

# Manscorpion Tark

|  |
|--|
|  |
|  |

## Description

A man with a scorpion for a lower torso.

The Ring of Whispers has to be equipped or you can't speak to him.

## Location

**Shaded Woods**

After the Shaded Ruins bonfire. When you enter the area with lots of Lion Clan Warriors, take a left. Tark can be found in a pit after going through the buildings here.

| Bonfire Intensity | HP | Souls |
|-------------------|----|-------|
| 1                 | ?  | 1,200 |
| 2                 | ?  | ?     |
| 8                 | ?  | ?     |

## Event Items

| Item                    | Conditions for Receipt   |
|-------------------------|--|
| Fragrant Branch of Yore | Talk to him after defeating Scorpioness Najka  |
| Second Dragon Ring      | Talk to him after defeating his "master" (The Duke's Dear Freja)                             |
| Black Scorpion Stinger  | Talk to him after defeating his "master" (The Duke's Dear Freja) in Scholar of the First Sin |
| "Warmup" Gesture        | Dialogue option after killing Scorpioness Najka  |

## Drops

- Second Dragon Ring

## Notes

---

- After his dialogue is exhausted, he can be summoned for the Scorpioness Najka boss fight. His sign is just outside Najka's fog gate.
- If summoned for the fight against Najka and he dies before she does, he does not appear in the sand pit. Use a bonfire and Tark reappears.
- Even if he is killed before the fight with Scorpioness Najka, you may still receive your reward from his gravestone.
- If killed in Scholar of the First Sin the Black Scorpion Stinger may be purchased from Merchant Hag Melentia.
- After summoning him, if you attempt to walk to other areas besides the boss fight, he returns home.

## Dialogue

---

***All dialogue text is © From Software Inc.***

---

+ Show Dialogue - Hide Dialogue

- **Without Ring of Whispers equipped**

...?

- **Using Talk Prompt**

Human, are we?

This is no place for you. Be gone.

- **Using Talk Prompt**

Are you not afraid of me?

Humans rarely come here.

Those who do turn back when they see me. Or make an attempt on my life.

But you, heh...are different.

- **Using Talk Prompt**

We once had a master. He created us long, long ago.

But he was born with a fatal flaw.

He resented those who had what he lacked, and became fully mired in hatred.

Eventually, he drove himself mad.

It was at the peak of this madness that he conjured up we strange creatures.

- **Using Talk Prompt**

Our master was a tragically lonely soul.

Eventually, his solitude eroded his very reason.  
In the end, he never understood...  
...what it was that he truly lacked.

- **Using Talk Prompt**

Nobody knows when we were born.  
Or where our master has gone.  
The only ones who even speak a human tongue are myself and my better half.

- **Using Talk Prompt**

I wish to ask a favour of you. I want you to kill my betrothed.  
Once, I always found her at my side. But as time went on, things went awry.  
She became violent, raging uncontrollably.  
Eventually she came after me.  
And we've been locked in combat ever since.

- **Using Talk Prompt**

We seem to be at a standstill. The wounds we exchange are never lethal.  
I was born of my master's madness. Perhaps this is some curse.  
I will be sure to assist you in return.

- **Using Talk Prompt**

The past is a distant fog...  
My name was Tark... That is all that I remember...

- **After defeating Najka**

You've defeated my better half.  
This is my thanks. Take it.

- **Using Talk Prompt**

Long ago, there was a being with powers similar to ours.  
The creature took the form of a spider.  
But I don't know where it disappeared to.  
Perhaps it was seduced by madness.

- **After defeating Freja**

What skill. You've defeated my master.  
But our master never dies, only changes form, so that he may seethe for all eternity.  
Brave human, you have yet to face your greatest perils.  
Take these. May joy await you at the end of your travels.

- **Using Talk Prompt**

I have no gods to pray to.  
But still I pray that your journey will be safe.

- **When attacked**

*Hrgkt!* (no caption)

What are you doing!

Have you been enslaved by madness? (aggroed)

You wretched human! (50% HP)

- **When killing the player**

Foolish human...

- **Returning after defeat**

The mad will never be forgiven.

- **When killed**

*Arrggh...* (no caption)

**Voiced by:** Chris Tester

---

Revision #1

Created 17 December 2024 07:54:59 by jade

Updated 17 December 2024 07:54:59 by jade