

Felkin the Outcast

Description

Once an underachieving scholar from the famous Melfian Magic Academy, now an unhinged hexer clearly obsessed with Dark.

It's unclear whether he was genuinely drawn to Drangleic in his search of the darkest darkness or was just another Undead who fell for it.

Location

Huntsman's Copse

Right before the Undead Refuge bonfire, sitting in a chair and staring straight into a stone wall.

Bonfire Intensity	HP	Souls
1	1550	1,750
2	3100	3,500
8	?	7,000

Use

Sells various hexes. Refuses to deal with anyone who doesn't have at least 8 base Faith and 8 base Intelligence¹.

Sells

Weapons	Total	Soul Cost	Notes
Archdrake Staff	∞	4,000	
Archdrake Chime	∞	4,000	

Chaos Rapier	∞	7,500	Only in <i>Dark Souls II: Scholar of the First Sin</i>
Chaos Shield	∞	7,000	Only in <i>Dark Souls II: Scholar of the First Sin</i>
Rings	Total	Soul Cost	Notes
Ring of Life Protection	1	6,000	Saves souls on death, but breaks.
Consumables	Total	Soul Cost	Notes
Dark Pine Resin	∞	1,500	Apply Dark to right-hand weapon.
Scrolls	Total	Soul Cost	Notes
Magic Barrier	1	2,700	Miracle
Dark Orb	1	600	Hex
Dark Weapon	1	2,700	Hex
Great Resonant Soul	1	3,400	Hex
Resonant Soul	1	1,100	Hex
Resonant Flesh	1	3,400	Hex
Resonant Weapon	1	4,000	Hex

Drops

- Sunset Staff
- His armor will be available for purchase from Merchant Hag Melentia.

Notes

- He's impressed by power. Talk to him with at least 20 Faith and 20 Intelligence and he will gift you his hexing apparel and Sunset Staff.
- Stat-boosting items won't count towards his requirements. You must naturally have every point.
- Players may meet his requirements, speak to him once, then soul vessel to return faith and intelligence to base levels, and still have access to his wares upon returning to talk to him.
- Killing him will not affect your standing with the Pilgrims of Dark.
- Same voice actor as Laurentius of the Great Swamp
- Casts Pyromancies with his Sunset Staff when provoked

Dialogue

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+ Show Dialogue - Hide Dialogue

- **When first met, with INT and FTH under 8**

I don't know who you are...But leave me be.

The frailty...of the weak... Disrupts the Dark...

- **When talking again, with INT and FTH under 8**

Leave me alone.

I am interested in one thing. Dark. You haven't the gift.

- **When first met, with INT and FTH above 8**

The Dark stirs...

I see...The Dark has sparked within you...

My name is Felkin.

I will trade with you. What do you need?

- **When talking to open interaction menu**

You are...always welcome...yes...?

(or)

The Dark...watches over you...

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

Come again...as you like...

The Dark...Is always within you...

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

No matter...the time will come...

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

Till we meet again.

- **Use 'Talk' options**

This land...lies closest to the Dark... Th-that is...that is why I came here.

This kingdom...collapsed long ago.

All that are left... Are either Undead or Hollow...

Save a few misfits like myself...hah hah.

- **Use 'Talk' options**

I w-went...I went...I went to a great school...in the south... But neither sorcery nor pyromancy appealed...I...

I-I learned nothing...nothing at all... I-it was there that I happened upon the Dark.

It drew me in... The nebulous Dark...

Soon, I was drawn to this land, where Dark runs deeper than anywhere else.

- **Use 'Talk' options**

Hexes originated in...ancient times.

They were once...a form of sorcery. But the practice was lost...then later rediscovered.

Those devoted to hexes are a lonely lot... But nevertheless...they give their lives to their art.

Such is the fate...of we practitioners of Dark...

- **Use 'Talk' options**

What drew me to the Dark...I...I...I do not know.

Hexes ar...are more than mere tools to me...

I feel affinity...and warmth... Something universal, nostalgia...even...

Those who discover Dark...realise this... And...they never come back.

- **When giving equipment to the player**

These...are for you...

Together, into the Dark...

- **When attacked but not aggroed**

Hrk...

(or)

What are you doing?

(or)

Stop this.

- **When attacked and aggroed**

You've let Dark...take control...

- **When killing the player**

One day...I will share your fate.

- **When re-encountered after aggroing**

I cannot...let you have this.

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

Ahhhh...ahh...my...my...Dark

- **When killed**

Look...the Dark...I see it...I see it...

- **Unknown**

Dark...Deliver me...

Voiced by: Andy Gathergood

Footnotes 1. Only base levels count, stat boosting items like Ring of Prayer and Goldenfruit Balm

have no effect.

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