

Head of Vengarl

Description

The better half of Vengarl of Forossa, a towering killer infamous enough to murder his way to the top in a country full of cutthroats. After some unknowable incident in the witchtree forest separated Vengarl from his body, the latter stomped off on its own to continue the carnage.

After untold years of sitting motionless in a pile of skulls, Vengarl found contentment and now provides good advice on Drangleic.

Location

Shaded Woods

Take the right exit from the Forked Road bonfire to enter the foggy woods and stick to the left wall. You'll find the merchant in the center of a stone clearing.

Bonfire Intensity	HP	Souls
1	~3100	8,000
2	?	16,000
8	?	32,000

Summon Locations

He can be summoned only after his body has been defeated.

Throne of Want

Near the fog wall, available for both boss fights.

Dragon Shrine

In the hallway before Ancient Dragon.

Frigid Outskirts

Near the channeling statues.

Use

Sells equipment, Gold Resin and Lightning Urns.

Sells

Weapons	Total	Soul Cost	Notes
Claymore	∞	4,300	
Greatsword	∞	5,000	
Red Rust Sword	1	7,000	After defeating Vengarl's Body,
Red Rust Scimitar	1	7,500	After defeating Vengarl's Body,
Red Rust Shield	1	4,500	After defeating Vengarl's Body,
Rings			
Ring of Soul Protection	1	8,000	Saves souls on death but breaks. (Not in Scholar of the First Sin)
Ammunition			
Destructive Greatarrow	∞	180	Deals extra damage to durability.
Consumables			
Lightning Urn	∞	400	Throwable item.
Gold Pine Resin	∞	1,500	Bufs weapon with Lightning.
Scrolls			
Magic Barrier	1	2,700	Miracle

Drops

- Vengarl's Helm

Notes

- Ensure the invisible Forest Guardians have not followed before speaking with Vengarl.
- Listen to his story from start to finish and he passes on his famous helmet.
- Teaches the *Decapitate* gesture.

Dialogue

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+ Show Dialogue - Hide Dialogue

- **First Encounter**

1. Leave me be.
I like it quiet. Leave me be.
2. What business have you here, traveller?
You may call me Vengarl. If I deserve a name, in this sorry state.
Tis rare to flap these gums. This is pleasant.
3. Long ago, I was hired to defend the kingdom.
I remember a long, brutal fight, and then... Somebody killed me. Or so I thought...
I came to, and found myself like this.
I don't know what explains it, but it's not so bad, really.
And now I watch the days go by, and gaze at the night sky, thinking of the finer things, far removed from war.
I'd grown weary of battle, but did not realise it until now.
4. I know not what brings you on this journey, nor will I deign to ask.
You may bear a great burden, but don't we all? I prefer to stay my distance.
But I want to warn you of something. My body.
I see visions; my body, headless, raging without me.
My body, wielding my sword, a sword forged only to kill.
My body will show no mercy. If you see the wretched thing, stay far away.
5. I learn new things every day. Things never learned in battle.
And, thanks to you, I've recalled the joy of conversation.
If I can help you, if you require something, do speak up.

- **Using the talk option**

1. I cannot lie. Sometimes I wonder what's become of the kingdom.
I was a hired hand, yes, but we soldiers stared death in the eye together.
And for His Highness...I am afraid...
But, perhaps it is for the best. We knew not what we fought for.
2. I was born in Forossa. It's a land in the distant east.
When I was born, we were already mired in prolonged conflict with our neighbours.
Eventually, our kingdom fell, and our people scattered.
I've been a sellsword ever since.
All I ever knew was war, and I can imagine no other way to live.
What a fool I was.

3. I am grateful for these peaceful days.
But such contentment lies only in the here and now.
Why must life be so confounding...
4. Thank you, for lending an ear to my ramblings.
Here, take these. I have no use for them.
Go along, and resume your journey.

- **After defeating his body**

Ah, it was you, who vanquished my body.
It is my body, you see, and I can sense what happens to it.
I do not mourn for it. Good riddance!
If you wish for help, summon me. I am rusty in battle, but will fight by your side.

- **Meeting again**

Back again? Well, this is a pleasant surprise.

- **Leaving without using his services**

Farewell. I will retire to my silence.

- **Leaving after using his services**

Farewell. May we meet again, one day soon.

- **Leaving without exiting the menu**

Safe travels, then...

- **When attacking**

How dare you!
You fiend!
A murderer now, are we?
As you wish. (*HP below 50%*)

- **When returning after aggroed**

There you are...!

- **When killed by player**

Life goes on...

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