For your faith has truly deepened.

Go on, and seek greater miracles. With your faith, you deserve no less!

- **Leaving after using her services**

May the power of miracles be with you.

Offer your souls to the gods.

- **Leaving without using her services**

No need for miracles?

The gods frown upon such soul scimpers!

- **Leaving without exiting menu**

Oh? Done so soon?

- **When attacking**

Please, stop this!

Hyahh! I've no choice, now! (aggro'd)

- **When killing (non-invasion)**

Have faith...

Voiced by: Liz May Brice Footnotes 1. Saint's Hood description. 2. Saint's Dress description.

Revision #1

Created 17 December 2024 07:56:02 by jade

Updated 17 December 2024 07:56:02 by jade