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## Dark souls lautrec poison arrow

Knight Lautrec by Carim A knight from Carim and a devout of the goddess Fina. His love for Fina makes him a psychopath who does not care for other people and willingly kills them after they have served their purposes. Location Undead parish Locked in a cell on the upper floor of the church. Before climbing the ladder leading to Bell Gargoyles, drive counterclockwise around the top floor. After battling a Balder knight, there is a broken door that can be smashed, revealing a staircase. Walk up the stairs to find Lautrec's cell. The cell can be opened with the mystery key or a master key. This encounter is optional. Firelink Shrine Opposite Anastacia of Astora. He will appear at Firelink Shrine, either after you release him from his cell in Undead Parish, or after you've beaten the Bell Gargoyles. He seems to disappear and reappear at random times before finally moving on to Anor Londo. Anor Londo Can be attacked with the Black Eye Orb in the large hall in front of the Ornstein and Smough Boss room. Using during his stay at Firelink Shrine, he will offer a tip for the price of 100 souls per soul level. For his tip, he tells you that Lady Thorolund went to the catacombs, but was stranded and separated from her followers. She is now alone in the catacombs. If you reject his offer of intelligence (his tip), he stops offering the information. Once you kill the gaping dragon, he won't offer this tip and will instead just mention that he's going to continue. To trigger the dialogue in which he offers his tip: 1) Kill the Capra Demon - this will get Rhea and her companions to arrive at the Firelink Shrine. 2) Talk to Peter (the conversation with the other three is optional). 3) Reset the area by either going elsewhere and resting campfires for some time, or by ending the game and reloading a few times (the four will disappear as they are supposed to go into the catacombs) until Peter reappears at his original location. 4) Talk to Lautrec. Remember that killing Pinwheel will prevent Rhea and her companions from arriving at The Firelink Shrine. However, it is still possible to trigger Lautrec's tip by talking to Rhea in the Tomb of the Giants and returning immediately afterwards to the Firelink Shrine. Stats Undead Parish & Firelink Shrine Playthrough HP Souls New Game 862 1,000 NG+ 1,751 4,000 NG+6 2,189 5,000 Anor Londo Playthrough HP Souls New Game 985 3,267 NG+ 1,724 3,267 NG+6 2,155 3,267 Equipment Drops He Will Drop the Ring and Humanity, but the Door Won't Drop The Ring can be opened. You will not be able to get the loot. Glitch (Xbox 360) (Xbox Live Marketplace version): After freeing him, he won't be at Firelink Shrine, even if he restarts the game. His swearing sign at the door of Gargoyle's bell will not be there either. No solution has yet been found for this. Found. Some new players, during their first play, may want to kill Lautrec immediately if they are found behind the fragile wall in Undead Parish, especially to acquire the Ring of Favor and Protection (RoFaP). While the main downside of the ring can deter some players – once equipped, the ring can NOT be removed without breaking it and being lost for the rest of this play; the player, once

the ring is equipped, will effectively have only one ring slot for the rest of this play-through – the RoFaP buffs HP, Stamina and Equip Load by 20%, a significant buff and powerful item that is available mainly for newer players. (Z.B.: HP 908, Stam 160, equipment load 105.0 without ring; HP 1089, Stam 192, equipment charge 126.0 with ring). Killing him will end his action right there, so that certain items like the dingy set are unreachable for the rest of this play. Finally, the RoFaP "can" be obtained later in the game, but the deployed buffs are most effectively used early as a newer player. For information about how to encourage him to offer his tip, see the Use section. This NPC has unused dialog lines. Before he kills Anastacia of Astora If you don't want the Dingy Set or set of Favor, you can kill him before he kills the firekeeper: In Undead Parish - Lure him into Andre of Astora's building (clear the enemies on the way first) and avoid his attacks - DO NOT BLOCK - Eventually he start back to his cell , you can attack him while he's going. Note that this is a risky and slow method, as opposed to waiting. At The Firelink Shrine - Kick him twice to knock him off the edge to his death. When you stop and reload, or come back later, his drops appear where he sat. Of course, he can be killed in both places by default, but on low levels he is a tough opponent. Find Lautrec in Anor Londo After ringing the second bell of awakening, check Anastacia's cell to get the Black Eye Orb. When you enter the chamber where the two Royal Sentinels are in front of the chef's room, you will receive a message that the Black Eye Orb is shaking. Just use the item and you will invade its world where you will find it with its guards. You don't have to clear the room first, it doesn't matter if the boss has been defeated, and regardless of the result, you'll just go back to where you used the Black EyeBall without losing. You can try it as many times as you need. Once defeated, you can return the Fireguardian Soul to Anastacia's cell to restore it and the campfire. Dodge and of Lautrec's attacks will bypass your shield, so there's almost no point blocking it. Return from his attacks and avoid them as much as possible. Alternatively, equip a very high resistance armor, perhaps iron meat, and simply refuel it. Note that you can NOT use Estus, but miracles like Healing and Objects like Humanity will still work. Mit Mit Ring of Fog allows you to go further into the chamber without them noticing you, with the Slumbering Dragoncrest Ring you can even get behind them to knock him down or stab him back. Melee combat Be careful with its guards, you don't have to kill them, but this can make the fight a little easier. Since they can't block, it's a good thing to use a long-range weapon such as a spear or two-handed half-hand, get an attack, and roll it back before it puts you within range. A two-handed heavy attack can be used to kite it, using the stairs with this method will reduce the risk that its guards will attack you from the side. Note that if he equips and holds his parrying dagger in his left hand, he will try to parry you should you attack him. If you haven't taken out its guards with a bow (below), then eliminating at least the wizard should be relatively easy and then you don't have to worry about projectiles chasing you. He does not have a melee weapon and therefore cannot retaliate, just pay attention to where Lautrec and the other Guardian are. The spear bearer is a typical enemy with a spear. Shipping like them a normal trough (though one with a lot of health). Environment It is possible to let Lautrec get stuck between the lever of the main door and the wall. The lever is located at the end of the room at Lautrec. Curl him into this area and he should stop and run his face first into the wall. He has to go pretty deep into the room for it to work. Roll out and deal with the other two so they don't stab you in the back, then finish it. This is easiest, if you lure all three to you, then run to the door. Lautrec is faster, so you can reach before the other two. If you lure them up the stairs and then stand on the stairs (with them now above you) will miss most of their attacks, making for a simple kill. Ranged The trio does not react if you do not move from your starting position, even if you shoot them. Use Dragonslayer arrows or poison arrows (cheaper) with a suitable bow for either for a very simple fight. You can kill Lautrec immediately (the other two can be ignored) or kill its guards for a 1-on-1. When you duel Lautrec, you can simply roll back from his attacks and hit him with a long-range weapon, Sorcery or Miracle. With Soul Spear Wizardry, you can lure them to the stairs on both sides of the room and hit all three with one shot. Dialog All Dialogue Texts are © By Software Inc. Video: Knight Lautrec von Carims Dialoge Undead Parish You to him in his cell Oh, are you still human? Then I'm lucky. Could you help me? As you can see, I am stuck, without recourse. Please, I have duties to perform, and I will reward you. Well? I am sure you will benefit from this. Abruptly leave and why again! You! Don't run away! Hear me out! Ahh, you came back. I feel sorry for them from you. Help me. Talk to him after unlocking his cell Thank you, yes, sincere. I am Knight Knight by Carim. I really appreciate that, and I guarantee a reward later. Yes, very sorry, but your reward will have to wait. I have just been released. Allow me some time. I'm free. Now I can get back to work... Keh heh heh heh... If attacked without making hostility, what do we have here? Keh keh keh. Are you sure? If attacked and hostile you leave me no choice. I was once grateful to you, but if this is our destiny, so be it! When you killed you despicable... .. Curses... How could I... Firelink Shrine After you rescued him in the parish of Ahh, hello there... I have your reward. Please accept it. I am grateful to you for freeing me. Keh heh heh heh... .. Not enough for you? Well, let's not be greedy now... Keh heh heh heh... After you killed the Gargoyles without first talking to him Hello... I don't think we met. I am A Knight Lautrec of Carim. We are both undead. Maybe we can help each other. Keh heh heh heh... Hmm, what business do you have? If you don't have one, then keep quiet. After you talk to him in the parish, but not freed before they kill the Gargoyles ... You... How dare you to talk yourself! I have nothing to say. Be away from my eyes. I have nothing to say. Be away from my eyes. (He will not say after that, he will not tip you over Peter, nor can he be summoned.) If they are attacked and made hostile without liberating him, leave me no choice. But if that is our destiny, so be it! After Peter's return from the catacombs Ah, you are certainly busy. Be sure to pay for a useful tip? Answer Yes A wise decision, indeed. Maiden Thorolund and her followers recently arrived in this country, but she was stranded deep under the catacombs. Their followers either fled or were reduced to Hollows... Leave Maiden Thorolund alone. Not a bad tip, huh? A nubile cleric would be full of humanity... Answer No Oh, really? Well, adjust yourself. Just help. After you got his tip, but only if you saved him in the parish of Hm? Did I give you this tip? Ahh, I heard it from a fleeing old man. This poor bastard! All his robes and trinkets won't help him now! Kwah hah hah hah hah! After talking to Patches or Reah's company heading to Catacombs, did you hear about Trusty Patches? If ever a man rubbed me the wrong way, uh! If he ever comes back, I swear I'll have his coat. If you are in hollow form of the gentlemen... Her face... Hmm... Your really slips off. But there are methods. Most fools have more humanity than they know what to do with. Well, who are you going to imagine it to be used best, hmm? Don't talk to him after visiting different areas Well, where were you? I am glad that you are safe. After the ringing of the first bell of awakening Oh, hello. I am considering a change of location... I have a pretty, urgent matter to take care of the above. This keeper served me well, but... Enough enough Your... Keh heh heh heh... No new topic Hm, you again? What is it? Our future is bleak. Let us not be too friendly now. Anor Londo If you enter his Aggro range, for the first time Now, look at it. I thought you were smarter, but I thought wrong! It's a terrible shame. Like a moth heading towards a flame. Your fellow human being? No? Do you disagree? If you enter his aggro area, after the first time So, here we go again! How often will these lambs rush to slaughter? Well, let's take it with you. Spoken by: Daniel Roberts & William Vanderpuyte Vanderpuyte

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