

# Carhillion of the Fold


## Description

A famed sorcerer from Melfia. He spent much time honing his sorceries in one of Melfia's renowned academies, but he argued that academies were terrible places to learn magic and set out for Drangleic, a land in which the forces of magic and souls lie dormant.

He was the master of Rosabeth.

## Locations

### No-man's Wharf

Found on the middle dock, on the other side of the dock with the ship.

### Majula

He will move to Majula after you speak to him with at least 8 Intelligence and defeat the Flexile Sentry. You cannot boost your intelligence with equipment such as the Ring of Knowledge to reach this requirement.

Once there, he sits next to a tree near the precipice above the blacksmith's house. If you walk toward the monument from the blacksmith's house, Carhillion will be on the left.

Bonfire Intensity	HP	Souls
1	1,510	3,250
2	3,624	6,500
8	?	13,000

## Summon Location

### Brume Tower

A White Phantom for the Fume Knight boss fight.

# Use

- Sells a wide variety of sorceries and magic accessories.
- Can upgrade Pyromancy Flames with Fire Seeds, for a price.
- Refuses to deal with characters with less than 8 Intelligence.

# Sells

Weapons	Total	Soul Cost	Notes
Sorcerer's Staff	∞	1,000	
Rings	Total	Soul Cost	Notes
Spell Quartz Ring	1	2,000	Increases Magic defense by 50 points.
Clear Bluestone Ring	1	2,000	Increases casting speed of spells.
Consumables	Total	Soul Cost	Notes
Amber Herb	10	1,600	Slightly restores spell use.
Twilight Herb	5	1,300	Restores spell uses.
Simpleton's Spice	1	13,000	Lowers the Intelligence level required to use a spell.
Scrolls	Total	Soul Cost	Notes
Soul Arrow	1	1,500	Sorcery
Great Soul Arrow	1	3,000	Sorcery
Heavy Soul Arrow	1	2,000	Sorcery
Great Heavy Soul Arrow	1	4,500	Sorcery
Shockwave	1	1,800	Knocks an enemy down.
Soul Spear Barrage	1	2,600	Fires a barrage of mini Soul Spears.
Magic Weapon	1	2,000	Bufs weapon with Magic.
Yearn	1	3,000	Distracts enemies for a moment.

# Drops

- Northern Ritual Band +1

## Attacks

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- Soul Spear
- Crystal Soul Spear
- Great Soul Arrow
- Homing Soul Arrow
- Heavy Homing Soul Arrow
- Dark Greatsword (As a White Phantom)
- Dark Hail (As a White Phantom)

## Notes

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- After you speak to him with at least 8 Intelligence, you may use a Soul Vessel to redistribute your points as you see fit without losing access to his shop.
- Intelligence-boosting accessories will not satisfy his introduction conditions.
- His spell stocks become unlimited after the Shrine of Winter has been opened.
- Impress him with your wisdom (have at least 30 Intelligence), and he will pass you his Northern Ritual Band +1.
- He uses a Lizard Staff and a Magic Shield in combat.
- As an NPC phantom, he is quite terrible, with low damage, low health, an inability to use Estus to heal, and bad A.I.
- He will do the *Bow* gesture when summoned, *Mock* gesture after the boss is defeated.

## Dialogue

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+ Show Dialogue - Hide Dialogue

- **When first met in No-Man's Wharf, with INT under 8**

Hmm...

I see light, but it remains dim...

I am Carhillion, and I've no interest in the magic-impaired.

- **When first met in No-Man's Wharf, with INT over 8**

Hmm...I sense power...

Very well. From this day, you shall be my new pupil.

I am Carhillion. Carhillion of the Fold. Surely you've heard the name?

Now, now, do not be afraid. Let us explore the limits of sorcery.

- **When talking to him to open the interaction menu**

Do you seek my teachings? Very well, very well.

(or)

Back already? Your diligence is commendable.

(or)

Your visit is welcome. I trust you've kept up your studies.

(or)

Oh, there you are. Do you seek my teachings?

- **When leaving, having used his services**

Young pupil, do not take my teachings lightly.

- **When leaving, without having used his services**

One day, my teachings will save you.

- **When walking off without closing the menu**

The path is yet long, young pupil.

- **Using 'Talk' option**

The forces of magic, and souls, lie dormant in this land.

It is a fitting place to hone my sorceries.

I suspect that I may even conjure up new spells here.

Sorcery is yet a mystery, even to me. Let us mature together, young pupil.

- **Using 'Talk' option**

Use scrolls to unleash the power of sorceries.

But the power of each scroll is reliant on that of its owner.

The untrained cannot wield a scroll to its proper potential.

Never forget, young pupil... There are no shortcuts to mastery.

- **When leaving, in No-Man's Wharf after defeating Flexile Sentry**

Young pupil, may we meet again, in Majula.

- **When first met in Majula**

Oh, so you've finally decided to join us?

Let us resume our exploration of sorcery.

- **Using 'Talk' option in Majula**

Sorcery and pyromancy thrive in Melfia. I've spent much time there, trying to perfect my art.

But staying was a mistake. The fools there had no interest in truth.

Their ambitions were paltry, and their smiles cloying. I was sick to the back teeth of their petty squabbles.

There was nothing for me in that forsaken land.

- **Using 'Talk' option before rescuing Rosabeth**

On my trip here, I met a strange girl once or twice.

After a time, I never saw her again. I wonder where she went off to.

We spoke only a few times, but... A fair lass, if a bit clumsy.

I hope that she is safe.

- **Using 'Talk' option in Majula**

I sense a dark power here.

Something akin to sorcery... Only more...primordial...

I wish to find out more about it, but as we see, this place is in ruins.

Just what happened here?

- **Using 'Talk' option in Majula**

Sorcery was created long, long ago.

Some say it was originated by the great pale being...

But we've no way of knowing if such claims are true.

Many sorceries were lost over the ages.

Before pyromancy, there were fire sorceries, but they are long forgotten.

- **Using 'Talk' option after Rosabeth moves to Majula**

So, the girl's been here too.

I'm glad to see her safe, whatever that's worth.

- **When giving equipment to the player**

Ah, here, a fitting gift for you.

Seek higher planes, young pupil.

- **When attacked but not aggroed**

Stop that!

(or)

Have you lost your head?

(or)

Damn, you bloody fool!

- **When attacked and aggroed**

The arrogance of the young!

- **When killing the player**

How very tragic...

- **When re-encountered after aggroing**

Behold my true power.

- **When attacked and health is under 50%**

Hmph! How very sporting!

- **When killed**

(scream of death; no subtitle)

**Voiced by:** James Greene

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