

# Big Hat Logan

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## Description

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Hailed as the greatest sorcerer from Vinheim Dragon School, "Big Hat" Logan left the Dragon School to Lordran in search for the legendary Regal Archives, which houses the knowledge of the Father of Sorceries.

## Location

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### 1. **Sen's Fortress**

In a hidden area behind a sleeping Serpent Soldier. You need to adjust the boulder dispatch machine so that it will smash the wall with the Serpent Soldier leaning against it. Alternatively, that enemy can be baited into breaking the wall with some of his attacks (the thrust stab or the second hit of the normal sword sweep, for example).<sup>1</sup> He is locked inside one of the hanging cages, and to open it you need either the Cage Key<sup>2</sup> or the Master Key. Once freed and spoken to, he will move to Firelink Shrine. If missed initially, he will still be located here even after killing the Iron Golem.

### 2. **Firelink Shrine**

He will sell you some of his spells once he arrives here, but only if your Intelligence is at least 15 (though this limitation will be dropped if you meet him later). Logan remains in Firelink Shrine until one of the following occurs:

- After obtaining the Lordvessel, Logan will have new dialog that states "I, too, will leave soon..." when you choose the "Leave" option from his interaction menu. Once that dialog has been triggered, Logan will permanently leave Firelink if you leave or return to Firelink in a particular manner.<sup>3</sup>
- If you avoided his "I, too, will leave soon..." dialog, he will remain in Firelink Shrine until you've arrived at the prison area of The Duke's Archives.

### 3. **The Duke's Archives** - prison tower cage

Once again he is trapped behind bars in the lower level of the prison area you reach after your first encounter with Seath the Scaleless, guarded by several Pisacas. You'll need to get the Archive Tower Giant Cell Key to unlock the cell, it's located behind the removable bookshelves leading to the Crystal Caves, right after the second bonfire. It's in the treasure chest closest to the lever that opens the descending staircase. Get back, unlock his cell and talk to him. He'll move to the book room.

#### 4. **The Duke's Archives** - book room

In a small room with the chest containing a Blue Titanite Chunk. The room entrance is near the tall ladder and the shortcut lever. You do not need to meet the Intelligence requirement to purchase his spells at this location. After you have defeated Seath the Scaleless and have bought all his spells, talk to him several times, and you'll notice that he's clearly gone mad. This triggers his next location, once you go through a loading screen (by quitting and reloading, using a Homeward Bone or using the Homeward miracle).

#### 5. **The Duke's Archives** - Seath's first encounter room

You'll find him standing around in the room half-naked, still wearing his hat. Defeat him and he'll drop the Big Hat, his Tin Crystallization Catalyst, and the White Dragon Breath spell. Also go back to the area where he was before, where he sells his spells, as there is a new chest containing the rest of his armor set, the Big Hat's set, and Logan's Catalyst. You may have to go through a loading screen for the chest to appear.

## Sells

Spell Name	Cost	Uses	INT	slots	Description
Great Soul Arrow	6,000	20	14	1	Fast Soul Arrow, higher damage
Heavy Soul Arrow	2,000	12	12	1	Slow Soul Arrow, higher damage than Great
Great Heavy Soul Arrow	8,000	8	16	1	Slow Soul Arrow, higher damage than Heavy
Homing Soulmass	20,000	10	18	1	Summons up to five soulmasses that fire automatically when an enemy is near
Soul Spear	40,000	4	36	1	Fires large Soul Arrow that pierces its targets
Magic Weapon	3,000	5	10	1	Must be used with catalyst in left hand, adds Magic damage to your right hand weapon

Magic Shield	3,000	5	10	1	Must be used with catalyst in right hand, temporarily increases the stability of your shield
Soul Arrow	1,000	30	10	1	Shoots a fast projectile at target, does Magic damage
Homing Crystal Soulmass	30,000	10	24	1	Stronger Homing Soulmass. Only available when you meet him at The Duke's Archives
Crystal Magic Weapon	20,000	3	25	1	Strongest version of Magic Weapon. Only available when you meet him at The Duke's Archives
Crystal Soul Spear	50,000	4	44	1	Stronger Soul Spear. Only available when you meet him at The Duke's Archives
<b>Total</b>	183,000				

## Stats

### Sen's Fortress & Firelink Shrine

Playthrough	HP	Souls
New Game	719	1,000
NG+	1,315	3,000
NG+6	1,644	3,750

### The Duke's Archives

Playthrough	HP	Souls
New Game	710	1,000

NG+	1,128	2,000
NG+6	1,411	2,500

## Equipment

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- Normal
  - Logan's Catalyst
  - Small Leather Shield
  - Big Hat's Set
  - Scimitar
- Insane
  - Tin Crystallization Catalyst
  - Big Hat
  - Scimitar

## Drops

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Note that he only drop these items if you kill him in The Duke's Archives. Killing him immediately in Sen's Fortress or Firelink Shrine will result in **no** drops.

- Big Hat (at any point in the Duke's Archives)
- Tin Crystallization Catalyst (at any point in the Duke's Archives)
- White Dragon Breath (at any point in the Duke's Archives)

## Notes

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- If you have already beaten Seath the Scaleless and haven't done anything with Big Hat Logan yet and you want to complete his quest, do the steps above, but skip the prison tower cage part in The Duke's Archives. Note that you may still need to visit the prison tower cage, even though Logan is not there, to trigger him to move from Firelink to The Duke's Archives.
- Killing Seath the Scaleless before unlocking Logan's cell causes him to teleport to his final location.
- If you kill him anytime before he goes crazy and attacks you in Seath's room, the chest containing the Big Hat's Set and the Logan's Catalyst will not appear.
- To get the trophy/achievement "Wisdom of a Sage", you must follow the complete storyline in order to get all Sorceries.

# Dialogue

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

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**Video:** Big Hat Logan's Dialogue

## Sen's Fortress

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- **Initial meeting**

Mm, you seem quite lucid! A rare thing in these times.

I am Logan. I'm a bit cooped up, as you can see.

I have a bright idea. Suppose you set me free?

I'm old and empty-handed, but I could repay you with my knowledge, and sorcery.

This place is melting my mind. The inactivity is repressive!

- **After opening his cage**

Oh, heavens, thank you. I'm saved.

And, I'd love to resume my travels,

but I must log a few things, and I owe you a favour. I will return to Firelink Shrine.

Speak with me there, so that I may impart my sorcery.

- **Next time you speak in Sen's Fortress**

Oh, hello. Don't mind me. Go on ahead.

I'll be along later. Phoo-hah-hah, I'll be just fine, young one.

## Firelink Shrine

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- **First Firelink Shrine meeting**

There you are. I was expecting you.

As promised I will share my sorceries.

- **First Firelink Shrine meeting with 14 or less Intelligence**

Hello there. I was expecting you.

As promised, I will share my sorceries.

...

I am afraid that you are unable to learn sorcery.

The basic framework, you see. It cannot be taught.

Oh, do not fret. Life isn't all about sorcery. You will find your own way.

Don't frown with regret; peer forward with your head held high.

- **Meeting him again with 15 or more Intelligence**

Hello there. Glad to see you alive.

Hmm...

It seems you've come quite a way.

Excellent. You are certainly ready. I shall teach you sorceries.

- **Leaving after purchasing an item**

Heading out are you?

I, too, will leave soon. Undead or no, I shan't stay here forever.

You have great potential. Don't go and die over nothing.

- **Greeting**

I quite understand. Study is invigorating!

- **Greeting (second version)**

Hello there.

Very well indeed. I'm pleased to share my sorceries.

- **Greeting (third version)**

Hello there. What have you been up to?

I thought that perhaps you'd gone Hollow on me.

So have you come to further your study of sorcery?

## The Duke's Archives' prison tower

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- **Initial meeting in The Duke's Archives' prison tower cage**

Hello again! What a chance meeting this is!

Alas I'm imprisoned once again. I don't suppose you could stage me a getaway?

The Archives, such a storehouse of knowledge. So close, but just out of reach!

The thought offends me so, I could simply die!

As a student of the arts, you understand me, yes?

- **After opening his cell**

Oh, than you very much. I'm saved.

That makes twice. I must be sure to repay you.

I will visit the Archives. If I discover any new spells, I shall share them with you.

Prepare to be impressed, by the onward march of sorcery!

- **Next time you speak to him in his cell**

Hello. Don't mind me. Go on ahead.

I'll head out soon. I wish to lay down my plans before I visit the Archives.

## The Duke's Archives' library

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- **Speaking to him in The Duke's Archives' library after you rescue him**

Hello there. I was expecting you.

This place is truly magnificent, more than expected, even.

As promised, I shall share the new sorceries with you.

And the secret of Seath's immortality.

- **Using the Talk option**

Ah, the secret of Seath's immortality?

If you have fought him, and were imprisoned, you must know that Seath is a true Undead, different from ourselves.

His wounds close promptly, and no mortal blow affects him, granting true insulation from death.

It is an effect of the Primordial Crystal, a sacred treasure pillaged by Seath when he turned upon the ancient dragons.

So, only by destroying the Primordial Crystal can you so much as scratch his hide.

And it so happens, the Primordial Crystal is in the inner garden of these very archives, the Crystal Forest.

- **Using the Talk option (second version)**

The tomes stored in these archives are truly magnificent.

A great pool of knowledge, the fruits of superior wisdom and an unquenchable desire for truth.

Some would say Seath had an unsound fixation ...But his work is a beautiful, invaluable resource.

All progress demands sacrifice.

And I certainly bear no antipathy for that wonderful scaleless beast.

- **Leaving**

Come again.

The knowledge here is limitless. I will absorb it, then share it with you.

- **Greeting**

Hello there. you really are very diligent.

Oh, I understand we are in the midst of a revolution!

- **Leaving (second version)**

Farewell.

- **Leaving (third version)**

Come again, any time you please.

For I too, learn, whilst teaching a student.

- **Greeting (second version)**

Oh hello there. Where have you been?

time is a resource. Let's delve in promptly.

- **Greeting (after you kill Seath)**

Oh, there you are, it has been a while.  
Or were you just here?  
This fascinating place defeats my sense of time...

- **Using the Talk option (after you kill Seath)**

Mm...mm...

- **Greeting (after you kill Seath, second version)**

Mm...mm...

- **Next time you speak to him after you kill Seath and purchased all his items**

...Who are you...  
...Stay clear...stay clear of my work...  
...Curses upon you!  
...How dare you disturb me!

## Combat

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- **When attacked and made hostile**

I fail to see your design,  
but if you think I'm too old to defend myself,  
perhaps some sorcery will change your mind!

- **When killed**

Heavens... the folly of youth.  
I'm too old for this.

**Voiced by:** Ian Thompson

## Further reading

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- Big Hat Logan (Souls Lore)

Footnotes 1. Your own weapons are not capable of breaking the wall. 2. The Cage Key is found near the Crestfallen Merchant in the tower across the broken bridge before the Iron Golem. 3. Firelink needs to be left and returned to in such a way that it remains "queued" in the game's data. An example of this would be leaving or returning to Firelink on foot, such that a neighboring zone has a chance to recognize that Firelink's assets are present but not necessarily rendered. Warping directly to a distant location and back to Firelink will not allow that transitional loading of Firelink and will keep Logan present.

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Updated 16 December 2024 15:36:49 by jade