

Jester Thomas

Description

A pyromancer dressed up like a jester. He can be summoned for the Mytha the Baneful Queen boss fight. He also invades the player in Dragon's Sanctum.

Equipment

- Dual Pyromancy Flames
- Jester's set
- Longsword

Location

Earthen Peak

Near the staircase guarded by two Grave Wardens before Mytha's fog wall. His summon sign is submerged in poison if you haven't burned the windmill.

Dragon's Sanctum

He will invade the player in the Dragon's Sanctum, just before the fog wall to the Lair of the Imperfect.

Drops

- Awestone (if you're a member of the Company of Champions covenant)
- Human Effigy

Strategies

- Use the Gyrm Greatshield which has 100% Fire resistance.
- His Jester's Robes render him immune to backstabs, and there are no opportunities to parry or guard break him unless he is forced to pull out his Longsword.
- When he casts Warmth to heal himself, move so that you are standing over the orb of light to both deny him healing, and to heal yourself at the same time.
- Unlike other NPC invaders, Jester Thomas will roll free of your attacks if you attempt to stunlock him against a wall.
- Launch him in the air or smack him onto the ground with an Ultra Greatsword or Great Hammer. If timed correctly each time he attempts to stand up, he will not be able to retaliate.
- Rushing past before he finishes spawning in will allow you to enter the Lair of the Imperfect, which has a thin layer of water over it. This will provide a moderate Fire

resistance. This can be combined with the pyromancy Flash sweat to greatly reduce all fire damage. It is easy to even reach immunity with this. Be prepared if you fight him in this area, as the Imperfect roam close by.

- Uses a Longsword under the effect of Profound Still and equips the Pyromancy Flame back after the effect wears off.
- His AI requires that he taunt before he actually begins fighting the player. If the player rushes him when he first spawns, this can be exploited. After being hit once or twice, he will attempt to roll away from the player to create an opportunity to taunt. Simply follow him, hit him once or twice, and repeat the process.

Notes

- Very capable of soloing Mytha. Simply equip a high stability shield and play it safe while Thomas makes short work of her.
- He will use the "This One's Me!" gesture upon invading, and the "Mock" gesture upon killing the player or summoned phantoms. He will also use the "No Way" gesture if he happens to interrupt someone attempting to heal with Estus.
- He has unlimited pyromancy casts.
- Magerold of Lanafir sells the Jester's set and appears right after Earthen Peak. He also mentions being an adventurer by trade, indicating he is no stranger to the dangers of Drangleic. It's speculated he masquerades as Jester Thomas.
- The total attunement cost of Jester Thomas's spells comes out to 13, the maximum possible with his armor set.
- Jester Thomas never actually uses his left-handed Pyromancy Flame.
- As with all black phantoms, if battle is drawn out long enough without the player successfully killing him or dying, he will be forced to return to his world.
- He will not respawn in the Dragon's Sanctum if you use a Bonfire Ascetic on the Hidden Sanctum Chamber bonfire. He will if you use a Bonfire Ascetic on the Lair of the Imperfect bonfire.

Statistics

Bonfire Intensity	HP	Souls
1	?	2509
2	?	?
8	?	?

Weakness	Effectiveness
Strike	?
Thrust	?
Slash	?
Projectile	100%

Resistance	Reduction
Fire	?
Magic	?
Lightning	?
Dark	?

Status Ailment	Susceptible?
Poison	Yes
Toxic	Yes
Bleed	Yes

Attack	Parryable?	Blockable?	Notes
Fireball	No	No	-
Fire Orb	No	No	-
Fire Tempest	No	No	-
Chaos Storm	No	No	-
Flame Swathe	No	No	-
Flash Sweat	No	No	-
Forbidden Sun	No	No	-
Great Chaos Fireball	No	No	-
Great Combustion	No	No	-
Great Fireball	No	No	-
Warmth	No	No	-

Revision #1
Created 17 December 2024 07:37:31 by jade
Updated 17 December 2024 07:37:31 by jade