

Eingyi

Description

Eingyi was a pyromancer from the Great Swamp. He was considered a heretic and banished from the Great Swamp after creating poison based pyromancies. After that, he came to Blighttown and became infected with parasites. The Fair Lady sucked the blight pus out of him, making herself sick in the process. This action greatly affects Eingyi, he became her servant and carries her egg to show his devotion to her.

Location

Quelaag's Domain

One floor below the Bell of Awakening, there's an illusory wall. Behind the illusory wall is the Daughter of Chaos bonfire. He's in that room with Quelaag's Sister.

Gaining His Trust

Talk to him after you contract the Parasite Egg. The second infection stage is enough (with the egg visible on your head). He'll be friendlier to you and he'll offer you his pyromancer services. Equipping the Old Witch's Ring, while making his dialogue friendlier, does **not** make him offer his services.

Use

- Gives you an Egg Vermifuge after you gain his trust.
- If your Intelligence is at least 11, he will give you a Pyromancy Flame after you gain his trust.
- Can upgrade the Pyromancy Flame after you talked to Quelaag's Sister. He cannot ascend a Pyromancy Flame or upgrade an Ascended Pyromancy Flame.

Sells

Item	Amount	Cost	Notes
Servant Roster	1	500	Lists the members of the Chaos Servant Covenant along with the humanity each of them has sacrificed.
Egg Vermifuge	∞	1,000	Removes Parasite Egg from body. Sells only after you gain his trust.
Poison Mist	1	10,000	Breathe out a cloud of mist that inflicts Poison to enemies who touch it. Sells only after you gain his trust.
Toxic Mist	1	25,000	Breathe out a cloud of mist that inflicts Toxic to enemies who touch it. Sells only after you gain his trust.

Stats

Playthrough	HP	Souls
New Game	277	0
NG+	532	0
NG+6	665	0

Notes

- If you answer "No" when he asks you if you are a new servant, when you first talk to him, you can get him to ask you again. Leave and return to Quelaag's Domain (or just quit and reload the game) and when you talk to him again, he should ask you the same question.
- If you talk to Quelaag's Sister with the Old Witch's Ring equipped, he becomes even more friendly, greeting you fondly (albeit reminding you that the Fair Lady requires company). This also unlocks a new talk option, where he admits he's incredibly jealous of your ability to understand the Fair Lady, as "there is only so much [he] can do to ease her suffering without speaking her tongue." However, he will not sell you any spells or give you the Egg Vermifuge just for wearing the ring.
- Killing him **does not** break the Chaos Servant Covenant. It is the same as killing any other Egg Carrier.

- As long as he has not allowed your passage, you will not be able to kick him.

Dialogue

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+ Show Dialogue - Hide Dialogue

- First encounter:
 - Oh dear... What have we here? Are you a new servant?
 - (yes/no)
 - Yes:
 - ... Hmph. But you have no eggs?
Bah, no matter. Go along and have audience with Our Fair Lady.
I pray that you will mind your manners!
 - No:
 - Then you shall not pass. Away with you!
- Attempting to talk to him after saying "Yes" to his first question but not having yet spoken to The Fair Lady.
- What is it? Go along and meet Our Fair Lady!
- Talk
 - ... There is nothing to say to you...
Except... If you lay a hand on the Fair Lady,
you should be prepared to face my wrath.
 - There is no time for idle chat.
Think only of Our Fair Lady, and what she may need.
- Greeting
 - You again...
Are you in need already?
Well, anything for the Fair Lady... What do you want?
 - Are you prepared to dedicate yourself to Our Fair Lady?
Then I will make available whatever you require.
If you need something, ask me first.
- When attacked without made hostile
 - Hrgkt!
 - Erggkt!
 - Oog!
 - Hagkt!
- When attacked and made hostile

- I knew it! I knew it!
You will not get away with this!
- When killed
 - Hrg... rgggkt...
My dear Fair Lady... You are in danger...
- If said no at first encounter
 - The nerve of you! Be gone, be gone at once!
- After Killing Quelaag's sister
 - Why, youuuuu monster...!
The Fair lady! What have you done, what have you done!
Hrggreeeeeeeeeeeh!

After talking to Quelaag's sister with the Old Witch's Ring equipped

- You, you speak the tongue of the Fair Lady?
...
Well, do not be rash with your pride. You have yet to earn my trust.
If you try anything funny with the Fair Lady, there will be hell to pay.
- Greeting
 - Oh, hello... A pleasure to see you again.
But don't neglect the Fair Lady. She needs some company.
- Talk
 - In all honesty, I am envious.
What comfort can I offer, without speaking her tongue?

After becoming infected

- ... Now... you're just like me...
Your dedication is fully apparent. Only, well... Your head looks awful...
Why not try this? I've no use for it any longer.
- Incidentally, do you have an interest in pyromancy?
If you have, I shall share my flame with you.
 - (yes/no)
 - Yes:
 - You have served our Fair Lady well.
Now, let this strength be yours.
 - No:
 - ..., fine. I will not force you.
- Greeting

- Oh, hello.
What is it that you need?

- Talk

- Worse than Undead, we are diseased, and unwanted.
Like the grime of the Great Swamp.
But my dear, Fair Lady! She cried for me...
And swallowed the great Blightpus, despite Mistress Quelaag's orders to the contrary.
- Below us lies the ruins of the legendary city of Izalith.
There, the Molten Giant watches over the Flame of Chaos.
Our Fair Lady, and Mistress Quelaag, fled from the ruins.
I do not know the details... And I do not ask...

- (?)

- Have you heard of Lost Quelana?
An inhuman witch, who wanders the Poison Swamp.
only no one has ever seen her, so who really knows?
But what if she is another of the Quelaag sisters?
Our Fair Lady would be greatly comforted by her presence.

video - part 1

video - part 2

Voiced by: Peter Marinker

Revision #1

Created 16 December 2024 15:36:58 by jade

Updated 16 December 2024 15:36:58 by jade