

Petrus of Thorolund

Description

Petrus is a cleric of the Way of White from Thorolund. He guards Princess Rhea who's on a pilgrimage to find the Rite of Kindling, along with her other bodyguards, Vince and Nico. The first time you meet him, he'll be alone in the Firelink Shrine, waiting for Rhea to arrive.

His storyline connects with Rhea's. Check her page for more information.

Location

Firelink Shrine

Among the ruins up to the right in a room leading towards the Undead Parish shortcut lift.

Use

- Gifts a Copper Coin after talking to him the second time.
- Offers information about the Undead Mission for 100 souls per soul level.
- Allows you to join Way of White covenant.
- Teaches basic Miracles if you're in the Way of White covenant. The miracles he sells are more expensive than Rhea's.
- Teaches "Shrug" Gesture.

Sells

Item	Soul Cost	Uses	Req. Faith	Slots	Description
Miracles					
Heal	4,000	5	12	1	Heals a small amount of HP.

Great Heal Excerpt	10,000	1	14	1	Heals a large amount of HP.
Seek Guidance	2,000	1	12	1	Show more online hints.
Force	4,000	21	12	1	This quickly-acting miracle inflicts no damage, but propels foes back and defends against arrows.
Homeward	8,000	1	18	1	Return to last used bonfire, similar to the Homeward Bone item.

Weapons

Talisman	1,000	-	10	-	Used for casting miracles with MagAdjust of 118.
Thorolund Talisman	5,000	-	10	-	Used for casting miracles with fixed MagAdjust of 165.

Stats

Playthrough	HP	Souls
New Game	594	1,000
NG+	1,603	5,000
NG+6	2,004	6,250

Equipment

- Morning Star
- Thorolund Talisman
- Knight Shield
- Elite Cleric Armor Set without the Elite Cleric Helm
- Heal miracle
- Force miracle

Drops

- 2 Humanities
- 2 additional Humanities with Dark Hand
- Ivory Talisman - storyline dependent. See Rhea of Thorolund for details.

Notes

- If the player talks to Knight Lautrec of Carim he will offer a tip / information to the player for souls based upon soul level. He tells the player about how the lady and two companions went down to The Catacombs and got attacked, while Petrus escaped and left the others behind. If the player talks to Petrus after this, he will tell his side of the story and about how the lady is left alone and her companions have been turned to hollow. (A hint to the player to explore The Catacombs next)
- Speaking to Oswald of Carim after Rhea has left firelink shrine and using the talk action on him will give you another hint that he isn't the good little cleric that he may seem to be, as Oswald claims that you and he would get along as he too is "drenched in sin".
- Unfortunately killing him will make you sin.
- Killing Petrus prior to Rhea of Thorolund's arrival to Firelink Shrine will cause her and her bodyguards, Vince and Nico of Thorolund, to attack you on sight.
- (Bug) Killing Petrus after saving Rhea may make her disappear from your playthrough entirely.
- You don't have to join Way of White to access Petrus' miracles. Once Rhea arrives he will let you look at them without joining the covenant. Also, if you do join the covenant but then leave you will still have access to his miracles.
- Equipped with a unique version of the Elite Cleric Set which contains no item names or descriptions and cannot be equipped on female characters.
- This NPC has unused dialogue lines.

Strategy

- One thrust attack from a strong fire weapon agitates Petrus immediately, so his agitation may have an HP-based threshold.
- He uses a Morning Star, which will cause bleeding.
- Backstabbing him is not difficult, and he has a low resistance to magic. Three hits from Great Soul Arrow finished him off.
- He will also heal himself, but it is a slow miracle.

Dialogue

+ Show Dialogue - Hide Dialogue

Video: Petrus of Thorolund's Dialogues

Before Rhea arrives at Firelink Shrine

- **Speaking to him for the first time**

1. Hello there. I believe we are not acquainted?
I am Petrus of Thorolund. Have you business with us?
...If not, I'd prefer to keep a distance, if possible.
2. Hello there.
I realize that I have requested that we retain our distance,
But I also want you to know that it is not meant in ill-will.
Here, take this. As a token of peace.
No, go ahead. It's for you.
3. Oh, my... you again?
Oh, I know. How about this...
I have to await my companions here anyway,
so, what if I were to teach you some miracles?
Would that please you?
 - **Answer "yes"**
Very well. Then first, a Covenant with the Gods.
 - **Answer "yes"**
Now, let me share my Miracles.
Only, their ultimate effectiveness will be determined by your efforts, and
your faith.
 - **Answer "no"**
(same response as answering "no" below)
 - **Answer "no"**
That is a shame. But each to their own.
Speak to me if you have a change of heart.

- **Greeting if you answer "no" to any of his questions**

Oh, hello. What is it? Have you changed your mind?

- **Using Talk option**

1. My companions are M'lady and her young knights.
She is young, but burdened by an Undead mission.
We are her defenses, to keep her from harm.
2. An Undead mission?
Regrettably, I cannot share that with you.
But you are my pupil, perhaps if you show your faith...

- **Answer "yes"**

Very well. I can surely tell you, of all people...

Undead clerics are given a mission to seek Kindling.

Kindling is the art of feeding bonfires with humanity.

Through Kindling, we shall one day be granted magnificent powers.

- **Answer "no" (or "yes" but can't afford to pay)**

I am afraid that may be difficult. For our missions are sacred.

- **Greeting if you're in Way of the White covenant**

- Oh, hello.

I will teach you Miracles. A promise is a promise, after all.

- Oh, hello.

Miracles, I presume? Yes, I know.

- **When leaving**

Come again.

The effectiveness of the teachings depend upon your faith.

- **When attacked without made hostile**

- Hrg!

- Ooh!

- Mrgm!

- Ooph!

- **When attacked and made hostile**

By the Lords! You damn fool!

Enough of you! Feel the wrath of the gods!

- **When killed**

N...no...this can't be...

It can't end like this...

When Rhea is at Firelink Shrine

- **Greeting**

Oh, hello.

My guests have finally arrived.

I will be departing with them shortly.

So, I'm afraid I will be saying good-bye soon.

It was a pleasure.

- **Using Talk option**

Reah is the youngest daughter of the good house of Thorolund.

Those young knights are her old schoolmates,

But I'm not sure what to make of them...

I'm afraid they may be a bad influence...

After his return to Firelink Shrine

- **Speaking to him**

1. Uh, oh, you again?
Me? Er, I've become separated from M'lady.
I've scoured near and far, but no sight of her...
Where could she have gone?
M'lady...To think I swore to protect you with my life...
2. Your Highness...where have you gone?
I am entirely to blame for this...
Oh woe is me. I am unworthy, deathly so...

- **Greeting**

Oh, I'm sorry. Miracles, was it?
...Sometimes I lose myself; pay me no mind!

- **After rescuing Reah**

...Ah, oh, you. Have you seen M'lady?
Oh, blast, where might she be, and would she be safe...

- **After you found a Pendant in front of the Undead Parish altar without buying a tip from Lautrec**

Are, are you sure?! Then M'lady...
What terrifying news! What am I to do...
All because of my shortcomings... it is my fault...
Sob...

- **Greeting after Reah is dead**

Oh, I'm sorry. Miracles, was it?
...I'm distracted by grief; pay me no mind!

- **After speaking with Lautrec and buying the tip**

1. Oh, hello there.
Have you spoken with Sir Lautrec?
Splendid. In the depths of the Catacombs, M'lady slipped off the giant's coffin and into a hole.
Her two companions are no longer human; and the lass weeps in solitude.
Right now, you could do as you please with her. The poor little purebred is entirely helpless.
Keh heh heh heh...
2. In the depths of the Catacombs, M'lady slipped off the giant's coffin and into a hole.
Her two companions are no longer human; and the lady weeps in solitude.
Keh heh heh heh...

- **After buying the tip from Lautrec and saving Reah**

...Oh, it's you...

...You rescued M'lady?

Well, a pity that is, for it will amount to nothing.

For the little madam is not worth her salt without her family name.

Keh heh heh heh...

- **When attacked without made hostile after his confession**

- Hrgkt!

- Ooph!

- Mnph!

- Argh!

- **When attacked and made hostile after his confession**

What is it, fool? Driven to madness by emotion?

So be it. You'll make a fine Hollow!

You can waltz in the infernal depths together!

- **When killed after his confession**

Rrk! Why...how could I...

What the...what did I do wrong...

- **When he kills you after his confession**

Too bad for you, I'm a wolf in sheep's clothing. Best of luck as a Hollow!

Gah hah hah hah hah!

- **Unknown**

Fool...What were you thinking?

Voiced by: Sean Barret

Revision #1

Created 16 December 2024 15:37:19 by jade

Updated 16 December 2024 15:37:19 by jade