

# 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
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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

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- 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

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

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+ 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

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