

Lucatiel of Mirrah

Description

A feared warrior from Mirrah. She has come to Drangleic in search of her brother and a cure for the Undead curse but soon begins to hollow...

Locations

No-man's Wharf

Dark Souls II: Right next to the first and only bonfire.

Dark Souls II: Scholar of the First Sin: Found in the building to the left after the first set of stairs.

The Lost Bastille

From the McDuff's Workshop bonfire up the stairs to the tower straight ahead, or from The Tower Apart bonfire the tower across the broken pathway. She leans against a wall in the tower.

Earthen Peak

Dark Souls II: At the Lower Earthen Peak bonfire.

Dark Souls II: Scholar of the First Sin: Found before the Covetous Demon fight. From Harvest Valley, enter Earthen Peak via the lower route, go through the room of poison urns, and follow the passage to the right. You will find her in the room on the right, opposite a Pharros' contraption.

Black Gulch

The most hidden of her locations. From the first bonfire in Black Gulch stick close to the edge. Before the first tar pools you can spot a small ledge below. Using a torch is strongly advised to see it. Drop down and follow the path to find her leaning against a wall.

Aldia's Keep

At the Foregarden bonfire.

Bonfire Intensity	HP	Souls
1	3,220	1,700
2	?	3,400
8	?	6,800

Summon Locations

No-man's Wharf

Dark Souls II: Next to the shortcut gate in the area.

Dark Souls II: Scholar of the First Sin: On the dock leading to the boss ship

Sinner's Rise

At the bottom of the elevator.

Black Gulch

Next to the hidden, second bonfire.

Iron Keep

Just before the Smelter Demon fog gate.

Grand Cathedral

Just after the bonfire, up the stairs.

Use

- Can be summoned for five various boss fights.
- Her summon sign will only appear if you spoke to her in the same or preceding location.
- If you kill the Covetous Demon before speaking to her in Harvest Valley, and you rest at a bonfire, she will no longer be found in Earthern Peak, making it impossible to summon her for the Smelter Demon fight. Not correct, you can find her there before killing the Smelter Demon. Killing the Covetous Demon and resting at a bonfire does not prevent you from finding her there.
- If you kill the Rotten without having summoned her, you will not be able to summon her (even if you burn a Bonfire Ascetic in Black Gulch) Not correct, tested killing 3 rottens with ascetics. Was able to follow her questline normally.
- If her storyline is completed, she will gift you her equipment: Lucatiel's Set and the Mirrah Greatsword (everything she uses except her Mirrah Shield).
- Alternatively, you can purchase her armor and sword from Merchant Hag Melentia if you kill her.

Questline

To complete Lucatiel's questline, you must:

1. Talk to her at every location and exhaust all her dialogue.
2. Summon her for at least **three** boss fights and **have her survive** the boss fights.

3. **NOTE:** You can re-battle the same boss multiple times by use of a Bonfire Ascetic. For example, you could have her fight Flexile Sentry twice and then the Rotten once and that would count as three wins needed for her to give you the equipment.

Lucatiel can be encountered in No-Mans's Wharf, the Lost Bastille, Earthen Peak, and the Black Gulch. She can be encountered in any location in any order and her dialogue progression will remain the same. The second time she is spoken to, she rewards the player with a Human Effigy. The third time she is spoken to, she gives the player a Ring of Steel Protection +1.

She can be summoned for the Flexile Sentry boss fight in No-Mans's Wharf to fulfill the boss fight requirements. You can find her sign next to the shortcut gate (Dark Souls II) or at the beginning of the dock leading to the boss ship (Scholar of the First Sin).

If you've spoken to her at the Lost Bastille, she can be summoned before the fight with the Lost Sinner at the bottom of the lift in Sinners Rise before the sewer area with the exploding undead.

Speaking to her at Earthen Peak allows her to be summoned to assist you in the fight with the Smelter Demon in the Iron Keep.

Speaking to her at the Black Gulch allows her to be summoned for the fight against the Rotten.

She then moves to her last location in the foregarden of Aldia's Keep. If you look closely enough you'll see she has removed her mask and part of her face has turned hollow. If the above requirements are met, she will give you her equipment. If not, kill her and you will be able to purchase her equipment from Melentia. If you talk to her before completing the above requirements she **will** disappear and you will lose your opportunity to complete her quest for that playthrough.

Her brother invades once you go up the steps into Aldia's Keep.

Event Items

Item	Conditions for Receipt
Human Effigy x1	Given when encountered a second time
Ring of Steel Protection+1	Given when encountered a third time
Lucatiel's Mask	Complete her questline or kill her
Lucatiel's Set	Complete her questline or kill her and buy from Merchant Hag Melentia
Mirrah Greatsword	Complete her questline or kill her and buy from Merchant Hag Melentia for 10,000 souls

Drops

- Lucatiel's Mask

Videos

- Lucatiel of Mirrah's complete side quest

Note

- She will remove her mask (you will see the animation of her removing the mask) the second time you meet her, but you must NOT skip when she said "Assuming, of course, that the legends are true. _" , if done correctly, she will remove the mask when she says her next line.
- As it's in the same area, Lucatiel can be summoned and brought to the Old Iron King boss fight. However, she's near useless in said fight and it will not count towards her questline, assuming she can even make it to the fight without falling to her death on the way there.

Bugs

- If you defeat the Smelter Demon without her help, then kill the Old Iron King and ascend the Eygil's Idol bonfire her summon sign appears in the usual place. (*Note: Eygil's Idol will only respawn four Ironclad Soldiers and the Old Iron King.*)
- Occasionally when summoned for a boss fight she will not enter the fog wall into the boss arena. This seems to happen most often in the Old Iron Keep where she will get stuck outside the door frame. Her pathing is also notably spotty, and she will often fall to her death in Sinners Rise and the Old Iron Keep without any outside assistance.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **First encounter**

1. What is it?

I don't know you, and you don't know me.

Things are better that way.

2. Phew...

Heh heh. You are an odd one.

Normally, people keep a safe distance when they see this mask. But you...

I am called Lucatiel.

From the land of Mirrah, to the far east. across the mountains.

They say Drangleic brims with powerful souls.

And so I came to claim my share.

But what a strange place...Even the rumours did not prepare me.

3. You are an odd one, indeed. I've always made a point of avoiding people.

While you've made a point of engaging me.

I can see that you are mid-journey. If you require assistance, I will help you.

I come from Mirrah, a land of knights. My sword is always ready.

Don't hesitate to call upon me. Whatever happens, I won't be missed...

• **Second encounter**

1. I thought that might be you. You haven't changed a bit, have you? Heh heh.

The longer I am here, the more madness I discover.

A wretched place, indeed, but not without traces of its former glory.

What could have caused such degradation?

2. Ah, yes, I have not thanked you for humouring me the other day.

This is for you.

Of course, I've no idea what it is. Heh heh.

3. Our land of Mirrah is surrounded by enemies, and constantly at war.

There is only one way up in Mirrah. Join the Order, and prove yourself in battle.

My family had little fortune, and no name. I had to carve out a piece of the world for myself...

...with two things. My sword, and my loyalty to my Lord.

4. I was raised to wield a sword from birth.

Life was hard, but I never gave it a second thought.

I had swift success on the battlefield, and quickly attained respectable stature.

And then I...

And then I came here... to...

5. Have you heard of the Undead? These poor souls affected by the curse.

An Undead gradually loses his humanity, until his wits degrade completely.

Finally, he turns Hollow, and preys upon others.

And a Hollow can never be human again.

One can skirt this wicked fate only with the help of the souls found here.

Assuming, of course, that the legends are true.

I can only hope...that they are.

6. I'm sorry...to burden you with talk of my fate.

I suppose I've grown weary these days.

• **Third encounter**

1. Still on the road, are you?

Sorry to have burdened you so.

This is for you, by way of an apology.

2. I've found my thoughts growing hazy.
My memories are fading, oldest first.
The curse is doing its work upon me.
I am frightened...Terribly so...
If everything should fade...What will be left of me...
3. I had an older brother. We learned to fence together.
He became the most decorated swordsman in all of Mirrah.
I never even compared to him.
In fact, I never beat him, not once.
But then, one day...he was gone, lost without a trace.
Now I'm certain. That he was taken, by the curse.
4. If only someone would hear my tale...
My brother must have come here, too.
Soon, I may forget even about him...

• **Fourth encounter**

1. Oh...You...
My thoughts...are very...scattered...
2. What is this curse?
The question rings in my mind, but I haven't the focus to answer it.
3. Loss frightens me no end. Loss of memory, loss of self.
If I were told that by killing you, I would be freed of this curse...
Then I would draw my sword without hesitation.
I don't want to die, I want to exist.
I would sacrifice anything, anything at all for this.
It shames me, but it is the truth.
4. Sometimes, I feel obsessed... with this insignificant thing called "self".
But even so, I am compelled to preserve it.
Am I wrong to feel so? Surely you'd do the same, in my shoes?
...
Maybe we're all cursed...
From the moment we're born...

• **Encounter in Aldia's Keep**

1. Who are you...
Oh...No, forgive me... I know you...Yes, of course.
2. How goes your journey?
I know not what you seek in this far-away land...
But I pray for your safety.
3. My name is Lucatiel.
I beg of you, remember my name.
For I may not myself...

- **When giving equipment to the player**

Please take these.

Consider this thanks, for keeping me sane...

- **When attacked but not aggroed**

Eek!

(or)

What's become of you!

(or)

That will be quite enough!

- **When attacked and aggroed**

If this is your wish, so be it.

- **When killing the player**

Hmph...How sickening...

- **When re-encountered after aggroing**

If you really insist...

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

I won't die in this foul place!

- **When killed**

Oh...My dear brother...

- **Unknown**

Please...find my brother...

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