

Cromwell the Pardoner

| |
|--|
| |
| |

Description

The pardoner, eager to hear about your sins.

Location

Brightstone Cove Tseldora

Walk from the Chapel Threshold bonfire back towards the Chapel where Prowling Magus & Congregation is fought.

There are small alcoves to the left and right of the entrance of the Chapel. On the right side of the entrance in the alcove you will find a ladder. Cromwell waits inside the attic after climbing up.

| Bonfire Intensity | HP | Souls |
|-------------------|-------|--------|
| 1 | 1,840 | 3,000 |
| 2 | ? | 6,000 |
| 8 | ? | 12,000 |

Use

- Allows you to pardon your Sins. This costs 1,000 x Soul Level.
 - Pardoning sins is only for undoing NPC hostility and does not remove the players sin for killing NPC's or other players while invading.
 - This includes making the Ancient Dragon and Vendrick unaggressive again if you've attacked them.
- Sells various items.

Sells

| Armor | Total | Soul Cost | Notes |
|-------|-------|-----------|-------|
|-------|-------|-----------|-------|

| | | | |
|------------------------|--------------|------------------|--|
| White Priest Headpiece | 1 | 4,500 | Increases Faith by one point. |
| White Priest Robe | 1 | 5,000 | |
| White Priest Gloves | 1 | 4,600 | |
| White Priest Skirt | 1 | 4,800 | |
| Rings | Total | Soul Cost | Notes |
| Poisonbite Ring | 1 | 5,500 | Increases Poison resistance by 150 points. |
| Bloodbite Ring | 1 | 7,000 | Increases Bleed resistance by 150 points. |
| Cursebite Ring | 1 | 9,000 | Increases Curse resistance by 400 points. |
| Consumables | Total | Soul Cost | Notes |
| Dark Troches | ∞ | 1,200 | Temporarily increases Dark resistance by 150 points. |
| Spell | Total | Soul Cost | Notes |
| Great Heal | 1 | 8,000 | Heal yourself and allies. |
| Replenishment | 1 | 3,000 | Slowly heal yourself over time. |
| Caressing Prayer | 1 | 2,000 | Cure poison on yourself and allies. |
| Force | 1 | 1,800 | |
| Emit Force | 1 | 4,200 | |
| Heavenly Thunder | 1 | 3,300 | |
| Perseverance | 1 | 3,500 | Increase status effect resistances for 120 seconds. |
| Scraps of Life | 1 | 2,200 | |

Equipment

-
- Great Scythe
 - Judgment Set

Drops

- Ring of Resistance

Notes

- Talk to him to receive a Ring of Resistance if your Faith is 35 or higher.
- This NPC has a few unused dialogue lines.

Dialogue

All dialogue text is © From Software Inc.

+ Show Dialogue - Hide Dialogue

- **When first met**

Something seems to be bothering you.

Yes, yes, I can tell. It is written upon your face.

You have doubts, about something you did.

I am Cromwell.

Regret, anguish, disillusion, bewilderment. What wonderful gifts they are.

Together, they are the essence of life. Don't you agree?

- **When talking a second time**

But now, you are lost, bewildered by your own actions.

You poor little thing.

Yes, yes, how tiny and frail are we.

But if your heart is yet sincere, your sins will be forgiven.

Now is the chance. Demonstrate your sincerity to me.

- **When talking to him to open the interaction menu**

Ask that your sins be forgiven.

(or)

I, Cromwell, will pardon your sins.

- **When leaving, having used his services**

We must never forget our sins.

- **When leaving, without having used his services**

Whenever you are ready.

- **When walking off without closing the menu**

You will always find me here.

- **When asking for pardon**

You seek indulgence? Then tell me of your transgression.

- **Answer "yes"**

...Your sin has been forgiven.

May your contrition be sincere and enduring.

- **Answer "no"**

Then, you wish to stand and face your own sins?

Such virtuous fortitude is rare, and I sincerely commend it.

- **Using 'Talk' option**

Anyone can be forgiven, as long as he is sincere.

No matter how terrible the sin.

Surely, we all deserve mercy, yes.

- **When giving equipment to the player**

These are for you.

We all deserve mercy, every last one of us.

- **When attacked but not aggroed**

Oh...

(or)

Oh?

(or)

Ooph!

- **When attacked and aggroed**

You are a cold beast.

- **When killing the player**

Forgive this poor soul...

- **When re-encountered after aggroing**

Be gone.

- **When attacked and health is under 50%**

Aggh...

- **When killed**

(whimpering and sighing; no subtitles)

Voiced by: Tom Cotcher

Revision #1

Created 17 December 2024 07:55:47 by jade

Updated 17 December 2024 07:55:47 by jade