

Alvina

Location

Darkroot Garden

After Crest of Artorias door, in the building by the cliff, behind the Bandit of the Clan of Forest Protectors. She's sitting on the window.

Description

Alvina is a large cat resembling a Great Feline and is capable of speech. She seems to know Sir Artorias and his compatriot Sif personally, and leads the Forest Hunter covenant to guard his grave. In the past, she guides the player to the location of Sif that has been surrounded by Humanity Phantoms behind the illusory wall in Chasm of the Abyss.

Use

- Allows you to join Forest Hunter covenant
- Gifts the Cat Covenant Ring after you join the Forest Hunter covenant
- Gifts a Divine Blessing after you have killed one host as an invading Forest Hunter
- Gifts the Ring of Fog after you have killed three hosts as an invading Forest Hunter
- Talking to Alvina while being chased by any of the Forest Protector(s) will instantly de-aggro them, even if you simply initiate the talk and walk away (Assuming you aren't a traitor/haven't refused her offer to join the covenant)

Notes

- Be careful- if you reply "No" to her first question, she will refuse to talk to you, making you unable to join her covenant until you absolve your sins with Oswald of Carim. After absolution, she will give her initial dialogue when you talk to her again, allowing you to answer "Yes" and get the option to join her covenant.
- Answering Alvina's questions, (also joining the covenant regardless of abandoning an existing covenant or not being in a covenant when doing it) counts as a sin (reasons unknown):

- ◦ Walking away without answering the first question will not result in a sin,
- Answering "Yes" to both questions and thus joining the covenant results in a sin,
- Answering "No" to Alvina's first question results in a sin,
- Answering "Yes" to the first question and "No" to the second one results in a sin as well.
- Note that these are all forms of PvE sin, which merely results in Oswald telling you that you've sinned (and allows for absolution). There is no negative effect to having it, so it can be ignored.

Dialogue

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+ show Dialogue - hide Dialogue

Video: Alvina's Dialogues

- **First time talking to her**

Is it not so that thou art new.

Thou fared well to find me.

But cometh thee not for the grave of Sir Artorias?

My advice true, forget this!

The legend of Artorias art none but a fabrication.

... Traversing the dark? 'Tis but a fairy tale.

Have thine own respect, go not yonder knocking for nothing, I say!

- **Answer "yes"**

Well indeed, thou art a strange one! Nevertheless, I feel some liking for thee.

I'm Alvina of the Darkroot Wood.

I command a clan of hunters who track down defilers of the forest graves.

What dost thou say? Wilt thou not join us?

Oh yes, I believe we would suit thee well.

- **Answer "yes"**

I am very glad!

And now thou art one of us! Let us establish a Covenant.

And here, thaketh this ring.

If thou weareth that ring, it allows for thine summoning.

If mine senses reveal intruders, then I will summon thee.

Fend them off sir, I beseech only this.

I shall summon others, who will by their honour work tirelessly with thee.

Thou shalt receive great reward, and whatsoever ye shall pillage will be thine own.

A true agreement, not so?

But thou must heed the golden rule...

The clan is thine own family. To thine kinsmen forever stay true.

Dare'st not in any attempt to double-cross. Have no doubt, such wretchedness, never will we tolerate.

- **Answer "no"**

Oh, I see. 'Tis a pity indeed. But this is thine stubborn choice alone. I cannot enforce it upon you thee. If thine mind should be alter'd, forsooth speak to me once more.

- **Answer "no"**

Hmm, I see. A result most heathenish and gross. Then there is nothing more to say about this tedious reckoning. Be gone from here.

- **Speak to her after you answer "no" to her first question**

Perncious caitiff.

- **Speak to her after you answer "no" to her second question**

Oh, thou art here. Tell me thou hast thought on't once more and will join us?

- **Answer "yes"**

[Same as answering "yes" to her second question]

- **Answer "no"**

[Same as answering "no" to her second question]

- **Greeting**

Ah, thou dost cometh. How fares ye?

My hopes for thee are of the highest. Do not such a hope shatter with foul disproportion.

- **After speaking to Shiva of the East**

Perchance...

Hast thou met Shiva?

A lad cometh from the far East, strong of arm; now a clan leader of ours.

... And yet...

Still I feel that boy hides something. Of that I am certain.

Small fear that he will use us badly... Yet on guard we must stay.

And that man that clingeth to Shiva like some shadow... ensure thou dost treat him with the same caution.

- **After killing the first invader**

Ah, thou dost cometh. How fares ye?

My hopes for thee are of the highest. Do not such a hope shatter with foul disproportion.

Ah yes, here is thine reward. It is for thee, take it!

Make no attempt to show thineself as Hollow!

- **After killing the third invader**

Oh, thou art present!

I have heard murmuring about thee. I like that which I hear!

I felt of thou indeed as a special one!

The very moment mine eyes first set upon thee.

Here's a precious reward. It is for thee, take it.

May thine skill earn thee many more!

- **After betraying the Forest Hunter Covenant**

Oh, it is thee...

Thine kinsmen are betrayed by thee. This doth bode most badly.

No rest will ease thy rotten soul whilst there is one clansman living...

Forever tormented thou shalt be by our very howls...

Hellish villain, thou hast used us most foully, thine own family...

For thee, no mercy shall be shown.

- **When attacked**

Dee hee hee, dee hee hee!

What a fool we have, what a wretched fool we have!

Voiced by: Ève Karpf

Further reading

- Alvina of the Darkroot Wood (Souls Lore)
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