

# Marvellous Chester


## Description

Marvellous Chester is a human who, like the player, was dragged into the past from an unknown time and place<sup>1</sup>. He acts as a merchant in Royal Wood, and as an invading Black Phantom in the Oolacile Township.

## Location

### Royal Wood

As a merchant. Near the shortcut elevator to the beginning of Royal Wood, across the bridge not far from Knight Artorias boss fog. Spot him by the candles in candelabrum in front of him.

### Oolacile Township

As an invading Dark Spirit. Before the long wooden bridge leading to the Mimic.

## Sells

Item	Soul Cost
Standard Arrow	20
Large Arrow	100
Feather Arrow	200
Standard Bolt	50
Heavy Bolt	150
Sniper Bolt	400
Green Blossom	1,200
Bloodred Moss Clump	400
Purple Moss Clump	600

Blooming Purple Moss Clump	1,500
Throwing Knife	30
Firebomb	100
Alluring Skull	800
Lloyd's Talisman	800
Black Firebomb	800
Homeward Bone	600
Humanity(x13)	10,000

# Stats

Playthrough	HP	Souls
New Game	1,477	9,505
NG+	2,319	19,010
NG+6	2,899	23,763

# Equipment

- Sniper Crossbow
- Chester's Set

# Drops (as a human)

- Snickering Top Hat
- Chester's Long Coat
- Chester's Gloves
- Chester's Trousers

# Notes

- Black Phantoms will only spawn if the player is in human form and the area boss has not been defeated. This means that defeating a boss before being invaded by a particular NPC Black Phantom will forever deny that Black Phantom from appearing in that area on the current playthrough.

- Killing the human form of Marvellous Chester before triggering his Dark Spirit invasion will cause him to not invade the player in Oolacile Township.
- Killing his Dark Spirit form will not deny you his merchant services, but he'll just be annoyed at you, reflected in his dialogue.
- Chester sells almost everything at double the price of what its value actually is, only use his services if you're impatient to get your items. Most of the items he sells can be found elsewhere for cheaper.
- Although he is human and has a humanoid model, his model is an actual entity of its own. The special hornet ring animation will not play when parrying/backstabbing Marvellous Chester, nor can you use the Dark Hand to attempt to drain humanity from him, unlike every other human.

## Attack Pattern

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Chester's animations are different from most humanoid enemies.

- Sniper Crossbow attack - which he can fire in three times in succession or make a precision shot to your head.
- Throw rose daggers - throws three rose daggers in a fan-like shape, causing bleed buildup. This attack can potentially one-shot you on NG+ if all projectiles connect.
- Low sweeping kick.
- His dodge is very different from other humanoid enemies; he performs a longer-ranged leap to the side.

## Strategy

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- He's deadly at long range, with various ranged attacks. Engage him at close range.
- Clear the nearby Bloathheads before you fight him, they can engage you in melee while Chester's shooting at you.
- Equip bleed resistance equipments just in case.

## Dialogue

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+ Show Dialogue - Hide Dialogue

Chester's dialogue, part 1

Chester's dialogue, part 2

- (First encounter)  
Hm...Oh, let me guess...

Snatched by a shadowy limb, and dragged off to the past?

- (Yes/No)
  - Yes
    - Yes, of course. Exactly what happened to me.
    - We are both strangers in this strange land.
    - But, at least now there are two of us.
  - No
    - Oh, well, my mistake...
    - But we are both travellers.
    - We ought to help one another out.

- Greeting

- (Before killing his Black Phantom, answered yes)
  - Oh, still alive, are you?
  - Think of anything that you might need?
- Oh, for Juniper's sake.
  - Put some spring into your step!
  - Mwah hah hah!
- (If answered no)
  - Oh, you again...
  - What ever's the matter? No, I can tell. You need me more than ever.
  - Mwah hah hah!
- (After killing his Black Phantom)
  - ...Oh, you!
  - You have quite some nerve. Or are you just thick?
  - Fine, then. What is it that you need?

- Talk

- (Before killing Artorias)
  - Did you happen across Knight Artorias?
  - The legendary Abysswalker, from the old tales.
  - ...Well, if you haven't, it's just as well...
  - He's a colourless sort, if you ask me.
  - Mwah hah hah!
- So, what did that giant mushroom make you do?
  - Not that I care. It's none of my business.
  - Heh heh heh...
- Hm? I've little to talk about, really.
  - Oh, you know me. What do I know?
- (After killing Artorias)
  - Did you really slay Knight Artorias?
  - I've heard the Abyss found him first, but even still...
  - That's absolutely treacherous.
  - Yes, magnificently so!
  - Mwah hah hah!

- Believe it or not...  
Oolacile has brought the Abyss upon itself.  
Fooled by that toothy serpent, they upturned the grave of primeval man, and incited his ornery wrath.  
What could they have been thinking?  
But to you and I, it's all ancient history.  
You have to ask yourself. Does it really matter?  
Heh heh heh...
- (If answered no)  
What? If you've something to say, then say it!  
Just don't say the wrong thing...  
Heh heh heh!
- (After killing his Black Phantom)  
...Well, you've quite the nerve!  
I've had enough of you!
- (When leaving)
  - (Before killing his Black Phantom)  
So long.
  - (If answered no)  
So long.  
...We'll be seeing each other...  
Gee hee hee!
  - (After killing his Black Phantom)  
I'll be seeing you.  
If you survive your travels...
- (When attacked without made hostile)
  - Ooph!
  - Erg!
  - Oww!
  - That bloody hurts!
- (When attacked and made hostile)  
What now? You think this is my fault?  
How very, very petty of you!  
Very petty indeed!
- (When attacking)  
There!  
Ah-hah, there!
- (When you're low on health)  
What? Now you're feeling the heat?  
You should have thought long and hard...  
Nyah hah hah hah hah!

- (When killed)  
Hrrg...  
You win...please...  
Oh, please...have mercy...
- (When he kills the player)  
You damn fool.  
I am Marvellous Chester! What did you expect?

**Voiced by:** William Houston Footnotes 1. It has been suggested that he is from Carim, as the Sniper Crossbow he uses originates from there, but this is only speculation.

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Revision #1

Created 16 December 2024 15:37:12 by jade

Updated 16 December 2024 15:37:12 by jade