

Oswald of Carim

Description

A pardoner serving Velka, Goddess of Sin. He can absolve your sin for a cost, and is the only NPC capable of doing so.

Location

Undead Parish

Appears on the bottom floor of the bell tower at the top of the Undead Church in Undead Parish after ringing the bell. Is standing with arms spread out (looks like a broken T pose model) looking straight ahead.

Use

- One of two merchants that can remove curses in the game with Purging stone. His purging stone is 3,000 souls cheaper than the Female Undead Merchant.
- He can absolve your sins for the cost of 500 per soul level. Use the "Request Absolution" option on his dialogue menu. See Absolution for more information.
- Allows you to abandon your Covenant, though your covenant offerings will still be halved, just the same as if you leave a covenant without Oswald's help.
- Teaches the "Well! What is it?" Gesture.

Sells

Item	Soul Cost	Description
Purging stone x5	3,000	Remove curses caused by Basilisks in depths or Seath the Scaleless in Crystal Cave.

Indictment	200	Used to indict invaders if you are killed when they invaded. Only need one in inventory; it can be used any number of times.
Book of the Guilty x1	1,000	List of players who have sinned, and will later face the Blade of the Darkmoon covenant members.
Karmic Justice	40,000	Miracle, Temporary auto counter vs heavy damage.
Velka's Talisman	5,000	The only Talisman that scales with INT.
Bloodbite Ring x1	10,000	Increases bleeding/blood loss resistance.
Poisonbite Ring x1	15,000	Increases poison resistance.
Ring of Sacrifice x10	5,000	The wearer will not lose souls or humanity upon death, but the ring itself will break after you die.
Homeward Bone	500	Returns the player to the last bonfire used.

Stats

Playthrough	HP	Souls
First	638	2,000
NG+	1,595	10,000
NG+6	1,993	12,500

Equipment

- Velka's Rapier +3 - right hand
- Velka's Talisman - right hand
- Parrying Dagger +3 - left hand
- Heal miracle
- Black Set +2

Drops

- Twin Humanities (x2)
- Book of the Guilty - if not already purchased

Notes

- It is not recommended to kill Oswald, he has cheap Purging Stones and you can request absolution if you sinned.
- Likely a reference to the corrupt pardoner in Chaucer's Canterbury Tales, who pardons people of their sins for a high price.

Attack Pattern

- At about half health, he will start to cast a healing miracle.
- Will attempt to parry you, then riposte for massive damage.

Dialogue

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+ Show Dialogue - Hide Dialogue

Video: Oswald of Carim's Dialogues

- **First encounter**

Greetings.

I am Oswald of Carim, the pardoner.

Thou art a friend. For thee, a warm welcome.

Cometh thou to confess? Or to accuse? For indeed all sin is my domain.

- **First encounter, if not a member of a covenant**

Greetings.

I am Oswald of Carim, the pardoner.

Thou appearest to lack faith, yet magnanimous are the Gods.

Cometh thou to confess? Or to accuse? For indeed all sin is my domain.

- **Greeting if you're in human form**

- Greetings, and welcome back.

I am pleased to see thee preserving thine humanity.

- Greetings. Just in time, art thee not?

- **Greeting if you're in hollow form**

I didn't expect to find thee Hollow.

- **Greeting if you have committed sin(s)**

Good tidings, thou art welcome. Laudable is thy dedication to sin.

- **Using Talk option**

Hmm...

Hast thou acquaintance with Petrus of Thorolund?

I wager you two hath likely found much in common.

For is he not too drenched in sin...

Hah hah hah...

- **Leaving**

Thou art welcome anytime.

It is only human to commit a sin...

Heh heh heh heh...

- **Leaving after absolving a sin**

If thou commiteth a crime, bring thyself back here.

There is no misdoing I cannot undo!

Keh heh heh heh...

- **Leaving after buying Indictments**

Stocking up on Indictments? How honourable of you.

Heh heh heh heh...

- **When attacked without made hostile**

- Ooph!

- Hrgt!

- Arg!

- Oog!

- By the Lords!

- **When attacked and made hostile**

Thou hast made thyself clear.

And thou leaveth me no choice.

I shall accept thy next confession, in the hereafter!

- **When killed**

Thou shalt regret this...

Fear thine indelible wrongdoings...

- **When he kills the player**

Much trouble has thou caus'd.

Thou was weak in spirit, broken by the weight of thy sin.

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Revision #1

Created 16 December 2024 15:37:15 by jade

Updated 16 December 2024 15:37:15 by jade