

Creighton the Wanderer

| |
|--|
| |
| |

Description

A mysterious cloaked figure who is obsessed with getting revenge on Mild Mannered Pate. Although harmless when confronted, his chilling voice and questionable motives leaves him with an aura of suspicion.

He might be from the land of Mirrah, where he was sentenced to death for several murders, only escaping before his execution. This is revealed by Cale the Cartographer.

Location

Huntsman's Copse

Found locked away inside the cell containing the Undead Lockaway bonfire. The Undead Lockaway Key is required to open the door.

When confronted, he will mention that he was traveling with a treasure hunter, Mild Mannered Pate, who attempted to leave him for dead. Weighted down with anger, he vowed to exact his revenge and tried to set up a trap, only to get trapped himself. He will move on after you leave.

Shaded Woods

Can be found near the Ruined Fork Road bonfire on the way to the misty woods. After a startled welcome, he will reveal that Pate lives in Brightstone Cove Tseldora and will make sure he never lives another day.

In *Dark Souls II: Scholar of the First Sin*, Creighton is located at the Shaded Ruins, on the top floor of the right tower near the passage that leads to Scorpioness Najka.

Brightstone Cove Tseldora

Right before the Chapel Threshold bonfire to your left, there is a cliffside you can descend off of to land in front of a house below. You will find Creighton and Pate fighting inside. The outcome of this depends on who you decide to assist. If you kill Creighton, he will drop his Steel Mask and Merchant Hag Melentia will sell his armor set

This encounter will only trigger if you have spoken to Creighton at the Shaded Woods and unlocked the shortcut door in Earthen Peak where Pate is standing and exhausted his dialogue.

You need to actively do most of the damage. Waiting for one of them to die (or doing too little damage) results in no reward apart from what you loot from the deceased.

Whichever one you aid will give you the Tseldora Den Key, which opens a locked door nearby with two chests inside containing ten Rusted Coins and the Engraved Gauntlets. The left chest containing coins is trapped. After the trap sets off, you will hear Creighton's or Pate's voice mocking you, depending on who survived.

However, If you already killed Pate before coming here and encounter Creighton he will be surprised by your appearance. He will say that Pate has run off somewhere. If you equip the Ring of Thorns he will comment on the ring and tell you to give the ring to him. If you agree to give him the ring he will realize that you are no friend of Pate and will conclude that you killed Pate. He won't take the ring from you but he will give you the Tseldora Den Key. If you, however, don't agree to give him the ring he will think that you are a friend of Pate and will decide to attack you.

| Bonfire Intensity | HP | Souls |
|-------------------|----|-------|
| 1 | ? | 1,450 |
| 2 | ? | 1,900 |
| 8 | ? | 3,800 |

Summon Location

Dark Souls II: Scholar of the First Sin

Huntsman's Copse

Found next to the portcullis in the cave next to the Undead Lockaway bonfire.

Drops

- Creighton's Steel Mask

Notes

- Creighton will usually win the fight with Pate if you don't interfere. In NG+ and above Pate usually wins.
- If you exhaust his dialogue after killing Pate, he will gift you his armor set.
- **Important:** If you intend to get his armor (and/or kill him) do so immediately as he will disappear when you drop down to the lower level.

Videos

- Creighton of Mirrah & Mild-Mannered Pate complete side quest

Lore

If you help save Creighton, and talk to the "map maker" in the mansion at Majula, he will tell a story of a murderous knight from Mirrah whose name started with "Cre-", and that he recently just saw the knight fitting his description. It can obviously be assumed that Creighton the Wanderer is Creighton of Mirrah, the murderous knight.

It can also be assumed that neither Creighton or Pate is inherently good. Pate appears to play the innocent role, warning you of traps ahead. But, Pate already knows of these traps before setting foot in front of them. It would seem as if he placed or prepared them himself. Creighton, when found in the cage, admits to being tricked by Pate on multiple occasions, vowing to kill him.

One is a murderous knight, the other is a trickster, setting traps for victims, so killing either should result in no worry of "the right choice". If you do decide to kill both, make sure you receive the key from the last one standing before you kill him as well.

Further Reading

Souls Lore: Creighton, the Wanderer

Dialogue

All dialogue text is © From Software Inc.

+ Show Dialogue - Hide Dialogue

- **When met in Hunstman's Copse**

1. Who are you?

I thought you were that bastard for a moment.

You've set me free. Now I can find him.

The cheeky prick. He won't know what hit him.

2. I am Creighton, of Mirrah. I travel from land to land to hone my blade.

I've heard this land was full of danger. I thought it would suit me perfectly.

I joined forces with a man on the way, but he was no more than a back-stabbing knave.

He took the first chance he had to try and off me.

I decided to set a trap for him here, but then I got trapped myself.

I can't believe that I was so dense. Thank the stars that you came along.

3. You be careful of him. Pate, I think he said.

He wears this rather unusual ring. You know it when you see it.

I've seen his type before. He kills entirely for the pleasure of it.

I'm sure I won't be his last victim. The man's better off dead, I tell you.

He's a slick talker, so don't let him fool you.

4. Pate, the man with the strange ring. Watch out for the slimy rat.

And don't you believe a word he says.

I'll find the common footpad, and put an end to his roguery. Heh heh.

- **When met in Shaded Woods**

1. Heh heh...Just wait, you dirty rat...

Hm? Oh...Oh! I-I remember you?!

Don't you scare me like that. I thought you were him.

2. That bastard with the ring lives in Brightstone Cove down the way.

I'm gonna find him and settle the score. Nobody insults me like that.

3. For the good of the world, and for my own honour.

I won't let that bastard live another day. Heh heh...

- **When encountered fighting Pate in Brighstone Cove Tseldora**

Damn! You're tougher than you look!

- **When talking after helping him kill Pate**

1. ...Serves you right...Hah hah hah!

...Hah hah...Hah hah hah hah!

2. ...I did it...Hah hah!

Thanks for your help. He was no pushover...

Here, take this, and go to my bolt-hole down the way.

What's there is yours.

Just a small token of appreciation.

3. You did me well.

- **When talking after he kills Pate without player help**

...Serves you right...Hah hah hah!

...Wait... ...You weren't friends with that rat, were you?

Then jog on...You've no business with me.

(Possible glitch; I backstabbed Pate with my greatsword and might have killed him too fast, and was given this response with no reward.)

- **When talking to him in Brightstone Cove Tseldora after the player has killed Pate somewhere else**

Oh, you. What do you want?

That bastard's run off somewhere.

- **When talking to him in Brightstone Cove Tseldora after the player has killed Pate somewhere else, if wearing the Ring of Thorns**

Your ring! That's his ring!

You're not friends with the bastard, are you?

Hand that ring over to me. He's no friend of yours. You can do without it.

Think carefully before you answer.

- **Answer "yes"**

You killed him, didn't you?

Fair play. As long as he got what he deserved.

Here, take this, and go to my bolt-hole down the way.

What's there is yours.

Just a small token of appreciation.

- **Answer "no"**

I see how it is. You're another slimy toad!

- **Talking a second time after agreeing to give him the ring**

You did me well.

- **When the player opens the trapped chest in Brightstone Cove Tseldora**

Ooh, that'll leave a nasty scar!

- **When giving equipment to the player**

Here, these are for you.

You did me well. Just take 'em.

- **When attacked but not aggroed**

Whoah!

(or)

Hey, watch it there!

(or)

Why, you!

- **When attacked and aggroed**

Do you want some? Fine enough!

- **When killing the player**

Next time, you think before you pick a fight!

- **When re-encountered after aggroing**

Don't you ever give up!

- **When attacked and health is under 50%**

Damn! This isn't right!

- **When killed**

(whimpering and sighing; no subtitles)

- **Unknown**

Heh...Rotten bastard...

Unused lines (?)

- **When killed**

Aiiieegh!

Voiced by: Joe Sims

Revision #1

Created 17 December 2024 07:54:33 by jade

Updated 17 December 2024 07:54:33 by jade