

Patches

Description

"Trusty" Patches makes a return to the Dark Souls universe in style, making for a nice reminiscence for all Demon's Souls players. He's a thief, preying on unsuspecting victims by kicking them down into a pit. He (still) hates clerics.

Location

The Catacombs

He stands next to the lever of the second spiked bridge. He only appears in the Catacombs only if Rhea of Thorolund and her company has not gone there and before you kill Pinwheel. After either of those occur, he moves to the Tomb. He may try to flip the bridge the first time you walk across it. If you said **"Yes"** that you are a cleric, the next time you talk to him, he becomes hostile. If you said **"No"** that you are not a cleric, the next time you talk to him, he asks if his trickery caused you any trouble. If you answer **"Yes"**, he gives you a Humanity. Any other response nets you nothing.

Tomb of the Giants

If you have not talked to him in the Catacombs, he will ask if you are a Cleric. He points to treasure visible from his position, and if you walk towards the ledge to take a closer look, he will kick you down into the pit. If you said **"Yes"** that you are a cleric, the next time you talk to him, he becomes hostile. If you said **"No"** that you are not a cleric, the next time you talk to him, he asks for your forgiveness. If you answer **"No"**, he gives you a Twin Humanities. If you do choose to forgive him by saying **"Yes"**, he will deploy prism stones further along the passage that highlights the route to a hidden bonfire.

Firelink Shrine

If he is not hostile and he is still alive, he squats down by a wall closest to the Catacombs after you have killed Gravelord Nito

Use

- If you exhaust his dialogue in Tomb of the Giants and he is still alive, he returns to the Firelink Shrine as a vendor after the death of Nito. As a vendor, he sells some items and teaches "Prostration" Gesture.

Sells

Item	Soul cost	Description
Eye of Death(x3)	3,000	Used by Gravelord Servants to put a curse.
Divine Blessing(x1)	20,000	
Prism Stone	10	
Humanity(x3)	10,000	
Twin Humanities(x1)	20,000	
-		
Heal	5,000	
Great Heal Excerpt	10,000	
-		
Crescent Axe(x1)	10,000	
Mace	3,000	
Canvas Talisman	1,000	Starting equipment of Cleric class.
Thorolund Talisman	5,000	
-		
Mask of the Father	8,000	
Mask of the Mother	8,000	
Mask of the Child	8,000	
-		
Cleric Helm	5,000	
Cleric Armor	7,000	
Cleric Gauntlets	5,000	
Cleric Leggings	5,000	

Stats

The Catacombs

Playthrough	HP	Souls
New Game	821	2,000

NG+	1,797	8,000
NG+6	2,247	10,000

Tomb of the Giants

Playthrough	HP	Souls
New Game	821	2,000
NG+	1,346	4,000
NG+6	1,682	5,000

Firelink Shrine

Playthrough	HP	Souls
New Game	-	2,000
NG+	-	-
NG+6	-	-

Equipment

- Winged Spear
- Eagle Shield
- Thief Set, without the mask

Drops

- Humanity (x4) regardless if you have gotten any humanity from him already
- Crescent Axe regardless if you bought it from him already
- 7 additional Humanities using Dark Hand

Dialogue

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+ show Dialogue - hide Dialogue

Note: The dialogue will change slightly based on gender.

- **first meeting in the Catacombs**
 - Good day! You look reasonably sane!
What are you doing in the Catacombs?

Are you a Cleric or something?

- o answer **No**

No? Well, that's strange.

Ohhh, I know what it is. You've come for the trinkets, haven't you?

Well whatever it is...

This place is treacherous. Do watch your step.

Heh heh heh...

- o answer **Yes**

Yes, I imagined as much.

Best of luck with your pilgrimages or missions or whatever you do.

This place is treacherous. Do watch your step, eh?

Heh heh heh...

- **activating the bridge trap after meeting him**

- o Ah, oh! Well, how are you, then?

...I slipped and flipped that lever, you see...

...It didn't cause you any trouble, by chance?

- o answer **No**

Oh, really? Yes, I see...Righty-oh!

Then everything's good, isn't it?

I'm Trusty Patches, the one and only!

You and I, just a couple of undead outcasts, right mate? / You and I, just a

couple of undead outcasts, right, my darling?

Heh heh heh...

- o answer **Yes**

Are you certain?!

Well that's a fine shame. Oh, I'm truly sorry, really!

But, wait now, you didn't actually fall down, then?

Well, why didn't you tell me sooner! All's well that ends well!

Everybody makes mistakes. I'm not above it all, I swear!

I'm trusty Patches, the one-and-only!

I know! This should make up for it. (gives Humanity x1)

We're on the same side! Undead outcasts!

Fantastic isn't it?

Heh heh heh...

- **activating the bridge trap before meeting him**

- o Ah, oh! Well, well, how are you, then?

I, uh, sort of lost my way, yes...

But when I came here, I didn't touch any levers, no, not me!

Very peculiar, isn't it? Wait, did something happen to you?

Hey, don't look at me like that. I'm Trusty Patches, the one-and-only!

Here, everything's good with us, eh? Aww, c'mon, take it! (gives Soul of a Lost

Undead x1)

Heh heh. We'll be wonderful friends.

Heh heh heh...

- Oh, does it really matter that much?
C'mon now. What exactly do you think I did?
You're not making sense, my friend.
Heh heh heh...

- **next meeting in the Tomb of the Giants after meeting in the Catacombs**

- What you again? Well, well!
You've been a stranger. Ah, good to see you're well, mate.
Oh right, you came at the perfect time.
There's a fine stash of treasure right down that hole.
I found it first, but...well, we're friends now. I'll split it with you!
In any case, have a look, it'll shimmer you blind!
Heh heh heh...

- **if you talk again, before he kicks you off the ledge**

- There, that hole. Take a closer look.

- **after he kicks you off the ledge**

- Heh heh, this is what I do, my friend.
The trinkets I'll be stripping off your corpse; that's the real treasure!
Nyah hah hah hah!

- **next time you meet**

- ...Oh, you, I...
Let's just calm down. Talk about things...
I did you wrong. But, I didn't mean it.
These temptations, they can, well, overcome me...
You know what I mean? Don't you? Please forgive me.
You and me, we're jolly Undead outcasts, aren't we?
 - ◦ answer **No**
Oh for heaven's sake, let's not mope about, eh?
You're still alive, I've said I'm sorry!
Wait, I know! Here, take this. It proves something, doesn't it?
Gives Twin Humanities
Heh heh heh...
 - answer **Yes**
Oh, brilliant. A second chance! Wonderful!
I had a feeling you'd understand. I did.
But if I were in your shoes...Ooh! Who knows what I'd have done?
But now we're friends again, eh?
Heh heh heh...
 - **next time you talk**
I did you wrong. But I didn't mean it.
These temptations, they can, well, overcome me...
You know what I mean? Don't you? Please forgive me.

- **first meeting in the Firelink Shrine**

- Oh, we meet again. How many of you are there?
You've come at the perfect time.
I'm done with looting. I'm a humble merchant now!
And wondrous treasures, have !! At a special price for you.
There you are, have a nice look at them.
Oh relax, no more funny business out of me, my friend!

- **next time you talk**

- Oi, have you met Petrus, that self proclaimed cleric?
Believe me on this one, bruv/my love...The man is scum.
Don't you be fooled by his claims to do good.
They're all the same, those rotten clerics.

- **next time you talk**

- Oi, have you met Lautrec the Embraced?
Believe me on this one, bruv/my love...He's completely mad.
He wouldn't think twice about cutting somebody down.
So watch out for him, especially if you've humanity to spare.

- **next time you talk**

- I'm done with looting. I'm a humble merchant now!
And wondrous treasures, have !! At a special price for you.

- **If you don't buy anything**

- What nothing appeals to you?
Well you must have poor taste.

- **next time you talk**

- Oh, there you are again.
Welcome to Patches' Trusty Trove of Treasures.
We chop prices not limbs!

- **next time you talk**

- Come on, you can do better than that.
Nobody likes a tightwad, you hear me?

- **next time you talk after a purchase**

- Right? Good stuff eh?
Don't you forget who got it for you!
Heh heh heh...

- **and the next time you talk after a purchase**

- How is it? Fine stuff eh?
Don't forget to thank me.

- **the next time you talk**

- Oh, you again. Fancy that.
You've come at the perfect time.
Some new gems have come my way.
I saved them specially, just for you, mate. / I saved them specially, just for you, my darling.

- **and the next time you talk**

- I'm done with the looting. I'm a humble merchant now!

- **attacking without made hostile**

- Oww!
- What the devil!
- Please, no!

- **attacking and made hostile**

- All right, all right, if that's the way it is!
You silly little bastard! / You impossible little wench!
Well, I've had enough of you!
 - if player answered **NO** to being a cleric
You lousy good-for-nothing! Wallow in your spit!
 - if player answered **YES** to being a cleric
Take your higher cause and stuff it, you lousy charlatan!

- **killing the player**

- Phew. The righteous prevail, again.
Hey, don't blame me, mate. / Hey, don't blame me, old darling.

- **killed by the player**

- Curses...I'm finished...
What did I ever...

<complete transcription of this YouTube video>

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