

Mild Mannered Pate

Description

A self-proclaimed "treasure hunter" who roams around Drangleic searching for valuable loot. With an unknown motive behind him, it is uncertain if he is friend or foe.

Location

Forest of Fallen Giants

Pate can be found sitting next to a gate that locks when passing through it. He will mention to you that he was with another traveler previously who became locked in a similar contraption. He will warn you of the danger and will continue to tell you that he still has the ring from the unfortunate traveler who became trapped. After escaping from the trap or coming back after dying, talk to Pate again. When you exhaust his dialogue, he will give you the White Sign Soapstone.

Pate can be summoned as a White Phantom for the Last Giant boss fight. If he survives the fight, you get Pate's Set, Pate's Spear and the Ring of Thorns from him in Earthen Peak.

Earthen Peak

From the second bonfire, proceed upstairs and then up the ladder. Head right towards the room with the fan blade and Desert Sorceresses on the other side, then drop down, and look for a room off that hallway with lots of vases. He will be leaning on the wall in this room below the stairs.

The treasure he seeks can be reached by taking a right when exiting his room, then a right at the hallway intersection. Look for a destructible railing on your right, break it and then drop down. Claim the treasure chest which contains Great Heavy Soul Arrow, and then you can open the door from this ledge back into Pate's room, which was previously locked from the other side. He will congratulate you, then mention that someone is apparently looking to end his life.

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 Pate and Creighton the Wanderer fighting inside. The outcome of this depends on who you decide to assist. If you kill Pate, he will drop Pate's Spear and the Ring of Thorns.

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 Pate's or Creighton's voice mocking you, depending on who survived.

Bonfire Intensity	HP	Souls
1	?	1,100
2	?	2,200
8	?	4,400

Summon Location

Forest of Fallen Giants

Just before the boss room for the Last Giant.

Drops

- Pate's Spear
- Ring of Thorns

Videos

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

Notes

Pate's summon sign may persist after the last giant has been killed (ps3 softs currently testing if getting him killed after the fight loses you his ring and spear)

- This NPC has a few unused dialogue lines.

Dialogue

+ Show Dialogue - Hide Dialogue

- **When first met in Forest of Fallent Giants before going into the trap**

1. Hello there. Travelling all alone in these treacherous times?

Well, I hope you have a very good reason.

Oh, hogwash, who am I to judge? Hah...

My name is Pate.

I journey hither and thither...On a sort of... ..treasure hunt, you might call it.

Be careful out there. There's talk of unsavoury bandits who prey upon travellers like yourself.

2. Oh yes, you be cautious if you go any farther.

There's treasure in there, for certain, but the entrance locks from behind.

I saw the same design earlier, and it's the same contraption, I'm sure.

I was with this warrior, you see, and he insisted that he go inside first.

The rather brusque fellow tried to swipe the loot for himself, but it trapped him inside.

I still have the gent's ring. I do hope he wasn't harmed.

3. I'll leave this one to you. I'm worried about what might be inside.

- **When talking after going through the trap in Forest of Fallent Giants**

1. Well, I see you managed to escape.

I hope that brave warrior didn't come a cropper either.

Be careful out there. There's talk of unsavoury bandits who prey upon travellers like yourself.

2. Oh, but you should take this.

It allows Undead to call out for help to one another, across the fissures between worlds.

With luck, somebody will lend you a hand.

- **When talking after going through the trap in Forest of Fallent Giants, if you didn't talk to him first**

1. I wanted to warn you of the trap down the way, but you walked right past me.

My name is Pate.

I journey hither and thither...On a sort of... ..treasure hunt, you might call it.

Be careful out there. There's talk of unsavoury bandits who prey upon travellers like yourself.

2. Good to see you safe.

- **When met in Earthen Peak**

Well, we meet again.

There's treasure this way... But I've a bad feeling about it.

I don't quite have the guts myself! Hah hah...

- **When talking after getting the treasure in Earthen Peak**

1. Well, good to see that you survived.
Perhaps you're more rugged than I thought.
In any case, the treasure is yours. Since you went ahead, and took the leap.
2. I prefer a more cautious approach. It's hard to know who to even trust these days.
For instance, I've heard that a man is out for my life.
Now, what misunderstanding could have ever led to that?
The poor bloke must have quite an imagination. Heh...
3. You be careful, too, my friend. For trust can be a dangerous thing.

- **When encountered fighting Creighton in Brightstone Cove Tseldora**

He swung at me! Please, lend me a hand!

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

1. What misunderstanding could have caused this?
Well. Thank you. I owe you my life.
My little pied-à-terre lies beyond here.
You'll find some of my treasures there. Help yourself to those that suit you.
Here, use this key.
2. Be cautious on your travels.

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

What was he thinking?
I haven't done a thing.

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

Ooh, that'll leave a nice scar!

- **When giving equipment to the player**

We went through a lot together. Take these, as a token of our friendship.
Don't be shy, they were meant for you...Heh heh...

- **When attacked but not aggroed**

Eek!
(or)
What the devil's...!
(or)
Now, stop that!

- **When attacked and aggroed**

Oh, I can scrimmage, my friend.

- **When killing the player**

Heh heh heh...

- **When re-encountered after aggroing**

You again? Oh, heavens...

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

Not too shabby...Heh heh...

- **When killed**

(death scream; no subtitles)

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