

Crestfallen Warrior

Description

He is the first character you see when you first arrive at Lordran. He laments his undead status in Lordran. Throughout the game, while at Firelink Shrine, he gives advice or opinions about locations, characters, and even the state of the player.

Location

Firelink Shrine

He always resides next to the bonfire.

New Londo Ruins

Exhaust his dialogue after ringing both Bells of Awakening. Hollowed, he stands next to the first wooden bridge leading to the ruins.

Stats

Playthrough	HP	Souls
New Game	793	1,000
NG+	1,451	3,000
NG+6	1,813	3,750

Notes

- Killing him does not have any effect on the story or a covenant.
- Be wary about accidentally making him hostile while leaving him alive, as he attacks you as soon as you respawn at the bonfire.
- Equipped with a unique version of the Chain Set which contains no item names or descriptions and cannot be equipped on female characters.
- Making Kingseeker Frampt leave does not prevent him from hollowing, even if you do it without having ever spoken with him.

Strategy

If you do make him hostile early on and you are having trouble killing him, you can just block all of his attacks and walk him over to the cliffs near the Firelink Shrine bonfire. Here you can wait for him to jump off of the cliff or you can kick him off the cliff. As he does not drop any item nor does he have any effect on other NPC's story, you do not need to worry about killing him by kicking him off the cliff as he only drops souls. Be wary that he is one of the NPCs who can parry. He usually attempts to parry you when he holds his shield up.

Dialogue

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Video: Crestfallen Warrior's Dialogues

- **First encounter**

Well, what do we have here? You must be a new arrival.

Let me guess. Fate of the Undead, right? Well, you're not the first.

But there's no salvation here. You'd have done better to rot in the Undead Asylum... But, too late now.

Well, since you're here... Let me help you out.

There are actually two Bells of Awakening.

One's up above, in the Undead Church. The other is far, far below, in the ruins at the base of Blighttown.

Ring them both, and something happens... Brilliant, right?

Not much to go on, but I have a feeling that won't stop you.

So, off you go. It is why you came, isn't it? To this accursed land of the Undead?

Hah hah hah hah...

- **If you're hollowed**

1. Oh, your face! You're practically Hollow.

But who knows, going Hollow could solve quite a bit!

Hah hah hah hah...

2. Hm, what? Restoring your humanity?

Well, there are a few ways to go about it...

Collect it bit by bit from corpses, or you can butter up a cleric, and get yourself summoned.

And the quickest way, although I'd never do it, is to kill a healthy Undead, and pillage its humanity.

Coveting thy neighbour is only human, after all!

Hah hah hah hah...

3. What are you looking at?

Don't try anything clever. You might regret it.

- **After being cursed**

Oi, hold on...Don't tell me, have you been cursed?

Oh woe is the Undead who's cursed on top of it all Harsh times; harsh times indeed!

Hah hah hah hah!

No, no, I'm sorry. Here, let me share a nice tip.

Long ago, I was told of a remedican who resides in New Londo.

Does he really exist? Well, go and find out for yourself.

But don't blame me if he's just an apparition!

Hah hah hah hah!

- **If you haven't gone to the Undead Burg or Blighttown**

Hm? What, you want to hear more?

Oh, that's all we need. Another inquisitive soul.

Well, listen carefully, then...

One of the bells is up above in the Undead Church, but the lift is broken.

You'll have to climb the stairs up the ruins, and access the Undead Burg through the waterway.

The other bell is back down below the Undead Burg, within the plague-infested Blighttown.

But I'd die again before I step foot in that cesspool!

Hah hah hah hah...

- **After you activated the Undead Parish to Firelink Shrine elevator shortcut**

You again?

There's nothing to speak about, really.

Oh, actually... Something strange did happen.

That crow flew off with somebody in its clutches. I think it was a man curled up in a ball.

Stranger things have happened, right?

No, maybe not...

- **If you're carrying an "At Risk" or "Broken" Weapon**

Don't you ever repair your weapons?

You just need the right tools... or some powder.

If you keep swinging those scraps around, you'll be mistaken for a hollow!

Ha ha ha ha!

- **Exhausting all his currently available topics by speaking to him non-stop**

Bloody hell, what is it now?

You ask too many questions.

- **No new topics**

Hm? What now?

I'm not up for chatting. Leave me alone.

- **After you explore an area**

1. What's wrong? Get a bit of scare out there?
No problem. Have a seat and get comfortable.
We'll both be Hollow before you know it.
Hah hah hah hah...
2. Well, what are you going to do?
I've already decided.
I don't really care; I'm simply crestfallen...

- **If the player has not yet gone down the lift to New Londo**

Have you been to the ruins of New Londo below?
Just head down the stairs, and take the lift.
It's certainly worth a visit.
It was once an Undead city. You may find a clue or two.
Unless the ghosts find you first...
Keh heh heh heh!

- **After trying to talk to Anastacia the first time**

Oh, have you seen that terribly morose lass?
... The Fire Keeper.
She's stuck keeping that bonfire lit.
Sad, really. She's mute and bound to this forsaken place.
They probably cut her tongue out back in her village, so that she'd never say any god's name in vain.
How do these martyrs keep chugging along? I'd peter out in an instant.
Hah hah hah hah...

- **After defeating the Taurus Demon (without having an upgraded weapon)**

Don't you ever think to forge your weapons?
You'd better find a smithbox soon!
Unless you enjoy swinging about with blunt instruments.
Ha ha ha ha!

- **After obtaining the Residence Key or accessing the Lower Undead Burg**

How did that silly sorcerer's apprentice end up?
You know, the one always prattling on about Master Logan.
He left for the Undead Burg, but never came back.
Serves him right. If even Old Big Hat can't make it out there, what chance does he have?
I hope he enjoys his new life as a Hollow.

- **After freeing Griggs**

How did that nutty sorcerer make it back?
Unexpected, but I suppose stranger things have happened.

- **After Encountering the Capra Demon**

How did that raggedy old chum end up?

You know, the one who idolized some godmother of pyromancy.
He left for Blighttown, but never came back.
Whereas most flee from sickness, he dives right in.
Well, nothing will harm him once he goes Hollow.

- **After freeing Laurentius**

How did that old man make it back?
Unexpected, but I suppose stranger things have happened.

- **If you ring the bell in Undead Church first**

Why, what a surprise. I didn't expect you to make it.
... Oh, somebody rang the bell... Wait. Was it you?
You never give up, do you? I don't know how you do it.
Well, don't stop now. Only one more, but it's going to be suicide.
Hah hah hah hah ...

- **If you ring the bell in Blighttown first**

Oh, somebody rang the bell... Wait. Was it you?
You never give up, do you? I don't know how you do it.
Well, don't stop now... Only one more...
If you have the heart for it...
Hah hah hah hah ...

- **When Rhea, Vince, and Nico arrive**

Did you see her?
That virtuous little maiden, complete with followers in tow.
They're probably going straight to pillage graves. I've heard enough about "M'Lady" for a lifetime.

- **After rescuing Rhea**

1. Did you hear about the maiden?
The virtuous lass came back alone, and in absolute tatters...
Did her follower die, or was she abandoned? Who knows.
But I suppose we've heard the last from "M'lady".
Hah hah hah hah!
2. That maiden?
She's shuffled off somewhere. I believe to the Undead Church.
These ruins are probably too awkward for her.

- **After freeing Big Hat Logan**

Oi, did you see him?
Big Hat Logan, the legendary sorcerer, in the flesh!
... This place is simply mad ... Legendary heroes popping up left and right ...
They're making me feel quite inadequate, to be honest!
Hah hah hah hah ...

- **After ringing both bells (Frampt arrives)**

1. Did you ring the second bell?

That is incredible, I must say... But now we have a new problem.

It's noisy, it snores, and its breath is lethal...

This is no laughing matter, I tell you.

2. Damn, that stench... And I was really beginning to like it here!

Sigh...

Maybe it's time I do something about it...

3. Sigh...

Maybe it's time I do something about it...

- **When attacked without made hostile**

Ooph!

Oww!

What in the...!

Stop that! Oi!

- **When attacked and made hostile**

Lousy rat! You have some nerve!

I may be crestfallen, but I'm not defenseless, you rascal!

You will soon regret this!

- **When killed**

Heheh, not too shabby...

I think you've done me a favour...

- **When he kills the player**

Now, that's just embarrassing.

How'd you let me do that to you?

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