Snuggly the Crow

Her nest

Description

Snuggly[1] the Crow is an unseen NPC who talks with a crow-like cawing. When you approach her nest, she will ask for something "warm and soft". Trading with Snuggly the Crow is the same as trading with Sparkly the Crow in Demon's Souls.

Location

Undead Asylum

Snuggly's nest is located outside the Undead Asylum. Although Snuggly will be there when you begin at the Undead Asylum, you will have a very limited selection of items (depending on your starting gift) that Snuggly will accept as a trade. It will be on the left about halfway between your start point and the four torch-wielding Hollows, on a ledge off to the side (when you return to the Undead Asylum). Don't be confused by the nest used to transfer between the Undead Asylum and Firelink Shrine. When you find the right nest, you will hear Snuggly speaking. This nest is much smaller and off on a precarious ledge.

How to Trade

- Drop items in the nest **one at a time**, then leave and return to Undead Asylum (or just quit and reload the save file) (can also rest at closest bonfire in Undead Asylum and use homeward bone/homeward "miracle" then fight past the 4 fire torch undead) to see the results.
- Items **must** be inside the nest to register.
- Dropping multiple items will result in lost items without reward.
- All trades are available only once per play-through.

Available Trades

Item to Drop	Item Received	Location of Drop Item
Bloodred Moss Clump	Twinkling Titanite	Random drop from Demonic Foliage, Buy from Undead Merchant Female for 300
Purple Moss Clump	Twinkling Titanite	Random drop from Demonic Foliage, Buy from Undead Merchant Female for 500
Blooming Purple Moss Clump	Twinkling Titanite x2	Random drop from Demonic Foliage, Buy from Undead Merchant Female for 1,000
Cracked Red Eye Orb	Purging Stone x2	Found in Firelink Shrine in a chest
Dung Pie	Demon Titanite	Buy from Undead Merchant Female, Drop from Infested Barbarian (Blight Town)
Egg Vermifuge	Dragon Scale	Found on a body in the Painted World Of Ariamis, dropped by Tree Lizards, and sold by Eingyi
Pendant	Souvenir of Reprisal	Initial Gift, found in Undead Parish after letting Rhea of Thorolund be killed, occasional reward for defeating host as Forest Hunter
Prism Stone	Demon Titanite	Buy from Undead Merchant Female; Found in a chest in The Duke's Archives under the drop-down stairs which lead you to the Crystal Golem garden
Pyromancy Flame	Red Titanite Chunk	Starting equipment of Pyromancer class, obtained from Laurentius of the Great Swamp after rescuing him and returning to Firelink Shrine, or from Eingyi given the proper conditions
Pyromancy Flame (Ascended)	Red Titanite Slab	Upgrade to +15 then ascend the flame, but **don't** upgrade it further
Rubbish	Titanite Chunk	Found in Undead Burg, Oolacile Township and occasional reward for defeating host as Forest Hunter
Ring of the Sun Princess	Divine Blessing x2	Join the Princess's Guard Covenant
Sack	Demon's Great Hammer	Dropped by the Butcher in the Depths
Skull Lantern	Ring of Fog	Found at the bottom of a pit after meeting Patches, or a drop from a necromancer in the catacombs
Soul of Manus[2]	Pursuers	Dropped by Manus, Father of the Abyss

Sunlight Maggot	Old Witch's Ring	Dropped by one of the small flea-like creatures near the shortcut between Lost Izalith and Demon Ruins
Sunlight Medal	White Titanite Chunk	Gift from Knight Lautrec of Carim, reward from Warrior of Sunlight covenant
Humanity	Ring of Sacrifice	Found throughout world or can buy from Undead Merchant Female and other npcs
Twin Humanities	Rare Ring of Sacrifice	Initial Gifts or found in Undead Burg
Xanthous Crown	Ring of Favor and Protection	Found before exiting the Painted World of Ariamis and after defeating NPC Black Phantom Xanthous King, Jeremiah

Notes

- Items that can be upgraded (i.e. Sack, Pyromancy Flame, Pyromancy Flame (Ascended), and Xanthous Crown) must be dropped in their original form. If you upgrade them (e.g. Xanthous Crown +2) at all, Snuggly will not accept them for the reward and say, "No, no. That no. That no warm. That no soft". So even if you haven't collected the reward for that item yet this dialogue should inform you that it is in the wrong form, not that you already traded one. In that case she will say "Enough, enough".

- Whenever you reload the game, the animation that causes your character to stand up also has them move back *slightly*, which may lead to your character falling to their death. This can be prevented by placing your character with their back to the broken wall, taking a step forward each time the game is reloaded, or not standing on the ledge or in the nest.

- Although resting at a bonfire will make the trade happen, the fastest way of trading with Snuggly is to quit and reload your game after having placed the item in her nest.

- Using a Homeward Bone or Homeward also causes the trade to take place quickly, without killing yourself.

- The Crow that transports the player between Firelink Shrine and the Asylum (the one usually found idling in Firelink Shrine) is not identical to Snuggly. It can be attacked and has around 800 HP, but upon reaching ~20% health, she will fly away. Reloading the game will make her appear at her usual spot in Firelink Shrine, with full HP. Using a stronger attack that would otherwise kill the crow will cap her HP at 1 and she will fly away all the same.

Bug Notes

There are some items not listed in the above trade list (e.g. Covenant of Artorias, Orange Charred Ring) that may make Snuggly trigger her "accept" dialogue, but don't give you any reward and causes you to lose the item. To prevent this, only trade items listed in the above list.

If you somehow lose an important item this way, not to fear as these items should be available in the "quest item" treasure chest near the pool of water/behind Kingseeker Frampt at Firelink Shrine.

Dialogue

All dialogue text is © From Software Inc.

+ show Dialogue - hide Dialogue
Video: Snuggly the Crow's Dialogues

- **First time approaching her nest**
  You, you.
  Give me, warm.
  Give me, soft.

- **Next time you approach her nest after dropping a tradable item**
  Give me! Warm!
  Give me! Soft!

- **After dropping an untradable item**
  No, no.
  That, no.
  That no warm.
  That no soft.

- **After dropping a previously traded item**
  No, no.
  Not that one.
  Enough, enough.

Voiced by: <required>
Footnotes 1. The nickname "Snuggly" was given by a renowned Demon's Souls player, during an early play-test of the then unreleased game. "Snuggly, Warm and Fuzzy". 2. Additional Content only.

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