

# Ingward

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## Description

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He was one of the Sealers, sorcerers who flooded New Londo to lock away the Darkwraiths and their Kings after they descended into Dark. Of the three Sealers, he's the only known surviving member. He's currently atop the ruins of New Londo, keeping watch over the seal to keep the Abyss from spreading.

## Location

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### **New Londo Ruins**

Before defeating The Four Kings, he is found on top of a building in the first part of New Londo Ruins.

### **Firelink Shrine**

After defeating The Four Kings, return to his location and talk to him again. Afterwards he will be in Firelink Shrine.

## Use

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- Access to the Key to the Seal, which is needed to open a door to provide access to the control that will drain the water in the lower levels towards the Valley of Drakes. This makes it possible to access the lower levels of the New Londo Ruins which in turn provides access to the The Four Kings area boss.
  - If you have retrieved the Lordvessel, upon talking to him, he will give you the key.
  - If you want to access the lower parts of the ruins **before** getting the Lordvessel, you can kill Ingward and he will drop the key.
- Ingward can remove your curse for the cost of one Soft Humanity. Use the "Remove Curse" option on his dialogue menu.

## Sells

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Item	Soul Cost	Description
Resist Curse	5,000	Sorcery used to undo curse build up.
Transient Curse	1,000	Used to engage Ghosts without getting cursed or using cursed weapons.

## Stats

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Playthrough	HP	Souls
New Game	682	1,000
NG+	1,384	4,000
NG+6	1,730	5,000

## Equipment

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- Tin Banishment Catalyst
- Ghost Blade
- Crimson Set

## Drops

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- Key to the Seal - if not already given
- 4 additional Humanities using the Dark Hand

## Notes

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- If you activated the ladder on the covered bridge, you can get to the building where he waits by jumping from right most cliff where you fight the second wave of Ghosts.
- This NPC has unused dialogue lines.

## Bug Note

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- On the **PC version** this guy is currently seriously bugged and he may **not** drop the key when killed, making your playthrough impossible.

Here is a link to a video showing you how to obtain the key if this happens: Fix Ingward No Drop Bug on PC

# Dialogue

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+ Show Dialogue - Hide Dialogue

**Video:** Ingward's Dialogues

## Before the Lordvessel

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- **First time speaking**

Well, this is a surprise. I don't get many visitors, except for ghosts.

Do you have some business here?

My name is Ingward.

I'm an old man, bound to these parts.

But I don't mind a chat. I may even be of some help.

- **First time speaking to him and you're cursed**

Well, this is a surprise. I don't get many visitors, except ghosts.

Oh, cursed, are you? Is that what brings you to me? It is a wise choice. Your troubles will soon be over.

My name is Ingward.

I'm an old man, bound to these parts. But cleansing your curses; that I can do.

The breaking of curses is the territory of deities. You must be prepared to give some of yourself.

- **Using "Talk" option**

I am the Guardian of the Seal.

I watch over the Four Kings, the masters of the Darkwraiths.

The Darkwraiths are the enemies of man, and any living thing that has a soul.

They were born in New Londo, and that is where they perished; the entire city was sacrificed to contain them.

...For that is how great a threat they were...

- **Next time speaking to him while Cursed**

Well, hello there. Have you been cursed?

That can be quite onerous. But not to worry. Such cleansing, I am happy to administer.

But the breaking of curses is the territory of deities. You must be prepared for sacrifice.

- **Next time speaking to him while Cursed again**

Hello, there. Cursed again?

I do not know whether you are brave, or just foolish, but you do seem to find your share of trouble.

- **When attacked without made hostile**

- What! No!
- What are you doing!
- Cease!
- Stop that!

- **When attacked and made hostile**

Sigh...

You are no different from the rest...

So be it! I am Ingward, the guardian of the seal.

Prepare to meet your doom!

- **When killed**

Ohh...ogghh...How could I allow this...

Forgive me...my countrymen...

## After the Lordvessel

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- **First time speaking**

Well, this is a surprise. I get few visitors, save for ghosts.

You have... the Lordvessel.

Very impressive.

I know exactly what your intentions are.

You seek the Four Kings whom I guard over.

This is the key to the seal.

The Four Kings slumber in the deepest chamber of the ruins.

Use this key to break the seal and open the floodgates.

... Oh, and do not forget...

The Darkwraiths reside in a dark void called the Abyss.

But the Abyss is no place for ordinary mortals.

Although long ago, the knight Artorias traversed the Abyss.

If you can find him, and learn from him, the Abyss may prove surmountable.

- **If you have spoken to him before**

Oh, hello. You've acquired the Lordvessel, have you?

Very impressive.

I know exactly what your intentions are.

You seek the Four Kings whom I guard over.

This is the key to the seal.

The Four Kings slumber in the deepest chamber of the ruins.

Use this key to break the seal and open the floodgates.

... Oh, and do not forget...

The Darkwraiths reside in a dark void called the Abyss.  
But the Abyss is no place for ordinary mortals.  
Although long ago, the knight Artorias traversed the Abyss.  
If you can find him, and learn from him, the Abyss may prove surmountable.

- **First time greeting after you have the Key to the Seal**

Hello there. What is it?

The key to the seal is now in your hands. I will help you in any way possible.

- **Greeting**

- Hello again. How are you?

- Hello, there. Where have you been? I'm glad to see you well.

- How can I be of assistance?

- **Using "Talk" option**

New Londo was sacrificed to contain the Darkwraiths.

Mark my words. The Darkwraiths are the enemies of man, and any living thing that has a soul.

They were never meant to roam again.

## After opening the seal, but before killing the Four Kings

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- **Speaking to him**

1. You've broken the seal, Have you?

No, I have no regrets, my trust lies with you, and Frampt. (*If you have not sided with Frampt: No, I have no regrets. For I trust in you.*)

But you cannot proceed without being able to traverse the Abyss..

2. Long ago, the Four Kings were powerful men. Only, their hearts were weak.

When an evil serpent dangled the art of Liferain before them, they were unable to resist, and became pawns of evil.

3. According to legend, the knight Artorias crossed the Abyss, and annihilated the atrocious Darkwraiths.

If you can find him, and learn from him, the Abyss may prove surmountable.

## After killing the Four Kings

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- **Speak to him**

... Magnificent. You defeated the Four Kings.

Impressive, even for a bearer of the Lordvessel.

And with this, my purpose is exhausted.

I have not seen the sun for a long time.

Perhaps I could do with a change...

- **Speak to him in Firelink Shrine**

Oh, hello.

The sunlight made me wince, and now I've come back to this dark hole!

So, what brings you here? I will help you in any way I can.

- **Greeting**

Oh, hello.

What is it? I will help you in any way I can.

**Voiced by:** Sean Barret

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