

Laurentius of the Great Swamp

Location

The Depths

Located in a room near the second butcher. After taking care of the first butcher, go up the stairs after the area that is swamped with water. Trapped inside a barrel, Laurentius is located in a room to the left. Roll into the barrels to safely release him.

Firelink Shrine

After you rescued him, he'll sit on the ground near the entrance to Frampt.

Blighttown

If you talk to him while having a Pyromancy unique to Quelaana (e.g. Great Combustion, Fire Whip, etc.) or entered the Chaos Servant covenant (i.e. Great Chaos Fireball and Chaos Storm), he'll ask you how you got it. If you answer "Yes," he will leave Firelink Shrine and can be found hollowed in front of the lower Blighttown bonfire near the two Giant Mosquitoes.

Note: Be aware of his Blighttown question. You may simply answer "No" to his last question and he will stay at Firelink Shrine and continue selling pyromancies. Answering with "Yes," will lose you the ability to purchase Iron Flesh and Flash Sweat as neither Eingyi nor Quelaana sells you these. More importantly, this will also lose you access to him upgrading your Pyromancy Flame to +10 in order for Quelaana of Izalith to spawn; you would then have to ask Eingyi to do it.

Use

In order use his services, the correct answer to his first question ("Ah, unless you find the magics unsavoury?") is "**No**". If you answered "Yes" instead, the answer to his *second* question ("Oh, and er...if by chance you've had a change of heart, ...") should be "**Yes**".

- When your starting class is not a Pyromancer, he'll share his Pyromancy Flame with you.
- He sells basic Pyromancies.
- He upgrades the Pyromancy Flame up to +15.

Sells

Spell Name	Cost	Uses	slots	Description
Fire Orb	8,000	6	1	Hurls flaming orbs.
Combustion	500	16	1	Shoots a close range burst of fire from the hand.
Iron Flesh	2,000	3	1	Greatly increases defense at the expense of mobility. Only Laurentius sells this.
Flash Sweat	2,000	3	1	Covers the player in water for 1 minute. Only Laurentius sells this.
Fireball	800	8	1	Throws a ball of flames that explodes on impact.

Stats

Playthrough	HP	Souls
New Game	719	1,000
NG+	1,380	3,000
NG+6	1,725	3,750

Drops

- 5 additional Humanities using the Dark Hand.

Notes

- If you accidentally make Laurentius hostile by hitting him with a weapon while trying to free him from the barrel, you can still get him to go to the Firelink Shrine as long as you do not kill him. Go to Oswald of Carim and request Absolution; after paying Oswald's fee Laurentius will appear at Firelink Shrine.
- Equipped with a unique version of the Pyromancer Set which contains no item names or descriptions and cannot be equipped on female characters.

Dialogue

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+ Show Dialogue - Hide Dialogue

Video: Laurentius of the Great Swamp's Dialogues

The Depths

- **Entering his general vicinity**

...You!

...Yes, you!

...Here, over here!

...Please...

...You must help me...

- **Speak to him when he's still in the barrel**

...Oh, there you are...

...You must help me...

...Or else...

...She'll have me for lunch!

...You're my only hope...

...Oh, please...

- **Speak to him after freeing him**

1. ...Th-thank you.

I would have been her supper without you.

Being eaten alive! I shudder to think...

Thank you, thank you dearly.

I am Laurentius, of the Great Swamp.

I will not forget my debt to you.

2. Oh, hello there.

I'm fine, thanks to you.

Firelink Shrine

- **Speak to him**

Well, I see you made it out!

Yeah, I made it out safely, too.

I have my Pyromancy of the Great Swamp, so I can usually manage, with a bit of care.

Oh, yeah, by the way, er, I can share my spell with you.

I think you have a knack for it. All you need are the materials.

I'd be pleased to help you.

... Ah, unless you find the magics unsavoury?

- **Answer "no" (accept)**

- **If you're a Pyromancer**

- Yeah, wonderful!

- I'm sure they'll be of some use, some assistance.

- Why, let's get started right now.

- **Any other class**

- Yeah, wonderful!

- I'm sure they'll be of some use, some assistance.

- Here, first, take this. A flame from the Great Swamp.

- Now you're a fully-fledged pyromancer.

- Why, let's get started right now.

- **Answer "yes" (decline)**

- Oh, really... Well, that's a shame. But it is your choice.

- I'm on the fringe; yeah, I know. Undead or not, that's who I am.

- I only wish that I could have repaid you somehow.

- **Greeting if you answer "yes" to his previous question**

Oh, hello, there. I am pleased to see you safe.

Oh, and er...if by chance you've had a change of heart,

I'll be pleased to assist you by sharing my spells.

- **Answer "yes" (accept)**

- [Same as answering "no" above]

- **Answer "no" (decline)**

- [Same as answering "yes" above]

- **Using "Talk" option**

1. Pyromancy is the art of casting fire.

Produce flame, the channel it; just as our ancestors did.

A pyromancer must be in tune with nature herself.

My home, the Great Swamp, is an abundant store of nature.

You will understand, one day; it only takes time.

2. Pyromancy has a, well, rather primitive aspect to it.

It meshes poorly with advanced culture,

and pyromancers are considered rather unsavoury.

Which is fine, as I never got along with anybody anyway.

So, for me, turning Undead didn't change a thing!

Hah hah hah hah.

3. ◦ **If you're a Pyromancer**

- A pyromancer's flame is a part of his own body.

- The flame develops right along with his skill.

- ... Sorry. You're a pyromancer yourself. You already know this.

- **Any other class**

- A pyromancer's flame is a part of his own body.

The flame develops right along with his skill....
When I gave you that flame, I gave you a part of myself.
Please take good care of it.

4. My teacher, whom I imagine still resides in the Great Swamp,
had a funny way of putting it.
He said that "Pyromancy is the ultimate fantasy..."
"We are born into Dark, and warmed by Fire, but this Fire we cannot touch."
"Those whose fascination with Fire persists, learn to hold it in their own hand."
He rather had a way with words, the old withering frog!
5. In this land, pyromancers earn a certain respect.
The Witch of Izalith, one of the legendary Lords,
is the godmother of pyromancy.
So, the day I became Undead, I was ecstatic.
I felt as if I'd been chosen to attune myself to the ancient arts.
... Of course, it wasn't all that romantic in the end...

- **Greeting**

Oh, hello, there.
I am pleased to see you safe.
As always, if you provide the materials, I can teach you pyromancy.

- **Leaving**

Good bye then.
Be safe, friend.
Don't you dare go Hollow.

- **Leaving without using the "Leave" option**

Wait, friend!
Where are you off to?

- **Greeting after leaving abruptly**

That was rather abrupt.
You are an odd one.
Hah hah hah hah.

- **Greeting if you bought pyromancies unique to Quelaana or pyromancies from Chaos Servant covenant**

Ah, hello, there.
You've been a stranger these days.
Why, what spectacular pyromancy.
Tell me about it. I have never seen anything like it.

- **Answer "yes"**

Why, yes, of course!
Thank you for sharing.
I'm still an able pyromancer. I shall locate her myself.

I am in your debt, once again.

- **Answer "no"**

... I see. I suppose I was mistaken.

In any case, I definitely trust you.

Apologies, my friend.

Forget that I said anything.

- **(Note that if you choose "no", when you speak to him again afterwards, using the talk option will prompt him to ask you the same question again.)**

Combat

- **When attacked without made hostile in the Depths**

- Whoa!
- What are you doing?!
- It is I, Laurentius!
- I have no bone to pick with you!

- **When attacked without made hostile in Firelink**

- Whoa!
- What's wrong with you!
- Stop that, please!

- **When attacked and made hostile in the Depths (without freeing)**

Curse the heavens! Are you mad!

- **When attacked and made hostile in the Depths (after freeing)**

Curse the heavens! Are you mad!

I owe my life to you!

This is wrong! You were my friend!

- **When attacked and made hostile in Firelink**

You detest my pyromancy! That must be it!

Then, I'll give you a taste of it!

And it will not be pleasant, I assure you!

- **When killed in the Depths**

Curses...

- **When killed in Firelink**

Aaahhhh...

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Revision #1

Created 16 December 2024 15:37:10 by jade

Updated 16 December 2024 15:37:10 by jade