

Sieglinde of Catarina

Description

Sieglinde is the daughter of Siegmeyer of Catarina. She came to Lordran to look for her adventurous father. Some time before the events of the game, Sieglinde had been captured and imprisoned in a Golden Crystal Golem, presumably by Seath or his Channelers. She wore the same equipment as her father, the difference being she wields a Bastard Sword, while her father wields a Zweihander.

Stats

Playthrough	HP	Souls
New Game	938	1,000
NG+	1,444	2,000
NG+6	1,805	2,500

Drops

- 10 Humanities with Dark Hand.
 - Killing her in Firelink Shrine, after rescuing her from Crystal Golem doesn't cause her to drop these

Equipment

- Catarina Set
- Bastard Sword
- Pierce Shield
- Red Tearstone Ring

Sieglinde's Quest for Siegmeyer

Refer to Siegmeyer's page for the bulk of their storyline progression.

1. The Duke's Archives - After talking to Siegmeyer at the Firelink Shrine and causing him to leave for Blighttown.

Her Golden Crystal Golem is in the middle of the garden in front of Crystal Cave's entrance, the garden with lots of other Crystal Golems. Kill the Golden Crystal Golem to free her, and talk to her. Either answer will move her to Firelink Shrine.

2. Firelink Shrine - After you talk to her in The Duke's Archives.

She's standing near the bonfire. Speak with her. She will again ask if you have seen her father. If you reply 'Yes', she will move off again to find her father.

3. Firelink Shrine - After you help Siegmeyer to survive Lost Izalith.

Same location as before. She will tell you that she has found her father and that he went off to one last adventure.

4. Ash Lake - After you talk to her in Firelink Shrine the second time.

Final story event. She and Siegmeyer will be near the first bonfire. Talk to her to receive a Titanite Slab.

Dialogue

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+ show Dialogue - hide Dialogue

Sieglinde's dialogues

1. Duke's Archives

- Talk

- It was you who rescued me? Why, thank you.

I am Sieglinde of Catarina.

I don't know how I ended up in that crystal...

It wasn't terrible in there, but I could hardly move.

I must think of some way to repay you.

Oh! Have you seen my father?

You wouldn't miss him. A suit of armour, just like mine?

- (Yes/No)

- Yes

- Thank goodness! I knew he was here somewhere.

Well then, now I must find him. Thanks again. truly.

Now if he'll just stay put, and keep out of trouble.

- No

- Yes, I see...But if you should happen to bump into him,

tell hem that Sieglinde is on her way, and that he ought to just stay put.

And again, thank you kindly.

2. Firelink Shrine

- Talk
 - Oh, hello again.
We're both managing quite well, aren't we?
But I haven't found my father yet. Have you seen him?
 - ◦ (Yes/No)
 - Yes
 - Really! Then I must be off.
I'm sorry he's caused you trouble... He has a knack for that. If he'd just stay put...
 - No
 - Yes, I see. Well, I had to ask.
I will continue searching a bit longer. Thank you so much.
- Talk (after meeting her father in Lost Izalith)
 - Well, hello again!
I have finally located my father.
All of your help was invaluable to us... Thank you so much.
I was finally able to pass on my mother's last words.
* My father? He went on his final adventure.
Don't worry, that's just the way he is. Undead or no. Sort of reassuring, really.
If he goes Hollow, I'll just have to kill him again.

3. Ash Lake

- Talk
 - My father...all Hollow now...has been subdued. He will cause no more trouble.
It's finally over...I will return to Catarina.
You assisted us both greatly. I can hardly return the favour.
but please accept this. It's of no use to me now.
* Oh, father...dear father...
Sob...
- When attacked without made hostile
 - What in the...!
 - What the devil?!
- When attacked and made hostile
 - Yes, now I see.
You are one of the bad ones.
Then, there's only one thing to do with you.
- When killed
 - Oh, how can this be...!
...dear father...

- When kills the player
 - Rest assured. I will kill you as many times as it takes.

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