

# Fire Keepers

- Anastacia of Astora
- Darkmoon Knightess
- Quelaag's Sister

# Anastacia of Astora

## Description

---

A mute woman from a village in Astora, her tongue has been removed so that she can't say any god's name in vain. Anastacia is Firelink Shrine's Fire Keeper, bound to the bonfire to keep it lit.

## Location

---

### **Firelink Shrine**

In a cell, down the stairs next to the Crestfallen Warrior.

## Use

---

- If you offer her a Fire Keeper Soul, she can upgrade your Estus Flask healing power via the "Reinforce Estus Flask" option.
- If you speak to her after placing a soul in the Lordvessel, she kindles the Firelink Shrine bonfire to max.

## "The Murderer" Quest Line

---

Knight Lautrec of Carim murders Anastacia when either one of the following occurs regardless if the player freed him or not:

- The player rings both Bells of Awakening
- The player collects two specific Fire Keeper Souls (Undead Parish & Blighttown)

If you check Anastacia's cell, you find her dead body, her clothes, and the Black Eye Orb. The Firelink Shrine bonfire no longer functions.

The Black Eye Orb can be used in Anor Londo, in the large hall right outside of the Ornstein and Smough boss room. You have a message pop up that says the Black Eye Orb is reacting to something and should now be usable in that area. Use the Black Eye Orb to invade Lautrec's world.

After you win, you receive her Fire Keeper Soul. You may use it like any other Fire Keeper Soul, but uniquely, if you go back to her cell in Firelink Shrine, you can revive Anastacia.

# Notes

---

- Like any other Fire Keeper, her bonfire becomes unusable when she dies, although it will still be warpable.
- Like any other Fire Keeper Soul, her soul is unique. When you take her soul from Knight Lautrec of Carim, if you want to revive her, you can only use that soul and no other.
- You can use her Fire Keeper Soul from a previous playthrough, using the New Game Plus mechanic, to revive her, meaning that the moment you get the Black Eye Orb, you can make her bonfire and services usable again. Even if she's alive from this method, you can invade Lautrec and get the Fire Keeper Soul and usual loot from him as normal.
- This NPC has unused dialogue lines.
- She is the only human NPC who cannot be killed by the player.

## Dialogue

---

**All dialogue text is © From Software Inc.**

---

+ Show Dialogue - Hide Dialogue

**Video:** Anastacia of Astora's Dialogues

- **Speak to her after returning her soul**

... Th, thank you...

... I am Anastacia of Astora.

... Now I can continue my duty as a Keeper.

... But...

... I only hope that my impure tongue does not offend.

- **Using "Talk" option**

... Forgive me...

... I am impure, my tongue never intended for restoration.

... Please, if you have any heart...

... Leave me be...

... I wish not to speak...

- **Speak to her after placing the Lordvessel for Kingseeker Frampt**

... Frampt has told me of you...

... That you have agreed to link the Fire.

... I thank you, sincerely.

... Finally, the curse of the Undead will be lifted, and I can die human.

... I am powerless, but I will do all that I can.

... Please, save us all...

... Please...

**Voiced by:** Emma Pierson

# Further reading

---

- Anastacia of Astora (Souls Lore)

# Darkmoon Knightess

## Description

---

Darkmoon Knightess is Anor Londo's Fire Keeper, bound to the bonfire to keep it lit. After becoming Undead, she visited the Dark Sun Gwyndolin, became a Blade of the Darkmoon, and assumed the flame-keeping duty. She received the Brass Set armor, which hides her hideous form and helps her hunt the guilty. She also acts as a guide for the city of Anor Londo, giving directions to the Chosen Undead.

## Location

---

**Anor Londo**

Next to Anor Londo's first bonfire, leaning against the wall.

**Dark Anor Londo**

If you kill Gwynevere, Princess of Sunlight, she will be at the cathedral side of the spinning bridge, hostile.

## Use

---

- If given a Fire Keeper Soul, she can improve your Estus Flask power by one level. Use the "Reinforce Estus Flask" option on her dialogue menu.

## Stats

---

Playthrough	HP	Souls
New Game	719	1,000
NG+	1,258	3,000
NG+6	1,572	3,750

## Equipment

---

- Estoc
- Parrying Dagger
- Brass Set
- Darkmoon Talisman
- Darkmoon Blade miracle

# Drops

---

Fire Keeper Soul (Darkmoon Knightess) - 100% drop

# Notes

---

- As she is the Fire Keeper of Anor Londo, the bonfire becomes unusable when she dies, although it can still be warped to.
- As a Blade of the Darkmoon, she becomes hostile when you break the covenant. This includes:
  - Trespassing Darkmoon Tomb.
  - Killing Gwyndolin.
  - Killing Gwynevere.
- When you're a covenanter yourself, she'll have additional dialogues.
- Most of the time, if you made her hostile, she will be near her bonfire. The bonfire becomes unusable *not* because she was made hostile, but because there's an enemy nearby. So, if she does become hostile and she is waiting on the cathedral side of the twisting tower, her bonfire is still usable.
  - However, merely leading her away from the bonfire does not seem to reactivate it in the normal fashion. Drawing her partway into one of the giant sentinel rooms near her chamber will make it easy to return to the fire without her (she isn't very fast) but the fire will still be unusable then. Taking her down the elevator might be enough (investigation is needed here), but it's not worth trying unless you're expecting to kill her anyway, because she doesn't understand elevator safety at all. You would need to babysit her on the way down (with kicking or Force, perhaps) to keep her alive. One may also be tempted to sneak up on the bonfire with stealth powers, or to quit and reload right next to it, in order to sneak in a rest before her hostility deactivates it. But none of this seems to work either; Oswald may be the only answer in this case.
- You can kill the Lady of the Darkling after you joined the Blade of the Darkmoon without getting kicked out of the Covenant. You do not lose a Rank either.

# Strategy

---

- She wields an Estoc and a Parrying Dagger. Similar to Lautrec, she can block with her left hand weapon. She'll attempt to parry your attacks.
- She can cast Darkmoon Blade miracle on her Estoc, and it has no casting limit.

## Dialogue

---

**All dialogue text is © From Software Inc.**

---

+ Show Dialogue - Hide Dialogue

**Video:** Lady of the Darkling's Dialogues

- **Speak to her for the first time**

Well, you are a rare visitor.

Welcome to the lost city of Anor Londo, chosen Undead.

If you seek Lord Gwyn's old keep,  
exit here and head straight yonder.

If you are the chosen one, a revelation shall visit thee.

... What follow thereafter, depends upon you...

- **Using "Talk" option**

1. Hm, what is it?

What am I? Well... I am the Keeper of the bonfire.

If not for me, what beacon would there be in this lost city?

A gatekeeper, and a guide; that is my calling.

2. The bonfire attended by the Keepers are special.

They are linked to one another, and their flames never die.

Yet never shall the Keepers of these flames meet.

3. If you require rest, now is the time.

That is, after all, what the bonfire is for.

- **Greeting**

1. If you require rest, now is the time.

That is, after all, what the bonfire is for.

2. Hmm. You have survived. Impressive.

If you require rest, now is the time.

- **Speak to her after talking with Gwynevere**

Hmm. So, you have received a revelation?

Very auspicious. I hope for the best.

I pray that through you, Her wish will be granted.

- **Additional dialogue using "Talk" option (after you put the Lordvessel at the Firelink Altar)**

Have you heard of Seath the Scaleless?

In legend, he turned against the ancient dragons.

He became Lord Gwyn's confidant, was granted dukedom, and was allowed to pursue his research.

At the Regal Archives, he immersed himself in research on scales of immortality, the one thing that he did not have.

... But his very research drove him mad...

The Archive became a dungeon, a place for sinister experiments.

Now, nobody dare even approach the duke's forbidden Archives.

It looms over this land, high atop the mountain.

But I should warn against even an approach...

- **Greeting if the player is a member of Blades of the Darkmoon**

1. Oh... You are one of us.

That is a surprise. But a pleasant one.

We are both Blades of the Darkmoon, now.

I shall look forward to fighting alongside you.

2. Go ahead, you may rest here.

Even an undead requires repose.

- **When you approach her after you killed Gwyndolin**

So... it was you, was it?

How dare you produce a blade upon a deity? How did you ever get this far?

- **When attacked without made hostile**

- What!

- How dare you!

- Hrk!

- Rrgh!

- **When attacked and made hostile**

Very well. So be it.

Expunging fools like you is part of my charge.

- **When killed**

... But, how...

... This man/woman is a threat...

... Master Gwyndolin...

- **When killed by her**

What you saw under light of the Darkmoon shall haunt you forever.

Tis a pity... To think I saw potential in you...

**Voiced by:** Jenny Funnell



# Quelaag's Sister

## Description

---

Called "The Fair Lady" by her attendant Eingyi, she is nameless, but players have given her the name Quelaan. She is the saint of the Chaos Servant covenant. Blind, weak, and on the verge of death after swallowing the blight pus of the residents of Blighttown, she is completely immobile and was made the Fire Keeper of the nearby bonfire to keep her alive. Her speech seems incoherent at first (just '...?'), but with the Old Witch's Ring equipped, you may converse with her normally. She mistakes you for her sister, Chaos Witch Quelaag, as she is blind and confused, and Quelaag was the only one who visited (and could talk) to her.

This unnamed Daughter of Chaos once lived with her mother - the Witch of Izalith - and her siblings in the ancient city of Izalith. After the Flame of Chaos incident, her mother and many of her sisters were transformed into nefarious demons. She and her sister Quelaag escaped the worst of it; their lower torsos were mutated into giant arachnoid abdomens by the flames, but their upper bodies and their minds were seemingly unfazed. Fleeing their deranged, demonic kin, they climbed upward to the base of Blighttown and fashioned themselves a home. The precise details of what came next are only suggested at and implied by Eingyi. The Daughters of Chaos brought afflicted denizens of Blighttown with them as servants. Quelaag was unmoved by their suffering, but the Fair Lady wept for them. Overwhelmed by empathy, she did the only thing she could to help: she swallowed their blight pus, despite orders against such action from Quelaag. This cured the undead, but left the Fair Lady in her current state - perpetually near death, surrounded by eggs that will never bring life, and now, due to the actions of the player, completely and utterly alone.

## Location

---

### Quelaag's Domain

Behind the illusory wall below the second Bell of Awakening. Using Seek Guidance will make a developer message appear pointing to the illusory wall.

## Use

---

- Allows you to join Chaos Servant covenant and upgrade its level.
- If given a Fire Keeper Soul, she can improve your Estus Flask power by one level. Use the "Reinforce Estus Flask" option on her dialogue menu.
- Teaches 2 strong pyromancies.
- Opens Passage between Demon Ruins and Lost Izalith

# Stats

Playthrough	HP	Souls
New Game	271	5,000
NG+	518	15,000
NG+6	648	18,750

# Drops

Fire Keeper Soul (Daughter of Chaos)

# Notes

- Like any other Fire Keeper, the bonfire becomes unusable when she dies, although it can still be warped to.
- She helps complete Sir Solaire of Astora's questline with him alive. See page for alternate strategies.
- As she's the reason the Chaos Servant order exists, killing her breaks the covenant and makes Eingyi hostile.
- It appears that feeding her Humanity improves her health. After a certain point, her spider limbs begin moving with strength and fluidity, rather than weakly and slowly. She also stops using the talk dialogues where she fears death ("the eggs have stopped moving" and "I wish I could see your... face one more time.").
- This NPC has unused dialogue lines.

# Dialogue

**All dialogue text is © From Software Inc.**

+ show Dialogue - hide Dialogue

**Video:** Quelaag's Sister's Dialogues

- **First time speaking to her**  
Quelaag? My dear sister.
- **Greeting**
  - Quelaag, what is it?

- Quelaag, my dear sister...
- Oh my dear sister. Do not mind me, it does not hurt terribly.

- **Using "Talk" option**

- I'll be fine. I have you, dear sister. But promise me... that you will take care of yourself.
- Sister... It hurts... the eggs have gone still... I fear it may be too late... I'm so sorry, dear sister.
- Quelaag, my dear sister... You know, I still remember... Your beautiful, silky face... If only I could gaze upon it once more...

- **Entering the covenant**

Enter a Covenant, again...? Of course. Let me try...

- **Raising your rank in the covenant**

Ohh... Thank you, Quelaag.

- **Leaving**

Goodbye Quelaag. Do be safe.

- **Leaving after using the "Talk" option numerous times**

Goodbye Quelaag. It was so very nice to chat.

- **When running way during conversation**

- Why, Quelaag! Where...
- Quelaag, what was that? Is something troubling you?

- **After destroying the Bed of Chaos** Report: This dialogue has been observed directly after defeating Quelaag and dying to Ceaseless Discharge.

- Queelag? Please, sister, do not cry.
- I am happy, truly. I have you, don't I?

- **When attacked**

- Ah...
- Ahh!
- Eek!

- **When killed**

Quelaag... But, why...?

**Voiced by:** Charlie Cameron