

Blacksmiths

- Andre of Astora
- Giant Blacksmith
- Rickert of Vinheim
- Vamos

Andre of Astora

Description

A blacksmith residing in the old church building in Undead Parish. Specialized in physical path and Magic weapon enchantments using Faith

Location

Undead Parish

Next to the main church building is a stone bridge (guarded by 2 sword-wielding and 1 crossbow-wielding Undead Soldiers) that goes out towards the forest. Halfway through the bridge, you will hear metals clanging. Follow this path to a small structure (the old church). The old church has 3 floors, the top is a ruined temple, the middle floor has a bonfire and bridge to Sen's Fortress and the lowest level is where Andre will be working. Also down a short staircase from Andre is a large room with a Prowling Demon.

Use

- Can reinforce weapons using the appropriate Titanite
- Can ascend +5 Normal weapons to +6 Normal if given the Large Ember, found in the Depths, near the first Butcher
- Can ascend +5 Normal weapons to Raw weapons if given the Large Ember
- Can ascend +10 Normal weapons to +11 Normal if given the Very Large Ember, found in New Londo Ruins after draining the water
- Can ascend +5 Normal weapons to Divine if given the Divine Ember, found at the top of a tower after the Moonlight Butterfly fight
- Can ascend +5 Divine weapons to +6 Divine if given the Large Divine Ember, found at the Tomb of the Giants, guarded by six Giant Skeletons
- Can ascend +5 Divine weapons to Occult if given the Dark Ember, found in the Painted World of Ariamis behind the annex door
- Can repair any¹ damaged equipment for souls. Cost depends on the equipment's soul-cost-per-durability ratio and the amount of durability repaired
- Sells/drops the Crest of Artorias that opens a shortcut door in the Darkroot Garden, near the hidden bonfire, which links both sides of the gardens. The crest is not an essential

item because you can get to the other side via a ladder at the waterfall next to the Hydra mini-boss in Darkroot Basin. It is just a very easy shortcut for soul farming the Clan of Forest Protectors and boss encounter

Sells

Item	Soul Cost	Description
Titanite Shard	800	Reinforces standard weapons to +5.
-	-	-
Crest of Artorias x1	20,000	Opens shortcut in Darkroot Garden. See Use above
Weapon Smithbox x1	2,000	Upgrade weapons at any bonfire, still costs souls to use, no cheaper than a blacksmith
Armor Smithbox x1	2,000	Upgrade armors at any bonfire, still costs souls to use, no cheaper than a blacksmith
Repairbox x1	2,000	Repairs items at bonfire
-	-	-
Longsword	1,000	Also randomly drops from Undead Soldier
Broadsword	1,000	Starting equipment of Knight class
Bastard sword	3,000	
Battle Axe	1,000	Also randomly drops from Armored Hollow
Warpick	800	
Caestus	200	
Pike	2,000	
Large Leather Shield	800	Also randomly drops from Phalanx
Tower Kite Shield	1,000	Functionally the same as Caduceus Kite Shield
Caduceus Kite Shield	1,000	Functionally the same as Tower Kite Shield
-	-	-
Standard Arrow	10	
Large Arrow	50	
Wooden Arrow	3	
Standard Bolt	30	
Heavy Bolt	100	
Wood Bolt	10	

Stats

Playthrough	HP	Souls
New Game	1,065	1,000
NG+	2,664	5,000
NG+6	3,330	6,250

Drops

- Humanity (x3)
- Blacksmith Hammer
- Crest of Artorias - if not already bought

Notes

- If you answer "No" when he asks for any ember, he will keep asking the player the next time you start a conversation with him.
- Beware of accidentally making him hostile; for whatever reason, he is an incredibly strong NPC capable of easily smashing your guard with his punch combos or drop kick attacks. If you do want to kill him for whatever reason, block his punches with a high-stability shield, roll his drop kick and backstab him as he gets up.
- If you give Andre the Very Large Ember before the Large Ember you may not be able to upgrade past +5 or to any Raw weapons, this also applies for other ember types.
- This NPC has unused dialogue lines.

Dialogue

All dialogue text is © From Software Inc.

+ show Dialogue - hide Dialogue

Video: Andre of Astora's Dialogues

- **Initial meeting**
Well, you must be a new arrival.
I'm Andre, of Astora.
If you require smithing, then speak to me.
- **Greeting**
Well, hello again.
You seem to be doing all right.
Need anything forged?

- **Using "Talk" option**

1. Most weapons and armour are mighty sturdy indeed.
But every hunk of metal has its breaking point.
If you notice durability running low, it's time to repair.
You can ask a blacksmith like myself, or do it on you own with a grindstone.
The nice thing about weapons... they never betray you.
So, pay them a little respect, eh?
2. There are two types of weapon forging. There's reinforcement, and there's ascension.
Reinforcement is simple. It strengthens the weapon and nothing more.
A simple task for any blacksmith. Hell, you could even do it yourself with a smithbox.
But ascension's a finer art. It alters a weapon's properties.
Ascension is the territory of we blacksmith; a smithbox just won't do the trick.
Start out with reinforcement. When that loses its charm, you can consider ascension.
As you've noticed, this land is flush with the mad and wicked.
You won't make it through the night without employing my services!
Hah hah hah!
3. You can forge armour just like you do weapons.
Forging armour is even easier than forging weapons.
Whether you forge weapons or armour first? Well, that's up to you.
but nobody wants to see you go Hollow.
So, whatever you do, you'd better do it well!
Hah hah hah!
4. This is the old church.
It was abandoned in favour of the church that you passed through.
There are paths leading from here to two forbidden planes: Sen's Fortress, and the Darkroot Garden.
They attract all sorts of lunatics, no-one as cultured as yourself.
It's fine to be Undead, but keep a level head, eh?
Hah hah hah!
5. Sen's Fortress is an old proving grounds built by the ancients gods.
It is the only route leading to the great Anor Londo.
Of course, most fools can't even find their way into that fortified deathtrap.
But they won't stop trying! Take that bumbling Sir Onion...
Hah hah hah!
6. I know little of the Darkroot Garden.
Although I've heard rumours of a divine blacksmith who resides there.
Those who get stumped in the Catacombs seek him for divine weapons.
7. Oh, yes, and one other thing about the Darkroot Garden.
It is said to house the grave of Sir Artorias the Abysswalker.
Only, of those who ventured into the forest, none has returned.

- **When leaving**

- I'll be seeing you, then.
Be careful out there.

- Don't get yourself killed.
Neither of us want to see you go Hollow.

- **When leaving abruptly and returning**

1. Oi, where're you off to?
2. What's going on with you, eh?
I though you'd gone Hollow there.
Hah hah hah!

- **If the player has the Large Ember**

Ahh, why, that's a fine ember you have there.
I could smith some mighty weapons with one of those.
Why not lend it to me?

- **Answer "yes"**
Magnificent! You won't be disappointed.
I can hardly wait to get started...
- **Answer "no"**
I see... 'Tis a pity...

- **If the player has the Very Large Ember**

Well, I'll be! That's a brilliant ember you've got there!
For all my years in the trade, that might be the finest!
How's about... you leave that ember with me?
I'm just an old smith. I'd give my left arm for a gem like that.

- **Answer "yes"**
Well! Thank you mightily for that.
Now, just leave the rest to me.
Andre of Astora gets the job done, you shall see!
- **Answer "no"**
I see... 'Tis a pity...
But perhaps you'd... No, no, it's quite all right...
Quite all right, indeed...

- **If the player has the Divine Ember**

My, that's a rare ember you have there.
I've seen one of those before... It's the ember of a divine blacksmith.
Might you consider leaving that with me?
I could produce divine weapons with a flame such as that.

- **Answer "yes"**
Well, thanks for that!
You've made a fine decision. You soon shall see!
- **Answer "no"**
I see... 'Tis a pity...

- **If the player has the Large Divine Ember**

- Oh, my, what a brilliant ember you have there.
I've only heard legends of such specimens...
The embers used for the secret rites of divine blacksmiths...
Perhaps you could lend it to me?
I've long dreamed of forging divine weapons...
- **Answer "yes"**
Ah-hah! Splendid, splendid! Thank you!
Andre of Astora never disappoints, I assure you!
- **Answer "no"**
I see... 'Tis a pity... I can't expect you to give up what's yours.

- **If the player has the Dark Ember**

Hrm? Show me that ember of yours...
Well, I've never heard of a black ember.
Hmmm...
How about leaving that ember with me?
I find it strangely fascinating...

- **Answer "yes"**
Yes, well! Thank you.
This ember really is something special. I'm already under its spell.
I sense great potential, indeed...
- **Answer "no"**
Are you sure? Well, fair enough. 'Tis a pity, but I'll live.

- **If the player has any other ember**

Hmm, that's an odd ember you have there.
Ahh, I know what you're thinking. But I'm no good with those.
It won't be easy, but...
I'm afraid you'll have to look for someone else.

- **When attacked without made hostile**

- Ow!
- Owwww, that hurts!

- **When attacked and made hostile**

Well, you've got some nerve!
Coming at me like that!
I'll tear you to shreds! You bloody Hollow!

- **When killed**

Curses, you damn backstabber...

Voiced by: Sean Barret

Further reading

-
- Andre of Astora (Souls Lore)

Footnotes 1. Excluding weapons in Crystal upgrade path, Crystal Straight Sword, Crystal Greatsword, and Crystal Shield.

Giant Blacksmith

Description

A giant blacksmith residing in the main cathedral building of Anor Londo. He's an acquaintance of Hawkeye Gough, keeping the latter's Hawk Ring after his retirement from the Four Knights of Gwyn. Specialized in crafting unique weapons.

Location

Anor Londo

In the right-wing side (your left side) of the main cathedral building. Can only be accessed from the inside, as the grille door is locked from the outside. From the large cathedral room with two Royal Sentinels and a Silver Knight Archer, there are 2 paths:

- Find the broken stained glass window on the top balcony of the large cathedral room. Pass through the window and drop down to the right on to some large steps. Walk around a small ledge and drop down to a balcony where the Dragonslayer Greatbow and single Dragonslayer Arrow are located. Pick off at range or drop down again to finish off the Bat Wing Demon located outside the blacksmith's front door.
- Near the Silver Knight Archer, there's a small bridge that leads to the building with a spiral staircase. At the bottom of the staircase is the blacksmith.

Remember to open the grille door leading back to the Sentinels, so it is easier to access the blacksmith again.

Use

- Can reinforce weapons using the appropriate Titanite.
- Can ascend +10 Normal weapons to Lightning weapons.
- Can ascend +10 Normal weapons to Crystal weapons if given the Crystal Ember, found in the Duke's Archives.
- Can ascend weapons using boss souls if the player has the correct materials.
- Can repair any¹ damaged equipment for souls. Cost depends on the equipment's soul-cost-per-durability ratio and the amount of durability repaired.

Sells

Item	Soul Cost	Description
Titanite Shard	800	
Large Titanite Shard	3,800	
Green Titanite Shard	4,800	
Twinkling Titanite	8,000	
-	-	-
Weapon Smithbox x1	2,000	Upgrade weapons at any bonfire.
Armor Smithbox x1	2,000	Upgrade armors at any bonfire.
Repairbox x1	2,000	Repairs items at bonfire.
-	-	-
Giant's Halberd	5,000	Req str 36, massive weapon.
Giant's Shield	10,000	Req str 36, weight 18, crazy heavy shield.
-	-	-
Standard Arrow	10	
Large Arrow	50	Shorter range, but more damage
Feather Arrow	100	Long range sniper arrows.
Moonlight Arrow	500	Magic arrow. Doesn't deal physical damage. Cannot benefit from counter damage.
Dragonslayer Arrow	500	Giant dragon hunting arrows (need the Dragonslayer Greatbow or Gough's Greatbow)
Standard Bolt	30	
Heavy Bolt	100	Shorter range, but more damage
Sniper Bolt	250	Long range sniper bolts.
Lightning Bolt	700	Deals normal and Lightning damage.
-	-	-
Giant Helm	6,000	
Giant Armor	8,000	When fully upgraded, provides the highest defense of any single armor piece in the game.
Giant Gauntlets	6,000	

Giant Leggings	6,000	
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Stats

Playthrough	HP	Souls
New Game	1,812	3,000
NG+	3,171	9,000
NG+6	3,964	11,250

Drop

Blacksmith Giant Hammer - 100% drop

Notes

- Behind the blacksmith is a chest containing Hawk Ring.
- The blacksmith will use standard Giant attacks if made hostile.

Strategy

- Can be arrowed to death outside the front door, will not follow or attack.

Dialogue

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+ show Dialogue - hide Dialogue

Video: Giant Blacksmith's Dialogues

- **First time speaking to him**
Who are you?
Forge your weapons?
- **Leaving**
Cometh soon.

- **Greeting**

Mng. Hello.
Forge. I can!
Strong. I am!

- **Using "Talk" option**

1. You come.
I forge.
we talk.
You good friend.
I very happy.
2. You come.
I forge.
Shiny shiny.
Get shiny from Duke.
Forge weapons, make shiny.
More happy.
3. Talk, 'tis no good.
But forge...very good!
I help anytime.
4. Talk, 'tis no good.
No one home.
Everyone gone.
5. But you, friend.
You talk,
I no talk,
but happy.

- **Abruptly leaving him and then speak to him**

1. Mng, hmng?
2. Hello again.

- **If you have the Crystal Ember in your inventory**

Mng. What's that?
Shiny, shiny
Give me that.
I make weapons shiny.

- **Answer "Yes"**
I hath shiny-shiny,
I make weapons shiny!
- **Answer "No"**
Hmph, 'tis pity...

- **Attacking him without made hostile**

- Oww.
- Oww, that hurts.

- **Attacking him and made hostile**

Oi!

Stop that!

- **Killed**

Angh, uggghh...

Nighty-night...

Voiced by: Daniel Flynn Footnotes 1. Excluding weapons in Crystal upgrade path, Crystal Straight Sword, Crystal Greatsword, and Crystal Shield.

Rickert of Vinheim

Description

A magesmith from Vinheim Dragon School. Somehow trapped in a cell in New Londo Ruins and can't get out, although he doesn't seem to mind. Specialized in Magic weapon enchantments.

Location

New Londo Ruins

Exit the lift down from the Firelink Shrine and into the first open area with the ruins in the distance. Go to the far right and follow a set of broken stairs down towards the water. Be careful not to fall off the stairs and on the left hand side at the bottom of the steps behind some bars is Rickert.

Use

- Can reinforce weapons using the appropriate Titanite.
- Can ascend +5 Normal weapons to Magic weapons using Green Titanite Shard.
- Can ascend +5 Magic weapons to +6 Magic weapons when given a Large Magic Ember, found in The Duke's Archives.
- Can ascend +5 Magic weapons to Enchanted weapons if given an Enchanted Ember, found in the chest guarded by two Mushroom Parents in the Darkroot Garden.
- Can repair any¹ damaged equipment for souls. Cost depends on the equipment's soul-cost-per-durability ratio and the amount of durability repaired.
- Early access to basic Sorcery, before rescuing Griggs of Vinheim.

Sells

Item	Soul Cost	Description
Soul Arrow	2,000	Sold by Griggs cheaper at 1,000.
Heavy Soul Arrow	4,000	Sold by Griggs cheaper at 2,000.
Sorcerer's Catalyst	500	

Stats

Playthrough	HP	Souls
First	659	1,000
NG+	1,779	5,000
NG+6	2,224	6,250

Equipments

Mage Smith Set (unused content)

Notes

- If you answer "No" when he asks for any ember, he will keep asking the player the next time you start a conversation with him.
- He is possible to kill using certain AoE attacks, like Wrath of the Gods; or by using weapons with long range, like the Silver Knight Spear.
- Equipped with a unique version of the Mage Smith Set which contains no item names or descriptions and cannot be equipped on female characters.

Dialogue

All dialogue text is © From Software Inc.

+ show Dialogue - hide Dialogue

Video: Rickert of Vinheim's Dialogues 1, Rickert of Vinheim's Dialogues 2

- **First time speaking to him**

1. Hrm?

Well, this is unusual. You haven't lost your head.

And more importantly, you're free. How on earth...

...Well, I shouldn't pry.

I am Rickert of Vinheim.

I was once an established smith, but look at me now.

Can you believe it?

2. Hm? What is it?

Have you...Oh, no, don't worry. I've no intention of escape.

It's safe here. I can't bear the thought of going Hollow out there.

Although, I must admit, I've not much to occupy myself.
How about this? I could forge your weapons, albeit with rather minimal tools.
I will show you what made me the best in Vinheim!

- **Using "Talk" option**

1. Hm? What is it?

There's nothing to talk about.

We're both cursed; Undead. But what's there, really, to moan about?

2. Old Big Hat? Of course I've heard of him.

Who hasn't in Vinheim?

He was a royal member of Dragon School, until he turned Undead.

I hear he was quite the character... Only, that was a hundred years ago.

What interest have you in the old eccentric now?

3. Sorcery? Don't ask me how it actually works.

We only fiddle and forge, until it works itself in.

That's how we do it in Vinheim, at least.

We prefer to leave the theorizing to those uppity scholars.

- **Greetings**

- Oh, hello.

What weapons have you brought? Go on; show me.

- Oh, hello.

I was beginning to wonder when you'd come.

Have you materials? Go on, show me.

- **Leaving without buying anything**

Come back soon.

Smithing helps soothe my nerves.

Don't let me wither away out of idleness.

- **Leaving after buying something**

Good-bye, then.

Keep your head on, out there.

You really help break the monotony.

- **If the player has the Large Magic Ember**

Hey, hang on...

That's a sorcery ember... isn't it?

Yes, it certainly is... The first I've seen since my banishment from Vinheim.

What do you say, friend? Mind giving that to me?

This is no-man's land. I'm the only one who could handle it anyway.

- **Answer "Yes"**

Yes, as you should!

I won't dissappoint you. I'm taskless no longer!

- **Answer "No"**

...Yes, I see. All right, fine.

But I don't think you're really seeing things clearly.

- **If the player has the Enchanted Ember**

Hey, hang on...

Is that... a sorcery ember?

I've never seen one like that, not even back in Vinheim.

What a brilliant flame!

Please, friend, let me have that. I am begging you.

I am a craftsman of Vinheim. I'd go Hollow before I pass up a flame like that!

- **Answer "Yes"**

Oh, really! You are wonderful!

I will forge a Rickert masterpiece, just for you!

A weapon to make a legend out of you...

- **Answer "No"**

...Fine. ...Fine, I won't bother you.

It was wonderful if only to gaze upon.

It takes me back to old times.

- **If the player has any other ember**

Hey, hang on...

Is that an ember?

Oh, no, I'm sorry. We of Vinheim don't deal in shoddy embers like that.

Perhaps you should try an old smith out in the country.

- **When leaving abruptly and returning**

- Hm? What's happened?

- What was that about?

Ahh, it doesn't matter.

- **When attacked**

- What's got into you!

- Damn, you've gone Hollow, have you?

Forget about it! I have nothing more to say.

Be gone!

Oh, go away!

There's nothing here for you. Nothing at all.

- **When Killed**

No...impossible...

Why didn't I see?

...You've gone Hollow...

Voiced by: Adam Sopp Footnotes 1. Excluding weapons in Crystal upgrade path, Crystal Straight Sword, Crystal Greatsword, and Crystal Shield.

Vamos

Description

A skeletal blacksmith residing in the Catacombs. Specialized in fire enchantments.

Location

The Catacombs

At the end of the spiral staircase near the fourth Necromancer (who's guarding a switch), look below. You'll see an item glow, a Green Titanite Shard, on a corpse below. Drop down to it (don't roll, as you may overshoot and slip further down below and the fall damage might kill you). From the corpse, drop down to the broken wooden plank below, then enter the hole. After the cutscene, you can access Vamos' room from the Skeleton Wheel area.

In the Remastered version, a new bonfire has been added to the area, but it isn't recommended to rest at it early into the game, as it'll make the walk back to Firelink Shrine considerably more difficult.

Use

- Can reinforce weapons using the appropriate Titanite.
- Can ascend +5 Normal weapons to Fire weapons using Green Titanite shard.
- Can ascend +5 Fire weapons to +6 Fire weapons if given a Large Flame Ember, found in the Demon Ruins, between the bonfire and Demon Firesage boss room.
- Can ascend +5 Fire weapons to Chaos weapons if given a Chaos Flame Ember, found in the Demon Ruins, on the lava, guarded by many Taurus Demons.
- Can repair any¹ damaged equipment for souls. Cost depends on the equipment's soul-cost-per-durability ratio and the amount of durability repaired.
- Opens another shortcut to the Skeleton Wheel area after his cutscene.

Sells

Item	Soul Cost	Description
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Consumables		
Homeward Bone	500	Sold by several other merchants. Sold cheaper by Hawkeye Gough ²
Upgrade Materials		
Titanite Shard	800	Cheapest price, along with several other merchants
Bonfire Items		
Weapon Smithbox x1	2,000	Cheapest price, along with other merchants. Not available for purchase if already in your inventory
Armor Smithbox x1	2,000	Cheapest price, along with other merchants. Not available for purchase if already in your inventory
Repairbox x1	2,000	Cheapest price, along with other merchants. Not available for purchase if already in your inventory
Ammo		
Wooden Arrow	3	Sold by other merchants. Cheapest arrows in the game
Standard Arrow	10	Sold by several other merchants. Only wooden arrows are cheaper
Large Arrow	50	Sold by several other merchants. More damage, but shorter range
Wood Bolt	10	Sold by several other merchants. Cheapest bolts in the game
Standard Bolt	30	Sold by several other merchants. Only wood bolts are cheaper
Heavy Bolt	100	Sold by several other merchants. More damage, but shorter range

Stats

Playthrough	HP	Souls
New Game	945	1,000
NG+	1,916	4,000
NG+6	2,395	5,000

Drops

-
- Hammer of Vamos
 - Royal Helm

Notes

- If you answer "No" when he asks for any ember, he will keep asking the player the next time you start a conversation with him.
- Be careful fighting the Bonewheel Skeletons in the area outside, they can come inside Vamos' room and kill him.
- Like all other Skeletons, he receives bonus damage from Divine weapons.
- This NPC has unused dialogue lines.

Dialogue

All dialogue text is © From Software Inc.

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- First encounter
 - ... Be gone with you!
... You'll spoil my focus.
- Greeting
 - ... What's that, then? Need some smithing?
Then produce me some wares!
- **If the player has the Large Flame ember**
 - ... Hmph? Why, is that...
... An ember from New Londo...
... And a fine ember it be...
What do you say? Why not leave it with me?
I'll give you a flame to feast your eyes upon.
 - Yes
 - Yes, yes, very well! We'll get these old bones to work!
Keh heh heh!
 - No
 - Hmm, hmm, yes, yes, I see...
Well, do not hesitate if you should change your mind...
- **If the player has the Chaos ember**
 - ... Hmph? What, that's...
... an ember unlike any that I have seen...

... a very curious pattern...
... Could it be the flame of the legendary witch?
... I know! Suppose you left that ember with me?
Old Vamos would never let you down, no, not ever!

- o Yes

- o Keh heh heh heh heh!

- Yes, splendid, splendid indeed!

- ... My, oh, my! You precious little thing...

- o No

- o Hmm, hmm... Fine, then...

- I doubt you'd even...bah, forget it...

- These bones won't fail me anytime soon.

- I'll come across another, eventually... Keh heh heh heh heh!

- **If the player has any other ember**

- o ... Hmph? Why, you have...

- ... and ember, do you?

- Ahh, forget about it. I don't deal with that kind.

- What has gone wrong with embers these days?

- **Talk**

- o ... Hmph! I'm here to smith, not to chit chat.

- o ... I've told you, I'm here for the trade, not for the talk!

- o Enough with your presence. It disturbs me.

- o Well, you are a persistent one, are you not?

- But I'm afraid I'm a mere blacksmith, it's just me and my trade.

- I would be of no help to a righteous warrior such as yourself.

- o If that'll be all, then be gone with you!

- ... You'll spoil my focus.

- **If the player has killed the Gaping Dragon**

- o I've told you, I have nothing to discuss...

- If I have anything to offer, it's my smithing, and nothing more.

- I'd be of more help with that ember from New Londo, of course...

- It's a shame the whole place was flooded...

- **If the player has killed the Gaping Dragon and Quelaag**

- o I've told you, I have nothing to discuss...

- If I have anything to offer, it's my smithing, and nothing more.

- Ahh, unless I had the flame of that legendary witch...

- But that would require a visit to Lost Izalith. Impossible...

- **When leaving abruptly and returning**

- o Now where've you gone?

- ... You've got rotten manners.

- If it be smithing you need, the produce your wares.

- When leaving without doing anything.
 - Well, what was that about?
Don't be coming around here without a good reason!
- When attacked without made hostile
 - Bah!
 - You rotten scoundrel!
- When attacked and made hostile
 - Trying to cause trouble, are you?
I am Vamos the blacksmith, and I'm no bag of bones!
- When killed
 - Curses...

Video Vamos' dialogues

Voiced by: Daniel Flynn

Footnotes 1. Excluding weapons in Crystal upgrade path, Crystal Straight Sword, Crystal Greatsword, and Crystal Shield. 2. Additional Content only.