

# Oscar, Knight of Astora

## Description

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He is an Undead knight from Astora who is on an Undead pilgrimage. He helps you at the start of the game by dropping the corpse with the Dungeon Cell Key. The next time you meet him, he's close on going Hollow. Since he cannot finish his mission, he chooses you to inherit it.

## Location

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### Undead Asylum

Behind the broken wall. You need to trigger the iron ball trap so that the iron ball smashes onto the wall, opening the way to Oscar.

### Undead Asylum (return visit)

He will be standing in the place he died, hostile and ready to attack you.

## Use

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- Gifts you the Estus Flask and Undead Asylum F2 East Key.
- Gifts you the Big Pilgrim's Key in addition to the above items if you managed to kill the Asylum Demon without retrieving your starting equipment and/or meeting him first.

## Stats

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This only lists Oscar's hollowed stats. When you first meet him, he'll always have 1 HP and 100 souls.

Playthrough	HP	Souls
New Game	793	1,000
NG+	1,522	3,000
NG+6	1,903	3,750

## Equipment

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- Astora's Straight Sword
  - Crest Shield
  - Elite Knight Set

## Drops

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- Non-hollowed
  - Estus Flask (if not already given)
  - Undead Asylum F2 East Key (if not already given)
  - Big Pilgrim's Key (if you kill Asylum Demon before talking to him)
- Hollowed
  - Crest Shield

## Notes

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- After he gives you the keys (and the Estus Flask if on first playthrough), when you leave the room, he appears to have succumbed to his fate. You will hear his death rattle, get some souls, and he disappears from his previous location (if you run fast enough, you can even see his death animation). After this event, the next time you visit the Undead Asylum, he will be waiting for you, hollowed.
- Equipped with a unique version of the Elite Knight Set which contains no item names or descriptions but, unlike the other unique NPC versions of player armor sets, can be equipped by both male and female characters.
- This NPC has unused dialogue lines.

## Dialogue

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**All dialogue text is © From Software Inc.**

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+ Show Dialogue - Hide Dialogue

**Video:** Oscar, Knight of Astora's Dialogues

- **First time speaking to him**

...Oh, you... You're no Hollow, eh?

...Thank goodness...

...I'm done for, I'm afraid...

...I'll die soon, then lose my sanity...

...I wish to ask something of you...

...You and I, we're both Undead... Hear me out, will you?

- **Answer "yes"**

- **If you don't have an Estus Flask in your inventory (i.e. first playthrough)**

- ...Regrettably, I have failed in my mission...

- ...But perhaps you can keep the torch lit...

- ...There is an old saying in my family...

- ...Thou who art Undead, art chosen...

- ...In thine exodus from the Undead Asylum, maketh pilgrimage to the land of Ancient Lords...

- ...When thou ringeth the Bell of Awakening, the fate of the Undead thou shalt know.

- ...Well, now you know... And I can die with hope in my heart...

- ...Oh, one more thing...Here, take this.

- ...An Estus Flask, an Undead favourite.

- ...Oh, and this...

- ...Now I must bid farewell...

- ...I would hate to harm you after death...So, go now...

- ...And thank you...

- **If you have an Estus Flask in your inventory (i.e. New Game Plus)**

- ... Regrettably, I have failed in my mission...

- ... But perhaps you can keep the torch lit...

- ... There is an old saying in my family...

- ... Thou who art Undead, art chosen...

- ... In thine exodus from the Undead Asylum, maketh pilgrimage to the land of Ancient Lords...

- ... When thou ringeth the Bell of Awakening, the fate of the Undead thou shalt know.

- ... Well, now you know... And I can die with hope in my heart...

- ... Oh, one more thing... Here, take this.

- ... Now I must bid farewell...

- ... I would hate to harm you after death... So, go now...

- ... And thank you...

- **Answer "no"**

- ... Yes, I see...

- ... Perhaps I was too hopeful...

- ... Hah hah...

- ... Please, leave me be...

- ... I have not long to live, and I may harm you after death.

- ... Now, go...

- **Next time speaking to him**

- ... Now I must bid farewell...

- ... I would hate to harm you after death... So, go now...

- ... And thank you...

- **When attacked**

Hrggkt...

- **When killed**

But... why...

**Voiced by:** Oliver Le Sueur

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