

Steady Hand McDuff

General

Bonfire Intensity	HP	Souls
1	1,860	1,600
2	?	3,200
8	?	6,400

- After spending 14,000 souls on his services (like reinforcement and weapon infuse, not buying items) he will gift you a Titanite Slab when you talk with him. This unlocks the Smith For Life achievement/trophy.
- It's unclear how McDuff is able to use the ember, as Blacksmith Lenigrast states that the art of using embers to fortify weapons was lost long ago.

Location

The Lost Bastille

He is in the lower part of the Bastille, where three dogs guard a gate at the base of a long staircase, which has an explosive barrel and a large enemy at its peak.

You can enter McDuff's room in the following ways:

- The Bastille Key will allow you to simply open the door.
- Push the explosive barrel down the stairs to destroy the weakened wall to the left of the door, revealing a bonfire and the rear entrance to McDuff's smithy. If the barrel does not explode on its own, you can simply nudge it into place and detonate it yourself with a Firebomb. May be able to set off barrel with any weapon that does Fire damage. A sufficiently large enough weapon, such as a Great Hammer or Ultra Greatsword should also work.

Usage

To enable use of his services, you must hand him the Dull Ember, which is located in the Iron Keep (in *Dark Souls II: Scholar of the First* it is located next to the Tower Apart bonfire in the Lost

Bastille). Additionally, light the brazier in his room to move him to his blacksmithing anvil.

- Can reinforce and repair equipment.
- Can infuse weapons and shields with various elements and status effects.

Weapons	Quantity	Soul Cost
Bastard Sword	1	3,000
Uchigatana	1	5,000
Greataxe	1	6,200
Winged Spear	1	2,500
Scythe	1	3,500
Long Bow	1	2,000
Light Crossbow	1	1,500
Royal Kite Shield	1	2,400
Ammunition	Quantity	Soul Cost
Wood Arrow	∞	10
Iron Arrow	∞	30
Iron Greatarrow	∞	120
Wood Bolt	∞	25
Heavy Bolt	∞	50
Consumables	Quantity	Soul Cost
Repair Powder	1	2,500
Large Titanite Shard	∞	2,500

Drops

- Titanite Slab

Dialogue

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- **First Encounter (Senile)**

1. Meh heh heh...
Oh why can't they all be this easy?...Meh heh heh
2. Hmph! Hmm! We've got a wild one here!
Shape up! Shape up, I say!
3. Oh-hoh hoh hoh! That's it, yes, that's the way!
Dear flame...how brightly you burn! Meh heh heh...
4. I ought to fetch a new ember...
Flame, dear flame...

- **After Obtaining Dull Ember**

Flame flame...I smell flame upon you.
I'm McDuff the blacksmith; all I want is a little flame.
So, hand that ember to me.
Right now, you imbecile.

- **Answering YES**

Oh-hoh! What a marvellous ember!
You've got stones, I pray.
Give me stones, and I'll fortify your gear.

- **Answering NO**

What?!
Hmph! Oh, do it yourself, then!

- **Using Talk Option**

1. Flame, dear flame...
I give you my all, and you waver and falter.
Meh heh heh...
2. From the start of time, flame allowed man to flourish.
And even now, he devises new fiery arts.
But...His reason makes him doubt flame.
And so we waver...and falter...
3. The power of flame, power of the gods... In the end, it is all beyond our reach.
And so, flame allures us, and we attempt to harness its power.
Flame, dear flame...

- **Meeting again**

I ought to fetch a new ember...
Flame, dear flame...

- **When gifting the player a Titanite Slab**

If you walk with flame, then I salute you.
Take these.

- **Leaving after using his services**

Flame, dear flame...

- **Leaving without using his services**

Be gone.

- **When attacked**

You fool.

Enough with you.

You've offended the flames! (aggroed)

You scared yet? (50% HP)

- **When player is killed**

Ah, what a waste!

- **Returning after defeat**

You bloody fool.

- **When killed**

Flame, dear flame...

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