

Vendrick

Lore

<i>Soul of Vendrick, King of Drangleic</i> <i>The King was wasted away, a shadow of his former self, but still held something dear.</i> — Description of the Soul of the King	<i>What makes a king?</i> <i>Some say that it is birthright, while others call it destiny.</i> <i>Perhaps it is not important, as long as the king's name serves to unite his people.</i> — Description of the King's Set	<i>A true monarch is much more than a ruler of men.</i> <i>A true monarch carries the weight of their souls.</i> <i>The last king of this land, King Vendrick, as he was called...</i> <i>He was less of a king than you might imagine.</i> <i>He found the strength to rule his people, and when the Undead were born, cursed...</i> <i>He found more strength, to face them.</i> <i>But in the end, he never took the true throne.</i> — Nashandra Dialogue
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Location

Undead Crypt:

After the Velstadt, the Royal Aegis boss fight.

Bonfire Intensity	Health	Souls
1 (NG)	11,450	90,000
2 (NG+)	14,885	180,000
8 (NG+7)	28,282	360,000

Bonfire Ascetic respawn: Undead Ditch bonfire.

Memory of the King

Can be spoken to here.

Activate Vendrick's pile of armor in Undead Crypt. Requires the Ashen Mist Heart and Crown of the Sunken King DLC.

If the player attacks him in this memory or tries to leave his room, the ashen mist will quickly fade and cause the player to return to the present.

Summons

This fight can only be fought solo.

Drops

None.

Moveset

Vertical Sword Smash:

Vendrick smashes vertically with his sword on the ground. Roll to the right to avoid.

Tracking Vertical Sword Smash:

Vendrick smashes vertically with his sword on the ground. This move has slight player-tracking abilities. Roll to the right to avoid just as the move comes down.

Sweeping Sword Slash:

Vendrick slashes horizontally from left to right. Vendrick can extend this move at will into a two-hit or three-hit combo. Roll to the right to avoid.

Dark Fireball:

Vendrick casts a fireball which causes Curse. Roll to the right to avoid.

Strategies

The King's defense is linked to the number of Souls of a Giant in your possession. If you have none, Vendricks' defenses are increased to **32 times** the normal amount. This multiplier is halved for every Soul in possession, until his defenses are at normal levels when five Souls are possessed (32x/16x/8x/4x/2x/1x). It's recommended to have at least four of them before attempting to kill Vendrick.

Due to the incredible damage and range of his sword, the best way to nullify Vendrick moves is to stay really close to him, hugging his left leg and keeping him rotating leftwards. This will ensure that his vertical and horizontal swipes completely miss. Most players will not have enough health or defenses to survive more than two or even one hit from his melee attacks.

Melee Strategy:

Use the Red Tearstone Ring by getting your health under 30% before entering the fight. This gives you a 20% damage boost. As Vendrick's attacks deal so much damage, it doesn't really matter if you have 30% or 100% health.

Buff your weapon, wield it in two hands and use all the offensive rings and armor you have. Hug Vendrick's left leg during the fight to avoid his attacks.

If you're having trouble avoiding his attacks, you can roll through both of Vendrick's horizontal slashes, provided your equip weight is sufficiently low. Ideally you should start rolling just before the attack connects (in the middle of his swing).

Notes

- His soul in Shrine of Amana can be collected only once per playthrough.
- Spells and items that specify bonus damage versus hollow enemies such as the Old Whip and the Soul Appease miracle do bonus damage against Vendrick.
- His defense debuff from Giant Souls is calculated when he is loaded in. Summoning player phantoms for Velstadt will also lower Vendrick's defenses regardless of Giant Souls.
- Due to the non permanent nature of the fog wall:
 - If you die your souls will be outside the boss gate.
 - Vendrick can be reset if aggroed, either by burning a Bonfire Ascetic at the Undead Ditch bonfire or requesting absolution via Cromwell the Pardoner.
- Giant Souls will not be lost when going to NG+, but having more than five has no effect on Vendrick's defenses.
- If the player owns all three DLC Crowns a small cutscene will play.

Dialogue

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- **When spoken to in Memory of the King**
 1. *Seeker of fire, coveter of the throne.*
I am Vendrick, ruler of Drangleic.
 2. *Seeker of fire, deliverer of crowns.*
What do you see in the flames?
Find the crowns, and your own answers.
The crowns hold the strength of lords from time long past.
Seek adversity.
As befits you, seeker of fire, coveter of the throne.

3. *I am no king. I am more fit to be a jester...*
I was unaware of my own blindness.
We are feeble vessels, with feebler souls.
We would cast aside the prop of life, only to face greater hardship.
Are you another such fool, or something more?

4. *I fail to see your design, young moth.*
But I see very little, these days...

- *Continues here if player has one DLC crown and the King's Crown.*

1. *Seeker of fire, conqueror of Dark.*
I, too, sought fire, once.
With fire, they say, a true king can harness the curse.
A lie. But I knew no better...
Seeker of fire, you know not the depths of Dark within you.
It grows deeper still, the more flame you covet.
Flame, oh, flame...
2. *I am king of this wretched, unravelled kingdom.*
I subdued the Giants, and claimed their strength.
So that I might step closer to fire...
Drangleic will fall, the fire will fade, and the souls of old will reemerge.
With Dark unshackled, a curse will be upon us...
And men will take their true shape...
(The last three lines are repeated when spoken to again.)

- *Continues here if player has two DLC crowns.*

1. *Seeker of fire, I see you've subdued another foul creature.*
One of the Father of the Abyss' spawn, that confounded quintessence of humanity.
The Abyss once had form, but then dissipated.
And yet, traces of its existence endured.
Each fragment, thirsting for power, spread Dark, with no relent.
My dear Shandra... was one such fragment...
A feeble, tiny thing that thirsted for power more than any other...
Driven by insatiable lust for a worthy vessel.
2. *Fire came to be, and with it, Disparity.*
Heat and cold, life and death, Light and Dark.
Dark was seen as a curse.
Shadow is not cast, but born of fire.
And, the brighter the flame, the deeper the shadow.
Inherit fire, and harness the Dark.
Such is the calling of a true leader...
(Repeats from line three.)

- *Continues here if player has all three DLC crowns.*

1. *One day, fire will fade, and Dark will become a curse.*
Men will be free from death, left to wander eternally.
Dark will again be ours, and in our true shape...

*We can bury the false legends of yore... Only...
Is this our only choice?
Seeker of fire, coveter of the throne.
Seek strength.
The rest will follow...*

- **If player attempts to attack Vendrick**

1. *Foolish...*

Voiced by: William Houston

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Revision #1

Created 17 December 2024 07:32:47 by jade

Updated 17 December 2024 07:32:47 by jade