

Straid of Olaphis

Description

Straid was invited to the old kingdom of Olaphis for his wisdom, but its depth was such that people soon feared him, and in the end Straid was led into a dreadful trap.¹

Straid spent several lifetimes as stone. During this hiatus, kingdoms rose and fell, until the land called Drangleic came to be.²

A masked figure, covered head to toe in black robes.

Location

The Lost Bastille

Located in the top of the tower closest to the entrance point to the Sinner's Rise, this NPC is initially found guarded by five Undead Citizens, and is petrified.

In order to free him from his stony prison, a Fragrant Branch of Yore is required. Once freed, he is available to sell various sorceries, miracles, pyromancies, hexes, and the bonfire behind him becomes accessible.

Bonfire Intensity	HP	Souls
1	3,860	1,800
2	?	3,600
8	?	7,200

Uses

- Sells various items.
- Trades boss souls for special items.

Sells

Weapons	Total	Soul Cost	Notes
Greatsword of the Forlorn	1	10,000	Only in <i>Dark Souls II: Scholar of the First Sin</i> Available after killing the Forlorn at least five times, and killing another wielding the Greatsword.
Scythe of the Forlorn	1	10,000	Only in <i>Dark Souls II: Scholar of the First Sin</i> Available after killing the Forlorn at least five times, and killing another wielding the Scythe.
Armor	Total	Soul Cost	Notes
Hood of the Forlorn	1	3,600	Only in <i>Dark Souls II: Scholar of the First Sin</i> Available after killing a Forlorn invader once.
Armor of the Forlorn	1	9,000	Only in <i>Dark Souls II: Scholar of the First Sin</i> Available after killing a Forlorn invader four times.
Gauntlets of the Forlorn	1	6,300	Only in <i>Dark Souls II: Scholar of the First Sin</i> Available after killing a Forlorn invader twice.
Leggings of the Forlorn	1	7,200	Only in <i>Dark Souls II: Scholar of the First Sin</i> Available after killing a Forlorn invader three times.
Rings	Total	Soul Cost	Notes
Ring of Knowledge	1	28,000	Increases Intelligence by five points.
Lingering Dragoncrest Ring	1	2,500	Extends duration of spell effects by 15%.
Agape Ring	1	5,000	Consumes all souls acquired in place of the wearer.
Consumables	Total	Soul Cost	Notes
Rouge Water	3	3,000	Restores HP and spell uses.
Scrolls	Total	Soul Cost	Notes
Homing Soul Arrow	1	6,500	Sorcery
Strong Magic Shield	1	6,300	Sorcery

Cast Light	1	3,000	Sorcery
Resplendent Life	1	4,500	Miracle
Great Lightning Spear	1	13,000	Miracle After Undead Crypt.
Unveil	1	2,200	Miracle
Sunlight Blade	1	12,400	Miracle After Undead Crypt.
Lingering Flame	1	6,700	Pyromancy
Flame Swathe	1	9,500	Pyromancy
Dark Orb	1	600	Hex
Dark Hail	1	1,500	Hex
Dark Fog	1	5,200	Hex
Affinity	1	11,500	Hex

Boss Soul Trades

Boss Weapon	Boss Soul	Soul Cost
Mytha's Bent Blade	Mytha, the Baneful Queen Soul	1,500
Smelter Sword	Smelter Demon Soul	1,500
Pursuer's Ultra Greatsword	Soul of the Pursuer	1,500
Pursuer's Greatshield	Soul of the Pursuer	1,500
Warped Sword	Flexile Sentry Soul	1,500
Arced Sword	Flexile Sentry Soul	1,500
Barbed Club	Flexile Sentry Soul	1,500
Giant Stone Axe	Soul of the Last Giant	1,500
Gargoyle Bident	Belfry Gargoyle Soul	1,500
Dragonrider's Halberd	Dragonrider Soul	1,500
Dragonrider Twinblade	Dragonrider Soul	1,500
Dragonrider Bow	Dragonrider Soul	1,500
Dragonrider Greatshield	Dragonrider Soul	1,500
Roaring Halberd	Skeleton Lord's Soul	1,500
Bone Scythe	Covetous Demon Soul	1,500

Chariot Lance	Executioner's Chariot Soul	1,500
Shield Crossbow	Executioner's Chariot Soul	1,500
Spotted Whip	Demon of Song Soul	1,500
Heavy Homing Soul Arrow	Ruin Sentinel Soul	1,500
Soul Shower	Scorpioness Najka Soul	1,500
Sacred Oath	Soul of Velstadt	3,000
Toxic Mist	Royal Rat Vanguard Soul	1,500
Acid Surge	Royal Rat Authority Soul	1,500
Repel	Giant Lord Soul	5,000
Flame Weapon	Old Witch Soul	10,000
Crystal Soul Spear	Old Paedrake Soul	10,000
Blinding Bolt	Old King Soul	10,000
Numbness	Old Dead One Soul	5,000
Lifedrain Patch	Darklurker Soul	5,000
Outcry	Soul of Nadalia, Bride of Ash	45,000

Equipment

- Black Set
- Staff of Wisdom

Drops

- Black Hood

Attacks

- Soul Geyser
- Soul Greatsword
- Soul Shower
- Soul Spear Barrage
- Soul Vortex

Videos

- Main Game: All Trades with Straid of Olaphis
- The Lost Crowns Trilogy DLC: All Trades with Straid of Olaphis

Notes

- He gives you his armor set, the Black Set, after trading in four boss souls. If killed, you can buy his armor set from Merchant Hag Melentia.
- If you talk to him with at least 3 Intelligence and then use a Soul Vessel to reset it to a lower value, he will still talk to you.
- This NPC has unused dialogue lines.
- One of 2 NPCs who trade for Boss Souls, the other being Weaponsmith Ornifex.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **When first met**

Still a bit stiff, I'm afraid. Heh heh heh...

I must thank you, young traveller.

I am Straid. A wandering sorcerer of sorts.

I've been a guest for a very long time. But I don't think that anybody will miss me!

- **When the player has insufficient INT**

Cursed one, you lack intelligence.

Weak, so terribly weak...

Heh heh heh...

- **When the player has sufficient INT and FTH**

Hm-hmm...

Very good, very good indeed.

Cursed one, weak you may be, but I, Straid, will teach you my spells.

- **When talking to open interaction menu, without a boss soul**

Souls! I need souls! You cursed fool!

If you seek my strength, bring me souls!

Bigger, stronger souls! Heh heh...

- **When talking to open interaction menu, with a boss soul**

Well! This is a most peculiar soul.

Very good, very good indeed.

Unusual souls produce unusual spells. Heh heh heh...

(or)

Well! This is a most charming soul.

Very good, very good indeed.

My power is yours! Let it serve your desires! Heh heh heh...

(or)

Well! This is a most twisted soul.

Very good, very good indeed.

Prepare to peer straight into the heart of magic. Heh heh heh...

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

Feeble cursed one!

Do you really think you can manage the glories that are my spells?

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

Feeble cursed one!

Let's hope the magnificence of my spells does not deter you! Heh heh!

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

Don't just walk off, cursed one. Heh heh...

- **Using 'Talk' option**

1. So, how long was I sat petrified...

Long enough for the old kingdom to have crumbled, I see.

Long enough for Olaphis to rise, fall, and fade away, evidently.

Why didn't anyone wake me sooner?! Heh heh...

2. Drangleic... I've never heard the name.

Is that what they call this place now?

Hah hah...Very good, very good indeed.

3. The cursed ones were imprisoned within this land.

Of course, you came of your own free will. Heh heh...

The people feared the cursed ones like a plague.

Some people would rather keep dreadful things out of sight, out of mind.

In the end they swept them up and corralled them here.

So very typical of meek minds, don't you think?

4. Once people became aware of their own frailty...

They seized anybody they found undesirable, cursed or no, and impounded them here.

Whoever posed even the slightest threat, was removed. All so that they could sleep better at night.

They even turned the great Straid into a stone! Hah hah!

5. Many kingdoms rose and fell on this tract of earth; mine was by no means the first.
Anything that has a beginning also has an end. No flame, however brilliant, does not one day splutter and fade.
But then, from the ashes, the flame reignites, and a new kingdom is born, sporting a new face.
It is all a curse! Heh heh heh!
And it is your cursed flesh that will inherit the flame. Heh heh...
6. Pyromancy was created by the ancient witch of fire.
She harnessed the power of flame, and melded it into pyromancy.
The witch led her daughters into war against the Old Ones.
But legends are legends.
What are you prepared to believe? Heh heh...

- **When giving equipment to the player**

Cursed one, take these.

Put them on, and please, stop being so weak. Heh heh...

- **When attacked but not aggroed**

Heh heh heh...

(or)

How testy, little cursed one!

(or)

You dare challenge me? Heh heh...

- **When attacked and aggroed**

Weak, so terribly weak...

- **When killing the player**

Hah hah hah hah!

- **When re-encountered after aggroing**

Come back for more, little cursed one? Heh heh...

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

Ooh, you're tough, cursed one! Heh heh...

- **When killed**

Very good, very good indeed.

Voiced by: Peter Marinker

Footnotes 1. Black Hood description. 2. Black Robes description.

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