

Vince and Nico of Thorolund

Description

Vince and Nico were Lady Rhea's schoolmates during their early days in Thorolund. Now they, along with Petrus, are her guardians in her Undead pilgrimage to find the Rite of Kindling.

Location

1. Firelink Shrine

They will appear with Rhea in Petrus' area of Firelink Shrine after the Capra Demon is defeated in the Lower Under Burg. They will leave Firelink Shrine upon exhausting Petrus' dialogues. If you don't speak with Petrus, they will stay in Firelink Shrine until you beat Pinwheel in the Catacombs.

2. Tomb of the Giants

You can find Rhea of Thorolund in the pit that Patches pushes you into. Talk to her, and she'll tell you that Vince and Nico have gone Hollow. Walk a short distance away from her, and you'll confront them both. After you kill them, speak to Rhea once more to gain the Replenishment miracle.

Use

Killing their hollowed form in Tomb of the Giants is necessary to access Rhea of Thorolund's services.

Stats

Vince

Firelink Shrine

Playthrough	HP	Souls
New Game	638	1,000
NG+	1,045	2,000

NG+6	1,307	2,500
------	-------	-------

Tomb of the Giants

Playthrough	HP	Souls
New Game	820	1,000
NG+	1,346	2,000
NG+6	1,683	2,500

Nico

Firelink Shrine

Playthrough	HP	Souls
New Game	682	1,000
NG+	1,118	2,000
NG+6	1,398	2,500

Tomb of the Giants

Playthrough	HP	Souls
New Game	970	1,000
NG+	1,590	2,000
NG+6	1,988	2,500

Equipment

- Vince
 - Mace
 - Caduceus Kite Shield
 - Cleric Set without the Cleric Helm
- Nico
 - Crescent Axe
 - Caduceus Kite Shield
 - Cleric Set

Drops

- Nothing

Notes

- Should Petrus die before Rhea, Vince, and Nico arrive at the Firelink Shrine, the latter two will be hostile to the player. Requesting absolution will not reset their hostility.
- 5 Soft Humanities can be drained from Vince by using the Dark Hand, while he is in Firelink Shrine.
- 3 Soft Humanities can be drained from Nico by using the Dark Hand, while he is in Firelink Shrine.

Dialogue

All dialogue text is © From Software Inc.

+ Show Dialogue - Hide Dialogue

Vince's Dialogues

- **Speak to him**

1. Hm? What have we here?

You look awfully raggedy...

Times are grim; the least you can do is look sharp.

Don't you dare meet M'lady like that.

You might scare here off for good!

2. Oh, you again. what business have you?

I don't suppose we can help, though.

We accompany M'lady on her righteous mission.

It is quite a chore, but I'm stuck with her, and Nico, too.

I can't very well abandon them now.

- **Speak to him after resting at the bonfire - only available before exhausting Petrus's dialogues**

Oh, you yet again. You're a persistent one, aren't you? Hah hah hah.

Honestly, I don't have a problem with your kind. But there's not very much that I can do.

I am Vince of Thorolund. Let's say a word, for our safety. A prayer to our marvellous Lord.

Vereor Nox.

- **After Petrus says they'll be departing**

Oh, it's you?

We are to leave momentarily.

The Catacombs aren't exactly my idea of a good time, but...

What can one do? I do hope we meet again.
Vereor Nox

- **When attacked without made hostile**

- Egads!
- What the!

- **When attacked and made hostile**

Curses! What the devil's wrong with you?
I cannot overlook a threat to M'lady! I'll grind you into dust!

- **When killed**

By the Gods..... My...dear lady...

Nico's Dialogues

Nico will mumble different incoherent sentences, even when attacking or killing him, but they are all subtitled as "Mnnn...".

Video: Vince and Nico of Thorolund's Dialogues

Voiced by: Adam Sopp

Revision #1

Created 16 December 2024 15:36:42 by jade

Updated 16 December 2024 15:36:42 by jade