

Siegmeyer of Catarina

Description

Siegmeyer is a knight from Catarina, who has come to Lordran seeking adventure and excitement, even if he isn't totally prepared for it and his daughter is against it. He is seen throughout the game and has various events which continue his story-line. He's often getting into trouble as he goes along, but always remains optimistic that somehow the obstacle will be overcome (usually by the Chosen Undead). He typically will be seen sleeping or meditating on his current problem, determined to continue his adventure, wherever it will take him.

Storyline

1. **Sen's Fortress** - first encounter

He's sitting outside the closed gate of Sen's Fortress. This is the earliest possible encounter with him.

Note: This encounter is optional, however if you do not speak to him here or only speak to him once without exhausting his dialogue, there is a risk that it will bug the next encounter and prevent the quest from proceeding (He will sit in Sen's Fortress forever, unable to speak).

2. **Sen's Fortress** - after have you rung both Bells of Awakening

Sitting at the edge of a cliff, down from where the first rolling boulders are encountered, near the Shotel. Speak to him and redirect the rolling boulders away from the slope nearest to him. If you miss his first encounter, this encounter is mandatory.

3. **Anor Londo** - after you redirect the boulder and travel to Anor Londo by examining the ring of light

When you reach the high courtyard with a Silver Knight (sword) and a Silver Knight (greatbow), go through the doorway guarded by the Silver Knight (sword). He will be standing in front of the window. Kill all three Silver Knights in the room in front of him, then speak to him. He'll give you Tiny Being's Ring.

4. **Firelink Shrine** - after you kill the three Silver Knights in the previous encounter

Standing near the bonfire. He will ask you if you were the undead who opened the gates at Sen's Fortress. If you answer "Yes", he'll give you the Emit Force miracle. Once he leaves the Firelink Shrine for Blighttown, Sieglinde of Catarina's Golden Crystal Golem will spawn in The Duke's Archives.

5. **Blighttown** - after speaking to him in Firelink Shrine

In the swamp, near the entrance to the area with the Server and lots of Giant Leeches. Talk to him to wake him up. He'll ask for some moss clumps. If you say "Yes", you'll give

him 3 Purple Moss Clumps and he'll give you the Pierce Shield.

6. **Lost Izalith** - after giving him Moss Clumps

In front of the Demon Ruins shortcut, down from where you fight Kirk and the Daughter of Chaos, there's an area with a crumbling floor. Walk around the back to see Siegmeyer overlooking a large hole with four Chaos Eaters below. Talk to him to trigger an event where he rushes down the hole to kill the Chaos Eaters. This is the trickiest encounter, see Strategy below to help you with this section. There's 3 possible outcomes in this encounter:

- If the four Chaos Eaters are defeated **before** Siegmeyer leaps down, he will give you the Speckled Stoneplate Ring and his story will **not** continue.
- If he survives the fight with **less than** 50% health, he appears to die from poison and drops the Speckled Stoneplate Ring and Humanity x3. His story will **not** continue.
- If he survives the fight with **equal or more than** 50% health, his story will continue, but you won't get the Speckled Stoneplate Ring.

7. **Ash Lake** - if he survives in Lost Izalith and you catch up with Sieglinde of Catarina's storyline

Final story event. He and Sieglinde will be near the first bonfire. Talk to Sieglinde to receive a Titanite Slab.

Stats

Playthrough	HP	Souls
New Game	1,034	1,000
NG+	1,592	2,000
NG+6	1,990	2,500

Equipment

- Catarina Set
- Zweihander
- Pierce Shield
- Blue Tearstone Ring

Drops

- 3 Humanity
- Speckled Stoneplate Ring
- 4 additional Humanities with the Dark Hand

Notes

- If you kill Sieglinde of Catarina after you save Siegmeyer in Lost Izalith, Siegmeyer will sleep forever.
- His name is probably based on German. Where as sieg means "victory" and "meyer" being based on the very common surname "Meier", whose initial meaning was that of a noble landlord.
- Despite jumping into the poison pit in Lost Izalith, he seems immune to the poison effect which it gives the player. Despite common game logic, Siegmeyer does not become poisoned, which is something you do not need to fret over. Precautions with spells like Soothing and Bountiful Sunlight are not needed.
- Behind this huge and oddly-shaped armor is a real face, and if you take a look with the binoculars you may get a glance at it: [Video](#).
- Given the characteristic glow in near-death state, Siegmeyer is in possession of one of the Tearstone rings. This is most likely the Blue Tearstone ring, as Siegmeyer, like the blue tearstone, is from Catarina.

Bug Notes

- Failing to speak to him initially before ringing both bells and exhausting all his dialogue may make it impossible to interact with him in Sen's Fortress and completely ruin the remainder of his storyline (PC).
- If you decide to kill three Chaos Eaters (or four, if you kill the one hiding in the corner) in the Lost Izalith event to make the fight easier, and chose to leave the fourth (counting from left to right) one alive, when you talk to Siegmeyer to trigger him dropping into the swamp pit, he'll say his dialogue as if he's fighting but he'll remain in his spot and won't do anything. You can kick him into the swamp to unlock him from that state and it won't count as an aggression.
- After killing Siegmeyer near the ledge under Sen's Fortress his drop items were located on the next respawn in front of the Fortress where he is originally found.

Strategy for the Lost Izalith event

- If you reach this area before Siegmeyer appears, don't kill all the Chaos Eaters, they don't respawn and you won't be able to complete his storyline.
- It is generally a good idea to use a ranged attack (a Bow or Spells for instance) to kill three of the four Chaos Eaters from above and leave one nearly dead before speaking to Siegmeyer for the third time. If there is at least one Chaos Eater alive when you speak to him for the third time, Siegmeyer will jump into the pit and begin to fight.
- You can also kill the Chaos Eater hiding in the corner. Facing in the same direction as Siegmeyer is, this Chaos Eater is hiding behind the top right corner. Find a spot where you

can visualize this corner (only his tentacles should be visible) and you can use a bow to hit him from there (easier if you have the Hawk Ring equipped).

- There's a really easy way to take out these Chaos Eaters. If you go down the stairs on the side of the room you'll come across a pathway to the middle room with a huge pit in the middle that you can walk around. It's very easy to aggro three of the Chaos Eaters with arrows, then lead them around the corner. They will walk into the pit and die.
- If you leave alive the fourth Chaos Eater, counting from left to right and facing in the same direction as Siegmeyer is, when you talk to him to make him jump down, he'll stay in his spot and won't move. You can kick him into the pit to unlock him from that state and it won't count as an aggression.
- Make sure not to drop on top of him, in the event of him dropping into the pit before you. It will count as an attack and he will become aggressive to you.
- Equip the Rusted Iron Ring so you don't slow down in the swamp while fighting the Chaos Eaters.
- There is a *fifth* Chaos Eater hidden around the corner which may attack him, be wary of that.

Dialogue

All dialogue text is © From Software Inc.

+ show Dialogue - hide Dialogue

Video: Siegmeyer's dialogs

1. Outside Sen's Fortress

- First meeting
 - Mmm...
Hrmmmmm...
- Talk to him again
 - Mmm...mmm...
Mm! Oh-hoh!
Forgive me.. I was absorbed in thought.
I am Siegmeyer of Catarina
Quite honestly, I have run flat up against a wall.
Or, a gate, I should say. The thing just won't budge.
No matter how long I wait. And, oh, have I waited!
So, here I sit, in quite a pickle.
Weighing my options, so to speak!
Hah hah hah hah!
- and again

- Still closed...
Still closed...
Mmm...

2. Inside Sen's Fortress

- If you haven't talked to him outside Sen's Fortress
 - Mmm...mmm...
Mm! Oh-hoh!
Forgive me.. I was absorbed in thought.
I am Siegmeyer of Catarina
Quite honestly, I have run flat up against a wall.
...Or, a ball, to be precise.
...I'm afraid I'm a bit too plump to be outrunning those things
so here I sit in quite a pickle.
Weighing my options, so to speak!
Hah hah hah hah!
- Talk to him again
 - Perhaps I could try some rolling...
Bah, no chance. My head would spin.
Mmm...

3. Anor Londo

- Talk
 - Mmm...
Hmmmmm...
Whatever can be done?
- Talk again
 - Ah you again!
Let me guess. Were you repelled by the Silver Knights?
Aww, don't be ashamed. 'Tis the fate of vanguards like you and I.
I'll think of something. We can overcome this, together!
- and talk again
 - This is quite a fix...
We'll need another three, no, maybe five bodies...
Hmm.. quite a fix indeed...
- After defeating all the Silver Knights in the adjacent room, talk again
 - Mmm..mmm...
Mm! Oh-hoh!
What's on your mind friend?
Wait!... You defeated those monsters?!
Fantastic...I am saved. This Knight of Catarina hereby commends you!

Take this as a token of my gratitude.
but be warned, gallantry entails great risks.
Next time, give me a chance to come up with a plan.

4. Firelink Shrine

- Talk
 - Well! Fancy meeting you here.
You did much for me up above. I am grateful.
You know, I was thinking...
The gates at the old fortress...
Was that your doing?
 - (Yes/No)
 - Yes
 - Yes! I knew it!
It seemed like an unlikely coincidence.
Well, am I fortunate! This knight of Catarina thanks you sincerely
Please take this, as a token of my gratitude.
 - No
 - Is that so?
Oh well. Stranger things have happened.
You only have to give it some time!
- Talk again
 - There you are.
I'll be heading down below shortly.
There's nothing worthwhile up above.
No worries! Adventuring is my life; I'm prepared for the worst.
Hah hah hah hah!

5. Blighttown

- Talk
 - Sng...sng...
Zzzzzz...
- Talk again
 - Mm! Oh-hoh!
Excuse me. I was so absorbed in thought, I just drifted away.
You see, I'm actually in a bit of a fix.
I've made it this far, but I'm short on antidote moss for the trip back.
...
By my knighthood, I am ashamed to ask...
But can you spare a few scraps of moss?
 - (Yes/No)
 - Yes

- Fantastic!

Thank you, a saint you are.

This knight of Catarina expresses his deepest gratitude. I shall not forget this.

Please, take this; a symbol of my appreciation.

Well, our fates do seem entwined, don't they?

Perhaps this, too, is the will of Lord Gwyn!

Hah hah hah hah!

- No

- Yes, I see!

No need to worry!

I'll be fine. I can make it without that silly moss.

Think about it. Have I ever let a little hardship slow me down?

Hah hah hah hah!

- Mmm...

Mm! Oh-hoh!

What's on your mind, friend?

You brought moss, perchance?

- Talk to him again

- The Poison Swamp...

It's like quicksand in there...

Mmm...

6. Lost Izalith

- Talk

- Sng...sng...

Zzzzzz...

- Talk again

- Mm! Oh-hoh!

Excuse me. I was so absorbed in thought, I just drifted away.

It must be the warmth. Well, what's on your mind?

No, don't tell me. Those monsters making life difficult for you?

You need not be ashamed. We are in the same boat.

...You know, I really have run up quite a debt to you.

Perhaps the time has come...

- Talk to him again

- ...

Friend, I have an idea. A good one, really.

... I will ruse those dire fiends, and you can slip away in the confusion.

Please, friend, I owe you much more than this.

By the honour of the knights of Catarina, allow me to assist you.

And now, I go! Don't be slow!

Hrgrraaaaggh!
Hiyaaaaaah!
C'mon! Over here, you fiends!
Perish, foul creatures!
I am Siegmeyer of Catarina, and you shall feel my wrath!

- Talk (after defeating those enemies with him)
 - Hng...hng...
But, you! Didn't you get away?
Well, you've saved me, once again...
Thank goodness... I'm exhausted...
I think I'll have a rest.
Don't you worry, the ground below me is my pillow.
I'll recover shortly...
 - Sng...sng...
Zzzzzz....
- Talk (after defeating those enemies by yourself)
 - ...
Oh, there you are.
Wait!...Did you defeat those dire creatures?
Outstanding...You never fail to impress.
Well, wonderful. This knight of Catarina thanks you.
Take this, as a token of my gratitude.
I feel like I'm always thanking you...
I curse my own inability.
- When attacked without made hostile
 - Yeeg!
 - Whoa!
 - Wha!
 - Why, are you...!
- When attacked and made hostile
 - That's your game, is it?
Well, I'm certainly not backing down!
By the honour of my knighthood!
- When killed
 - Heavens, me...
My dear little Lin...

Voiced by: Miles Richardson

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