

Domhnall of Zena

Description

A very odd merchant and the only character from the ancient land of Zena that the player encounters. His armor set pieces symbolize wisdom, glory, a vanquisher, and an explorer, but nothing specific about Domhnall is known. The crystal items that he sells suggest he may have explored The Duke's Archives.

Location

- **Depths**
Just before the entrance to Blighttown.
- **Firelink Shrine**
The bottom of the aqueduct bridge, next to the corpse which contains a Ring of Sacrifice. He moves here **only** after you have rung both Bells of Awakening (after defeating the Bell Gargoyles and Chaos Witch Quelaag).

Video: Domhnall of Zena locations

Use

- Sells unique boss armors after you defeated certain bosses.
- Sells the Master Key after he moved to Firelink Shrine.

Sells

Item	Amount	Soul Cost	Description
Consumables			

Gold Pine Resin	3	1,000	Temporarily adds Lightning damage to right hand weapon. Also sold by Elizabeth. Random drop from Mushroom Parent and Mushroom Child
Bonfire Items			
Bottomless Box	1	1,000	Allows inventory management at bonfires. Also sold by Undead Merchant Male
Keys			
Master Key	1	5,000	Opens several locks without the need to find the original keys. Available only after he moves to Firelink Shrine Available as a starting gift. Available as starting item for Thief class.
Weapons/Shields			
Crystal Straight Sword	-	4,000	Random drop from Undead Crystal Soldier (Sword)
Crystal Greatsword	-	6,000	Unobtainable through other means, unless dropped by another player
Crystal Shield	-	4,000	Blocks Poison and Bleed build-up. Unobtainable through other means, unless dropped by another player
Armor			
Helm of the Wise	-	12,000	Part of the Adventurer's Set. This set is unobtainable through other means, unless dropped by another player
Armor of the Glorious	-	15,000	Part of the Adventurer's Set
Gauntlets of the Vanquisher	-	10,000	Part of the Adventurer's Set
Boots of the Explorer	-	10,000	Part of the Adventurer's Set
(after defeating the Iron Golem)			

Golem Helm	1	5,000	Part of the Golem Set. This set is unobtainable through other means, unless dropped by another player
Golem Armor	1	7,000	Part of the Golem Set
Golem Gauntlets	1	5,000	Part of the Golem Set
Golem Leggings	1	5,000	Part of the Golem Set
(after defeating Dragon Slayer Ornstein and Executioner Smough, killing Ornstein last)			
Ornstein's Helm	1	7,000	Part of the Ornstein's Set. This set is unobtainable through other means, unless dropped by another player
Ornstein's Armor	1	8,000	Part of the Ornstein's Set
Ornstein's Gauntlets	1	6,000	Part of the Ornstein's Set
Ornstein's Leggings	1	6,000	Part of the Ornstein's Set
(after defeating Dragon Slayer Ornstein and Executioner Smough, killing Smough last)			
Smough's Helm	1	6,000	Part of the Smough's Set. This set is unobtainable through other means, unless dropped by another player
Smough's Armor	1	7,000	Part of the Smough's Set
Smough's Gauntlets	1	5,000	Part of the Smough's Set
Smough's Leggings	1	5,000	Part of the Smough's Set
(after defeating Dark Sun Gwyndolin)			
Crown of the Dark Sun	1	10,000	Part of the Moonlight Set. This set is unobtainable through other means, unless dropped by another player
Moonlight Robe	1	10,000	Part of the Moonlight Set
Moonlight Gloves	1	10,000	Part of the Moonlight Set
Moonlight Waistcloth	1	10,000	Part of the Moonlight Set

(after defeating Knight Artorias)			
Helm of Artorias	1	20,000	Part of the Set of Artorias. This set is unobtainable through other means, unless dropped by another player
Armor of Artorias	1	20,000	Part of the Set of Artorias
Gauntlets of Artorias	1	20,000	Part of the Set of Artorias
Leggings of Artorias	1	20,000	Part of the Set of Artorias
(after defeating Gwyn, Lord of Cinder) ¹			
Crown of the Great Lord	1	20,000	Part of the Set of the Great Lord. This set is unobtainable through other means, unless dropped by another player
Robe of the Great Lord	1	20,000	Part of the Set of the Great Lord
Bracelet of the Great Lord	1	20,000	Part of the Set of the Great Lord
Anklet of the Great Lord	1	20,000	Part of the Set of the Great Lord

Stats

Playthrough	HP	Souls
New Game	767	1,000
NG+	1,403	3,000
NG+6	1,754	3,750

Equipment

- Crystal Straight Sword
- Crystal Shield
- Crystal Greatsword
- Adventurer's Set

Notes

- If the player talks to him after making a purchase, a variety of hints become available:
 - He recommends the use of Divine weapons in The Catacombs to keep the Skeletons from resurrecting.
 - He explains that the Ghosts in New Londo Ruins can only be killed while cursed, and says that the simplest way to do this is to be killed by the Basilisks in the Depths.
 - He hints at the existence of the Path of the Dragon covenant. Only obtainable after he moves to Firelink Shrine.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **Initial meeting**

Aye, siwmae. And good day to you.
I'm Domhnall of Zena. I'm just, well, a peddler, of sorts.
I adore trinkets and oddities, so I trade for them.

- **Greeting**

Aye, siwmae. Never thought I'd see you here.
This feels karmaic.
Pray tell, what do you have for me?

Aye, siwmae. I didn't expect to meet anybody here. I suppose great minds think alike, eh?

Aye, siwmae. We meet again.
Found anything special for my good self?
Mmm, I certainly hope so!

- **Talk (without buying anything)**

Hmm... I'm afraid I don't see anything here.
Hmm...Well, I'm certain we will make a good trade eventually...

- **Talk (after buying)**

So, I am willing to share some tips.
If you seek Kindling in the Catacombs, use divine weapons.

That will repel the reassembling skeletons.

Hmm... Well, I'm certain we will make a good trade eventually...

So, I am willing to share some tips.

The cursed Ghosts of New Londo are formidable foes.

To face them, you will require special arms... Or a cursed body.

The quickest way to be cursed? Try the bug-eyed lizards in the sewer.

Desperate measures, to be sure...

- **Talk (after buying something). Only after he moves to Firelink Shrine**

Hmm... You are a fine trading partner.

Rumour it may be, but I have heard of a surviving ancient dragon who resides in this land.

A coterie of Undead serves the dragon, as they train to become dragons themselves.

Sounds unlikely, but you never know, do you?

- **Leave (withouth buying anything)**

Well, that is a shame, then.

But no matter. No, not to worry.

Come back again. I'm always available.

Not every trade was meant to be.

There'll be more in store for us, someday, sometime!

- **Leave (after buying)**

Heh heh. Thank you.

That was a fine trade.

I have this funny feeling we'll meet again soon.

And we'll make another fine trade, of course!

- **When attacked without made hostile**

- Hold on, there!
- What's this about?
- Now, stop that!
- Ouch!
- Oww!

- **When attacked and made hostile**

Hold on, there! What's this about?

Now, stop that! Ouch! Oww!

What problem do you have now?

I'm a man of peace, idiot! Enough of you, I say, farewell.

- **When killed**

By the Lords...why... My precious collection...

Voiced by: Matt Morgan

Footnotes 1. Only available in NG+ and beyond.

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