

# Royal Sorcerer Navlaan


## Description

An unknown corrupted sorcerer found locked away in Aldia's Keep, claiming to be an infamous heretic from the pages of history. Navlaan and everyone who knew his name were put to death long ago, so who is he?

## Location

### Aldia's Keep

He can be found on the ground floor, under the giant staircase to the right.

## Drops

- Chaos Hood
- Awestone (invader only, if you're a member of the Company of Champions covenant)

## Invasions

If freed via the lever, Navlaan will invade in these spots:

Location	Area	Bonfire Ascetic Respawn
Forest of Fallen Giants	The Place Unbeknownst, only after obtaining Giant's Kinship.	The Place Unbeknownst
The Gutter	From the first bonfire, go forward, fall into the hole, and jump to the platform with the torch hollow.	Upper Gutter
Brightstone Cove Tseldora	In the area with the crystal spikes on the ground.	Lower Brightstone Cove
Drangleic Castle	In the room with the cursed painting of the Queen.	King's Gate

Aldia's Keep	Before the last Ogre.	Ritual Site
Dragon Aerie	When walking on the bridge after the third Guardian Dragon.	Dragon Aerie

# Quest line

1. To start his quest line, you need to talk to him as a hollow without pulling the lever to free him.
2. He will task you to kill Laddersmith Gilligan. You can either kill him or purchase the Ladder Miniature from him instead. Return to Navlaan, he will give you a Dispelling Ring.
3. He will now task you to kill Cale the Cartographer, who should reside within the Majula mansion or in Forest of Fallen Giants. You can either kill him or have him give you his helm. To get him to give you his helm, you need to complete his quest line (see Cale's page for details). Return to Navlaan, he will give you a Simpleton's Spice.
4. He will now task you to kill Felkin the Outcast. You can either kill him or find the Sunset Staff outside Aldia's Keep or talk to Felkin with at least 20 intelligence and 20 faith to make him give one to you. Return to Navlaan, he will give you the Forbidden Sun pyromancy.
5. He will now task you to kill the Emerald Herald. You can either kill her or talk to her at Dragon Aerie to receive the Aged Feather. Return to Navlaan, he will give you the Unleash Magic sorcery. You can also access his wares as a hollow.
6. He will also give you his Chaos Set if you talk to him after finishing the quest line.

# Inventory

Armor	Quantity	Soul cost
Moon Hat	∞	3,600
Astrologist's Robe	∞	6,000
Astrologist's Gauntlets	∞	4,200
Astrologist's Bottoms	∞	4,800
Black Witch Hat	∞	7,200
Black Witch Robe	∞	7,700
Black Witch Gloves	∞	5,600
Black Witch Trousers	∞	6,500
Rings	Quantity	Soul cost
Thunder Quartz Ring	1	8,400

Ammunition	Quantity	Soul cost
Lightning Greatarrow	∞	180
Fire Greatarrow	∞	180
Destructive Greatarrow	∞	180
Consumables	Quantity	Soul cost
Dragon Charm	5	3,600
Crimson Water	5	4,200
Bonfire Ascetic	10	7,500
Scrolls	Quantity	Soul cost
Great Magic Weapon	∞	6,000
Strong Magic Shield	∞	6,300

# Statistics

Bonfire Intensity	HP	Souls
1	?	2,200
2	?	4,400
8	?	8,800

Bonfire Intensity	HP	Souls
1	?	4,500
2	?	9,000
8	?	18,000

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance	Reduction
Fire	?
Magic	?

Lightning	?
Dark	?

Status Ailment	Susceptible?
Poison	Yes
Toxic	Yes
Bleed	Yes

Attack	Parryable?	Blockable?	Notes
Move	?	?	-

# Notes

- Complete his quest line to receive a Dispelling Ring, a Simpleton's Spice, the Forbidden Sun pyromancy, the Unleash Magic spell and his Chaos Set.
- Talking to Navlaan whilst hollow will begin his assassination quest line (the quest line will become unavailable if you free him).
- Pulling the lever in Aldia's Keep will release him, allowing you to be invaded by his 'corrupted' side in various locations (Note: He will invade whether you are human or hollow if you speak to him after freeing him).
- You can kill him after releasing him to stop him from invading.
- He will sell you his wares in hollowed form only if you've completed his quest line and have not released him.
- He will sell you his wares in human form only if you've released him.
- Turning in items for his assassination quests does not discard the item.
- A Bonfire Ascetic will not reset the lever if it's pulled or revive him if he's killed.

# Dialogue

*All dialogue text is © From Software Inc.*

+ Show Dialogue - Hide Dialogue

- **First Encounter (while human)**
  1. P-please, just stay away.  
No, please, don't come near me. Nothing good will come of it.
  2. Just leave me alone, please.  
Leave this place, and leave me be, as I'd not see any harm befall you.
  3. Please, just leave me alone.

- **Re-encounter (while human)**

I haven't said anything strange, have I?

I have absolutely no intention of leaving here.

Do not attempt to help me. Just let me sit here, and wither quietly away...

- **First Encounter (while hollow)**

1. Well, you're nicely hollowed, aren't you...

Are you tormented by memories? Burdened by guilt?

Now the question. Are you ready for more? If you are, then we ought to talk...

2. This? This contains my power.

Long ago...This...naive vessel of mine set about devising new spells.

The fool dreamt of bringing new forms of magic into the world.

But instead, he created me. Mostly by chance, but he did a fine job, I must say.

What he sought was strength. And so, I decided to demonstrate.

While my vessel slept, I'd find my mark, and hunt him down.

But my vessel did not approve. And so while I slept, he sealed the both of us away.

3. Now, I don't have anything against humans, but how is it that you go about defining good and evil?

I'm only using what the Gods gave me. How can that be so wrong?

So, what say you to a spot of murder on my behalf?

If you don't, I'll leave this place, and take more lives. Many more.

I couldn't give a fig either way. So, what's your choice?

- **Answering YES to a quest**

*see quest dialog below*

- **Answering NO to a quest**

Yes, yes, of course. Forget that I asked.

That's what "good people" do, am I right?

Your feeble mind can't begin to comprehend me. Not that you've ever tried! Heh heh...

- **Answering NO to fourth quest**

Having second thoughts?

It's your choice.

Ah hah hah, now you're getting nervous, hmm?

- **First Quest**

1. Yes, I see, how very kind of you.

I want you to kill a merchant named Gilligan. A greedy, foul man. He won't be missed, I assure you.

Hmm...Yes... Bring me a Ladder Miniature as proof.

He's the only person who'd have such an odd knick-knack...Heh heh...

2. I want you to kill a merchant named Gilligan.

And don't forget that Ladder Miniature. Heh heh...

3. Heh heh heh...Fine work.

This is my thanks. Take it.

Now, let's discuss our next mark.

- **Second Quest**

1. I want you to kill one more.

Your target will be Cale, the man who's drafting that map.

While I was trapped in here, he touched me, that maniac, like I was some rare specimen.

He wore a strange helm. Bring it back as proof.

2. Yes, I knew I could count on you.

Perhaps this will slake my thirst.

3. I want you to kill Cale, the cartographer.

Bring his helm as proof.

4. Heh heh heh...Fine work.

This is my thanks. Take it.

Now, let's discuss our next mark.

- **Third Quest**

1. I want you to kill one more.

Your target is Felkin, the hexer.

As proof, bring me that peculiar sceptre of his.

What do you say?

2. Yes, very good.

But he will be formidable. Be cautious.

3. I want you to kill Felkin. That's Felkin, the hexer.

He has that sceptre. Bring it to me as proof.

4. Heh heh heh...Fine work.

This is my thanks. Take it.

Now, let's discuss something of importance.

- **Fourth Quest**

1. You could kill a dozen like that, and it wouldn't matter. 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.

Now, go along. Heh heh...

2. Your mark is the girl in Majula known as the muse.

And don't forget that feather. Heh heh heh...

3. Yes, that's the feather.

Good, oh that is very good!

Your reward, take it. Heh heh heh...

- **After quests have been completed**

What do you require?

You've been good to me. Go on, tell me what you need.

- **When gifting the Chaos Set**

These are for you.

Don't mind the specks of blood...Heh heh heh...

- **Using Talk option**

Now I am at peace.

I will sit here, and watch the world turn. Heh heh...

- **Leaving after buying items**

Find what you wanted? Hah hah hah hah...

- **Leaving without buying anything**

Well, as you wish. Heh heh...

- **Leaving without exiting menu**

Oh, no?

- **After pulling lever (while human)**

By the very gods...What have you done...

You've really done it...You'll never escape him...

- **After pulling lever (while hollow)**

1. Hmgh...

I hope you appreciate the ramifications.

Well, no matter. What's done is done.

Besides, I've found myself a new mark...Gah hah hah...

2. I'll spend some time travelling the lands...

Slowly tracking my new mark...

- **When attacked (while human)**

Please, stop that!

What are you doing?!

You are most intriguing. Heh heh... (aggroed)

*Heh heh heh heh heh...* (50% HP, no caption)

- **When attacked (while hollow)**

Yes, I see.

Hmm...

You are most intriguing. Heh heh... (aggroed)

*Heh heh heh heh heh...* (50% HP, no caption)

- **When killing the player**

Hmm, ooh...Hah hah hah hah! Not bad at all.

- **When killed**

Death...aargh...could be worse...

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