

# Rickert of Vinheim

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## Description

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A magesmith from Vinheim Dragon School. Somehow trapped in a cell in New Londo Ruins and can't get out, although he doesn't seem to mind. Specialized in Magic weapon enchantments.

## Location

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### **New Londo Ruins**

Exit the lift down from the Firelink Shrine and into the first open area with the ruins in the distance. Go to the far right and follow a set of broken stairs down towards the water. Be careful not to fall off the stairs and on the left hand side at the bottom of the steps behind some bars is Rickert.

## Use

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- Can reinforce weapons using the appropriate Titanite.
- Can ascend +5 Normal weapons to Magic weapons using Green Titanite Shard.
- Can ascend +5 Magic weapons to +6 Magic weapons when given a Large Magic Ember, found in The Duke's Archives.
- Can ascend +5 Magic weapons to Enchanted weapons if given an Enchanted Ember, found in the chest guarded by two Mushroom Parents in the Darkroot Garden.
- Can repair any<sup>1</sup> damaged equipment for souls. Cost depends on the equipment's soul-cost-per-durability ratio and the amount of durability repaired.
- Early access to basic Sorcery, before rescuing Griggs of Vinheim.

## Sells

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Item	Soul Cost	Description
Soul Arrow	2,000	Sold by Griggs cheaper at 1,000.
Heavy Soul Arrow	4,000	Sold by Griggs cheaper at 2,000.
Sorcerer's Catalyst	500	

# Stats

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Playthrough	HP	Souls
First	659	1,000
NG+	1,779	5,000
NG+6	2,224	6,250

# Equipments

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Mage Smith Set (unused content)

# Notes

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- If you answer "No" when he asks for any ember, he will keep asking the player the next time you start a conversation with him.
- He is possible to kill using certain AoE attacks, like Wrath of the Gods; or by using weapons with long range, like the Silver Knight Spear.
- Equipped with a unique version of the Mage Smith Set which contains no item names or descriptions and cannot be equipped on female characters.

# Dialogue

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

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+ show Dialogue - hide Dialogue

**Video:** Rickert of Vinheim's Dialogues 1, Rickert of Vinheim's Dialogues 2

- **First time speaking to him**

1. Hrm?

Well, this is unusual. You haven't lost your head.

And more importantly, you're free. How on earth...

...Well, I shouldn't pry.

I am Rickert of Vinheim.

I was once an established smith, but look at me now.

Can you believe it?

2. Hm? What is it?

Have you...Oh, no, don't worry. I've no intention of escape.

It's safe here. I can't bear the thought of going Hollow out there.  
Although, I must admit, I've not much to occupy myself.  
How about this? I could forge your weapons, albeit with rather minimal tools.  
I will show you what made me the best in Vinheim!

- **Using "Talk" option**

1. Hm? What is it?

There's nothing to talk about.

We're both cursed; Undead. But what's there, really, to moan about?

2. Old Big Hat? Of course I've heard of him.

Who hasn't in Vinheim?

He was a royal member of Dragon School, until he turned Undead.

I hear he was quite the character... Only, that was a hundred years ago.

What interest have you in the old eccentric now?

3. Sorcery? Don't ask me how it actually works.

We only fiddle and forge, until it works itself in.

That's how we do it in Vinheim, at least.

We prefer to leave the theorizing to those uppity scholars.

- **Greetings**

- Oh, hello.

What weapons have you brought? Go on; show me.

- Oh, hello.

I was beginning to wonder when you'd come.

Have you materials? Go on, show me.

- **Leaving without buying anything**

Come back soon.

Smithing helps soothe my nerves.

Don't let me wither away out of idleness.

- **Leaving after buying something**

Good-bye, then.

Keep your head on, out there.

You really help break the monotony.

- **If the player has the Large Magic Ember**

Hey, hang on...

That's a sorcery ember... isn't it?

Yes, it certainly is... The first I've seen since my banishment from Vinheim.

What do you say, friend? Mind giving that to me?

This is no-man's land. I'm the only one who could handle it anyway.

- **Answer "Yes"**

Yes, as you should!

I won't dissappoint you. I'm taskless no longer!

- **Answer "No"**

...Yes, I see. All right, fine.

But I don't think you're really seeing things clearly.

- **If the player has the Enchanted Ember**

Hey, hang on...

Is that... a sorcery ember?

I've never seen one like that, not even back in Vinheim.

What a brilliant flame!

Please, friend, let me have that. I am begging you.

I am a craftsman of Vinheim. I'd go Hollow before I pass up a flame like that!

- **Answer "Yes"**

Oh, really! You are wonderful!

I will forge a Rickert masterpiece, just for you!

A weapon to make a legend out of you...

- **Answer "No"**

...Fine. ...Fine, I won't bother you.

It was wonderful if only to gaze upon.

It takes me back to old times.

- **If the player has any other ember**

Hey, hang on...

Is that an ember?

Oh, no, I'm sorry. We of Vinheim don't deal in shoddy embers like that.

Perhaps you should try an old smith out in the country.

- **When leaving abruptly and returning**

- Hm? What's happened?

- What was that about?

Ahh, it doesn't matter.

- **When attacked**

- What's got into you!

- Damn, you've gone Hollow, have you?

Forget about it! I have nothing more to say.

Be gone!

Oh, go away!

There's nothing here for you. Nothing at all.

- **When Killed**

No...impossible...

Why didn't I see?

...You've gone Hollow...

**Voiced by:** Adam Sopp Footnotes 1. Excluding weapons in Crystal upgrade path, Crystal Straight Sword, Crystal Greatsword, and Crystal Shield.

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