

Milfanito

Description

The Milfanito are a group of mysterious maidens who sing to bring comfort to those bearing death and Dark. Speaking to them/rescuing them unlocks various rewards.

Event Items

First Milfanito

Item	Conditions for Receipt
Smooth and Silky Stone	Exhaust her dialogue
Divine Blessing	Rewarded for rescuing the Milfanito in the Shrine of Amana
Divine Blessing	Rewarded for rescuing the Milfanito in the Drangleic Castle

Milfanito attending the Altar of Amana

Item	Conditions for Receipt
Smooth and Silky Stone	Exhaust her dialogue
Fire Seed	Rewarded for rescuing the Milfanito in Drangleic Castle
Divine Blessing	Rewarded for defeating the Demon of Song

Milfanito imprisoned in Drangleic Castle

Item	Conditions for Receipt
Ring of the Dead	Talk to her

Locations

Shrine of Amana

- The first Milfanito is in the first hut, singing; exhaust her dialogue and move forward.

- The second Milfanito is located right before the Demon of Song and is injured. She will immediately disappear if talked to.
- The third Milfanito is located behind the locked Door of the Undead, close to the Rise of the Dead bonfire. You must be hollow to open this door.

Drangleic Castle

- The fourth and final Milfanito is located in the castle's highest tower. From the Central Castle Drangleic bonfire, head down the hallway with the descending stairs until you reach a small circular room.
Ride the rising platform up to find the room containing her. Use the Key to the Embedded to free her. She will immediately disappear if talked to.

Dialogue

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+ Show Dialogue - Hide Dialogue

First Milfanito (Hut)

- **Using talk prompt**

1. We knew you were coming...
And stopped singing...
2. We are Milfanito.
We are here to sing to those bound by death and Dark.
3. We will sing here, forever, as we always have, from long, long ago.
We know nothing of the world outside.
And why should we? For we will never leave.
4. Do you seek King Vendrick?
But what is a king, after all?
We know nothing of the world outside.
For we will never leave here.
5. When we sing, the little ones dance.
The little ones grant comfort to those who bear death and Dark.
This is what we were taught.
6. Is there anything wrong?
Perhaps this will help.
This is all that we can do.

- **After defeating Demon of Song**

You quelled that cursed singing.

They may be of no use outside, but please take these.

- **After rescuing Milfanito from Drangleic Castle**

We hear a song in the distance.

You rescued a Milfanito who was taken from us.

Take this... We Milfanito thank you.

- **When attacked**

Ah! (no caption)

Oh! (no caption)

What did we ever do... (made angry)

- **Returning after made angry**

Are you never satisfied... Aren't you ever satisfied...¹

Injured Milfanito

no dialogue

Captured Milfanito

- **When freed**

Ah...Ahh...

Milfanito (Rise of the Dead)

- **Using talk prompt**

1. Who are you...

And what do you want from us?

2. Milfanito, that is what we are called.

My name?

Do you mean our name?

We know nothing of the outside world...

3. We sing eternally for those who bear death and Dark within themselves.

We have been here forever.

We know nothing of the outside world, and we do not need to.

4. The little ones were born from the Great Dead One.

And the Great Dead One taught us song.

We have sung ever since. To comfort those bound by death and Dark.

This is what we were taught.

5. Do you seek comfort, too?

You poor thing...

Take this, at the very least.

This is all that we can do.

- **After defeating Demon of Song**

You silenced that cursed singing.

Please accept these as a thank-you.

- **After rescuing Milfanito from Drangleic Castle**

We hear a song in the distance.

You rescued a Milfanito who was taken from us.

Take this... We Milfanito thank you.

- **When attacked**

Ah! (no caption)

We never...

What...will you do to us? (angry)

- **Returning after made angry**

Why are you here?

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Footnotes 1. Dialog error: Only "Aren't you ever satisfied..." is actually spoken in the audio, yet the captions use this longer segment.

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