

Weaponsmith Ornifex

Description

A harpy, similar to the ones found in the Painted World of Ariamis in Dark Souls. She is a blacksmith capable of imbuing souls to equipment, creating unique items based on the soul's original owner, a skill which she claims was inherited from a strange pale beast that inhabited the land long ago.

Location

Shaded Woods

From the Shaded Ruins bonfire, she is found locked in an underground cave, below the false floor. Requires the Fang Key from the petrified lion statue near the bonfire to free her. You must exhaust all of her dialogue to get her to move.

Brightstone Cove Tseldora

Will move here once freed. In the room with many statues. Next to the Lower Brightstone Cove bonfire.

Bonfire Intensity	HP	Souls
1	3,670	2,100
2	?	?
8	?	?

Uses

- Sells various items.
- Performs boss soul trades.
- Repairs and reinforces equipment.
- Will perform the first boss soul trade for free.

Sells

Weapons	Quantity	Soul Cost
Murakumo	Unlimited	5,800
Partizan	Unlimited	3,000
Twinblade	Unlimited	5,000
Composite Bow	Unlimited	5,500
Heavy Crossbow	Unlimited	4,000
Ammunition	Quantity	Soul Cost
Fire Arrow	Unlimited	60
Fire Bolt	Unlimited	80
Consumables	Quantity	Soul Cost
Amber Herb	10	1,600
Green Blossom	10	1,300
Flame Butterfly	Unlimited	600
Scrolls	Quantity	Soul Cost
Homing Soul Arrow	1	6,500
Homing Soulmass	1	6,000
Fall Control	1	4,800

Boss Soul Trades

Weapons	Boss Soul	Soul Cost
Aged Smelter Sword	Smelter Demon Soul	1,500
Bewitched Alonne Sword	Soul of Sir Alonne	18,000
Bow of Want	Soul of Nashandra	10,000
Butcher's Knife	Soul of the Rotten	5,000
Chaos Blade	Old Witch Soul	10,000
Chime of Screams	Soul of Nadalia, Bride of Ash	20,000
Chime of Want	Soul of Nashandra	10,000
Crypt Blacksword	Old Dead One Soul	10,000
Curved Dragon Greatsword	Ancient Dragon Soul	1,500
Defender Greatsword	Throne Defender Soul	3,000

Defender's Shield	Throne Defender Soul	3,000
Dragonslayer Greatbow	Old King Soul	10,000
Dragonslayer Spear	Old Dragonslayer Soul	1,500
Drakewing Ultra Greatsword	Guardian Dragon Soul	1,500
Eleum Loyce	Soul of Alsanna, Silent Oracle	12,000
Fume Sword	Soul of the Fume Knight	8,000
Fume Ultra Greatsword	Soul of the Fume Knight	25,000
Iron King Hammer	Old Iron King Soul	5,000
Ivory King Ultra Greatsword	Soul of the Ivory King	5,000
Ivory Straight Sword	Soul of Aava, the King's Pet	8,000
King's Mirror	Looking Glass Knight Soul	3,000
King's Shield	Soul of the King	10,000
King's Ultra Greatsword	Soul of the King	10,000
Loyce Greatsword	Soul of Lud, the King's Pet	3,000
Loyce Shield	Soul of Zallen, the King's Pet	1,200
Lost Sinner's Sword	Soul of the Lost Sinner	5,000
Moonlight Greatsword	Old Paledrake Soul	10,000
Ruler's Sword	Soul of the King	10,000
Sacred Chime Hammer	Soul of Velstadt	1,500
Scythe of Want	Soul of Nashandra	10,000
Spider Fang	Soul of the Duke's Dear Freja	1,500
Spider's Silk	Soul of the Duke's Dear Freja	1,500
Spitfire Spear	Guardian Dragon Soul	1,500
Thorned GreatSword	Looking Glass Knight Soul	3,000
Watcher Greatsword	Throne Watcher Soul	3,000
Watcher's Shield	Throne Watcher Soul	3,000
Wrathful Axe	Soul of Elana, Squalid Queen	24,000
Yorgh's Spear	Soul of Sinh, the Slumbering Dragon	14,000

Drops

- None

Videos

- Main Game: All Trades with Weaponsmith Ornifex
- The Lost Crowns Trilogy DLC: All Trades with Weaponsmith Ornifex

Notes

- This NPC has unused dialogue lines.
- One of 2 NPCs who trade for Boss Souls, the other being Straid of Olaphis.
- Her model, textures, and idle animations are almost, if not completely identical to those of the Crow Demons from the Painted World of Ariamis in Dark Souls.
- Briefly hovers in the air and then divebombs, attacking with her beak, if provoked

Dialogue

All dialogue text is © From Software Inc.

+ Show Dialogue - Hide Dialogue

- **When saved in Shaded Ruins**

1. Thank you for helping me.

I am Ornifex.

I owe you some form of thanks, but have nothing for you at the moment.

If it would not trouble you, could you visit my abode just down the way?

2. Thank you, kind traveller.

I believe that I can be of assistance if you would visit me at my home.

- **When first met in Brighstone Cove**

1. Oh, we meet again, kind traveller.

This is my workshop.

In your tongue, I believe I would be called a blacksmith.

I create all manner of equipment, using an ancient technique unique to my...people.

Normally I only cater to a very select few...

But I have a debt to you. I will craft one thing of your choice.

My wares are far from ordinary.

I am certain that they will please you.

I require no payment this time. But you must bring me a Wondrous Soul.

My technique absolutely requires it. I trust you will understand.

2. If you provide a Wondrous Soul, I will create one thing of your choice.

I require no payment this time. It is my way of saying thanks.

- **When talking to open interaction menu**

What do you desire?

(or)

Do you have a Wondrous Soul?

(or)

Hello there. Do you have a Wondrous Soul?

(or)

Hello there. What can I do for you?

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

Come back again if you find another soul.

- **When leaving, having not used her services**

Come again, if it please you.

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

Be safe.

- **Use 'Talk' option**

1. The nature of an item is greatly influenced by the soul that was used to create it.
They can be tricky to use, but when wielded properly, are extremely powerful.
This is what I meant by unique. These wares are not for use by ordinary folk.
2. It's hard to believe now, but this land was once a flourishing kingdom.
Its king, Vendrick, came close to unlocking the essence of the soul.
What a dazzling soul he surely had...
Imagine what I might create with such a powerful soul...
3. It is said that our technique originates from a strange being that inhabited this land.
A pale beast that lived long, long ago. We don't even know what exactly it was.
If you find a Wondrous Soul, bring it by for me to have a look.
4. Do you find me strange? Skee hee.
You humans are always this way. The way you glare at any unfamiliar creature.
That mix of curiosity, fear, and revulsion.
Oh, well. It hardly concerns me.

- **When attacked but not aggroed**

Skwaa!

(or)

What are you...!

(or)

Stop this!

- **When attacked and aggroed**

Oh, as you please...

- **When killing the player**

What a bother.

- **When re-encountered after aggroing**

You again?

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

The impunity...

- **When killed**

You humans are all alike...

- **Unknown**

May we meet again.

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