

# Andre of Astora

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## Description

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

## Location

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### 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

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- 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 any<sup>1</sup> 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.
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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

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

## Drops

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

## Notes

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- 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

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+ 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!

- Owww, 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

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- Andre of Astora (Souls Lore)

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

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