

Grave Warden Agdayne

Description

A gravekeeper with a disdain for light. He is a Fenito who watches over the Undead Crypt after being told to do so by "the one who gave us the first Death." Be warned, he will **attack the player** if they approach him with a lit torch or the Cast Light spell active!

Location

Undead Crypt

After the room with three Leydia Witches.

Bonfire Intensity	HP	Souls
1	?	4,000
2	?	8,000
8	?	16,000

Summon Location

Undead Crypt

Found just in the hall before Velstadt the Royal Aegis, next to the last pillar to the left of the room. He wields the Crypt Blacksword and can cast several Dark spells.

Use

Sells useful equipment for casters and a limited but large quantity of Effigies.

Sells

Weapons	Total	Soul Cost
Shield of the Insolent	1	6,400
Armor	Total	Soul Cost
Insolent Helm	1	5,400
Insolent Armor	1	9,000
Insolent Gloves	1	6,300
Insolent Boots	1	7,200
Rings	Total	Soul Cost
Ring of Thorns +1	1	9,000
Ammunition	Total	Soul Cost
Dark Arrow	∞	60
Dark Bolt	∞	80
Consumables	Total	Soul Cost
Human Effigy	13	3,000
Elizabeth Mushroom	13	4,500
Scrolls	Total	Soul Cost
Soul Spear	1	12,000
Soul Vortex	1	10,400
Soul Appease	1	8,800
Warmth	1	5,200

Drops

- Agdayne's Kilt

Notes

- The three Grave Wardens near him are unaggressive if you don't have a light source active. Attacking one of them will aggro all three of them, but Agdayne himself will not become hostile unless you attack him directly or bring light into the room.
- Talk to him to receive his armour set and Darkdrift after obtaining the King's Ring in Vendrick's chamber.

- You can 'Ask for pardon' from Cromwell the Pardoner in exchange for souls equal to your level x1000 to be able to talk to him again if you angered him with a light source or attacked him.
- If you summon a player and they enter the room with a torch or use Cast Light, Agdayne won't attack you. However, at the beginning of the area there's a brave hollow carrying a torch. Agdayne will attack if this hollow follows you into the room.

Dialogue

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- **When first met, if the player is carrying a torch**

Halt.

Human. Put that light out.

Light, and all those who bear it, are unwelcome in this place.

- **When first met, if the player is not carrying a torch**

Halt.

Human. Do not produce light.

Light, and all those who bear it, are unwelcome in this place.

- **If the player gets close to him while carrying a torch**

I warned you.

You offend the dead. And now, you will join them.

- **When talking**

I am Agdayne. Guardian of the crypt.

Countless dead rest here in peace. Cradled by the comfort of dark.

Light only agitates. We have no need for it here.

- **When talking a second time / Use 'Talk' option**

I am a Fenito. We weave death, and watch over the dead.

This task was granted to me by the one who gave us the first death.

Countless souls rest here. Some of them from ages long ago.

Some were rich, others poor. Some wise, some dull, but now, they are all just dead.

- **When talking a third time**

Did you come for him? The one called Vendrick.

You will find him deeper inside.

Many castle servants and the like have come to fetch their lord.

But they rest here now, put to death by the King's own guards.

Perhaps he's not in the mood for company.

- **When talking a fourth time / Use 'Talk' option**

In the past, humans were one with the dark.

The former King of Light...He feared humans. Feared that they would usher in an age of dark.

How queer, you humans. How you go on, never separating truth from fiction.

- **When talking a fifth time / Use 'Talk' option**

This place is welcome to all, provided due reverence is shown.

Death is equitable, accepting. We will all, one day, be welcomed by her embrace.

Tell me what you desire. Show me reverence, and I will lend you my hand.

- **When talking to open interaction menu**

What do you require, human?

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

Farewell, human.

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

Going so soon?

We will meet again, eventually.

- **When leaving, having not used his services**

Crude human, do as you please.

- **Unknown**

...

- **When giving equipment to the player**

You've met the King, have you?

Life is never easy, never fair. Even more so, on this path you've chosen.

May you find your peace one day.

Take these with you. You may need them, as proof of your visit here.

- **When attacked but not aggroed**

Hmph...

(or)

What are you doing.

(or)

Are you mad, human?

- **When attacked and aggroed**

Crude human, know your place!

- **When killing the player**

Now, where shall we bury this one?

- **When re-encountered after aggroing**

The insolent will be punished.

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

The impunity...

- **When killed**

Hah hah...You fool.

- **Unknown**

A long rest awaits me. Farewell, human.

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