

Strowen

Description

Strowen lives together with her sisters, Morrel and Griant, and their Housekeeper Milibeth in a house in Things Betwixt.

The three sisters are also known as the Old Firekeepers.

As Firekeepers are often target for Pyromancy and Hex materials, Strowen and her sisters have retired to this remote region for their own protection.

Wise and cynical with age, Strowen offers advice and assistance to the Undead travelers passing through the rift to Drangleic. The ringleader of the mischievous trio of retirees, Strowen is never above instigating her sisters in enjoying a good laugh at the expense of their Undead visitors.

When offered a Soul Vessel, she can let you respec your character (reallocate all your stats). Note: your character is reset only to base stats of the specific class.

Location

Things Betwixt

Bonfire Intensity	HP	Souls
1	1090	0
2	?	0
8	?	0

Drops

- 6x Human Effigy

Notes

- 6x Human Effigy are given by her once you've obtained the King's Ring.

- Upon killing Housekeeper Milibeth, the Old Firekeepers will no longer speak to you.
- If you attack any one of the Old Firekeepers, Housekeeper Milibeth will aggro you.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **First Cutscene**

Heh heh heh... What seems to be the ruckus?
Ooh, my! Your face.
The face of the curse.
It's an Undead.
An Undead has come to play. Heh heh...
They all end up here, all the ones like you.
You spoke to that kind old dear, didn't you?
Heh heh...
You're finished.
You'll go Hollow.
Yes, you will become one of them.
Hollows prey upon men, feast upon their souls.
This is the fate of the cursed. Heh heh heh...
What is your name?

- **After Entering Name**

At least you know your own name.
Here's your reward for sharing.
It's a Human Effigy.
Take a closer look...
Who do you think it's supposed to be?
Think back, deep into your past.
Yes, it's an effigy of you.

- **After Finalizing Character**

All people come here for the same reason.
To break the curse.
You're no different, I should think?
Hmm... doesn't stand a chance.
Well, you never know!
Go through the door and trot along to the kingdom.
But remember, hold on to your souls.
They're all that keep you from going Hollow.
Oh, I'll fool you no longer...

You'll lose your souls...All of them. Over and over again.

- **Using Talk Prompt**

You must go, on a journey without rest.

Well...I suppose, if you find yourself at an impasse...

But if your will is yet unbroken, then you may return here.

To start again, with a clean slate...

Hah hah hah...

- **Using Talk Prompt Again**

Now, go along, go along... Heh heh...

- **Using Talk Prompt Again**

Hah hah hah...

- **Meeting Again**

Still determined as ever, I see... Heh heh...

Do you wish to start all over again?

- **Choosing "Reallocate points" without Soul Vessel**

Oh, but you don't have what's needed.

Well, that won't do at all!

Go along, then. Old hags don't bargain, dearie...Heh heh...

- **Choosing "Leave"**

No, of course not.

Now, go along then... Heh heh...

- **Leaving after using services**

Now, go along.

On a journey without rest. Heh heh...

- **Running off**

Hah hah... (no caption)

- **When Giving Player Effigies**

Still holding up, are you?

Go on, take these. Heh heh...

- **When Attacked**

Tisn't easy being old...

A touch under the weather, are we? (aggroed)

- **When Killed**

Hah hah hah... (no caption)

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